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Adventures in Math

Education Series



IBM Software
for IBM Personal
Computers

**Play this challenging
adventure game** to help
improve basic math skills.
Explore castle passageways...
solve problems...score points...
find treasure and your way out!

Adventures in Math Is Exciting

Adventures in Math is a fun way to practice math. The object of the game is to find your way through a maze of rooms and passageways in a castle. You solve math problems to open doors, collect treasure, and find your way out of the castle while battling spiders and dragons. For each problem you solve, you get points. If you're really good, your score will be listed in the top-10 scores at the end of the game.

Adventures in Math offers a challenge on five different skill levels. You begin by solving problems on the easiest level. Then, as you solve more problems, you work up to the more difficult levels.

This reference card gives you a few quick instructions. The challenge is for you to venture through the castle and find the way out. Have fun learning to play Adventures in Math -- and good luck!

What You Need to Play Adventures in Math

To play Adventures in Math, you need the following:

- An IBM personal computer with at least 64KB of memory (128KB with PCjr)
- One diskette drive (single-sided or double-sided)
- One of the following displays:
 - A color display (with the IBM Color/Graphics Monitor Adapter if you have an IBM Personal Computer or IBM Personal Computer XT)

- A black and white or color television (with RF Modulator)

- The Adventures in Math diskette
- If you have a PCjr you also need a BASIC Cartridge

Backing Up Your Adventures in Math Diskette

We recommend that you use the **DOS DISKCOPY** command to make a backup copy of your Adventures in Math diskette in case of accidental damage to your original diskette. Refer to your *Guide to Operations* or your *Disk Operating System* manual for instructions on backing up diskettes.

Getting Started

Follow the instructions below to start playing Adventures in Math:

- 1** Insert the Adventures in Math diskette in drive A (if you have two drives, drive A is the one on the left). Turn on the computer. If the computer is already on, hold down the **Ctrl** and **Alt** keys and then press the **Del** key.
- 2** Instructions on your screen tell you how to get the best possible picture from your monitor or TV. Just follow these instructions.


After you've adjusted your monitor or TV, a screen appears with the IBM logo, the program name and version. Also on this screen is the serial number.

- 3** Press the  key. The next screen you see looks like this:



- 4** After the music stops, you're asked this question: **Players (1,2)?**

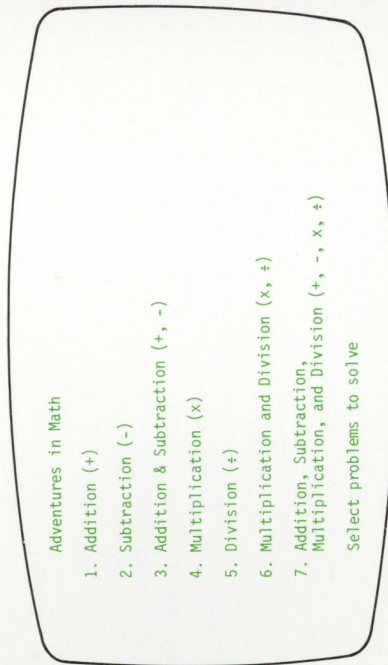
If you're playing alone, type **1**. If you're playing against a friend, type **2**.

- 5** Next, all players need to enter their names (up to 13 characters for each). Remember to type your name and then press .

- 6** On the next screen, you choose what type of castle you want to go through (small, medium, or large). Keep in mind -- the smaller the castle, the easier it is to find your way out.

Type the number shown next to the castle you want to go through. If two people are playing, both players are asked which size castle they want. If both players are on the same skill level, it is a good idea for them to choose the same size castle.

- 7** Now choose what kind of problems you want to solve. Your screen looks like this:



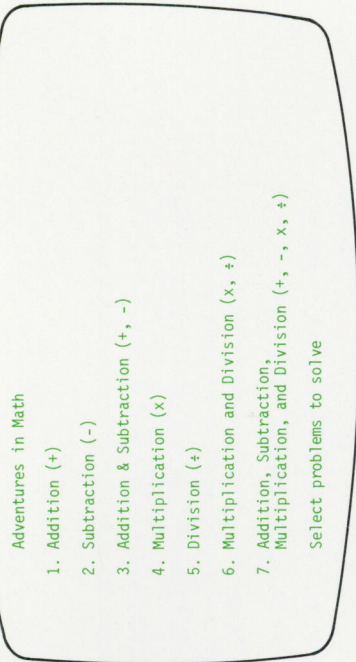
If you are playing alone, choose the kind of problems you want to solve by typing the number that appears next to your choice. For two players, you both need to choose.

Playing the Game

Now you're ready to find your way through the castle. Your screen looks like this:

Type the number shown next to the castle you want to go through. If two people are playing, both players are asked which size castle they want. If both players are on the same skill level, it is a good idea for them to choose the same size castle.

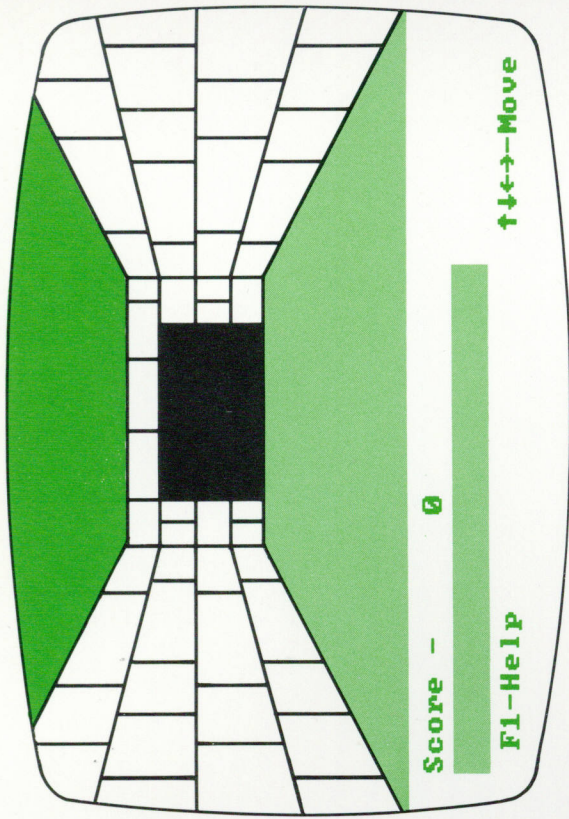
- 7** Now choose what kind of problems you want to solve. Your screen looks like this:



If you are playing alone, choose the kind of problems you want to solve by typing the number that appears next to your choice. For two players, you both need to choose.

Playing the Game

Now you're ready to find your way through the castle. Your screen looks like this:



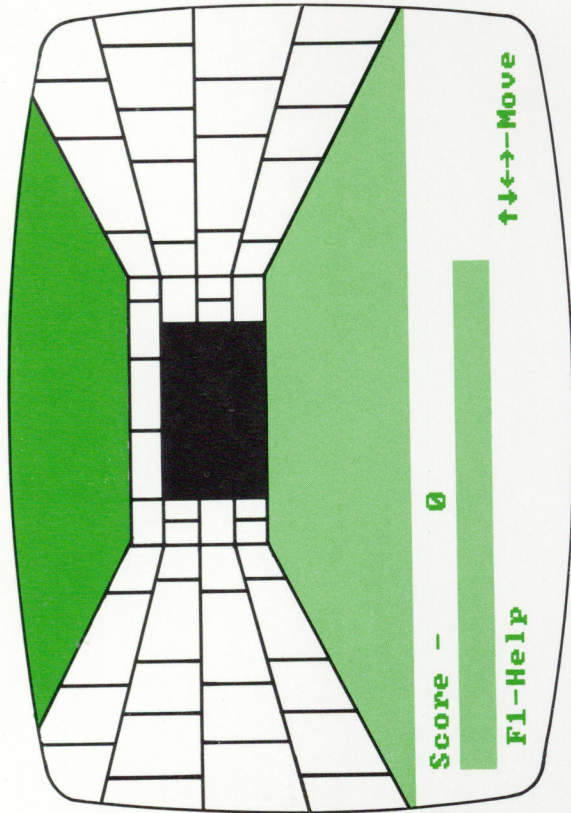
You are at the first doorway in the castle. Using the cursor movement keys (↑, ↓, ←, →), try to find your way out. The ↓ key turns you around 180 degrees so that you're facing the opposite direction.

Hint: Press the ↑ key for your first move.

How to Get Points

- As you move through the castle, you come across light-colored doors. You must open these doors before you can go through them. To open a door, you need to solve a problem. To do this, first press the F5 key. (If you have a PCjr, remember to press Fn and then F5.)

A math problem appears in the bottom right-hand corner of the castle floor. You must type your answer and then press the ← key.



You are at the first doorway in the castle. Using the cursor movement keys (\uparrow , \downarrow , \leftarrow , and \rightarrow), try to find your way out. The \downarrow key turns you around 180 degrees so that you're facing the opposite direction.

Hint: Press the \uparrow key for your first move.

How to Get Points

- As you move through the castle, you come across light-colored doors. You must open these doors before you can go through them. To open a door, you need to solve a problem. To do this, first press the F5 key. (If you have a PCjr, remember to press Fn and then F5 .)

A math problem appears in the bottom right-hand corner of the castle floor. You must type your answer and then press the \leftarrow key.

After you correctly solve a problem, this message, **The door opens**, appears. The message disappears, and you can move through the door if you want. If you solve a problem incorrectly, the door does not open. You must get another problem right before the door opens.

In some cases, there may be a door and a hallway on the same screen. If you open the door by solving a problem, you get extra points. Once the door is open, you can either go through the door, or go down the hallway.

- As you move through the castle, you also see different types of treasures along the way. You can get extra points by picking up the treasures. There are four types of treasures you can pick up: Money, Gold, Emeralds, and Diamonds.

To pick up a treasure, press the F6 key. (If you have a PCjr, remember to press Fn and then F6 .) A math problem appears in the bottom right-hand corner of the castle floor. After you solve the problem, press the \leftarrow key.

If you solve the problem incorrectly, a spider comes down from the top of the screen, grabs the treasure, and you get no points.

Note: Be sure you solve the math problems and pick up the treasures. If you don't, a mean looking dragon appears on your screen and tells you to go back and pick up the treasure. You have a few chances to pick up the treasure. If you don't, the dragon appears, makes *you* disappear, and the game is over.

- If you type an incorrect answer, you can use the Backspace \leftarrow key to correct your mistake before you press \leftarrow . Each time you press \leftarrow , you back up one space and erase what was typed there. Then you can type the correct answer and press \leftarrow .

- When you solve problems, you type the answer from left to right. If you want to type the answers from right to left, press the **F10** key. (If you have a PCjr, remember to press **Fn** and then **F10**.)

You can press **F10** at any time to switch the order in which you type your answers.

For example, look at this problem:

$$\begin{array}{r} 9 \\ +6 \\ \hline \end{array}$$

Answering from left to right, you type the **1** first, and then the **5**, to get **15**. Answering from right to left, you type the **5** first, and then the **1**, to get **15**.

- You also get more points if you solve the problems quickly.

The Help Key

At any time in the program, you can press the **F1** key (**Fn** - **F1** on PCjr) to get help. When you press **F1**, you see this menu:

```

Help Display
1. Display function keys
2. Display current player
3. Display rules

Select option or press ← to return
to the game
  
```

To see what the function keys do, type **1**. You see a list of the function keys on your screen. When you are playing a game, pressing the function keys lets you do the following things:

- F1 to see the Help Display.
- F2 to turn the sound on. If it's already on, F2 turns it off.
- F3 to switch foreground colors.
- F4 to switch background colors.
- F5 to get a problem that lets you open a door.
- F6 to get a problem that lets you pick up a treasure.
- F7 to select a specific skill level (from 1 to 5). Each time you press F7, you go to the next skill level.
- F8 to allow the program to change skill levels as you correctly solve more problems.
- F9 to quit the game.

- F10 to solve problems from left to right, or from right to left.

Remember: If you have a *PCjr.*, to use the function keys, you must press **Fn** and then press the function key you want. Be sure to press the **Fn** key *first* every time you use **F1** through **F10**.

After you've finished looking at the list of function keys on your screen, press the **←** key to return to the game.

Press **F1** again. Then type 2 to see the current player's information.

A screen appears that shows who the current player is, what the player's score is, and what size castle the player is working on (small, medium, or large). You also see what type of problems the player is solving, and how hard these problems are (skill levels 1 through 5). This screen also tells you the room number. This number is helpful if you want to make a map of the castle.

After you've finished looking at this help screen, press the **←** key to return to the game.

If you press **F1** and then type 3, you see a short set of game instructions. After you read the instructions, press the **←** key to get back to the game.

How the Game Ends

The game ends when you go through the final door with the Exit sign above it. You also may quit at any time during the game by pressing either the **Esc** key or the **F9** key. (Remember to press **Fn** and then press **F9** if you're using a *PCjr.*) If you do really well, your score is listed in the top-10 scores at the end of the game.

Things to Remember

- Some rooms have chairs and tables for decoration only. These items also can help you remember what room you're in.
- You get more points for solving multiplication and division problems.
- The higher your difficulty level and the faster you solve problems, the more points you get.
- You get a bonus 3,000 points for getting through the castle, no matter what type of problems you are solving or what difficulty level you are on.
- If you have a lot of trouble finding your way through the castle, you may want to quit and get a fresh start later.
- If you want to clear the high scores, press **C** on the monitor adjustment screen at the beginning of the program.
- When you've finished playing, take the diskette out of the diskette drive and place it in the protective jacket.
- Most of all, think fast, good luck, and have fun.