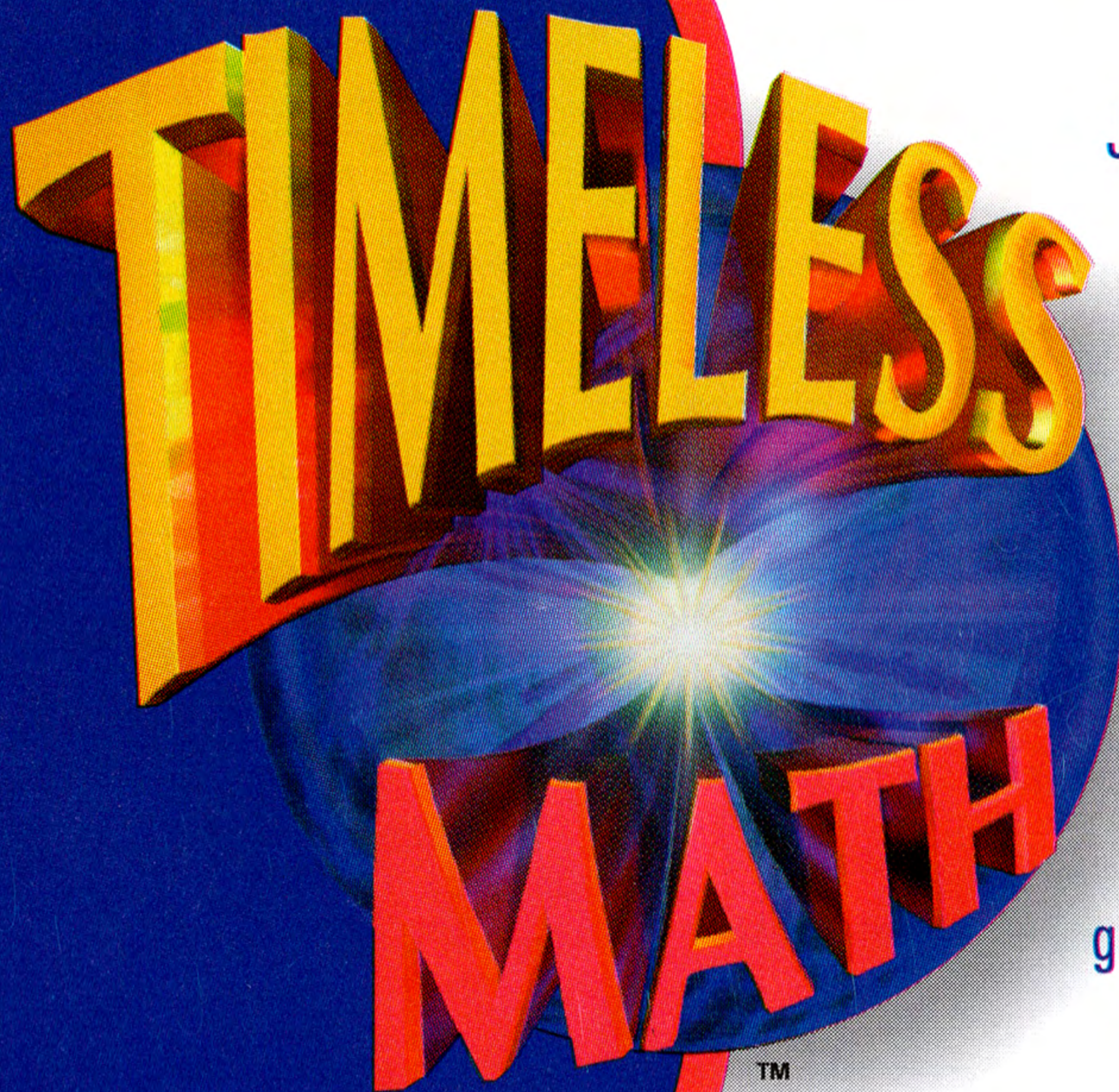




NTSC U/C

# Timeless Math<sup>®</sup> 5 Space Flight Rescue<sup>™</sup>



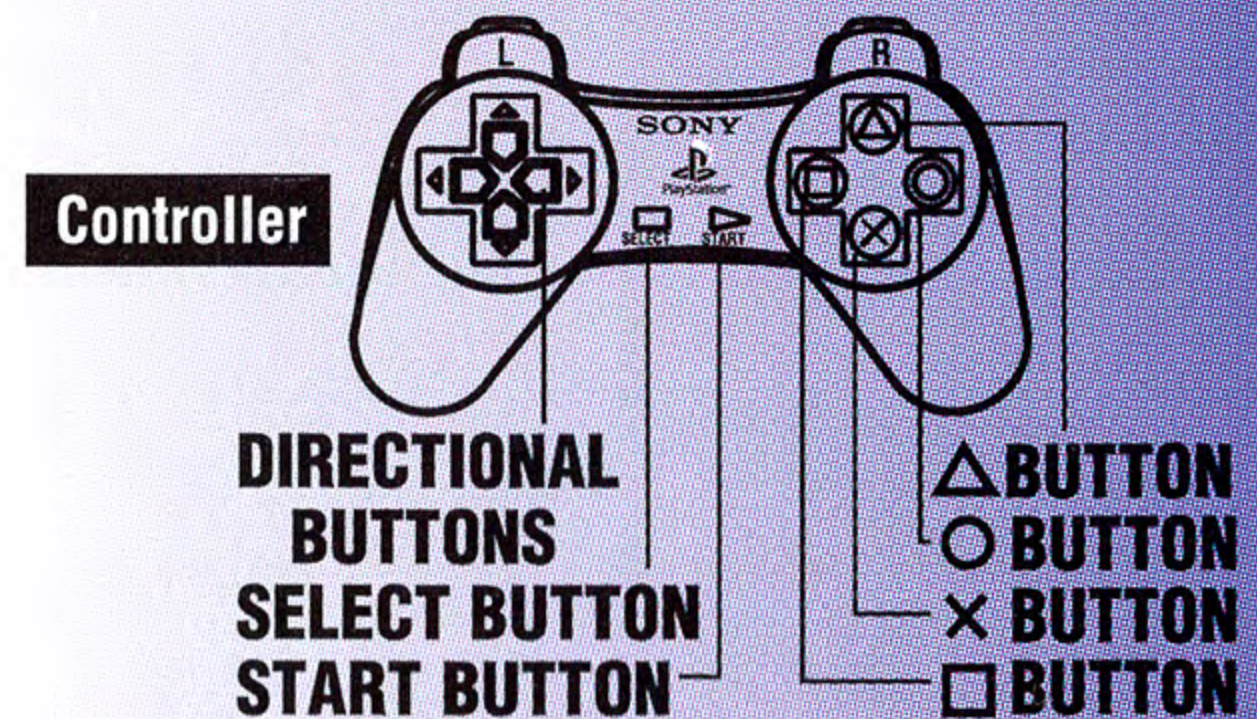
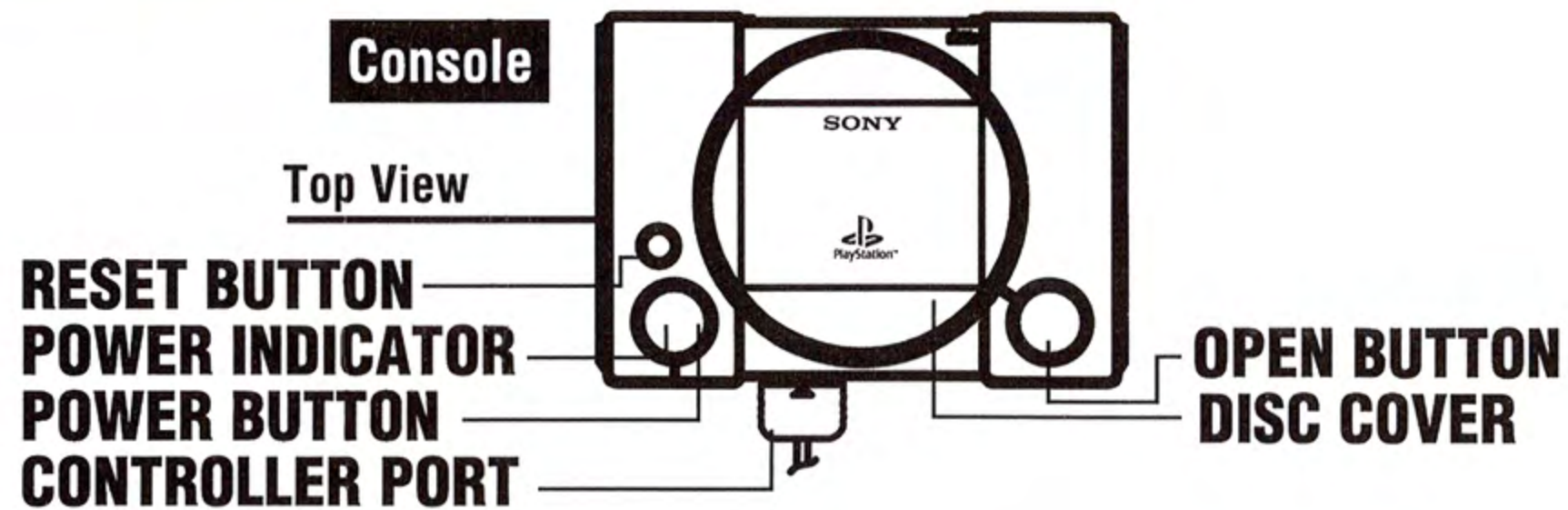
Jamal and Gracie are on their way back from a spaceflight when they get caught in the energy path of a supernova and lose power to the spaceship. Ryan the robot must reprogram the failed systems from the control room and transmit the data back to the ship before time runs out. Your child helps program the systems by playing mathematical games so that Jamal can safely navigate the ship home.

## LEARNING OBJECTIVES

- Create shapes with a given area and perimeter
- Calculate the area and perimeter of various shapes
- Identify and classify 2- and 3-dimensional shapes
- Graph ordered pairs on a coordinate grid
- Determine the volume of 2- and 3-dimensional figures

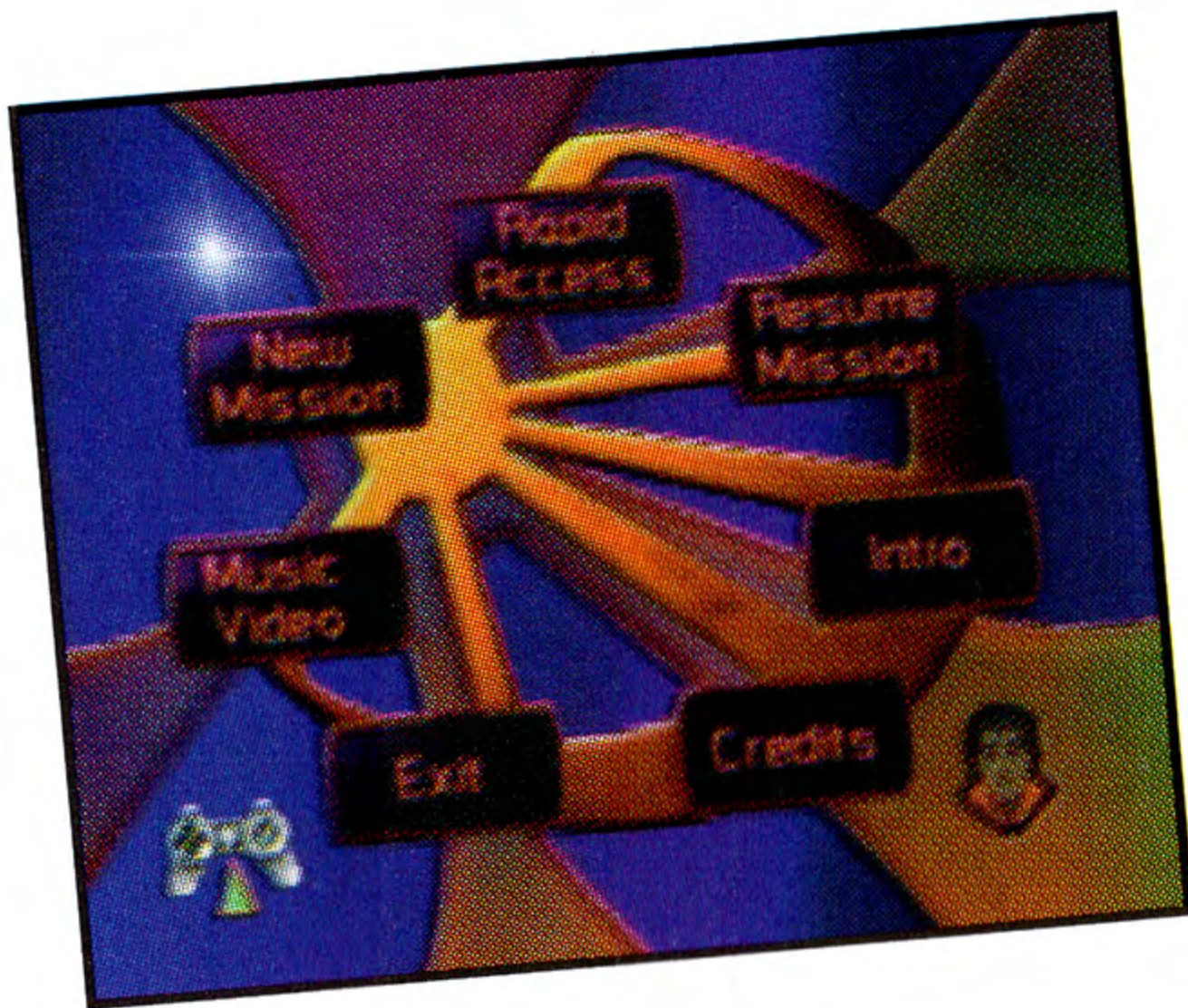


# Getting Started



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 compact disc. Insert the *Timeless Math 5—Space Flight Rescue* disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

- Use the **arrow buttons** on the controller to move the pointer.
- Use the **X button** on the controller for clicking.
- Click the picture of the **controller** for help on how to use it.
- Click **Intro** to watch the beginning of the adventure.
- Click **Music Video** to watch the *Timeless Math 5* music video.
- Click **Jamal** in the lower-right corner of the screen for game help.
- Click **New Mission** to go to the control tower and begin the adventure.
- Click **Rapid Access** to bypass the control room and choose any game at any level.
- Click **Resume Mission** to enter a password and return to a previous session.
- Click **Exit** to quit the adventure.





## *Timeless Math 5—Space Flight Rescue*

Jamal and his flight assistant Gracie have crossed paths with a supernova in space and have lost power to important systems of the spaceship. Your child helps Ryan the robot reprogram the systems and enable the ship to return home by completing four games—**Navigation System, Solar Panels, Ignition System, and Fuel Pods.**

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 Control Room**

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

- click the **N** to go to the Navigation System game, the **S** to go to the Solar Panels game, the **I** to go to the Ignition System game, and the **F** to go to the Fuel Pods game.



- click the **green monitor** at the top of the screen to see game progress
- click the three **speakers** to increase or decrease the volume
- click **Jamal** to hear the control room instructions
- click **Exit** to leave the control room and return to the opening screen



## Navigation System

In this game, your child will plot points on a graph to locate a hidden spaceship. Have your child:

- click the arrows above or below the boxes in the upper-right corner of the screen to plot a point on the graph, then click Enter

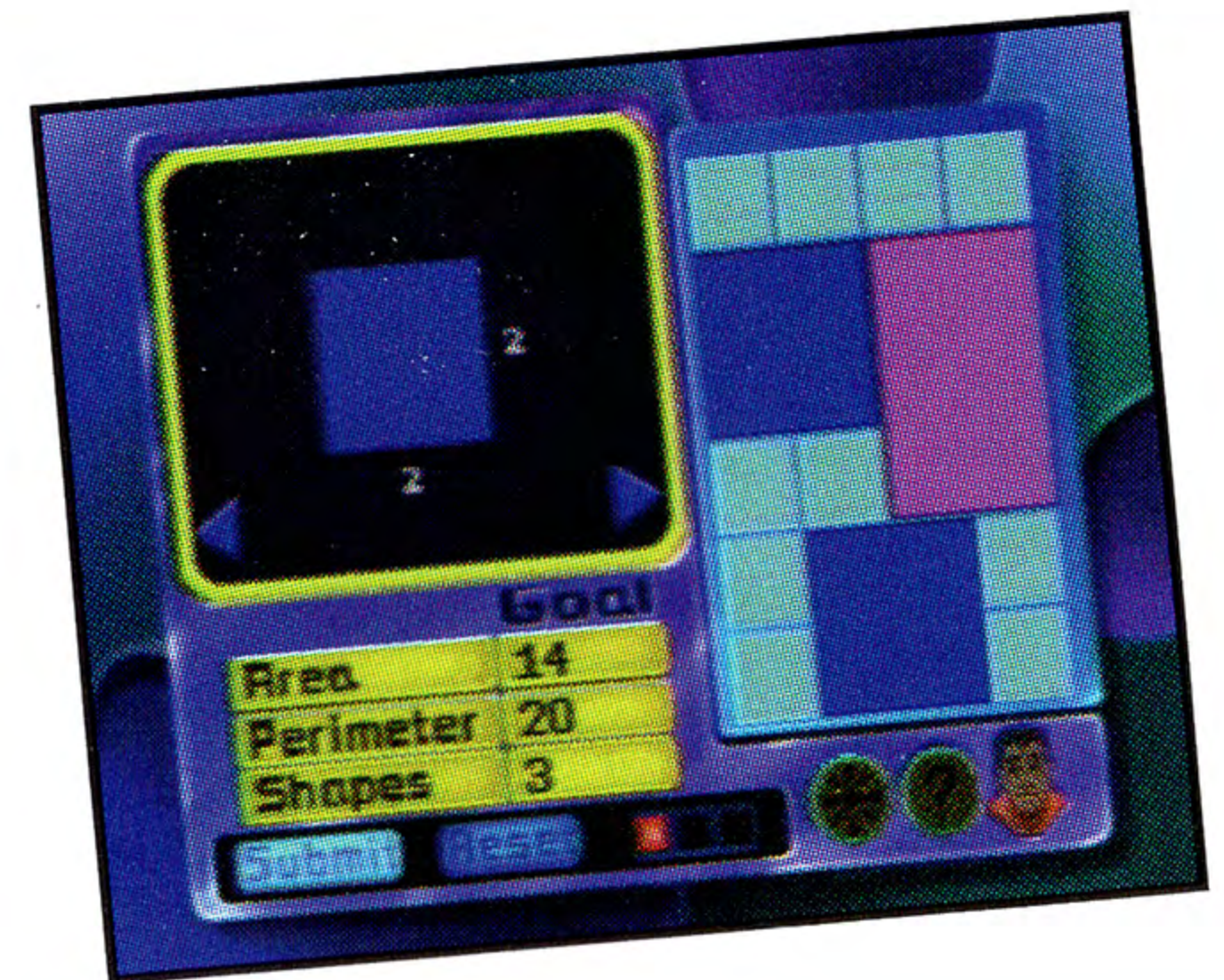


- note the color of the point that appears on the graph; refer to the colored sample graph to see how far the point is from the hidden ship
- continue to click the arrows to plot points on the graph until the hidden ship is revealed; three hidden ships must be discovered to complete the game
- click the ? for help and game strategy
- click **Jamal** for general instructions
- click the **power wheel** in the lower-right corner of the screen to see the amount of power remaining

## Solar Panels

In this game, your child puts together shapes on a solar panel grid to restore power to the ship. Have your child:

- note the Area, Perimeter, and Shapes goal numbers under the shapes window on the left side of the screen and the area of the shape in the window
- click the shape in the window and use the arrows on the PlayStation game controller to move the shape to the grid; click again to place it on the grid
- continue to move the shapes in the window to the grid until a larger shape has been constructed that matches the given specifications; three shapes must be constructed correctly to complete the game





- click **Submit** to register an answer
- click **Reset** to clear the grid and try again
- click the **?** for help and game strategy
- click **Jamal** for general instructions
- click the **power wheel** in the lower-right corner of the screen to see the amount of power remaining

Note: The shapes that combine to form the larger shape on the grid can be connected diagonally.

## Ignition System

In this game, your child will select four connecting shapes on a circuit board to match given mathematics rules, called connectors. Have your child:

- note the **connectors**
- click **four shapes** in a row on the circuit board that match a connector description
- click **Connect** to register the answer
- continue until three rows have been chosen correctly for each of three different grids
- click the **?** for help and game strategy
- click **Jamal** for general instructions
- click the **power wheel** in the lower-right corner of the screen to see the amount of power remaining

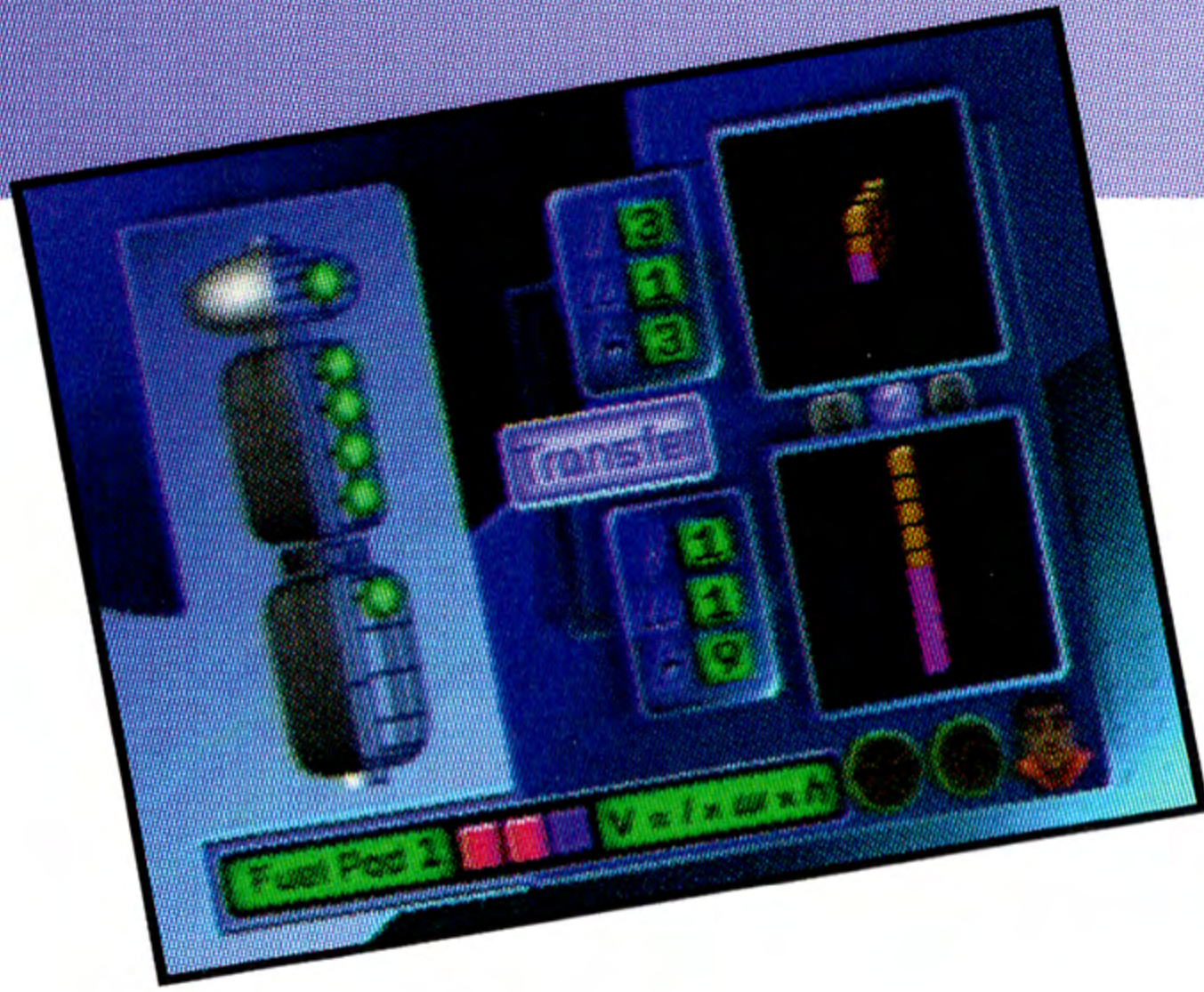
Note: The rows may be constructed diagonally.





## Fuel Pods

In this game, your child will balance the fuel pods on the ship by transferring fuel from one container to another. Have your child:



- note the length, width, and height (***l, w, h***) and the upper and lower shapes
- click **1, 2,** or **3** until the volume of the lower shape matches the volume of the upper shape
- click **Transfer** when the shape volumes match; nine successful transfers must be made to complete the game
- click the **?** for help and game strategy
- click **Jamal** for general instructions
- click the **power wheel** in the lower-right corner of the screen to see the amount of power remaining



# Extending the Learning Experience

## Family Activities

### Measure Up

Together with your child identify some three-dimensional objects around your house and practice calculating volume by multiplying the length of the object by the width and the height of the object ( $V = l \times w \times h$ ).

### Perfect Pairs

Go outside with your child and make a large grid on the ground with chalk or masking tape. Have your child use numbers or letters to label each line on the grid by using numbers or letters. Practice finding locations on the grid with your child by taking turns calling out locations by their number or letter.

### Create a Shape

Give your child perimeter measurements in inches and have him or her use a ruler, pencil, and paper to create a figure with the given perimeter. Remember, to find the perimeter of an object, your child must add together all the sides.

### Shapely Shapes

Ask your child to gather several objects around your house. Then, take turns with him or her sorting them into two piles—those objects that are two dimensional and those objects that are three dimensional. Discuss with your child why an object was placed in a certain pile.



## 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 1998 The Lightspan Partnership, Inc. All rights reserved. Lightspan Adventures is a trademark of The Lightspan Partnership, Inc. Printed in the U.S.A.



A Product of  
The Lightspan Partnership, Inc.