

WELCOME TO MATH BLASTER AGES 4-6



Calling all Blaster Pals! Blasternaut, Galactic Commander and Spot need your help to get the Plusto Galaxy back in shape. Beam onto the Blastership and count on having an exciting adventure with math!




Math Blaster Ages 4-6 can be explored in two modes: Mission Mode and Free Play Mode.

MISSION MODE

General Fishburn assigns you to team up with the Blaster Pals on an intergalactic mission to visit four planets. You must complete an assignment on one planet before moving to the next. You earn medals and award certificates as the mission progresses. There are three levels of difficulty on the mission. You can move up the ranks from Some Serious Counter to Awesome Estimator and finally to Most Amazing Math Master.

FREE PLAY

Explore each planet on your own. Select any activity and difficulty level. Progress records, medals, and certificates are not available in Free Play mode. Click the Blaster Shield button  at any time to select a planet or change the level of play.

MINIMUM REQUIREMENTS FOR WINDOWS®

- ✓ Microsoft® Windows® 95 or 98
- ✓ Pentium® 166MHz or faster processor
- ✓ 12x CD-ROM drive or faster
- ✓ 16 MB RAM
- ✓ Minimum 40MB free disk space
- ✓ Color monitor with 640x480 resolution 16-bit colors
- ✓ 16-bit Sound Blaster® or 100% compatible sound card and speakers
- ✓ Microsoft®-compatible mouse
- ✓ Ink jet or laser printer to print photos and images

RUNNING THE PROGRAM WITH WINDOWS® 95

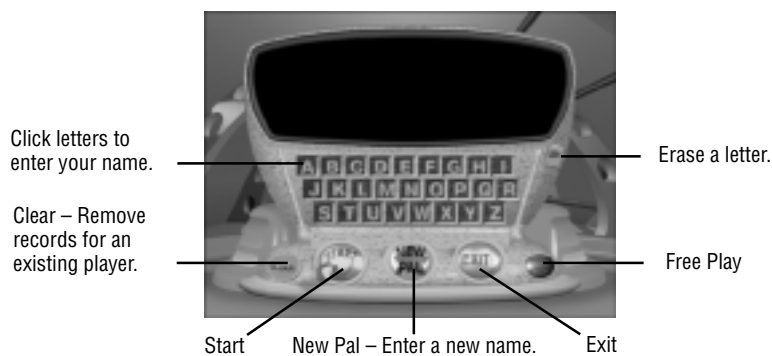
- ☞ Insert the Math Blaster Ages 4–6 CD into your CD-ROM drive. Setup will start automatically (for systems that support AutoPlay only).
- ☞ To run the program, insert the Math Blaster CD into your drive. The program will run automatically. User records will be placed in a folder on your hard drive.
- ☞ See the ReadMe file if your system does not support AutoPlay.

To quit the program at any time, press ESC (or CTRL+Q OR ALT+F4).

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SIGNING IN



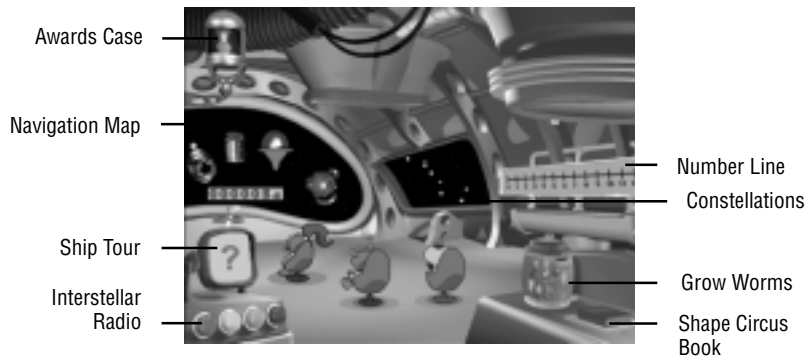
- ✈ Click New Pal. Click the on-screen letter keys or use your keyboard to type your name. Click the eraser or press `BACKSPACE` to correct errors.
- ✈ Click Start to begin the game in Mission Mode.
- ✈ Click Free Play to explore the activities in Free Play Mode. When the dialog box appears, choose the level you wish to play.

In Mission Mode, each completed planetary assignment is automatically saved for you. To resume your mission later, use the arrows to highlight your name on the Sign-In screen. Click your name and then click Start. To start a new mission, click your name and then click Clear.

Press `SPACEBAR` to bypass songs or introductions anywhere in the program.

THE CABIN OF THE BLASTERSHIP

Welcome aboard the Blastership! Click to activate the interesting pieces of equipment on this ship. Explore the main cabin anytime.



Awards Case – See the medals and certificates you have earned on your mission and view the records of your progress in each activity.

Navigation Map – Visit a planet. An odometer shows you how far you are traveling in space.

Ship Tour – Have the program activities explained. This is only available in Mission Mode the first time a new user signs in.


Interstellar Radio – Hear a song.

Constellations – Navigate through the universe by selecting planets in the correct numerical order.


Number Line – Play with a galactic number line.

Grow Worms – Play with a trio of wiggly worms.

Shape Circus – Explore a spectacular circus filled with shapes, colors, and fun.

To return to the Main Cabin from any activity, click the .

HOW TO PLAY WITH THE GROW WORMS

- ✈ Click the head of a worm and drag it up and down. As a worm is pulled upwards, more of his segments appear. Push him down and his segments disappear. The worm on the right shows the total of or difference between the number of segments showing on the green and red worms.
- ✈ The equation below the worms reflects the numbers of segments showing on each worm. Each worm has a maximum of 20 segments.
- ✈ Click the bubble between the green and red worm to toggle between the plus and minus symbols.
- ✈ Keep track of your favorite equations on the scratch pad next to the worms. Click the arrow button  to copy the equation to the notepad.



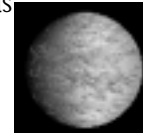
- ✈ Click the Eraser button to clear the pad.
- ✈ Click the Blasternaut button to play a number game. Each time you click Blasternaut, he enters an equation on the pad. Find a pattern to his equations and take a turn at finishing the sequence.

HOW TO PLAY WITH THE NUMBER LINE




- ✈ Move the hand cursor along the number line. Click to select a number. Move the cursor to the right (to add) or the left (to subtract). Click again to select a number. The equation you created appears above the number line.
- ✈ Click the Eraser button to start a new equation.

HOW TO PLAY WITH THE CONSTELLATIONS

- ✈ The Blasternaut follows the cursor as you select the planets and stars in correct numerical order. You may need to count by 1's, 2's, 5's, or 10's. As the Blasternaut travels from one location to another in the correct order, a line will automatically connect the planets. When all the planets have been connected, watch the sparks fly and see what you created.

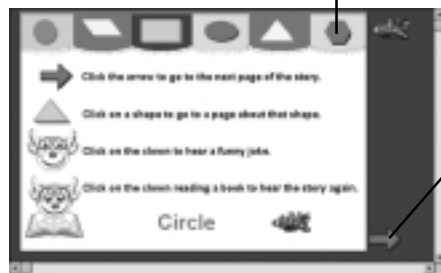


HOW TO VIEW YOUR AWARDS AND RECORDS

- ✈ In Mission Mode, you are awarded a medal for each activity you successfully complete: bronze for Level 1, silver for Level 2, and gold for Level 3. Click the Awards Case to view your medals.
- ✈ When you have completed the level, click the button next to the medals to receive your certificate from General Fishburn.
- ✈ Click the  button to view your records. Use the up and down arrows to review you progress in all three levels.
- ✈ Click the  button to print your certificates or records.
- ✈ Click the  button to return to the main cabin.

HOW TO PLAY WITH THE SHAPE CIRCUS

The Instructions Screen



Click a shape. When that page appears, click to hear the shape's definition, hear a sound, or hear a joke.

Click the arrow. Hear a story poem about the Shape Circus. On each page, click to hear the shape's definition, hear a sound, or hear the story again.

PLANET TOETALL

Visit the planet Toetall for a special play starring the beautiful Glorious Galactica.

Level 1: Estimation

The Magician challenges Glorious to estimate the number of golden eggs he collected. Click a number. The Blaster Pals give you hints to help you



to find the correct number of eggs. Numbers greater or less than the numbers selected will dim until the correct number of eggs is selected.

Level 2: Addition and Subtraction (0–10) and

Level 3: Addition and Subtraction (0–20)

As Glorious travels to deliver golden eggs to her Granny, you decide who she meets on her journey. The narrator will introduce the story and ask you to choose the characters and numbers to help create the story. Choose a number from the number line

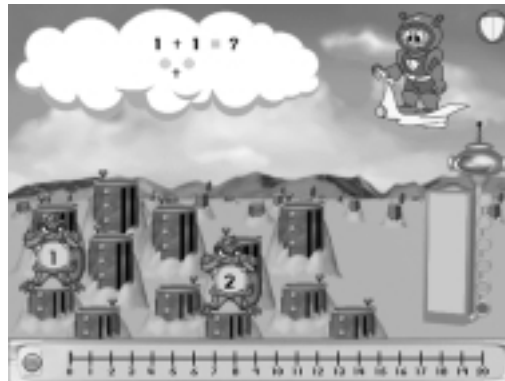


or a highlighted character button from either side of the stage when the narrator asks for your help. You must solve five of the equations correctly before the Granny button can be selected and the game completed.



PLANET COUNTALONIA

There is trouble on planet Countalonia. Those rotten Pesters have stolen jewels and coins from the citizens of this planet. Blasternaut needs your help to reclaim these valuable objects.



Level 1: Counting (1–20) and Color Identification

- 👉 The collection goal is displayed in the cloud above the Pesters.
- 👉 Whack the Pesters with your hammer to take away the jewels.

- ✈ If you whack a Pester who has a jewel of a color you are not collecting, the Pester will take your hammer and throw it away. To retrieve it, move your cursor over the hammer.
- ✈ The jewels you gather are held in a robotic collection bin. When you collect the correct number of jewels, click the red handle. Blasternaut will return the jewels to the Countalonians.
- ✈ Click on the jewels in the collection bin to get rid of any extras you may have collected.
- ✈ Watch the number line to help keep track of how many jewels you collect.

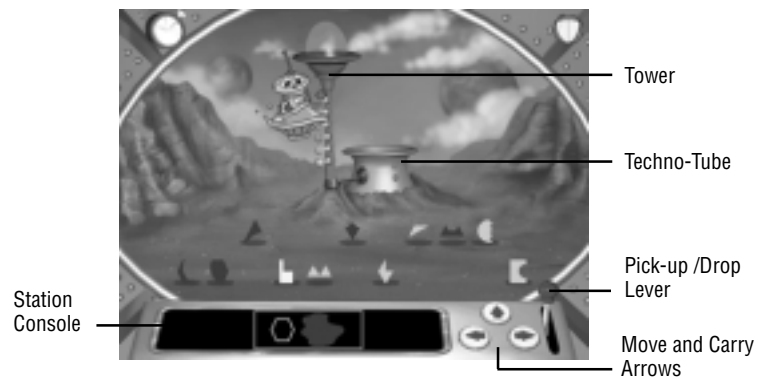
Level 2: Addition (1–20) and Level 3: Subtraction (1–20)

- ✈ Now those Pestors have stolen golden coins. Whack the Pester who has the correctly numbered coin in his mouth to solve the equation on the cloud. If you whack an incorrect Pester, he will take your hammer away. To retrieve it, move your cursor over the hammer.
- ✈ Use the number line to help you add and subtract. Click the On/Off button to activate the number line. The game is paused whenever you use the number line.

Correctly answer six equations to complete this and the following activities.

TRAPEZOIDIA

Help Spot collect the shapes needed to build the galaxy's hottest rockets.



- 🚀 Click a shape to pick it up. Or use the arrow buttons to move Spot around the screen, then click the lever to pick up or drop a shape.
- 🚀 Click the Techno-Tube or the up arrow to carry the shape to the Techno-Tube and drop it inside. Shapes that do not fit into the rocket will be thrown out of the tube.
- 🚀 Click the shapes pictured in the console to hear them named aloud.
- 🚀 Click Spot to hear the goal again.

Level 1: Shapes/Colors/Patterns

Collect shapes that fill in the missing pieces of the pattern.

Level 2: Shapes/Colors/Puzzles

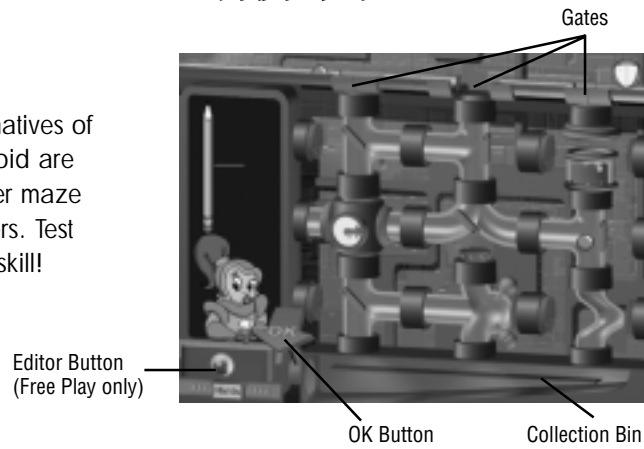
Collect both half-pieces to put the shapes back together.

Level 3: Shapes/Colors/Attributes

Collect the shape that matches the information on the console.

FRACTOID

The natives of Fractoid are master maze makers. Test your skill!




GC will tell you how many and what color marbles need to be collected.



- ☞ Click a gate to open it and let the marbles fall into the maze. Click a gate again to close it.
- ☞ Click the levers, dials, and air blowers to change the direction the marbles fall.
- ☞ Click the OK button after you've collected the correct marbles in the collection bin. (They may be in any order.)
- ☞ Click any unneeded marbles in the collection bin to remove them.
- ☞ Click the Hint button to hear helpful hints.
- ☞ You have only 15 marbles to play the maze. If you run out of marbles to play with, remove some from the collection bin by clicking on them.


Level 1 covers Number Identification, Counting, and Color Recognition; **Level 2** covers Estimation and Fractions; and **Level 3** covers Patterns and Prediction.

HOW TO USE THE MARBLE MAZE MAKER (FREE PLAY ONLY)

You can become a master marble maze maker too. Click the  button to build your own maze.

- ☞ Click the arrow buttons to take a look at all the maze puzzle pieces.
- ☞ Click the location in the maze area where you wish to place the highlighted piece.

- ✈ Click the  button to lock the maze together and start the game.
- ✈ When you finish, click the  button to cancel your maze and return to the game.

Be careful when you place your puzzle pieces! You might create a maze that cannot be completed. Click the  button to reset the maze and continue the game.

SPECIAL FEATURES

Print Kit – Print a specially designed 36-page Galactic Forces Cadet Math Training Book filled with non-computer math activities and ideas.

- ✈ Select the **How to Use the Print Kit** icon in the Math Blaster Ages 4-6 folder or program group for complete information on printing the book.

Parent Tips – A file of printable on-line Parent Tips describes the educational benefits of each Math Blaster Ages 4-6 activity, as well as fun math activities you and your child can play away from the computer.

- ✈ Select the Parent Tips icon in the Math Blaster Ages 4-6 Folder or program group to view the Parent Tips.



Manual: Patricia Masai and Cathy Johnson



TECHNICAL SUPPORT TIPS

If you're having trouble with the program, try these tips before contacting Tech Support:

- Make sure the CD surface (clear side) is free of all fingerprints and is not scratched.
- Try running the program on a friend's computer to help determine whether the CD is damaged or there is another cause of the problem.
- Try adjusting the color depth on your computer to 256 colors and see if the program will install or run.
- Close all background applications except "Systray" and "Explorer" (for Windows® 98/95) and try to install or run the program.
- Make sure your sound and video card drivers are the latest version available (for Windows® 98/95).

If you need to contact Technical Support, please have the following information ready:

- Product name and version number (on the face of the CD)
- Processor and clock speed (e.g., Pentium® II 450 MHz)
- Operating system and version (e.g., Windows® 98)
- Manufacturer and/or brand of sound and video cards
- Error messages (if any)

TECHNICAL SUPPORT

Support outside U.S. and Canada via fax or mail only.

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