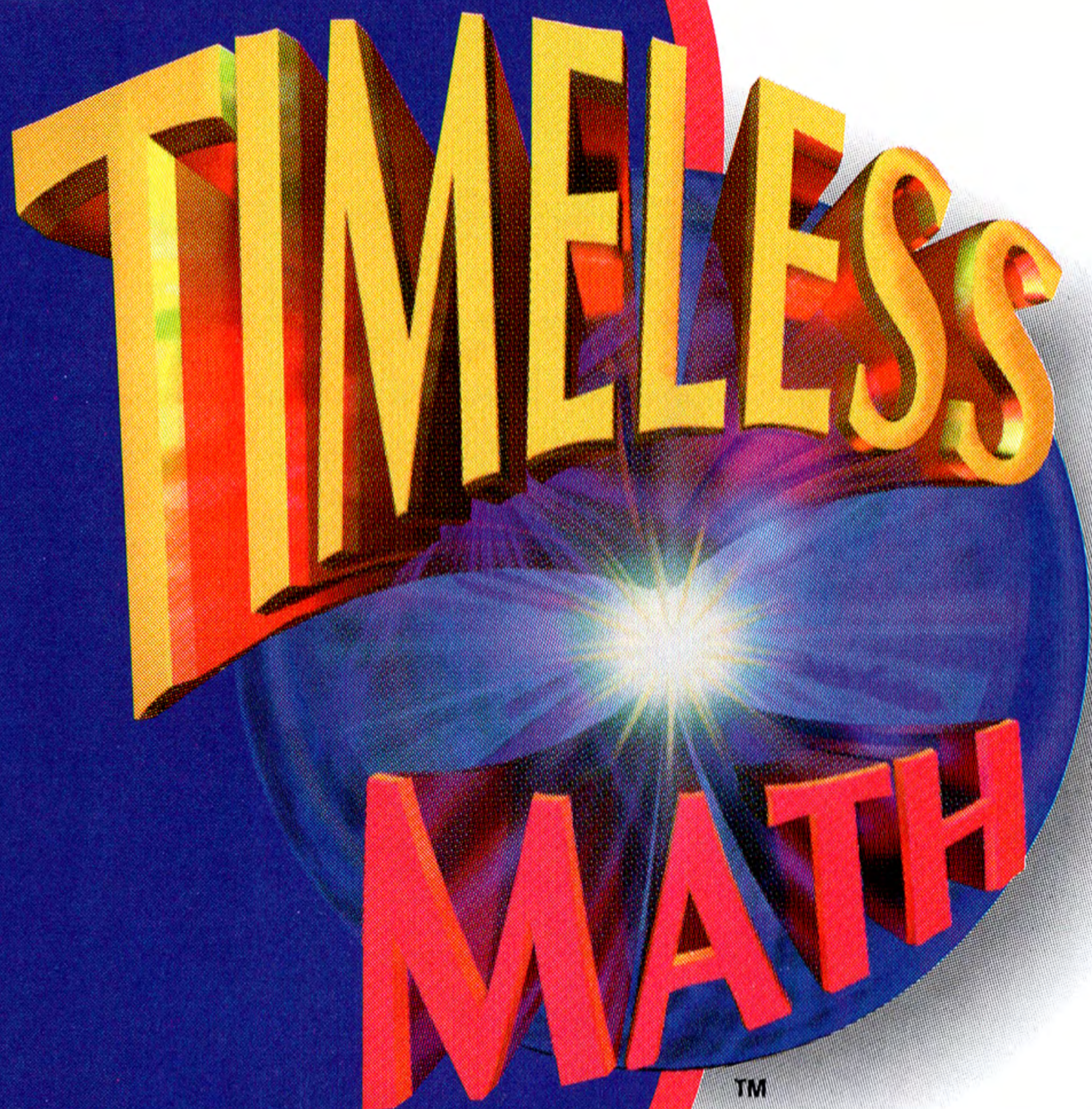




NTSC U/C

Timeless Math® 3 "Maya, King Jaguar's Village"



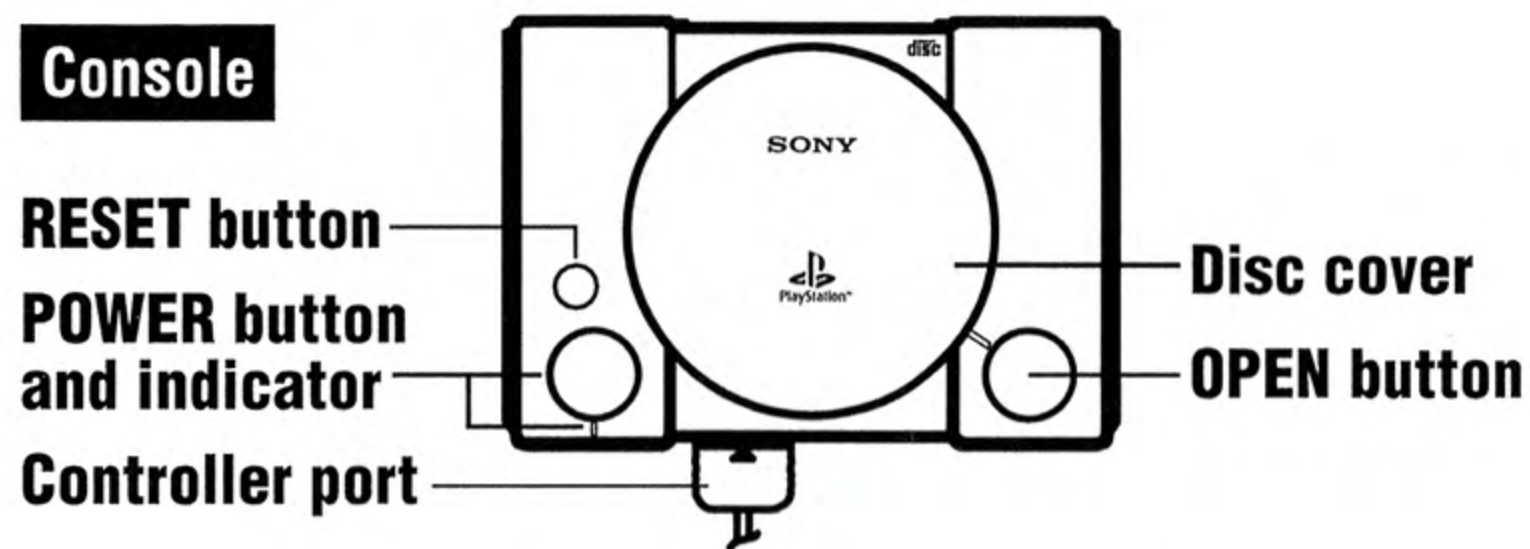
Maria and Todd have been transported back to the time of the ancient Maya. Your child will practice mathematics skills and help build a temple in "King Jaguar's Village" so that Maria and Todd can return to the present day.

LEARNING OBJECTIVES

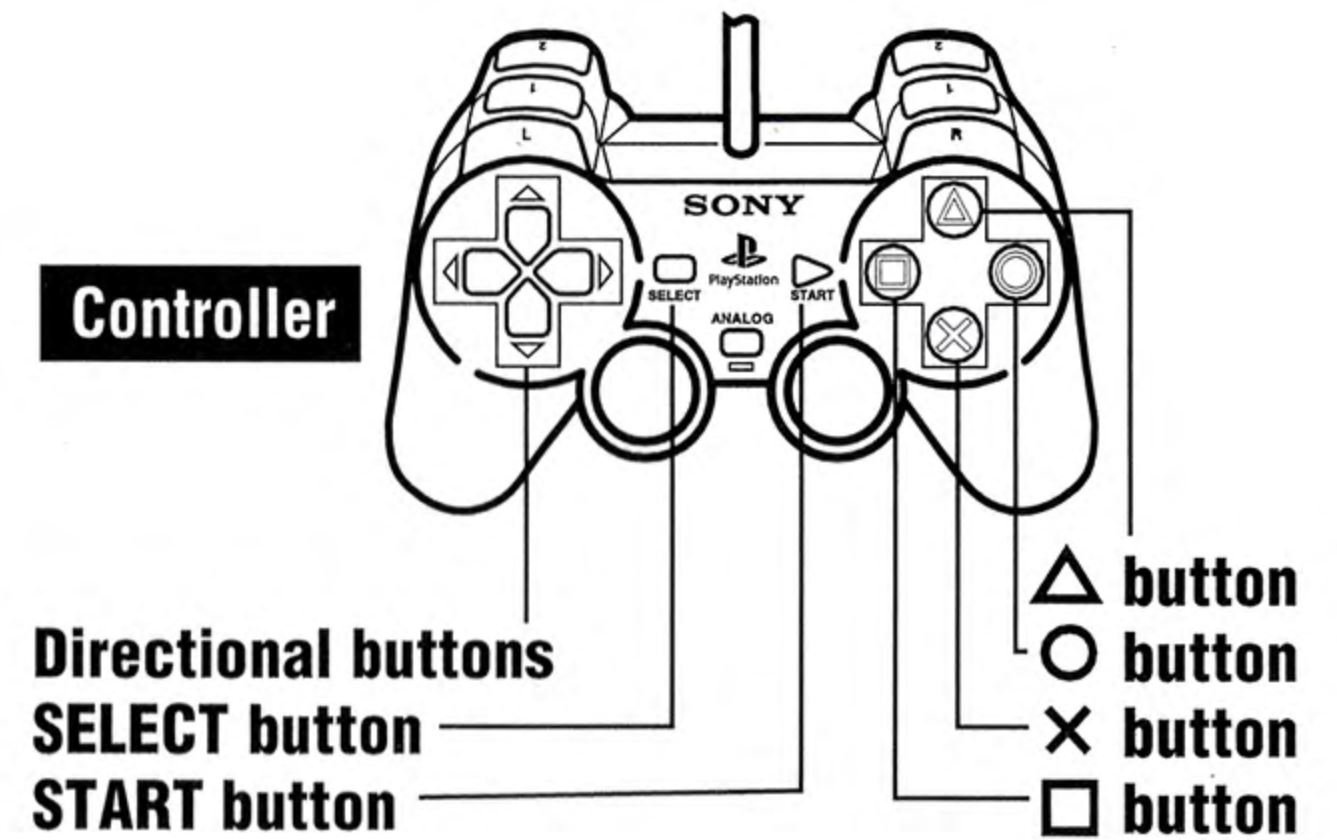
- Use discrete numbers, ratios, and percentages
- Use logic and estimation
- Analyze graphs, maps, charts, and clues to make decisions
- Develop an understanding of fractions, ratios, and percentages
- Learn about the Maya civilization

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 the **pyramid** to begin the adventure. After clicking the pyramid, have your child click **No** to start a new game or click **Yes** to begin playing where he or she left off in a previous session. Then, have your child click **1** or **2** to choose a number of players. If your child chooses to play as one player, have him or her click **Todd** or **Maria** and then click **OK**. To resume the adventure where your child left off, have him or her enter a password by clicking the keys on the keyboard and then clicking **Enter**. Have your child click once to skip the introductory story after it begins to play
- Click the **movie projector** to view the introductory story.
- Click the **tablet** in the lower-left corner of the screen to exit the adventure.
- Click the **Maya map** at the top of the screen to go to the Map Screen.
- Click the picture of the game controller to learn how to use it.





The Map Screen

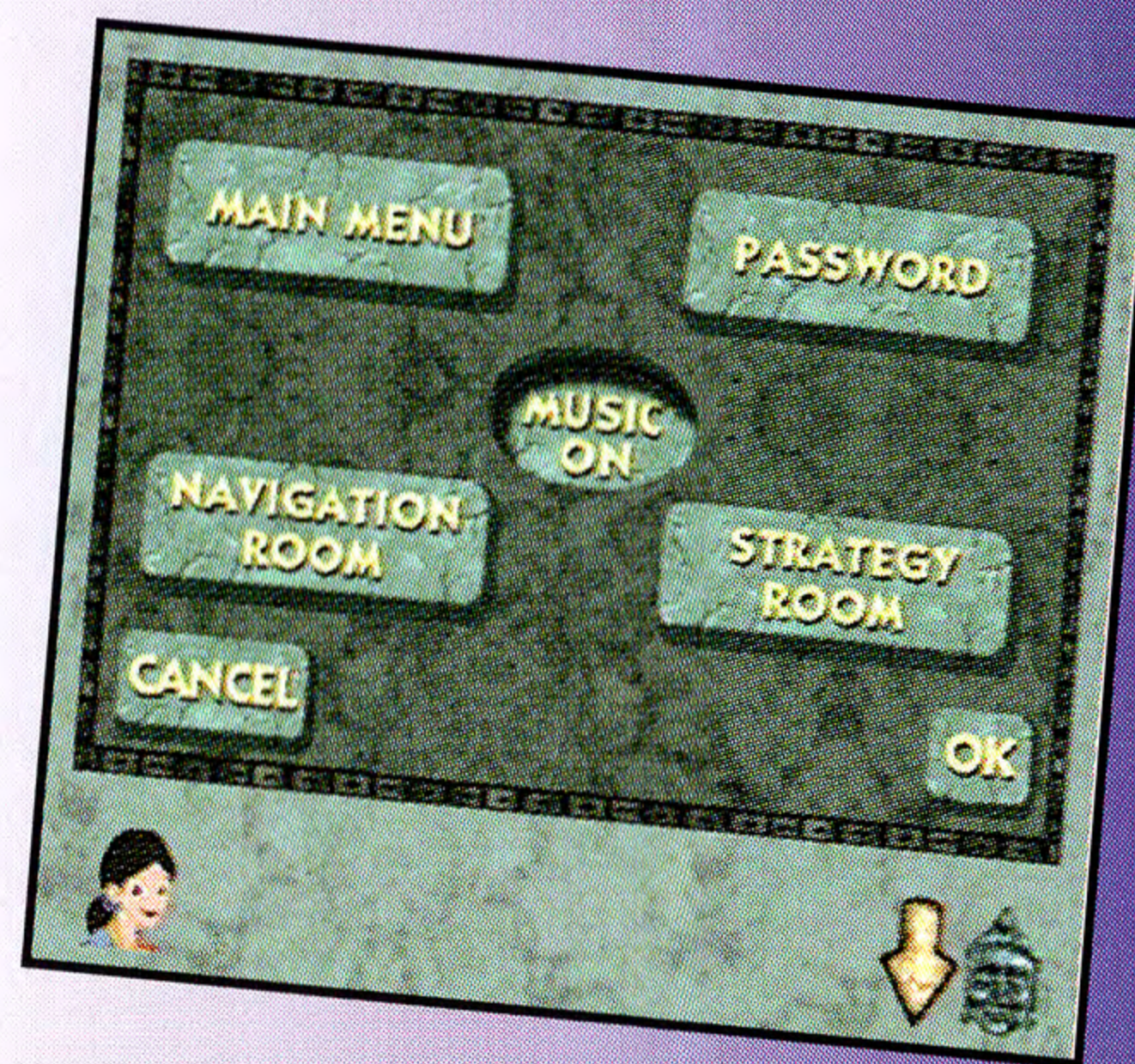
From the Map Screen, your child may go to the Navigation Room, the Strategy Room, or directly to King Jaguar's Village. From the Navigation Room, your child can explore the Maya pyramid or enter King Jaguar's Village. In the Strategy Room, your child can see game results, use mathematical tools, and read about the Maya civilization. Have your child click **OK** after making a selection or click **Cancel** to return to the opening screen.

The Service Menu

Your child can click the **downward facing arrow** at any time after beginning the adventure to go to the Service Menu. From this screen, have your child:

- click **Password** to enter a password and restart the adventure where he or she left off in a previous session
- click **Music On** to turn on the music on or click **Music Off** to turn the music off
- click **Navigation Room, Strategy Room, or Main Menu** to go to those locations
- click **Cancel** to return to the adventure
- click **OK** to confirm any of the selections

For help at any time throughout the adventure, your child may click the Maya figure **Ixchéel** in the lower-right corner of each game screen.



Timeless Math 3—“Maya, King Jaguar’s Village”

Your child will enter the fascinating civilization of the ancient Maya and help build a temple for King Jaguar’s Village. He or she will experience mathematics in everyday life and see how mathematics was the focal point of the ancient Maya society. After entering the temple, have your child:

- click the **forward arrow** twice to get to the game level screen
- click a **pyramid** to choose a level of difficulty; the largest temple represents the most difficult challenge
- move the pointer to the left side of the screen and click when it becomes an upward facing arrow to go to the Mayor’s office

The Mayor’s Office

The Mayor, the Trader, the Farmer, and the Builder sit at a table in the Mayor’s office. A Scribe appears from time to time to give clues and feedback about the player’s progress. The entrances to the three game activities—farming, trading, and building—appear in the background. The screen shows your child the current season and the number of workers available. Have your child:

- click the **map** to select a building site; then, click **Select** and click a building site on the map; move the pointer to the upper-left corner of the screen and click when the arrow appears to return to the Mayor’s office.
- click the **magnifying glass** for additional information on building, farming, and trading
- click the **book** for hints on how to allocate the workers
- click the **stone tablet** to check the inventory
- click the **sliders** on the windows and then move the sliders up and down to divide the workers among farming, trading, and building; click again to release the pointer from the slider
- click a number in any window to change numbers into percentages, and vice versa



- click either the **farming window** on the left, the **trading window** in the center, or the **building window** on the right to begin the process of building the temple
- click the **hour glass** to move to the next season
- click the **left arrow** to return to the Navigation Room
- click the **right arrow** to view the temple

Before beginning each game, have your child:

- click either the **fraction**, the **decimal**, or the **percent** to choose how to play the game
- click the **Maya number tablet** to play for points, or click the **coins** to play for coin pieces
- click any of the levels from 1 to 5 to select a level of difficulty at which to play the game (Note. The higher the game level chosen, the greater the number of coin pieces or points received upon completion of the game)

The Farming Window

The farming screen displays four fields that the farmers will use for planting crops. The objective of this activity is to divide the farmers among the four fields to grow as much corn as possible. Have your child:

- click the **farmer** to hear and read seasonal information about farming
- use the **magnifying glass** on any field for more information about growing crops
- click any field and then move the **slider** up and down to divide workers within the farming screen
- move the pointer to the left side of the screen and click the **Mayor arrow** to return to the Mayor's office when finished



As your child is allocating workers to build the temple in "King Jaguar's Village," ask him or her why certain tasks require more or fewer workers than others.

The Trading Window

This screen displays three trading huts in which your child can make trades.

The object of this activity is to make the most profitable trades. Have your child:

- click the **trader** to hear and read seasonal information
- click the **group of baskets** to find the inventory available for trading
- use the **magnifying glass** on any hut for **average** trading rates for beans, squash, or obsidian
- look for a good trading rate for the item and then click a hut to begin
- click the **three baskets** for **actual** trading rates and then click the banner that displays the best rate
- use the **up** and **down arrows** to select the amount you want to trade
- move the pointer to the upper-left corner of the screen and click when the arrow appears to return to the trading hut and make more trades
- move the pointer to the left side of the screen and click the **Mayor arrow** to return to the Mayor's office when finished

The Building Window

In this activity, your child will read and interpret charts while allocating workers to quarry stone and construct the temple. Have your child:

- click the **builder** to get information about building
- click the **magnifying glass** to study quarry rates and temple building rates
- click the **book** to understand how to allocate workers
- click the **sliders** to allocate workers to the two quarries and the building site
- move the pointer to the left side of the screen and click the **Mayor arrow** to return to the Mayor's office when finished

Strategy Room

In the Strategy Room, your child compares game results, uses mathematical tools, reads about the Maya civilization, and completes the Trading Game that will send Maria and Todd home. There are three main screens in the Strategy Room. The first screen your child will see is the Data Set choice screen. From this screen, have your child:

- click the **key** and then click the screen to turn the music on or off
- click the **two people** and then click the screen to choose to play as one or two players



Strategy Room (continued)

- click the **pyramid** on the far right and then click the screen to receive a password or reenter a password (**Note.** Your child can save his or her game progress by writing down the given password when exiting the adventure; later, your child can enter the password to begin the adventure again where he or she last left off)
- click the **stack of stones** to the left of the key to go to the Data Set.

Data Set

Using the Data Set, your child can check his or her game progress, analyze results, and determine the best way to complete the adventure. When facing the Data Set, have your child:

- click the **ear of corn** in the upper-left portion of the Data Set screen to view the amount of corn grown each year in all four field types
- click the **Maya worker** in the upper-right portion of the Data Set screen to see the current inventory of all the items used in the adventure and to see what percentage of the temple has been completed (**Note.** Click the magnifying glass and then an item for useful information about the item)
- click the **temple** in the lower-left portion of the Data Set screen to go to a map of the temple and quarry sites; then, click the magnifying glass and click a location to investigate temple builder and quarry rates
- click the **hut** in the lower-right portion of the Data Set screen to go to the trading rates chart; then, click the magnifying glass and click an item to see the average trading rates for that item

To return to a previous screen in the Data Set, have your child click the **arrow** that appears when he or she moves the pointer to the upper-left corner of the screen.

Information Set

The Information Set is located to the right of the Data Set. The Information Set provides your child with options for exploring images and written information about the ancient Maya civilization. Topics include the environment, architecture, culture, agriculture, astronomy, and calendar system of the ancient Maya people. While facing the Data Set, have your child move the pointer to the right side of the screen and click when the arrow appears. Then, have your child click each button at the bottom of the screen to discover a wealth of information about the ancient Maya civilization.

Tool Set

The Tool Set allows your child to practice the skills he or she needs to play the activities in the adventure. While facing the Data Set, have your child move the pointer to the left side of the screen and click when the arrow appears. This will take him or her to the Tool Set choice screen. From the Tool Set choice screen, have your child click the third button from the left and then click the symbol in the middle of the screen to go to the Worker Allocation Tool. Then, have your child:

- click the **up and down arrows** to change the number of jobs and workers
- click the **sliders** and move them to change the number of workers assigned to each job
- click the **numbers** beneath the bars to switch numbers to percentages, and vice versa



The Trading Game

To complete the adventure and send Todd and Maria home, your child must complete the Trading Game. From the Tool Set choice screen, have your child click the button on the far right and then click the coin piece in the middle of the screen to go to the Trading Game. Then, have your child:

- click the **up and down arrows** to select the items to be used in the trade and to select a trade rate so that the condition at the bottom of the screen is met
- click the **trading hut** to make the trade
- repeat the process until 12 trades have been successfully completed and Todd and Maria have been rescued

Extending the Learning Experience

Family Activities

Money Systems

With your child, compare the U.S. money system to the barter system of the ancient Maya. What are some advantages and disadvantages of each system? Find examples of bartering and trading in your daily life.

Bargain Hunt

Help your child look in the newspaper for sales and discounts. Use a percentage discount to calculate the sale price of an item. For example, a pair of shoes that regularly costs \$40.00 is on sale at 25% off. What is the sale price of the shoes?

Math in Cooking

With your child, prepare a favorite family recipe. How much of each ingredient would you need if you tripled the recipe? How much would you need if you cut the recipe in half?

Math in Map Making

Use a street map of your city to make a scale drawing of your neighborhood, including your home, your school, official buildings, and the grocery store. What scale is used on the street map? What scale is used on your map?

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 your 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.

USE OF UNOFFICIAL PRODUCTS:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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 2000 Lightspan, Inc. All rights reserved. Lightspan Adventures is a trademark of Lightspan, Inc. Printed in the U.S.A.

 **LIGHTSPAN™**
Achieve Now
A Product of Lightspan, Inc.
CD #907332