

# MEGA MATH

HOW  
2  
PLAY MANUAL





## INTRODUCTION

Math facts... building blocks to the much larger world of mathematics. It takes practice to build flash memory of basic math facts that we use every day. Practice, practice, practice. That is exactly what *Mega Math* is designed to do. With games that range from low-key to frantic, matching any mood or personality, it makes the practice of math facts fun, encouraging players to think faster and practice longer.

But the computer can do much more than play video games. *Mega Math* is designed to use the full potential of a computer's ability to remember, analyze information, create reports, and even talk to the player. To bring these human characteristics to life, we created Dr. Krista, our intelligent talking teacher who records each player's progress, guides them with suggestions, and develops custom sets of equations to help individual players with their problem areas. Her advice, encouragement, and friendly guidance keep kids focused on the most important tasks.

For the parent or teacher who wants to focus on a very special group of facts, *Mega Math* allows you to change data. You can build your own set of facts or alter the order of the sets we have created. So, explore the options. *Mega Math* was created for both you and the kids; enjoy.

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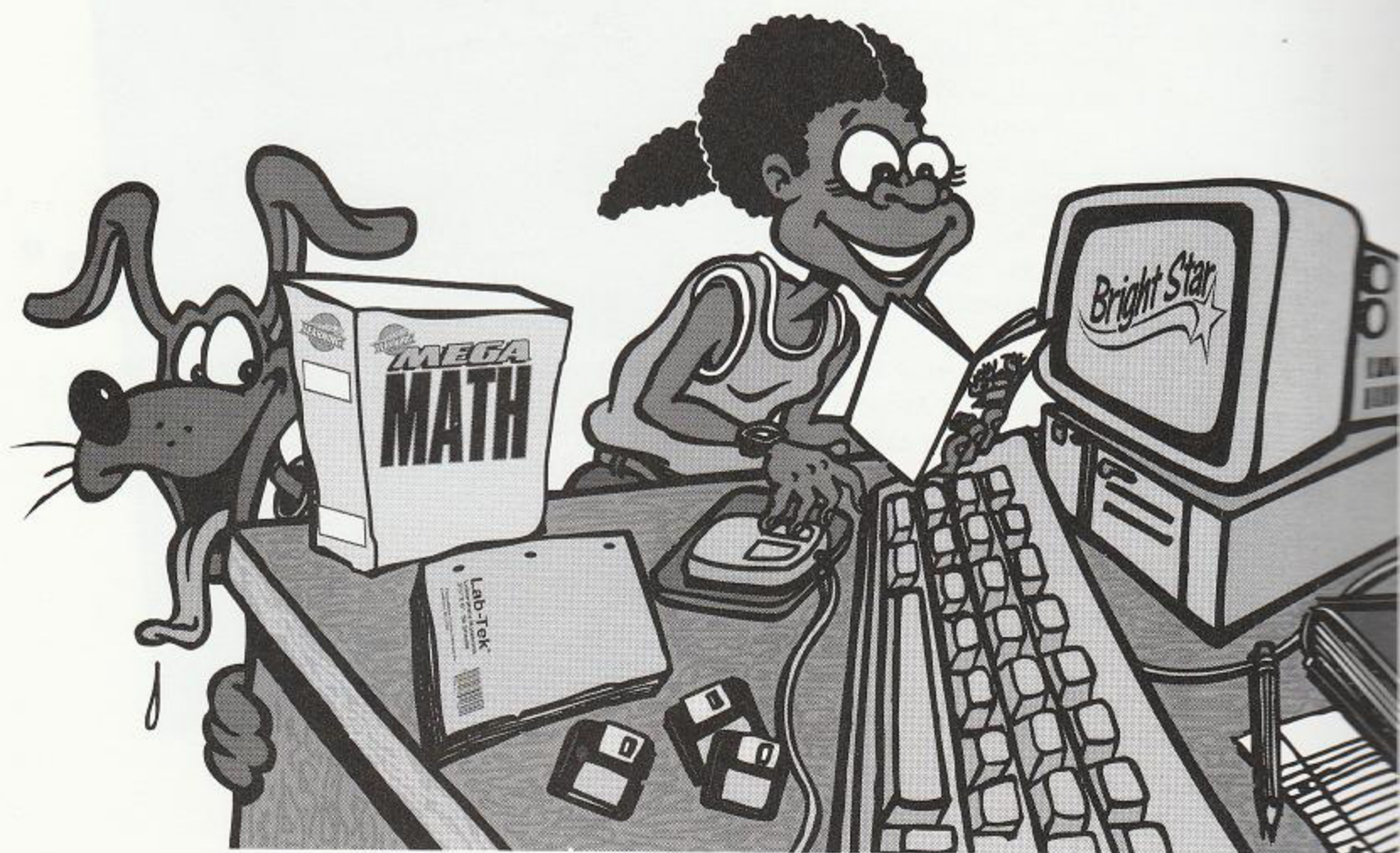


# INSTALLING MEGA MATH

Computer whiz-kid, Sally Snodgrass, is the world's hottest *Mega Math* player. She's so crazy over the game, she even wrote up some instructions to show you how to load it onto your computer! Check it out!

## To Copy *Mega Math* To A Hard Drive:

- 1) Insert *Mega Math* Disk #1 into floppy drive.
- 2) Depending on the configuration of your floppy drive(s), type A: or B: Then, hit the ENTER key.
- 3) Type INSTALL [ENTER].
- 4) Choose the hard drive on which you want to install the game (usually C:).
- 5) Follow the on-screen instructions.





## CONFIGURING MEGA MATH

Once you've got *Mega Math* installed, Sally knows you'll want to hear the wild tunes and sound effects, too. So, here's what she says you should do to get the 'sound card' fired up and wailing:

- 1) Go to the **SIERRA\MEGAMATH** directory on your hard drive.
- 2) Type **INSTALL**, then hit the **ENTER** key.
- 3) Select **Change Sounds/Music** from the menu.
- 4) Follow the instructions on the screen.

## RUNNING MEGA MATH

"Ooo! My favorite part!" howls Sally Snodgrass. "You're ready to play the game!" Here's all you gotta do:

- 1) Enter the **SIERRA\MEGAMATH** directory on your hard drive.
- 2) Type **MEGAMATH** (Then, hit the **ENTER** key.)



Welcome to Knowledge Central. I'm Doctor Krista, and I have some really cool games to help you with math.

## GAME CONTROLS



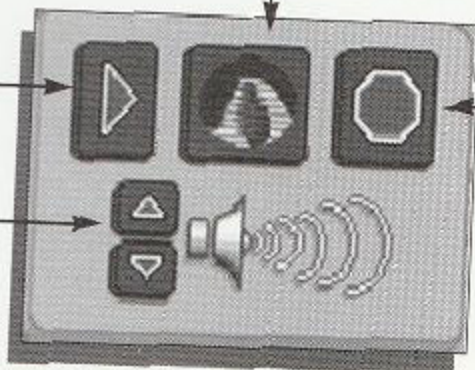
**CONTROL PANEL:** CLICKING on the remote control in the upper left corner of Dr. Krista's window will bring up the control panel.

**SEE CREDITS:** To find out about the silly fleshpods who helped Quarky and Quaysoo make *Mega Math* everything it is today.

**RETURN TO PLAYING THE GAME:**

**QUIT THE GAME:**

**CHANGE THE VOLUME:**  
Of music and sound





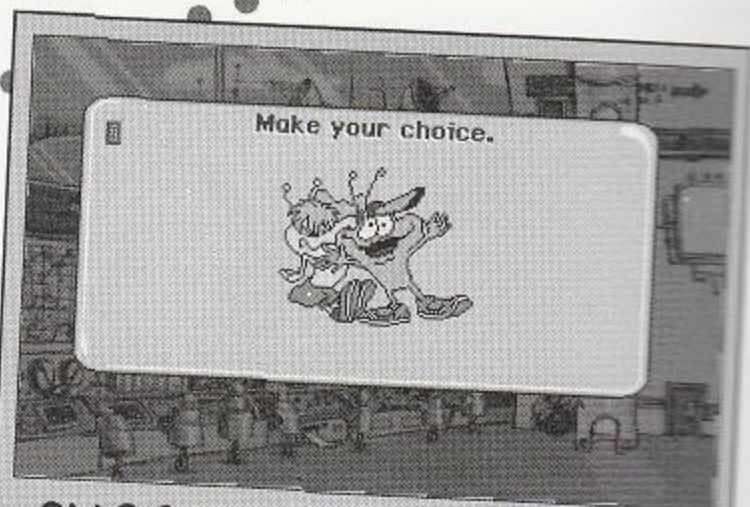
# GETTING STARTED



Your first time in *Mega Math*, Dr. Krista will ask you to sign in and will display the sign-in area. Use the keyboard to enter your name, then press the enter key. The program will use the capitalization and spelling you enter for your name on all reports and certificates, so enter the information the way you would like to see it on your personal print outs. If you make a mistake or want to change the information, you can do it at Knowledge Central.



Next, Dr. Krista will ask you what school you go to and what grade you are in. Enter the information using the keyboard and press enter. This information is only used on print outs.



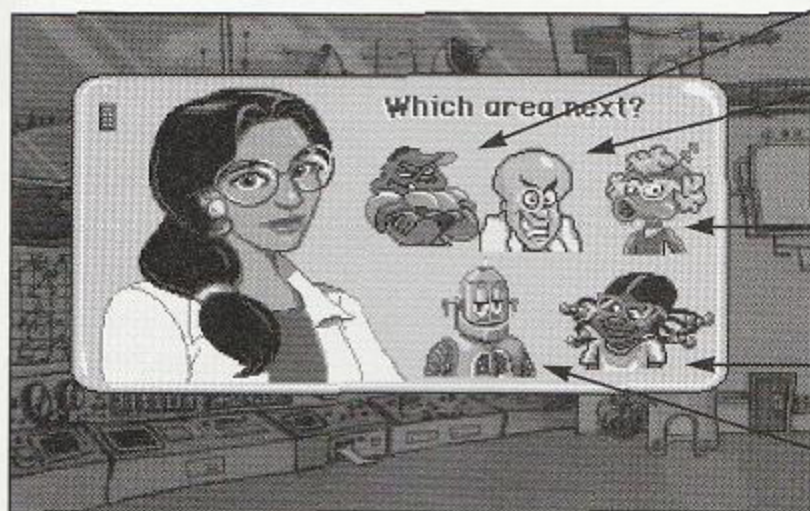
## CHOOSE YOUR PARTNER!

You need a partner to help you play each of the *Mega Math* games. Use your right mouse button to click on Quarky or Quaysoo.



# WHICH AREA DO YOU WANT TO GO TO?

From this menu Dr. Krista will take you to any of the five areas in the game. The top three are the arcade games where the player can practice. Odessa's Fast Facts is the test area where the player passes a set of facts and advances to the next set. Knowledge Central is the game maintenance area where a player or teacher can change much of the information about a player or change the facts that the game uses.



Das Liquidator's Challenge

Dr. Vious' Mind Masher

Orff Strategy

Odessa's Fast Facts

Knowledge Central

## STARTING ANOTHER GAME

When a player returns to *Mega Math*, Dr. Krista will remember the last person who was playing the game. She will ask "Is this your name?" and display the current player name on the menu. If it is your name, click on the yes icon. If it is not your name, click on the no icon. This insures that Dr. Krista is updating records to your current file. Playing the game a second time with a different name or with someone else's name could corrupt important information that is collected while playing *Mega Math*.

If it is your name, and you choose yes, Krista will make it very easy for you to return to the game exactly where you left off. First she will remind you which type of facts you are studying. Next she will tell you where you were playing the last time you quit. Then she will ask you if you want to go there. Enter yes and you are back in the game right where you left off. Enter no and you can choose to go to any of the five areas in *Mega Math*.



### SUBTRACTION

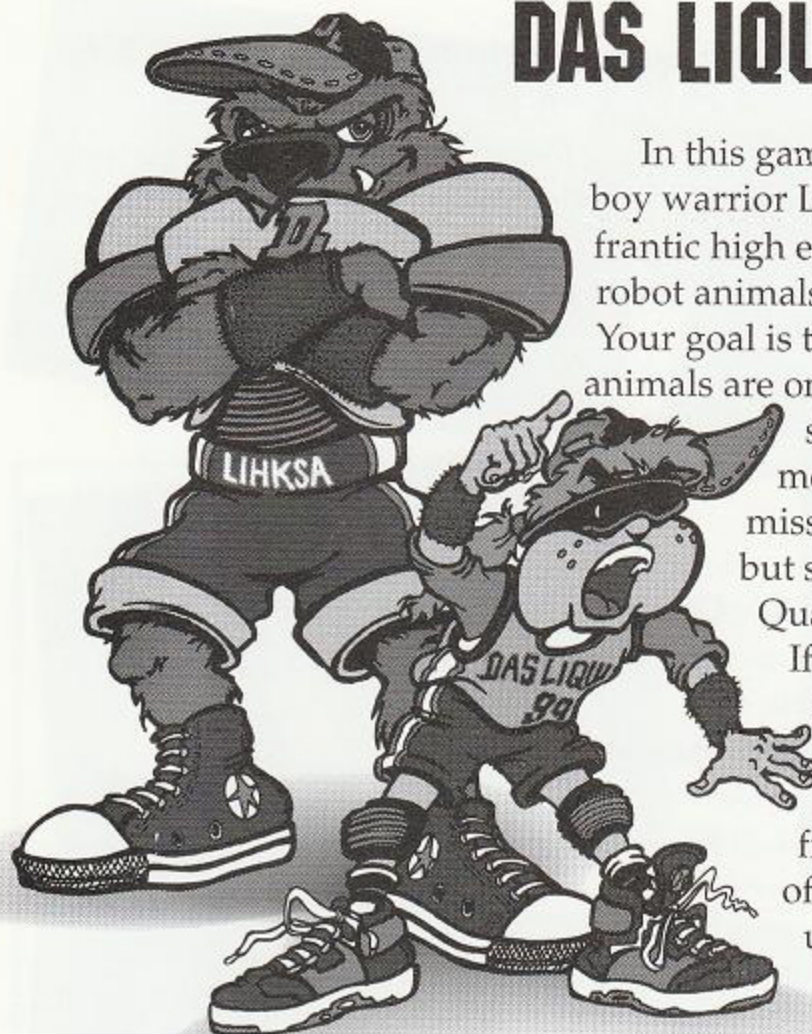
Subtracting with 2

$$5 - 2 = 3 \quad 6 - 2 = 4 \quad 9 - 2 = 7$$

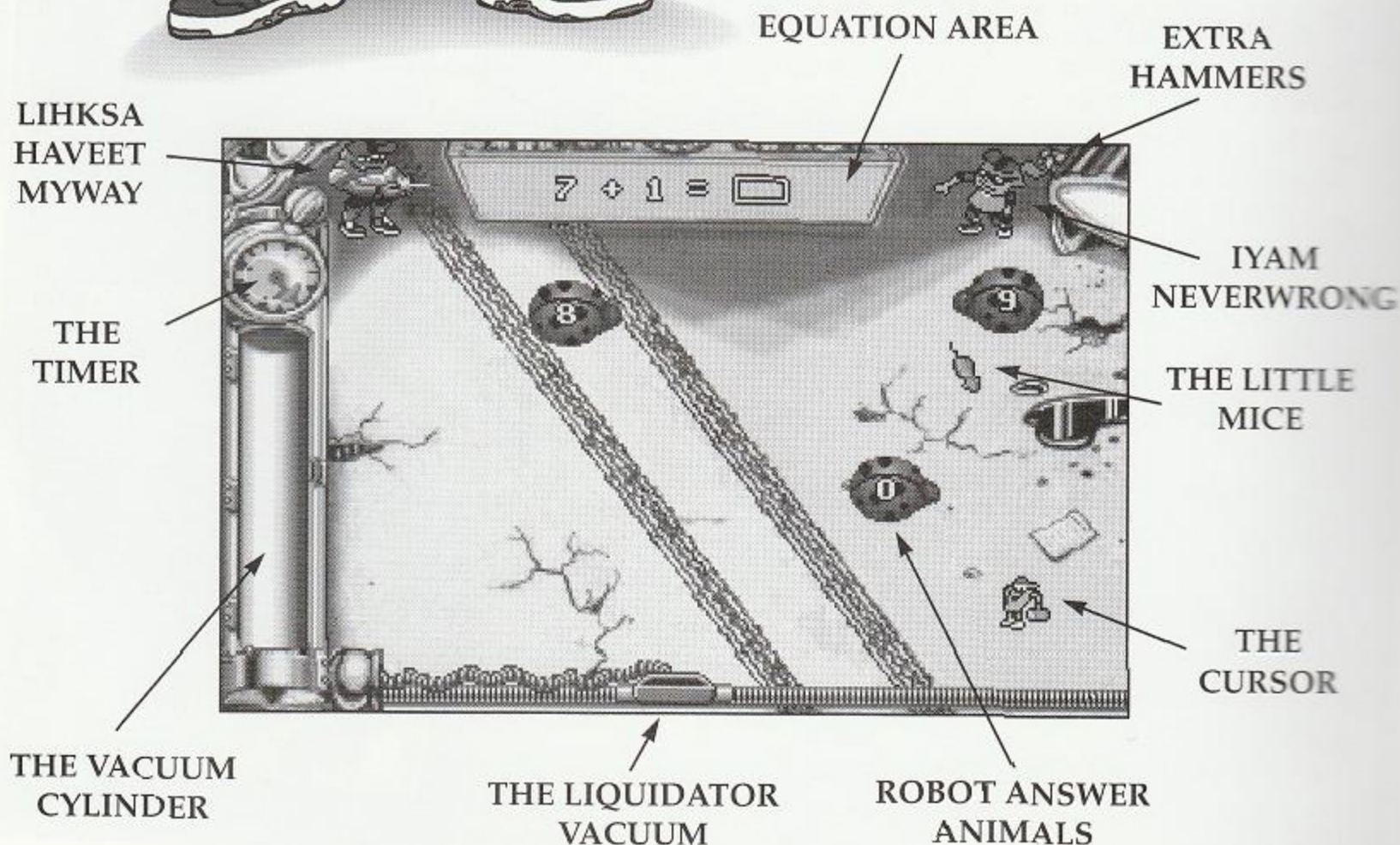




# DAS LIQUIDATOR'S CHALLENGE



In this game, the boisterous Iyam Neverwrong and alien boy warrior Lihksa Haveet Myway challenge the player to a frantic high energy game of fast thinking. Lihksa controls robot animals, each one with a possible answer on its back. Your goal is to smash the animal with the correct answer. The animals are only on the screen for a few seconds before they skitter off; so be quick. Iyam winds up little mechanical mice that chase you like a heat-seeking missiles. If you move quickly they won't catch you, but stand in one place too long ... BLAM! Quarky or Quaysoo smash the robot animals with a hammer. If you hit the wrong animal or run out of time, a hammer is taken away. You have four extra. Bash the right animal and it blows into little bits. The vacuum sucks the extra parts off the play field and into the vacuum cylinder. Bash enough of the right animals and you can overload the vacuum, blowing it up and winning the game.





## EQUATION AREA

Your unsolved equations appear in this green area. At the beginning of a play the equation will appear and remain on the screen until you run out of time or an answer has been selected. At the end of each play it blinks on and off, showing the correct answer.

## EXTRA HAMMERS

You start the game with one hammer in your hand and four extras displayed on the screen. Each time you miss the correct answer, you lose a hammer. Don't lose them all or the game's over.

## THE LIQUIDATOR VACUUM

After each successful answer the vacuum will suck up the leftover parts of the bashed animal and store them in the vacuum cylinder. If you fill this thing up, it will explode and you've won the game!

## THE CURSOR

As you begin the game, your mouse cursor will turn into the partner you have chosen, either Quarky or Quaysoo armed with a hammer. Make them swing the hammer by clicking on the left mouse button. They will bash most anything in the play area, but your real objective is to bash the animal with the correct answer.

## THE LITTLE MICE

These pesky little mice are here just to keep things interesting. During a play they will seek your Quarky or Quaysoo cursor and blow it up! This will cost you time so be careful. Keep on the move and they should cause you no problem, but if you stay in one spot, **BLAM**, they'll getcha.

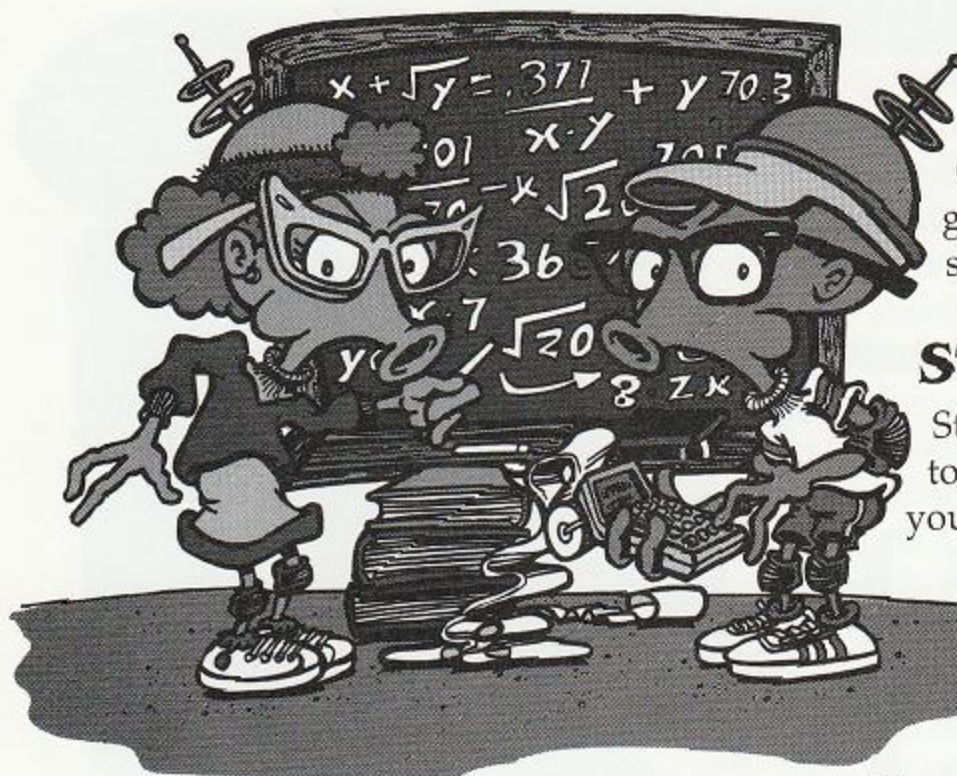
## THE TIMER

The timer starts when the equation is displayed at the top of the screen. It spins around the clock face once, tracking the time you have to answer an equation. If it makes one full rotation before you choose an answer, time is up, and you lose one hammer.

## ROBOT ANSWER ANIMALS

These robotic bugs are for bashing. But be careful to bash the bug with the correct answer; the other bugs are invincible.





# ORFF STRATEGY

Orff Strategy is a classic strategy board game. The object is to occupy more squares on the board than your opponent.

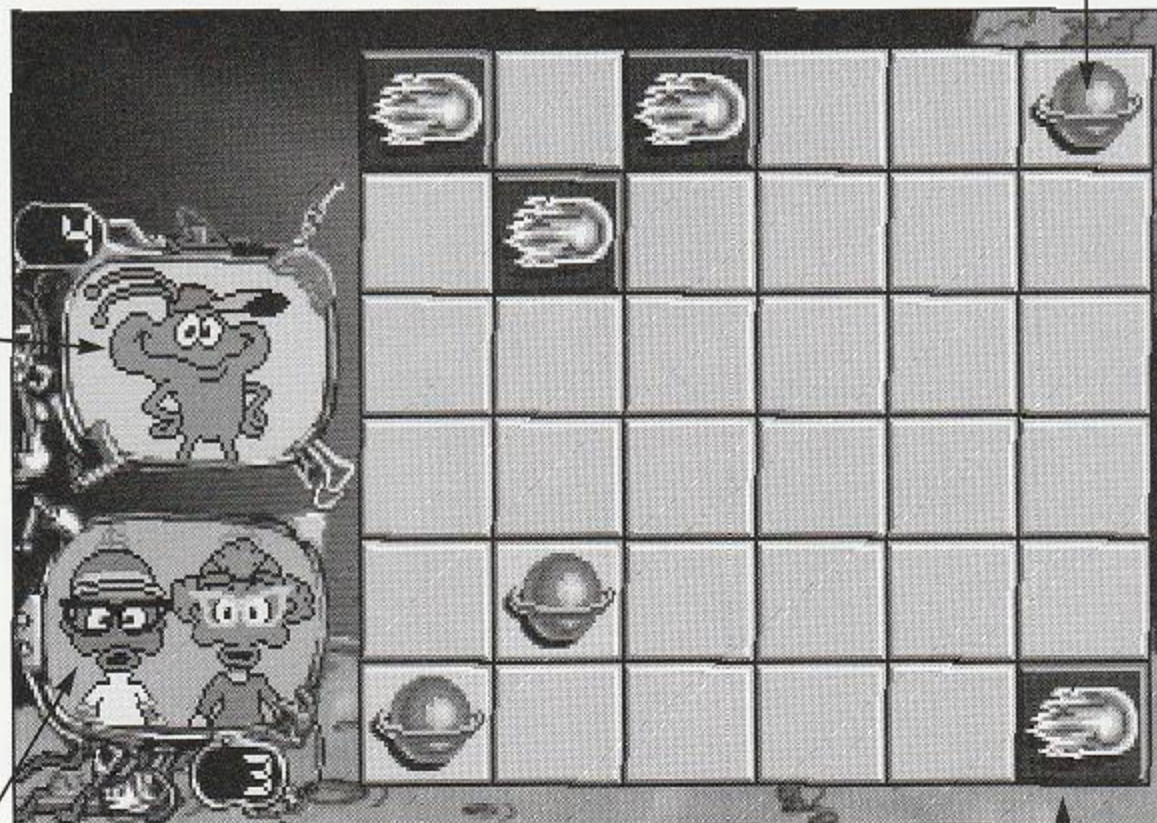
## STARTING THE GAME

Start the game by clicking on a game piece to move. Once you have chosen a piece, you need to stay with that color until the next game. Then select a square you would like to move to. Any square that you can move to will change to a gray color and an equation will appear in the top left of the computer screen. Use the 10-key pad to produce the correct answer and your piece will move. Enter a wrong answer and you lose your turn. Take all the time you want; there's no limit.

## THE ORFF'S PLANET GAME PIECE

QUARKY'S  
SCORE

QUARKY



THE  
ORFF'S

ORFF'S SCORE

QUARKY'S FLAME  
GAME PIECE



## THE PIECES

The player begins the game with two flame pieces in opposing corners. The Orff's have two planet pieces in the other two opposing corners.

## SELECTING A PIECE

To begin a move the player selects a piece by clicking on it with the cursor. The selected piece will animate. You can choose a different piece to move by simply clicking on it. Only one piece can be selected at one time.

## CAPTURING THE OPPONENT'S PIECES

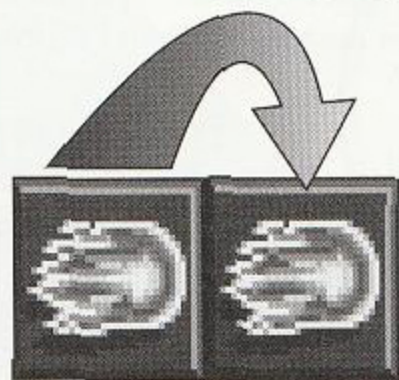
Moving a piece adjacent to any opponent's piece will capture that piece. A captured piece will turn into the player's piece and can be used the same as any other player's piece on the board.

## SELECTING A SQUARE

Once a piece has been selected to move, you can select which area to move that piece to. Click on an empty square. It will turn gray and an equation connected to that square will be displayed in the equation area. You can only move one or two squares in any direction.

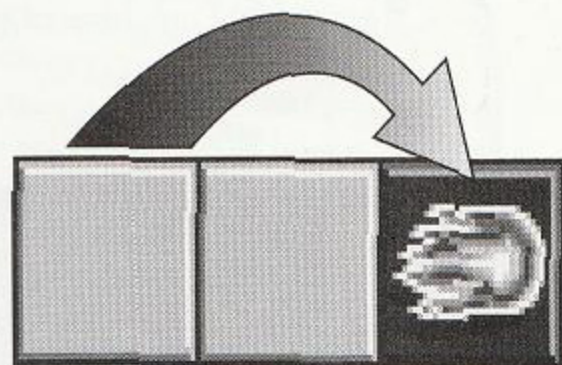
## CLONING

If you move only one square from the original location, the piece clones and you now occupy an extra square. Cloning is recommended over jumping.



## JUMPING

If a piece is moved two squares, it jumps to that square, leaving a blank square where it jumped from.



## ENTERING AN ANSWER

Once a square has been selected, an equation will appear above the 10-key pad. Use the pad to enter the correct answer, then push the enter button. If you make a mistake or wish to change your answer, push CLR before you enter the answer and you will be able to start over. A correct answer will move the player's piece. An incorrect answer will not move the piece and the player's turn will be over.

## THE SCORE

The score is the total number of pieces owned by each player. The game ends when one player no longer has any pieces or when the board squares are completely full.

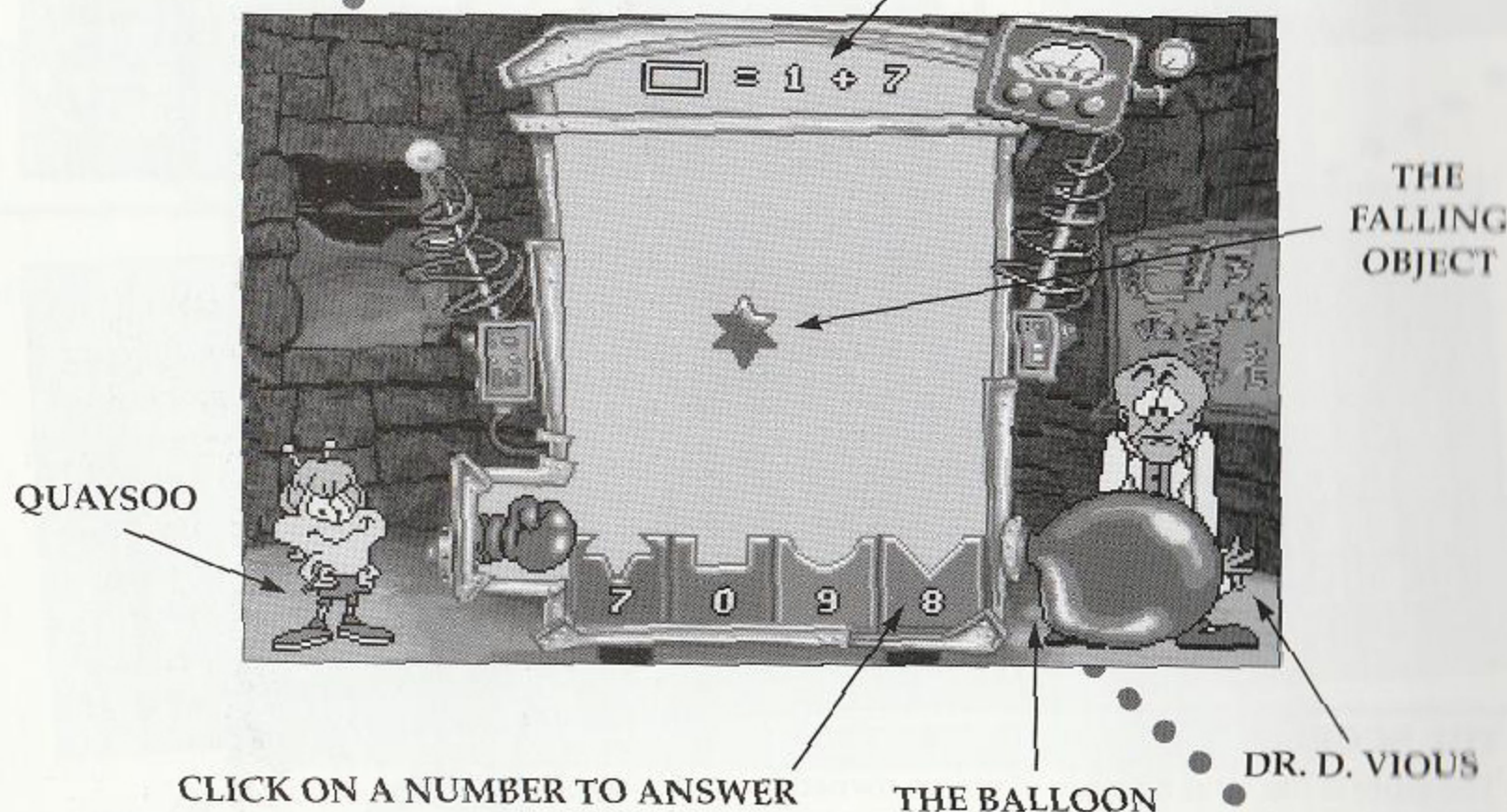


# Dr. D. Vious' Mind Masher

In his dark mysterious castle Dr. D. Vious has created a machine to mess with your mind.

The D. Vious Mind Masher drops a shape-changing object which you can control. Your objective is to move the object over the top of the number you believe is the correct answer to the equation at the top of the machine. If the answer is correct, the number will catch the falling shape and your partner will punch it into a big balloon. If the answer is incorrect it will fall to the bottom of the machine. Collect enough correct answers in the balloon and explode it, along with Dr. D. Vious, to win the game. But there's more. Choose to play again and Dr. D. will rebuild his machine bigger and faster than before. Can you beat it more than once?

## THE EQUATION AREA





## THE FALLING OBJECT

The object begins to fall as soon as an equation is displayed. As the object falls it changes shapes. Move this object above the block with the correct answer. To do this simply use your mouse to click on the block you choose. If the object is above the block you choose and you would like it to move faster, click on the falling object.

## STARTING THE GAME

At the beginning of the game Dr. D. Vious builds parts onto the machine. After the machine is set up, your partner, Quarky or Quaysoo, says "let's go" and the game begins.

## SELECTING AN ANSWER

There are four answer areas on the bottom of the play field. Each answer area has one answer displayed in it. As the equation is displayed on the top of the play field, you select one of the answers by clicking in the answer area. Before the object has fallen to the bottom of the play field, you may change your mind by selecting a different answer area. Only one answer area can be chosen at a time.

## THE EQUATION AREA

An equation is shown on the top of the machine. This equation remains until an answer is chosen or the falling object reaches the bottom of the screen. The equation then flashes the correct answer.

## MORE MACHINES

If you beat the machine, choose to play again and Dr. D. Vious will build his machine faster and better than before.

## THE BALLOON

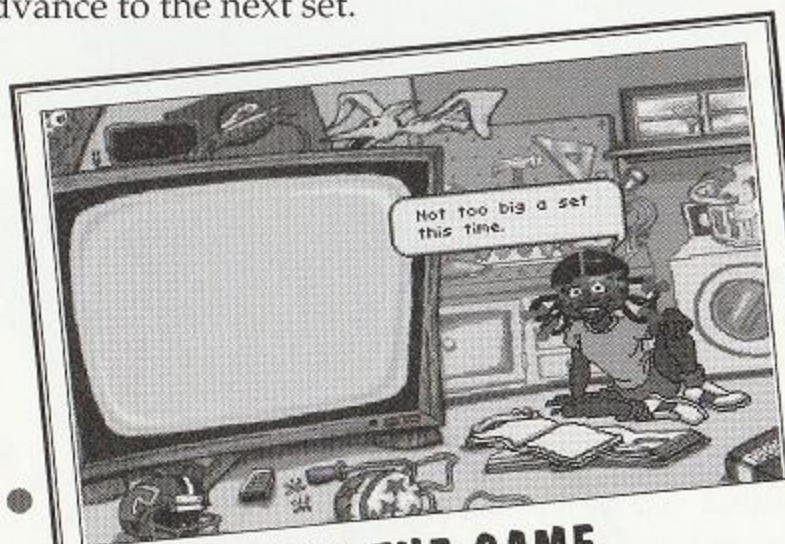
Correct answers are punched into the balloon by the auto boxing glove. The more correct answers, the bigger the balloon gets until it bursts, ending the game and infuriating Dr. D. Vious.





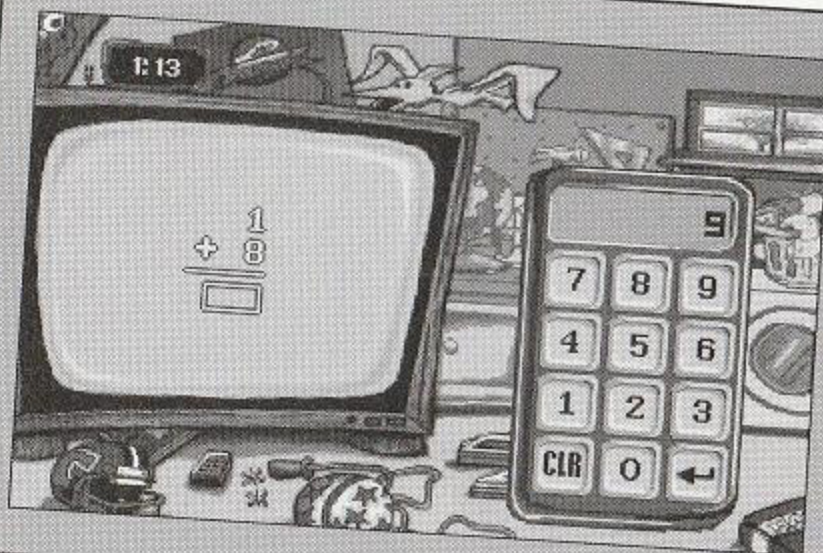
# ODESSA'S FAST FACTS

The object of Odessa's Fast Facts is to produce the answer to equations as quickly as possible. This is the area where players prove their mastery of a set of facts, earn certificates, and advance to the next set.



## BEGINNING THE GAME

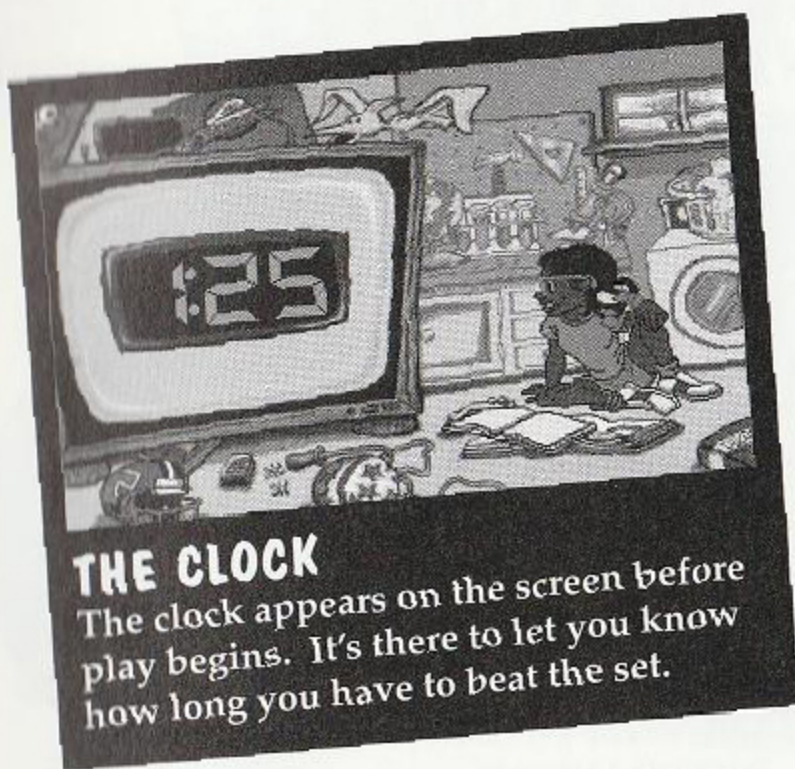
When the player enters this area, Odessa will greet you and get you all set up to prove your mastery of the facts you've been practicing. She will tell you how big the set is and how much time you have to complete it. Then a "READY, SET, GO" on the screen will signal you when to start.



## THE PLAY FIELD

The large T.V. monitor next to Odessa displays the facts. They will remain on the screen until you have produced an answer using the keyboard or the mouse and the on-screen 10-key pad. As soon as you press enter, the game lets you know if your answer is correct or incorrect, displays the right answer, then clears the screen and gives you the next equation.





### THE CLOCK

The clock appears on the screen before play begins. It's there to let you know how long you have to beat the set.

### PASSING A FACT SET

In order to pass a fact set, you must finish the entire set within the time allowed and correctly produce answers to 80% or more of the facts displayed.

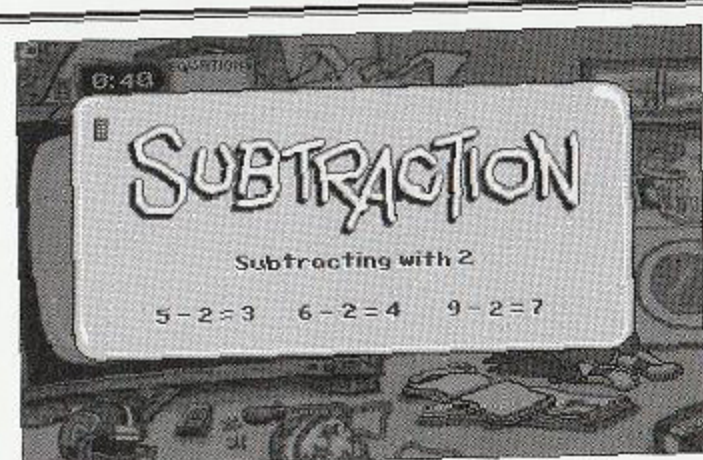


If you pass a fact set without a score of 100%, Dr. Krista will remember which facts you missed and add them to your study set.



### PRINTING OUT AN AWARD

As soon as you have passed a fact set, you have earned a certificate or award. Dr. Krista will ask you if you would like to print it. Choose yes to print the certificate, choose no to go on. The certificate is still available for printing at any time from the Knowledge Central information area. See Knowledge Central Awards.



### MOVING ON

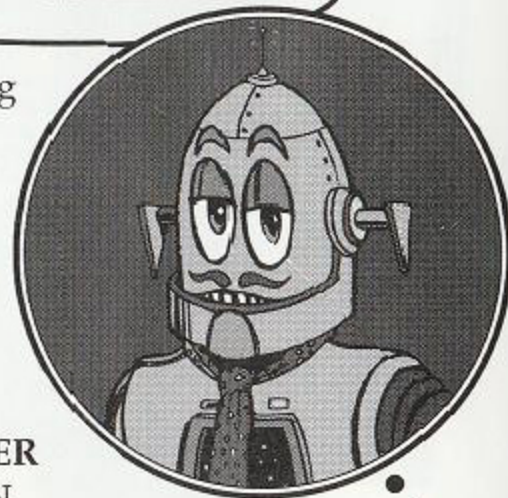
After you have passed a set of facts, Dr. Krista will display the next type of equation and ask if you would like to challenge the new set. If you say yes, you return to Odessa's to test your speed and memory with the new set of facts. In this way you can quickly advance through facts you know well and find the level where your flash memory of facts is challenged.





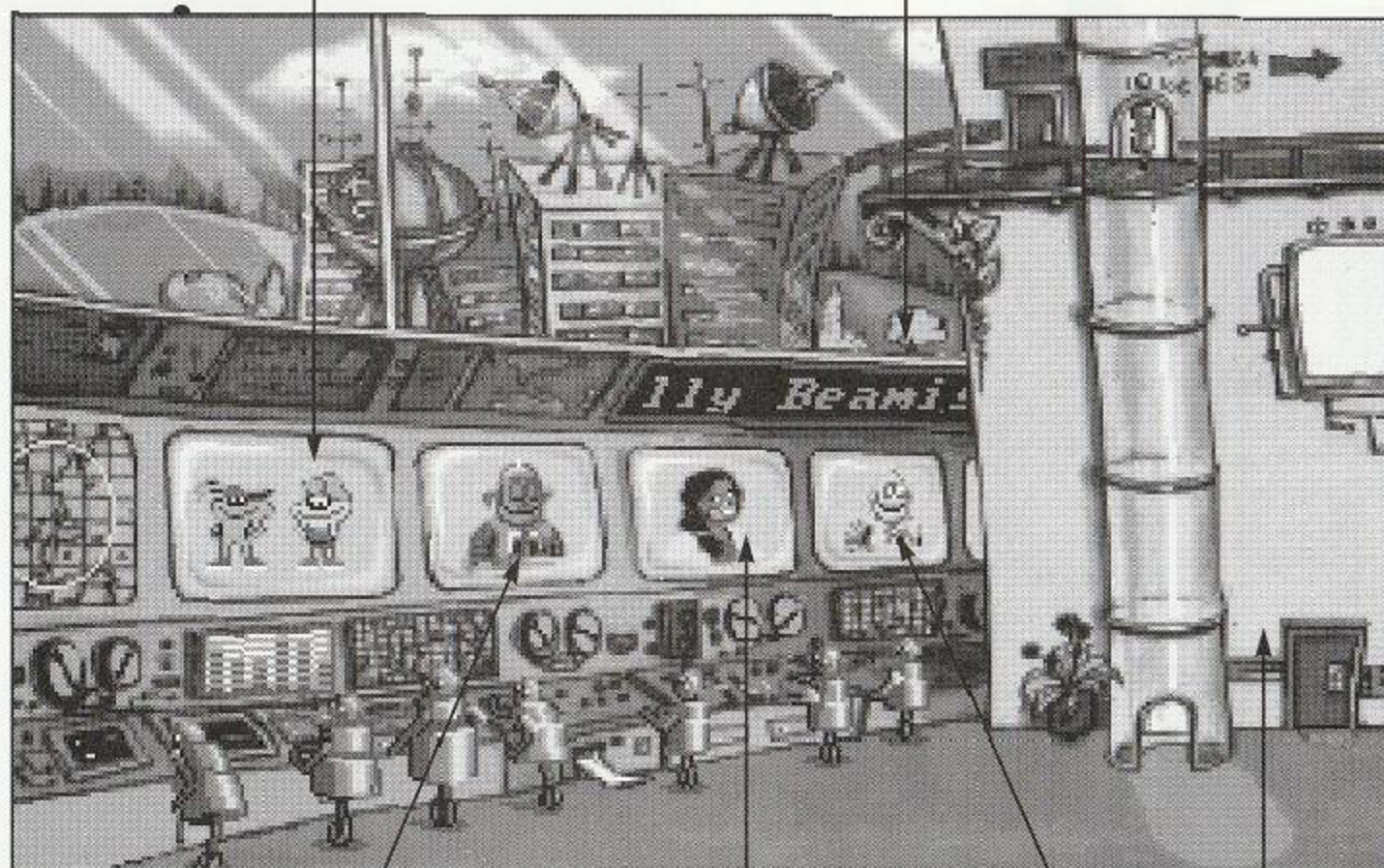
# Knowledge Central

Knowledge Central knows everything about anything. Here a player, parent or teacher can change information, look up results, print out reports, tests, and awards, or even change the fact sets themselves.



SELECTING  
A NEW  
PARTNER

CHANGING PLAYER  
INFORMATION



PRINT  
INFORMATION  
AREA

DR. KRISTA

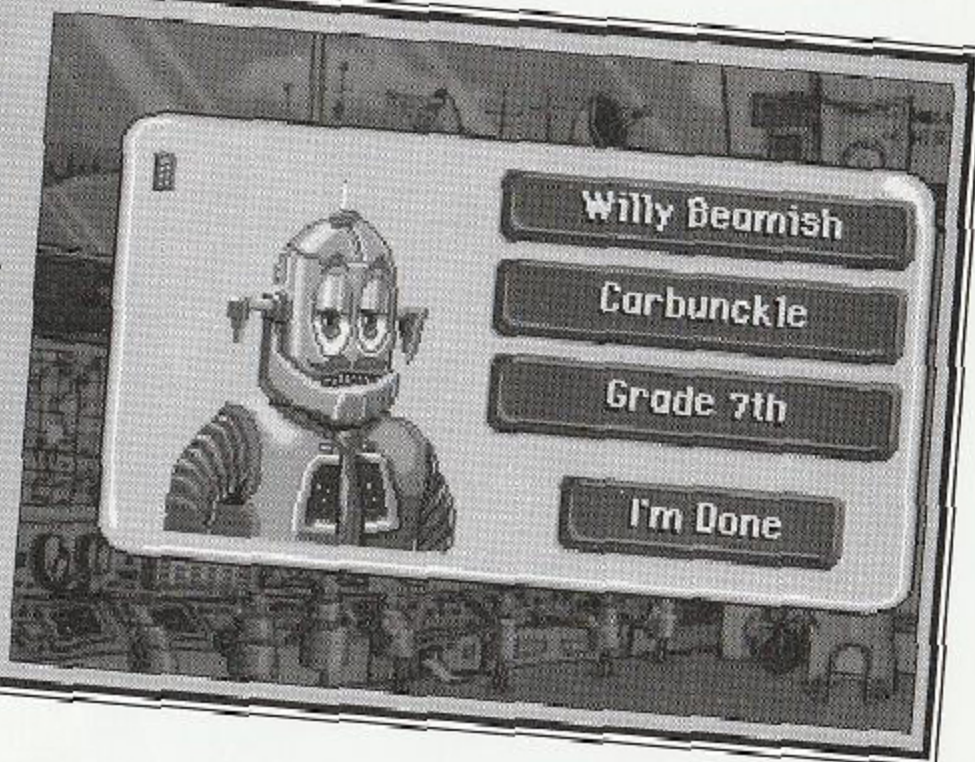
DEMO

TEACHER'S AREA



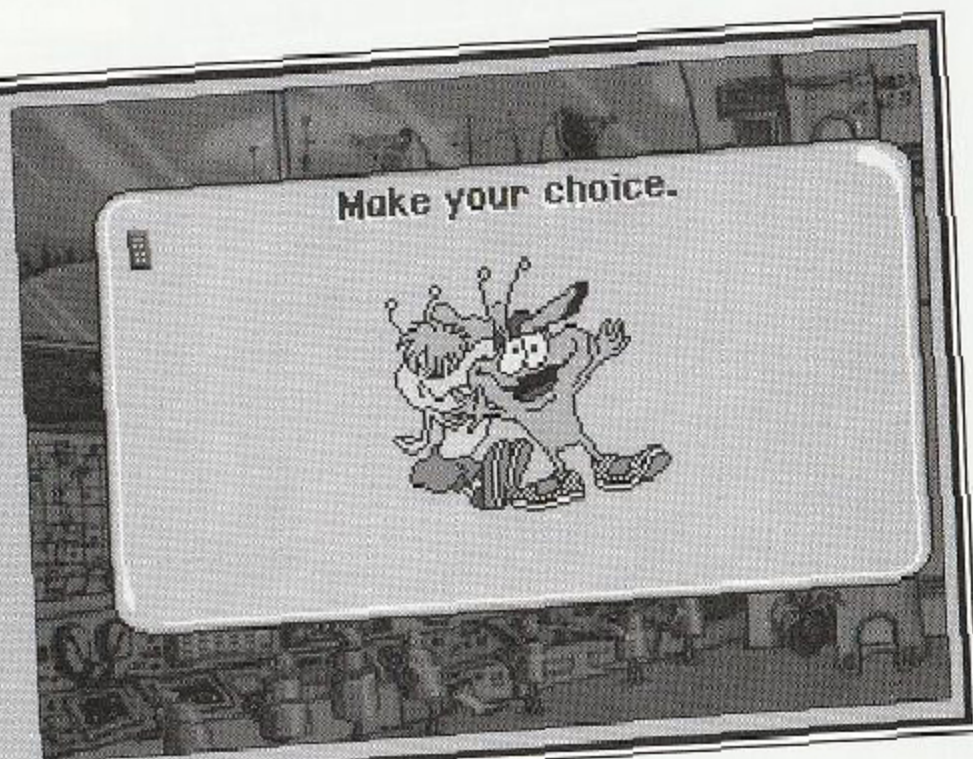
### CHANGING PLAYER INFORMATION

To change player information, the player clicks on the reader board in Knowledge Central. This reader board displays the current player information. Click on it with your mouse cursor. The player information menu appears on screen and you can click on the information you want to change.



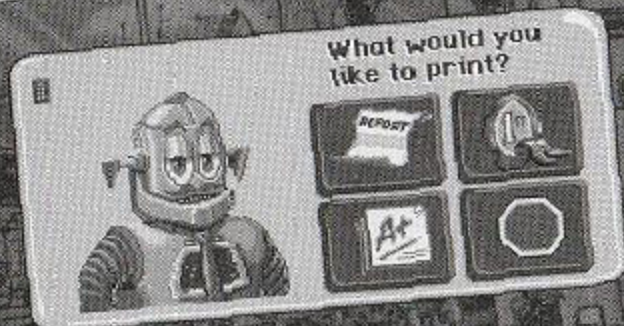
### SELECTING A NEW PARTNER

To change a partner, click on the far left TV monitor. This displays Quarky and Quaysoo waiting to be chosen by the player. Click on the partner you want then press enter or click on the "That's the one" button on the menu.

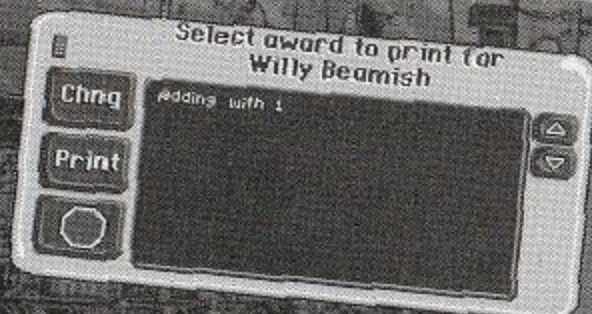




## PRINT INFORMATION AREA

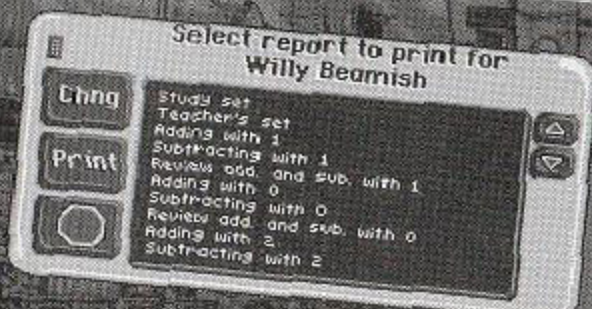


In this area you can print out information about any awards or reports that pertain to a player.



### AWARDS

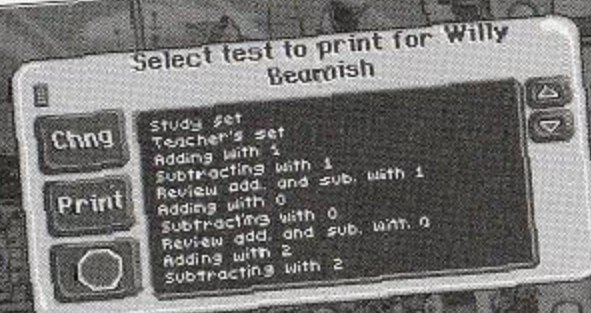
The player can win awards for the completion of any of the fact sets. Click on the award button to list any awards the current player has earned. To print, highlight the award you wish to print and press enter or click on the Print icon.



### REPORTS

A report is available for each set that has been challenged. In addition an overall report for the current player keeps track of the dates, times and scores of each set passed.

The report for a set contains the name, school, and grade level of the current player. It tells you how many times the player has challenged a set. If the set has been passed, the report tells most recent score, and the facts that were missed.



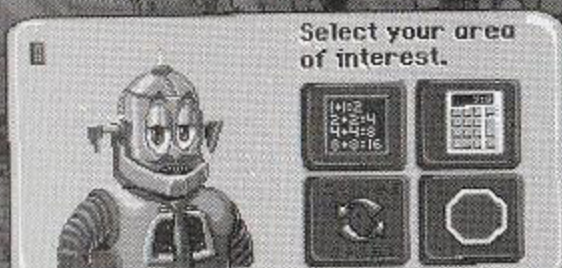
### TESTS

For each of set of facts in Mega Math, a written test with 100 facts is available. This test can be printed for traditional study with pencil and paper. Highlight the name of the set you want to print, then press enter or click on the Print icon.



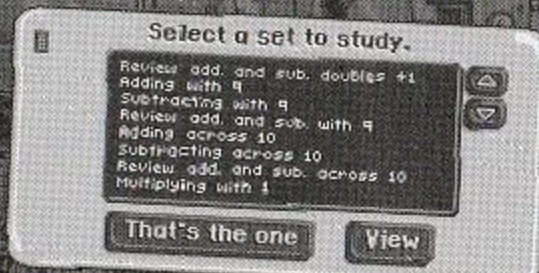
## TEACHER'S AREA

The Teacher's Area allows the fact sets of *Mega Math* to be altered. Users can choose a different current set for the game, build their own set, or change the order the sets are presented to players.



### CHOOSE A SET

Choosing a set will force the program to skip directly to the set you choose and use it for all practice and test areas. Select the Teacher's Area in Knowledge Central. Select the Choose a Set icon from the menu. Highlight the set you want to become the current set and press enter or click on the Done button.



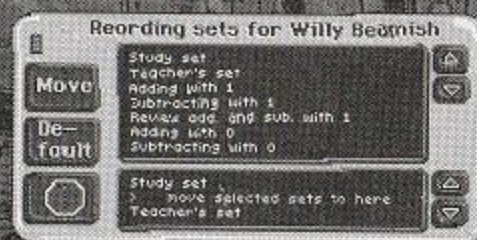
### BUILD A SET

You can build your own set with any numbers from zero to fifteen. Select the Teacher's Area in Knowledge Central. Select the Build a Set button from the Teacher's Area menu.



### CHANGE THE ORDER OF SETS

This area allows a teacher or parent to change the order that Dr. Krista advances players through our sets of facts. Although there are two windows, there is actually only one list with the order that Dr. Krista uses. Use the top window to select the fact set you want to move. Use the up or down arrow keys to bring the set you want to move into view, then highlight it by clicking on it with the mouse. Use the bottom window to select where you want the highlighted set to be inserted. When you're ready, click on the Move button and the computer will make your change. If you want to return to our original order, click on the Default button.





# GAME CREDITS

PRODUCER  
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JEFF TUNNELL

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SHAWN BIRD

WRITER  
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MANUAL DESIGN  
SHAWN BIRD

EDITING & WRITING  
RANDY DERSHAM  
MICHAEL WAITE  
LESLIE GELLER

## IF YOU LIKE MEGA MATH, YOU SHOULD TRY TURBO SCIENCE!

Look out! You're surrounded by science!! It's in your skateboard. It's in your lunch. It's in that gooey stuff that collects on your Nintari powerpad... And it's in Turbo Science.

Quarky and Quaysoo, along with their crazy cast of characters, show you why planes fly, light bulbs glow, magnets attract, and wrecking balls bash as you compete in a laser-fast science race. Along the way, you'll discover facts about chemistry, machines, thermal energy, and more of that important science stuff that's EVERYWHERE.

Let Quarky and Quaysoo expand and challenge your scientific brain power with TURBO SCIENCE. Check it out!



## TECHNICAL SUPPORT- All Systems

Technical assistance is only a telephone call away. Call (209) 683-8989 in the U.S. or (44) 734-303 171 in the U.K. for convenient, person-to-person service. If you prefer, you may request assistance by Fax (209) 683-3633 in the U.S. or (44) 734-303 201 in the U.K. or by mail. If you choose to write or fax us with your request, please give us detailed information on both your computer system and the nature of your problem. In addition, please include your address and telephone number should we need further information.

Send to:

### U.S.

**Sierra On-Line**

P.O. Box 800

Coarsegold, CA

93614-0800

Attention:

Technical Support

### EUROPE-U.K.

**Sierra On-Line Limited**

Attention: Technical Support

Unit 2, Technology Centre

Station Road

Theale, Berkshire

RG7 4AA United Kingdom

Sierra Technical Support is also available through:

\*Sierra BBS: U.S. (209) 683-4463 or U.K. (44) 734-304 227

CompuServe-GAMAPUB, Section 11 (Technical Support ID - 76004,2143)

Prodigy (Technical Support ID - WBWW55A)

America OnLine

GENie

\*Answers to our most frequently asked questions are available through our Sierra BBS (U.S. only). At the main menu, select option "8" for *Technical Help* and then select "T" for *Top 10 Technical Issues*.

## Sierra On-Line's Automated Technical Support Representative

Sierra On-Line, in our commitment to provide the best Customer Service in the industry, offers a 24 hour automated Technical Support Line. "Robo Tech", our automated Technical Support Representative, has answers to our most frequently asked technical questions and is available by calling our Technical Support Line at (209) 683-8989 and pressing 2 on your touch tone telephone (a touch tone telephone is required for automated support). If your specific issue is not addressed, an option to speak to a Technical Support Representative will be available during our normal business hours Monday through Friday 8:15 a.m. to 4:45 p.m. Pacific Time. In the U.K., although there is no automated voice response system at this time, technical answers to many questions are available on the Bulletin Board, (44) 734-3042 27. Or you may speak to a Technical Support Representative at (44) 734-303 171 Monday through Friday, 9 a.m. - 5 p.m.

## Customer Services

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