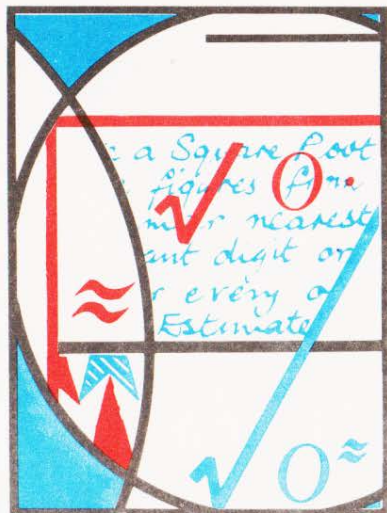


AVP Computing

Educational Software

Maths

Puzzle Palace
COM 194



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**The Puzzle Palace
COM 194**

**Mrs C Smith
Mrs A Fisher**

Instructions for Use

Place disk in drive 0, hold down SHIFT, press and release BREAK.

The Puzzle Palace is an adventure game involving mathematical activities. As you travel through each room in the Palace, you will meet a different number problem.

You will need a pencil and the Map Sheet to build up a map of the Palace and also some paper to work out the answers.

Previous Knowledge

Preliminary work on Number Patterns will be an advantage, as some of the problems include recognition of square, prime and triangle numbers.

Any comments for the improvement of this program will be gratefully received.

A master copy of the worksheet for use with this program is enclosed. The price of the program includes a licence to copy this worksheet for use within the institution that purchased the program only. Nothing else may be duplicated under any circumstances - see copyright notice.

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Puzzle Palace

Trapped in the Puzzle Palace on a cold and windy night, you make a desperate bid to escape through the creaking old door. However, this adventure is not for the rash or impulsive thinker. It demands all the pupils' problem-solving strategies in order to make their escape. Throughout the adventure, many varied mathematical activities are encountered, their solutions necessary to collect objects essential to complete the journey. Decision-making, record-keeping, logic and map-making skills are fully encouraged. This program is designed to be used by small groups of adventurers, to encourage rich mathematical discussion. It captures the pupils' interest by its colourful presentation and challenging situations, is mathematically demanding, but compulsive and fun.



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