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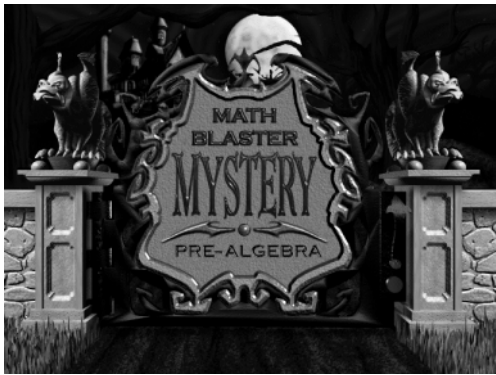
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# Welcome to Math Blaster® Pre-Algebra



Math skills are disappearing! You've got to outsmart the archvillain Dr. Dabble and his Electrochemical Math Magnet. Collect fuses and power gems as you make your way through his treacherous and mysterious mansion and restore math to the world.

# Playing the Game

## Sign In

Click New Player and enter your name on the keyboard. You can scroll down the list of names with the arrows on the right, then click on your name to highlight it. Click OK.

Choose Mystery Mode or Explore Mode.


Mystery Mode: You are on a mission to dismantle Dr. Dabble's Electrochemical Math Magnet. Mystery Mode begins on skill level one and grows more challenging as you play.



Explore Mode: You can practice certain activities at a specific level or play the activities you particularly enjoy. Select a level at sign-in. Later in the game you will be able to change levels.

Press OK, and the game begins.

To exit the program at any time, press ALT-F4 or ESC (in Windows) or ⌘-Q (Macintosh).

## Moving Around the Mansion

When you are in Dr. Dabble's mansion, move your mouse and watch your cursor. When your cursor turns into a wide arrow , you can click and move to another room. Double-click to automatically go through a doorway or into an activity.

When your cursor turns into a hand , you have access to an activity. When your cursor turns into a curved arrow , you can exit any of the activities. To exit an activity, click the upper left corner of your screen.

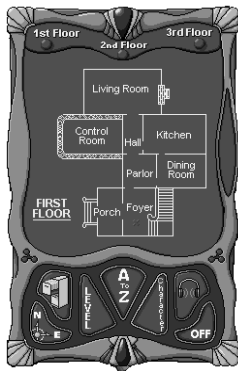
## Rave's PDA



In the bottom left corner of your screen is an icon for Rave's PDA (Personal Digital Assistant).

- The *Map* will help you get around Dabble's mansion and transport you quickly to one of the three floors. A red X on the map indicates your current room. Click any other room in the map, and Rave will automatically go there. However, not all rooms are available on all levels! (For complete access to all rooms, play Explore Mode level 3.)
- The *Records* button in the PDA shows the number of attempts and successes for each activity. You can page down to different activities using the green arrows on the right side of the PDA.
- The *Score* button, visible in Mystery Mode, lets you see your inventory items and check your total game points.
- The *Level* button, visible in Explore Mode, lets you change the level of difficulty during free play.

- The *A to Z Glossary* button is useful when you come across word problems that require formulas. The glossary also contains definitions of terms and symbols.
- The *Characters* button shows you the residents of Bizarroville, the subjects of the word problems.
- If the *Sound* is too soft or too loud, change it in the PDA.
- Close the PDA by clicking *Off*.



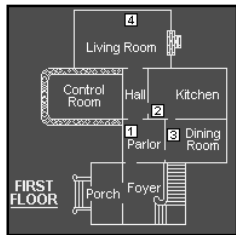
## The Calculator



A calculator is available in certain activities. Click the calculator icon if you need help. In Windows, you can also access the calculator outside of the game. In Windows 95, in the Start menu, go to Programs, Davidson, and Math Blaster Pre-Algebra. In Windows 3.1.X, open the Program Group where Math Blaster Pre-Algebra was installed and double-click on the calculator icon.

## Activities on the First Floor:

As you move through the mansion you'll come across strange inventions that will unlock secret passageways and forbidden rooms. Remember, you can change rooms quickly using the map in your PDA.



## Word Problems

In some rooms of the mansion, you can click either a blue Power Gem or a video camera to trigger Dabble's Security System. The Doctor will capture you and challenge you to a word problem. You can access to your calculator and your PDA.

Select the correct answer and click the Done button. If you are correct, you'll earn a Power Gem. Three Power Gems will unlock the secret passageway to Dr. Dabble's lab.



If you have trouble with the problem, Dabble will transport you to the graveyard, where you can learn the step-by-step approach to solving word problems.

## 1) The Ghoul Table

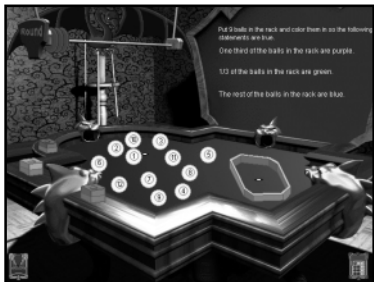


Read the statements on the chalkboard. The first tells how many balls you need to put in the rack. There are five sizes of racks; each holds a different number of balls. The next three statements tell what color the balls in the rack should be and what kind of number should be on the balls. Click a billiard ball and drag and drop it into the rack.

To paint a ball, click a colored chalk cube; your cursor will turn into a paintbrush. Click the ball you wish to paint. To change the color, click a different chalk cube, then click the ball again. Click anywhere on the screen to return to your cursor.

You'll get clues about each statement when you've filled the rack. If one statement has been satisfied, a yellow check mark will appear next to it. If you are correct, all three check marks will appear and the vulture will slide a bead over on the "rounds won" indicator.

Win three rounds to earn an electrical fuse. You'll need it later.

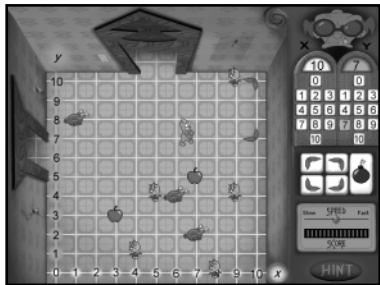




## 2) Ordered Scores

Put red corners in Rave's path so he will move around the traps and to the food.

To place a red corner on the grid, click on numbers to enter coordinates, then click a red corner button. When Rave hits the red corner, he will change direction.



The Bomb button will erase any red corners at an entered coordinate. Click on the Hint button to display the entered coordinate on the grid.

If you hit too many traps, Rave will faint from hunger. When Rave has eaten enough food, you'll earn a fuse for your inventory.

## 3) The Number Guesser

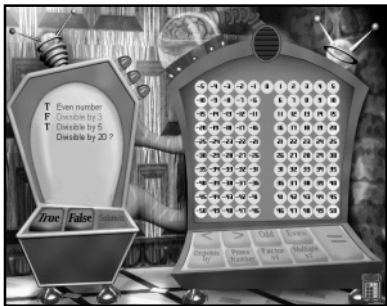
The Number Guesser can guess any number you are thinking of between -50 and 50. You can also try to guess her secret number. If you successfully match wits with her three times, she will give you a fuse for your inventory. If you meet the challenge to use a variety of math operations, you can earn bonus points.

## The Machine's Turn

Type an integer between  $-50$  and  $50$  on your keyboard; click Submit. The machine will ask you up to 10 True/False questions about your secret number. If you answer True, a T appears by the question. If you answer False, an F appears and the question number turns red.

As you answer, numbers that could be correct will stay lit, and numbers that are not possible answers will be dim. When only one number is left and is selected, the machine will check it

against the number you entered at the beginning of the game. If the numbers match, you win the round. If they do not match, the machine will show you which statements are inconsistent with the selected number.



## Your Turn

When the machine challenges you to guess her secret number, select Yes or No. To ask a question (limit  $-10$ ), click a blue function, then click a number on the Number Guesser. When your question is complete, click Submit.



As the machine answers, numbers that could be correct stay lit. When you think you know the correct number, click the Equals button, and then the number. Click Submit to make your guess. If your guess matches the machine's number on three out of five rounds, you win a fuse!

## 4) The Radio Mystery Hour

Fill your squares with numbers to get the highest equation. Click the spider to spin for a number. The number you spin will "stick" to your cursor.

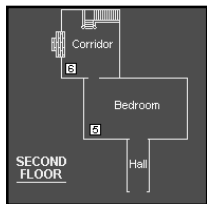
Click a square with a white circle on it. Your number now appears in all squares of that color. If you change your mind, click the square again and place the number on another square. For help, click the Hint button. When you're ready, click OK.

Now Dr. Dabble will take his turn. He'll spin and choose a square.

If you spin a "switch," you must then switch the numbers inside any two sets of squares (your own or Dr. Dabble's). But look out! He can spin "switches," too.



When all the squares contain numbers, you enter the Face Off round. In the Face Off round, you may try to increase your score by rearranging your math signs. Watch your total change as you move the signs—a maximum of five times. When you're happy with your score, click OK. Now Dr. Dabble will try to top your score by moving his operation signs. If you win three out of five rounds, you win the game and another fuse!



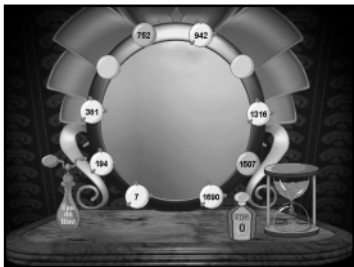
## Activities on the Second Floor:

To go to the second floor, click on the stairway from the Foyer or use the map in Rave's PDA.

### 5) Vanity Insanity

Starting with the bottom left bulb, figure out the number sequence on the light bulbs. Click a flashing bulb to stop it from flashing and display a number.

Click Eau de Hint to see a formula for the pattern. If one number is incorrect, the whole sequence is incorrect. When the sequence is correct, the bulbs will light up and you'll win the round. Win three rounds to get another fuse.



## 6) The Dungeon of Doom

Stack three numbered barrels onto one of two platforms so their numbers add up to the number on the platform. Move only one barrel at a time; barrels must be stacked with the larger numbers on the bottom.

Click the Reset button to return the barrels to the starting position.



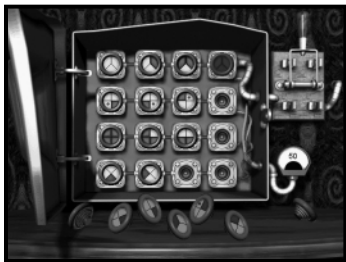
Click Done when your barrels add up to the target number. Correctly stacked barrels will be squashed and turned into food for one of Dabble's robotic creatures. A green light and four new barrels will appear. Barrels not stacked correctly will be lifted off the platforms. One light will turn red and four more barrels will appear for you to move and stack. You'll get five chances to feed the robot. Win three rounds, and earn a fuse for your inventory.

### **Activities on the Third Floor:**

To go to the third floor, click on the stairway from the Corridor or use the map in Rave's PDA.



## 7) Pattern Power



Look from left to right, and figure out the visual pattern for each row of fuses. Only one fuse will fit in each empty spot in the fuse box. Click and drag the fuses to the correct spot in the fuse box. Click the Done lever when your fuses are in place. If a row of fuses is correct, the wire connecting the fuses will turn yellow.

If a row has an incorrect fuse, the wire will stay red, and you'll have to replace the wrong fuse with the correct one. If you get all of the correct fuses in before time runs out, the power will come on in one of the dark rooms downstairs, and the secret passage to Dr. Dabble's lab will open!

## 8) The Bridge

If you've earned all your fuses and collected all three power gems, a secret passageway on the third floor will open. This leads to one final challenge from Dr. Dabble. Monsters try to knock you off the bridge and keep you from getting across. You have only one weapon to fight them—Goo!

Move Rave back and forth using the left and right arrows on your keyboard. Make Rave jump up and duck down with the up and down arrows.

Don't hit any monsters! They can stun you for a moment, but if they hit you four times, you'll fall off the bridge, and end up back in the library.



Throw goo to stun the monsters with the control key. Hit a "stunned" monster with more goo to turn him into a coin. Move the cursor over a coin to pick it up for extra points.

## Parent Tips

The Parent Tips feature provides hints that will help children improve their math skills using on- and off-computer activities.

**Windows®** – From the Windows screen, choose the Parent Tips icon in the Math Blaster Pre-Algebra folder within the Davidson group.

**Macintosh®** – Double-click the Parent Tips Setup on the Math Blaster Pre-Algebra CD. Then, double-click the Parent Tips icon on the CD.