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50×4

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AGES 8-12

PRACTICE
IN
MULTIPLICATION

For the TI 99/4A microcomputer.



31187

Scott, Foresman



Pyramid Puzzler

Practice in multiplication

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

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Contents

About the Module	4
Difficulty Levels	5
Game Description	6
Keyboard Guide	10
Scorecard	11
Related Activities	12
The Mathematics Action Games Series	13
Caring for the Module	14
Warranty	15
Index	16

About the Module

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

Multiplication, which is generally taught in the elementary grades, is an essential skill for both children and adults. *Pyramid Puzzler*, 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 multiplication problems covered in this module.

Although directions for *Pyramid Puzzler* 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 multiplication skills in *Pyramid Puzzler* 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.

Pyramid Puzzler 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 practicing multiplication with *Pyramid Puzzler*!

Difficulty Levels

Pyramid Puzzler Multiplication

Standard Level

A. $\underline{3} \times 9 = 27$

B. $8 \times \underline{3} = 24$

C. $6 = 3 \times \underline{2}$

Advanced Level

A. $8 \times 40 = \underline{320}$

B. $6 \times 300 = \underline{1800}$

Master Level

A. $700 \times 800 = \underline{560,000}$

B. $400 \times 3000 = \underline{1,200,000}$

C. $7000 \times 2000 = \underline{14,000,000}$

Pyramid Puzzler Game Description

Object

The object of *Pyramid Puzzler*, for both the one-player and the two-player formats, is to be the first one to reach the top of the pyramid. In a two-player game, you race against your opponent. In a one-player game, the computer is your opponent.

Getting Started

To begin *Pyramid Puzzler*, press 2 from the selection list at the beginning of the module.

```
TEXAS INSTRUMENTS
HOME COMPUTER

PRESS
1 FOR TI BASIC
2 FOR PYRAMID PUZZLER
```

After the game's title sequence appears, select your difficulty level by pressing 1 for Standard, 2 for Advanced, or 3 for Master. The module then asks how many players will be playing this game. Type 1 for one player, or type 2 for two players. After you type the number, press ENTER.

The next screen asks you to enter your name(s). In a one-player game, the computer asks for only one name. The computer accepts names that are ten letters or shorter. If your name is longer than ten letters, use a shortened form of your name. Be sure to press ENTER after you type your name. Next to your name, the computer displays the marker that will identify your position on the pyramid during the game.

```
Type your name.
Use up to 10 letters.
Then press ENTER.
Player 1: JUAN      O
Player 2: YOLANDA  A
```

After you enter your name(s), you can 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 game begins.

```
Do you want
instructions?

Type Y for yes.
Type N for no.

Then press ENTER.
```

Play

Your turn begins when your name and marker appear on the screen. As soon as a problem appears, a musical tone sounds, the cursor flashes, and the timer begins. Type your answer quickly, and then press ENTER. The timer stops automatically. You must press ENTER after typing the answer. The computer neither recognizes the answer nor stops the timer until you press ENTER. You must answer within ten seconds, and you receive only one chance to answer correctly. If you do not answer within the time limit, the computer considers your answer incorrect.

When you enter the correct answer, a musical tone sounds, the timer stops, and your answer flashes on the

screen. You can now move your marker. Each time you answer correctly; you can move your marker one space left, right, up, or down. You cannot move diagonally. You can choose to move one space closer to the top of the pyramid, or you can choose to bump your opponent. (See the section on Bumping.) To move your marker, use the arrow keys, ←, →, ↑, and ↓. You can press the arrow keys with or without holding down the FCTN key.

In the Advanced and Master levels, you can enter the answer with or without commas. If the commas are in the wrong place, however, the answer is incorrect.

If your answer is incorrect, or if you do not answer within the time limit, the module beeps and then displays the correct answer. You cannot move your marker. You can move your marker only after you correctly answer a problem.

In a single-player game, every time you move your marker one space, the computer moves its marker one space. If you answer incorrectly, however, the computer moves its marker two spaces.

Bumping

In a two-player game, you can prevent your opponent from reaching the top of the pyramid first by using the "bumping" strategy. When you are adjacent to a space already occupied by your opponent, move your marker onto that space. By landing there, you move, or "bump," your opponent's marker farther away from the top of the pyramid. Be careful, your opponent may bump you!

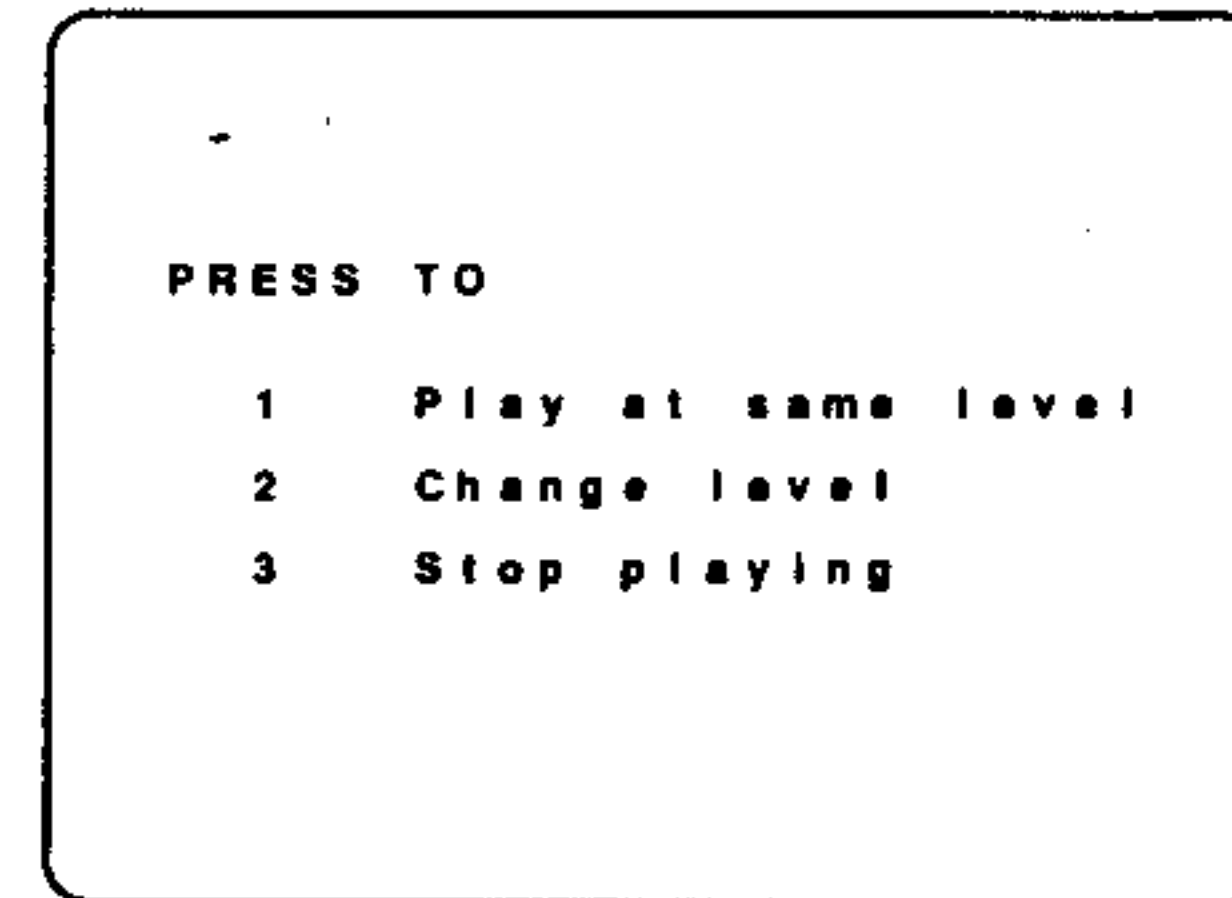
In a one-player game, you can bump your computer opponent by landing on it in the same way you bumped your opponent in the two-player game. The procedure is slightly different, however, when the computer tries to bump you. When the computer lands on your marker, you have one chance to save yourself from being bumped. If you can answer the next problem correctly, the computer gets bumped. But if you answer incorrectly, you get bumped!

Ending the Game

The game ends when one of the players or the computer moves his/her marker onto the top space of the pyramid. The pyramid changes color, and the successful player is declared the game's winner.

Playing Another Game

When you end a game of *Pyramid Puzzler*, the following screen appears.



If you press 1, another *Pyramid Puzzler* game begins. That game uses the same difficulty level and number of players as the game you just played. If you press 2, the "Choose a Level" screen appears. You can then choose to play *Pyramid Puzzler* at a different level. Press 3 when you are finished playing *Pyramid Puzzler*.

Keyboard Guide

Special key functions programmed into Pyramid Puzzler 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 series and module title 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 your marker in Pyramid Puzzler. The arrow keys can work with or without the FCTN key.

Scorecard

Players can use this scorecard to record the winners of games played at each level of Pyramid Puzzler.

One-Player Game

Name	Date	Level	Did you win?

Two-Player Game

Names	Date	Level	Winner

Related Activities

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

1. Players can do research on life in ancient Egypt, or read about archaeological expeditions.
2. Players can do research on the pyramids. Why were they built? Who built them? How were they built?
3. Take a trip to a natural history museum to see artifacts and relics from past civilizations.
4. Take a trip to a computer facility to learn more about computers.
5. Each player can compile a personal dictionary of computer terms.
6. 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.

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Index

- A**
About the module 4
AID (FCTN 7) 10
Advanced level 5, 6
Age levels 4
Arrow keys 8, 10
- B**
BEGIN (FCTN 5) 10
Bumping 9
- C**
Caring for the module 14
Choose a Level menu 6, 10
CLEAR (FCTN 4) 10
- D**
Difficulty levels 5, 6
Directions 4, 6-9
- E**
Ending the game 9
ENTER 7, 10
ERASE (FCTN 3) 10
- F**
FCTN key 4, 10
Function keys 10
- G**
Getting started 6, 7
Grade level 4, 6-9
- H**
Hardware requirements 4
- I**
In case of difficulty 14
Incorrect answers 8
Instructions 4, 6-9
- K**
Key functions 10
Keyboard guide 10
- L**
Levels of difficulty 5, 6
- M**
Master level 5, 6
Math skills 5
Module description 4
Module operation 4, 14
Moving the marker 8, 10
Multiplication skills 5
- N**
Name entry 7
- O**
Object of game 6
One-player game 6, 9
- P**
Playing another game 9
Playing the game 7, 8
Problems with module operation 14
- Q**
QUIT (FCTN =) 10, 14
- R**
REDO (FCTN 8) 10
Related activities 12
- S**
Scorecard 11
Skills 5
Standard level 5, 6
Static electricity 14
- T**
Time limit 6
Two-player game 6, 9
- V**
Valid keys 8
- W**
Warranty 15