



Scott, Foresman
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SCOTT, FORESMAN

PRACTICE IN DIVISION

STAR MAZE

AGES 8-12

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2)11 4)10

4)376

2)118

MATHEMATICS ACTION GAMES SERIES

For the TI 99/4A microcomputer.



31184

Scott, Foresman



Star Maze

Practice in division

Mathematics Action Games series for use with
the Texas Instruments 99/4A microcomputer.

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About the Module

Scott, Foresman and Company, one of the country's leading educational publishers, carefully developed *Star Maze* to create a unique blend of fun and learning. *Star Maze's* three challenging levels provide hours of enjoyment while providing practice in division skills. This solid state module requires only your Texas Instruments Home Computer and monitor or television set.

Division, which is generally taught in the elementary grades, is an essential skill for both children and adults. *Star Maze*, with its exciting animation and sound effects, motivates players to spend hours practicing this vital mathematics skill. The chart on the next page details the types of division problems covered in this module.

Although directions for *Star Maze* are included in the module, detailed game instructions are printed on pages six to nine in this User's Guide. Players can view the instructions in the module at any time during play by pressing the FCTN and the AID keys simultaneously.

Although the division skills in *Star Maze* are usually taught in the third through sixth grades, younger children with good math skills as well as older children and adults will enjoy the game's challenges and rewards.

Star Maze is one of a series of mathematics games designed to supplement mathematics instruction in a variety of skills and at a variety of levels. Enjoy finding your way through *Star Maze*!

Difficulty Levels

Star Maze Division

**Standard
Level**

$$\begin{array}{r} 4 \\ 8 \overline{) 32} \end{array}$$

**Advanced
Level**

$$\begin{array}{r} 8 \text{ R } 5 \\ 7 \overline{) 61} \end{array}$$

**Master
Level**

$$\begin{array}{r} 47 \\ 5 \overline{) 235} \end{array}$$

Star Maze Game Description

Object

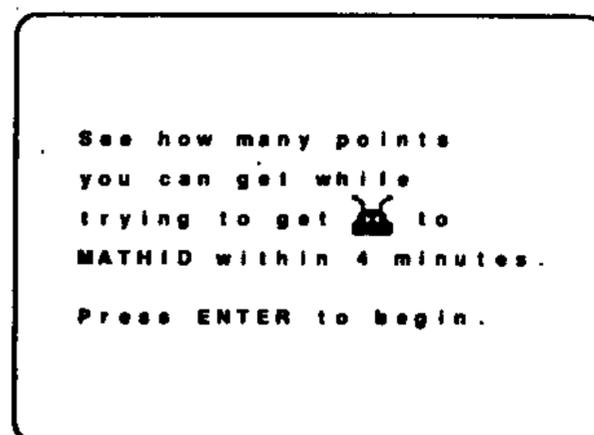
The object of *Star Maze*, a single player game, is to help a lost Thid return through the maze to its home planet Mathid. Along the way, you should try to accumulate as many points as possible within a selected time limit of two, three, or four minutes.

Getting Started

To begin *Star Maze*, press 2 from the selection list at the beginning of the module. After the game's title sequence appears, select your difficulty level by pressing 1 for Standard, 2 for Advanced, or 3 for Master.

You can then choose whether or not to view the instructions for the game. If you type Y (yes) and press the ENTER key, the module displays a series of instruction screens. If you type N (no) and press ENTER, the "Choose a Time" screen appears.

Each time limit provides you with a different kind of challenge. The longer the time limit, the higher the point total you can accumulate. Press 2 for a two-minute time limit, 3 for a three-minute time limit, or 4 for a four-minute time limit. For example, if you press 4, the following screen appears.



Press ENTER and the game begins.

Play

Find Thid on the maze. You must move Thid from star to star along the maze to the planet Mathid. You earn points and the right to move Thid by answering problems correctly. The point value for each problem is determined by the color of the star on which Thid is resting. Blue stars are worth 5 points; yellow stars are 10 points; and the red star, a Goodid star, is worth 20 points. (See the section on Scoring.) Plan your trip to Mathid so that you can earn as many points as possible.

As soon as the first problem appears, the cursor flashes and the timer begins counting down from the chosen time limit. Using as little time as possible, type the correct answer and then press ENTER. You must press ENTER after typing the answer. The computer does not recognize the answer until you press ENTER.

When you enter the correct answer, a special musical tone sounds, the timer stops momentarily, your answer flashes on the screen, and your point total increases (see Scoring). You can now move Thid one star closer to Mathid or one star closer to a Goodid (a red) star.

To move Thid, use the arrow keys, ←, ↑, →, and ↓. You can press the arrow keys with or without holding down the FCTN key. Each time you answer correctly, you score points, and you can move Thid one star closer to your destination.

When you type an incorrect answer, the module beeps, the timer stops momentarily, and the message "Try again" appears. If your second attempt is incorrect, the module beeps, the timer stops momentarily, and the module displays the correct answer. You do not earn points, and you cannot move Thid. You can score points and move Thid only after you correctly answer a problem. When the next problem appears, the cursor flashes, the timer resumes its countdown, and play continues.

During the game, if you fail to press any valid key within 20 seconds, the computer sounds a series of beeps to remind you to respond. After 15 more seconds, the computer again sounds the reminder beeps. If you still have not pressed a valid key after 10 additional seconds, the computer displays the correct answer.

Caution: Three yellow or blue Badid stars are hidden in the maze. If you maneuver Thid onto a Badid star, Thid bounces from star to star and finally stops on another star, farther from Mathid than before. Once Thid lands on a

Keyboard Guide

Special key functions programmed into *Star Maze* make the game more convenient to play. To enact one of the functions listed below, hold down the FCTN key and simultaneously press the desired function.

| Function | Action |
|----------------------------------|--|
| ENTER | Press this key during a game after you type an answer. The computer then checks your answer. Press this key to continue to the next screen. Press this key to proceed quickly through the beginning screens. |
| FCTN 3 (ERASE) | Press this key to erase the part of your answer that you entered last. ERASE works only before you press ENTER. |
| FCTN 4 (CLEAR) | Press this key to erase your entire answer. CLEAR works only before you press ENTER. |
| FCTN 5 (BEGIN) | Press this key to return to the "Choose a Level" screen to begin a new game. |
| FCTN 7 (AID) | Press this key any time you want to see the instructions. After the computer displays the instructions, it returns to where you were in the game when you pressed AID. |
| FCTN 8 (REDO) | Press this key to "redo" your level choice. The computer returns to the "Choose a Level" menu. |
| FCTN = (QUIT) | Press this key to return to the master title screen to end work on the module. |
| FCTN S, E, D, or X ← ↑ → ↓ | Press the arrow keys to move Thid in <i>Star Maze</i> . The arrow keys work with or without the FCTN key. |

Scorecard

Players can use this scorecard to record their fastest times and scores achieved at each level of *Star Maze*.

Standard Level

| Name | Date | Time | Score |
|------|------|------|-------|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

Advanced Level

| Name | Date | Time | Score |
|------|------|------|-------|
| | | | |
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| | | | |
| | | | |
| | | | |

Master Level

| Name | Date | Time | Score |
|------|------|------|-------|
| | | | |
| | | | |
| | | | |
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Related Activities

You can use the following activities to expand interest in *Star Maze* into other related areas.

1. Players can keep track of their *Star Maze* times and scores for a specific level. Each player can graph his/her achievements by marking time on the X-axis and scores on the Y-axis and then plotting the coordinates on the graph.
2. Players can write science-fiction stories or plays.
3. Players can read science-fiction books.
4. Take a trip to an observatory or a planetarium to learn about astronomy.
5. Players can organize and compete in an ongoing *Star Maze* tournament. Times and scores for each level can be recorded on the scorecards found on page 11 of this Guide.
6. Visit a computer facility to learn more about computers.
7. Players can compile a personal dictionary of computer terms.
8. Players can think of other uses and game ideas for the computer.

The Mathematics Action Games Series

Scott, Foresman has prepared a series of game modules for the Texas Instruments Home Computer. These modules provide practice in a variety of important mathematics skills that are taught in grades one through eight.

These colorful and animated games encompass a wide range of themes and include both competitive and non-competitive formats. Each game in the series has several difficulty levels. The series includes:

Ages 5-8

Frog Jump

Putting numbers in order

Picture Parts

Basic addition, subtraction, and multiplication

Ages 8-12

Pyramid Puzzler

Multiplication facts and multiplication by 100 and 1000

Star Maze

Division facts, division with remainders, and short division

Ages
11-Adult

Number Bowling

Decimals and fractions

Space Journey

Percent

Caring for the Module

Although the module is durable, handle it carefully. Keep it clean and dry, and avoid touching the recessed contacts.

Caution: The contents of a module can be damaged by static electricity discharges. Static electricity build-ups are likely to occur when the natural humidity is low (during winter or in areas with dry climates). To avoid damaging the module, touch any metal object (a doorknob, a desk lamp, etc.) before handling the module. Commercial preparations that reduce static build-up in carpets are available at hardware and office supply stores.

In Case of Difficulty

Technical information about the Texas Instruments Home Computer and the modules can be found in the *User's Reference Guide*. You can solve several of the more common problems by reviewing the solutions listed below.

1. Problem: Everything is plugged in and yet nothing appears on the monitor.

Solution: Check to see that the switch on the front of the keyboard is pushed to the right and that the red light is on.

2. Problem: The module is not operating properly.

Solution: Press QUIT (FCTN =) to return to the master title screen. Remove the module, align it with the module opening, and carefully reinsert it. Press any key to make the title screen appear. In some instances, you may have to turn the computer off, wait several seconds, and then turn it on again.

3. Problem: The computer is behaving erratically because someone removed the module from the computer while it was being used.

Solution: Turn the computer console off, wait a few seconds, reinsert the module, and turn on the console. The computer should return to its normal operation.

Software Media Limited Warranty

Scott, Foresman and Company extends this consumer warranty only to the original consumer purchaser.

Warranty Coverage

This warranty covers the case components of the software package. The components include all cassette tapes, diskettes, plastics, containers, and all other hardware contained in this software package ("the Hardware"). This limited warranty does not extend to the programs contained in the software media and in the accompanying book materials ("the Programs").

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Performance by Scott, Foresman Under Warranty

During the 90 day warranty period, defective Hardware will be replaced when it is returned postage prepaid with proof and date of purchase to your Scott, Foresman Electronic Publishing dealer. The replacement Hardware will be warranted for a period of 90 days from date of replacement. Other than the postage requirement, no charge will be made for replacement. Scott, Foresman and Company strongly recommends that you insure the Hardware for value prior to mailing.

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