

THE WIZARD OF ID'S  
**WIZMATH™**  
A MATH GAME FOR AGES 8 & UP



THE WIZARD OF ID'S  
**WIZMATH™**

Designed by  
Sydney Development Corp.

**TO PARENTS**

Wizard of Id's WIZMATH can help your children become real mathemagicians!

If you want to spend some quality time with your children, play WIZMATH with them. It's challenging and fun at all levels!

You and your preschool child can easily play on Floor #1. Just demonstrate how Spook moves blocks, and you're playing!

If your children are older, have them experiment with different Floors. Each teaches a different mathematical concept. Compete with each other, or race against the clock. Encourage your children to use the WIZMATH Guide and watch their knowledge grow. Then look on as they gain speed and accuracy in mathematics, from addition to algebra!

WIZMATH challenges the best and quickest minds. More importantly, it helps develop the best and quickest minds!



**PLAY YOUR OWN GAMES\***

**CREATE/SAVE A GAME\***

**INTRO TO VARIABLES\***

**BOOLEAN ALGEBRA**

**HEXADECIMAL NUMBERS**

**BINARY NUMBERS**

**ORDER OF OPERATIONS**

**PARENTHESES**

**EXPONENTIATION**

**DIVISION**

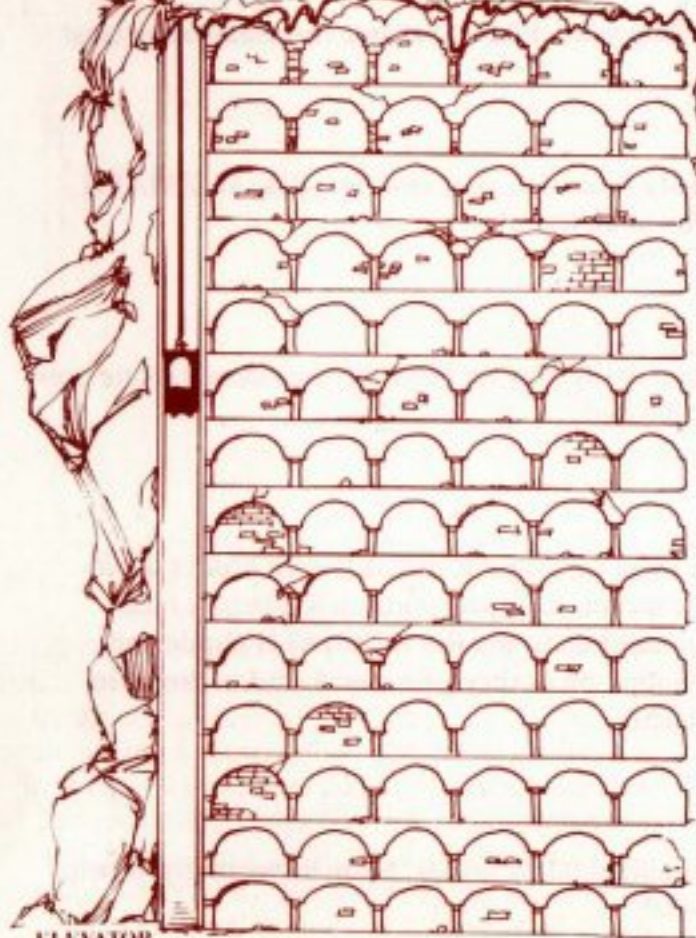
**MULTIPLICATION**

**SUBTRACTION**

**ADDITION**

**EQUALITY**

**\*not in all versions**



**ELEVATOR**

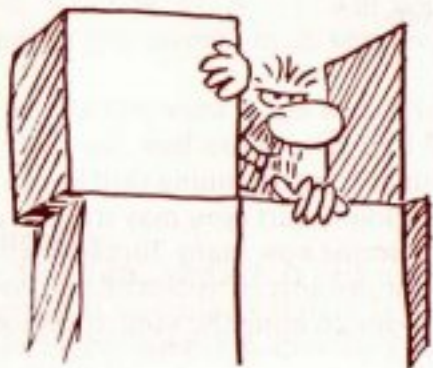
**1 2 3 4 5 6**

**SKILL LEVEL**

# WIZMATH™

Your Guide to Mathemagic!

by W. Edward Willy, PhD  
and Annette Childs



How-de-do! Call me Spook. I've escaped from my prison cell, and I'm on the run. If you're a mathemagician you can help me avoid the jailors as I search for a way out of the castle dungeon!

The Elevator provides a shortcut to the surface. But the closer I get to the top, the harder it is to avoid the jailors. Those dratted Turnkeys are eager to lock me up in my cell again. Maybe I'll just lay low for awhile, and quietly explore the lower floors.



Entering a dungeon cell from the left, I discover many blocks just lying around. A number or mathematical symbol is painted on each block. I just love to push blocks, so I shove one up against another. Lo and behold, I have created a mathematical equation! It's easier to move around now, because the blocks I used to make the equation just disappeared. This is FUN. I'll try another! I'll just kick that block into place and... hey! Not only did my second equation disappear too, but now a door has opened at the right side of the room. I move through the open doorway, and the adventure continues...



### GET READY...

Load WIZMATH by following the instructions on your Reference Card. After the title page appears, the program will ask, "How many players?" Up to six people may play WIZMATH at one time (some versions vary). Consult your Reference Card to learn how to enter the number of players.

The computer will ask your age, which determines your beginning skill level. WIZMATH will recommend on which floor you should start (you may start on a different floor if you wish). Your age will also determine how many Turnkeys will chase you at the start. Age also affects scoring—for instance, if you are 8 and your sister is 12, you will earn more points than she will for creating the same equations.

### GET SET...

The kingdom of Id's prison contains floor upon floor of adjoining cells crammed with giant blocks. By arranging them to form correct mathematical equations you can earn points and advance to the next, more challenging cell, learning as you go.



### GO!

Use a joystick or keyboard controls to move Spook around each cell. To create an equation, grab blocks and drag them, or simply kick them into place. (Read your Reference Card to learn how.) When enough blocks are used, a door will open on the right. You can go through it to discover another slightly more challenging room. Or you can exit to the left at any time to return to the elevator. You can then choose another floor if you want to practice another lesson (on anything from addition to algebra).

## STRATEGY

The object of WIZMATH is to create correct equations using the same as or equals (=) sign. For example, when you put together the blocks  $6 = 5 + 1$ , you are saying that 6 is the same as, or equal to,  $5 + 1$ . It's that simple!

Note that in some WIZMATH versions, combinations which give results larger than 99 or less than -9 at any stage of evaluation, such as the equation  $-8 + -5 + 12 = -1$ , will not work. The result after the first step is -13, a number not covered in all versions.

If you first want to get comfortable controlling Spook, tell WIZMATH you are 4 years old, and explore the first floor. There will be no Turnkeys to bother you.

### Turnkeys

The Turnkeys do their best to capture Spook as he wanders through the dungeon. The higher your skill level, the craftier they are. But there are ways to outwit them.



If you kick a block into a Turnkey, you'll knock him off his feet.

You can also trap a Turnkey. Surround him with blocks, and he can't move! This strategy works best if you use blocks you don't need right away.



### Scoring

A bonus clock keeps track of how fast your Spook correctly lines up blocks. Extra points are earned if Spook can quickly line up blocks and get through the right-hand door.

### Using the WIZMATH Guide

If you get stuck on a floor, you can find an explanation of the concept taught on that floor in the WIZMATH Guide. Consult the Floor Directory on page 6.

You may find that you need to go back to other floors as well. For example, in order to fully understand Binary Numbers, (Floor 9) you need to understand Position Values, which are first discussed on Floor 2.

The Wizard of Id's  
**WIZMATH™**

by Sydney  
Coleco Version  
**REFERENCE CARD**

### LOADING INSTRUCTIONS

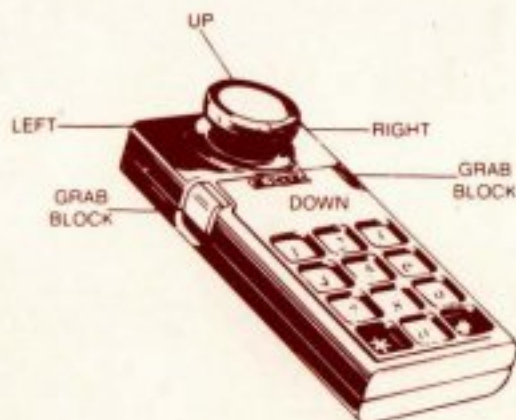
1. Remove any cartridges from the Colecovision unit.
2. Insert the WIZMATH™ ROM cartridge into the slot.
3. Turn on power to the Colecovision unit and your television.
4. After the title page appears, WIZMATH will ask you how many players will play. Push the joystick up once to select one player, or twice to select two players. Then press the "grab block" button (see illustration).
5. WIZMATH will ask the age of Player 1. Push joystick #1 up or down to select a number between 1 and 30, then press the "grab block" button. If two are playing WIZMATH, the second player must use joystick #2 to select age and begin play.
6. In a few moments, the WIZMATH elevator will appear. Push the joystick up or down to select a floor. Then press the "grab block" button to exit the elevator and explore that floor.

### JOYSTICK CONTROLS

Use the joystick to walk Spook left, right, up and down.

Press either "grab block" button to grab a block and drag it; releasing the button will cause Spook to drop the block.

To kick a block, simply face the block and move your joystick in that direction.



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**Sydney**



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