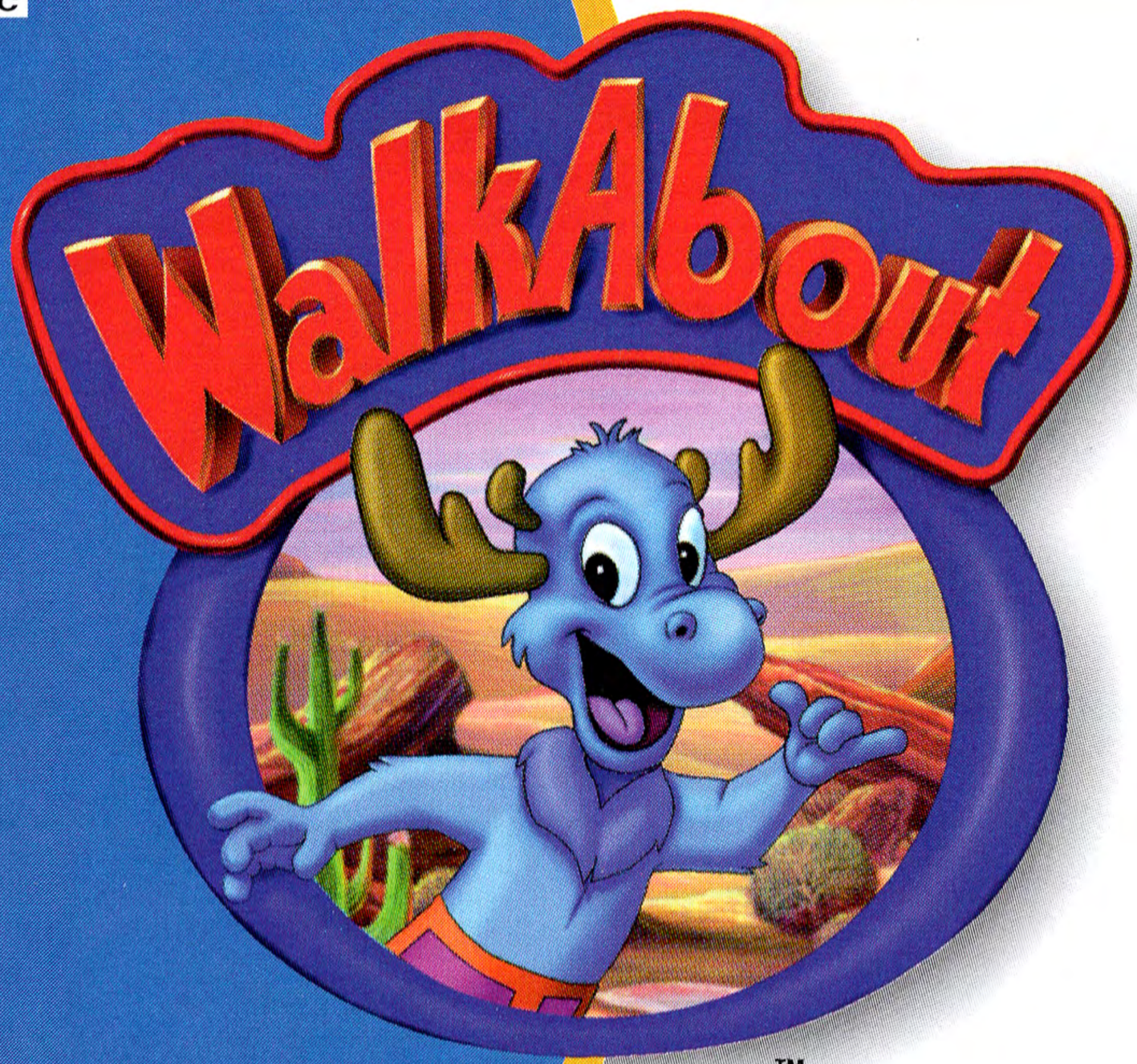
NTSC | U/C

WalkAbout 1—The Natural History Museum

Lightspan Adventures

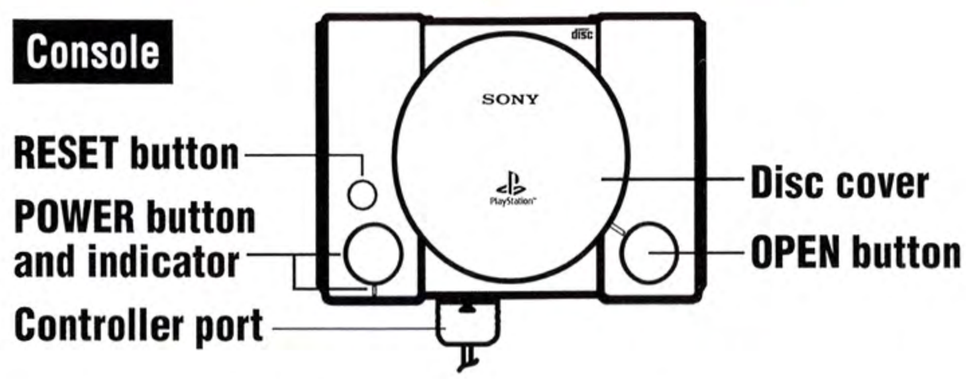


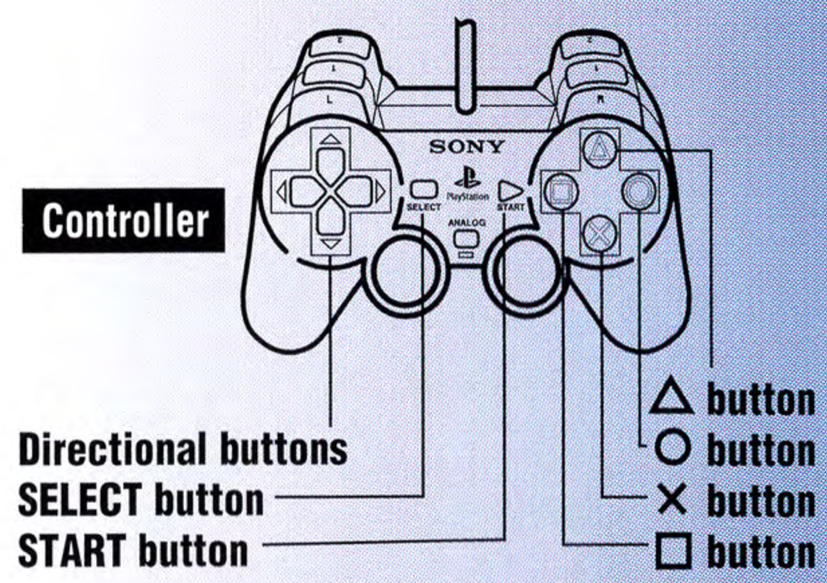
In this Lightspan Adventure, your child practices understanding text and develops animal vocabulary while helping Lonnie find the missing *Tyrannosaurus rex* bones.

LEARNING OBJECTIVES

- Recognize letters, shapes, and colors
- Understand animal and wildlife vocabulary
- Develop listening skills
- Develop problem-solving skills
- Read nonfiction text

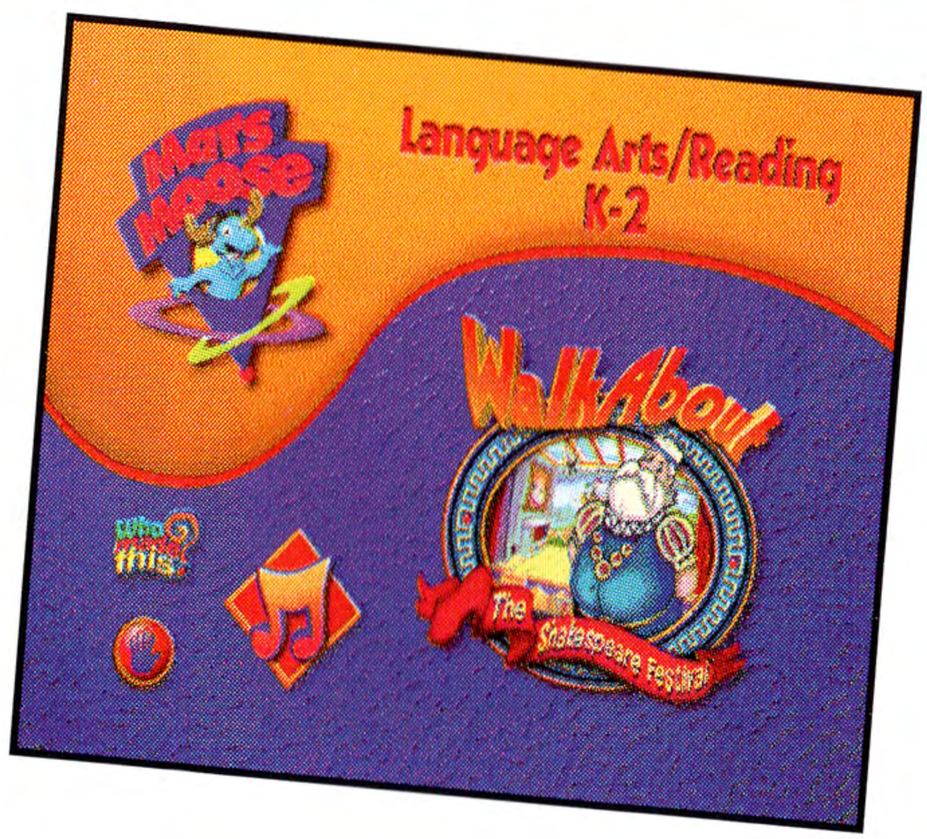
Getting Started





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 **musical note** to see Mars' theme song music video.
- To begin the adventure, click **WalkAbout.** Notice that the pointer sometimes turns into Mars' blue hand. When this happens, click to begin an activity, perform a task, or see a surprise animation.
- To skip the introductory story, click once.

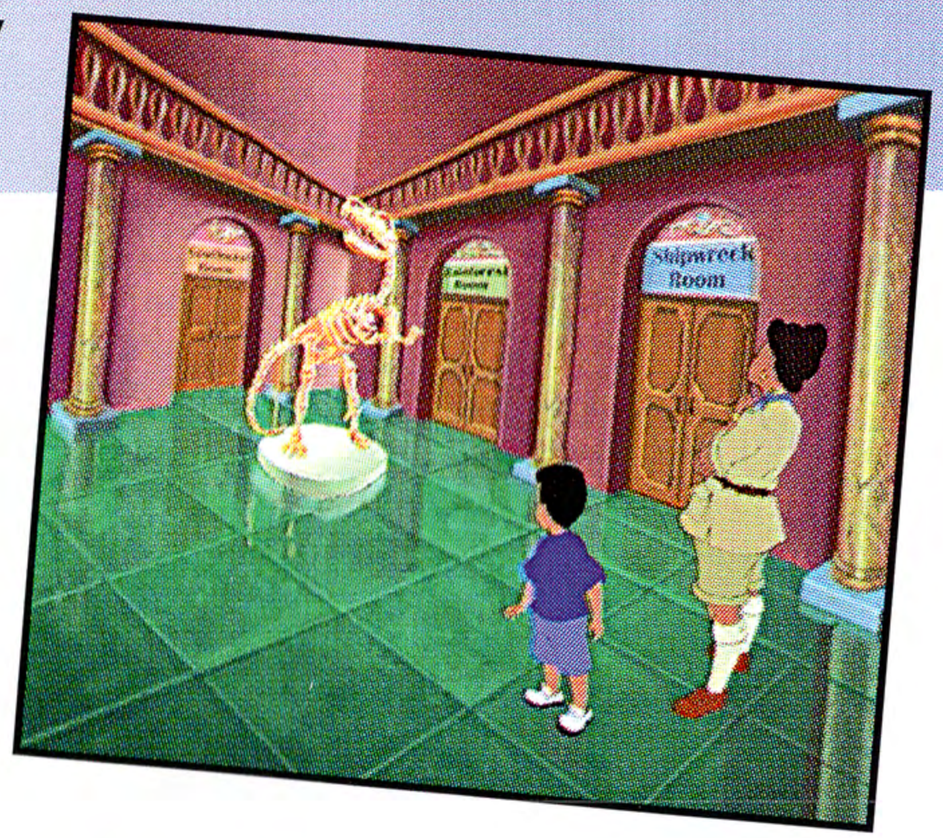


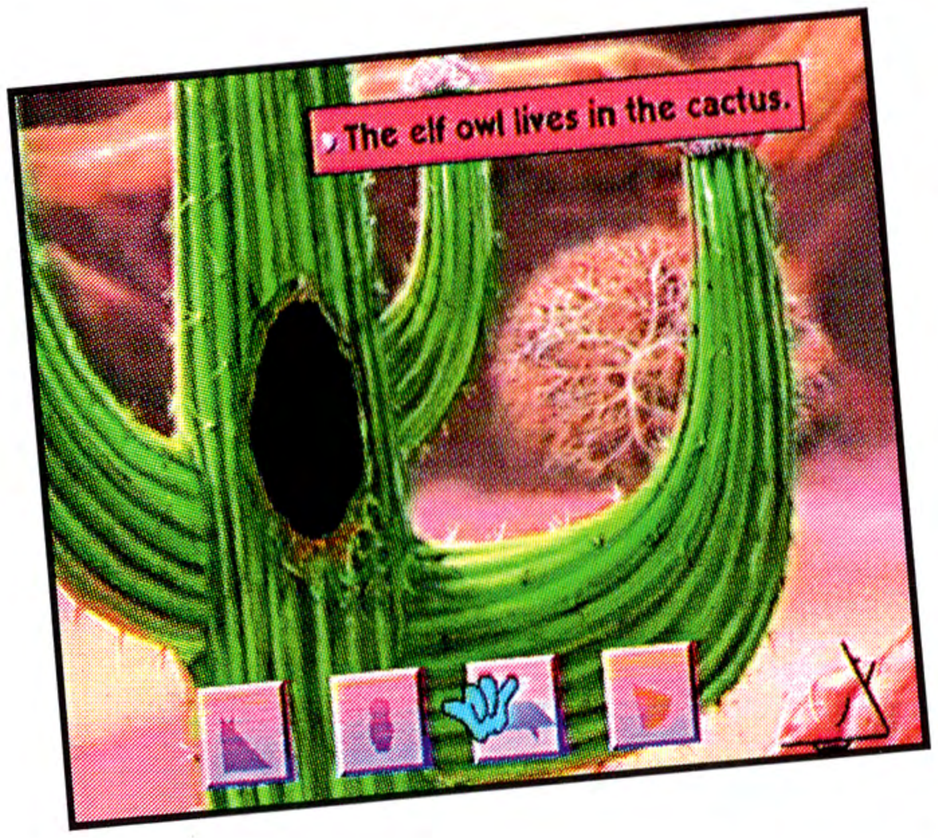
- To exit an activity and enter a new one, click the **Marsmatron**™ in the bottom-right corner of the screen; or, move the pointer to the top-left or top-right corner until it turns into a curved arrow, and then click.
  - –The Marsmatron will take you to the opening screen if you click the **picture** in the upper-right corner.
  - –The Marsmatron allows you to move directly to a location. Click a **window** on the left side to go to that location.
  - –Click anywhere outside the Marsmatron screen to return to that activity.

WalkAbout 1—The Natural History Museum

Your child's task is to help Dr. Diggs, a paleontologist, find the five missing bones to complete the museum's *Tyrannosaurus rex* skeleton. The bones are hidden in the "Southwest Room," the "Rain Forest Room," and the "Shipwreck Room."

- To enter a room, click the **door.** Once the activities in each room are completed, a white dinosaur bone will appear somewhere on the screen.
- Click the **bone** to pick it up, and then drag it to the paper bag in the lower-left corner of the screen.
- Click to drop the bone into the bag. The number of bones collected appears on the paper bag.





"Southwest Room"

In the "Southwest Room" the task is to find various desert animals and help them regain their lost voices by matching animals with the sounds that they make. Your child learns about each animal by reading factual text. Have your child:

- find where the animals are hiding by moving the pointer around the screen and looking for likely hiding places
- click when the pointer turns into Mars' blue hand to see an animal
- move the pointer onto one of the four squares near the bottom of the screen to hear an animal sound
- click the **square** with the sound that matches the animal

To expand your child's use of science vocabulary, ask questions such as "How is the sound the owl makes different from the sound the coyote makes?"

"Rain Forest Room"

In the "Rain Forest Room," your child earns points for locating and taking pictures of certain animals. He or she learns about each animal by reading informative text and viewing video clips. At the beginning of each round, your child will see a picture of a specific animal to seek. Have your child:

- move the camera in front of the **animal** before it disappears
- click to take a picture of the animal; after your child takes the picture, he or she will learn more about it in a brief video clip that shows real footage of the animal in its natural habitat

"Ask your child questions such as "Why do you think that a bird lives high in the forest?" or "What do you think a spider monkey eats?"

"Shipwreck Room"

The "Shipwreck Room" consists of three Concentration games. Have your child:

- click one of the three signs held by the fish: **Colors, Shapes,** or **Letters;** this determines what sort of things your child will try to match
- click one of the three **watches** to choose a timing option; your child may complete the activity with no time limit or try to beat two different times
- click any **window** to reveal what is behind it
- click a **second window** to uncover another color, shape, or letter, depending on which game is being played; if there is a match both windows will turn over
- continue to click windows until the entire shape is revealed

Extending the Learning Experience
Family Activities

Fantastic Animal Stories

Make up a story with your child about children going for a walk and meeting their favorite animals. Include what they saw and learned on the way.

Animal Neighbors

With your child, name all the animals and insects that can be seen in your neighborhood. Choose a favorite, write down its name, and draw it.

Nature Programs

With your child, watch a nature program. Repeat the vocabulary used and talk about habitat, climate, and other important information that is mentioned in the program.

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.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Manufactured and printed in U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. © Copyright 2000 Lightspan, Inc. All rights reserved. Lightspan Adventures is a trademark of Lightspan, Inc. Printed in the U.S.A.

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