S U P E R   S O L V E R S™

OutNumbered!™

User's Guide

For:
- Ages 7 to 14

Runs on:
- IBM® PC, XT, AT, PS/2, and compatibles with 512K
- Tandy® 1000 family with 640K

With:
- 3.5" drive or 5.25" drive
- DOS 2.0 or higher
- Monitor (color not required)
- 16-color EGA; VGA in 16-color EGA mode;
  Tandy 1000 TL/SL/TX in 16-color TGA mode;
  Tandy 1000 EX/SX/HX in 4-color TGA mode;
  PS/2 MCGA in 4-color CGA mode; CGA; or
  Hercules monochrome graphics adapter
- Optional hard disk

Materials enclosed:
- One 3.5" program disk
- Two 5.25" program disks
- User's Guide
- Ready Reference Card

Welcome to the Super Solvers Club!

Are you ready to accept your official Super Solvers Club assignment? If this is your first adventure with the club, a little bit of background is in order. If you completed an earlier assignment in *Midnight Rescue!*, read on to find out how your past experience can help you in this exciting new adventure.
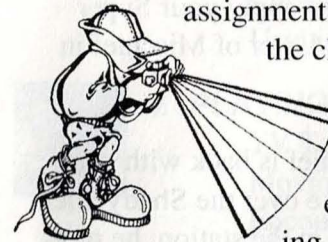
Super Solvers Club members are dedicated to outwitting Morty Maxwell, the prankster of Shady Glen. Unappreciated as a student, Morty has returned to his hometown as the Master of Mischief to show one and all that he is the cleverest one around.

In the first Super Solvers adventure, *Midnight Rescue!*, Super Solvers are called upon to stop the Master of Mischief's outrageous plan to make the Shady Glen School vanish into thin air. Using disappearing paint and the aid of his five robot helpers, he hopes to complete his mischief by midnight. To complicate matters further, he has disguised himself as one of his robot helpers. As a Super Solvers Club member, you must figure out which robot is *really* the Master of Mischief before you can spoil his plan.
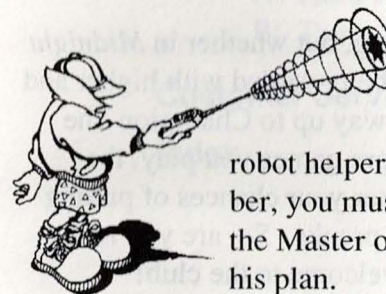
Always one for a challenge, the Master of Mischief has cleverly placed clues about his identity throughout the school. You must move quickly and carefully through the rooms and hallways to find them, using your best reading skills to reveal their secrets. But the clues alone won't help you unless you use your official club camera to capture photo facts about each robot. With clues and facts in hand, just apply your Super Solvers thinking skills to uncover the Master of Mischief in time to save the school.

In *OutNumbered!*, the Master of Mischief is back with a new set of helpers and a fiendish plan to take over the Shady Glen TV (SGTV) station. From his hideout in the station, he plots his takeover of the airwaves. The Super Solvers have been called in once again to put a stop to his pranks.

As a member of the Super Solvers Club, you'll have only until midnight to explore the TV station and find the Master of Mischief's hideout. It's in one of the rooms—but which one? To find out, you must explore the station carefully for clues and pieces of secret code, while avoiding the Master of Mischief's two helpers—Telly the robot and LiveWire—who will go to shocking lengths to stop you. Use your zapper to protect yourself, and your official club decoder to match the clues with the secret code to figure out which room conceals the hideout.

Life as a Super Solver is challenging, but whether in *Midnight Rescue!* or *OutNumbered!*, you'll be rewarded with higher and higher ranks—from Trainee all the way up to Champion—the more games you play. And the more games you play, the higher your total score and the better your chances of putting an end to the Master of Mischief's pranks. So, are you ready for your first assignment? Then welcome to the club!

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Getting Started

*Y*OUR SEARCH FOR THE MASTER OF *MISCHIEF* starts here with instructions on loading the program, choosing a game, and using the game's menu bar. And you learn how to sign in as a member of the Super Solvers Club, since only members can track the Master of Mischief!

STARTING THE PROGRAM

Before you start the program for the first time, it's best to make a backup copy of the program disk(s). For instructions on how to make a backup copy of a disk using the DOS (**D**isk **O**perating **S**ystem) command DISKCOPY, see your DOS manual.

The most efficient way to run the program is to install (copy) it on your hard disk, if you have one. See *Appendix A* of this user's guide for instructions. (If you are using Tandy DeskMate™, see the procedures in *Appendix B*.) If you don't have a hard disk, you can run the program from a floppy disk.

To run the program from a floppy disk:

1. Put your DOS disk (version 2.0 or higher) in drive A of your computer and close the disk drive door. Turn on the monitor and then the computer. (If DOS is in your computer's permanent memory or on a hard disk, or if your computer is already up and running, you don't have to insert the DOS disk.)

2. If you see the prompts for entering a new date and time, just press ⏎ Enter on your keyboard twice.

3. When you see A:> on your screen, remove the DOS disk and insert the program disk (Disk 1 if you're using 5.25" disks) label side up in drive A. (If you see C:> on the screen, insert the program disk in drive A, type **A:** and press ⏎ Enter.)

4. Type **SSO** and press ⏎ Enter. In a few moments, the title screen will appear.
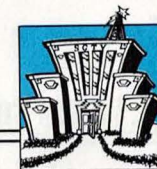
5. Press ⏎ Enter to continue and read the messages on the screen about playing the game. Keep pressing ⏎ Enter until you see the Club Member Sign-In screen or the screen for entering your name.

SIGNING IN

Since only members of the Super Solvers Club can play the game, you'll need to sign in before the game starts. The Club Member Sign-In lists all the current club members and their ranks and lifetime scores. If this is the first time you've used the program, you'll need to enter your name as a new member (see step 2 of the instructions below). If this is the first time you've played the game but others have used the program before, you'll need to add your name to the list. If you've played the game before, you'll need to select your name from the list. (If you want to remove a name, rank, and score from the Club Member Sign-In when there are fewer than 10 members listed, see *Special Keys* in *Quick References*.)

To add your name to the list:

1. Use ↓ or ↑ to highlight **New Member** (if it isn't already highlighted) and select it by pressing ⏎ Enter. (If 10 members are already on the list, you will be asked if you want to remove a name so you can add yours. Press ⏎ Enter to continue.

Use ↓ or ↑ to highlight the name you want to remove and press ↵ Enter to remove it. Read the message warning you that the member's name and score will be erased from the disk. Removing a name will permanently erase the player's name, rank, and lifetime score from the disk.)
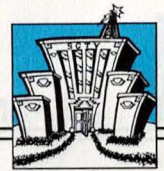
```
┌─────────────────────────────────┐
│     Enter New Member Name       │
├─────────────────────────────────┤
│ Type your name in the box below.│
│ Then press (↵Enter).            │
│                                 │
│   ┌─────────────┐               │
│   │ Chris█ _ _  │               │
│   └─────────────┘               │
│                                 │
│   (Esc) to Go Back              │
└─────────────────────────────────┘
```

2. Type your name—up to eight characters. If you make a mistake, use Backspace to erase and type again.

When you're finished, press ↵ Enter . The game menu will appear.

To select your name from the list:

1. Use ↑ or ↓ to highlight your name and press ↵ Enter to select it and see the game menu.

CHOOSING A GAME

After you sign in, the game menu appears with a list of three ways to play *OutNumbered!*

Choose **Regular Game** to play the full game in the standard way. Here, you'll explore the TV station, encounter Telly the robot and LiveWire the

```
┌──────────────────────────────────┐
│   What do you want to play?      │
├──────────────────────────────────┤
│ Regular Game                     │
│ Customized Game                  │
│ Customized Drill for Skill       │
│                                  │
│      (Esc) to Go Back            │
└──────────────────────────────────┘
```

electric cord, solve math challenges (word problems) to collect clues, and answer Telly's drill questions to capture secret code. In this game, the level and type of math problems change automatically as you move up in rank.

Choose **Customized Game** to play the full game using the level and type of math problems you want. (See *Customizing the Game* in the next chapter to learn more about changing the settings.)

Choose **Customized Drill for Skill** to practice basic math facts. Here, Telly gives you math drill questions to answer. Like the full game, the clock keeps ticking when you answer drill questions. Unlike the full game, you'll see how many questions you try and how many you answer correctly, and you won't earn any points or move up in rank. (See *Playing Drill for Skill* in the next chapter.)

To choose a game:

1. Use ↓ or ↑ to highlight what you want to play and press ↵ Enter to select it. If you played a regular or customized game before and didn't finish it, you'll be asked if you want to continue that game which was saved on the disk. Use ← or → to highlight **Yes** or **No** and press ↵ Enter to select it. If you select **Yes**, you'll start the game where you left off in the previous game. If you select **No**, you'll start a new game and any points you earned in the saved, unfinished game will be lost.

2. If you chose **Regular Game**, read the message on the screen and press ↵ Enter again to start the game. If you chose **Customized Game** or **Customized Drill for Skill**, a customization screen appears. See *Customizing the Game* and *Playing Drill for Skill* in the next chapter for more information. If you win the full game, the points you earn in this game will be added to your lifetime score.

USING THE MENU BAR

When you play a game or Drill for Skill, you'll see the menu bar at the top of your screen. From the menu bar, you can get help; see your lifetime score, rank, and the 10 highest game scores; choose to play another game and start a new player; exit the program; and turn off or on new user messages, the music, the sound, and the calculator. (Not all of these options are available in Drill for Skill.)
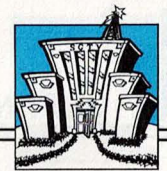
To make a selection from the menu bar:

1. Press the function key F1, F2, or F3 that appears on the menu bar to select that menu. A menu appears with more choices.
2. Use ↓ or ↑ to highlight the choice you want and press ↵ Enter to select it.
3. To leave a menu and return to the game, press Esc.

Help

Select **Help** (press F1) when you want help using the program. Select the topic you want from the Help menu and read the information that appears on the screen. If there is more information on that topic, press ↵ Enter to select **See Next Page**. To go back, select **Go Back a Page**. To get help on other areas of the program, press F1 or select **Done** to see the Help menu again. When you are finished, select **Done** to go back to the Help menu or press Esc to go back to the game.

```
Help  F1
─────────────────────
Using the Keyboard
Playing the Game
Capturing Secret Code
Collecting Clues
Using the Calculator
Winning the Game
Moving Up in Rank
Playing Drill for Skill
─────────────────────
  (Esc) to Go Back
```

File

Select **File** (press F2) when you want to see the lifetime scores and the high game scores, play another game, start a new player, or exit the program. When you play Drill for Skill, the lifetime scores and high game scores are not available, so you will not see them listed on the File menu.

```
File  F2
─────────────────────
Lifetime Scores
High Game Scores
Play Another Game
Start New Player
Exit and Save
─────────────────────
  (Esc) to Go Back
```

Choose **Lifetime Scores** to see the total scores of all the current club members and their ranks. Your score in a current game will not be added to your lifetime score until you win the game. Choose **High Game Scores** to see the ten highest scores ever earned in single games by club members who have played using your disk.

Choose **Play Another Game** when you want to stop the game you are currently playing. If you are playing the full game, you will not be able to save your game score, so the program will ask if you really want to start a new game. Select **Yes** if you do or **No** if you change your mind. If you select **Yes**, you will then see the game menu.

Choose **Start New Player** when you want to stop the game you are currently playing and let someone else play. In the full game, your game, score, and rank will be saved so that the next time you play, you can continue the game where you left off. In Drill for Skill, your customized settings are saved and will be displayed the next time you play. When you are asked if you want to start a new player, select **Yes** if you do or **No** if you change your mind. If you select **Yes**, you will then see the Club Member Sign-In.

Choose **Exit and Save** in the full game or **Exit the Program** in Drill for Skill when you want to stop playing *OutNumbered!* When you are asked if you want to exit the program, select **Yes** (or **No** if you change your mind). When you leave the program from the full
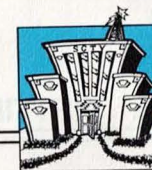
game, your game is saved where you left off. The next time you sign in, you will be asked if you want to continue this game or start a new one. When you leave the program from Drill for Skill, your customized settings are saved and will be displayed the next time you play.

Options

Select **Options** (press F3) when you want to turn off and on new user messages, the music, the sound, or the calculator. When you play Drill for Skill, new user messages and the calculator are not available, so you will not see them listed on the Options menu.

```
Options F3
New User Messages
Music
Sound
Calculator
(Esc) to Go Back
```
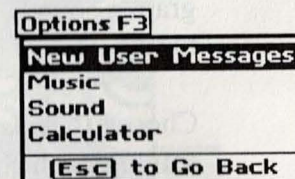
When you start *OutNumbered!*, the music and sound are on. In the full game, new user messages pop up for players ranked as Trainees and the calculator is displayed when solving math challenges. When you make a choice from the Options menu, you will be asked if you want the option on or off. Select **No** to turn an option off. Select **Yes** to turn it on.

Choose **New User Messages** to turn the messages off or on. These messages are special prompts and hints that appear on the screen from time to time to help new players learn how to play the full game. The messages appear automatically only at the Trainee rank. If you want to see them at higher ranks, you can turn them on again.

Music

Do you want the
Music on?

[Yes]   **No**

[Esc] to Go Back

Choose **Music** to turn the music off or on. If you turn the music off, you will still hear some special sound effects.

Choose **Sound** to turn all the program's sounds, including the music, off or on. If you turn the sound off, the game is completely quiet.

Choose **Calculator** to turn the calculator off or on for solving math challenges. If you turn the calculator on, you'll see it when math challenges are displayed and can use it to help you solve them. If you turn the calculator off, you'll need to solve math challenges with pencil and paper or in your head and then type your answers in the answer box.

2

Playing the Game

A STRANGE THING HAPPENED when the folks of Shady Glen sat down to watch the evening news. The grinning face of the Master of Mischief flashed across the screen, then everything went blank. The Super Solvers Club is out to find the Master of Mischief and put a stop to his nonsense, but it won't be easy. With Telly and LiveWire to help him, you're *outnumbered* before you begin! And time itself is running out. Better turn the page and get your instructions from the club . . . before it's too late!
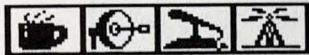
TV TAKEOVER!

News Flash!
This just in: The Master of Mischief is trying to take over SGTV, the Shady Glen TV station. Blackouts of regular TV programs are being reported, and power problems are widespread. The puzzled people of Shady Glen are demanding help from the Super Solvers Club—the best thinkers and problem solvers around.

We go now to Shady Glen to report live from the Super Solvers Club headquarters where club members are receiving their final instructions.

"We know that the Master of Mischief is hiding out somewhere inside the TV station. The only way to find him is to beat him at his own game: numbers. By solving his math challenges in each room, you'll collect clues to help you figure out if his hideout is in that room. Some of his challenges are tricky, so think carefully and use your calculator, if you choose. And remember club rule number 1: **Check your answers!**

"We also know that the Master of Mischief is not alone. Together with Telly the robot and LiveWire the electric cord, he has you *outnumbered!* Luckily, you've been trained in acrobatics, so you can outjump and outrun Telly and LiveWire. But when things get hot, you'll need to use your zapper. One zap will make LiveWire disappear and sometimes Telly, too. But there's more to Telly than

meets the eye. This robot carries secret code that will help lead you to the Master of Mischief's hideout. To capture pieces of code, use your zapper when Telly is lit up and then answer the drill questions that appear in Telly's belly. But watch your step. Telly can't always be trusted! So keep in mind club rule number 2: **Stay alert!**

"Whenever you want to think things through and see how you're doing, use your decoder. It will show you all the clues and secret code you've collected. Not only will you be safe from Telly, LiveWire, and the Master of Mischief himself, but the clock will stop and you'll have plenty of time to study your findings. So use your decoder often, and don't forget club rule number 3: **Think before you act!**

"And one more thing. If you follow the rules, you'll score a lot of points and save the TV station. And when you earn the rank of Champion, you'll have a chance to turn the tables on the Master of Mischief!

"Everything you need to know is right here in this guide. Guard it with your life. If the Master of Mischief gets it, you're lost and so is SGTV. And just so you know what to do, there's a game plan on the next page you can carry with you.

"Ready? Then get going. You've got a challenge ahead of you!"

The Game Plan

- **Look for math challenges** in the rooms by moving up to maps, charts, monitors, and other interesting objects. Solve the math challenges carefully to collect clues about the rooms.
- **Zap Telly with your zapper** to protect yourself and to capture secret code that will help you find the Master of Mischief's hideout.
- **Use your decoder often** to study the room clues and secret code you've collected. Match the room clues to the secret code to find out which room the hideout is in.
- **Watch the clock and energy meter.** The clock starts at 9:00 PM and runs until 12:00 midnight. At midnight, it's all over. The energy meter starts half full. When you get low, find the energy supply and get more energy for your zapper.
- **Earn high scores** by solving math challenges and answering Telly's drill questions, keeping extra energy in your zapper, avoiding crashes with Telly and its tricks, zapping LiveWire before it charges you, collecting your clues and secret code quickly, and finding the Master of Mischief's hideout before midnight.

MOVING AROUND THE TV STATION

You have a whole TV station to explore—two full floors of rooms—and not much time to do it. So getting around the TV station quickly is important, especially with Telly and LiveWire on your tail! Here are some hints on ways to move to stay out of trouble and make good time.

To move left and right:
- Press ⬅ and ➡. Hold the key down to continue walking in that direction.

To flip and move left and right quickly:
- Press ⬆ ⬅ or ⬆ ➡ at the same time. You can also leap over Telly and LiveWire using these keys.

To open a door, use the elevator, find a math challenge, get energy, or jump up when Telly throws something at you:
- Press ⬆.

"Better remember which rooms you've already explored and which ones you still need clues for. (If you don't remember, use your decoder.) Searching the same hallways and rooms again wastes time and gives Telly and LiveWire a better chance to play their tricks on you!"—
*Don, Senior, **Super Solvers Club Member***

ENCOUNTERING TELLY AND LIVEWIRE

You'll soon discover that the Master of Mischief's helpers can be very tricky. LiveWire can be quite shocking, and Telly is known for throwing such tricks as laser beams, bolts of energy, and even compact discs. But Telly can also help you. If you know how to deal with these two, you'll save time and score more points. Whenever Telly or LiveWire appears on the screen, you can use your zapper, answer Telly's drill questions if they appear, or stay out of harm's way.

Using Your Zapper

Probably your best defense against Telly and LiveWire is your zapper. When your zapper's energy touches Telly when its belly isn't lit, Telly will disappear. But if Telly's belly is lit up (red on color monitors), you'll be given drill questions to answer. (See *Answering Drill Questions* below.) When energy from your zapper touches LiveWire, it will disappear for a while and leave you alone.

You'll need to be careful with the energy in your zapper. You lose some whenever you use your zapper or run into Telly or LiveWire. Although you can get more energy from the energy supply in the hall, you'll need to solve a new math challenge first. Otherwise, the machine may be empty. At the end of the game,

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you'll get bonus points for any energy left in your zapper, so keep an eye on the energy meter. (See *Scoring and Ranking*.)

To use your zapper:
- Press [Spacebar]. If its energy beam hits Telly (with an unlit belly) and LiveWire, they will disappear and stay out of your way for a while.

To get more energy:
- Find the energy supply and press [↑]. If the machine is empty, solve a math challenge and come back and try again.

> "Don't be afraid to get close to Telly or LiveWire. If you're too far away, your zapper won't reach. But then again, if you get too close, you might get bopped!"—*Betsy, Junior,* **Super Solvers Club Member**

> "Whenever I solve a math challenge, I'm always on the lookout for the energy supply, even if I'm not running low. That extra energy is worth a lot of points at the end of the game!"—*Jerry, All-Star,* **Super Solvers Club Member**

Answering Drill Questions

When you zap Telly when its belly is lit up (red on color monitors), you'll need to answer math drill questions. If you do a good job, you will capture a piece of secret code that can help you find the Master of Mischief. You'll also score 50 points for every question you get right and 100 points for each piece of code.

The number of drill questions you get each time you zap Telly depends on your rank. You can only miss one question and still capture a piece of secret code.

Rank	Drill Questions Given	Correct Answers Needed
Trainee and Junior	4 questions	3 answers
Senior and Pro	6 questions	5 answers
Expert and Master	8 questions	7 answers
All-Star and Champion	10 questions	9 answers

As you move up in rank, the drill questions become more difficult. You can change the type and range of drill questions you get by customizing the game. (See *Customizing the Game*.)

To answer a drill question:
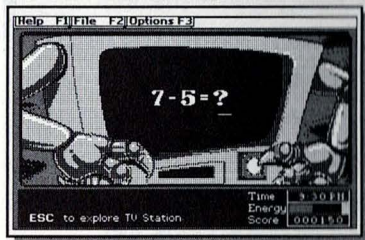
1. Press Spacebar to zap Telly when its belly is lit up. You'll get a close look at Telly's screen and the first drill question.

2. Answer the drill question by using the number keys on your keyboard. Work as quickly as you can, since the clock ticks on. If you make a mistake, press Backspace or Del to erase and try again. If the answer is greater than 9, type in the numbers from left to right. Then press ↵ Enter. If your answer is correct, you'll get another question. If it is incorrect, the correct answer appears before the next question comes up. If you miss more than one question, you'll need to catch Telly and try again later. If you get all of the answers right or all but one of them, Telly gives you one of four pieces of secret code. It is quickly saved in your decoder.

> "If Telly trips you up on drill questions, play a few rounds of Drill for Skill. The extra practice will make you unbeatable!"—*Molly, Master,* ***Super Solvers Club Member***

Dodging Danger

Since Telly and LiveWire are charged with electricity, you'll want to avoid crashing into them at all costs. Each crash will cause you to lose energy from your zapper. You'll also have to look out for flying objects–things thrown by Telly to scare you into leaving the TV station. Not only will each trick knock you down and make you dizzy, you'll lose 15 minutes off the clock.

These mischief makers are tough. So here are a few tips on how to stay out of their way.

To stay clear of Telly and LiveWire:

- Jump over them with a flip by pressing ↑ ← or ↑ → . These keys will also help you outrun Telly and LiveWire.
- Duck into a room or elevator by pressing ↑ .

- If LiveWire is after you or Telly throws a trick at you, jump up to avoid it by pressing ↑ .

"When Telly's belly is not lit up, it's better to dodge than zap. Otherwise, you'll just be wasting your energy!"—*Stewart, Junior, **Super Solvers Club Member***

"Flipping over Telly and LiveWire is a great trick when it works, but be careful! It works fine with LiveWire, but you could easily crash right into Telly!"—*Lisa, Champion, **Super Solvers Club Member***

SOLVING MATH CHALLENGES FOR CLUES

Next to videos of his baby pictures, the Master of Mischief's favorite thing is numbers. The numbers on the game show spinner, the speed of video tapes, and the temperatures on the newsroom map are all fair game for this math whiz. But you can stop this showoff in his tracks with your own math skills. Just solve the math challenges (the word problems) the Master of Mischief has left for you in the rooms, and you'll get the room clues you need to find his hideout.

Take all the time you need to read and solve the math challenges. If you like, you can use the calculator to help you. The clock stops while you are working and Telly and LiveWire won't come near you. For every answer you get right on the first try, you'll score extra points. But if you miss, try again. You'll still score points for solving the challenge. (See *Scoring and Ranking.*)

Every room in the TV station has four clues. The number of room clues you get each time you solve a math challenge depends on your rank. The number of challenges in each room also depends on your rank.

Rank	Room Clues per Challenge	Challenges per Room
Trainee, Junior, Senior, and Pro	4 clues	1 challenge
Expert, Master, All-Star, and Champion	2 clues	2 challenges

As you move up in rank, you'll need to solve more math challenges in each room to collect all the clues. And the math challenges become more difficult. You can change the type of problems you get by customizing the game. (See *Customizing the Game.*)

> "When you can't find any math challenges in a room, don't worry. It probably means that you've already collected all the clues for that room. Go to your decoder to find out."—*Tommy, Expert,* **Super Solvers Club Member**

To solve a math challenge:

1. Search the rooms of the TV station for maps, charts, monitors, and other interesting objects. Press [↑] to see if the Master of Mischief has left a math challenge there.

2. When you find a math challenge, read it carefully and think it through. The clock stops when you're working, so take your time solving the problem. If you like, use the calculator to help you complete the answer. (See the instructions on the next page for using the calculator.)

3. When you think you've solved the challenge, check your answer. If you are using the calculator, press [↵ Enter] when the answer is displayed. If you are not using the calculator, type the answer in the answer box using the number keys on the
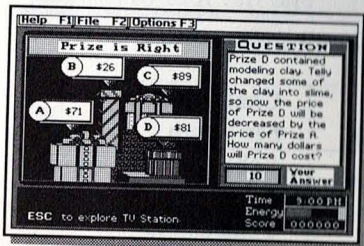
keyboard and then press [↵ Enter]. (If you're using a numeric keypad, you won't need to press [Num Lock] to type numbers.) If your answer is right, you will earn points and collect clues about the room. If you are wrong, press [↵ Enter] and try again. If you miss a second time, press [↵ Enter] to get a hint and try again. If you miss a third time, the correct answer appears and you won't earn any points. But you'll still collect clues about the room.

4. Press [Esc] to go back to the TV station.

> "If you're not sure of your answer, work the problem again before pressing [↵ Enter]. You'll get the most points for getting the answer right the first time."—*Vanna, Pro,* **Super Solvers Club Member**

Using the Calculator

Once you've figured out what information you need and know how to set up the problem, you've done the hard part of solving the math challenge. Then you can use your calculator to find the answer fast. You won't lose any points or time for using it, and it may save you from making arithmetic mistakes.

You can do just about everything with the calculator except four things:

- You can't type or calculate numbers larger than 9999.

- You can't type decimals or use answers from the calculator that are not whole numbers. If the answer to a division problem is not a whole number, the calculator displays an "r" to tell you there is a remainder.
- You can't type or calculate numbers that are negative. That means you can't subtract a larger number from a smaller one.
- You can't divide a number by zero.

To use the calculator:

1. When a math challenge is displayed on the screen, the calculator appears in the lower right corner of the screen. (If you don't see the calculator, press F3 and make sure the calculator is turned on.)

2. Type the first number you want to work with by pressing the number keys on the keyboard. If you make a mistake, press Backspace or Del to erase and try again. Then press + to add, - to subtract, * to multiply, or / to divide. (You may need to hold down Shift while pressing these keys to get the symbol you want.) The symbol will show on the calculator.
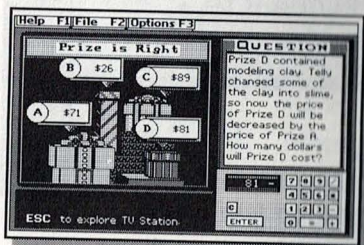
3. Type the next number you want to work with. Then press = (or E for Equals) to calculate the answer. If you are working with more than two numbers, press +, -, *, or / and then type the next number and press = again.

4. If the answer that appears in the calculator doesn't seem right, press C to clear it and start over. When you're ready, press ↵ Enter to see if your answer is right.

> "Watch out when using the calculator to solve math challenges at the volume machine in the Sound room. The answer you calculate is not the answer to the question. After calculating the new volume level, press C to clear (erase) the answer shown on the calculator. Then type in the number that answers the question and press ↵ Enter ."—*Alexander, All-Star, **Super Solvers Club Member***

FINDING THE MASTER OF MISCHIEF'S HIDEOUT

The Master of Mischief is quite a whiz at math, so he's eager to challenge your math skills. He'll find out how good you are at solving problems to uncover room clues and capture secret code from Telly, and whether you can use them to find his hideout. When he also finds out how sharp your thinking skills are, he'll know his days are numbered!

Your decoder shows you all the room clues and pieces of secret code you've collected so far. By studying your findings and thinking things through, you'll be able to figure out which room the Master of Mischief has his hideout in. So take some time to look things over. The clock stops when you're using your decoder, and Telly and and LiveWire won't bother you.

Using Your Decoder

After you've solved a math challenge or succeeded in answering a set of Telly's drill questions, use your decoder to see the room clues and secret code you've collected. To find the room where the Master of Mischief has his hideout, you'll need to compare the secret code objects you've captured from Telly with the room clue objects you've collected in each room. The rule for matching the secret code to the room clues depends on your rank.

Rank	Match Rule	If the Secret Code is:	The Hideout Room Clue is:
Trainee, Junior, Senior, Pro	Same objects, same pattern		
Expert, Master	Same objects, different pattern		
All-Star, Champion	Different objects, same pattern		

"I use my decoder to see if I have enough clues and secret code to decide which room the Master of Mischief has his hideout in."— *Sarah, All-Star, **Super Solvers Club Member***

To use your decoder:

1. Press [Tab] to use the decoder. You'll see all the room clues you've collected so far for each room and all the pieces of secret code you've captured from Telly.

2. Press [→] or [←] to highlight the Match Rule button and press [↵ Enter] to select it. You'll then see the rule to use to match the secret code to the room clues. Press [↵ Enter] when you're ready to continue.
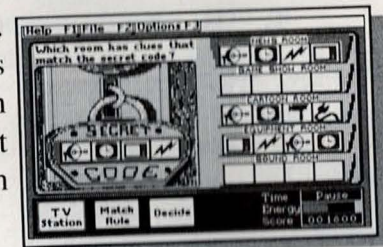
To return to the TV station:

1. Press [Esc], or press [←] to highlight the TV Station button and press [↵ Enter] to select it.

Making Decisions about Rooms

As you look at your decoder, you'll see right away that some of the rooms can't be where the Master of Mischief has his hideout–one or more of their clues won't match the secret code. You'll also find some rooms where his hideout might be, but you'll need more room clues or pieces of secret code to find out for sure. Once you've collected enough pieces of code and enough clues to figure out where the Master of Mischief's hideout is, you're ready to make a decision.

To make a decision:

1. Use your decoder to study your secret code and room clues. You need either all four pieces of code and at least one set of room clues, or all five sets of room clues and at least one piece of secret code before you can make a decision.

2. When the clues of one room match the secret code, press ↓ or ↑ to move the highlight (red on color monitors) to the clues for that room .

3. To make a decision about that room, press → to highlight the Decide button. Then press ↵ Enter to select it. You will be asked if that is the room where the Master of Mischief has his hideout.

4. Select **No** if you changed your mind or aren't sure about the room. Select **Yes** only when you are sure that that room is where the Master of Mischief's hideout is.

> "I figured out which room the Master of Mischief had his hideout in without even having all the clues for that room! When I saw that all the other rooms had at least one clue that didn't match the secret code, I knew the room with the missing clue had to be the Master of Mischief's hideout."—*Becky, Master,* **Super Solvers Club Member**
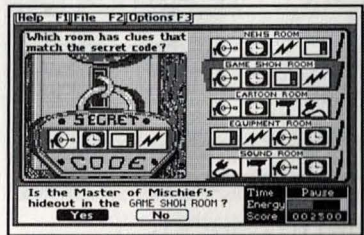
When you select **Yes**, you'll be warned that if you continue, the game will be over whether you are right or wrong about the room. If you change your mind about continuing, select **No** to go back to your decoder. If you select **Yes** to continue, you'll return to that room and see if the locked door inside opens. You'll soon learn if you've found the Master of Mischief's hideout.

If you're right, you'll score bonus points for any extra time and energy you have, and for finding the right room. (See *Scoring and Ranking*.) The points you win will be added to your lifetime score and saved on the disk. When you reach the rank of Champion, you'll get to turn the tables on the Master of Mischief. If you're wrong, you won't get to keep your points from this game, but you can always play again.

SCORING AND RANKING

How are you doing against the Master of Mischief? Are you doing as well as the other members of the Super Solvers Club? You can find out at any time by looking at your scores and rank.

Scoring

Every time you win a game, your new game score is added to your lifetime score and saved on disk. The 10 highest scores ever earned in a single game by club members using your disk are also saved on disk.

To see your scores during a game:

■ Press F2 to see the File menu. Then select **Lifetime Scores** to see your total score and the total scores of other current club members.
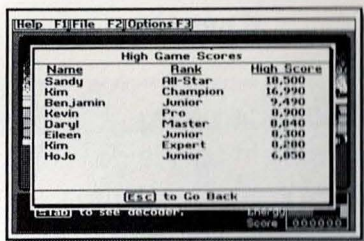
Select **High Game Scores** to see the all-time highest single-game scores made by any members using your disk. (The points you've earned in a current game will not be listed until you win the game.)

■ To see your current game score while playing a game, just look at the score box in the lower-right corner of your screen.

To see your lifetime score at the end of a game:

■ When you win a game, your rank and lifetime score appear on the on-screen trophy.

The best way to get a high score is to solve the math challenges correctly on the first try. But even if you don't, you'll still score points for solving challenges on the second or third tries. Another way to increase your score is to get bonus points at the end of the game. You'll get bonus points for having extra energy in your zapper, for having time left over on the clock, and for winning the game. The number of points you get for each depends on your rank.

POINTS EARNED

RANK	Room Clues			Extra Energy (per unit)	Extra Time (per minute)	Winning the Game
	1st Try	2nd Try	3rd Try			
Trainee Junior	300	200	100	100	25	1000
Senior Pro	300	200	100	150	35	2000
Expert Master	600	400	200	300	50	3000
All-Star Champion	600	400	200	400	60	5000

Another way to get a high score is to answer Telly's drill questions correctly. No matter what your rank is, you'll score 50 points for every drill question you get right. And you'll earn an extra 100 points for each piece of secret code you capture from Telly.

Ranking

As you earn more and more points, you'll move up to higher ranks. And finding the Master of Mischief's

hideout becomes more and more difficult. As you move up in rank, the rule for matching secret code to the room clues will be harder, Telly and LiveWire will appear more often, Telly will throw more tricks at you, and the math challenges and drill questions will become more difficult. In addition, Telly and LiveWire will move faster, you'll need to answer more drill questions to capture secret code from Telly, and you'll need to solve more math challenges to get all four clues for each room.

Here's what you can expect as you move up in rank.

RANK	Points Needed	Telly and LiveWire Speed	Number of Drill Questions per Set	Number of Math Challenges per Room
Trainee	0	Slow	4	1
Junior	5,000	Slow	4	1
Senior	30,000	Medium	6	1
Pro	60,000	Medium	6	1
Expert	120,000	Medium	8	2
Master	200,000	Medium	8	2
All-Star	300,000	Fast	10	2
Champion	500,000	Fast	10	2

CUSTOMIZING THE GAME

If you like, you can customize the game so you can play it with the type of math problems you select. It's a good way to practice math skills that you need help with; but depending on your settings, the math challenges and drill questions may not have as much variety as in the regular game.

A customized game can be saved on disk just like a regular game, but with the problem-type settings you select. The points you win in the game are also saved on disk and added to your lifetime score, allowing you to move up in rank.

When you customize a game, you can change the problem type of the game's math challenges and drill questions in four ways.

■ **Level.** Choose one of four levels of difficulty for the math challenges and drill questions. When you choose a math level, the default settings for that level appear for all the other options. The default settings relate to the math level associated with the following ranks.

Rank	Math Level
Trainee and Junior	1
Senior and Pro	2
Expert and Master	3
All-Star and Champion	4

- **Type of Problems.** Choose from any of four math operations for the math challenges and drill questions: addition, subtraction, multiplication, and division.

- **Numbers Used in Drill Problems.** Choose any numbers from 0 to 12 to be used in Telly's drill questions. (You should choose at least one number besides 0 to have meaningful problems, and more numbers to have variety in the problems.)

- **Format of Drill Problems.** Choose any of three problem formats to be used in Telly's drill questions: $3 + 5 = ?$, $? + 5 = 8$, and $3 + ? = 8$.

> "I used to have trouble remembering my multiplication facts. Then I signed in under a fake name—MULTIPLE—and customized the game so I got only multiplication and division problems. Now I know my multiplication facts inside out!"—*Paul, Expert,* **Super Solvers Club Member**

To customize a game:

1. Select **Customized Game** from the game menu. If you didn't finish your last game, you'll be asked if you want to finish it before customizing a new one. If you decide not to play the unfinished game, any points you earned in that game will be lost. If the last game you played was a regular game, the customization screen appears and shows the default settings for the math level that goes with your current rank. (See *The Default Settings* on the next page.) If your last game was a customized game, the customization screen shows the settings used in that game.

2. To change the settings on the customization screen, press ↓, ↑, ←, or → to highlight the option you want to change. (Press Tab to move between groups of settings.) Then press ↵ Enter to change it. If the option was checked, it becomes unchecked. If the option was unchecked, it becomes checked.

```
Customize Game Settings
Select settings for level:
⦿1      ○2      ○3      ○4 (selects all)
Type of Problems:
☒Addition              ☐Multiplication
☒Subtraction           ☐Division
Numbers Used in Drill Problems:
☒0    ☒1    ☒2    ☐3    ☐4
☒5    ☐6    ☐7    ☐8    ☐9
☐10   ☐11   ☐12
Format of Drill Problems:
☒3+5=?   ☐?+5=8   ☐3+?=8
[OK]                        [Undo]
```

3. Continue changing all the option settings you want. Select the Undo button if you want to return to the original settings. Select the OK button when you're ready to start the game using the displayed settings.

The Default Settings

The chart below shows the default settings for the customization options at each level. Notice that at level 4, all problem types, all numbers from 0 to 12, and all the drill formats are selected.

Math Level	Problem Type	Numbers Used in Drill Questions	Drill Format
1	Addition (easy) Subtraction (easy)	0 1 2 3 4 5	3 + 5 = ?
2	Addition (hard) Subtraction (hard)	0 1 2 3 4 5 6 8 10	3 + 5 = ? ? + 5 = 8 3 + ? = 8
3	Addition (hard) Subtraction (hard) Multiplication (easy) Division (easy)	0 1 2 3 4 5 6 7 8 9 10	3 + 5 = ?
4	Addition (hard) Subtraction (hard) Multiplication (hard) Division (hard)	0 1 2 3 4 5 6 7 8 9 10 11 12	3 + 5 = ? ? + 5 = 8 3 + ? = 8

PLAYING DRILL FOR SKILL

Would you like to practice some of your math facts? Then play a few rounds of Drill for Skill and sharpen your math skills. With a little practice, you may even beat the Master of Mischief at his own game!

Drill for Skill is very much like Telly's drill questions in the full game, but Drill for Skill keeps track of the number of questions you've tried and the number you answered correctly. And unlike the full game, you won't earn any points, so your rank won't change.
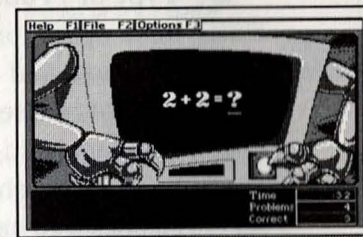
When you play Drill for Skill, you can change the problem type of the drill questions in four ways.

■ **Number of Problems in Each Set.** Choose one of four sizes of problem sets: 5, 10, 15, or 20 problems per set. The very first time you play Drill for Skill, the setting for the number of problems in each set relates to the math level associated with your rank in the game. The settings of the other options are the same at that level as those shown for the game in *The Default Settings* on the previous page.

Rank	Math Level	Problems per Set
Trainee and Junior	1	5
Senior and Pro	2	10
Expert and Master	3	15
All-Star and Champion	4	20

- **Type of Problems.** Choose from any of four math operations: addition, subtraction, multiplication, and division.
- **Numbers Used in Drill Problems.** Choose any numbers from 0 to 12 to be used in the problems. (You should choose at least one number besides 0 to have meaningful problems, and more numbers to have variety in the problems.)
- **Format of Drill Problems.** Choose any of three problem formats to be used in the problems: $3 + 5 = ?$, $? + 5 = 8$, and $3 + ? = 8$.

To play Drill for Skill:

1. Select **Customized Drill for Skill** from the game menu. If you haven't played before, the customization screen appears with the default settings for the level of difficulty that goes with your current rank in the game. If you have played before, the customization screen appears with your current settings.

2. To change the settings on the customization screen, press ↓, ↑, ←, or → to highlight the option you want to change. (Press Tab to move between groups of settings.) Then press ↵ Enter to change it. If the option was checked, it becomes unchecked. If the option was unchecked, it becomes checked.
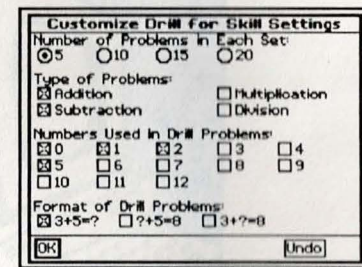
3. Continue changing all the option settings you want. Select the Undo button if you want to return to the original settings. Select the OK button when you're ready to play using the displayed settings. The first drill question in the set appears.

4. Answer the drill question by using the number keys on your keyboard. (If you're using a numeric keypad, you won't need to press Num Lock to type numbers.) Work as quickly as you can, since the clock ticks on. If you make a mistake, press Backspace or Del to erase and try again. Then press ↵ Enter. If your answer is correct, you'll get another question. If it is incorrect, the correct answer appears before the next question comes up.

5. Continue answering sets of questions until you're ready to play the full game or want to stop.

3

Quick References

N EED ANY MORE INFORMATION on using the program? Then use this part of the user's guide to look things up and get help when you need it. You'll find a complete list of special keys and how they work. And if you have any problems using the program, go to *Troubleshooting* for possible solutions. When you need help fast, go to the *Index* at the back of this guide to find what you're looking for.

SPECIAL KEYS

EXPLORING THE TV STATION

KEY	FUNCTION
← or →	Moves you left or right. Hold the key down to move continuously.
↑	Opens a door, operates the elevator, moves you up to a math challenge, operates the energy supply, and makes you jump up when Telly is near (if you are not in front of a door or the energy supply).
↑ ← or Home	Flips you up and moves you to the left quickly.
↑ → or Pg Up	Flips you up and moves you to the right quickly.
⊢← →⊣	See Tab .
↵ Enter	Removes new user messages from the screen.
Esc	Lets you stop the game and exit the program.
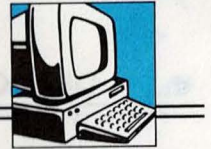
Exploring the TV Station—continued

KEY	FUNCTION
Return	See ↵ Enter .
Spacebar	Zaps Telly and LiveWire and makes them disappear; when Telly's belly is lit up, makes math drill questions appear.
Tab	Displays the decoder.

WORKING MATH CHALLENGES AND DRILL QUESTIONS

KEY	FUNCTION
↑	Moves you up to a math challenge.
Backspace or Del	Erases the last number or symbol you typed.
C	Clears all the numbers and symbols you typed in the calculator.
↵ Enter	Enters your answer to a math challenge or drill question; displays a hint if your second answer was wrong in a math challenge.
Esc	Takes you back to the TV station.

Working Math Challenges and Drill Questions—continued

KEY | **FUNCTION**

Shift — Lets you type the + or * symbol on keyboards that don't have a numeric keypad.

+ — Adds the next number you type in the calculator.

- — Subtracts the next number you type in the calculator.

* — Multiplies by the next number you type in the calculator.

/ — Divides by the next number you type in the calculator.

= or E — Calculates the answer to the math problem you typed in the calculator.

USING YOUR DECODER

KEY | **FUNCTION**

← or → — Cycles through the buttons at the bottom of the screen.

↓ or ↑ — Cycles through the sets of room clues shown in the decoder.

↵ Enter — Selects a highlighted button.

Esc — Takes you back to the game.

USING THE MENU BAR

KEY | **FUNCTION**

← or → — Cycles through the menus.

↓ or ↑ — Cycles through the menu choices.

Ctrl S — Turns the sound off or on in the program.

↵ Enter — Selects a highlighted menu choice.

Esc — Takes you back to where you were in a menu or the TV station.

F1 — Displays the Help menu.

Using the Menu Bar—continued

KEY	FUNCTION
F2	Displays the File menu.
F3	Displays the Options menu.

SIGNING IN

KEY	FUNCTION
↓ or ↑	Highlights a name or **New Member** on the list.
↵ Enter	Selects a highlighted name or **New Member**; enters a name you type.
Backspace	Erases the last letter you typed when entering a name.
Ctrl R	Lets you remove a name from the list. These keys let you permanently erase a player's name, rank, and lifetime score from the disk.

CUSTOMIZING MATH PROBLEMS

KEY	FUNCTION
←, →, ↓, or ↑	Cycles through options on the customization screen.
↵ Enter	Changes a highlighted setting.
Esc	Takes you back to the game menu.
Tab	Moves you between one group of settings and the next on the customization screen.

TROUBLESHOOTING

INSTALLING THE PROGRAM

PROBLEM

1. When you try to copy the program to your hard disk, you see the message, "A hard disk is not available" even though you have one.

SOLUTION

- Make sure your hard disk is properly connected to your computer. If your hard disk is a separate unit, make sure it is turned on.
- If your hard disk doesn't have enough room for the program files, delete some files to make room for the program on your hard disk.
- If you started your computer with a DOS disk and have a hard disk set up by a disk manager, you will need to start your computer from the hard disk.

2. You see the message "Bad command or file name" when you type **SSO** at the C:> prompt (or other drive that is your hard drive) after you have installed the program.

If you install this program on the hard disk of a computer with a version of DOS lower than 3.0, one file may not have copied to the hard disk.

- Use the DOS command COPY to copy the file SSO.BAT from the program disk (Disk 1 if you're using 5.25" disks) to C:\ (or your hard drive).

USING THE PROGRAM

PROBLEM

1. You see nothing but a blank screen when you load the program.

SOLUTION

This may happen on some machines when you turn the monitor on *after* the computer.

- Start over. Be sure to turn on the monitor before you turn on the computer.
- If you are using a Tandy 1000 TL, SL, TL/2, or SL/2 computer with a monochrome (noncolor) monitor, you must press CTRL Alt Shift V at the same time when you start your computer. Also, when you start the program at the A:> prompt, you must type **SSOH** (the H is for **Hercules**) instead of just **SSO**. (See *Appendix B* for more special instructions for Tandy users.)
- If you are using a Tandy computer with a VGA monitor and graphics adapter, start the program by typing **SSO -E** instead of just **SSO**. (Don't forget the space after SSO.) This puts your computer in EGA emulation mode.

PROBLEM	SOLUTION
	• If you have two graphics adapter cards in your computer, you must tell the computer which one to use. When you start the program, type **SSO -E** (for EGA or VGA), **SSO -C** (for CGA), or **SSO -H** (for Hercules) instead of just **SSO**. (Don't forget the space after **SSO**.)
2. The game action is very slow.	If you have an EGA monitor running on an IBM XT or on any 8088 4.77 MHz Intel machine, the game will run slowly. The speed is limited by the rate at which the computer can process the information displayed on the screen. Computer performance can be upgraded by adding an accelerator board.
3. When using the program, you get a message that the disk is "write protected."	You need to remove the write protection from the disk. To do that: • on a 3.5" disk, slide the tiny plastic tab down to close the hole in the upper-right corner of the disk.

PROBLEM	SOLUTION
	• on a 5.25" disk, remove the write-protect tab (tape) from the notch in the upper-right corner of the disk.
4. The arrows on the numeric keypad don't work or the numbers on the numeric keypad don't work.	Keys that have a number and an arrow on them work as arrows in the game, but as numbers when you are answering math challenges or drill questions. If you press Num Lock , you will reverse the way they work. • Press Num Lock again.
5. You press = when using the calculator and you see the message, "You must type = before the calculator can do the next step of your problem."	If you are using an IBM PS/2 with a Space Saving keyboard (a short keyboard with only 84 keys and no separate numeric keypad) • press E instead of = . • To be able to use either = or E , whether you run the program from a floppy disk or hard disk, start the program by typing **SSO S** (for Super Solvers *Out Numbered!* Short keyboard) instead of SSO. Don't forget to type a space between SSO and S.

PROBLEM

6. The game stops suddenly while you are moving around with the arrow keys.

SOLUTION

Some Tandy computer keyboards have a HOLD or Pause key which you may have pressed by accident.

- Press [HOLD] or [Pause] again and continue playing.

If you have any questions, call our Customer Service Department at 1-800-852-2255.

AN EDUCATIONAL NOTE

Mathematical literacy is an essential component of a child's education. From basic arithmetic skills to the more complex tasks of analyzing, structuring, and then solving real-life word problems, numerical reasoning is as important to understanding science and technology as reading is to understanding literature. *OutNumbered!* offers a richly entertaining environment where children can master basic math facts, develop problem-solving strategies, and improve other important thinking skills. The unique game design promotes learning through play. Children develop skills necessary for success in school while gaining an early appreciation of math that will help them make sense of a complex technical world.

Basic Math and Problem Solving

OutNumbered! has been carefully designed to develop two complementary sets of math skills:

- Proficiency with the basic arithmetic operations of addition, subtraction, multiplication, and division.
- Proficiency with the analytical process of interpreting, structuring, and solving word problems.

To complete the full game, children must answer timed sets of drill questions that test their knowledge of the basic number facts; and they must solve word problems that make use of dynamic graphs, charts, maps, and other objects that reflect real-life contexts. The word problems are presented as challenges posed by the Master of Mischief in his attempt to take over the Shady Glen TV station. These challenges are found in

the rooms of the TV station and make use of objects associated with each room: for example, a weather map in the newsroom, a volume control in the sound room, and a line graph in the cartoon room.

The word problems (or math challenges) have been written using a sophisticated database structure that allows text and numbers to combine to create thousands of unique, realistic problems. All of the math challenges yield easy and hard problems for each of the four operations–addition, subtraction, multiplication, and division. As children improve their scores and achieve higher rankings, the level of problems, including the number and difficulty of the math operations, is automatically adjusted to offer greater challenge. (The chart in *Customizing the Game* shows how math levels correlate with the rankings.) However, special customization features allow the math content to be tailored to individual players' needs and skills. For example, the program can be customized for older children who can handle higher-level math problems but who are unfamiliar with other aspects of the game, or for younger children who have not yet been exposed to multiplication and division but who wish to move up through all of the ranks.

A special program feature, Drill for Skill, permits extensive practice of basic math facts. Because the range of numbers, the size of problem sets, and the operations can all be specified, Drill for Skill is an ideal forum for mastering homework assignments or preparing for quizzes. This option also allows younger children who have difficulty with word problems to "grow into" the product.

A calculator option has been provided to speed computation of word problems once the player has analyzed the question and the graphic and has set up the problem. Most math educators advocate such use of calculators in the elementary grades; it places proper emphasis on the process of solving problems and introduces children to the calculator as an important mathematical tool. (This option can be turned off and word problems can be solved more conventionally through use of pencil and paper or through mental computation.) Since there is no substitute for mastering basic math facts, the calculator is not available to players in drill-and-practice sets.

Using Thinking Skills

Each *OutNumbered!* game contains an overall problem that players must solve in order to win. Picture clues are awarded for solving math challenges, and similar picture pieces of secret code are collected after drill-and-practice sets have been successfully completed. These pictures are gathered and organized into patterns that must be analyzed for a particular type of match-up, leading to a conclusion about the location of the Master of Mischief's hideout. The complexity of the match-up increases as the level of math increases in the rest of the game. Over time, children will develop and refine unique strategies for winning the game.

Children use the following thinking skills while playing *OutNumbered!* Below, each thinking skill is followed by one specific example of its use in the game.

Gathering Information–The ability to notice and collect relevant information through observing external events and recalling information from memory. Players use this skill to interpret multicolumn charts and maps to solve math challenges.

Organizing Information–The ability to order and sort information for appropriate retrieval. Players organize numbers and operations during the structuring process of solving math challenges.

Analyzing Information–The ability to formulate questions about information, to recognize relationships between and among parts, and to discriminate between relevant and irrelevant points. Players practice this skill when they study their room clues to determine which rooms still need to be explored.

Drawing Deductive Conclusions–The ability to weigh supporting and conflicting evidence in verifying beliefs and assumptions. This skill is exercised when players compare room clues with the secret code to determine which room contains the Master of Mischief's hideout.

Math Facts

The math facts used in the program's drill questions include the following ranges of problems.

	From	To
Addition	0 + 0	12 + 12
Subtraction	0 - 0	24 - 12
Multiplication	0 x 0	12 x 12
Division	0 ÷ 1	144 ÷ 12

APPENDIX A:
HARD DISK INSTALLATION

If you have a hard disk (fixed disk), it is best to run the program from that hard disk. The installation procedure puts a copy of *OutNumbered!* on your hard disk. This procedure creates a special storage area, a directory, on your hard disk called TLC (for **T**he **L**earning **C**ompany) and another directory within that one called SSO (for **S**uper **S**olvers **O**utNumbered).

Before you continue, be sure you have made a backup copy of the disk(s) using the DOS command DISKCOPY. (See your DOS manual for instructions.)

To install the program on a hard disk:
1. When you see the C:> prompt (or another DOS prompt that identifies your hard disk), insert the program disk (Disk 2 if you're using 5.25" disks) in drive A.
2. Type **A:** and press ⏎ Enter .
3. Type **INSTALL** and press ⏎ Enter again.
4. Follow the instructions on the screen.

To start the program once you have installed it on your hard disk:
1. At the C:> prompt, type **SSO** and press ⏎ Enter .

APPENDIX B:
TANDY DESKMATE INSTALLATION

Whether you choose to run *OutNumbered!* from your hard disk or from the program disk(s) that came in the package, you can customize the DeskMate desktop to make starting the program quick and easy. By following the instructions below, you can create a special application list box for *OutNumbered!* This will allow you to start the program from the desktop just by selecting SSO (for **S**uper **S**olvers **O**utNumbered).

To customize the DeskMate desktop:
1. Insert the program disk in drive A.
2. Press [F7] to open the Desktop menu.
3. Highlight **Install** and press [↵ Enter].
4. When the Display menu appears with SSO (for **S**uper **S**olvers OutNumbered) highlighted, press [↵ Enter].
5. Use the arrow keys to position the dotted box where you want it to be. (This will be the application list box for *OutNumbered!*) Then press [↵ Enter] to place it.
6. Press [F7] again.
7. Highlight **Redefine** and press [↵ Enter]. The Redefine menu appears. If SSO is not already highlighted, highlight it.
8. Press [↵ Enter].
9. At the next Redefine menu, tab to the fourth box called Startup Directory.
10. Then, if you will be running *OutNumbered!* from
    - a floppy disk, type **A:** (or **B:**) and press [↵ Enter].
    - your hard disk, type **\TLC\SSO** and then press [↵ Enter].

Now you can start *OutNumbered!* by selecting SSO in the application list box.

NOTE: If you have a monochrome monitor, you will also have to use [F7] to "redefine" the program name to SSOH.BAT to run the program from DeskMate.

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> Fremont, CA 94555
> Attention: Disk Return Dept.

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CREDITS

Core Design Team

Kevin Howat, *Product Manager*
Collette Michaud, *Graphic Designer*
Darrell Fetzer, *Lead Programmer*

Design Support and Art

Mary Schenck Balcer
Tim Dunn, *Graphics*
John Jacobs
Diana James-Cairns
Joshua Marks
David Rubin
Gary Schenck
Paul Webb, *Music and Sound*

Educational Development

Elsa Leavitt
Judith Montgomery
Elizabeth Quigg
Leni Silberman
Jan Stevens

User's Guide

Janet Joers

Programming

The Learning Company
Howard Brunnings
Leonard Chan
Benjamin Elizer
Ron LaJeunesse
Eileen Oshiro
David Serduke
The Connelly Group
David Fredrickson
Paul Ho

Testing

Lesley Jackson, *Manager*
Bruce Guthrie, *Lead Tester*
Darren Atherton
Stephanie Bagnani

Advisory Panel

Gary Bitter, Ph.D.
Julie Ann Davies
Jean Haven
Pat Neu
Teri Perl, Ph.D.

THE LEARNING COMPANY

A leader in children's software, The Learning Company is dedicated to producing high-quality, engaging products that enrich the education of young people ages three and up. Our unique approach reinforces important subject areas, while helping to develop underlying thinking skills.

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The Learning Company's line features the new Super Solvers series, including the reading and thinking game *Treasure Mountain!* (ages 5 - 9), the deductive thinking and reading comprehension game *Midnight Rescue!* (ages 7 - 14), the math problem-solving game *OutNumbered!* (ages 7 - 14) and the strategy adventure game *Challenge of the Ancient Empires!* (ages 10 & up). The line also includes the award-winning *Reader Rabbit* (ages 3 - 7), *Math Rabbit* (ages 3 - 7), *Writer Rabbit* (ages 7 - 10), *Think Quick!* (ages 7 & up), and *The Children's Writing & Publishing Center* (ages 7 - 14).