

About This Guide

This guide describes the app's features and explains step by step how to use them.

The screenshots in this guide show the app with its language set to **English**. The names of buttons, menus, and other controls are written exactly as they appear in the app, making them easy to identify in the screenshots.

The first section begins with the **DEMO version** and explains how to purchase and unlock the **FULL version**. After this section, the screenshots and instructions are based on the **FULL version** of the app.

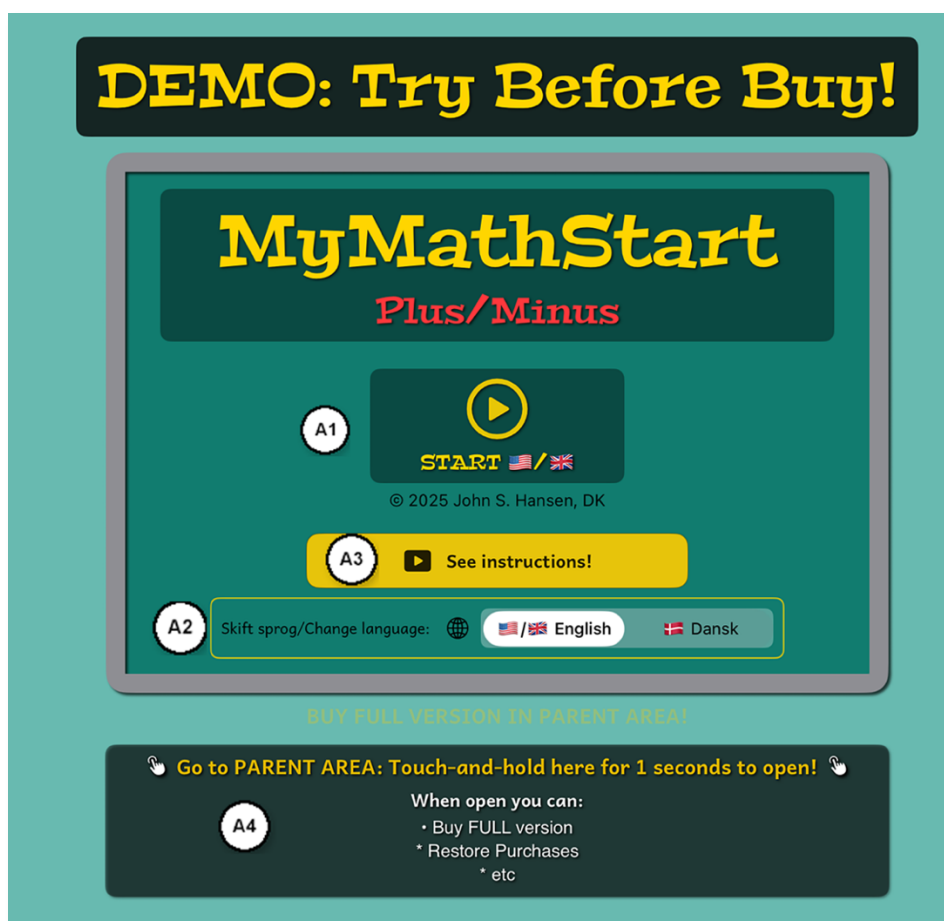
If a feature is limited, unavailable, or appears differently in the DEMO version, this will be clearly stated under the relevant section of the guide.

Labels such as **A1**, **A2**, **B1**, and so on refer to the corresponding labels shown in the screenshots. Each label is unique, making it easy to locate the correct feature and its explanation.

A - Getting Started and Unlocking the FULL Version

The app initially opens on the start screen. If “**DEMO: Try Before Buy!**” appears at the top, the app is currently running in DEMO mode.

Start Screen



A1 — Start

Tap **START** to continue.

In the DEMO version, an information window opens before you enter the activities. From this window, you can:

- Continue using the DEMO version.
- Return to the start screen.
- Open the Parent Area to purchase the FULL version.

After the FULL version has been purchased, tapping **START** takes you directly to the app's content.

A2 — Language

Select **English** or **Dansk** using the language selector.

The app changes to the selected language immediately.

A3 — Instructions

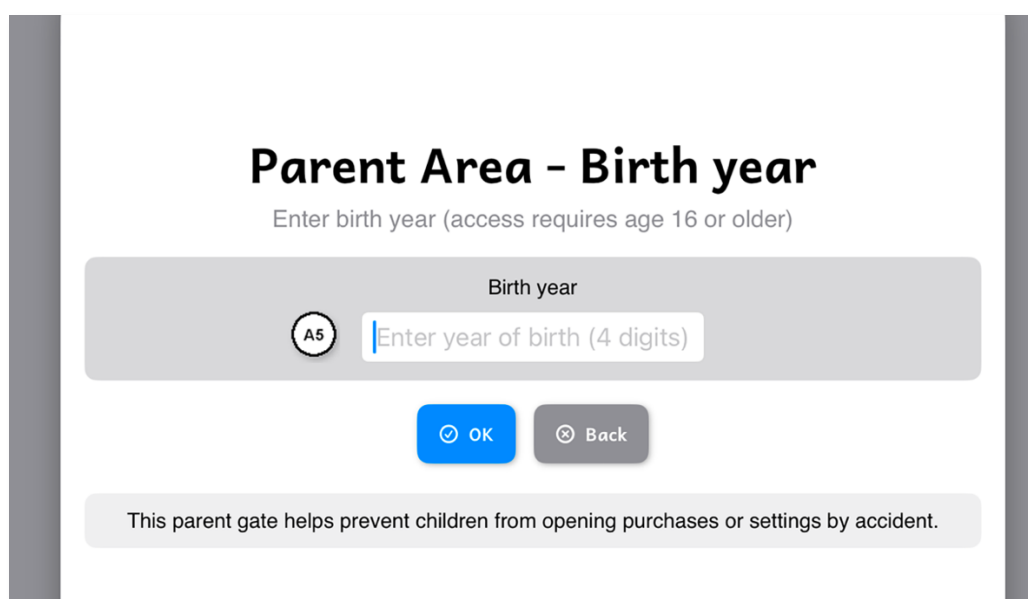
Tap **See instructions!** to open the instructions for the app's learning activities.

A4 — Parent Area

The Parent Area contains purchase and restore options intended for an adult.

Touch and hold the **PARENT AREA** panel for approximately one second. The parent gate will then open.

Parent Gate



The Parent Area is protected by an age check to help prevent children from opening purchase options or settings accidentally.

A5 — Enter Birth Year

Enter your four-digit year of birth.

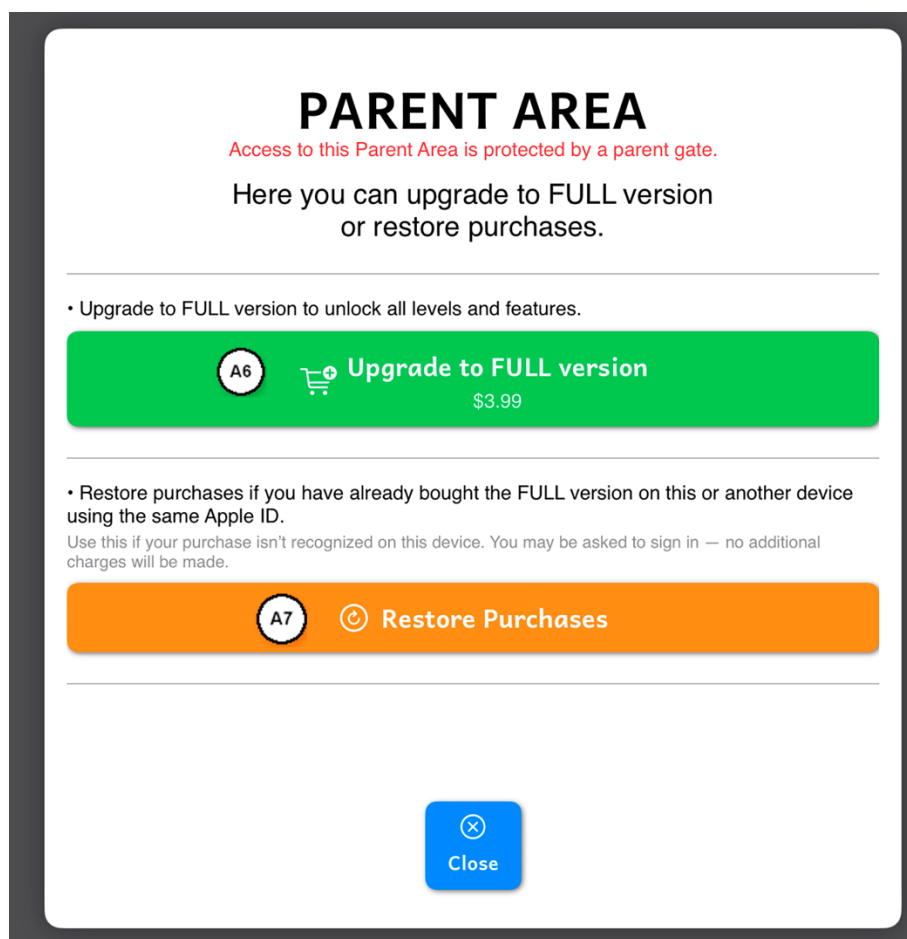
Access requires an age of at least 16 years.

Tap **OK** after entering the birth year.

If the entered year meets the age requirement, the Parent Area opens. If the year is invalid or does not meet the requirement, a message is displayed.

Tap **Back** to close the parent gate and return to the start screen without opening the Parent Area.

Purchasing or Restoring the FULL Version



The Parent Area allows you to unlock the FULL version or restore a previous purchase.

An internet connection is required to make a new purchase. The price shown in the app is provided by the App Store and may vary by country or region.

A6 — Upgrade to FULL Version

Tap **Upgrade to FULL version** to begin the purchase.

Follow the App Store instructions shown on the screen to confirm the purchase. When the purchase has been completed successfully, the FULL version is unlocked and all available levels and features become accessible.

You will not need to purchase the FULL version again when reinstalling the app or using another compatible device with the same Apple ID.

A7 — Restore Purchases

Tap **Restore Purchases** if you have previously purchased the FULL version using the same Apple ID.

Restoring a purchase does not result in an additional charge. You may be asked to sign in with the Apple ID originally used for the purchase.

If the purchase cannot be restored while the device is offline, connect the device to the internet and try again.

Tap **Close** to leave the Parent Area and return to the start screen.

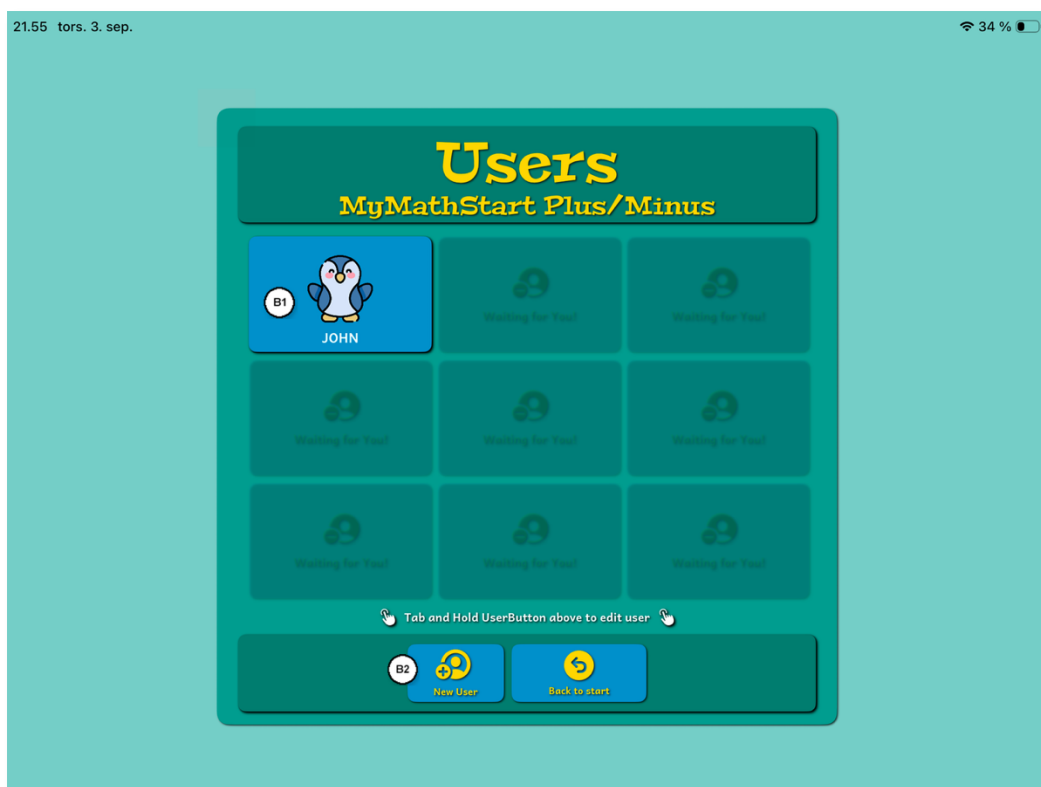
B — Creating, Selecting and Editing Users

Each user has an individual profile containing a name, an avatar and saved progress.

The **FULL version** supports up to nine users. The **DEMO version** supports a maximum of two users.

User Selection

B1 — User Profile



Tap an existing user profile to select that user and continue.

The selected profile is moved to the first position in the user list, making frequently used profiles easier to find.

To edit an existing user, touch and hold the user profile until the **Edit User** window opens. You can then change the user's name or select a different avatar.

In the FULL version, the **Delete** button is also available while editing. Tap **Delete** and confirm the message to remove the user and the progress saved for that profile.

Users cannot be deleted in the DEMO version.

B2 — New User

Tap **New User** to create a new profile.

In the DEMO version, a maximum of two users can be created. When two users already exist, the **New User** button is locked and a message explains that the DEMO limit has been reached.

Tap **Back to start** to leave the user screen and return to the app's start screen.

Creating a New User

B3 — User Name

Enter a name for the new user.

The name:

- Can contain up to 15 characters.
- Is automatically displayed in capital letters.
- Must not be empty.

- Must be different from all existing user names.

A message is displayed if the name is missing or already in use.

B4 — Select an Avatar

Tap an available picture to select an avatar for the user.

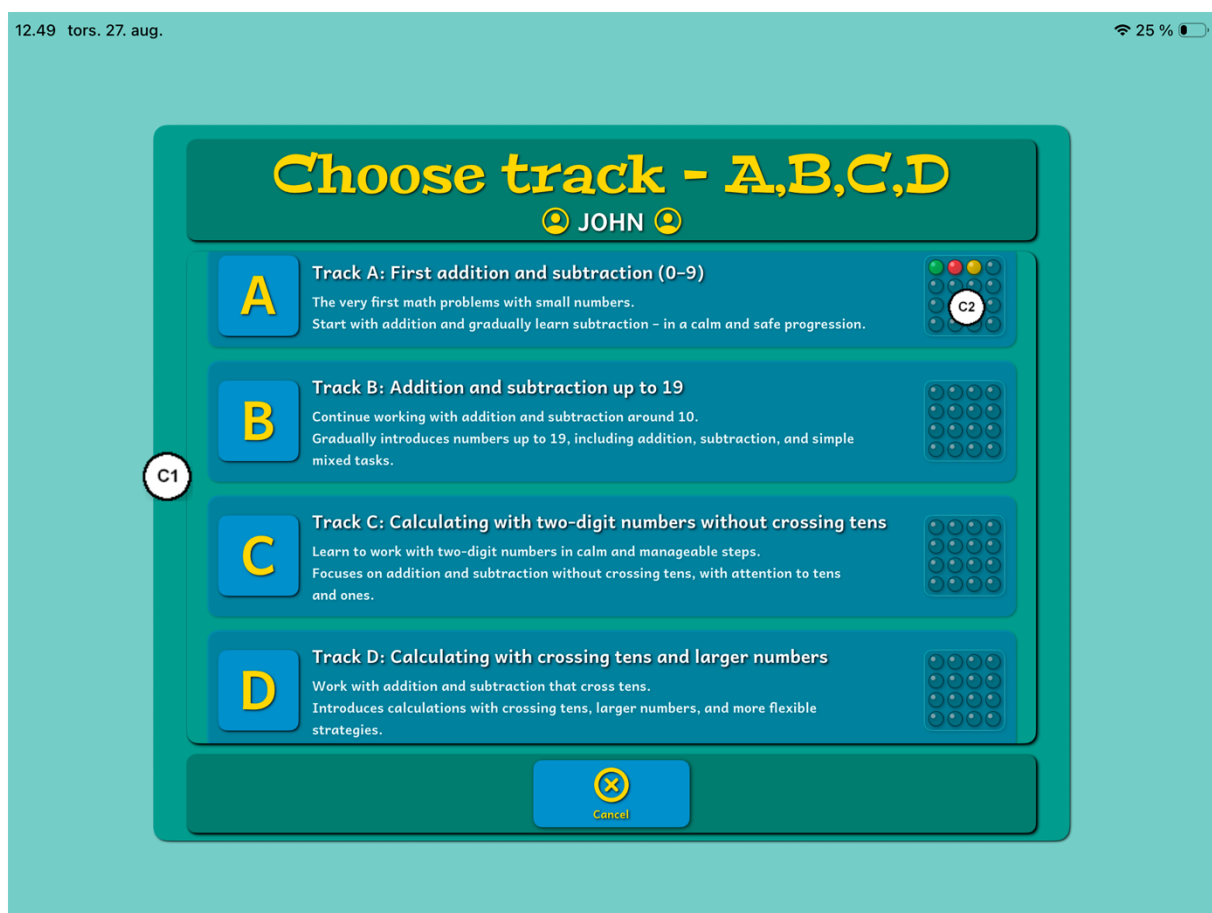
Each avatar can only be assigned to one user. Avatars already used by another profile appear faded and cannot be selected.

The highlighted border shows which avatar is currently selected.

Tap **OK** to create and save the user. The new user becomes the selected user automatically.

Tap **Cancel** to close the window without creating or changing the user.

C — Choosing a Track



After selecting a user, choose the track that best matches the user's current level.

The selected user's name is displayed at the top of the screen. Each user has separate progress saved for every track.

C1 — Tracks A–D

Tap anywhere on a track row to select it and continue to its levels.

The four tracks provide a gradual progression:

- **Track A — First addition and subtraction (0–9)**
Introduces the first addition problems with small numbers and gradually adds subtraction.
- **Track B — Addition and subtraction up to 19**
Continues with calculations around 10 and introduces numbers up to 19, including simple mixed tasks.
- **Track C — Two-digit numbers without crossing tens**
Introduces calculations with tens and ones without crossing a tens boundary.
- **Track D — Crossing tens and larger numbers**
Introduces addition and subtraction across tens and works with larger numbers and more flexible calculation strategies.

The tracks can be selected independently. The user does not need to complete an entire track before opening another one.

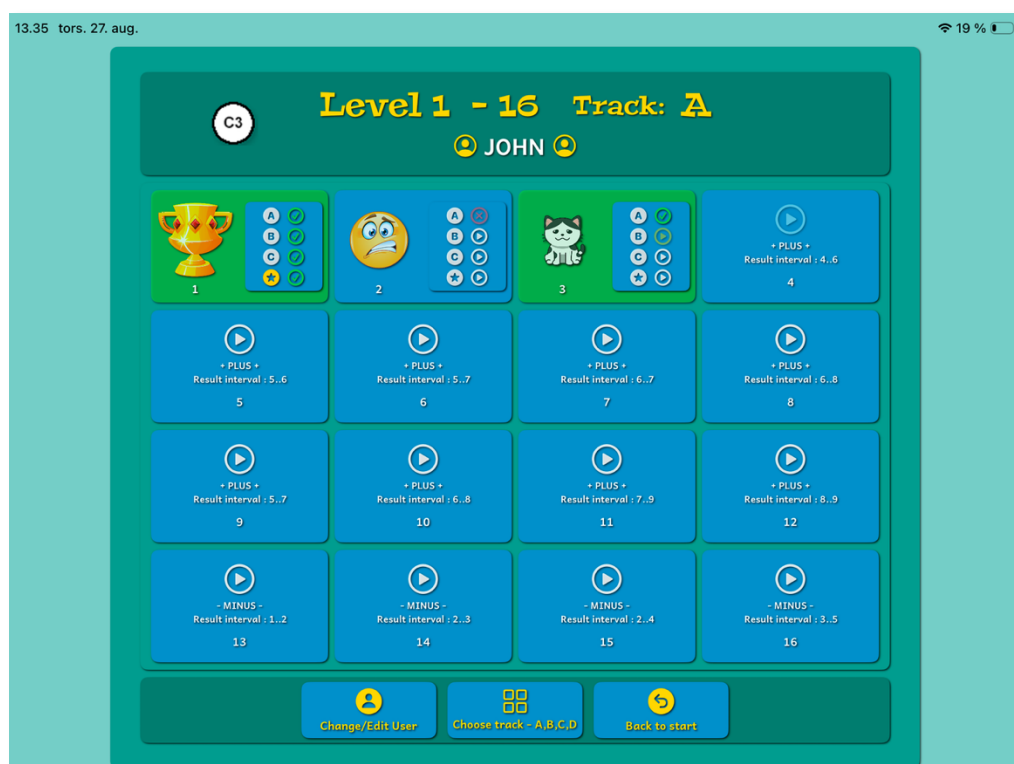
C2 — Progress Overview

The 16 small indicators on the right show the selected user's progress through the 16 levels in that track.

- **Gray:** The level has not been started.
- **Yellow:** The level is in progress.
- **Green:** The level has been completed.
- **Red:** The most recent attempt was not completed successfully.

Tap **Cancel** to return to start.

Choosing a Level



The heading shows the selected track and the name of the current user. Each track contains 16 levels with its own separately saved progress.

C3 — Levels 1–16

When starting a track for the first time, begin with **Level 1**. If you try to open another level before completing the first run in Level 1, a message will ask you to start with Level 1.

After the first run in Level 1 has been completed, the remaining levels become available. You may then select any available level, but working through them in numerical order is recommended because the difficulty increases gradually.

Each level tile shows:

- Whether the tasks use addition or subtraction.
- The result interval used in that level.
- The level number.
- A play symbol for starting or continuing the level.

Each level contains four runs: **A**, **B**, **C**, and a final **star run**. As the user progresses, the level tile shows which runs have been completed and which run should be attempted next.

- A green check mark indicates a completed run.
- A red cross indicates that the run was not completed successfully.
- A blinking play symbol indicates the recommended next action.

In the **DEMO version**, only Levels 1 and 2 are available. The remaining levels require the **FULL** version.

Tap **Choose track – A, B, C, D** to return to the track selection screen.

Tap **Back to start** to return to the app's start screen.

D — Using the PlayBoard



The PlayBoard contains 16 calculations. The task is to find all calculations that give the result shown at the top of the screen.

D1 — Result to Find

The large blinking number at the top is the result you must find.

For example, if the number is **3**, tap all calculations with a result of 3.

The number stops blinking after the first correct calculation has been selected but remains visible throughout the run.

D2 — Calculations

Tap a calculation to check its result.

- A correct calculation reveals a positive picture and displays the completed calculation in green.
- An incorrect calculation reveals an error picture and displays the completed calculation in red.
- Each calculation can only be selected once.

Continue until all calculations with the required result have been found.

D3 — Correct Calculations

The two columns on the left show progress for the correct calculations.

- The first column shows how many correct calculations are still waiting to be found.
- The second column shows how many correct calculations have already been found.

The counters at the bottom of the columns are updated after each correct selection.

D4 — Incorrect Calculations

The two columns on the right show information about incorrect calculations and errors.

- The first column shows how many incorrect calculations remain on the board.
- The second column shows how many incorrect calculations have been selected by mistake.
- The stop symbol marks the maximum permitted number of errors.

If the permitted number of errors is exceeded, the run ends automatically and is recorded as not completed.

Help Example

When Level 1 is opened for the first time, a help window explains the task:

- Find and select the calculations that give the required result.
- Avoid selecting calculations that give a different result.

Tap **OK** to close the help window and begin.

In Level 1, the help window is shown again if three incorrect calculations are selected during the same run.

Completing a Run

A run is completed successfully when all calculations with the required result have been found.

The PlayBoard then closes automatically, and the result is saved for the selected user and track. The user returns to the level screen, where the next run is shown.

Each level contains four runs: **A**, **B**, **C**, and a final **star run**.

If the maximum number of errors is exceeded, the PlayBoard closes automatically and the run is recorded as not completed. The same run can be attempted again from the level screen.

Tap **Exit** to leave the PlayBoard manually. If errors have already been made, the run is recorded as not completed.

Tap **Sound ON/OFF** to enable or disable sound effects. The selected sound setting is saved for the current user.