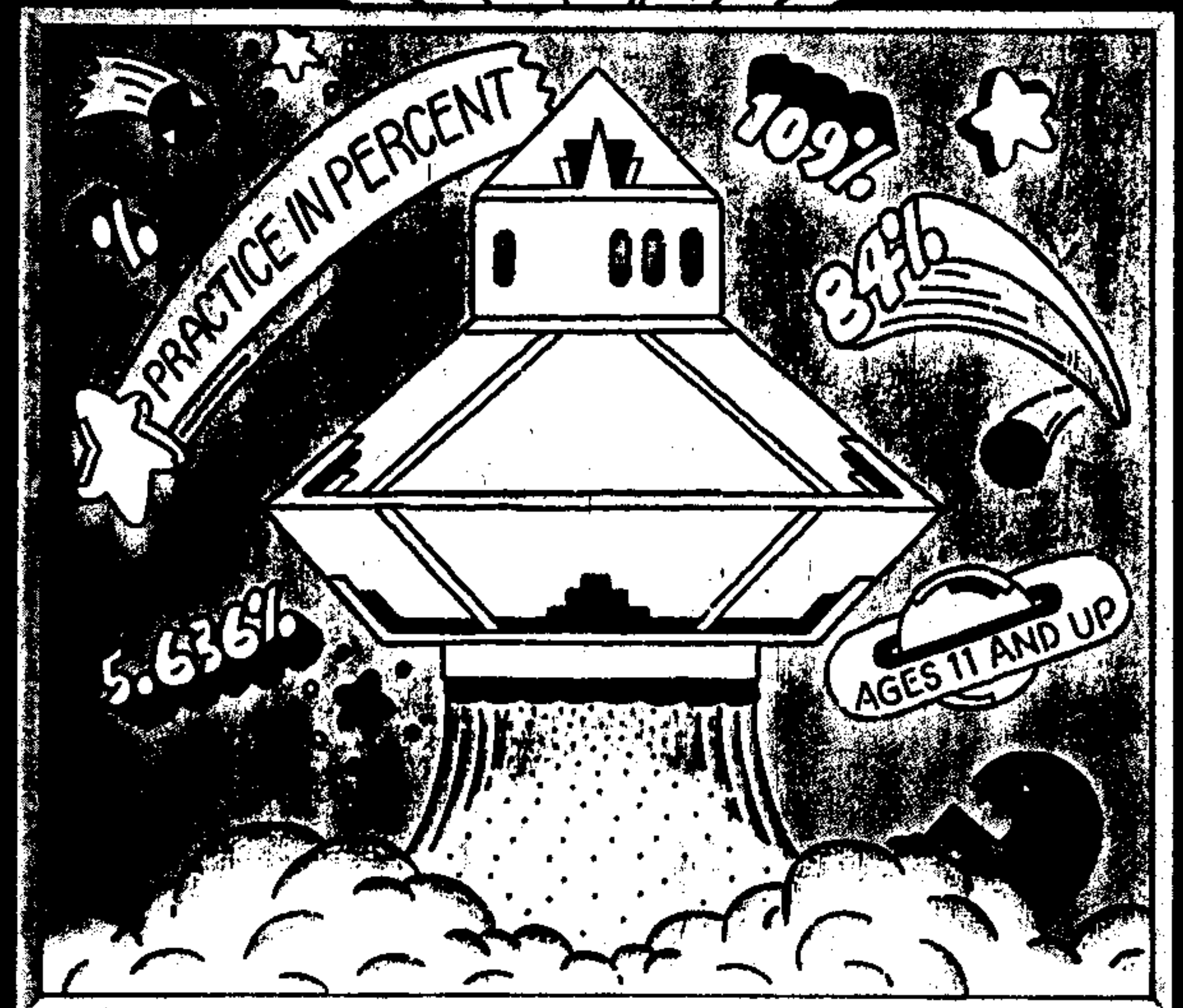




Scott, Foresman
Electronic Publishing

SCOTT, FORESMAN

SPACE JOURNEY



MATHEMATICS ACTION GAMES SERIES

For the TI 99/4A microcomputer.



31193

Scott, Foresman



Space Journey

Practice in percent

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 *Space Journey* to create a unique blend of fun and learning. *Space Journey*'s three challenging levels provide hours of enjoyment while providing practice in percent skills. This solid state module requires only your Texas Instruments Home Computer and monitor or television set.

Percent exercises, which are generally taught in the upper elementary grades and in junior high school, can be perplexing for both children and adults. *Space Journey*, with its exciting animation and sound effects, motivates players to spend hours practicing these vital math skills. The chart on the next page details the skills covered in this module.

Although directions for *Space Journey* 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 percent skills in *Space Journey* are usually taught in sixth, seventh, and eighth grades, younger children with good math skills as well as older children and adults will enjoy the game's challenges and rewards.

Space Journey 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 your *Space Journey*!

Difficulty Levels

Space Journey Percent

Amateur Level	A. Give as a decimal.
	3% <u>.03</u>
	B. Give as a decimal.
	63% <u>.63</u>
Pro Level	A. Give as a decimal.
	146% <u>1.46</u>
	B. Give as a decimal.
	.7% <u>.007</u>
Champion Level	A. Give as a percent.
	.008 <u>.8%</u>
	B. Give as a percent.
$\frac{1}{2}$	<u>50%</u>
	C. Give as a percent.
	3 <u>300%</u>

Space Journey Game Description

Object

In *Space Journey*, a single-player game, you must guide your spaceship to Earth within two minutes by correctly answering a series of problems. To reach Earth, you must either intercept ten meteors or land on five different planets. If a meteor hits your spaceship or if two minutes expire before you intercept ten meteors or land on five planets, you will be lost in space. The game ends when you successfully return to Earth by intercepting ten meteors or by landing on five planets, or when you are lost in space.

Getting Started

To begin *Space Journey*, press 2 from the selection list at the beginning of the module. After the game's title sequence appears, select your difficulty level.

CHOOSE A LEVEL	
PRESS	FOR
1	Amateur
2	Pro
3	Champion

You can then choose whether or not to view the instructions for the game. If you type Y and press the ENTER key, the module displays a series of instruction screens. If you type N and press ENTER, the game begins.

Do you want
instructions?

Type Y for yes.

Type N for no.

Then press ENTER.

Play

As soon as the first problem appears, the cursor flashes and the timer begins. 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.

After entering the correct answer, you gain control of the spaceship. While in control, you can choose either to intercept a meteor or to move to a planet. To reach Earth, you must intercept ten meteors or land on five different planets.

To intercept a meteor with a laser beam, your spaceship must be horizontally in line with it. Use the arrow keys, ↑, ↓, ←, and →, to position your spaceship. You can press the arrow keys with or without holding the FCTN key. When you are in position to shoot a laser beam at the meteor, type M. If your spaceship is in a direct horizontal line with one of the meteors, the laser beam fires either left or right to intercept it. If your spaceship is not in a direct line with a meteor, the laser beam fires, but it does not intercept a meteor.

CAUTION: Meteors travel in space horizontally across the screen throughout the game, and they increase their speed every ten seconds. If your spaceship is in the path of a meteor and you do not move before the meteor hits, you will be lost in space! Remember, you can move only after you correctly answer a problem and gain control of the spaceship.

To land on a planet, use the arrow keys, ↑, ↓, ←, and →, to position your spaceship. When the ship is centered on a planet, press ENTER. You can press the arrow keys with or without holding down the FCTN key.

While you are intercepting meteors and landing on planets, the timer remains active. Although the time counts down from two minutes throughout the entire journey, it does stop anytime the keyboard will not accept a response (for example, when the computer is rewarding a correct response or when there is a special message on the screen).

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 cannot gain control of the spaceship to intercept meteors or to move to planets. 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. If you have not pressed a valid key after 10 additional seconds, the computer displays the correct answer.

Hazards

Before departing on your *Space Journey*, you will receive a warning about the dangers of space travel, "BEWARE of strange and unknown things on planets!" If you choose to land on planets, you will encounter hazardous situations on three of the planets. The hazards include a fuel shortage and a black hole. Each time you play, the hazards and their locations change. You never know which planets have dangers waiting for you. One hazard is shown below.

You have landed in an
asteroid shower. You can
escape only if you answer
four problems correctly.

Press ENTER to go on.

To save your spaceship from a hazard and complete your journey, you must correctly answer the specified number of

problems. The number of problems varies from one to four. Although you will encounter more than one hazard, you will not see the same hazard twice on one journey.

When a hazard first appears, the timer momentarily stops. It resumes its countdown when the module displays the first problem associated with the hazard. You do not regain control of the spaceship for correctly answering hazard problems. To get back on course, you must correctly answer all problems specified in the hazard. Regular play continues when the danger is over.

Ending the Game

Your space journey ends when one of the following events occurs:

1. You intercept ten meteors.
2. You land on five different planets.
3. Two minutes have passed, and your spaceship has not yet reached Earth: you are lost in space!
4. Your spaceship is hit by a meteor: you are lost in space!

Playing Another Game

When you end a game of *Space Journey*, the following screen appears.

PRESS	TO
1	Play at same level
2	Change level
3	Stop playing

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

Keyboard Guide

Special key functions programmed into *Space Journey* 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	<p>Press this key during a game after you type an answer. The computer then checks your answer.</p> <p>Press this key to continue to the next screen.</p> <p>Press this key to proceed quickly through the series and module title screens.</p> <p>Press this key when your spaceship is on a planet and you are ready to land.</p>
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 the spaceship. The arrow keys can work with or without the FCTN key.
M	Press this key to fire laser beams to intercept meteors.

Scorecard

All players can use this scorecard to record the fastest times achieved at each level of *Space Journey*.

Amateur Level

Name	Date	Time

Pro Level

Name	Date	Time

Champion Level

Name	Date	Time

Related Activities

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

1. Players can keep track of their *Space Journey* times for a specific level. For each three-game set, they average their scores, record the averages, and then plot the averages on a graph.
2. Each player can compile a personal dictionary of computer terms.
3. Players can explore the library or other sources for information on a variety of topics:
 - a. What role did computers play in the flights of the space shuttle?
 - b. In what ways are computers used in education, government, business, science, sports, and other fields?
 - c. How will computers be used in the 21st century?
 - d. What career opportunities are available in the aerospace industry? in the computer industry?
4. Players can design spacecrafts, computer games, etc.
5. Organize groups in an ongoing tournament for *Space Journey*. You can use the scorecard on page 11 to record the best times for each level.
6. Plan outings to science and space centers or museums and to observatories or planetariums.

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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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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