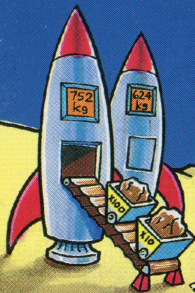




SCHOOL HOUSE ROCK!

8 $\frac{3}{4}$ 4



MATH ROCK!

User's Guide



CD-ROM
WINDOWS® 95
WINDOWS® 3.1
MACINTOSH®

CREATIVE
WONDERS.
ELECTRONIC ARTS

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Minimum System Requirements

IBM PC or Compatible

Machine: 486 with 8 megabytes of RAM

Hard Disk Space: 7MB

Operating System: Windows 3.1 or Windows 95

CD-ROM Drive: Double Speed or higher

Sound Card: Windows compatible sound card

Monitor: 256 color monitor

Macintosh:

Machine: 68040 processor, or PowerMac with 8MB of RAM

Hard Disk Space: 7MB

Monitor: 256 Color Monitor, 640x480

Operating System: System 7.0 or later

CD-ROM Drive: Double Speed or higher

Getting Started

Before you can play *Math Rock* you need to install the program files onto your computer's hard disk. This CD supports Windows 3.1, Windows 95, and Macintosh systems. Follow the instructions below for the system you're using.

INSTALLATION and LAUNCH for MICROSOFT® WINDOWS® 95

1. Place the *Math Rock* CD in your CD drive.
2. For systems with AutoPlay, skip to step 3. For all other systems, go to My Computer, and double-click your CD ROM drive.
3. The *Math Rock* Options screen appears. Select **INSTALL**.
4. Follow the on-screen prompts to complete the installation.

5. If you wish to install *Math Rock* to a different path or drive, choose “Browse” and select the path and/or drive.
6. Select “Play” from the Options screen. In the future you can select the *Math Rock* icon, which will appear in the Creative Wonders program group or the Start menu under Programs.
7. If you wish to UNINSTALL the game, follow steps 1-3 above and select UNINSTALL from the *Math Rock* Options screen.

INSTALLATION and LAUNCH for MICROSOFT® WINDOWS 3.1

1. Place the *Math Rock* CD in your CD drive.
2. From the Program Manager, open the File menu and select Run.
3. Type **d:\setup** and press **Enter**. (If your CD drive is not d:, substitute the correct drive letter.) The *Math Rock* Options screen will appear.
4. Select **INSTALL** from the *Math Rock* Options screen. Follow the on-screen prompts to complete the installation.
5. If you wish to install *Math Rock* on a different path or drive, choose “Browse” and select the path and/or drive.
6. Select “Play” from the Options screen. In the future you can double-click on the *Math Rock* icon which will appear in the Creative Wonders program group.
7. If you wish to UNINSTALL the game, follow steps 1-3 above and select UNINSTALL from the *Math Rock* Options screen.

INSTALLATION and LAUNCH for MACINTOSH

1. Insert the *Math Rock* CD into your CD drive.
2. Double-click on the *Math Rock* CD-ROM icon.
3. Double-click on the “Install Math Rock” icon and follow the on-screen prompts.
4. Once installation is complete, the *Math Rock* folder on your hard drive will open.
5. Double-click on the SHR Math icon to start the game.
6. In the future, open the *Math Rock* folder on your hard drive and then double-click on the SHR Math icon to start the game.

THE MATH ROCK OPTIONS SCREEN

(Windows Only)

The *Math Rock* Options Screen makes it easy to install, play the game, uninstall the game, or view technical help. It also includes Bonus Features as described on page 5.

Play

Click on PLAY to begin *Math Rock*.

Help

Click on HELP to view troubleshooting tips, updated technical information and on-line documentation about the program, which can be printed.

Install

Click on INSTALL to copy the program files onto your hard drive. See the above Installation and Launch section for more instructions if necessary.

Un-Install

Click on UN-INSTALL to remove all *Math Rock* files and icons from your hard drive.

Quit

Click on QUIT to exit the Options screen and return to Windows.

Math Rock Bonus Features

Product Demos

Preview other Schoolhouse Rock CD-ROMS and additional titles from Creative Wonders.

Print Activities

Click Print Activities to discover:

- Printable games, puzzles, and tricks
- Arts and Crafts
- Schoolhouse Rock lyrics
- Fun Math Facts

Parent and Teacher's Corner

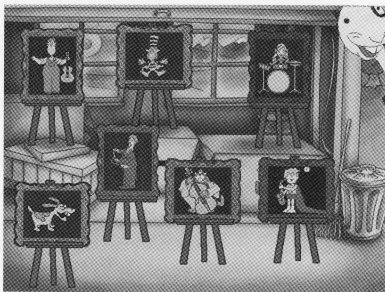
Click here for information on:

- Playing *Math Rock* with your child
- Customized progress reports
- Using *Math Rock* in the classroom
- Curriculum goals for each *Math Rock* activity
- The story behind Schoolhouse Rock

WonderLink™

Click here for information about WonderLink, your family's connection to a unique on-line world. With WonderLink, additional *Math Rock* features are just a click away! Follow on-screen prompts or refer to the America Online instruction card included in your *Math Rock* box for information on joining America Online from the *Math Rock* CD-ROM.

Welcome to *Math Rock*



Welcome to *Math Rock*, a rock and roll math journey full of fun and exciting math challenges. Your goal in *Math Rock* is to help Lucky Seven Sampson gather members of the Funky Numberland Band. Members are scattered about the landscape playing different math games. Beat them at their games three times and they'll join the Band in the Garage. There are seven players to collect, and when you've got them all you'll hit the road seeking fame and fortune in the "Road to Fame Game." As you play the different math activities, you'll earn coins to help you in the final game. It's a good idea to play the activities multiple times so you'll have plenty of coins as you travel down the Road to Fame. Good luck, and on with the Show!

Signing In



The Sign In screen lets you begin a new game by entering your name, or allows you to continue a saved game. Also, you can select the difficulty level.

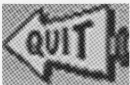
- To begin a new game, type in a new name and press Enter or click the OK button.
- To resume a saved game, select the name from the list and then press Enter or click the OK button.
- The five levels correspond to grades 1 through 5. Click on a number to set the grade level. The grade level you select will be your default level for all the games.

Note: You can change the grade level at any time by clicking on the Question Mark.

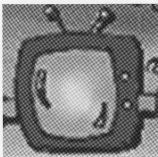
Now you're ready to explore Funky Numberland. Lucky will help you out as you go.

The Tool Bar

At the bottom left corner of each screen you'll find a Tool Bar. The Tool Bar contains functions useful to you throughout the game.



The Quit icon allows you to exit the program at any time.



The Rockin' TV contains the *Math Rock* videos from the Schoolhouse Rock series seen on ABC-TV. Each video teaches a multiplication lesson in a fun and memorable way. When you're in the middle of a game and you click on the Rockin' TV, the video relating to the character in that game will play automatically. You can select any of the 11 *Math Rock* videos by sliding the knob on the right side of the TV.



As you succeed in the *Math Rock* games, you'll earn coins helpful in the final adventure, "The Road to Fame Game." The coins you earn are saved in the Piggybank, and your total appears on the side. The more you play and win the *Math Rock* games, the more coins you'll have!



If you're not sure how to play one of the games, or just want some helpful tips, click on the Question Mark. Lucky provides you with the following assistance:

- An **illustrated** screen that offers instructions on each level of the game.
- A click-and-drag **volume control** slide.

- A **difficulty level** selection option.
- A **menu button** that gives you instant access to any of the games and/or progress reports.
- **Tips, tricks, and instructional** text that help you play the games better.
- A **progress button** that displays level-by-level records of your achievements in each game.



Lucky is always there to offer you advice. If you're having trouble during a game, click on Lucky for a hint. If you're still puzzled, click on him again. He's full of tips and will offer more help.



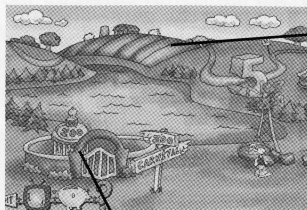
Click on the Return Arrow to go back to Funky Numberland.

Moving Through Funky Numberland

When you've entered Funky Numberland, move the pointer left or right to either edge of the screen to scroll across the panorama. When the pointer is over a game, it changes to a hand and the activity area is highlighted in yellow. Click on the highlighted game area to begin that game.

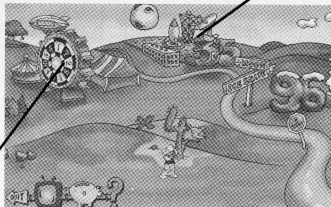
The illustrations on the following page show the locations of the game areas.

The Funky Numberland Landscape



The Four-Legged Zoo

Hide and Seek



My Hero Zero

Water Balloon Darts

Connect the Stars

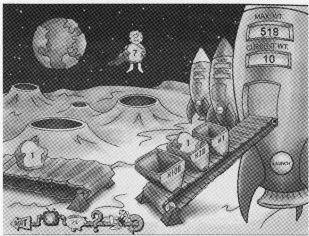


Figure Eight Skating

The Garage

Naughty Nine Pool

My Hero Zero



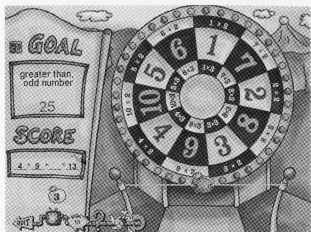
In this cool game you'll learn about place values. Zero, our undersized superhero, has to load moon rocks into the bins on the rocket's conveyor belt. If he overloads the rocket it won't be able to take off. Zero grabs each rock as it comes down the belt, and it's your job to show him the bin in which to deposit the rock he's holding. You do this by clicking on the bin.

Each bin can contain only one rock. The number on the side of the rock is multiplied by the number on the side of the bin you put it in. As you load the bins, the Current Weight of the rocket increases. Your goal is to put as large a load of rocks as possible in each rocket without exceeding the Maximum Weight limit. The closer you come to the maximum weight without going over it, the more coins you'll earn. Each round consists of three rockets, and you need to win three rounds before Zero will take his place with the Band in the Garage.

The Levels

As you move up the levels, you'll have more rocks to sort. It's important to note that only two rocks are visible at a time. On the first two levels, this won't present a problem, since you'll only be dealing with two-digit numbers. But on the higher levels, where the numbers are larger, you'll need to develop a strategy to make sure that you account for rocks that have not yet come into view. See the Parents' and Teachers' Corner in the software for a more detailed explanation of the levels.

Water Balloon Darts



This wacky game challenges not only your mental math skills, but also your sense of strategy and hand-eye coordination. The dart board displays three rings of numbers. The middle ring contains numbers between 1 and 10. The outer, or double ring, contains numbers twice as large as the adjacent middle ring numbers. The inner, or triple ring, contains numbers that are three times as large as the adjacent middle ring numbers.

The challenge of the game is to meet the mathematical condition shown in the box marked 'Goal'. To do that, fire three balloons at the board and hit a sequence of numbers which adds up to a sum satisfying the specified goal. To fire the balloons, click and hold on the sling-shot, draw it back, and then let it go. The further you draw it back, the higher the balloon will fly. Pull it to the left, and the balloon will go to the right and vice-versa. It's not easy at first, but with some practice you'll learn to hit the mark!

The Magician pops out of the bullseye from time to time. If you hit him, you'll get a bonus coin and another turn. If you hit the bullseye without the Magician in view, you'll receive no score for that shot. When you win three rounds, the Magician will join the Funky Numberland Band in the Garage.

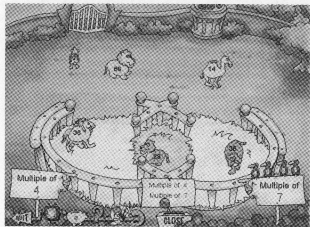
The Levels

As you increase the level, the goal becomes narrower and more difficult, and you'll need to plan your shots more carefully. At the highest levels, your precision with the slingshot is put to the maximum test, as you're

required to hit doubles and triples. See the Parents' and Teachers' Corner in the software for a more detailed explanation of the levels.

Four-Legged Zoo

The Zoo game teaches you about the relationships between numbers and sets of numbers. At the beginning of each round you'll see that the animals have escaped from their pen(s). Each animal has a number on its back, and each open pen has a certain mathematical requirement. It's your job to get the animals back into the pens where they belong.

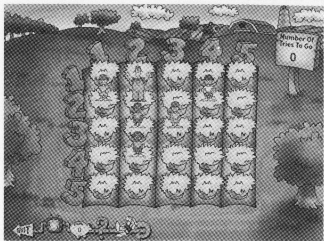


You control the Zoo Keeper's dog. To get the zoo animals to move where you want them to go, position the dog behind the animals and then click to make the dog bark. The zoo animal will move away from the dog in the direction the dog is facing. As soon as you get all the right animals into the pen where they belong, click on the Close lever. You have four chances to win the game. If you win on your first try, you earn four coins. Each unsuccessful attempt decreases the reward by one coin. When you win three rounds, the Zoo Keeper's dog will sing for the band in the Garage.

The Levels

As you increase the level, the number of animals increases and the formulas for choosing the correct animals become more complex. At the highest levels, an extra pen and/or intersecting pens are added. See the Parents' and Teachers' Corner in the software for a more detailed explanation of the levels.

Hide And Seek



The Hide and Seek game teaches you about the coordinate system and logical reasoning. When the game begins, the Red-Headed Farmer and all the kids on the farm jump into the haystacks. It's your job to find the Farmer by clicking on the haystack where he's hiding. Since your first guess is simply that...a guess, it is not likely that you'll find

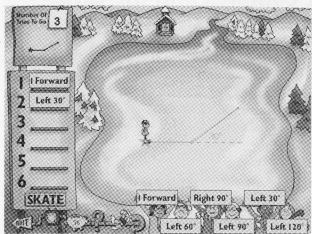
the Farmer. But you will find one of the kids. That kid will give you a clue that will help you narrow down your search. On the sign in the upper right corner of the field you'll see the number of tries you have remaining.

The clues refer to the numbered columns and rows. It's important to remember that columns run vertically (up and down) and the rows run horizontally (left and right). Use the clues to zero in on the Farmer. If you forget a clue, you can click again on the standing children to hear their clues without spending a turn. When you find the Farmer three times, he'll go to the Garage to jam on his guitar.

The Levels

As you increase the levels, the haystack field gets larger and the Farmer has more places to hide. Also, the clues get more complicated and you have fewer guesses; so pick carefully! See the Parents' and Teachers' Corner in the software for a more detailed explanation of the levels.

Figure Eight Skating



The Figure Eight Skating game teaches geometric shapes and sequential thinking. In the upper left corner of the screen you'll see a geometric shape. The same shape also appears on the ice. Your job is to plan out a routine for the skater that will form the geometric shape.

Below the rink, six kids hold six different cards. Each card describes a skating move. To plan the routine, you need to place the proper cards in the proper order on the routine board, beginning with slot #1. To place a card, click on the card and drag it to the appropriate slot. If you're not sure what a particular move looks like, click on the child. A bubble will appear and the child will show you what the move looks like.

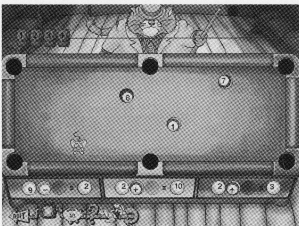
You won't always need to use all the slots on the routine board or all the cards. When you think you've planned the routine correctly, click on the Skate button and watch the Skater perform the routine. You have four tries to create the correct routine. You'll earn four coins if you're correct on your first try, and one less coin for each subsequent try. When you perform three correct routines, the skater will go to the Garage to practice her drums with the Band!

NOTE: Just as figure skating takes a lot of practice, so does learning geometry. We recommend starting at Level 1 and working up to Level 5 as you master the moves.

The Levels

As the levels progress, the shapes become more complex and the cards contain more information. Cards at levels 4 and 5 may contain two moves. See the Parents' and Teachers' Corner in the software for a more detailed explanation of the levels.

Naughty Nine Pool



Naughty Nine Pool introduces you to mathematical equations. When the game begins, you'll see a bunch of balls on the table and three unfinished equations in the side pockets of the table. The balls contain numbers or mathematical symbols. Your goal is to guide Elroy the Mouse and finish the equations by putting the right balls into the proper pockets.

The two pockets on the left side of the table lead to the left equation. The two middle pockets lead to the middle equation. The two right pockets lead to the right equation. Your mouse controls Elroy. When you click on a ball, Elroy will pick it up. Now you can guide Elroy to a pocket and click to drop the ball into the equation. If you've made a mistake, you can remove the last ball placed in the pocket simply by clicking on the pocket with Elroy.

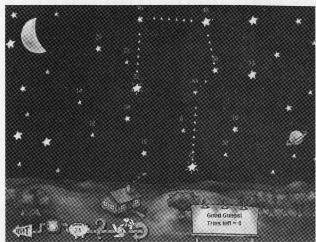
You need to use all the balls on the table in order to complete the game. As soon as you have, Naughty Nine the Cat assesses your math. You have four chances to get the equations right. If you're correct on the first try, you'll receive four coins. Each subsequent try earns you one fewer coin. After you win three rounds, Naughty Nine the Cat will head for the Garage to jam on his stand-up bass.

HINT: A pen and paper is useful, especially at the higher levels. Also, you can arrange the balls on the table to organize your math before you drop them into the pockets.

The Levels

At the lower levels, the equations are easier and many of the balls are already filled in for you. As you progress to the higher levels, the problems get harder and less and less of the equation appears. By the time you reach the fifth level, all the work is up to you! See the Parents' and Teachers' Corner in the software for a more detailed explanation of the levels.

Connect the Stars



Connect the Stars challenges you with patterns and sequencing. At the beginning of the game you see stars connected with dotted lines. You need to study the numbers attached to the three or four stars and figure out what mathematical rule determines their sequence. As soon as you're ready, click on the star with the number you think comes

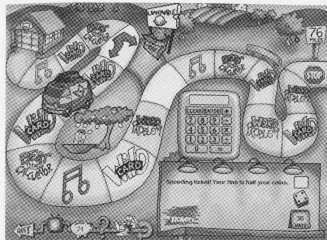
next in the sequence. The last star in the sequence is extra-bright, so you'll always know where you left off.

The sign at the bottom of the screen shows you how many tries you have left in the current round. Be aware that not all the stars in the sky belong in the sequence. When you click on a correct star, a dotted line will form between it and the previous star. When you make an incorrect move, you use up one try and will be rewarded one less coin at the end. After you complete the sequence, a surprise constellation will appear. Complete three sequences successfully and Little Twelve Toes will join the Band in the Garage.

The Levels

The levels range from simple counting to counting by multiples of a given number to alternating between two operations (i.e., $-7, +11, -7, +11$.) The higher levels can be pretty tricky, so don't be discouraged if it takes you a few tries to get the hang of it. See the Parents' and Teachers' Corner in the software for a more detailed explanation of the levels.

The Final Adventure: The Road to Fame Game



On the Road to Fame, you and the Band go on a rock and roll adventure, jamming and solving math problems along the way. The more coins you have at the beginning the better, because there will be plenty of expenses along the way. Each turn uses one day, and you have 30 days to get to the end of the road.

Coins are automatically added and deducted from your bank as you go, depending on how well you do. Be careful, because when you reach the big concert you'll need 30 coins for advertising costs or it will be canceled. If you run out of coins, the game will end and you have to go back to Funky Numberland, earn more coins, and start on the Road To Fame again.

There are three different kinds of problems along the Road to Fame: Beat The Calculator, Word Problems, and Name The Tune. You can earn coins along the way, depending on how successfully you answer the various questions. In addition, there are Wild Card squares and decision spaces, which can send you forward or backward. The goal is to reach the end of the journey before you run out of time or money.

Beat The Calculator: When you land on Beat The Calculator, you're challenged to solve as many problems as you can in the allotted time. You get

one coin for each correct answer. Always make sure to press the enter key on the calculator after you give your answer. You can use your numeric keypad too.

Word Problem: Here, you're asked a math question in the form of a story. The correct answer appears among the three choices below the question. Click on the correct answer to earn coins. Don't forget to use the calculator if you need help.

Name The Tune: The questions test your knowledge of the Schoolhouse Rock songs and characters. After you hear the brief excerpt of a tune, click on the name of the tune to win coins.

Technical Support

If you have questions about the program, first read the troubleshooting guide in the Help button on the Options screen (for PC's) or your CD-ROM window (for Macintosh). If you still have questions, our Technical Support Department can help. Please write to us at:

Creative Wonders
P.O. Box 9107
Redwood City, CA 94063-9017

Or send e-mail to: CWSUPPORT@CWONDERS.COM

Please be sure to include the following information in your letter:

- Product name
- Model and configuration of your computer
- Any additional system information (i.e.. type and make of monitor, video card, printer, modem, etc.)
- Operating system version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 482-2400 Monday through Friday between 8:30am and 4:30pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

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Limited Warranty

Creative Wonders warrants to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), that under normal use, the compact disk and the user documentation are free from defects in materials and workmanship.

Warranty Claims

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address, and a statement of the defect. OR send the compact disc to us at the above address within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. Creative Wonders or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media after the 90-day warranty period has expired, send the original compact disc to the above address. Enclose a statement of the defect, your name, your return address, and a check or money order for \$7.50.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the software product.

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Scholastic Rock, Inc. George Newall, Tom Yohe, Radford Stone

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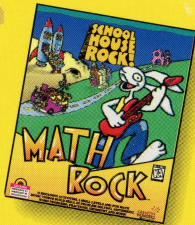
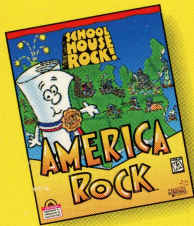
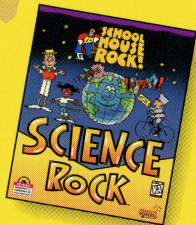
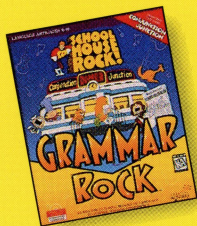
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