

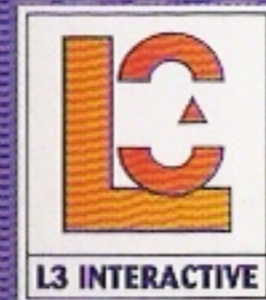


# MATHEMAGICS



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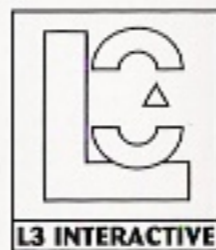


Welcome to Mathemagics, a special presentation from L3's Interactive Learning Cube library, featuring renowned Mathemagician Arthur Benjamin and his unique approach to mental mathematics.

Professor Benjamin has achieved national acclaim for his amazing mental calculation feats and for his ability to make math fun and more understandable. Now the Learning Cube makes Professor Benjamin's lessons and applications even more entertaining and memorable.

Get ready to experience learning with a twist as the Learning Cube gives you instant, intuitive access to any part of Professor Benjamin's Mathemagics lessons. With cutting edge special effects, high impact live video demos, and an informative **TransportText™** glossary, you'll experience math like never before, as Professor Benjamin shows you a fun, new, step by step approach to solving math problems.

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# MATHEMAGICS

An Interactive Learning Cube™

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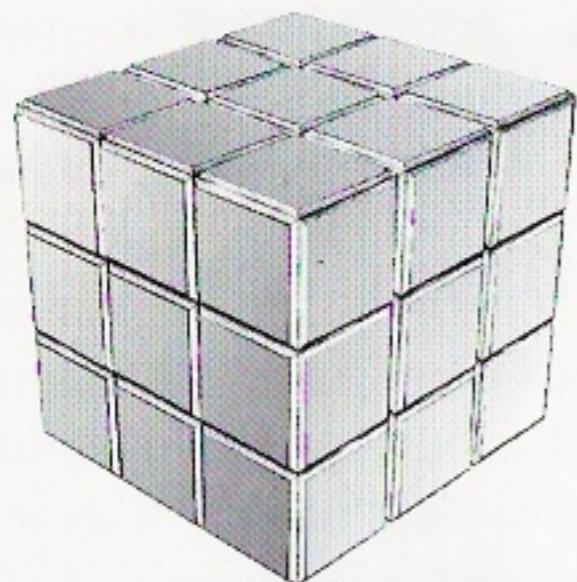
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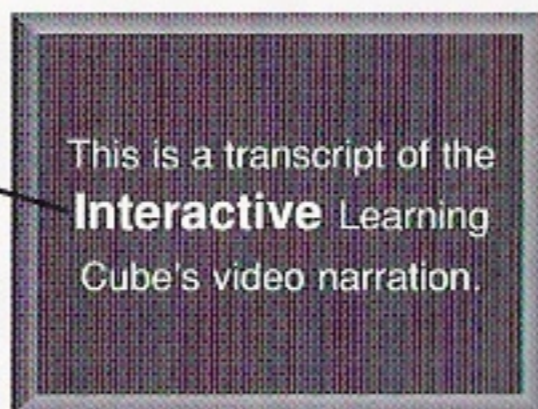
# THE INTERACTIVE LEARNING CUBE™

## FULL CUBE



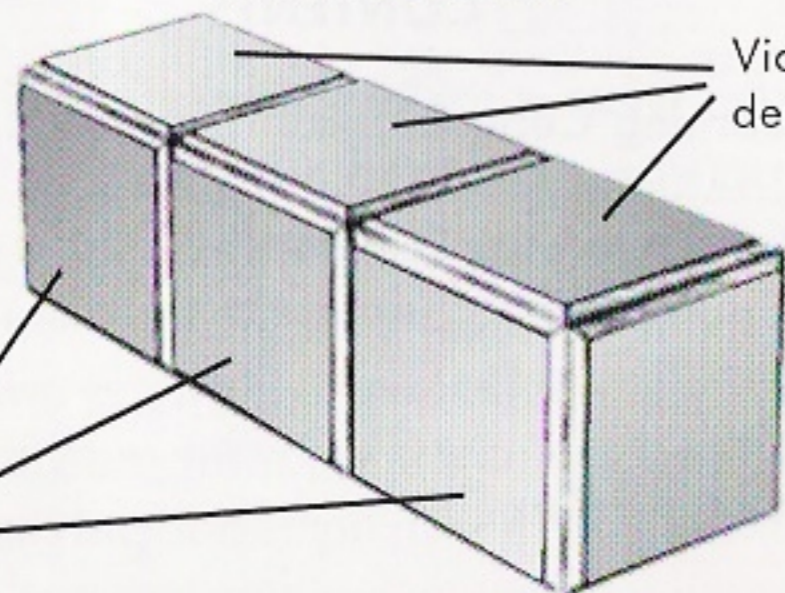
## TransporText™ SCREEN

Highlighted  
key-word



## LESSON ROW

Video  
demonstrations



TransporText™  
on screen audio  
transcripts



## QUICK START

Use the directional pad to move the highlight over the lesson you are interested in.

Press the **A** button to see a brief introduction of that lesson, or if you wish to view the entire lesson, press the **Play/Pause** button.

If you select the lesson introduction, it will play through and then return you to the full cube.

If you select the full lesson, the lesson row will detach from the full cube. Press the **A** button to play one of the three video demonstrations on the top of the row or its corresponding **TransporText™** transcript on the left side of the row.

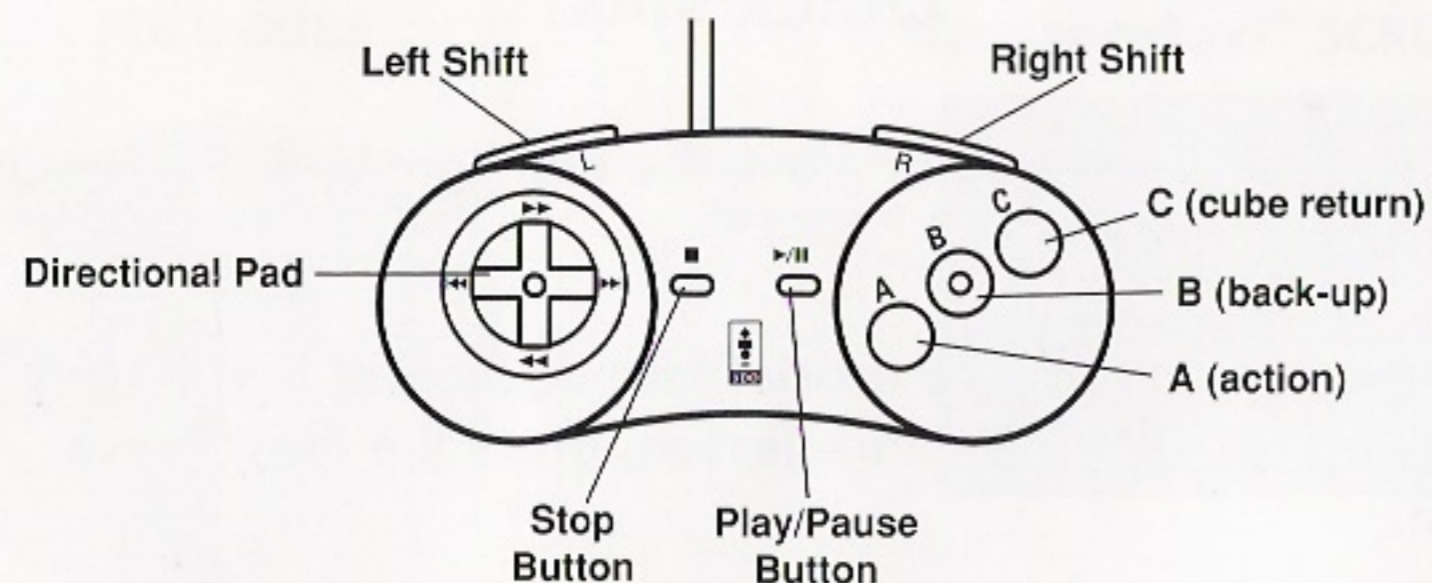
**B** - Always brings you **Back** to the previous screen.

**C** - Always brings you back to the full **Cube**.








## THE 3DO HAND-HELD CONTROLLER



- A** - Starts the lesson introduction from the full cube screen, selects any highlighted block-face or keyword.
- B** - Always brings you **Back** to the previous screen.
- C** - Always brings you back to the full **Cube**.
- Shift** - Transports you to Help/Options/Credits from the full cube.

 **Directional pad** - Moves highlight and operates video and **TransporText**<sup>™</sup> controls.

-  **Play/Pause** - Removes the highlighted lesson row from the full cube screen; pauses or plays video or **TransporText**<sup>™</sup>.
-  **Stop** - Temporarily mutes the background music.



## CUBE CHAPTERS

The Mathemagics Learning Cube is divided into 3 color coded chapters:

- Chapter 1  
**Basics** Learn new ways to tackle addition, subtraction, and multiplication. These lessons form the building-blocks of Mathemagics.
- Chapter 2  
**Genius** Discover more number handling techniques and some very practical uses for your new skills.
- Chapter 3  
**Expert** Master these tricks and your friends will be dazzled with your amazing new mental powers.

Start with Chapter 1, The "Basics" chapter. Professor Benjamin will show you the fundamental skills that can easily be used in common math problems. The lessons within this chapter are "Addition & Subtraction", "Multiplication", and "Squaring". With practice, you will soon build an impressive mathemagics repertoire.





## SELECTING A LESSON INTRO

1. Using the directional pad, highlight the lesson block face you wish to preview.
2. Press the **A** button to view the lesson introduction.

## STARTING A FULL LESSON

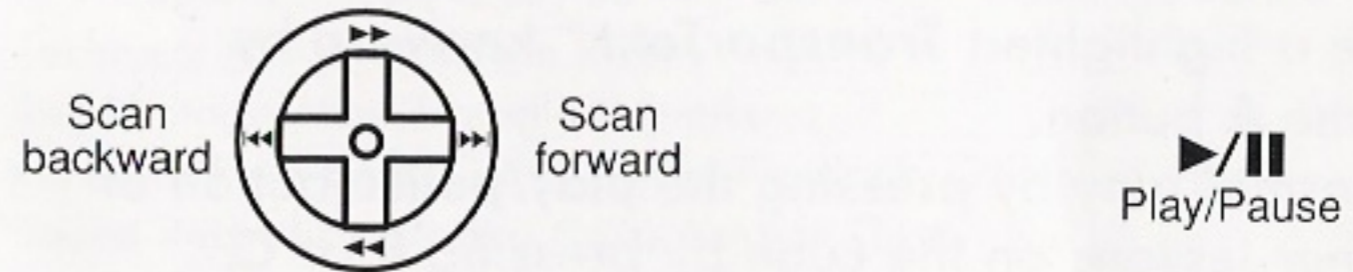
1. Using the directional pad, highlight the lesson block face you wish to select.
2. Press the **play/pause** button and the lesson row will detach from the cube and reveal six selectable block faces.
3. Use the directional pad to highlight one of the three video demonstration block faces on the top of the row or its corresponding **TransportText**<sup>™</sup> transcript block face on the left side of the row.
4. Press the **A** button to view the highlighted lesson.



## NAVIGATING WITHIN A VIDEO DEMONSTRATION

1. Use the directional pad to scan forward or scan backward through a video sequence.
2. Press the Play/Pause button to alternately freeze and continue video playback.

## VIDEO CONTROLS



## **TransportText**<sup>™</sup>

**TransportText**<sup>™</sup> powerfully reinforces your learning experience by giving you access to an audio accompanied textual transcript of any lesson. Highlighted key-words are linked to an intelligent glossary that contains examples, explanations, definitions, and key principals.





## NAVIGATING IN *TransporText*<sup>™</sup>

*TransporText*<sup>™</sup> starts off with a textual transcript with audio narration.

1. To pause the narration and investigate a highlighted *TransporText*<sup>™</sup> keyword, press the **Play/Pause** button. Use the directional control pad to jump between the key words.
2. Investigate a highlighted *TransporText*<sup>™</sup> keyword by pressing the **A** button.
3. Resume normal play by pressing the **play/pause** button or access other lessons on the cube by pressing **B** or **C**.

## *TransporText*<sup>™</sup> CONTROLS

Jump to  
previous  
key-word



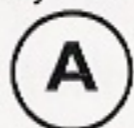
Jump to  
next  
key-word

Pause or  
resume play  
of audio and  
scrolling



Play/Pause

Select a  
highlighted  
key-word



A button

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## ACKNOWLEDGEMENTS

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Music Composers: Paul Haslinger, Roy Ravio

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## EPILEPSY WARNING

A very small percentage of people may experience epileptic seizures when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing video games. 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, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

## HANDLING YOUR INTERACTIVE CD

1. Hold the disc by its edges, or with your thumb on the edge and one finger inserted in the center hole.
2. Don't expose the disc to direct sunlight or sources of high heat, such as a hot air vent.
3. Before playing, clean the disc by wiping it with a soft dry cloth. Do not use solvents such as benzene, thinner, commercially available solvents or antistatic spray intended for analog discs.



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