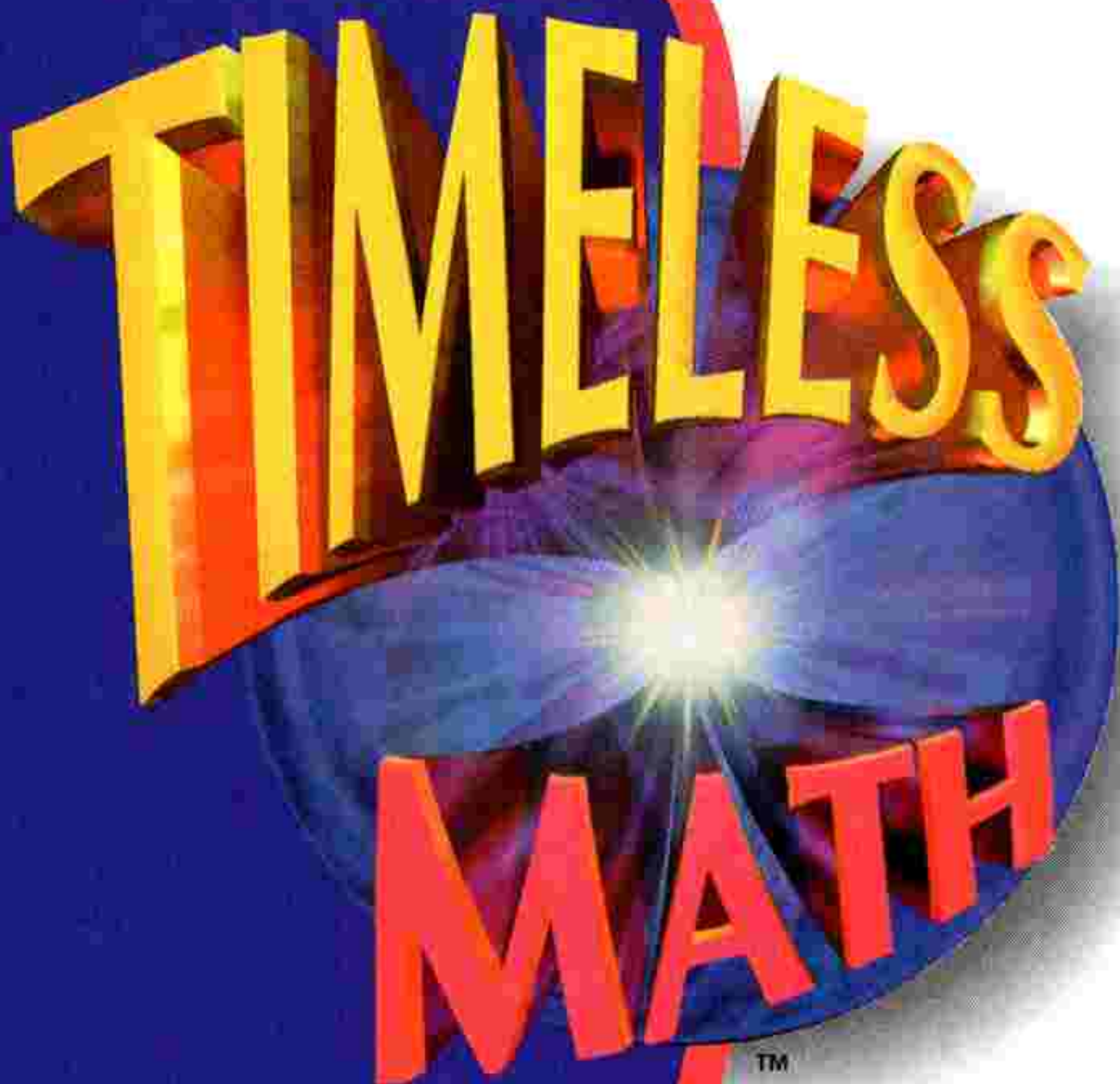




NTSC U/C

Timeless Math[®] 6-Brainswarm[™]



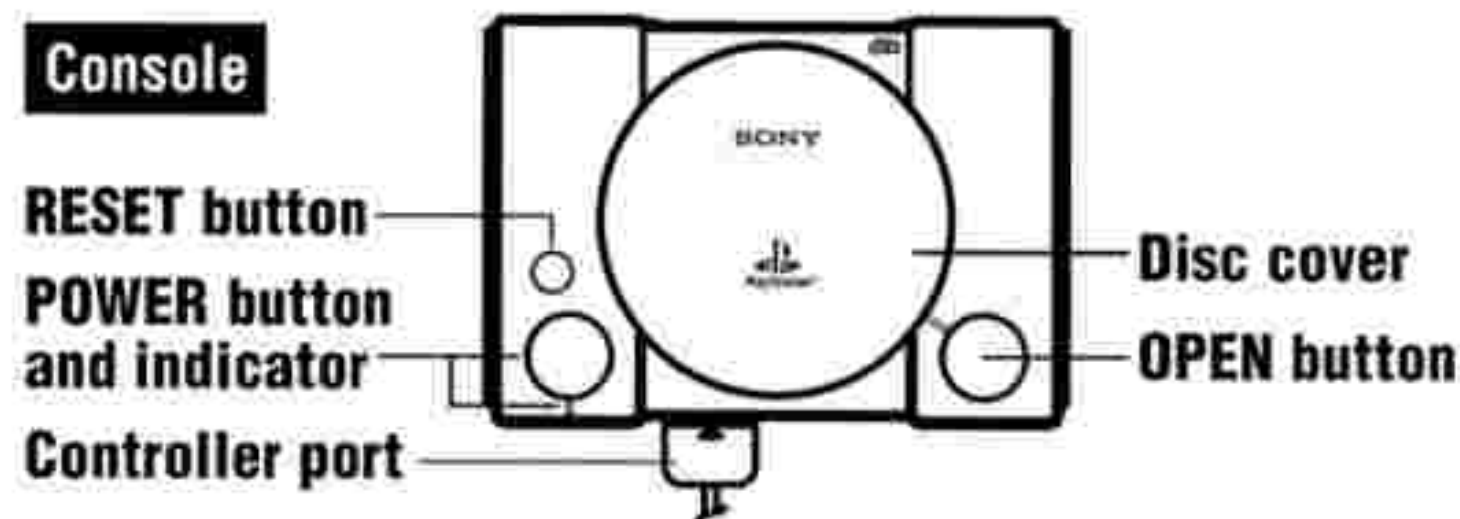
Cassie and Salvador are two young scientists who have been sent to the island of Polygonia to collect data on the rare scissor-mouth beetle, a mysterious species of bug that is due to swarm at any moment. Your child helps their fact-finding mission by playing games that enable scientific stations on the island to upload information for a live Web cast. Then, the whole world can see pictures of the immense swarm as it descends on the island!

LEARNING OBJECTIVES

- Determine the probability of events
- Apply the Fundamental Counting Principle
- Predict the number of permutations of a set of objects
- Calculate measures of central tendency
- Identify statistics that are misleading

Getting Started

Console



Controller



Set up your PlayStation[®] game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a disc. Insert the disc and close the disc door. Insert the game controller(s) and turn on the PlayStation game console. Follow the on-screen instructions to start the adventure.

- Use the **arrows** on the game controller to move the pointer.
- Use the **X button** on the game controller for clicking.
- Click **Intro** to watch the beginning of the adventure.
- Click **New Mission** to begin the adventure.
- Click **Resume** to enter a password and return to a previous session.
- Click **Training Run** to practice any game at any level.
- Click **Music Video** to watch the *Timeless Math* music video.
- Click the picture of the **game controller** for help on how to use it.
- Click the **tape recorder** in the lower-right corner of the screen for game help.
- Click **Credits** to see who worked on this adventure.
- To exit a screen, click the **arrow** that appears when moving the pointer to the upper-left corner.
- Click **Exit** to quit the adventure.



Timeless Math 6—Brainswarm

Salvador and Cassie are preparing science stations to receive and upload information for a live Web cast from the island of Polygonia. They must act quickly before a swarm of bugs arrives. Your child helps the two by completing all three levels of three games—Random Radar, Combo Tracker, and Statiscope.

Note: Your child can save his or her work and continue the adventure later by recording the password that appears when exiting the adventure.

The Game Choice Screen

Your child can access all the games through the game choice screen as well as receive information on his or her game progress. Have your child:



- click the stations in the **left column** to go to Random Radar, click the stations in the **middle column** to go to Combo Tracker, and click the stations in the **right column** to go to Statiscope
- click one of the **musical notes** to increase or decrease the volume
- click the **yellow symbol** to see the number of points he or she has scored for the entire adventure
- click the **tape recorder** to hear the game room instructions
- click **Exit** to return to the opening screen

Note: Your child must begin with Level 1 and work his or her way up in all three games.

Random Radar

In this game, your child will choose among moving images on a screen to answer questions. Have your child:

- read the question and note the answer choices moving down the screen
- click **Select** when the correct answer choice appears on the screen
- click **Next** to advance to the next answer choice; a segment will light up on the score bar after each correct answer has been chosen
- continue to select correct answers until all the segments on the score bar are lit
- click the **sunburst** to see the amount of power remaining
- click the **question mark** for help and game strategy
- click the **tape recorder** for general instructions
- click the **speaker** by the question to hear the question read aloud



Combo Tracker

In this game, your child enters numerical answers to complete a database of objects found on the island. Have your child:

- read the question and determine the numerical answer
- click the **arrows** above or below the numbers on the number input device to enter an answer and then click **OK**; a segment will light up on the score bar after each correct answer has been chosen
- continue to select correct answers until all the segments on the score bar are lit
- click the **sunburst** to see the amount of power remaining
- click the **question mark** for help and game strategy



- click the **tape recorder** for general instructions
- click the **speaker** by the question to hear the question read aloud

For help in solving the problem, have your child click the grid window above the objects. This will take him or her to the Combo Tracker tool, which allows your child to load combinations of objects onto a grid for help in solving the problem visually. Students can click the **speaker** to hear the current problem's question read aloud. Have your child:

- click an **object** in the upper-left corner to place it into the loader
- continue to place objects until the loader has filled with the desired combination, and then click **Drop** to place the combination on the grid
- continue to load combinations onto the grid until the problem is solved
- click **Unload** to clear the objects from the loader, click **Undo** to remove the last combination placed on the grid, and click **Reset** to clear the entire grid and the loader



Note: The number in the lower-left corner keeps count of the number of combinations on the grid and is automatically entered as the answer when your child clicks the exit arrow and returns to the game screen. Returning to the game screen will clear the grid.

Statiscope

In this game, your child will stop three spinning wheels on a machine to display correct statements to a question. Have your child:

- read the question and note the answer choices going by on the wheels
- click the **stop sign** when a correct answer choice appears on the screen and click the **green arrow** to make the answer choices start spinning again
- click **OK** after all three correct answers have been chosen; a segment will light up on the score bar after each set of three correct answers has been chosen
- continue to select correct answer choices until all the segments on the score bar are lit
- click the **sunburst** to see the amount of power remaining
- click the **question mark** for help and game strategy
- click the **tape recorder** for general instructions
- click the **speaker** by the question to hear the question read aloud



List five numbers for your child and ask him or her to name the "median," or middle number. For example, in the set (1, 3, 5, 7, 9), 5 is the median.

Extending the Learning Experience

Family Activities

Sports by the Numbers

With your child, look through the statistics in the sports section of the newspaper. Together, analyze the statistics from one sport. For example, who is the highest scoring player in that sport? Which teams have the highest and lowest win percentages?

Candy Grab

Open a bag of variously colored candies and take out 5 yellow ones, 3 green ones, and 2 red ones. Drop them into a paper bag and have your child draw one at a time while trying to predict which color he or she will get.

Race to the Finish

Have your child draw 3 runners and cut them out. Then, have your child pretend that the runners are racing to the finish line. There are 6 different orders in which they can finish, not counting ties. Have your child find all 6 possible race results.

WARNING: READ BEFORE USING THE PlayStation® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect the PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING THE PlayStation DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Manufactured and printed in U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. © Copyright 1999 The Lightspan Partnership, Inc. All rights reserved. Lightspan Adventures is a trademark of The Lightspan Partnership, Inc. Printed in the U.S.A.

 **LIGHTSPAN™**
Achieve Now
A Product of
The Lightspan Partnership, Inc.