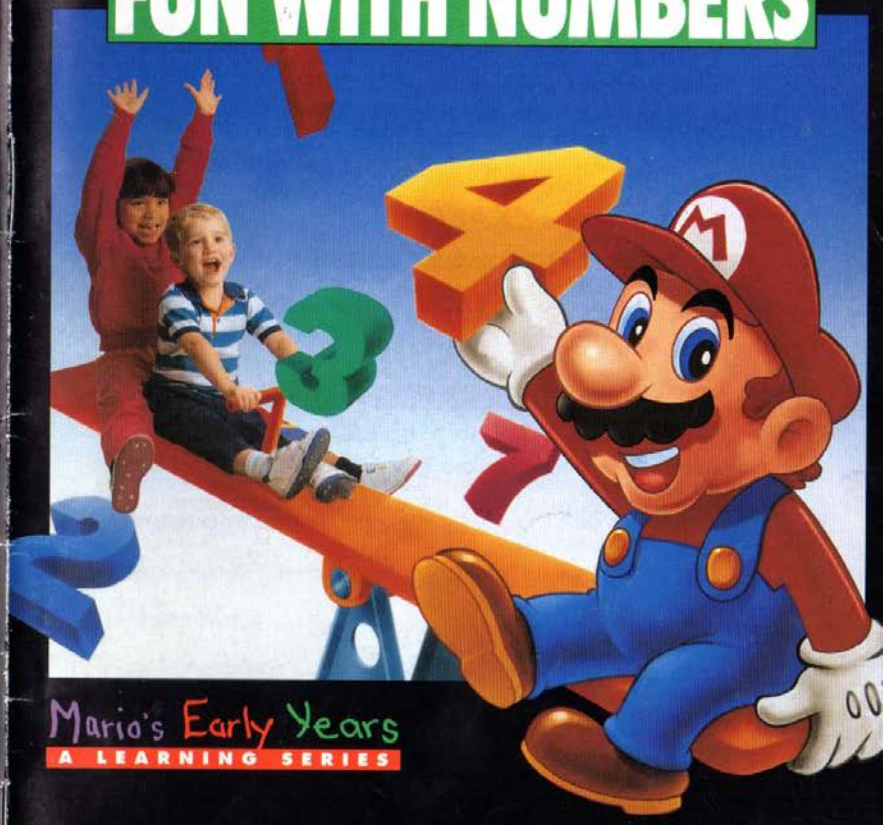
THE SOFTWARE TOOLWORKS
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MARIO'S EARLY YEARS™

FUN WITH NUMBERS



Mario's Early Years
A LEARNING SERIES

INSTRUCTION BOOKLET

THE SOFTWARE TOOLWORKS

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING:
Please read the enclosed consumer information & precautions booklet carefully before using your Nintendo® hardware system or Game Pak.

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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Getting Started

Fun With Numbers is simple to play.

STARTING THE GAME

To start the game:

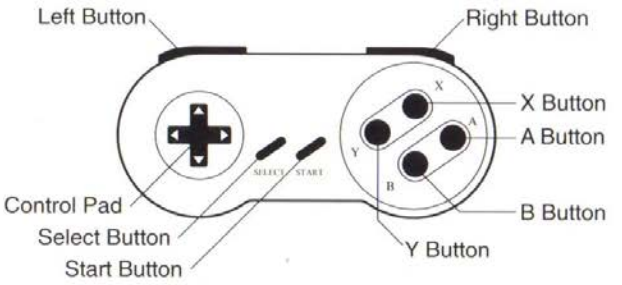
1. Make sure your Super Nintendo Entertainment System® (Super NES) is turned off.
2. Put the **Fun With Numbers** game pak in your Super NES.
3. Turn on the Super NES.
4. At the title screen, press **Start**.
5. The World Menu appears.
6. To choose a character or a world, use your Game Controller or the new Super NES mouse.

See the **Game Controller** and **Using the Mouse** sections.



GAME CONTROLLER

Most children prefer to use the Game Controller to play **Fun With Numbers**.



At the title screen, press **Start** to begin the game. The game then operates on a simple point and choose basis. Just press the Control Pad arrows to point to an active area on the screen, then press **B** to choose that feature.

USING THE MOUSE

Fun With Numbers also lets children use the new Super NES mouse.



At the title screen, press the **right** mouse button to begin the game. Then it's point and click. First, drag the mouse and point to an active area on the screen; then click the **left** mouse button to choose that feature.

CHOOSING GAME FEATURES

When you point at an active screen feature with the Game Controller or the mouse, the onscreen pointer flashes. To choose that feature, press **B** (Game Controller) or click (mouse). Here are some of the fun features, your child can use:



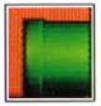
- Point and choose **Mario, Yoshi,** or **Princess Toadstool** on the raft to play the game with that character.



- Point and choose a world on the menu to go there. For example, the hands are on **Counting World.**



- Point and choose objects on a world screen. The onscreen pointer flashes when your child points to an active object. Point and choose **Luigi** at the bottom of the screen to wake him up and learn.



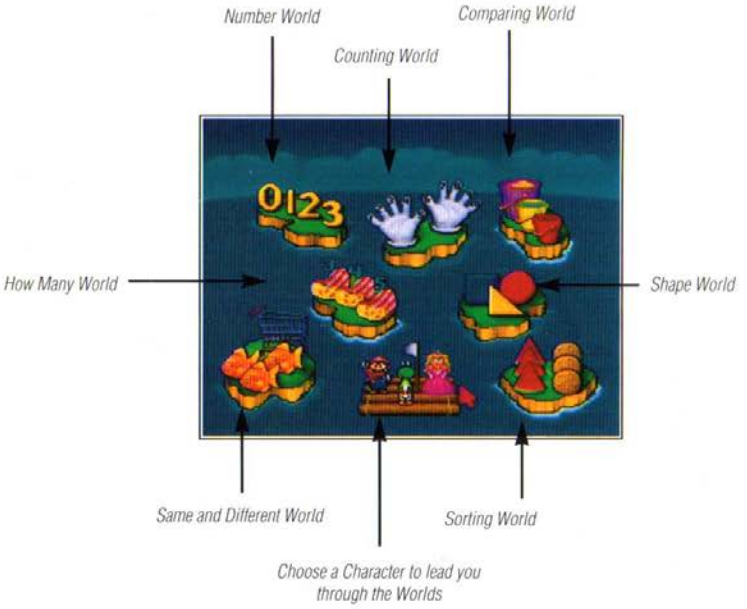
- Point and choose a **Green Exit Pipe** to move between levels in the world.



- Point and choose a **Blue Exit Pipe** to return to the main menu.

About The Worlds

From the World Menu, just point and choose any world you like. There is no single right order!



To go to a world, choose its picture on the World Menu. See the following sections for details on each world.

DISCOVERY/LEARNING WORLDS

Discovery/Learning Worlds offer two ways of exploring. They are called Discovery and Learning Modes. **Sorting, How Many, Comparing, Same and Different, Shape**, and **Number Worlds** all have Discovery and Learning Modes. **Counting World** is just for fun. In Discovery Mode, Luigi sleeps soundly! Your child can point and choose objects or characters to discover something. Encourage your child to experiment in Discovery Mode. This is a great way to introduce basic concepts. To begin Learning Mode, choose the sleeping **Luigi** to wake him up. The program guides your child to pick characters or objects that teach a particular math concept.For instance it might say "Find the tallest swing," or "Pick the one that's different." Consider using this mode to build your child's confidence, skills in listening, and following directions.



FUN FRIENDS



Find the Fun Friends! Some worlds have surprise creatures who appear like magic when your child points at special spots on the screen. In Learning Mode, Fun Friends often pop up when your child gives a correct response.

THERE'S NO SUCH THING AS A WRONG ANSWER

In Learning Mode, a correct choice transports the object along Luigi's conveyor belt to do something fun. If your child picks a wrong answer, the program simply tells the child what the object is and gently prompts your child to try again. **Fun With Numbers** is very patient and non-punitive. If your child can't find the answer after three tries, sparks will fly near the right answer.

USING THE INFORMATION CENTER

In this manual, the chapter for each world includes an Information Center that offers three types of information about each world: **Early Years**, **Home Play**, and **What's Taught**.

Early Years

Describes the natural stages of learning in young children. Basically, play is the work of the child and discovery builds knowledge that leads to school readiness.

Home Play

Suggests activities for you and your child to enhance the math concepts taught in the program. **Home Play**'s activities address the four major areas of a child's development, including movement and body awareness, eye-hand coordination, social skills, and language skills. Play at home and around town heightens your child's senses, builds confidence, and fosters a sense of self-worth.

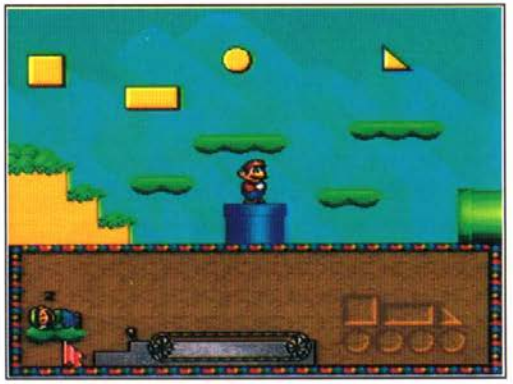
What's Taught

Explains the purpose behind each activity in a world. New learning happens constantly and is a gradual process. No two children learn new ideas at the same speed. Yours may have fun repeating the same activity but may avoid others entirely. This is natural. Remember, spending time together is very important and will help you to discover your child's unique talents and special interests.

Shape World



Point and choose this picture on the World Menu to visit **Shape World**.



This is how the first level of **Shape World** looks.

As children grow, they become aware that the world is made up of shapes. One traffic sign is a triangle while another is a square. Blocks can be stacked to create a tower and balls are fun circles.

The task in this world is to build a train engine out of the four basic shapes-square, circle, triangle, and rectangle. As your child chooses a shape, the name of the shape is spoken.

DISCOVERY MODE

Your child enters **Shape World** in Discovery Mode. While Luigi is asleep, your child can choose and discover various objects by shape, by shape and color, and by shape, color, and size.

LEARNING MODE

To explore Learning Mode, your child can choose the snoozing **Luigi** to wake him up. Luigi acts as a guide.

The correct responses to requests will move objects to Luigi's conveyor belt and build a train engine. The program acknowledges incorrect responses and gently prompts your child to try again. If your child can't find the answer after three tries, sparks will fly near the right answer.

USING THE EXIT PIPES

To change the scene but explore the same concept, choose a **Green Exit Pipe**. Mario, Yoshi, or Princess Toadstool leaves the current level, and enters the new level through the **Green Exit Pipe**.



To hop Mario, Yoshi, or Princess Toadstool back to the World Menu, choose the **Blue Exit Pipe**.

INFORMATION CENTER

Early Years

One of life's most rewarding experiences is helping your child develop and learn new concepts. As infants, toddlers, and preschoolers grow, they become more and more aware of symbols, shapes, colors, and forms. They use this information to build a solid understanding of numbers. Building basic foundations for math with your child will lead to school success and confidence. **Fun With Numbers** starts by teaching shapes because these shapes are basic to our early ideas about numbers. Have fun with your child and spend time together exploring new ideas.

Home Play

Your child will have fun with Mario and his friends as they learn the names of the four basic shapes: square, circle, triangle, and rectangle. They will also enjoy building familiar objects, such as trains, while learning about different sizes and different colors. Seeing that the shapes stay the same even though the size or position changes, is a new idea which may take time to understand. Be patient. Shapes of different sizes and colors are all around your home. Go on a scavenger hunt with your youngster to find a small, round, white button; a middle-sized round box; a large, colorful rectangular rug, etc. Count how many books of the same shape can be stacked together. Cut out circles, squares, and rectangles from fabric

and paper and build your own favorite objects like cars, trees, and houses. Being together is lots of fun.

What's Taught

Having fun while learning about shapes and helping your child learn the names of the four basic shapes will build new concepts. This time together should be fun. Patience is needed in new learning. These new concepts will set the stage for learning about numbers. The Super NES is such fun for children. As your child moves Mario and his friends around, confidence will soar and self-worth will be built by using the Super NES for early learning.

Sorting World



Point and choose this picture on the World Menu to visit **Sorting World.**



This is how the first level of **Sorting World** looks.

Learning to sort objects by type, shape, color, and size is an important beginning in learning to complete almost any task successfully.

When your child enters **Sorting World**, a birthday picnic scene appears with a display of delicious picnic fruits, pieces of cake, and presents in the shapes of squares, rectangles, triangles, and circles.

DISCOVERY MODE

Your child enters **Sorting World** in Discovery Mode and can choose any shape. For instance, your child can choose a blue circle or a green triangle. In another scene the child picks an object by size, by color, and by shape, such as a big orange circle or a medium blue square.



> *HINT:*
> Encourage your child to find the Fun Friends.

LEARNING MODE

To explore Learning Mode, your child can choose the snoozing **Luigi** to wake him up. Luigi acts as a guide. The program might say "Pick a triangle."

Fun Friends praise a correct response by saying something like "You found the little yellow triangle!" The object then moves onto Luigi's conveyor belt to do something fun.

The program acknowledges incorrect responses and gently prompts your child to try again. If your child can't find the answer after three tries, sparks will fly near the right answer.

USING THE PIPES

To change the scene but explore the same concept, choose the **Green Exit Pipe**. Mario, Yoshi, or Princess Toadstool leaves the current level, and enters the new level through the **Green Exit Pipe**.

To hop Mario, Yoshi, or Princess Toadstool back to the World Menu, choose the **Blue Exit Pipe**.

INFORMATION CENTER

Early Years

By a child's third birthday, the brain has completed 80% of its growth. As a result, your child may now be able to try to use language for even more effective thinking and communicating. Your child is learning to get along with friends as well as improving fine motor skills. Using the Super NES and doing routine tasks of daily living may all be possible now. By two years or so, children can build towers of three or four blocks. Two years later, they may be able to build towers of ten blocks and string six beads together as they repeat a series of shapes or colors. In this way, number fundamentals are being built. You are helping your child to think and use language in a numerical way. Sorting and categorizing by shape, color and size are important parts of this process. Playing **Sorting World** with your child will teach that objects remain the same no matter how they are arranged. Have fun together and take your time.

Home Play

With your child and Mario, practice grouping objects by shape, color and size. It is challenging and rewarding. There are so many opportunities at home in the kitchen, bedroom, bathroom, and play area to find objects to sort. Cooking together is great fun. The kitchen is a fine place to sort fruits, ingredients for baking, or utensils for eating. Put all the small, medium and large rocks in piles of five to ten. Put the big puzzle pieces together and the smaller ones in another place. Large fruits that are red or yellow can be placed apart from fruits that are small and only green...and so on. Take your time. Don't rush. Be positive. Your child probably needs plenty of time for trial and error. Give correct answers and keep a positive attitude toward new learning.

What's Taught

Sorting World will help your child build important mathematical thinking skills. Categorization and organization are being learned. This activity should be enjoyed together. It can be lots of fun. Your child will feel good about learning new concepts involving numbers.

If your child is still getting ready to learn these new ideas, simply have fun together with Mario. This will lead to a positive feeling towards new learning.

Same and Different World



Point and choose this picture on the World Menu to visit **Same and Different World**



This is how the first level of **Same and Different World** looks.

Young children are aware of differences, such as those between girls and boys. Yet boys and girls are the same because they are both people. Knowing how things are the same and different is a major step towards understanding the world.

Each scene shows a group of four objects for your child to compare. There are three objects that are the same, such as three cows, and one that is different, such as a sock. It does not belong because it is not the same.

DISCOVERY MODE

Your child enters **Same and Different World** in Discovery Mode and can choose objects that are the same in a group, or choose the object that doesn't belong. (Try finding the Fun Friends!)

LEARNING MODE

To explore Learning Mode, your child can choose the snoozing **Luigi** to wake him up. Luigi acts as a guide. Fun Friends also might say "You picked the right one. It is the same." The object moves onto Luigi's conveyor belt to do something fun.

The program acknowledges incorrect responses and gently prompts your child to try again. If your child can't find the answer after three tries, sparks will fly near the right answer.

USING THE EXIT PIPES

To change the scene but explore the same concept, choose the **Green Exit Pipe**. Mario, Yoshi, or Princess Toadstool leaves the current level, and enters the new level through the **Green Exit Pipe**.

To hop Mario, Yoshi, or Princess Toadstool back to the World Menu, choose the **Blue Exit Pipe**.

INFORMATION CENTER

Early Years

From birth, your child began to understand that things are the same or quite different. Matching and contrasting sounds, tastes, sizes, colors, functions, and forms happens quite naturally. Ideas about numbers are built upon these concepts as well. Practicing and rehearsing with objects that go together and quickly finding those that are different, builds confidence with the basics of numbers and math. Mario bonks through places and items familiar to your child while discovering their differences. Have fun watching and listening together. Watch your child's confidence grow through learning.

Home Play

Have fun and enjoy the daily opportunities your child has looking for differences and similarities. Your child's vocabulary will expand when he or she tries to explain why, for example, apples, bananas, and grapes are different from a loaf of bread. Ask your child to tell you why a penny and a nickel go together but a button and a head of lettuce do not. Compare with your child the uses of similar objects, such as familiar household tools. Contrast the tools with objects such as a baseball glove and bat. Ask in what ways the objects are the same and different. Your child's knowledge of same and different will apply to numbers as well. The time together will show how much you value learning about numbers.

What's Taught

Same and Different World builds early math and number ability through knowledge of similarities and differences. Playing while learning with your child builds language skills and vocabulary for better communication. What a wonderful gift you are giving to your child by spending time together. Teaching about "how and why" certain items are different is an important concept in becoming confident with numbers. Be patient, your child may need lots of practice in seeing how objects go together.

Number World



Point and choose this picture on the World Menu to visit **Number World**.



This is how the first level of **Number World** looks.

At some point, your child will be good at sorting all types of objects by size, color, and shape. Your child may count three to five objects, pointing to each in turn. At the same time, your child will be able to count from one to five, or higher, if not always in the right order. It's time to learn how to recognize and name the numbers zero to ten.

The theme in this world is taking a walk through town. One scene is an apartment building with stairs that Mario climbs up and down to go from floor to floor. Ten doors have the numbers 1-10 above them.

In another scene the houses have numbers. Or take a tour through a grocery store and pick items with numbers on them.

DISCOVERY MODE

Your child enters **Number World** in Discovery Mode and can choose a number above a door. A voice responds with a phrase like "You chose the one."



HINT:
Try finding the Fun Friends!

LEARNING

To explore Learning Mode, your child can choose the snoozing **Luigi** to wake him up. Luigi acts as a guide.

When your child chooses a number above a door, Mario, Yoshi, or Princess Toadstool bops along and promptly hits his or her head on the number! Correct responses move the number to Luigi's conveyor belt to do something fun.

The program acknowledges incorrect responses and gently prompts your child to try again. If your child can't find the answer after three tries, sparks will fly near the right answer.

USING THE EXIT PIPES

To change the scene but explore the same concept, choose the **Green Exit Pipe**. Mario, Yoshi, or Princess Toadstool leaves the current level, and enters the new level through the **Green Exit Pipe**.

To hop Mario, Yoshi, or Princess Toadstool back to the World Menu, choose the **Blue Exit Pipe**.

INFORMATION CENTER

Early Years

Numbers, letters, and other symbols are seen by most children every day. By four or five years old, your child may pretty good at classifying all sorts of things by size, color, and shape. Four and five year olds can usually count three to five objects, pointing to each in turn. They may also be able to count from one to five or ten or perhaps even higher. As your child prepares for school, confidence will be built by being able to recognize and name most of the number symbols. This starts the process of knowing that the number represents an amount of objects no matter what the objects are. This may take a little time, so relax, be patient and have fun together.

Home Play

Trial and practice and playing with numbers in your child's real world is important now. Have fun looking for as many "3's" as you can find today in the grocery store, newspaper, TV, mail received, or books read. Pay special attention to mail boxes, street addresses, phone numbers, calendars, and highway signs. Find page numbers. Place magnetic numbers on the refrigerator to correspond to birthdays and phone numbers. Cut out numbers from fabrics of different textures. Soaping up a washcloth and tracing the numbers with the soap is so much fun. Your child will have fun as confidence with naming numbers grows.

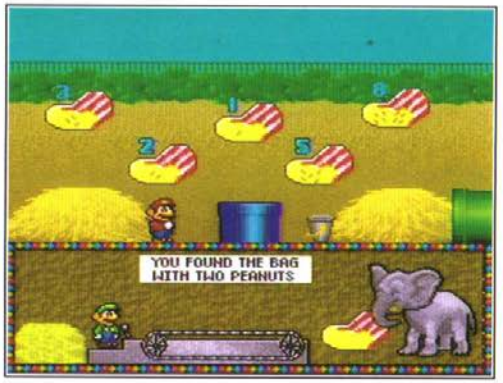
What's Taught

Number World builds confidence in learning through recognizing and identifying numbers. Spending a little time with your child will help him or her to become more aware of numbers all around us. This is so important to success in school. If your child is still getting ready for learning number names, be patient and simply give correct answers all of the time. Being together will show your child how much you value learning about the importance of numbers. Mario matches numbers learned with numbers on the Super NES. He helps your child experience numbers in a way that is fun.

How Many World



Point and choose this picture on the World Menu to visit **How Many World**.



This is how the first level of **How Many World** looks.

Young children are eager to bring order to their world. An important part of this process is discovering the names of things. Now is the time to learn that a number represents a certain amount of things, no matter what the objects are.

The theme for this world is a trip to the zoo. Your child can have fun learning the numbers 0-10, while counting favorite animals, bags of peanuts, ostrich feathers, and zebra stripes.

DISCOVERY MODE

Your child enters **How Many World** in Discovery Mode and can choose an object or the number above it, and hear about the number and objects. (Watch the Fun Friends pop up in hilarious places when your child finds them!)

LEARNING MODE

To explore Learning Mode, your child can choose the snoozing **Luigi** to wake him up. Luigi acts as a guide.

Correct responses to requests move the objects to Luigi's conveyor belt, where a tiger may wait for stripes.

The program acknowledges incorrect responses and gently prompts your child to try again. If your child can't find the answer after three tries, sparks will fly near the right answer.

USING THE EXIT PIPES

To change the scene but explore the same concept, choose the **Green Exit Pipe**. Mario, Yoshi, or Princess Toadstool leaves the current level, and enters the new level through the **Green Exit Pipe**.

To hop Mario, Yoshi, or Princess Toadstool to the World Menu, choose the **Blue Exit Pipe**.

INFORMATION CENTER

Early Years

Your child is probably eager to bring order to the world around them. Finding names for symbols and all sorts of objects is important in this process. As communication improves, names are attached to objects and symbols (number 1 says "one", number 3 says "three"). Your child is learning that a number represents a certain amount of objects. It makes no difference what objects are selected or how they are placed together. This skill expands thinking abilities and shows how symbols can be very useful in new learning. In numbers, the next level of thinking is understanding quantity. **How Many World** begins the process of linking number symbols to real quantities of objects. Your child may be getting ready to learn this new idea. Being patient and having fun together is most important of all.

Home Play

Your child may already enjoy playing with numbers. Make sure to point out the number zero (0-zero), as well. At the zoo, buying tickets at the movies, on stamps, shopping in the stores, and almost everywhere, there are opportunities to show how the numbers, zero through ten, go together with the quantity of objects. Be creative, count five flowers, five neighbor's homes, five colors, five drops of water, five socks, run

and touch three great big trees — it's fun and leads to confidence with numbers. Pay special attention to plural forms of words: one kite, two kites; one mouse, three mice; one person, four people. Confidence will soar.

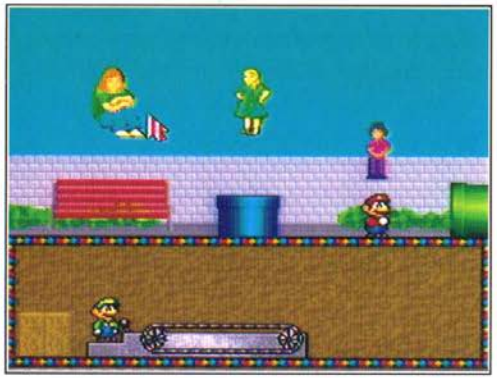
What's Taught

Counting numbers of objects is fun in **How Many World**. Playing with your child and Mario, expands thinking ability by linking symbols with objects. This is an important skill and helps make your child feel good by understanding what numbers can do. Be patient and always praise each step of your child's success.

Comparing World



Point and choose this picture on the World Menu to visit **Comparing World**.



This is how the first level of **Comparing World** looks.

As children grow older, they become more skilled at communicating and may talk about their experiences using more and more words and sentences of greater complexity.

Some children may be able to answer questions about what objects do and may talk about something that happened yesterday. Now is the time to strengthen language skills by introducing the concept of comparison.

The theme in this world is a trip to the park or playground.

DISCOVERY MODE

Your child enters **Comparing World** in Discovery Mode and can choose a small, medium, or tall swing.

LEARNING MODE

To explore Learning Mode, your child can choose the snoozing **Luigi** to wake him up. Luigi acts as a guide.

Your child is asked to choose objects and then is given a response and further direction. A correct answer moves the object to Luigi's conveyor belt to do something fun.

Choose a bucket of water or sand, a shovel or a pair of shovels, and learn about how objects can be grouped. Choose the girl that is short, medium, or tall. In the tree house, choose objects that are on or off the shelf, at the top or bottom of the tree.

The program acknowledges incorrect responses and gently prompts your child to try again. If your child can't find the answer after three tries, sparks will fly near the right answer.

USING THE EXIT PIPE

To change the scene but explore the same concept, choose the **Green Exit Pipe**. Mario, Yoshi, or Princess Toadstool leaves the current level, and enters the new level through the **Green Exit Pipe**.

To hop Mario, Yoshi, or Princess Toadstool to the World Menu, choose the **Blue Exit Pipe**.

INFORMATION CENTER

Early Years

Some two-year-olds attempt to talk about their experiences while using more and more words each time they speak. Your child is understanding more complex sentences but may not always be able to express as much as is understood. By three, some children can correctly answer questions about what objects do and regularly talk about experiences from the recent past. Now is the time to build more vocabulary by using words in **Comparing World**. This will make speech more detailed and comfortable for your child.

Home Play

Preschool teachers and regular classroom teachers speak about comparing ideas all of the time. They make requests such as "find the last three colors," or "put the stick between the pages." They ask questions like "which is lower than the rest," or "give me the lowest one of all." Mario and friends make the learning of these ideas and words great fun in **Comparing World**. At home, play with dolls and toy cars, moving them over, around, under, between, lower, etc. Setting the table is a perfect opportunity to place forks, spoons, and glasses properly. Use words like great, greater than, less than, most, and least. This will build your child's confidence.

What's Taught

By learning ideas about position (in, over, on, around, under), number (another, many, some, pair), and size (medium, longest), your child will become familiar with important concepts used in math and in creative thinking. The skills learned will help your child communicate more confidently.

Counting World



Point and choose this picture on the World Menu to visit **Counting World**, which is just for fun!

By four or five most children can count three to five objects and can count from one to five, ten, or even higher. Just becoming comfortable with counting is important.



When your child first enters **Counting World**, another menu appears.

Point and choose an area to go to a scene. One area leads to a kitchen scene, the other to a bedroom. Have fun exploring the rooms!

To return to the World Menu, from the **Counting World** menu, choose the **Pointing Hand** on the lower right area of the screen.



THE KITCHEN

Choose the refrigerator and, as it opens, see and hear the numbers of the fruits and vegetables above each one. Choose the plates and the numbers are displayed above each plate. Choose and count cookies, ice cream, spoons, and cups.

THE BEDROOM

Say hello to Mario! Choose the toy chest and see and hear the toys being counted. Choose and count shoes, eyes, fingers, legs, a mouth, socks, and pockets on shirts in the drawer!

EXIT ARROW

To return to the **Counting World** menu from either the kitchen or bedroom, choose the **Exit Arrow** on the lower right of the screen.



INFORMATION CENTER

Early Years

Mario and his friends love **Counting World** because counting things around the house and counting familiar objects is a very natural way to build confidence with numbers. By now, your child may be able to count from one to three or five or ten or even higher. Children learn this skill at different ages. Just being comfortable with learning the names of numbers zero through ten (0-10) is important. Your child has been noticing numbers for a long time. Watch confidence grow as your child recognizes and names most of the numbers. Because numbers are so much a part of later school success, **Counting Worlds** appear in several of the **Mario Early Years'** programs.

Home Play

Practice, trial, and simply playing with numbers in your child's real world is important now. Numbers are all around us. Pay special attention to calendars, mailboxes, letters, phone numbers and numbers on TV's, VCR's, and CD's. Two eyes, one nose, ten fingers; five spoons, two shoes, three cups; four legs, two wings, one tail...your child will probably love to do this casual counting with you. By spending a little time during the week in counting fun, you are showing your child that you value the learning of numbers. Being together is the most important part of all.

What's Taught

Counting World will build confidence in learning numbers as your child plays and follows Mario around familiar places. This is so important to later school success. Recognizing numbers and learning their names will build confidence and set the stage for a life-long interest in numbers and math. Being together will show your child how much value you place on learning.

Technical Support

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Note To Parents

Dear Parents,

Mario's Early Years is a series of Super Nintendo® games that teach your child basic concepts, using language, sight, sound, and touch.

Fun With Numbers presents math basics in fresh and charming new ways. Since your child is probably new to Super Nintendo and can't read, here are some things you can do to help:

- Start by reading this manual to find out how to play the program.
- See **Getting Started** for the game controls.
- See the world chapters for details about what the program offers your child. For each world, this manual includes an Information Center that offers fun suggestions to reinforce the basic math concepts presented in the game.
- Encourage your child to play with the game and praise any accomplishments.

Please join in the fun, and watch your child gain confidence in math, playing **Fun With Numbers**. In the process, you may discover a great way to spend creative time with your child, encourage new learning, and have some yourself!

Ciao,
Mario, Luigi, Yoshi, and Princess Toadstool



Limited Warranty

The Software Toolworks, Inc. warrants to the original purchaser of this product that the recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

The Software Toolworks, Inc. does not warrant that the Game Pak will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE GAME PAK ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

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