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Kids' World, Inc., P.O. Box 832190, Richardson, TX 75083-2190.

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www.kidsworld.com

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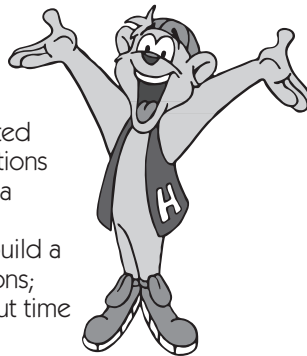
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Welcome to *The Great Math Adventure*TM

Starring Howie Mandel

Lil' Howie and his friends, Stinky and Digibot, welcome you to Lil' Howie's Fun House. *The Great Math Adventure*TM has six fun-filled and educational games for children ages six to nine.

Start off in the Library, then hop in Digibot for a trip through the Maze. Whip up some ice cream as you learn counting, sequencing, and patterns; blast asteroids while learning money skills; uncover animated pictures and test your memory while matching equations with like answers in Catch A Match; soak Stinky with a water cannon while learning addition, subtraction, multiplication, and division; use the Fractionizer to build a new room for Lil' Howie as you practice using fractions; and play hide-and-seek with Stinky as you learn about time and the calendar.



Notes to adults: Portions of this book are directed to your child (look for the 4 Kids icon); however, this is a perfect opportunity for you and your child to read through the manual together. *The Great Math Adventure* is both educational and fun. You may find that you enjoy the program as much as your child does.

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To create the Adventure Series, we start with what every kid loves: a great cartoon. We take curricula from California, Texas, and New York, and design a scope and sequence that facilitates learning. We develop an exciting adventure that includes five years worth of curriculum so younger children have a place to go and older kids have room to grow. The curriculum is designed to augment what your children learn in school, while the adventure fulfills every child's need to have a good time and explore new experiences. This is where Lil' Howie, Stinky, and Digibot get into the act. Their antics will keep children entertained for hours, and teach valuable skills along the way. Children keep coming back to our adventures because we integrate the natural inclination children have to play with the joy and challenge of learning. The more they play the games, the more they learn. The more they learn, the better they do in school. Smart software adjusts game levels according to children's abilities, so they are appropriately challenged and never get frustrated. Learning doesn't have to be fun, but it's a great place to start.

There are several approaches to playing *The Great Math Adventure*. In the Library your child can choose to go on *The Great Math Adventure* and become familiar with each room while Lil' Howie does the driving. Your child's score will be compiled and the skill level will be set for future games. Your child can choose **NOT!**, which will take you through Freeplay. Your child then has the opportunity to practice each activity at his or her own pace.

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A skill level will be set for future trips through the Fun House based on your child's performance the last time through the adventure (or, while in Freeplay, the last time that game was played).

Minimum System Requirements

For optimal performance, you should have at least the following system configuration.

- A 486 33 MHz or greater IBM-compatible computer (66 MHz is recommended)
- 8 MB of RAM
- A 256-color display or better
- A Microsoft-compatible mouse (or other pointing device)
- A double-speed CD-ROM drive
- Sound card and amplified speakers or headphones
- Windows® 3.1 (or higher) including Windows® 95, and DOS® 3.3 (or higher)

Technical Support

If you have difficulty installing or running *The Great Math Adventure*, please read the Troubleshooting section in this insert before calling Technical Support. By checking the items listed, you may be able to solve any difficulty you are having more quickly on your own.

If you are still having difficulty, call Technical Support at 972-498-8025. Support is available Monday through Friday from 8:00 a.m. to 9:00 p.m. and on Saturday from 8:00 a.m. to 7:00 p.m. Central Time. You also can reach Technical Support via America Online (keyword Seventh) or the Microsoft Network (Go Seventh).

Technical Support also is available via the World Wide Web on the Kids' World web page (www.kidsworld.com). Here you can download the latest technical support information along with demos of current and future products, register your products online, and participate in contests and chats with the celebrities and individuals involved in our products.

Installing *The Great Math Adventure*

*The installation program lets you install *The Great Math Adventure*, *The Great Word Adventure*, or both programs at the same time. You must have the CD in the CD-ROM drive to run the program.*

If the Autoplay feature is turned on, you do not need to run the installation program to install *The Great Math Adventure*. Windows 95 will automatically start the installation program.

Once installed, every time you insert the CD into the CD-ROM drive, the Autoplay feature of Windows 95 will automatically start *The Great Math Adventure*.

To install *The Great Math Adventure* (if Autoplay is disabled):

1. Start Windows if it is not already running.
2. Insert the CD into the CD-ROM drive.
3. Click the Start button and choose Run.
4. Type **X:\setup** in the Command Line and press **Enter**. Replace **X:** with the letter that represents your CD-ROM drive.
5. Choose Yes to install the program. *The Great Math Adventure* is automatically installed to a Kids' World folder on your hard disk..

Starting *The Great Math Adventure*

If you are running Windows 95, click the Start button, and then click Programs. Next, click Kids' World, and then click Great Math Adventure to start the program. Make sure the CD is in the CD-ROM drive.

Sing along with Lil' Howie's friends as they show you the way to his Fun House. Once you get there, you can hang out with Lil' Howie, Stinky, and Digibot.

Exiting the Program

To exit *The Great Math Adventure*, press **Alt+F4** or **Shift+Esc**. You can also press **Esc** to exit out of a game or a room, one step at a time. If you do this, you will return to the Maze, then to the Library, and finally to the Front Door.

Welcome to Lil' Howie's Fun House

Join Lil' Howie, Stinky, and Digibot for a trip through the Fun House, where you can have fun while learning skills such as counting, sequencing, bundling, patterns, place value, fractions, money, and reading the time and calendar! With Lil' Howie and all his friends, learning is fun and can be the most exciting adventure of all.



Note to parents: There are ten skill levels in each game in *The Great Math Adventure*. Level 1 is the easiest, and Level 10 is the hardest. All games may not be available for all levels. (The first time through the program, the level is based on the child's age. The following trips are based on the child's skill in the game. For more information on levels, see the section "Setting Levels for Games" in this manual.)

Lil' Howie is glad you came to visit, and wants you to sign his guest book. Type your age and press **Enter**. Then type your name and press **Enter**.

Just like at any clubhouse, you need a special name, so pick your favorite nickname. You can choose from twelve fun and silly names. To choose the nickname you want, click it twice. If you can't make up your mind, Lil' Howie will pick one for you. After you have finished signing in, join Lil' Howie and Stinky in the Fun House. You'll have to find your own way in, so click around for clues.

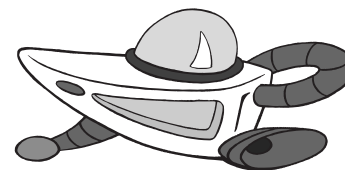
Lil' Howie will take you to his Library first. Because this is your first visit, you may want to let Lil' Howie take control and guide you through a wild adventure into the world of numbers: *The Great Math Adventure*. It's always fun to watch Lil' Howie drive, and he'll want to show you his favorite places first. Once you've completed *The Great Math Adventure*, you can go on it again, or explore at your own pace in Freeplay by clicking **NOT!**

Just so you'll know what's what, let's go on a quick tour through the Fun House.

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The Library

The Library is full of books, but it's also where you start your adventure. Browse around a while and see what you can find. There's more than dust on these shelves. Lil' Howie has a wonderful adventure planned— *The Great Math Adventure*.



First, Lil' Howie introduces you to his other friend, Digibot. Digibot not only is full of knowledge, he'll also be the vehicle for your adventure.

Let's get started! Click Lil' Howie, then choose *The Great Math Adventure*. (You also can choose **NOT!** to go on Freeplay, where you can explore on your own.)

Lil' Howie will guide you through all the rooms in the Fun House, one after the other. Each trip will be just as exciting and fun as the first. While on your adventure, you will earn points that are saved throughout the entire game. At the end, you'll receive a certificate for completing *The Great Math Adventure*. (When you increase your score and move to a higher level, you'll receive the next level of achievement certificate. See the section "Scoring" for more information.)

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Note: Your skill level is saved in each game and used in scoring.

If you choose **NOT!**, you will be in Freeplay. This means you get to choose where you want to go and how long you want to stay. Instead of riding in Digibot and going through the Maze, you will get to choose the game you want to play from Digibot's display. However, even though you play the games the same way in Freeplay and can accumulate a score, you will not be able to print a certificate.

The Maze

Digibot will get you where you're going, so get ready to take a quick ride through the Maze. Hang on tight. Lil' Howie is doing the driving and will pick where to go, and Digibot will announce your destination. You may have to solve a puzzle by adding numbers before you can continue.

Once you solve the puzzle, you must enter the correct launch code to start your trip. Listen to Digibot explain how to set the launch code.

You may want to click around in Digibot, just to see what's there.

Whichever path you choose, you're sure to have a great time. When you are finished with an activity and are ready to return to the Maze (or to the Library, if you're in Freeplay), press **Esc** twice.

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Note: If you are on *The Great Math Adventure*, you automatically return to the Maze after you finish each activity.

Ice Cream Machine

I scream, you scream, Stinky gets the ice cream! With this game, he has the chance to eat as much as he wants, and then some. The object of the game is to place an ice block with a number (or mathematical symbol, such as = or >) on it from the top conveyor belt to the bottom conveyor belt.

To start the ice cream machine, click the red button. Click on an ice block and drag it to a spot on the lower conveyor belt. When you answer correctly, the ice enters the machine, and after mixing, a scoop of ice cream comes flying out and Stinky slurps it up. If you move an ice block where it doesn't belong, it will melt or explode.

Keep getting the correct answers, and Stinky could get an ice cream headache. Ouch!



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Blasteroids

Lil' Howie and Stinky are stuck in outer space, but you can help get them back to earth. Stinky must pilot the Stink Pod and destroy space mines that block their way home.

Each space mine has a value on it. The Stink Pod begins with a zero value on it. The Stink Pod's value must be equal to the value of the space mine to destroy it. Stinky can shoot at asteroids to change the value of the Stink Pod. Asteroids display a value and a color; a blue asteroid will add a value to the Stink Pod, and a red asteroid will subtract a value from the Stink Pod.

For example, if the value on the Stinky Pod is \$1.25, and Stinky sees a mine with a value of \$2.50, Stinky would need to shoot asteroids until the value of the Stink Pod is \$2.50. But watch out for those asteroids! If you get hit, you lose the accumulated value on the Stink Pod.

You can use the mouse to move left or right; click the left mouse button to fire, and click the right mouse button to apply thrust. Or, use the arrow keys on the keyboard to move up and down, left and right. Press the **X** key to fire.

Note: If you do not want your screen to shake when the Stink Pod is hit, press **F7** to turn off screen shaking.

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Blast your way back to Lil' Howie's!

Catch A Match

It's time to put your concentration skills to work. Lil' Howie, with the assistance of the gracious and lovely Stinky, helps you match equations and answers to uncover a fun picture.

Playing is a snap. The object of the game is to uncover an equation, decide what the answer is, and then find that answer under another square. It's just like turning over playing cards and matching pictures, only here you match equations to reveal a picture.

First, click a square, which flips over and shows you an equation, such as $2+1$. The answer is 3. Now, turn over other squares until you find the answer (3). When you have found a match, click the Match button on the left. (**Note:** You can only turn over two squares at a time.)

Catch a match!

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Soaker

Welcome to the wildest water-gun game ever! The object of the game is to get Lil' Howie to squirt the correct answer to an equation that Digibot displays. When you get the answer right, Stinky gets soaked!

The game starts with Digibot displaying an equation on his information screen (for example, $24 - 7$). Some of Lil' Howie's friends appear, holding up cards with answers on them. To choose an answer, point the cursor at the target, and click the mouse button to release a burst of water. If you choose the correct answer, the character holding the card gets soaked. If the answer you choose is incorrect, then you get to choose again.

Ready, aim, squirt!

Fractionizer

Are you ready to show off your muscles? Your brain muscles, that is. It's time to help Lil' Howie, Stinky, and Frank the Fractionizer build a steam room for Stinky. Your job is to prepare the correct length of wood and put it in place.

Stinky will draw a line showing you the length of wood you need to prepare. (The line will be color-coded--yellow indicates $1/4$, red

indicates $1/2$, and purple indicates $1/8$.) Once you have decided on the answer, use the up or down arrows on the Fractionizer to adjust the fraction value, then click CHOP to cut the wood. Move the pieces to the area tghat Stinky has prepared. If you need t o glue two pieces together, drag the wood to the GLIUE area. Cilck GLUE to glue the two pieces together. Then move the new piece to the wood area.

Here's an example of what you do: Stinky draws a line that displays $1/4$, $1/2$, then $1/4$. (This adds up to one.) You can adjust the fraction to $1/2$, then click CHOP. Frank the Fractionizer chops the wood in two pieces: $1/2$ and $1/2$. Move one of the pieces to the area that Stinky has prepared. Adjust the fraction to $1/4$, then click CHOP. Move the pieces to the correct spots.

Watch your fingers, and good luck!

The Big Time

You've made it! The Big Time at last. You get to help Lil' Howie and Stinky learn all about time. You'll get to play with a clock, arrange the days of the week and the months of the year, and play hide and seek in time. Spring forward!

The Clock

First, because of Stinky's clumsiness, you get to put together a clock. Arrange the numbers and the hands of the clock by dragging them onto the face of the clock. Then have some real fun playing Test the Time. Digibot will give you a time, and you get to move the hands on the clock to match that time. You can check the exact time in the digital clock; when it matches the time Digibot is displaying, you've got the right time.

The Calendar

Now it's time to see how well you know your days and months. Arrange the days of the week on the calendar, and then the months of the year. When you are done, Stinky gets whooshed into the Time Machine, and you are asked to set the clock and calendar to the time period in which Stinky lands.



Scoring

In each of the games you gain points for correct answer. Digibot will keep track of all the points you have earned, so that at the end of *The Great Math Adventure*, you'll know how well you've done.

To make this adventure more fun, there are ten difficulty levels for each game. You can progress from one level of difficulty to the next by improving your accuracy and score. For each level, there is an approximate score you can achieve. The score at a certain difficulty level is used to determine what certificate you will receive when you finish *The Great Math Adventure*.

Here are the levels and approximate percentage of accuracy you must achieve to receive a specific certificate.

Level	Accuracy	Certificate
1	70%	Math Counter
2	75%	Math Calculator
3	79%	Math Magician
4	84%	Math Wizard
5	88%	Math Genius

Everyone will receive a participation certificate, regardless of the score. If you chose to go on Freeplay, you will not receive a certificate.

Note to parents: Encourage your child to keep playing and progressing. Strive for the highest level, which is "Math Genius."

You can also check your child's score for each game in the Levels screen. Press **Ctrl+Z** to display the screen, then click the Scores button. The screen changes to show the name of the games, the hits, and the misses.

If you would like to see a list of the skills demonstrated in *The Great Math Adventure*, go to the Levels screen and click the Reports button.

Getting Help

If you need help while in *The Great Math Adventure*, click Sarah Bear's locket on the bottom left corner of the screen. When you move your mouse over or near the locket, it opens, showing a picture of Sarah Bear and a stop sign. Click Sarah Bear's picture for help, or click the stop sign to leave that room or activity.

You can also open the locket by pressing **Esc**. Pressing **F1** is the same as opening the locket and clicking Sarah Bear.



Printing Your Certificate

At the end of *The Great Math Adventure*, you'll receive a trophy and a certificate. (Lil' Howie will keep the trophy for you in the trophy case in

the Library.) Digibot will give you a choice of printing a certificate or loading the certificate as wallpaper. Click Print Certificate to print your certificate for completing *The Great Math Adventure*. Click Load Wallpaper to save the certificate as a wallpaper file in your Windows directory. (The wallpaper file stays active until you choose another file in the Desktop dialog box of the Windows Control Panel.)

Make sure your printer is connected to your computer and turned on.

Note: You may not always get the same certificate. As your score increases, your certificate level will change.

Return Visits to Lil' Howie's

Lil' Howie's Fun House is a great place, and you're sure to want to come back again! After you've been through once, it's easy to visit again. You can press the **Spacebar** to bypass the opening screens quickly and go straight to the Front Door.

If you were in the Fun House recently, the openings in scenes will be shorter than when you first went in. Lil' Howie's smart enough to remember how long it has been since you visited, so the longer you stay away, the longer the scene openings will be. (It will never be longer than when you first went into the Fun House.)

If you want to show your friends the longer openings, be sure to have him or her sign in the guest book as a new member.

Setting Levels for Games

The Levels screen displays the current levels for the games, and also lets you set and adjust the levels for each game. You can set the levels so that all games start on the same level, or you can set different levels for each game. You can set levels for specific games, and choose to let the program adjust the levels during play.

You can access the Levels screen from any game by pressing **Ctrl+Z**.

To change levels:

1. Press **Ctrl+Z** to display the Levels screen.
2. Click the level you want for a game.
3. Click Done when you complete your changes.

Note: If you want the program to adjust the levels automatically during play, click Automatic Leveling to select it. If you want to adjust the levels independent of the program, click the option to turn it off.

The Levels screen also lets you check your child's score by clicking the Scores button.

Shortcut Keys

Use the following shortcut keys to go to other games quickly.

CTRL+D	Front Door	CTRL+F	Fractionizer
CTRL+L	Library	CTRL+I	Ice Cream Machine
CTRL+M	Maze	CTRL+S	Soaker
CTRL+B	Blasteroids	CTRL+T	The Big Time
CTRL+C	Catch A Match		

Keyboard Functions

The following keyboard combinations can be used to replace mouse movements for certain activities and functions.

ALT+F4	Exit the program
SHIFT+ESC	Exit the program
ESC	Exit the program one level at a time
+	Raise the master volume
-	Lower the master volume
SHIFT +	Raise WAV volume (speech and effects)
SHIFT -	Lower WAV volume (speech and effects)

- CTRL +** Raise MIDI volume (music)
- CTRL -** Lower MIDI volume (music)
- *** Toggle sound on/off
- PAUSE** Pause/Restart the animation
- SPACEBAR** Stops the current animation and skips to the next

Troubleshooting

If you have difficulty installing or running the program, please read the section below before calling our Technical Support phone line. By checking the few items listed below, you may be able to solve any difficulty you are having on your own.

If you are still having difficulty, call Technical Support at 972-498-8025. Support is available Monday - Friday from 8:00 am to 9:00 pm, and on Saturday from 8:00 am to 7:00 pm Central Time. You also can reach Technical Support via America Online (keyword Seventh) or the Microsoft Network (Go Seventh).

Technical Support also is available via the World Wide Web on the Kids' World web page (www.kidsworld.com). By accessing the Kids' World web page, you can download the latest technical support information along with demos of current and future products, register your

products online, and participate in contests and chats with the celebrities and individuals involved in our products.

Problem: The program seems to run slowly.

Solution: As with any program running under Windows, the speed and the smoothness of the program is dependent on the speed of the hardware on which it is running. Hardware configurations that affect performance are: the amount of memory and the speed of the video card, the processor type, the amount of real memory and the transfer rate of the CD-ROM drive. You may be able to improve the performance of the program running on your computer by upgrading one or all of these elements of your computer system, depending on what you already have.

If you are running on a computer with the minimum system requirements, make sure you have a permanent swap file of at least 5 MB set up in Windows.

Problem: When I try to run the program, I get a "Not enough memory" message.

Solution: On an 8 MB system, the program requires 5 to 10 MB of virtual memory. For instructions on setting virtual memory,

please consult your Windows documentation. Make sure that there are no other applications open while trying to run the program. Also, check your CD to make sure it is clean and free of any scratches, smudges, or fingerprints.

Problem: The program does not display properly.

Solution: Make sure you have a video card running in 640x480 or 800x600 mode with 256 colors. Also, make sure that you have the proper display driver installed. A display with more colors or running at a higher resolution also will work with *The Great Math Adventure*.

Problem: The program is working, but I don't hear any sounds.

Solution: Make sure your sound card is installed and working properly. You can check the sound from your sound board by using the Sound utility in the Control Panel. Choose one of the WAV files in the Windows directory and click Test.

Problem: The sound or video skips during the program.

Solution: Make sure you have at least 8 MB of RAM. Also, make sure that an expanded memory manager (such as EMM386, QEMM or 386MAX) is not reserving memory that Windows and the program will need to run correctly.

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Problem: I can't get the MIDI files to play. (I'm not getting any music.)

Solution: Most sound cards are not set up to play MIDI files unless you have a MIDI peripheral device attached to your computer. To set your sound card so that MIDI files will play without a MIDI peripheral device attached, follow the steps below.

To change your MIDI settings under Windows 95:

1. Select the Start Menu.
2. Choose Settings and open the Control Panel.
3. Double click the Multimedia icon and select the MIDI tab.
4. Select the MIDI setup file. (Check your sound card documentation for the correct setup file.)
5. Click the OK button and exit the Control Panel.

Problem: The sound and video are not synchronized properly.

Solution: Make sure that you are running the program on a 486 33 MHz or better IBM-compatible computer with at least 8 MB of RAM. Also, verify that all other programs in Windows are closed.

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Problem: The sound breaks up or has a lot of static.

Solution: You may need to change the DMA setting on your sound card. Please check the documentation for your sound card for instructions on how to change the settings. We recommend setting the 16-bit DMA to the same channel as the 8-bit DMA.

Problem: The volume is too low or too high.

Solution: You can adjust the volume using the + and - keys within the program.

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Music: Mike Tavera

Lyrics: Bob Ezrin, Andy Muson

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