

MATH ACE

GRAND PRIX EDITION



USER'S MANUAL

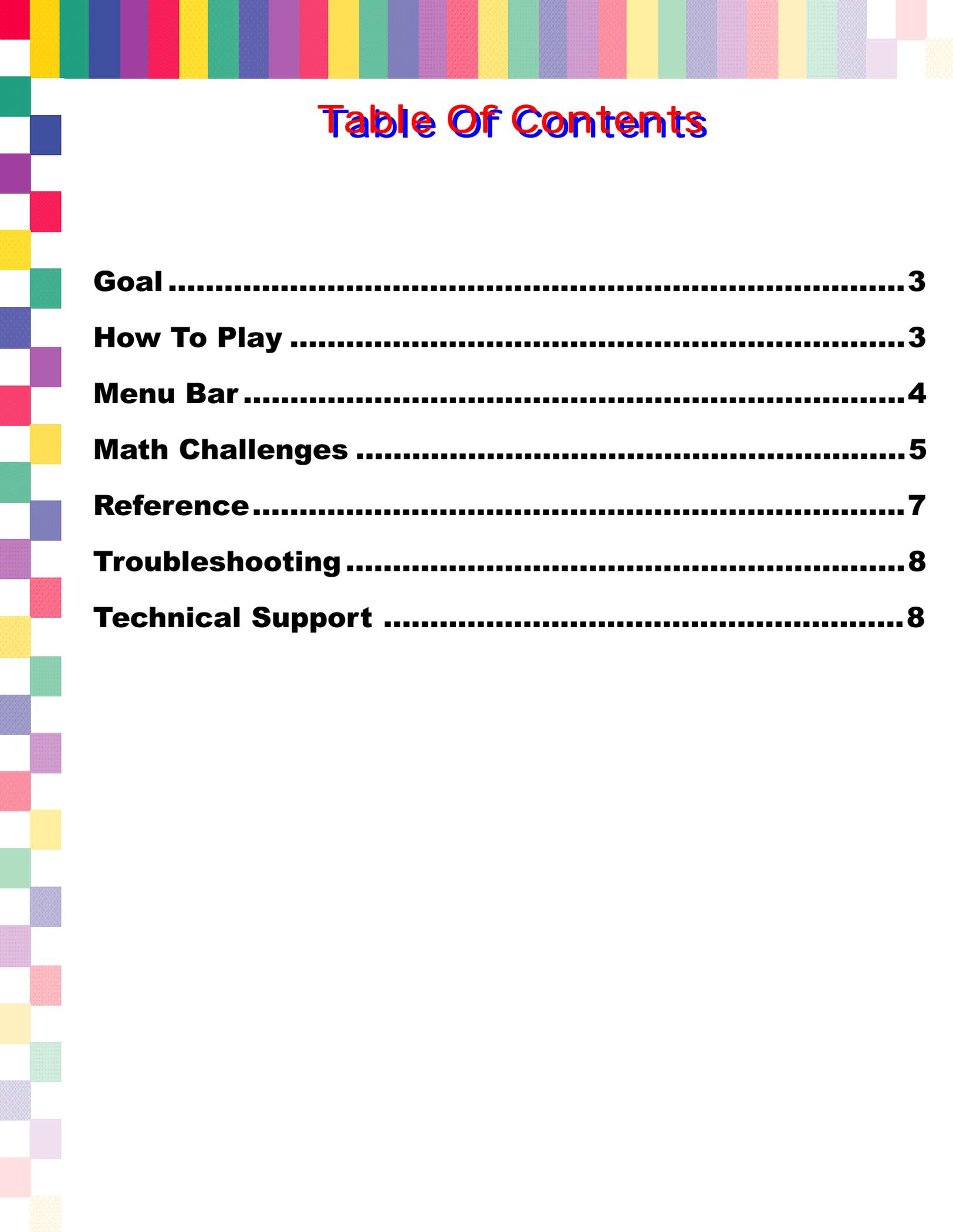


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GOAL

The goal is to build a road from the green start flag to the checkered finish flag before the ‘Copter can block your way! Along the way you will face math challenges that allow you to earn points. When you successfully complete a level, the car will race along the road that you have just constructed. Occasionally you will get to drive your car on the Grand Prix track. Drive the car by using the four arrow keys on your keyboard to earn bonus points.

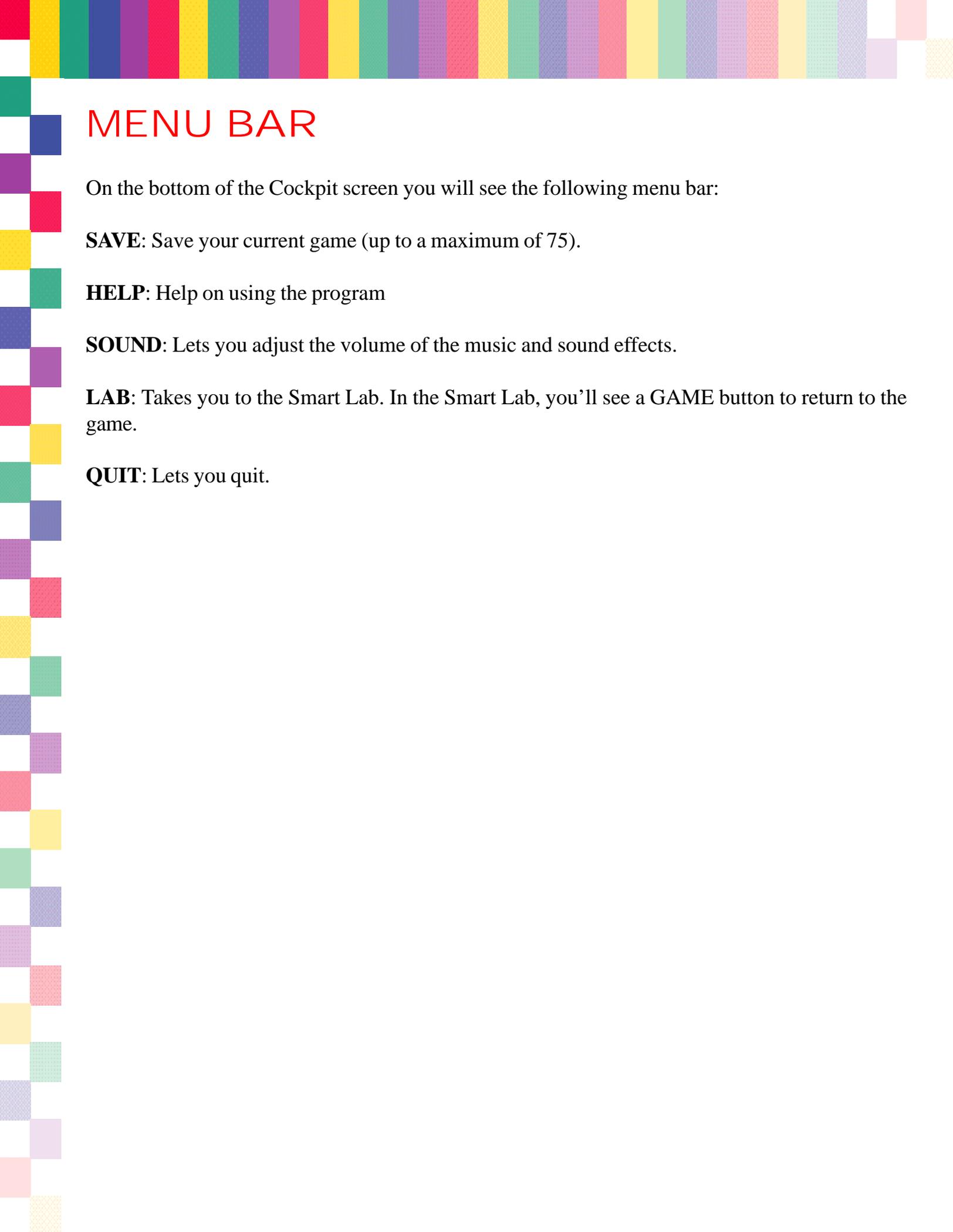
HOW TO PLAY

At the Road Map screen, choose an activity; play a New Game, a Saved Game, Practice Laps or go to the Lab. If you select New Game, you can then choose game settings from the Cockpit of the car. Follow these simple steps:

- Enter your name. It will appear in the list of saved games when you save it.
- Choose a Math Level. Semi-pro is for ages 8 to 11, Ace is for ages 10 to 14 and Champ is for ages 14 and up.
- Select a ‘Copter Speed. This will affect how fast the ‘Copter works to block your way. Prowling is slow, Jammin’ is medium speed and Turbo is fast.
- Click the “Go” button to start your new game.
- If you want to keep the set-up as is, simply click the “Go” button.

The game board will appear and the ‘Copter will start dropping oil splats and other things on the game board. To play, click a square and then a direction arrow. Answer the math problem that appears; if you’re correct, you get 2 chunks of road in the direction you chose (if they are not blocked).

There are three different ways you will be asked to answer questions. Multiple choice questions are answered by clicking on the best answer. On other questions, you use a keypad to enter the answer; you can use the calculator on the screen or your keyboard. (Note: The calculator is for entering a number and not for performing calculations.) Other questions will present a number of buttons and you click on the correct answer.



MENU BAR

On the bottom of the Cockpit screen you will see the following menu bar:

SAVE: Save your current game (up to a maximum of 75).

HELP: Help on using the program

SOUND: Lets you adjust the volume of the music and sound effects.

LAB: Takes you to the Smart Lab. In the Smart Lab, you'll see a GAME button to return to the game.

QUIT: Lets you quit.



MATH CHALLENGES

If you accept a challenge and win, you destroy one of the ‘Copter’s splat supplies. If you turn down the challenge or lose, the ‘Copter sucks up a splat supply and might morph into a bigger menace.

PAINT BALL

Click the color you think will most likely fall to paint the car and the number of steps to move. If you guess correctly, the car moves that many spaces; if not, the ‘Copter moves. First one to the finish square wins.

FUNCTION SHOOT

The ‘Copter appears on the coordinate system. Use the keypad to enter the coefficients, as prompted, to complete an equation. The car then zaps out the graph of that equation. If your graph hits the ‘Copter, you win. You get three tries to “fine-tune” your equation.

ANGLE CANNON

The ‘Copter flies in a repeating pattern on the screen. Use the keypad to select the angle you think will hit the ‘Copter when you fire the mobile oil cannon. Hit the FIRE! button. If the oil blob hits the ‘Copter, you win. You get three tries to adjust the angle.

FRACTION TRACK

Look at the target which will be either a written fraction, a picture or a simple fraction problem. Move the mouse to steer your car over the matching answer as it comes down the road. The shaded part of a picture represents each fraction. If you fail to run over the correct fraction, you lose.

SAVED GAMES

Choose Saved Games at the Road Map screen to display the Saved Games panel. Highlight an item in the list to play or delete that game. Use the arrows to scroll through the entire list. You can save as many as 75 games; then you'll have to delete some before you can save more. To play a highlighted game, click Play It.

PRACTICE LAPS

Choose Practice Laps at the Road Map Screen to display a list of practice topics. Scroll to the math level you want: Semi-pro or Ace, click to highlight the topic you want, then click Play It. Or click on the close box to go back to the Road Map.

LAB

In the Smart Lab, you can hone your skills so the 'Copter will have a difficult time blocking your way in the game. You can practice problems mixed up, as in the game, or you can focus on one particular math category and level at a time. You can get to the Smart Lab by clicking on the Lab button on the Road Map screen when you come into the program or by clicking the Lab button at the bottom of the screen during the game.

In the Smart Lab, you can select your Math level by clicking on either the Semi-Pro, Ace or Champ level. Then you can practice a random mix of math topics by clicking on one of the buttons underneath "All." Each button corresponds to one of the 8 levels in the game. Or you may choose to focus on one math topic and level at a time. Select a column (topic) and a row (level). Click on the square where the row and column intersect. Some squares are gray which means that the topic does not apply to that level. When you select a topic and level, you will see a pair of arrows at the bottom left of the screen. Use the right and left arrows to browse subtopics. You can practice any subtopic as much as you like.

You'll see examples of each problem in the Help Panel on the right side of the screen.

REFERENCE

Reference provides a great deal of information that you might otherwise have to look up: tables of conversion from one unit of measurement to another, definitions of important terms, an in-depth look at solving algebraic problems and much more. There are two ways to get to the reference:

- From the Smart Lab Control Center, click on the REFERENCE button near the bottom right of the screen.
- From any of the Smart Lab screens, click on the book icon at the bottom of the Help panel. Either way, you'll see the Index screen Reference. Click on any button to go directly to that topic. At the bottom of the Reference screen is a panel of buttons for getting around.
- Index returns you to the Index Screen of the Reference Section.
- Lab returns you to the Control Center of the Smart Lab.
- Next and Previous arrow buttons let you browse through the entire Reference, one page at a time.
- Return takes you to the Help screen where you were when you clicked the book icon.



Troubleshooting

* The programs run too slowly or has poor animation.

Make sure that you have at least 8 MB of RAM. You may need to exit other applications or use virtual memory to make enough memory available.

* My monitor is not displaying the graphics and animations properly.

Check that the video driver is set to display at 640 x 480 resolution in 256 colors.

Technical Support

One of our trained technical support specialists, who is an expert in kids' software, will be happy to assist you with installation questions, compatibility issues, and more.

For help, call 408-255-1328

Monday -Friday 8:30 a.m. - 5:30 p.m. Pacific time.