PlayStation™

NTSC | U/C

Faire Games Mathematics

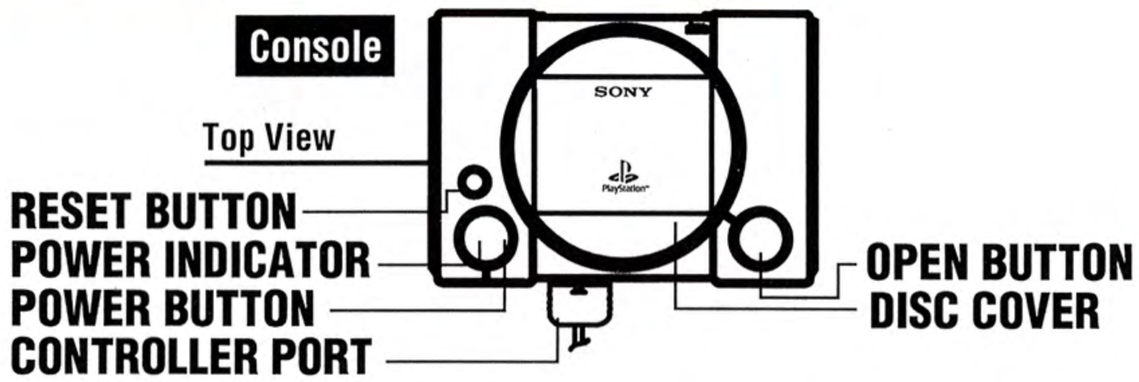
lightspan™ adventures

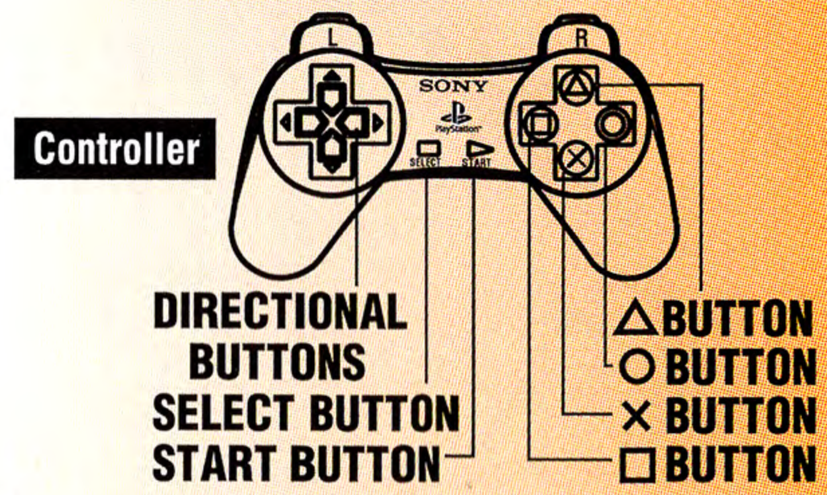
In *Faire Games*, the fanfare and spirit of a medieval festival is brought to life as your child practices his or her mathematics test-taking skills. In this exciting Lightspan Adventure, Mars and Cali compete with Flinch and Wigsley at a medieval island fair.

LEARNING OBJECTIVES

- Estimate money amounts and count change
- Use customary units of capacity
- Estimate and compute length, perimeter, and area
- Determine beginning, ending, and elapsed time
- Use distance-rate-time concepts
- Identify appropriate dress for Fahrenheit and Celsius temperatures
- Practice test-taking skills

Getting Started





Set up the PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Faire Games: Mathematics* disc and close the CD door. Insert the game controller and turn on the PlayStation game console. Follow the instructions on the television screen to start the game.

- Use the **arrow buttons** on the PlayStation controller to move the pointer.
- Use the **X button** on the PlayStation controller for clicking.
- To begin the adventure, click the right-pointing **arrow** at the bottom of the screen.
- For help on how to use the PlayStation controller, click the **PlayStation controller** at the bottom of the screen.
- To go back to the opening menu, click the **circled arrow** at the bottom of the screen.

Faire Games: Mathematics

Your child will practice the mathematics skills covered in *The Quaddle Family Mysteries* CDs while Mars and Cali compete in contests of skill against Flinch and Wigsley in *Faire Games.* Each time your child completes a group of questions, he or she will receive a special reward! At the opening menu, use the pointer to choose either "Herald's Highway" or "Tinker's Turnpike."

"Herald's Highway"

There are three different levels for your child to play as he or she practices mathematics skills while traveling down "Herald's Highway." Have your child use the pointer to select **Level 1, 2,** or **3**. Within each level, he or she may choose between **Peddler's Path** and **Traveler's Trail**.

Levels 1, 2, 3

Peddler's Path

In these activities, your child will use tables, determine change, estimate money amounts, convert measures of capacity, estimate standard length, and compute area.

Have your child:

- click the **speaker** to hear the instructions
- click the **round circle** next to the question if he or she would like to hear the question read aloud
- move the pointer to the correct answer
- press the **X button** to choose that answer
- press the **square button** to move the pointer to the **Go On arrow**, and then press the **X button** to check the answer and go to the next question
- click **tips** at the lower-left corner of the game screen or press the **triangle button** on the PlayStation controller for helpful hints on how to solve the problem

To exit an activity and enter a new one, click **Exit** at the lower-left corner of the screen.

To help your child determine change and count money amounts, allow him or her to use a handful of loose coins to count out change while playing *Faire Games*. Challenge your child to create $0.32 by using a variety of combinations of coins.

Traveler's Trail

In these activities, your child will count out change, determine capacity amounts, classify weights, estimate metric length, estimate area, and compute perimeter. Have your child:

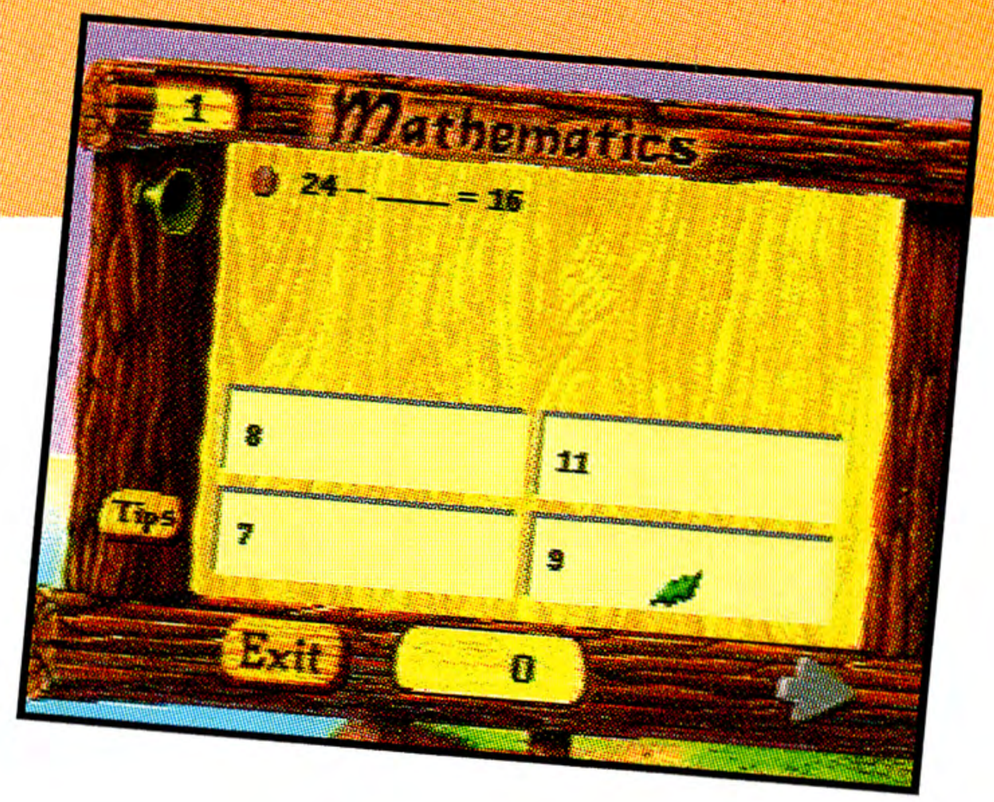
- click the **speaker** to hear the instructions
- click the **round circle** next to the question if he or she would like to hear the question read aloud
- move the pointer to the correct answer
- press the **X button** to choose that answer
- press the **square button** to move the pointer to the **Go On arrow**, and then press the **X button** to check the answer and go to the next question
- click **tips** at the lower-left corner of the game screen or press the **triangle button** on the PlayStation controller for helpful hints on how to solve the problem

To exit an activity and enter a new one, click **Exit** at the lower-left corner of the screen.

Have your child read the question and predict a logical answer, then solve the problem to see if his or her answer was correct.

"Tinker's Turnpike"

There are three different levels for your child to play as he or she practices mathematics skills while traveling down "Tinker's Turnpike." Have your child use the pointer to select **Level 1, 2,** or **3**. Within each level, he or she may choose between Peddler's Path and Traveler's Trail.



Levels 1, 2, 3

Peddler's Path

In these activities, your child will count square units to find area, solve number sentences, determine appropriate clothing for Fahrenheit temperatures, calculate changes in temperature, compute elapsed time, and use distance-rate-time concepts. Have your child:

- click the **speaker** to hear the instructions
- click the **round circle** next to the question if he or she would like to hear the question read aloud
- move the pointer to the correct answer
- press the **X button** to choose that answer
- press the **square button** to move the pointer to the **Go On arrow**, and then press the **X button** to check the answer and go to the next question
- click **tips** at the lower-left corner of the game screen or press the **triangle button** on the PlayStation controller for helpful hints on how to solve the problem

To exit an activity and enter a new one, click **Exit** at the lower-left corner of the screen.

Levels 1, 2, 3

Traveler's Trail

In these activities, your child will complete number sentences, compare lengths, determine appropriate clothing for Celsius temperatures, compute ending times, and use distance-rate-time concepts. Have your child:

- click the **speaker** to hear the instructions
- click the **round circle** next to the question if he or she would like to hear the question read aloud
- move the pointer to the correct answer
- press the **X button** to choose that answer
- press the **square button** to move the pointer to the **Go On arrow**, and then press the **X button** to check the answer and go to the next question
- click **tips** at the lower-left corner of the game screen or press the **triangle button** on the PlayStation controller for helpful hints on how to solve the problem

To exit an activity and enter a new one, click **Exit** at the lower-left corner of the screen.

Extending the Learning Experience
Family Activities

The Minute Game

How long is a minute? Have your child estimate and then count how many times he or she can do each of the following in one minute: bounce a ball, hop on one foot, or draw stars on a piece of paper.

Making Cents

Challenge your child to use loose change to solve the following money problems or to create new money problems: make $0.57 using the fewest number of coins possible; make $0.48 using 6 coins; and make $1.00 using 4 coins, then 7 coins, and then 10 coins.

WARNING: READ BEFORE USING THE PlayStation™ GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. 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, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect the PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING THE PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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