START AT ANY LEVEL

Frank is Henry's loyal and trusted dog. Together they love to do lots of things, but what they enjoy most of all is math. In Counting on Frank, Henry and you can count on Frank to accompany you through your math adventures in Henry's hometown. Their latest adventure could land them in Hawaii!!! So play along and see what happens. To save your game select SAVE GAME from the options menu and enter in your name(Make sure to note this in your Journey Log) . Then click on QUIT to exist. To retrieve a saved game click on the OPTIONS tab from Henry's notepad and click on LOAD GAME, then click on your name.

BEGINNER

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To start, retrieve CD-ROM from the site coordinator. After inserting the disk, click on the Counting on Frankicon.

Select level 1 from Henry's notepad. Listen carefully to Mrs. Sherman, the store keeper, as she explains the contest. To search for clues move your cursor around until it becomes a Jellybean and click. By solving the math problem presented (you may use your screen calculator), you will uncover important clues! If you would want **help** solving a particular math problem, click on Frank's picture (on the top right hand corner of Franks notepad) and you will receive helpful hints. If you need a problem to be re-read click on the **book** icon on the top left of the notepad. After solving a problem you will receive a clue, which you need to place on the clues page. But wait your not done yet!!! IMPORTANT!! Now you will be taken back to the math problem where you click on the numbers in RED. This will give you the same problem but with different numbers in order to collect more clues. Change the numbers in **red** until they return back to the original numbers.

Note you can only save 12 clues on the clues pad. Keep only those that can not be eliminated!

To move from one location to another move your cursor until it becomes a hand directing you towards the exit. Or you can simply go to the options page in Franks notepad and jump from room to room by clicking on room to want to go to next.

Once you have collected all the necessary clues meet Ginger at the Club house, click on **Ginger's shirt** to make the Solutions tester appear.

This will allow Ginger and Henry to share clues. Click on the clues you want to include on the solutions tester. Numbers that are not correct will turn black while probable answers will remain red! To complete this level find all the clues and narrow your guesses down to 6 at most.

If you do not continue to GOOD or EXPERT Levels write a letter to the Wiz. Explain your adventure including 2 things you like and dislike about the game.

GOOD

To start the game read the instructions provided in the BEGINNER Level. To complete the GOOD Level ...

win the contest Hawaii!!Note: once you have your guess, return to the store and click on the jelly bean jar.

This will allow you to submit your guess!

Also, during your adventure with Henry and Frank you will come across 3 different math games. To complete the Good Level play all three of these games at Level 1; Geometron(win one game at checkerboard level), Math Machine (win at least two rounds) and Magic Number/(win at least two rounds) .

When your cursor turns into a single die, you have found a game. Click to enter the game. To get instructions on how to play click on the "?" option bottom present on the game.

Either continue to the EX-PERT Level or write 2 hints for the HINTS FOLDER .

EXPERT

To get started **refer** back to the instructions in the Beginner & Good level. (Important READ AU DIRECTIONS!!!)

To achieve EXPERT status simply win the trip to Hawaii (at Level 1) and play and win Geometron and Math Machine and Level 2 &3. Play and win 2 games of Magic Numbers at level 1.

When done write a letter to a **PenPal** describing the game and 2 strategies to how to win it!!!

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