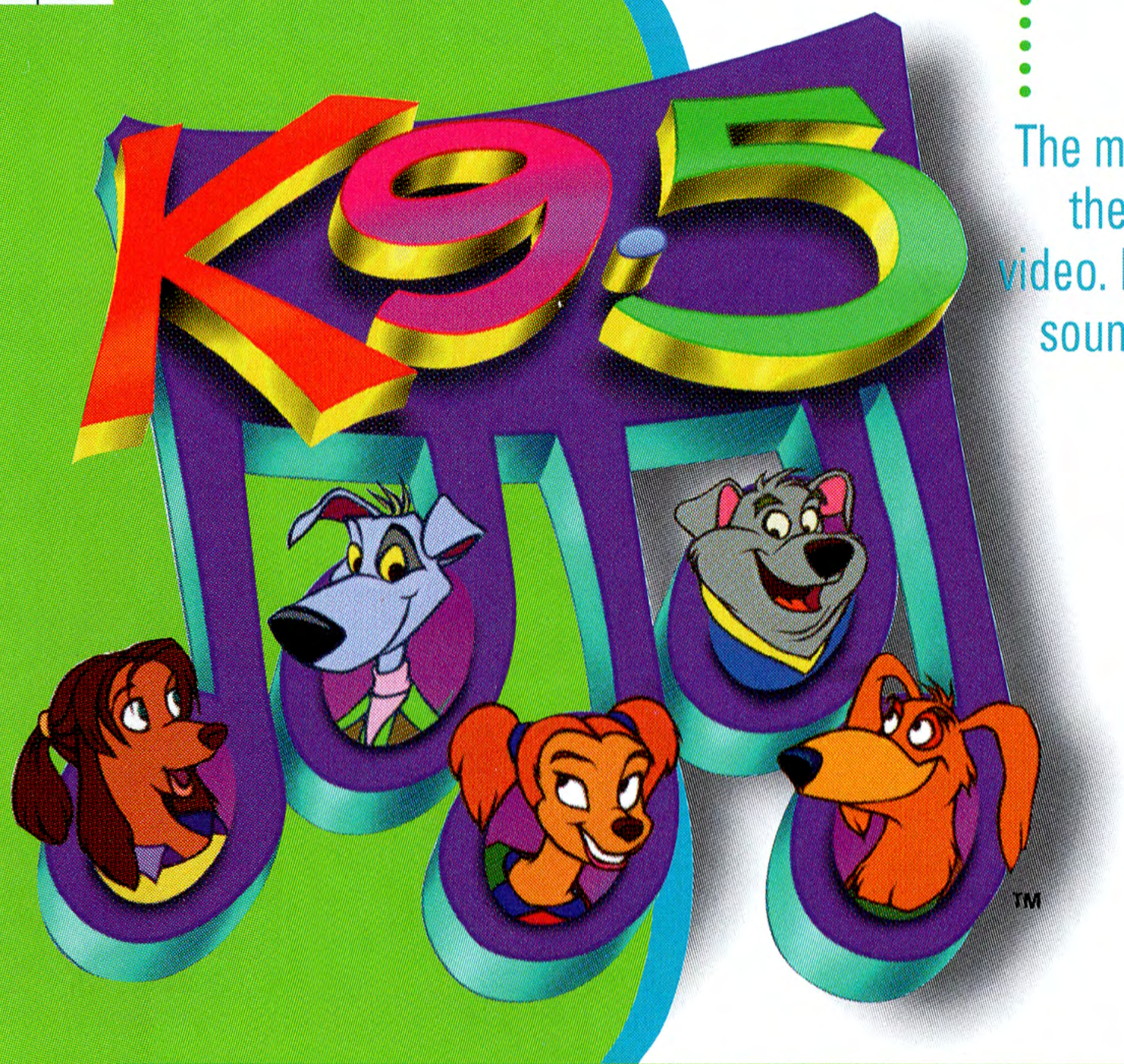
PlayStation®

NTSC | U/C

K9.5™-5—The Howlywood Premiere™

Lightspan Adventures

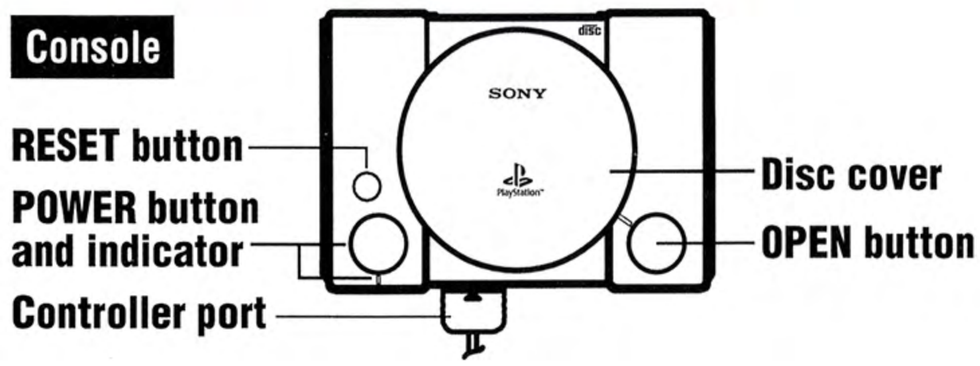


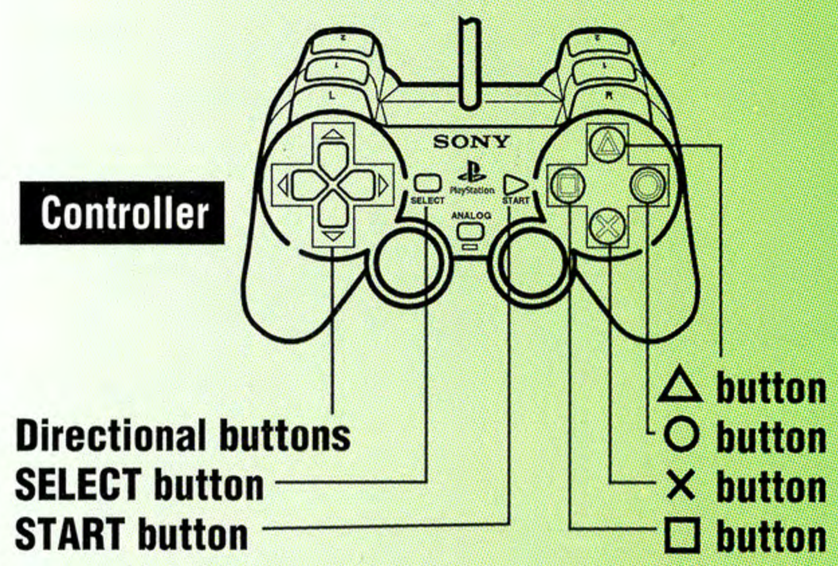
The members of K9.5 are preparing for the world premiere of their newest video. Maxine is tracking down unique sound and music samples, Theo and Ella are collecting 3-D effects samples, and Gershwyn and Riff are filming live-action footage. Your child helps the band members finish their projects and then watches the long-awaited video premiere!

LEARNING OBJECTIVES

- Identify parts of speech
- Identify synonyms
- Identify simple and compound predicates and sentences
- Identify topic sentences
- Decipher the meaning of heteronyms and homonyms
- Identify the correct word among commonly confused words
- Use analogies to compare and contrast ideas

Getting Started





Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a disc. Insert the disc and close the disc door. Insert the game controller(s) and turn on the PlayStation game console. Follow the on-screen instructions to start the adventure.

- Use the **arrows** on the game controller to move the pointer.
- Use the **X button** on the game controller for clicking.
- At the opening screen, click the **pictures of the characters** to hear about the places that they will visit.
- Click **New Game** to view the introductory story and begin the game.
- Click once to skip the introductory story.
- Click **Saved Game** if you are returning to a game.
- Click the picture of the **game controller** for help on how to use it.

From the game choice screen, your child can make more selections.

- Click the **television** in the lower-left corner of the screen to replay the introductory story.
- Click the **dog bone** in the lower-right corner of the screen to turn the music on or off.
- Click **Exit** in the upper-left corner of the screen to exit the adventure.

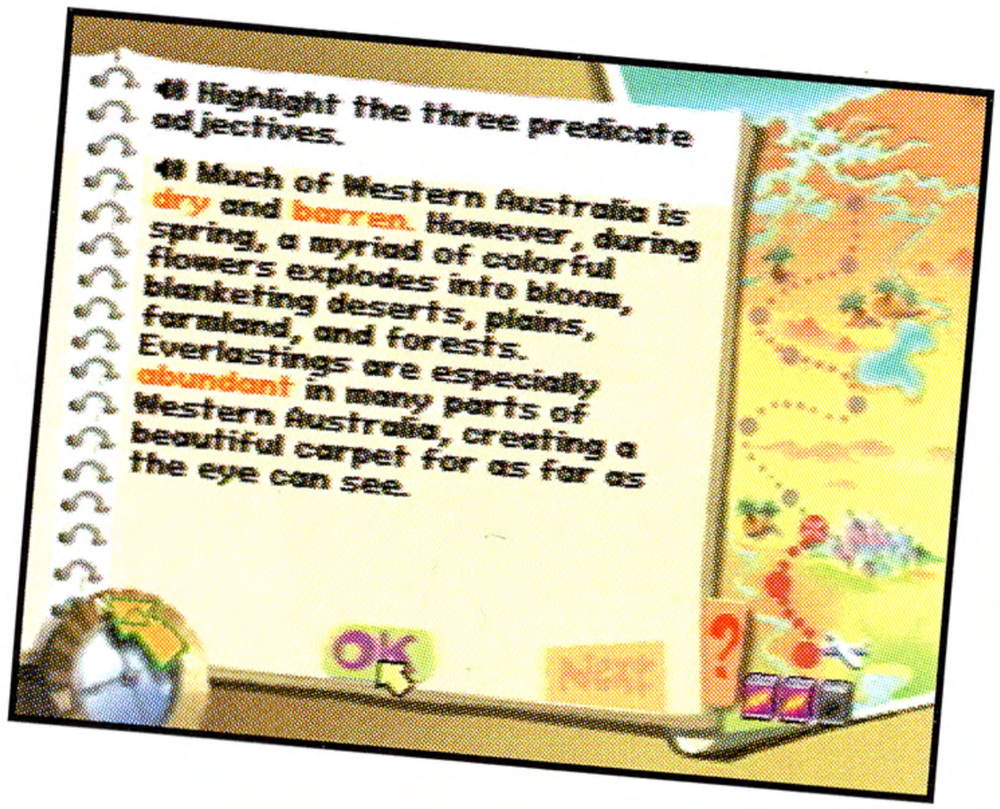
K9.5-5—The Howlywood Premiere

In this adventure your child will use his or her language arts skills to help K9.5 band members collect the items to use in their new video. Have your child start by clicking Level **1, 2,** or **3** of the Music Game, the Video Game, or the 3-D Effects Game. To finish the adventure, your child will have to complete each game at all three levels. After the items have been collected, the show begins!

Note. The stack of travel guides on the left side of the game choice screen represents the Music Game, the stack in the middle represents the Video Game, and the stack on the right represents the 3-D Effects Game.

Music Game

In this game your child will identify parts of speech while helping Maxine collect music and sound samples. When your child completes a level, he or she will play the Music Reward Game. When your child completes all three levels, he or she will listen to the sound samples. Have your child:



- read the instruction at the top of the screen
- highlight the correct answer and then click **OK**
- click the **speaker** to hear text read aloud
- click the **question mark** for help in answering the question
- click the **curved arrow** in the lower-left corner to exit the game

Notes.

- Your child has two chances to answer an instruction correctly. After a second incorrect answer is chosen, one battery loses its power. If all three batteries lose power, the game is over and must be played again.
- Your child may click the **triangle button** on the game controller to go from the text to the exit arrow and vice versa.
- Your child may click the **circle button** on the game controller to go from the text to the question mark.

Video Game

In this game your child will identify heteronyms and homonyms while helping Gershwyn and Riff capture video shots. When your child completes a level, he or she will play the Video Reward Game. When your child completes all three levels, he or she will view the video footage. Have your child:

- read the statement at the top of the screen
- highlight the correct answer and then click
- click the **speaker** to hear instructions or answer choices read aloud
- click the **question mark** for help in answering the question
- click the **curved arrow** in the upper-left corner to exit the game

Note. If your child chooses an incorrect definition, one battery loses its power. If all four batteries lose power, the game is over and must be played again.

In the "Fiji" location of the Video Game, your child compares pairs of words that have the same type of relationship. For example, numbers are to mathematics as words are to language arts. These relationships are called analogies. Have your child write new analogies in the form that is used in the game.

3-D Effects Game

In this game your child will identify synonyms while helping Theo and Ella choose 3-D effects. When your child completes all three levels, he or she will view the 3-D effects. Have your child:

- note both the target word at the top of the screen and the answer choices
- use the **left and right arrows** on the game controller to highlight a synonym for the target word and then click to make the selection
- choose three correct synonyms to advance to the next target word
- click the **speaker** to hear the instruction and to hear words and definitions read aloud
- click the **curved arrow** in the upper-left corner to exit the game

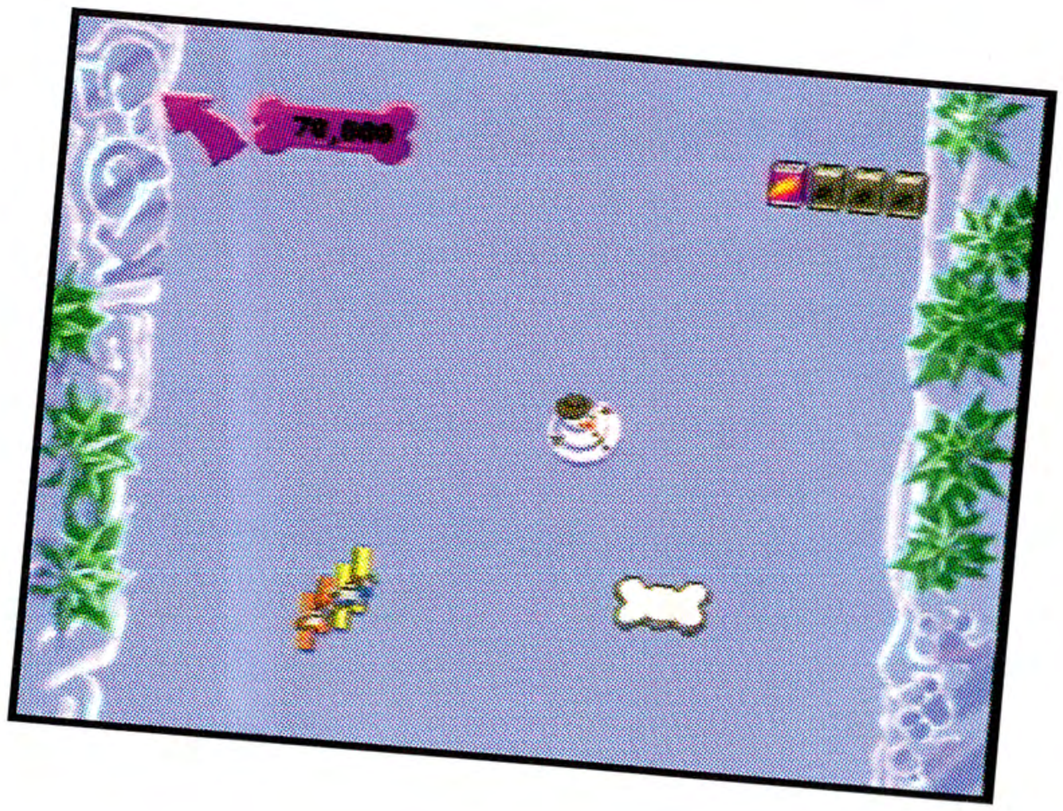
Notes

- If your child chooses an incorrect word, an indicator light will go out on the disk space indicator, and another target word will appear on the screen. If all three indicator lights go out, the game is over and must be played again.
- Your child will receive bonus points for clicking a correct synonym when the synonym box is flashing.

Music Reward Game

The object of this game is for your child to get Maxine to the top of the screen without running into any obstacles. Have your child:

- use the **directional arrows** on the game controller to move Maxine up, down, right, or left on the pathways
- move Maxine to a bone when it appears on the screen to score bonus points
- click the **triangle button** on the game controller and then click to exit the game at any time



Video Reward Game

The object of this game is for your child to avoid obstacles while racing through the course. Have your child:

- use the **left and right arrows** on the game controller to maneuver Gershwyn and Riff around objects
- run over a bone when it appears on the screen to score bonus points

The Samples

After your child has successfully completed all three levels of a game, he or she gets to sample the items that they helped the characters collect during the game. Have your child:

- click the **tape recorder** above the Music Game travel guides to hear the sound samples
- click the **video camera** above the Video Game travel guides to see the video samples
- click the **computer** above the 3-D Effects Game travel guides to see the 3-D effects samples

Then, your child can preview the items that they selected. Have your child:

- click the **arrow** in the upper-left corner to exit the screen
- click the blue **up and down arrows** to see the samples
- click **Play** to preview the sample

The Editing Bay

After your child has completed *every game at all three levels,* he or she selects the style of music, the video, and the 3-D effects that they will "mix" into the music video. To begin mixing, have your child click **Master Tape** at the bottom of the game choice screen. Then, have your child:

- click any of the **Play** buttons to preview the samples
- click the blue **up and down arrows** to change the samples
- click **Make Video** to see the customized video that they have chosen
- click the **arrow** in the upper-left corner to exit the editing bay

Extending the Learning Experience
Family Activities

Book Summaries

Visit a library or bookstore with your child when you both have plenty of time to browse. Ask your child to select a few books that look interesting and read the descriptions on the covers. Have your child summarize each of the descriptions in one sentence.

Music Critic

In *K9.5–5–The Howlywood Premiere,* the members of the band collect sights, sounds, and special effects for their new video. Have your child act as a music critic and write a review of the band's finished video.

Specialty of the House

Before dinner, have your child write a description of all the foods that will be served. Encourage your child to make the evening's menu sound truly tempting. Then, ask your child to underline all the adjectives that he or she used in the description. Ask your child whether the menu would sound as inviting if those words were removed.

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 your 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.

USE OF UNOFFICIAL PRODUCTS:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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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