

Contents for Treasure MathStorm!

To learn how to use Help, choose How to Use Help from the Help menu.

Playing the Game



The Master of Mischief has covered the mountain with snow and ice, stolen the crown, and hidden the elves' treasures. Find the hidden treasures to win back the crown and melt the ice and snow.

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Customization

When you open a customization screen for an activity, it shows the current level of math problems in that activity. You can choose a new level at any time.

Each activity has 6 levels of difficulty. Click on **Level Definitions** on the customization screen to see how the levels differ.

Your level choices for the Time Igloo, Gold Room, Crystal Cave, and Icy Gate take effect immediately. Your level choices for Snowball Piles and Elf Questions take effect when you get to the next mountain path.

As you play, the program will adjust automatically and move you to a harder or easier level, depending on your performance.

You have the option of setting an activity to stay at a specific level and not adjust automatically. To do this, click on the "Remain on this level" button on the activity's customization screen.

See Also

[Elf Questions Level Definitions](#)

[Snowball Piles Level Definitions](#)

[Time Igloo Level Definitions](#)

[Gold Room Level Definitions](#)

[Crystal Cave Level Definitions](#)

[Icy Gate Level Definitions](#)

Customization

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Elf Questions Level Definitions

Practice adding, subtracting, and multiplying.

Level 1 Add single-digit numbers.

Example: $2 + 3 = ?$

Level 2 Add single- and double-digit numbers.

Example: $15 + 3 = ?$

Subtract single-digit numbers.

Example: $9 - 6 = ?$

Level 3 Same as Level 2 except the middle number is missing.

Example: $6 + ? = 10$

Level 4 Add and subtract double-digit numbers less than 100.

Level 5 Add numbers that total less than 100. (Regrouping/carrying needed.)

Multiply to get answers up to 50.

Level 6 Subtract numbers with differences less than 100. (Regrouping/borrowing needed.) Multiply to get answers up to 100.

Snowball Piles Level Definitions

Add, subtract, and redistribute snowballs so that piles have the special number.

Level 1 Add snowballs to the piles.

Level 2 Add and subtract snowballs to and from piles.

Level 3 Collect a few snowballs from one pile and add them to another pile.

Level 4 Collect many snowballs from one or more piles and add the snowballs to another pile.

Level 5 Collect all of the snowballs from one or more piles to add to other piles.

Level 6 Collect enough snowballs to fill an empty pile.

Time Igloo Level Definitions

Practice reading and calculating time on analog and digital clocks. In levels 1-3, match the time on one clock to the time on the other. In levels 4-6, calculate a time earlier or later than the time shown on the analog clock or digital clock.

Level 1 1/2-hour increments.

Level 2 15-minute increments.

Level 3 5-minute increments.

Level 4 Earlier or later-Easy.

Level 5 Earlier or later-Medium.

Level 6 Earlier or later-Hard.

Gold Room Level Definitions

Explore equalities and inequalities by balancing a scale.

Level 1 Start with one weight on one pan.

Level 2 Start with two weights on one pan.

Level 3 Start with one weight on each pan.

Level 4 Start with a mystery weight-Easy.
(Use all weights, 1-9.)

Level 5 Start with a mystery weight-Medium.
(Use weights 1, 2, 4, and 8.)

Level 6 Start with a mystery weight-Hard.
(Use weights 1, 3, and 9.)

Crystal Cave Level Definitions

Practice identifying and counting groups of 1s, 10s, and 100s.

Level 1 Count groups of 1s.

Level 2 Count groups of 1s and 10s.

Level 3 Count groups of 1s, 10s, and 100s.

Level 4 Count groups of 1s, 10s, and 100s. There may be more than 9 crystals in the 1s place.

Level 5 Count groups of 1s, 10s, and 100s. There may be more than 9 groups of 10 in the 10s place.

Level 6 Count groups of 1s, 10s, and 100s. The groups may be placed out of order.

Icy Gate Level Definitions

Recognize mathematical patterns and complete a sequence of numbers.

Level 1 Sequence of numbers increases by 1s.

Level 2 Sequence of numbers increases by 1s or 10s or decreases by 1s.

Level 3 Sequence of numbers increases by 5s or decreases by 10s or 1s.

Level 4 Sequence of numbers increases by 2s or decreases by 5s or 10s.

Level 5 Sequence of numbers increases by 3s or decreases by 5s or 2s.

Level 6 Sequence of numbers increases by 4s or decreases by 3s or 2s.

Sign-In

If you are a new player:


Click on **New Player**, then type your name. Click on **Start Game** to start your icy adventure.


To continue a saved game:


If your name is already on the Sign-In list, click on your name. If you can't see your name, use the scroll bar to find it or begin typing your name. (The black highlight will automatically move to where your name is located.) Then click on **Start Game**.

The Mountain Paths

Finding treasures:

Catch an elf who is carrying a scroll  and answer the question correctly. The elf will give you the special number of snowballs for that mountain path.

Stand by a snowball pile  and add or remove snowballs until the pile has the special number of snowballs.

Before you check a snowball pile for a treasure,  be sure you have the right number of snowballs. Each time you check a pile, it costs some money.

Make sure you check all of the piles on each mountain path!

Beware of snowbullies:

As you move around, beware of snowbullies!

If a snowbully hits you, you will lose money. Catch it with your net, duck, or skate under it to save your money.

Moving up the Mountain:

You'll need 4 tools to move up from one mountain path to the next. Answer questions in the different rooms to earn tools, or buy tools in the store.

Adding Treasures to the Treasure Chest:

Find as many treasures as you can on each trip up the mountain. Each time you reach the top of the castle, add your treasures to the treasure chest and an elf will give you a prize. Your prizes are stored on shelves in the prize room inside the clubhouse.

When the treasure chest is full, the mountain will thaw, and you will be Champion of the mountain.



See Also

[Using the Mouse on the Mountain Paths](#)

[Using the Keyboard on the Mountain Paths](#)

[Elf Questions](#)

[The Store](#)

[Time Igloo](#)








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Using the Mouse on the Mountain Paths

Click on:	To:
	Walk left or right
	Speed skate left or right
	Enter or leave a room; move up to the next path
	Duck under a snowbully.
	Use your net to capture elves and snowbullies
	Add or subtract a snowball from a pile
	Check a snowball pile


You can also move around by pointing the mouse cursor where you want to go on the screen and holding down the mouse button.

Using the Keyboard on the Mountain Paths

- | Press: | To: |
|---------------------|---|
| ← or
→ | Walk left or right |
| ↓
← or
↓
→ | Speed skate left or right |
| Spacebar | Use your net to capture elves and snowbullies |
| ↵ Enter | Check an answer or a snowball pile |
| " | Enter or leave a room; add a snowball to a pile; move up to the next path |
| ↓ | Subtract a snowball from a pile; duck under a snowbully |

Elf Questions

Each time you catch an elf, you get a chance to earn money by answering a math question.

Enter your answer in the flashing box and then click on the elf  to check your answer.

See Also

[Using the Mouse in Elf Questions](#)

[Using the Keyboard in Elf Questions](#)

[Customization](#)

Using the Mouse in Elf Questions

Click on:



Enter your answer



Erase a number



or



Check your answer



Return to the mountain path

To:

Using the Keyboard in Elf Questions

Press:

To:

Number keys

Type your answer

 Backspace

Erase a number you typed

 Enter


Check your answer

 Esc

Return to the mountain path

The Store

You can buy nets and tools (picks, catapult parts, or ladders) here.

Choose what you want to buy. Then choose the coins you need to pay the exact price. (If you need different coins, put a coin on the counter and click on  to get change.)

See Also

[Using the Mouse in the Store](#)

[Using the Keyboard in the Store](#)

Using the Mouse in the Store

Click on:

To:



Choose an item to buy



Put a coin down or pick it up



or



Finish paying







Get change



Return to the mountain path

Using the Keyboard in the Store

Press:	To:
←	or
→	Choose an item to buy
	then 
↓	or
↑	Put a coin down or pick it up
	Finish paying
	Get change
	Return to the mountain path

Time Igloo

The storm changed the time on Treasure MathStorm's clocks.

Listen to Timer the Timekeeper's directions, then set

the cuckoo clock  or the digital clock  to the correct time.

See Also

[Using the Mouse in the Time Igloo](#)

[Using the Keyboard in the Time Igloo](#)

[Customization](#)

Using the Mouse in the Time Igloo

Click on:



Change the time on the digital clock



Change the time on the cuckoo clock



or







Check your answer




Return to the mountain path

Using the Keyboard in the Time Igloo

Press:	To:
 or 	Change the time on the digital clock or the cuckoo clock
	Check your answer
	Return to the mountain path

Gold Room

The sudden storm tossed the silver weights onto the scale, making it go out of balance.

Put the gold weights  onto one or both of the pans to make the scale balance.

See Also

[Using the Mouse in the Gold Room](#)

[Using the Keyboard in the Gold Room](#)

[Customization](#)

Using the Mouse in the Gold Room

Click on:



To: Pick up a weight



Drop a weight



or



Check your answer

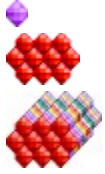


Return to the mountain path

Crystal Cave

The storm blew the elves' crystals all over Crystal Cave.

The Crystal Count has made piles of 1, 10, and 100 crystals.



Tell the Crystal Count how many crystals there are all together.

See Also

[Using the Mouse in the Crystal Cave](#)

[Using the Keyboard in the Crystal Cave](#)

[Customization](#)

Using the Mouse in the Crystal Cave

Click on:

To:



Enter the number of crystals



Erase a number



or



Check your answer



Return to the mountain path

Using the Keyboard in the Crystal Cave

Press:

To:

Number keys

Type the number of crystals

 Backspace

Erase a number you typed

 Enter


Check your answer

 Esc

Return to the mountain path

Icy Gate

Figure out the pass number to enter the gate in front of the castle.

Click on the door  to get a number sequence that has a missing number. When you know the missing number (the pass number), enter it and then click on



See Also

[Using the Mouse at the Icy Gate](#)

[Using the Keyboard at the Icy Gate](#)

[Customization](#)

Using the Mouse at the Icy Gate

Click on:

To:



See a number sequence



Enter the missing number



Erase a number



or







Check your answer



Return to the mountain path

Using the Keyboard at the Icy Gate

Press:	To:
	See a number sequence
Number keys	Type the missing number
	Erase a number you typed
	Check your answer
	Return to the mountain path

Menu Commands

File Menu

Options

File Menu

Use the File menu to see your rank, start another game, or exit the program.

See Also

[See Rank](#)

[Start Another Game](#)

[Exit](#)

See Rank

See Rank shows your rank in the game. Your rank is determined by the number of treasures you have returned to the castle.

Start Another Game

Choose **Start Another Game** when you want to start a new game or play an old one.
Your current game will be saved.

Exit

Choose **Exit** to quit the program.

Your game will be saved.

Options

The Options menu allows you to turn off or on the new player hints, the music and sound effects, or the voice.

See Also

[New Player Hints](#)

[Music and Sound](#)

[Voice](#)

New Player Hints

Choose **New Player Hints** to turn the game messages off or on. These messages help you learn how to play the game. The messages appear automatically when you are ranked as a trainee.

Music and Sound

Choose **Music and Sound** to turn the program's music and sound off or on. If you want to make the game completely quiet, you must also turn off the voice.

Voice

Choose **Voice** to turn the voice off or on. If you want to make the game completely quiet, you must also turn off the music and sound.

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Playing the Game



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