

A Mathemagical Adventure

The Association of
Teachers of Mathematics



It had been a very odd day. Perhaps it was the heat, or the distance you had walked.

The morning had passed slowly; first a long walk beside the river and then the coolness of the beech wood. The wood was very dark and you had a feeling that someone, or something, was close by in the shadows.

Unexpectedly, you emerged from the wood. It seemed much hotter. The light was very intense and it took you some moments to notice the old palace. You walked across a meadow before sinking down on a grassy bank.

A glinting light from one of the palace windows catches your eye but your sister, as usual, is immersed in her book and sees nothing. As you turn away from her to look again a welcome breeze rustles a scrap of paper across the grass.....



DOWNSTAIRS
PANTRY



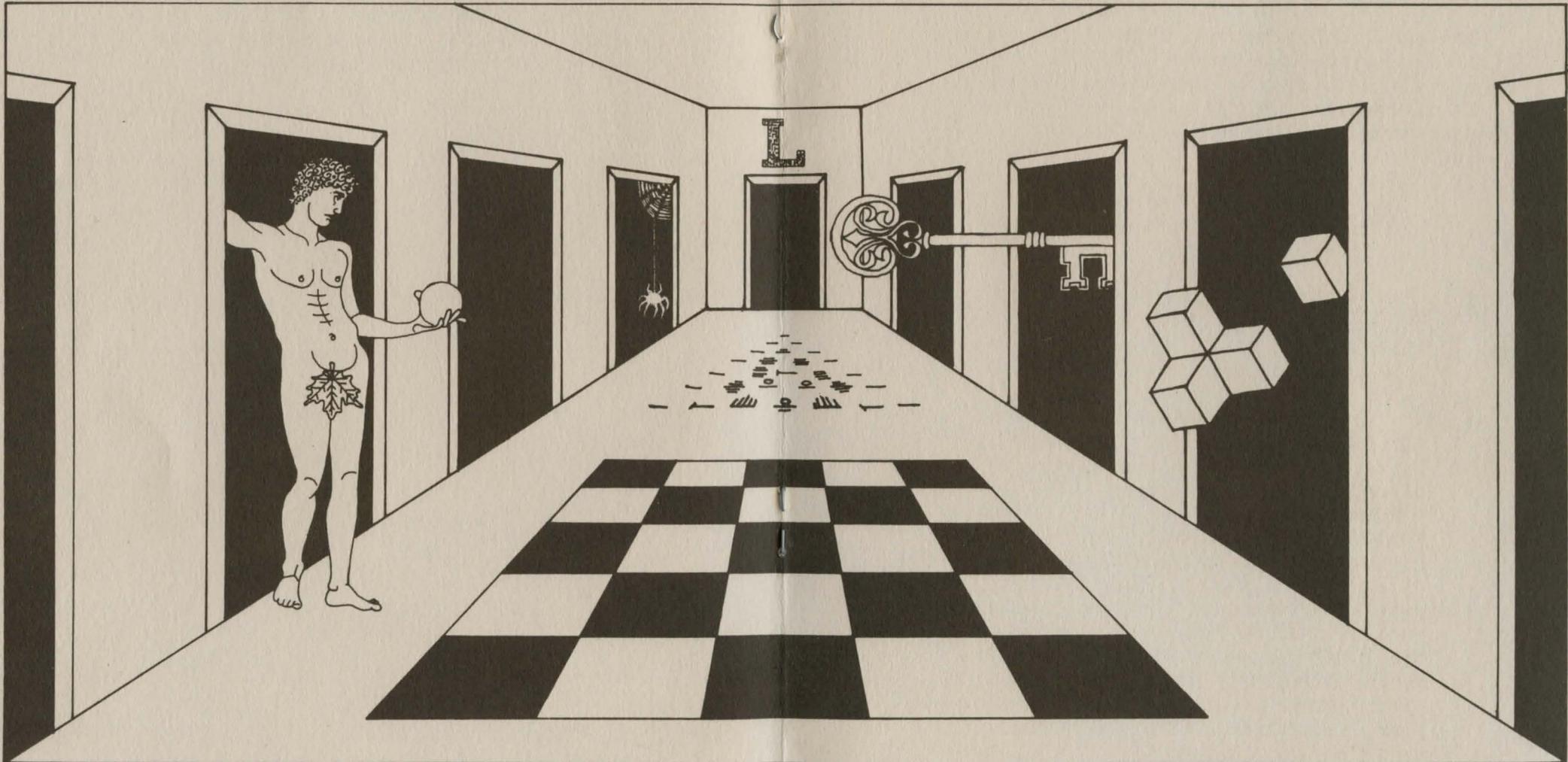
BEEFLECTIONS

"L" is an adventure game involving many different mathematical activities.

Your experiences may be intriguing or puzzling. Talk about them with fellow adventurers but do not give anything away to those who may be following.

You may want to take a pencil, paper and a calculator with you and to take some of the problems away from the computer to explore.

With a group who have experienced the adventure it may be interesting to discuss, seek explanations and gain further insights into the situations encountered. Even when 'solved' many problems can be developed and extended in a variety of mathematical ways.



HELPFUL HINTS

Whenever you see >> you should type your instructions using one or, at most, two words; sometimes they can be abbreviated - "N" for "NORTH", "U" for "UP", "Y" for "YES". Sometimes you may need to use numbers instead of words.

Some useful instructions are:

LOOK, OBJECTS, RESTART, QUIT

SAVE and LOAD can be used to keep (and get back later) your position in the game. But beware - anyone else could LOAD your position and miss a lot of the game. RESTART followed by SAVE ensures that nothing revealing is left on the disc.

Technical Details

Using the Disc To start your adventure insert the disc and type CHAIN "L" or hold down SHIFT and tap BREAK. Leave the disc in the disc-drive throughout your adventure.

Making a Working Copy Make and use a copy of the distribution disc. You will need a formatted empty disc. Insert the distribution disc and type:

* ENABLE

* BACKUP 0 0

Follow the instructions on the screen.

Requirements "L" requires an Acorn BBC-Model B with disc drive. Users of machines with the ECONET interface should type PAGE=&1900 before using "L". If you experience difficulties you are advised first to check your Disc Filing System (DFS) chip. "L" uses the disc intensively and may expose DFS faults.

"L" was written and produced by the following members of the Association of Teachers of Mathematics:

Derek Ball
Tony Corbett
Richard Phillips (Co-ordinator)
David Rooke
Heather Scott
Alan Shaw
Margaret Stevens
Ruth Townsend
Jo Waddingham
Roger Waddingham
John Warwick
Alan Wigley
John Wood
David Wooldridge

with the help of:

Andrew Pierson - Musical Consultant
Andrew Stanfield - Design

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Educational Institutions

The "L" disc may be copied for use by staff and students of the purchasing institution. Extra copies of this booklet are available. (For the purposes of this waiver each department of a university or college will be considered as a separate "institution".) Special purchase arrangements are available to Local Education Authorities.

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KING'S CHAMBERS, QUEEN STREET,
DERBY DE1 3DA

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