PlayStation®

NTSC | U/C

Timeless Math® 7–Rover Recovery™

Lightspan Adventures

Gracie and Ryan are robots stationed at the Lunar Base. A space rover has been lost on the surface of planet TM8 and must be found right away. Gracie agrees to orbit the planet in the spaceship York 5 to command the Mobile Rescue Unit—a search and discovery craft code-named "LR-4." Your child plays three mathematical games to help Gracie rescue the rover from behind a rock landslide and complete her mission.

LEARNING OBJECTIVES

- Identify exponents
- Identify prime and composite numbers
- Identify factors and multiples
- Find the greatest common factor of whole numbers
- Find the least common multiple of whole numbers
- Identify patterns of arithmetic progressions
- Identify patterns of geometric progressions

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 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 **New Mission** to view the opening story and begin the adventure.
- Click once to skip the opening story.
- Click **Resume Mission** to begin where you left off in a previous session.
- Click **Music Video** to see the *Timeless Math* music video.
- Click **Exit** to leave the adventure.

Timeless Math 7—Rover Recovery

In this adventure, your child will use his or her mathematics skills to help Gracie find the missing rover. Have your child:

- click Level **1, 2,** or **3** of the Tracking, Search, or Radar game
- click **On/Off** to turn the music on or off
- click the **video camera** to watch the opening story

To finish the adventure, your child will have to complete each activity at all three levels. When the rover is found, your child will watch the robots celebrate.

Tracking

In this game, your child will identify exponents while beaming a tracking signal at the correct answers to mathematics problems. Have your child:

- read the problem at the bottom of the screen
- use the **left and right arrow buttons** on the game controller to highlight the correct answer; then, click to send the tracking signal to the answer (**Note.** When the signal runs into an incorrect answer, a section of the display in the lower-right corner will dim, signifying a loss of power. If four incorrect answers are chosen, the game is over.)

- click the **question mark** to hear a hint
- note the score in the lower-left corner of the screen
- continue playing until he or she has beamed 15 correct answers

To exit the game and begin a new one, click the arrow in the upper-left corner of the screen.

Search

In this game, your child will identify prime and composite numbers while flashing search beams at the correct answers to mathematics problems. Have your child:

- read the problem at the bottom of the screen
- use the **left and right arrow buttons** on the game controller to highlight the correct answer; then, click to send the search beam to the answer (**Note.** When the search beam runs into an incorrect answer, a section of the display in the lower-right corner will dim, signifying a loss of power. If four incorrect answers are chosen, the game is over.)
- click the **question mark** to hear a hint
- note the score in the lower-left corner of the screen
- continue playing until he or she has flashed the beam at 15 correct answers

To exit the game and begin a new one, click the arrow in the upper-left corner of the screen.

Radar

In this game, your child will identify patterns and equations on a radar screen. Have your child:

- read the problem at the bottom of the screen
- note the answer choices that float across the screen
- click **Next** to go to the next answer choice
- click **Select** to choose the on-screen answer

(**Note.** After an incorrect answer is chosen, a section of the display in the lower-right corner will dim, signifying a loss of power. If four incorrect answers are chosen, the game is over.)

- note the score in the lower-left corner of the screen
- continue playing until he or she has chosen 15 correct answers

To exit the game and begin a new one, click the arrow in the upper-left corner of the screen.

When your child successfully completes every game at all three levels, he or she is returned to the Game Choice Screen. Have him or her click the **highlighted button** with the picture of the Mobile Rescue Unit on it to play the Reward game and see the end of the adventure.

The Reward Game

Having helped Gracie and Ryan locate the lost space rover, your child bounces rocks off the LR-4 to knock down a wall and reveal the rover. Have your child:

- use the **left and right arrow buttons** on the game controller to move the LR-4 back and forth
- deflect the rocks up to the wall
- continue to deflect the rocks with the LR-4 until the entire wall has been demolished, or all five rocks have been used
- move the LR-4 to the lower-left or lower-right corner of the screen and click when the arrow appears to bypass the Reward game

Extending the Learning Experience
Family Activities

Recycling Adds Up

Find ways that your family can see number patterns every day. For example, a 35-foot tree is saved for every 4-foot stack of recycled newspaper. About how many day's worth of newspapers are in a 4-foot stack? Find the number of 35-foot trees that might be saved if your family recycled newspapers every day for a year.

Money Measure

Using various coins, have your child make different stacks that each equal 50¢. Measure the height of each stack. Then, double the amount of money and measure the height again. What do you notice about the height of each stack compared to the other stacks? Have your child explain what he or she thinks will happen if you double the amount again.

Number Names

Find a numerical identity for each person in your family. Add or multiply the digits for the month, day, and year of each person's birth date. In how many ways can you describe the result? Is it odd or even? Is it prime or composite? Is it a multiple of 3, 5, 7, or 8? How many factors does it have? Is it a squared or cubed number?

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.

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