

Math Adventures

manual

1 Math Adventures manual

MATH ADVENTURES

Innovative game showing that Math is not difficult or boring! Not at all!

Game develops mathematic skills and abilities of player. Consists of series of tasks for children and teens.

Each task includes four levels of difficulty.

Your progress in game is saved what allows you play anytime on each difficulty level.

You could challenge yourself doing interesting tasks and assignments.

Your award is knowledge and colourful diploma with your test score.

Game develops:

- mathematic skills and abilities
- counting and mathematical operations
- mathematic ways of thinking

Game includes:

- interesting mathematic tasks
- series of tasks and assignments for children and teens
- 4 levels of difficulty to choose
- mathematic test

FOR WHOM

Computer game Math Adventurers is brilliant game which helps to discover world of Mathematic. Game is designed for junior and senior pupils who want to develop their mathematic skills and knowledge. Attractive tasks makes Mathematic very interesting subject.

GAME CREATORS

Game creators are professionals who design from years attractive and interesting educational programs helping children develop their skills. This universal product is result of cooperation of experienced pedagogues with computer programmers what guarantees that game will be useful and playable for long time.

STORY

In mysterious castle accompanied by friends – Julka and Antek – player will find a lot of interesting tasks which help him to develop his or her mathematic skills with great fun. Performing these tasks makes player Master of Math!

DIFFICULTY LEVELS

Each task includes four difficulty levels. Thanks to this solution game grows with

player and is great help accompanying child for long time.

There are detailed information for each task and two game friends – Julka and Antek – always could explain how to solve each question. Time which player spends with Math Adventures is full of fun, stress-free and gives long-lasting positive effect.

MAIN PARTS

Program consists of three main parts:

- game
- test
- statistics

GAME – in this mode player can casually solve each task and choose each difficulty level. Results of game are saved and player always knows where improvements are needed.

TEST – player solves tasks in designed order. Beautiful diploma is award which player can print and hang on the wall over the desk.

STATISTICS – each player results are saved here – you have to type your name only.

REQUIREMENTS - PC, Windows 7/8/10/11.

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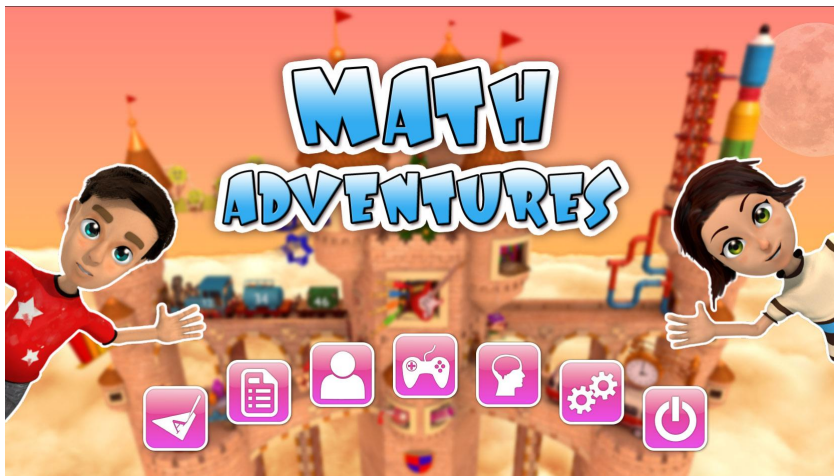
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1.1 Main menu

Main menu



AUTHORS

Here you will find information about creators of the program.



MANUAL

You can read manual of the game here.



LOGIN

You can login here and game will save your scores.



GAME

You can casually solve each task on each level here.



TEST

You can check your skills in interesting test here.



SETTINGS

You can adjust volume and other settings of game here.



QUIT

You can quit the game here.

1.2 Login screen

Login screen



Type new player name or choose name from the list.

1.3 Math castle

The math castle



Here you can chose the games or see the statistics.



GAME

You have 12 games to choose



STATISTICS

Each player results are saved here – you have to type your name only.

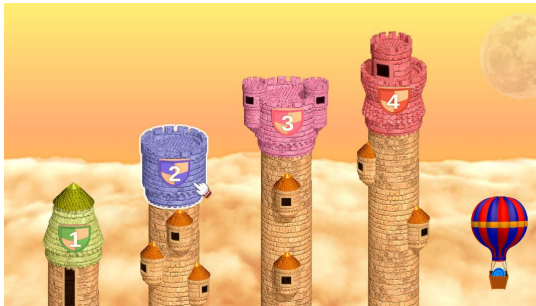


EXIT

Back to the main menu.

1.4 Difficulty levels

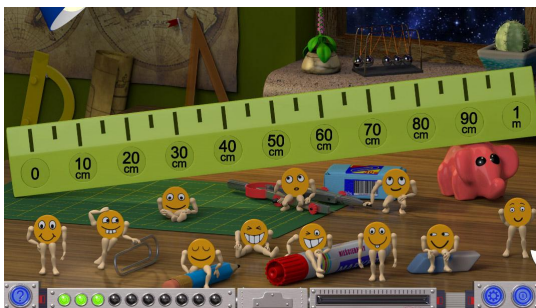
Difficulty levels



Each task includes four difficulty levels. Thanks to this solution game grows with player and is great help accompanying for long time.

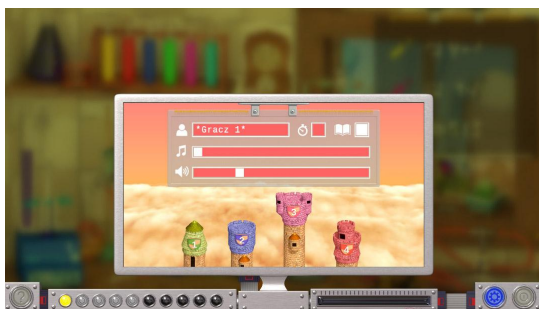
1.5 Game menu

Game menu



- 1 The movie help for each task.
- 2 Green light. The task well done.
- 3 Red light. The task done wrong.
- 4 Yellow light. The task continues.
- 5 Grey light. Tasks to make.
- 6 Black light. Not used in this task.
- 7 Time limit. You can on/off in settings.
- 8 Settings
- 9 Quit the game.

Settings



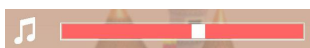
Change the level of difficulty.



Turn on/off time limit during the tasks.



Turn on/off task description before.



Change music volume.



Change voice and fx volume.

1.6 Statistics

Statistics

Each player results are saved here – you have to type your name only.



Entry to statistics.

Shows results of each task on each level of difficulty.



1.7 Test

Test

Player solves tasks in designed order. Beautiful diploma is award which player can print and hang on the wall over the desk.



- Entry to test from main menu.

Beautiful diploma is award which player can print and hang on the wall over the desk.



2 Epilepsy warning

EPILEPSY WARNING

Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic fits or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, please consult your doctor prior to use.

We advise that parents supervise the use of video games by their children. If you or your child experience any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, immediately discontinue use and consult your doctor.

Standard precautions when playing video games:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the

length of cable allows.

- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a video game.