

# Installation

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## INSTALLING THE PROGRAM FROM THE CD-ROM

This CD contains a Master Installer program that provides an easy and convenient way to install the programs on the CD. Follow these instructions to use the Master Installer.

1. Insert the program CD into the CD-ROM drive.
2. From the Windows *Program Manager*, click once in the File menu option to display the File menu and select **Run**.
3. In the Run dialog box, type **D:\INSTLL.EXE** (note the spelling, no “A”), and press Enter. If your CD-ROM drive letter is not D, substitute accordingly.
4. The Master Installer main screen is displayed and you are presented with a list of products to choose from. Make your selections from the list and click on Install to continue. Master Installer will launch the individual installers for each of the products selected, and return to the Master Installer screen. Follow the on-screen instructions to complete the installation for each program. Please note that some installations may restart your Windows session.

If you encounter problems installing several programs at once, quit the Master Installer program, and restart it. Install one program at a time.

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## THE ON-LINE USER'S GUIDE

Documentation for these products have been provided in an on-line format, along with a Viewer utility. To view the manual, you must first install the On-line Document Viewer program from the CD. To do this, follow the instructions in the above section. The last option shown in the Master Installer list box installs the On-line Document Viewer program to your hard drive. Please note that this installation restarts your Windows session.

After the installation is complete, run the On-line Document Viewer program and from the Open File Dialog box, select the file called **MANUAL.PDF** which is located in the **MANUALS** directory of the program CD (e.g. D:\MANUALS\MANUAL.PDF). The Viewer also contains a full and comprehensive help system to assist you in learning how to use the documentation.



# *Troggle Trouble™ Math*

Version 1.x

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**For MECC Technical Support,  
see page 19.**





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Learning objectives for *Troggle Trouble Math*:

- Improve math skills, reasoning, and confidence.
- Develop proficiency with basic facts and algorithms.
- Use counting, grouping, and place value to understand our numeration system.
- Select computation techniques appropriate to specific problems.
- Develop operation sense.
- Develop number sense.
- Construct number meanings through concrete materials and examples.
- Build an awareness of the properties of an operation, the relationships of operations, and the effects of operations on pairs of numbers.
- Practice using operations in a wide variety of problem structures.
- Use a variety of mental computations and estimation techniques.
- Use calculators in appropriate computational situations.





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# Getting Started

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## Requirements

This is what you need in order to run the *Troggle Trouble Math* software program:

Macintosh	Windows
68030 processor	25 MHz 486SX
4 MB (megabytes) of RAM memory	4 MB (megabytes) of RAM memory
Double-speed CD-ROM Drive	Double-speed CD-ROM Drive
System 7.0 (or later)	Microsoft Windows 3.1; DOS 5.0 or later required
256 colors or more with a 12" or larger color monitor (10" color on Color Classic)	640x480 256-color Display
	Windows-compatible sound card

## Macintosh Start-up

Insert the CD in your CD-ROM drive and double-click the *Troggle Trouble Math* icon. If you wish, you can create an alias to put on your hard drive for the *Troggle Trouble Math* CD. (Highlight the Troggle Trouble Math icon on the CD and select Make Alias from the Finder's File menu.)

## Windows Start-up

This CD uses a Master Installation program to install all programs. Please refer to the section titled "Installing The Program From The CD-ROM," for complete instructions. To manually install Troggle Trouble Math do the following:

## Installing The Program Manually

Insert the CD in your CD-ROM drive. From the File menu, choose Run. In the Command Line box, type **D:Setup**. (If your CD drive is not drive D:, type the appropriate letter.) The set-up program will create a MECC program group and a Troggle Trouble Math icon.





## *Starting the Program*

1. Double-click on the *Troggle Trouble Math* icon.
2. When the title screen appears, click on the Introduction button.

## *Playing the Game*

The object of the game is to rescue the Muncher, who has been captured by a robot troggle named TROG. To do that, you need to guide your dog, Sparky, through the dangerous Troggle worlds, look for clues about TROG, and troggulate the hordes of mutant troggles. Don't let the troggles get to Sparky, or they'll munch a whole box of Sparky Treats. When you run out of boxes of Sparky Treats, Magenta will call you home.

It is a good idea to save your game frequently. For more information, see "Save Game" on page 14.

## *Getting Help*

*Troggle Trouble Math* has on-screen help.

1. On a Macintosh computer, go to the Apple menu and choose Help. You can then choose the help you need from a menu of help topics. Or, go to the Balloon Help menu and choose Troggle Trouble Math Help.
2. On a Windows computer, go to the Help menu and choose Contents You can then choose the help you need from a menu of help topics.

This user's guide should also help you to learn how to play the game. It also has a few tips for success. If neither of these sources helps, please call MECC Technical Support. See page 19 for instructions.





## Lab Notebook

Property of:

Magenta



### **We've Got Troggle Trouble!**

**Entry: 6/10.**

**Last night, I was sitting in my lab when strange signals started coming over the troggle-scope. I looked up from my pink lemonade to see the shadow of a strange robot-troggle swoop down and capture the Muncher. Then, as quickly as he came, he disappeared without a trace! Out of range of the troggle-scope or into another dimension! I nearly spilled my lemonade!**

**Sparky jumped up from his nap and started barking like crazy. It's like Sparky could smell troggles right outside the door at the top of the stairs! I would have taken him out. But just then, the troggle-scope started lighting up like the Fourth of July. Dozens of sightings! We've got an invasion of mutant troggles on our hands!**

**So, I went into high gear and stayed up late working on my latest invention...the troggulator. It uses the power of numbers to troggulate troggles and send them back to their own dimension. It's a good thing I've just put the finishing touches on it and it's ready for a volunteer to take it out for a test run in Santa Bongo.**

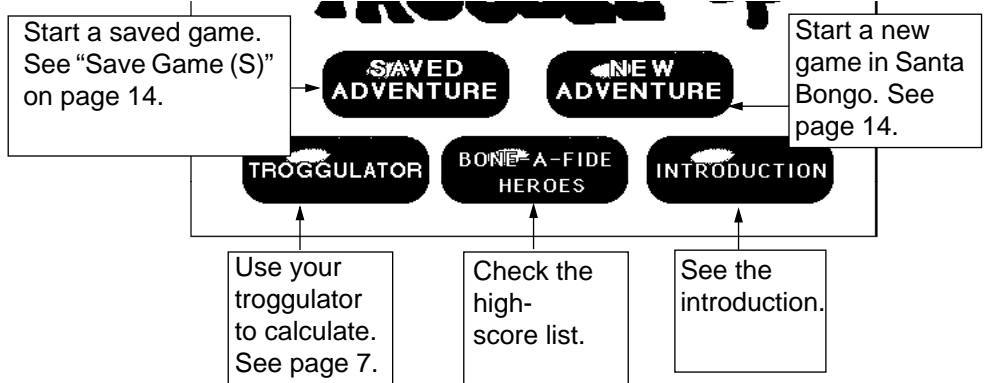
**Sparky can hardly wait to go for a walk and keeps whining at the bottom of the steps.**

**Lately, I've been picking up lots of strange signals. Troggles are everywhere! I'll stay by the troggle-scope in my lab... and wait for a hero to rescue the Muncher.**

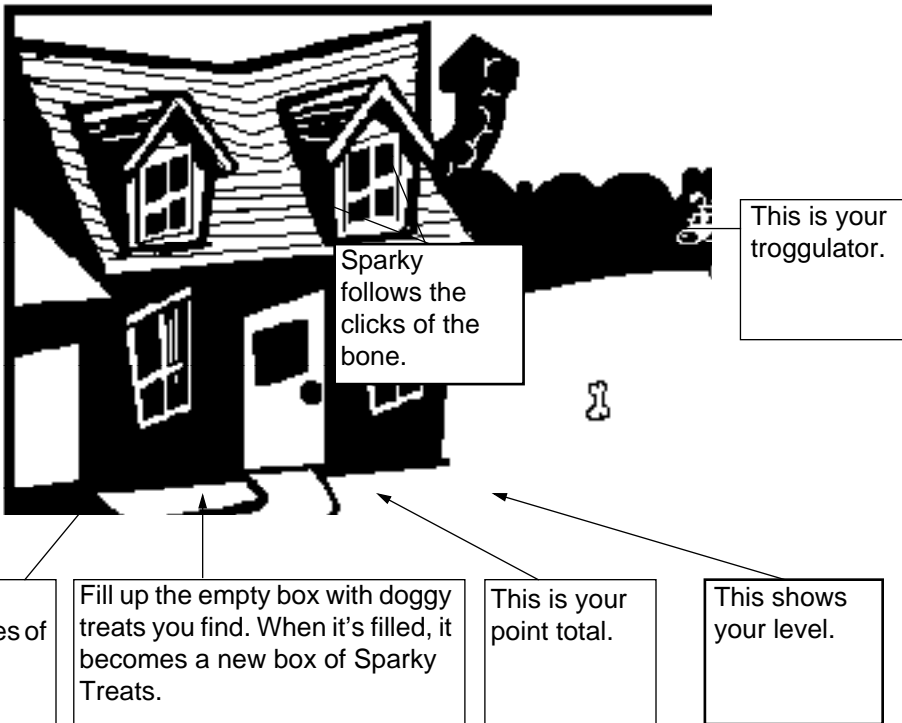




## Title Screen Buttons



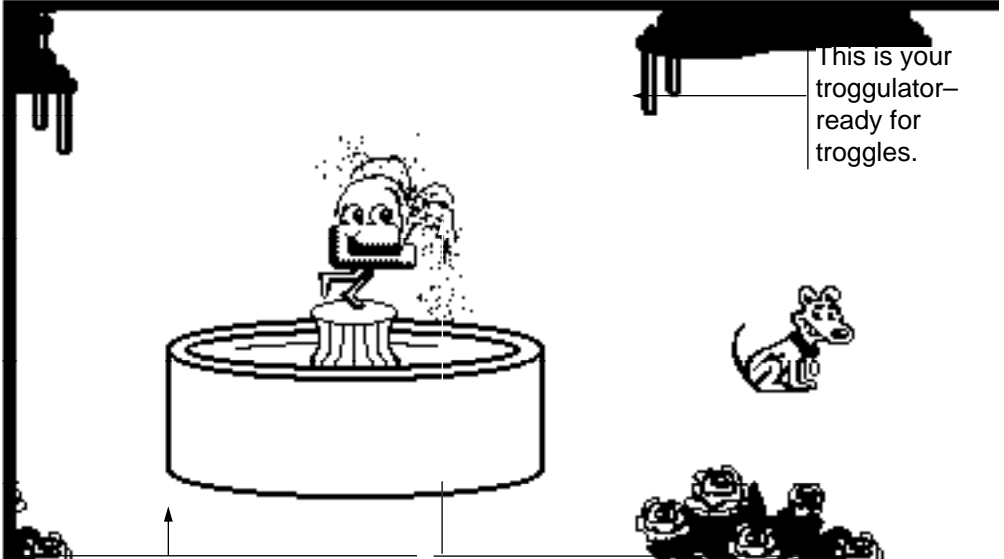
## The Game Screen







## Exploring Troggle Trouble



This is your troggulator—ready for troggles.

The watchband shows that you have three Sparky Treat boxes left. You've collected a doggy treat, you've scored 1114 points, and you're on the first level.

Sparky sits down next to the Muncher Fountain in Santa Bongo.

There are five worlds in **Troggle Trouble Math**:

- Santa Bongo
- Great Gobble Desert
- Muncher Mystery Cave
- Troggle Swamp
- Frankentroggle's Space-Time Warp

Your job is to track down TROG, make it through the worlds, and rescue the Muncher!





# Lab Notebook

Property of:

Magenta



## The Worlds of Troggle Trouble

According to the troggle-scope in my lab, every world has some of the same types of things.

- *Each world has something in it that TROG, or Frankentroggle, left behind. It could be hidden in a puzzle chamber. It could be out in the world.*
- *Each world has different troggles.*
- *Each world has an entrance and a passageway to the next world.*

The entrances and passageways are blocked until you find the secret TROG or Frankentroggle evidence. Then, they will open up!

- *Each world has a landmark or two or three....*

Using the landmarks you can find your way around, figure out where you are, and learn which way to go.

- *Each world has three puzzle chambers.*

Puzzle chambers hold the secrets to TROG and Frankentroggle. In order to find the secrets, solve the three puzzles that unlock the treasure chest.

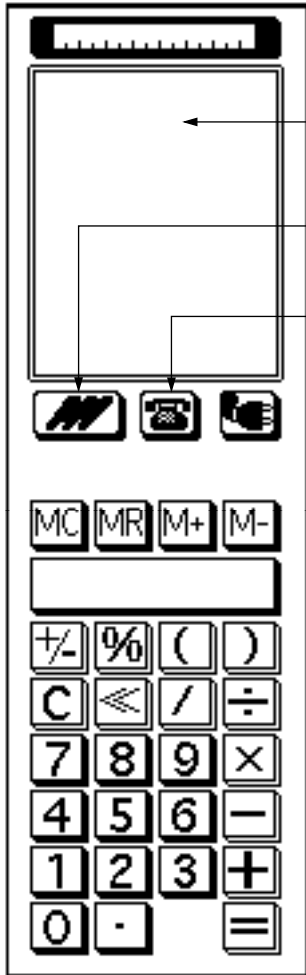
- *Each world has some things that give out and take away Sparky Treats if you bump into them.*
- *Each world has some troggles that can't move. But, if you bump into them, they take away a whole box of Sparky Treats!*

There are three reasons why Sparky stops walking: (1) You didn't click the bone. (2) Sparky bumped into something. (3) Sparky's at the edge of





## Using the Troggulator



- ← The Energy Bar shows how much energy you have left.
- ← The Message Area gives you info on using the troggulator.
- ← The Troggulate button puts up the safety shields and zaps troggles.
- ← The Phone button calls Magenta.
- ← The Power Up button boosts your energy with each right answer to math questions.
- ← The Memory buttons activate the Troggulator's memory bubble.
- ← The Display Area shows the numbers you've entered into the troggulator.
- ← The +/- button changes numbers from positive to negative. The % button changes numbers in equations to percents. Try:  $10+25\%$ . The display will show 12.5 as the answer. The parentheses reorder operations.
- ← The Keypad keys enter numbers and equations. The Orange button, C, clears the Display area. The Orange button, <<, backs up and clears the last character. The yellow buttons ( $\div$ ,  $\times$ ,  $-$ ,  $+$ ,  $=$ ) are operators. The white buttons are the numbers.





# Lab Notebook

Property of:

Magenta



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## The Troggulator Notes

**Dare to compare! Not just an ordinary calculator, it's a 21st-century, personal, digital assistant so advanced, so futuristic, I had to call this "The Troggulator."**

- *It troggulates troggles!*

**Whenever you see troggles, or hear Sparky howl, press the Troggulate button, or press the Space Bar, to put up the safety shields to protect Sparky from the troggles. Then, enter a math problem that equals the number of troggles you see. Every time you troggulate, it uses up some of your energy.**

- *It phones home!*

**With the touch of a button, you can stay in touch with me. Get the latest word on what to do, where to go, and what it all means.**

- *It powers up!*

**You'll never have a dead battery as long as you keep an eye on your Energy Bar. But if your energy gets too low, you won't have enough energy to troggulate the next group of troggles.**

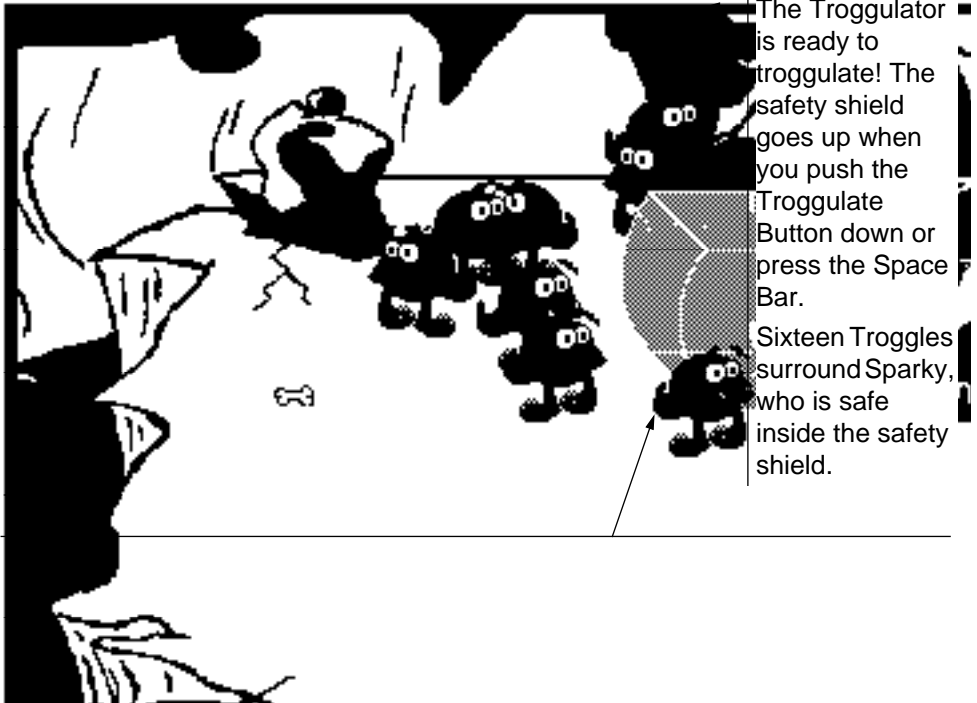
**The Troggulator's other amazing features...**

- *An Energy Bar shows the energy level. It flashes if power's getting low.*
- *A Message Area shows messages, numbers, and phone calls.*
- *A Display Area shows the whole equation--not just the last number.*
- *Color-Coded Buttons make it easy to find the right key.*
- *A Memory Bubble shows what's in memory. Press M+ to put a number in the memory bubble. M- reduces the number in memory by*





## Troggulate!



The Troggulator is ready to troggulate! The safety shield goes up when you push the Troggulate Button down or press the Space Bar.

Sixteen Troggles surround Sparky, who is safe inside the safety shield.

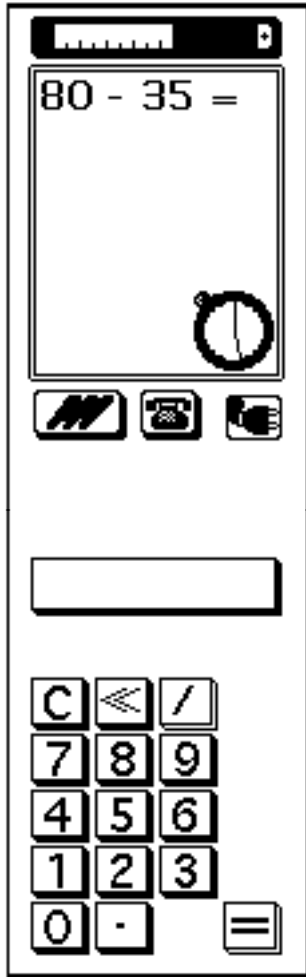
### About Troggulating:

- Troggles can get to Sparky before you press the Troggulate Button and munch one whole box of Sparky Treats.
- You can count the number of troggles as they move in formation. Or, you can pause the game and count them.
- Sparky can count troggles, too! Feed Sparky a Sparky Treat through the safety shield and Sparky will count the troggles.
- Troggulating troggles takes a full “mark” off the energy bar.
- You can take as much time as you need.
- You have to use the “operator” or “yellow key” in the math problem you use to troggulate troggles.





## Power Up!



← Every correct answer boosts the energy bar up a notch. If you get the energy bar back to full power, the Power Up session will automatically end.

← Every Power Up problem shows up at the top of the Message area. Use the number buttons in the Keypad to answer the problem and press the Equal sign (=) button or the Enter key.

← The stopwatch ticks away the seconds. When time runs out, the Power Up session is over. If you want to end the Power Up session early, press the Power Up button again. Or, click in the world with your bone cursor. Sparky will wake up and the Power Up session will end.

← Your answers to each Power Up problem show up in the Display area.

← The only keys you can use in Power Up are the Clear button, the Backspace button, the numbers, the fraction bar, the decimal point, and the equal sign.

Power Up math problems, like all the other math in the program, are set to the grade level you chose at the beginning of the game. During the game, this level adjusts so that if you're having problems, it will bump to an easier level. If the math is getting too easy, it will bump up to a more difficult level.





← If you make the call, it costs you a little bit of energy. If Magenta calls you, you're talking on her dime—so to speak.

← Magenta shows up in the Picture-Phone.

← You can hear her message and read it. Magenta works in her lab and studies the information. Then, she tells you what to do next. If you forget, you can call her back and she will remind you of what to do or give you another clue.

← The phone buttons don't work. You can't call anyone but Magenta. If you want to stop the phone call, press the End button. The phone is not a toy. Don't play with the phone.

The Phone button automatically dials Magenta's lab. So, whenever you press the Phone button, you will connect with Magenta. Magenta will call you whenever you find something interesting. You can call her any time of the day or night. You'll never get her answering machine. You'll never have to leave a message.

## *Answer the Phone!*





## *Solve Puzzles!*

**Are You Dizzy Yet, Sparky?**

**Sparky walks 47 blocks every morning and 2 blocks every afternoon. How many blocks does Sparky walk each week?**

Click on the Exit sign to leave the puzzle chamber. You can leave whenever you want and return later. If any locks have been opened, they will still be opened when you return.

Inside a puzzle chamber, you use the troggulator to solve puzzles. You can also call Magenta and Power Up.

Read the puzzle carefully. Use the troggulator to figure out the answer. When you think you've "got it," press the Use It button while the answer is in the display area.

Puzzle chambers hold the secrets of Muncher, TROG, and Dr. Frankentroggle. First, you have to find the chambers. Then, you have to solve three puzzles. Each time you solve a puzzle, you earn points and unlock one of the locks on the treasure chest. When the treasure chest is open, a treasure will be placed outside the puzzle chamber. When that happens, just click on the Exit sign to leave the chamber and see what you've found.

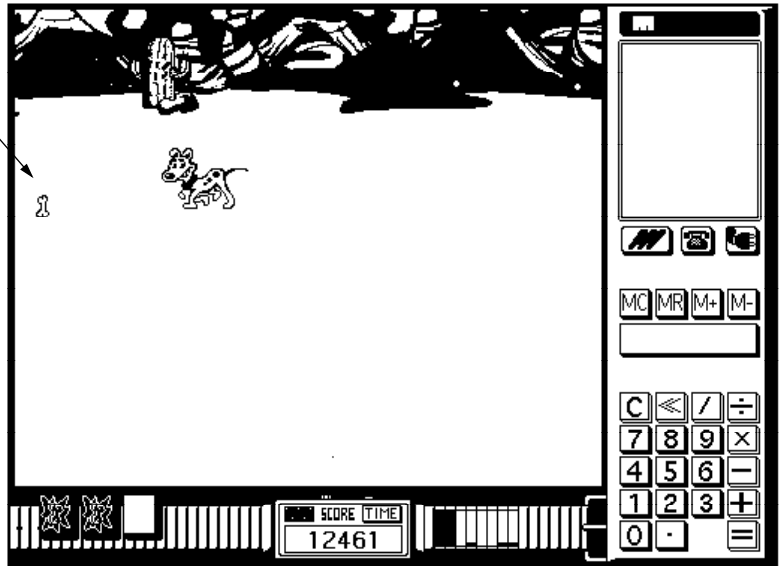
These puzzles, like all the other math in the program, are set to the grade level you chose at the beginning of the game. During the game, this level adjusts so that if you're having problems, it will bump down a level. If the math is getting too easy, it will bump up a level.







Bone.  
Sparky follows the Bone wherever you click it.



### Walking Sparky.

- Click the bone, and Sparky walks to the spot you clicked.
- Click to the left of Sparky, and Sparky walks to the left.
- Click to the right, and Sparky walks to the right.
- Click above Sparky, and Sparky walks up towards the top of the screen.
- Click below Sparky, and Sparky walks down towards the bottom of the screen.
- Hold down the mouse button and drag the bone, and Sparky follows wherever you drag it.
- Use the arrow keys, and Sparky will walk up, down, left, and right.

### Sparky will stop walking if...

- Troggles appear—Sparky stops to howl.
- Sparky bumps into something—Sparky can't walk through objects.
- Sparky reaches the edge of the world—there's nowhere to go.

## *Walk the Dog!*





## *Menu Commands*

***File Menu (Alt-F)*** Then press the active key.

### **New Game (N)**

Starts a new game. If you are already in the middle of a game, you will get a chance to save it before you start the new game.

### **Open Game...(O)**

Opens a saved game. When you see the Open dialog box, double-click on the name of the game you want, or click on the name and click on the Open button.

### **Save Game (S)**

Saves your place so you can come back to it later. Choose "Save Game" from the File menu. Give your saved game a name you will remember. You can use up to eight characters, no spaces, or punctuation.

### **Save As...**

Saves a game you've already saved once with a new name. Give your new saved game a name you will remember—like the name of the world that you are in. You can use up to eight characters, no spaces, or punctuation.

### **End Game...(E)**

Closes the current game but does not quit the program.

### **Report ...(R)**

The report shows your grade level, your points, and how well you're doing in Adding, Subtracting, Dividing, and Multiplying. The report keeps track of the correct answers to adding, subtracting, multiplying, and dividing in Troggulating, Power Up math questions, and Puzzle Chambers.

### **Exit (X)**

Exits the program and returns you to the Windows Program Manager.

***Game Menu (Alt-G)*** Then press the active key.

### **Pause (P)**

Use the Pause option if you want to take a break or time-out. Choose Pause from the Game menu, or press the P key. A message in the Message Area of the Troggulator tells you the game is paused. The game is frozen until you click again. There is no time limit for a pause.





## **Music (M)**

Turn the music off and on by choosing Music from the Game Menu. If the check is beside Music, it's on. If the check is not there, it's off.

## **Sound (S)**

Sound controls the sound effects and speech. Turn the sound off and on by choosing Sound from the Game Menu. If the check is beside Sound, it's on. If the check is not there, it's off.

## **Settings**

In the Settings dialog box, you can

- Choose faster background graphics if you are using a 386 machine. "Faster, less detailed graphics" means that you turn off the background graphics for each world. You can run *Troggle Trouble Math* without Faster Graphics. It will be slower, but it will have more detailed background graphics.
- Set a Screen Border to hide the other windows and desktop in the background. With the border on, clicking outside the *Troggle Trouble Math* window won't switch you to another program or window. This is a great feature for younger kids.
- Clear the Bone-A-Fide Heroes High-Score List. "Clear the Bone-A-Fide Heroes" means you erase all the names in the high-score list. You can't erase just one name. That wouldn't be fair.

## **Help Menu (Alt-H)**

The On-line Help contains information on How to Play the Game, How to Use the Trogglator, the Troggle Field Guide to help identify troggles, and other topics related to Game Content and Settings.





## ***Macintosh Troubleshooting***

### ***Macintosh Problem***

### ***Solution***

---

When I started, it said it couldn't find Geneva 14 & 10 fonts in my system. Why?

The program assumes you have the Geneva fonts in your system and it couldn't find them. *Troggle Trouble Math* uses that font to display phone messages, puzzle text, and other feedback. Use your system disks to reinstall the Geneva font on your system, if you want the program to look best.

---

When I started *Troggle Trouble Math*, it said it only supports 256 colors. It asked if I wanted to switch to 256 colors. I said No. It didn't start.

Your monitor is not set to 256 colors. *Troggle Trouble Math* graphics are drawn in 256 colors. When you start, the program will ask if you want to switch your monitor to 256-color mode. If you choose yes, it will automatically switch to 256-color mode. you can also set the compatible settings yourself. Go to the Control Panels and open the Monitors control panel. Select Colors: 256.

---

*Troggle Trouble Math* is very sluggish

You may need to close other programs you have open or you may need to adjust the settings. In most cases, closing other programs will speed up the response of the program. You can adjust several settings that will affect the speed and response:

1. Select Settings from the Game Menu. Make sure "Faster, less detailed graphics" is checked.
2. Select Settings from the Game Menu. Make sure "Faster cursor" is checked.

---

I can't hear the Sound or Music, but it's checked under the Game menu.

Your sound volume may be set low. Go to your Control Panels folder and open the Sound panel. Make sure the volume is set high.

---

I can't hear any sounds or music and the Sound and Music menu items are "grayed out."

You have deleted or renamed the Troggle Sound File. You will want to reinstall the program. Make sure you are doing a standard installation.

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## Windows Troubleshooting

<b>Windows Problem</b>	<b>Solution</b>
I ran the Set-up program for <i>Troggle Trouble Math</i> , but it doesn't run.	Double-check the requirements. (See "Requirements" on page 1.) Make sure the CD is in your CD-ROM drive when you double-click on the <i>Troggle Trouble Math</i> icon.
The program is running very slowly.	Your system is probably low on memory. To speed up the program, you need to make more memory available. Do one of the following: <ul style="list-style-type: none"><li>▪ Close other programs you have open or running. These programs may be using memory.</li><li>▪ Check your Windows documentation for information on freeing up memory or optimizing Windows, if closing other programs does not speed up the program.</li><li>▪ Go to the Game menu and choose Settings. Turn on the Faster Less Detailed Graphics mode. The worlds will not have as much graphic detail, but the speed should improve.</li></ul>
<i>Troggle Trouble Math</i> was working fine, but then it disappeared.	You may have clicked outside the game window. The game is still running, but it may be covered by another window. To return to your game, use any one of these options: <ul style="list-style-type: none"><li>▪ If you can see the edge of the game screen, click anywhere in the visible part of the game screen.</li><li>▪ Press Alt + Esc until the game screen appears and is active.</li><li>▪ Hold down the Alt key while pressing the Tab key to cycle through the programs you have open right now. Release the Alt key when the <i>Troggle Trouble Math</i> icon appears.</li><li>▪ Go to the Game menu and choose Settings and turn on "Screen Border." This will prevent the game from disappearing if you click outside the window.</li></ul>
Sound and Music are checked but I don't hear any music.	Make sure your speakers are plugged into the sound card and that the volume is turned up on the speakers and on the card itself. (Most cards have a volume control just below where the speakers plug in.)





**Windows Problem**

**Solution**

I have a sound card installed and everything set, but I still don't hear any sound or music. Or, I get the Error message, "A MIDI device is not available or MIDI Mapper is not configured properly. Music will be disabled until you exit *Troggle Trouble Math*," and Sound and/or Music menu items are grayed out and I can't select them.

You may not have installed the drivers for your card. To install the sound drivers for your sound card, follow the manufacturer's instructions. (As a part of the Windows installation, the following sound drivers are installed: MIDI Mapper, Timer, [MCI] MIDI Sequencer, and [MCI] Sound.)

To test your sound card and sound driver:

1. Go to Windows Program Manager. Open the Main group.
2. Double-click on Control Panel. Then double-click on MIDI
3. Mapper.
4. Open the Name listing and select a name which includes the letters "FM" or "Ext. FM." Then click on Close.
5. Select the Program Manager File menu and select Run.
6. Type MPLAYER Canyon.mid in the Command Line box and click on OK.
7. Then, click on the Play button (the lower left button) to play the music.

If your sound drivers are installed properly and the correct MIDI Mapper is selected, you should hear the song. If you don't hear the song, contact your computer or sound card manufacturer for set-up instructions. If you can play the canyon.mid song in the Media Player, start *Troggle Trouble Math*. If Music and Sound in the Gamemenu have check marks next to them, you should hear the sound and music for the program.

Or, it is also possible that your MIDI device may be in use by another application. Try quitting out of any other applications and then run the program again.





**Windows Problem**

**Solution**

The *Troggle Trouble Math* window is small. I want it to take up more of my monitor.

You are running Windows in a higher resolution mode. The program takes up more of the screen if you are running in 640x480 mode. To check and change your Windows Setup, go to the Main window and double-click on Windows Setup. Check the display. If it does not say "640x480x256," go to Options menu and select "Change System Settings." Press the Arrow next to the display window and pull down the settings list. Scroll through the list to find "640x480x256" for your video card. Select it, press OK, and restart Windows. If you can't locate a "640x480x256" setting in the settings list, contact your video manufacturer to see if they have a driver.

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## ***MECC Technical Support (MECCTECH)***

If you have a problem using MECC software:

- Note the name, product number, and version number of the software.
- Note the brand and model of the equipment involved.
- Please be in front of your computer when calling.

Call MECCTECH (Automated Support System) at 612/569-1678 to receive answers to the most commonly asked technical questions about MECC products 24 hours a day, 7 days a week. The Automated Support System offers convenient fax-back capability for technical tips as one of its many features.

Contact MECCTECH On-Line (First Class) Bulletin Board System) at 612/569-1769 to receive an answer to your question(s) about MECC products or to receive product information. You will need a modem to use this service.

You can speak with a Technical Support Representative by calling 612/569-1678, Monday-Friday from 8:00 A.M. to 5:30 P.M. Central Time.

You can write MECC Technical Support at 6160 Summit Drive North. Minneapolis, MN 55430-4003.





## **Credits**

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<i>Artists</i>	DeeDee Daus Sheila Kelly Ed Madrid
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We would like to thank the hundreds of kids that helped us review prototypes, play-test early versions, and keep our focus on two guiding principles—make it fun and make it fun. Thanks, Jefferson Elementary and Tuttle Elementary in Minneapolis! Thanks, Future Kids in Plymouth! Thanks, MECC Student Advisory Board members!

We dedicate *Troggle Trouble Math* to our dogs, past and current: Cinnamon, Prince, Stubby, Skeeter, Skippy, Turtle, Nicki, and Rusty.







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