The ClueFinders® Math Adventures™ Ages 9–12
v 2.0

Help Guide

ABOUT THE LEARNING COMPANY®

Since 1980, The Learning Company has consistently produced the highest quality educational software available. Our award-winning products help develop your child's underlying thinking skills and creativity, while reinforcing important areas of the basic curriculum, such as reading, writing, and mathematics.

Every premium product under the ClueFinders brand undergoes extensive research and testing, with input from educational professionals, parents, and children. Each product features a precise balance of educational content and entertainment value, so your child has fun while learning!

How do we do it? Enchanting characters. Challenging situations. Rich game environments. State-of-the-art graphics and sound. Progressive skill levels and game segments that can be customized to meet your child's individual needs.

As parents and educators, we recognize that education is a continuous process. So we developed a complete system of age-appropriate programs. Carefully sequenced by age groups, this system makes it easy for you to confidently choose the right products for your children at each stage of their educational development. As an integral part of The Learning Company's system, each of our products addresses a specific age group and subject area with appropriate themes to heighten your child's interest in learning.

The ClueFinders® Math Adventures™ Ages 9–12

* Deluxe 2–CD-ROM edition only

HARDWARE AND SYSTEM REQUIREMENTS

Windows version

Runs on: IBM® PC and compatibles—486DX/66MHz or better

With:
- 16 MB of memory (RAM)
- Hard disk with 22 MB* of free disk space
- Quad-speed CD-ROM drive
- 256-color SVGA
- Windows 95/98 or higher
- Windows-compatible sound card
- Speakers
- Mouse

Macintosh version

Runs on: Power PC® Macintosh or better

With:
- 16 MB of memory (RAM)
- Hard disk with 22 MB* of free disk space
- Quad-speed CD-ROM drive
- 256-color display, 13" or larger
- System 7.1 or higher
- Speakers
- Mouse

An additional 7 MB of disk space may be required to install Adobe® Acrobat® Reader.

SETTING UP AND STARTING THE PROGRAM

The ClueFinders Math Adventures Ages 9–12 runs from your CD-ROM drive. However, you need 22 MB of free hard disk space to store some program files. Installation will erase player information from earlier versions of this program. You can register this product via modem using a toll-free number.

Windows 95/98

These instructions assume that the AutoPlay feature of Windows 95/98 is turned on. (AutoPlay is usually enabled when you install Windows 95/98 on your computer. See your Windows documentation for more information.)

To set up the program:

1. Insert the *ClueFinders Math Ages 9–12* CD into your CD-ROM drive.
2. Click on **Yes** at the install prompt to begin the setup process.
3. Follow the onscreen instructions to complete the setup process.
4. Upon returning to the menu, you can click on **Assessment** to run the optional pre-assessment activity that places each user at the appropriate starting level for each activity. (See *Assessment—Start with a Test Drive*.)

Once you've completed the setup, the program will run automatically any time you insert the *ClueFinders Math Ages 9–12* CD into the CD-ROM drive.

To start the program:

1. Insert the *ClueFinders Math Ages 9–12* CD into your CD-ROM drive.
2. Click on **Play**.

Whenever you exit the program, you return to the desktop. You can restart the program directly from the desktop as long as the CD is still in the CD-ROM drive. (These instructions also apply if AutoPlay is turned off.)

To start the program from the desktop:

■   Click on the **Start** button. Then choose **Programs**, **The Learning Company**, and **ClueFinders Math Ages 9–12** in that order.

Macintosh

To set up the program:

1. Insert the *ClueFinders Math Ages 9–12* CD into your CD-ROM drive.
2. Double-click on the *ClueFinders Math Ages 9–12* icon in the open window.
3. Click on **Yes**.
4. Follow the onscreen instructions to complete the setup process.

5. You can double-click on **Assessment** in the open window to run the optional pre-assessment activity that places each user at the appropriate starting level for each activity. (See *Assessment—Start with a Test Drive*.)

To start the program:
1. Insert the *ClueFinders Math Ages 9–12* CD into your CD-ROM drive.
2. Double-click on the *ClueFinders Math Ages 9–12* icon in the open window.

ACCESSING THIS GUIDE ONSCREEN

You can use Acrobat Reader to view and print out a copy of this reference guide. To install Acrobat Reader, follow the onscreen instructions during the program setup process. To access this guide, click on **Help** in the introductory screen (Windows), or double-click on the Help Guide file in the *ClueFinders Math Adventures Ages 9–12* folder on your hard disk (Macintosh). Then choose **Print** from the File menu to print out the guide.

VISITING US ONLINE

Visit The Learning Company's homepage to learn about our products, get help from our Technical Support Center, and visit our online store.

Windows:
■ Insert the *ClueFinders Math Ages 9–12* CD into your CD-ROM drive, and click on **Visit Us Online**.

Macintosh:
■ Using your Web browser, go to **http://www.learningco.com**.

A PERSONALIZED LEARNING EXPERIENCE
A.D.A.P.T. Learning Technology™

The ClueFinders Math Adventures Ages 9–12 uses A.D.A.P.T. Learning Technology. A.D.A.P.T. Learning Technology is a dynamic system that continually adjusts the program to match each player's growing abilities. A.D.A.P.T. effectively builds skills, confidence, and a lifelong love of learning.

A. Assesses Abilities

A fun activity assesses each player's skills. It then starts the learning adventure at the right skill level in each program area.

D. Develops Skills

Each activity is tailored to each player's individual progress. You can even print customized workbooks* for additional practice.

A. Adjusts Levels

Skill levels are automatically adjusted to match each player's growing abilities, so learning is always stimulating, never frustrating.

P. Provides Help

The program's characters act as personal tutors, offering detailed learning help when needed. Online resources provide educational tools and tips for parents.* (Internet access required.)

T. Tracks Progress

Every skill is monitored to pinpoint strengths and weaknesses. A.D.A.P.T. helps players make progress in the areas they need it most.

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*These features are available only to users of the Deluxe 2–CD-ROM edition.

Features of the Personalized Learning Center™
(Deluxe 2–CD-ROM edition only)

The Personalized Learning Center is a unique program that lets parents and teachers view the progress of each player (up to 99 players per program) across programs that use The Learning Company's A.D.A.P.T. Learning Technology. It also offers personalized workbooks and activities based on each player's progress, as well as printable reward certificates. (See *Disc 2: Personalized Learning Center*.) Together, these features help *The ClueFinders Math Adventures Ages 9–12* create a robust learning experience for each player.

EDUCATIONAL FOCUS

The ClueFinders Math Adventures Ages 9–12 is an adventure game that builds on players' interest in mystery and exploration. While players pursue their quest to recover missing treasures, they encounter tasks that require the application of essential mathematics concepts and skills. The program offers a combination of conceptual manipulative puzzles and skill-building arcade-style puzzles. This combination encourages players to work with a variety of math ideas and practice math fundamentals in an engaging environment.

Players can explore eight activity locations in *The ClueFinders Math Adventures Ages 9–12*. These locations cover four key areas of upper-elementary mathematics: whole number computation; fractions and decimals; geometry and measurement; and charts, graphs, and tables. For each math area, players start in a location where they can experiment with

the mathematical components of a puzzle without being penalized for incorrect answers. Linked to these initial locations are engaging arcade game locations, where players can practice skills in the same area of mathematics and develop quick recognition of number and mathematics facts.

As players succeed in solving math puzzles, they collect clues about the mystery of the missing treasures. Players use logic and deductive reasoning to systematically exclude possible suspects, objects, and locations. The complexity of the clues increases as players move to higher levels. At lower levels, players receive single, straightforward clues. At higher levels, players receive combination clues that require more careful thought as players eliminate subsets of possibilites. Clues about the guilty suspect, the missing treasure, and the hiding place are presented with the Logic Cube, a 3D visual representation of all of the possible suspects, missing treasures, and hiding places. As players remove possibilities via the Logic Cube, they see how eliminating different types and combinations of clues reduces the overall number of remaining prospects.

Players may experiment with the math puzzles and games in any of the eight locations as long as they like. Even after players have collected all available clues in a location for a round of play, they can stay there to continue working on puzzles and problem sets without time limits.

Auto-adjusting Skill Levels

As players master the math concepts and skills in an activity, the difficulty level of that activity automatically increases. Each activity adjusts its

difficulty level independently of the other activities. This enables players to advance to higher levels in puzzles they have mastered, while allowing them to continue work on puzzles they find more challenging. Additionally, you can customize the program to focus on specific concepts and skills at each level of the eight activities. (See Leveling in *Getting Help*.)

Practice Mode is available for players to practice solving the different types of problems without the program's characters and story. In Practice Mode, players can go straight to any location and focus on solving its puzzles. (See *Practice Mode*.)

The Educational Content

The following is a description of the skills that players practice in each activity location.

YAK PASTURE
• Creating rectangular and non-rectangular shapes with specific perimeters, specific areas, or specific perimeters and areas

CLOTH SHOP
• Reading and completing line graphs, bar graphs, pictographs, and charts, including those requiring interpolation and fractional icons

STABLE
• Adding fractional, decimal, or fractional and decimal equivalents together to equal one

- Using logic and problem-solving skills to determine correct fractional and decimal proportions
- Comparing relative sizes of fractions with different denominators and decimals written to tenths and hundredths

VILLAGE STORE
- Creating visual models of set- and array-based multiplication problems
- Creating visual models of sharing- and grouping-based division problems
- Discriminating between relevant and irrelevant data in multiplication and division word-problems
- Completing word-problems that require background information or conversion of units

ROCK CAVE
- Recognizing different geometrical shapes and properties:
    Circles, triangles, parallelograms, and trapezoids
    Pentagons, hexagons, and octagons (both regular and irregular)
    Equilateral, scalene, and isosceles triangles
    Equiangular, acute, and obtuse triangles
    Right, acute, and obtuse angles
    Vertical, horizontal, and diagonal lines of symmetry
    Spheres, cones, and cylinders
    Triangular prisms, rectangular prisms, and hexagonal prisms
    Triangular pyramids, square pyramids, and hexagonal pyramids

LIBRARY
- Reading line graphs, bar graphs, and pictographs to complete tables

ICE CAVE
- Creating and solving equations with decimals written to tenths and hundredths
- Creating and solving equations with fractions, including those with different denominators
- Creating and solving equations with both fractions and decimals

GREAT HALL
- Completing whole-number computation problems
- Adding, subtracting, multiplying, and dividing with numbers 1–99, one and two variables, and negative numbers

ASSESSMENT—START WITH A TEST DRIVE

The ClueFinders Math Adventures Ages 9–12 contains a pre-assessment activity, or "test drive," which customizes the program's difficulty level for each player. This optional test asks players a series of questions, so it can place players at levels that match their abilities.

Each assessment test question is both spoken and displayed. Players can click on LapTrap to have a question repeated. Possible answers to the question cycle until the player chooses an answer by clicking on the answer or on the horn.

Note: Players must complete the entire pre-assessment activity in order to have their results recorded and used in *The ClueFinders Math Adventures Ages 9–12*.

After completing the test drive, players must sign in as new players to have their results applied to the game. Assessment results will not be applied if players exit before signing in as new players. Assessment results will also not affect existing games—ones already in progress before taking the test drive.

If a game customized with assessment results is too difficult or easy for a player, the program will automatically adjust the level up or down to better suit his or her needs and interests. (See *Auto-adjusting Skill Levels*.) A player can also adjust levels manually at any time. (Choosing a level manually will turn auto-leveling off for that particular activity.)

DISC 1: MYSTERY IN THE HIMALAYAS

The people of a small village in the Himalayan mountains gather for a celebration. To their horror, their elder swings open the doors to the ancient treasure room to reveal…nothing! He immediately calls the ClueFinders—Joni, Santiago, Leslie, and Owen—along with their trusty electronic assistant, LapTrap, to assist in recovering the treasures and revealing the thief behind the mysterious crime.

The ClueFinders need your help. The village is a busy one, and there are many villagers and visitors to talk to and learn from. Rumors of Yeti sightings and suspicious footprints seem to point to their primary suspect. The ClueFinders will need you to help as they meet and assist different people in the village. They also need your help in keeping track of the information they uncover and using clues to reveal the mystery of the missing treasures.

Recovering the treasures and solving the mystery demands patience, careful use of math skills, and thoughtful problem solving. The ClueFinders are waiting for you. Are you ready to join them?

Signing In

Once you've met the ClueFinders in the introduction, you're ready to sign in and begin. First, click on **NEW PLAYER**. Type your name onto the sign-in sheet, and then click on **START GAME**.

Any time you want to pick up the mystery where you left off, find your name on the list and click on it. If you don't see your name, just click on the arrows on the side of the list until you find it. Then click on **START GAME** to continue on your way.

When the sign-in list has 99 names, you'll need to remove a name before you can add a new one. Removing a name will permanently erase that player's name and game information from the hard disk. Click on the name you want to remove. Then press **Ctrl+R** (Windows) or ⌘**+R** (Macintosh).

If you want to take some time away from your case to practice solving the different problems, click on **PRACTICE MODE** at the sign-in screen. Work on the problems for as long as you like, and then return to your adventure whenever you're ready. (For more information, see *Practice Mode* later in this reference guide.)

Beginning the Investigation

The search for the treasures will take you through the mountain village. Joni, Santiago, LapTrap, and you will explore the village looking for clues. Along the way, villagers and visitors will present you with challenging problems. As you solve them, you will earn clues that will lead you to the missing objects and allow you to determine the guilty suspect's identity. Leslie and Owen will provide help and information via the video phone when you need it.

As you travel, be on the lookout for clues. Pay close attention to these because they will help you make sense of the mystery.
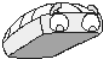
In all, twenty-four treasures are missing. Your search begins at the village square, and there are eight activity locations to visit. You can also return to the treasure room from the village square.
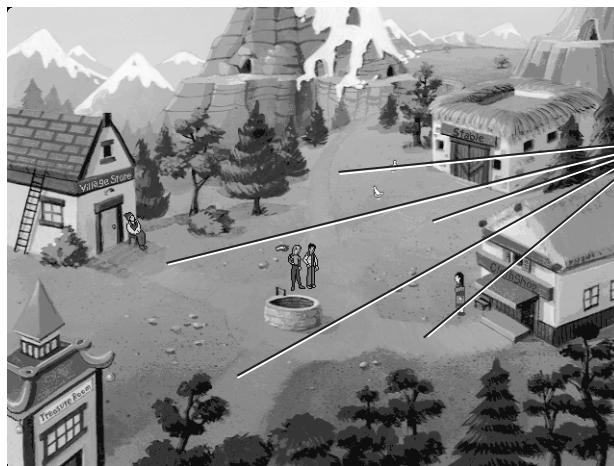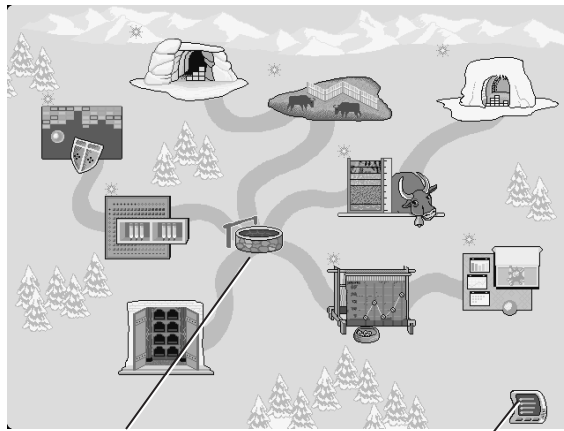

Click on one of these five paths to begin.

Getting Help

As you explore, there are many ways you can get help.

- Some of the **villagers and visitors** you meet will ask you to help them solve problems. They will give you specific directions about what to do. Just click on them if you need to hear the directions again.
- **Leslie and Owen** are available to give you useful tips on solving the problems you encounter. To contact them, just click on Santiago's red video phone.
- **LapTrap** 🖱 is a resource for a lot of information and program options. Click on LapTrap, and then click on the item you want.
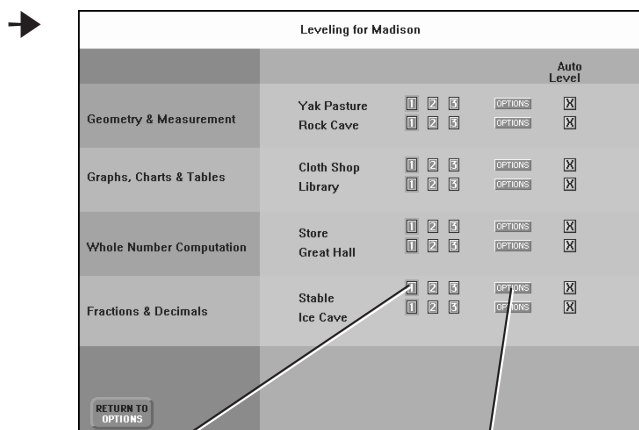
➔

A **map** shows the layout of the entire village area. Pictures mark the specific locations you can visit. The bright ones indicate which places you can go to immediately. (The grayed-out locations are accessible only after you complete the activity at the preceding location.) You can go back directly to a place

The yellow outline shows where you are.

Click here to go back to LapTrap.

you've already visited by clicking on its picture. Each activity location has clues to uncover, and stars mark how many clues are

available at each one. Once you've earned a particular clue, its star will disappear from the map.

➜ Use the **logic cube** to help you organize, sort, and analyze the information in the clues you collect. (See *Using the Clues and the Logic Cube* section.)

- • The **clue screen** summarizes all the clues you have collected in a chart.
- • The **suspect**, **location**, and **object** screens provide pictures and information about all the suspects, locations, and treasures.

➜

Leveling for Madison						Auto Level
Geometry & Measurement	Yak Pasture	1 2 3	OPTIONS	X
	Rock Cave	1 2 3	OPTIONS	X
Graphs, Charts & Tables	Cloth Shop	1 2 3	OPTIONS	X
	Library	1 2 3	OPTIONS	X
Whole Number Computation	Store	1 2 3	OPTIONS	X
	Great Hall	1 2 3	OPTIONS	X
Fractions & Decimals	Stable	1 2 3	OPTIONS	X
	Ice Cave	1 2 3	OPTIONS	X

RETURN TO OPTIONS

Click on a level to choose it.

Click here to view and select problems for the current level.

The **Leveling** screen allows you to manually adjust the difficulty levels of the eight activities. The activities cover several math concepts and skills: charts, graphs, and tables; fractions and decimals; whole number computation; geometry; and measurement. Within each activity, there are options that allow the user to select certain problems in the current level. The program automatically adjusts the levels in response to your performance to find the most appropriate challenge for you. If you turn autoleveling off, the levels you set manually will remain in effect throughout your adventure, unless you choose to change them.

- → The **Progress Report** shows the number of available problems and number completed for each activity.
- → The **ClueFinders' Club** lets you read about your fellow detectives.
- → The **Settings** button allows you to turn the background music off or on. When the music is off, you will still be able to hear the characters' speech and the background sounds.
- → Click on **Quit Game** whenever you want to stop playing.
- → Click on **Sign In** to return to the sign-in screen.
- → Click on **Return to Game** to resume your adventure.

Exploring the Village

Each of the five paths leads to a different part of the village. (One of the five paths leads back to the treasure room.) As you help the people in each activity by solving the puzzles or problems they present, you will uncover the clue or clues hidden at each of the first four locations. Some of the places may hide more than one clue. You will need to solve a problem to discover each one.

You can leave a place without solving the problem and go back to that place later. Each time you return to a place, you will get a different problem.

Yak Pasture
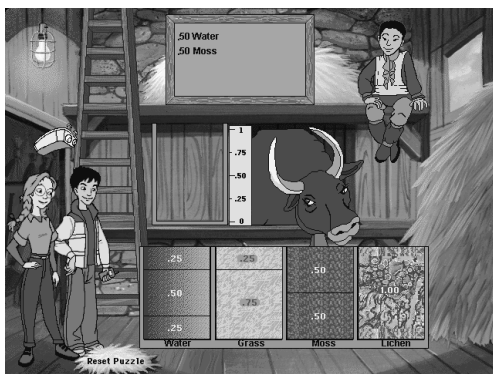Use the fence pieces to build a corral to the yak herder's specifications.
Activity focus: area and perimeter

Cloth Shop
Use the information in the charts or graphs provided to complete the unfinished chart(s).
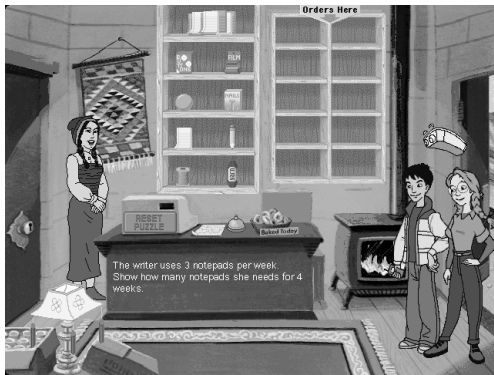*Activity focus: charting and graphing—completing pictographs, line graphs, bar graphs, charts*

Stable
Give the animals food according to the proportions they need.
*Activity focus: addition and subtraction using fractions, decimals, and their equivalents*

Village Store
Fill orders by creating the correct number of sets of objects, or by showing that number using an array.
Activity focus: whole number multiplication and division

After you solve the first problems presented, paths from each of the four places appear. These lead deeper into the village, to four other locations to explore. (Your investigation should cover eight locations in all.) Again, you will discover at least one clue in each place.
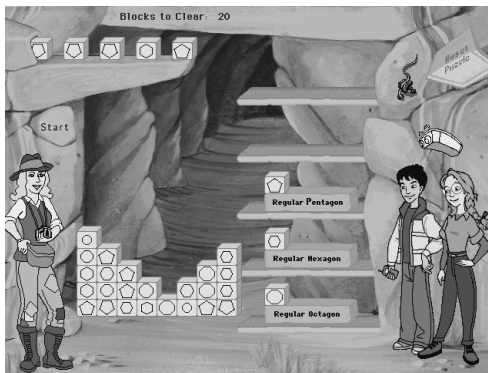
Rock Cave
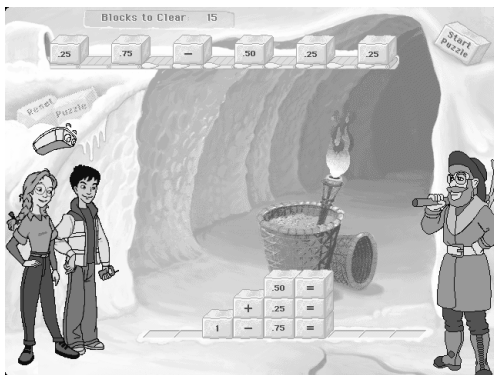Move some rock formations by creating sets of the geometric concepts requested.
Activity focus: geometric shapes

Library

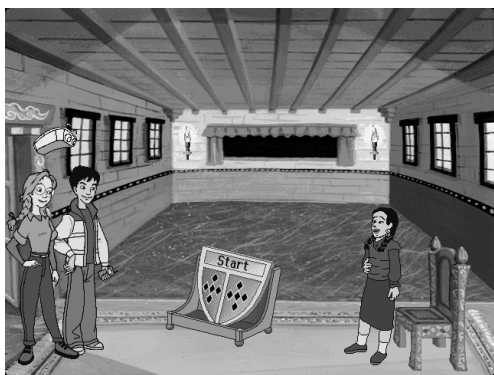Place the numbers into the chart to complete it.

Activity focus: charting and graphing— interpreting pictographs, line graphs, bar graphs, charts

Ice Cave

Create equations using the numbers and operators as they appear.

Activity focus: fraction and decimal addition and subtraction

Great Hall

Complete the equation by freeing the correct number(s) from the wall.

Activity focus: whole number computation— addition, subtraction, multiplication, division

Using the Clues and the Logic Cube

Once you have uncovered a clue, the clue and the logic cube will appear. Use each of the clues to eliminate possible suspects, objects, or locations from the options available.
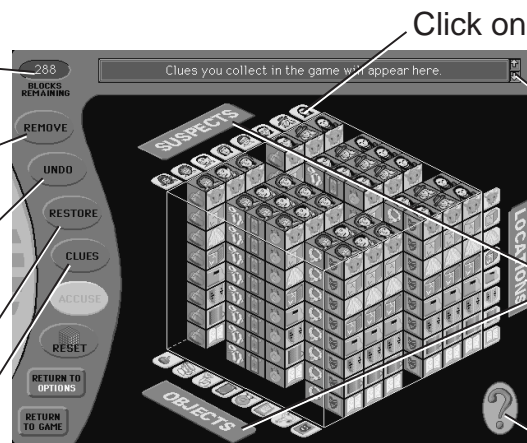
The number of cubes (options) left

Click here to remove the selected options.

Click here to put back the cubes just removed.

Click here to restore the selected options.

Click here to see a summary of the found clues.

Click on a tab to select that option.

Click on the arrows to scroll the complete list of found clues.

Click on a bar to review information about the locations, suspects, or objects.
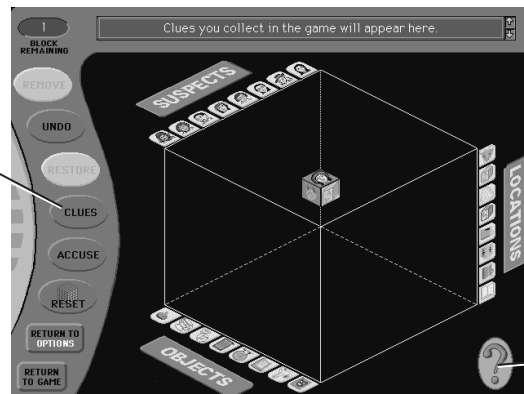
Click here for help.

Presenting Your Case

When you have narrowed the list down to one suspect, one object, and one location, you are ready to present your case.

If you are correct, the object will be returned to the elder who will bring it back to the treasure room. If your suspicions are misdirected, you have an opportunity to review the information you've uncovered and make a second accusation. If your second accusation is incorrect, you will need to begin your investigation again.

Click here to accuse the remaining suspect of removing the remaining object and hiding it at the remaining location.

Clues you collect in the game will appear here.

Click here for help.

There are 24 treasures to locate and return. You will need to continue to use all your skill to comb through the village and find the real villain. Don't worry. You and the ClueFinders make a winning team!

Practice Mode

If you want to take some time to work on problems without solving the mystery, choose **PRACTICE MODE** at the sign-in screen. The map screen will appear. Then, click on the location of the activity you want to practice to go to it. If your assessment results were saved (see *Assessment—Start with a Test Drive*), the practice mode has been already customized. You can also choose to change the difficulty level for the different activities. (The difficulty levels you choose for your practice sessions will not affect the levels set for the game. See LapTrap in *Getting Help* for more information.)

Since you are practicing, you do not need to worry about collecting clues. In Practice Mode, you can work on any of the activities as long and as often as you'd like.

As in the rest of the program, Leslie and Owen are available to give you useful tips on solving the problems you encounter. To contact them, just click on the red video phone.

DISC 2: PERSONALIZED LEARNING CENTER™
(DELUXE 2–CD-ROM EDITION ONLY)

With the Personalized Learning Center (which is provided on a separate CD-ROM), you can check each player's progress on any program that uses The Learning Company's A.D.A.P.T. Learning Technology. You can also print out workbooks, activities, and reward certificates that are customized for each individual player based on his or her progress information.

Key Features
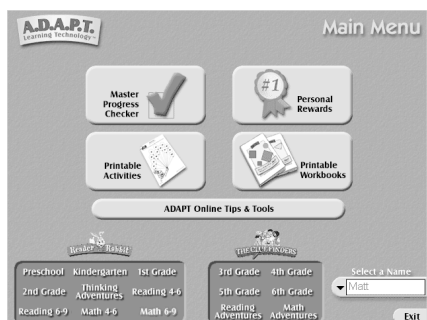
To access features and information specific to a player and a program, insert the Personalized Learning Center CD. Click on a brightened program icon and then a player's name. Then click on one of the five Main Menu buttons.

From the Main Menu you can access the following features: Master Progress Checker, Printable Workbooks, Printable Activities, Personal Rewards, and A.D.A.P.T. Online. These features are available for

A.D.A.P.T. programs installed on your computer (identified at the bottom of the screen by highlighted program icons).

MASTER PROGRESS CHECKER

The Master Progress Checker lets you see the programs each user has played and his or her progress in each program. For each skill covered in an A.D.A.P.T. program, you can check how many questions a player has completed in each difficulty level, as well as the player's success rate—the proportion of questions he or she has answered correctly.

Skills

Success rates

Number of questions completed

Click here to print the user's entire report.

Click here to print out a personalized workbook.

Use the scroll bar to see more skills.

PRINTABLE WORKBOOKS

You can print out customized workbooks using the Printable Workbooks feature. (You can also access this feature from the Master Progress Checker.) The Personalized Learning Center uses each player's progress

information to design a workbook with activities covering the skill areas where the player needs the most improvement. For example, a player who can multiply quite well but has difficulty with graphs will receive a workbook with more graphing activities and fewer multiplication pages. Each customized workbook contains at least five activities and has a personalized title page.

You can also print out a general workbook. General workbooks always contain seven activities.

PRINTABLE ACTIVITIES

You can go to the Printable Activities screen to view and print out individual workbook activities by skill area. Skill area buttons across the top of the screen indicate the areas covered in each highlighted program.

Click on a skill area button and use the arrows to scroll through activities available for each area.
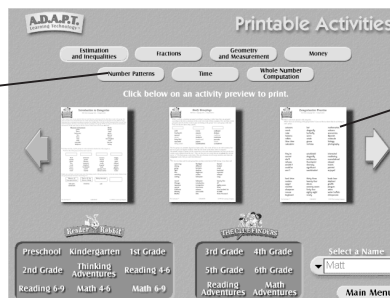
To print an activity, click on its icon.

PERSONAL REWARDS

You can print out reward certificates that feature a player's name by going to the Personal Rewards screen. These certificates are awarded to players for their work in the different skill levels in each program. A reward icon printed on each certificate indicates the level that has been played.

A.D.A.P.T. ONLINE: TIPS AND TOOLS

By visiting A.D.A.P.T. Online, you can access a resource database of educational tips, tools, and activities that will help you extend each player's learning experience.

TROUBLESHOOTING

Try this first! If you have problems running the program, try cleaning the CD. Gently remove any fingerprints and dust using a clean, soft, lint-free cloth dampened with water or a CD-cleaning solution. Avoid using materials such as tissue, which may scratch the CD.

If you have questions, call our Technical Support Center at **1-319-247-3333.** You can also reach us by e-mail: **help@tlcsupport.com**.

Windows

1. **The *ClueFinders Math Adventures Ages 9–12* program icon does not appear on the desktop or in the Start menu.**
    *   Reinstall the program.
2. **You get a message telling you that there is not enough available space on the hard disk.**
    The ClueFinders Math Adventures Ages 9–12 requires 22 MB of hard disk space for the program's data and executable files.
    *   Remove some files after backing them up.

3. You see a message telling you that there is not enough memory to run the program.

The ClueFinders Math Adventures Ages 9–12 needs at least 16 MB of installed memory (RAM) to run. Your computer's memory may be filled with other programs that are running in the background.

- Close any other applications that are running, and restart the program.

4. The mouse doesn't seem to work.

There are times in the program when the animation or sound cannot be interrupted. You will see the hourglass cursor on the screen and any key presses or mouse clicks will be ignored.

- Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.

5. Program speed is very slow.

The ClueFinders Math Adventures Ages 9–12 needs at least a 66 MHz Pentium computer with a quad-speed CD-ROM drive for basic performance.

- Close any other applications that are running.
- Make sure that you have the latest Windows video drivers for your graphics card. (Contact the video card manufacturer for latest drivers.)
- If your computer has a turbo switch to increase speed, make sure the switch is on. (See the manual that came with your computer.)

6. You do not hear music, sound, or speech.

- Check that the speakers are properly connected to your computer. Make sure they are getting power and are turned on, and that the volume is turned up.

- Make sure that your sound card is Windows compatible and is properly installed for Windows. Be sure that the sound card is specifically designed to work with Windows 95 or higher. Also check that the volume is properly set. See the manufacturer's documentation for information relating to your sound card.
- Make sure the mixer level setting is correct.
  Click on the **Start** button. Choose **Programs** from the Start menu. Next choose **Accessories**. Then choose **Multimedia**, and choose **Volume Control**. Make sure that the sliders on the mixer control panel are all the way up and that no mute buttons are selected.

7. **Strange graphics appear; the game action stops unexpectedly.**
   - Try using the 640 x 480, 256-color display mode driver that came with your video card. (See your Windows documentation for more information.)
   - Make sure you have the latest Windows video drivers installed. (Contact your video card manufacturer for more information.)

8. **Colors don't look right.**
   - Adjust your monitor's color and brightness.
   - Make sure the color display is set to 256 colors.
   - Turn off your screensaver.
   - Close any other applications that are running.
   - Make sure you have the latest graphics drivers installed. (Contact your video card manufacturer for more information.)

9. **The game window seems small.**
The program window may not fill the entire screen.
- For maximum window size, make sure the display mode is set to 640 x 480. (See your Windows documentation.)

10. **You are not able to connect to Visit Us Online.**
This feature requires an Internet browser.
- Make sure that you have a browser properly installed. See your browser and Windows documentation for more information.
- Make sure that the files with an .HTM extension (for example, "bookmark.htm") are associated with the browser of your choice. To check this, double-click on any .HTM file. If the browser does not launch, create an association from the File Manager. See your Windows documentation for more information.

Macintosh

1. **You do not see the *ClueFinders Math Adventures Ages 9–12* program icon.**
- Make sure the CD is inserted in the CD tray, printed side up.
- Try restarting your computer.
- Make sure that the CD-ROM drivers are correctly installed.

2. **You get a message telling you that there is not enough available space on the hard disk.**
The ClueFinders Math Adventures Ages 9–12 requires 22 MB of hard disk space for the program's data files. (Additional space will be required

to save player information for more than five players.)
- Remove some files after backing them up.
- Adjust the Virtual Memory setting to take less hard disk space. (See your Macintosh documentation for more information.)

3. **You see a message telling you that there is not enough memory to run the program.**

The ClueFinders Math Adventures Ages 9–12 requires at least 16 MB of installed memory (RAM) to run. Your computer's memory may be filled with other programs that are running in the background. Try to increase available memory and then start the program again. (Depending on what Internet browser you use, you may not be able to run both your browser and the program in 16 MB.)
- Quit any programs that you may be running.
- Turn off or remove from your System Folder all non-Apple® control panels and extensions. (Leave your CD-ROM drivers.) Then restart your computer.
- Reduce the size of the disk cache in the Memory control panel. (See your Macintosh documentation for more information.)
- Turn off AppleTalk.

4. **The mouse doesn't seem to work.**

There are times in the program when the animation or sound cannot be interrupted. You will see the watch cursor on the screen and any key presses or mouse clicks will be ignored.
- Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.

5. The music and voice in the game are too loud or too soft.
- Adjust the system's speaker volume as needed by selecting the Volumes setting in the Sound control panel.

6. You do not hear music, sound, or speech.
- Make sure that the Volumes setting in the Sound control panel is not set to zero and that no mute buttons are selected.
- Make sure that Music is turned on in LapTrap.
- If you have external speakers, be sure they are turned on and getting power and that they are properly connected to your computer. Also check the speaker volume.
- Turn off or remove from your System Folder all non-Apple control panels and extensions. (Leave your CD-ROM drivers.) Then restart your computer.

7. You hear popping noises in the game sounds and character voices.
If you are running System 7.1 or higher, installing the Apple Sound Manager (included on your program CD) should eliminate this problem. Sound Manager changes how the system handles sound and improves the program's sound quality. To install Sound Manager, follow the instructions below:

a. Insert the *ClueFinders Math Adventures Ages 9–12* CD into your CD-ROM drive. In the open *ClueFinders Math Adventures Ages 9–12* window, scroll down until you see two icons: Sound Manager and Sound.

b. Drag the Sound Manager and Sound icons onto your active System Folder icon (do not open the System Folder first). The active System Folder has a picture of a small computer on it.

c. Click on **OK** in the dialog box that appears.

d. Restart your Macintosh.

8. **The game window seems small.**

The program window may not fill the entire screen.

- For maximum window size, make sure the display mode is set to 640 x 480 in the Monitors control panel.