PlayStation®

NTSC | U/C

Mona & Moki® 1–Drive Me Wild!

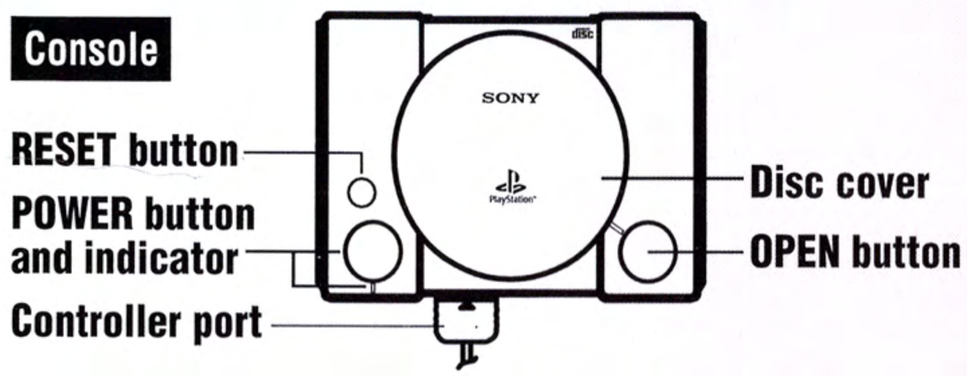
Lightspan Adventures

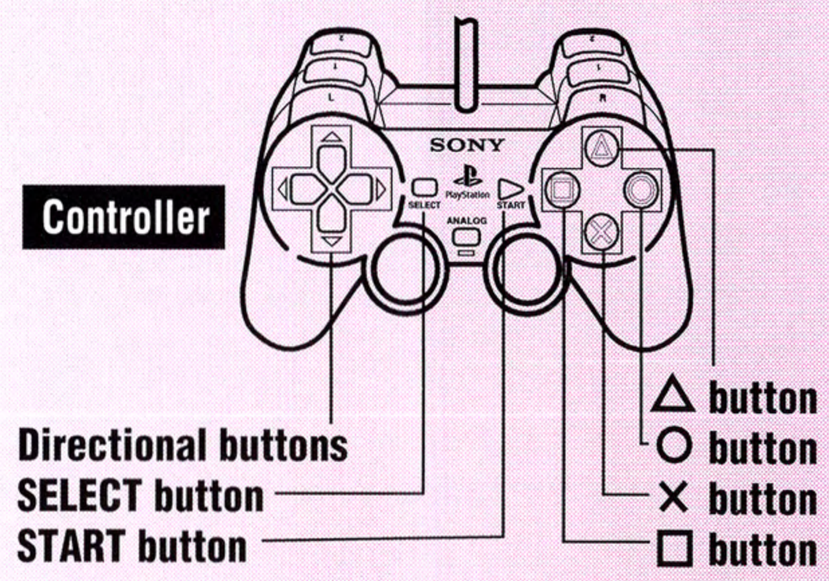
In this adventure, your child will travel with Mona and Moki to Snetha, a fantastical town full of interesting characters in unusual situations. Your child will help Mona and Moki get back to school by playing word games and earning keys. These games help children develop vocabulary and problem-solving skills.

LEARNING OBJECTIVES

- Identify synonyms and antonyms
- Identify and use prefixes and suffixes
- Use problem-solving and critical-thinking skills
- Recognize riddles
- Develop vocabulary
- Recognize grammatical rules

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.
- On the opening screen, click the **musical note** to see Mona and Moki's music video.
- Click the **director's clapboard** to view the live-action introductory story.
- To begin the adventure, click the **Snethian chariot.** Notice that the pointer sometimes turns into a key. When this happens, click to begin a game or to perform a task.
- Click the **New Game** flag to begin a new game or click **Restart** to return to your previous game. If you are restarting a game, enter your three-letter code, using the up and down arrows to select each letter.
- To skip the introductory story, click once.

- To exit an activity and enter a new one, click the **winged foot** at the bottom 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 to return to the previous screen.
- The winged foot allows you to perform a variety of functions:
  –Click the **chariot** to fly over Snetha.
  –Click the **compass** to go to the map of Snetha.
  –Click the **key** to see which keys you have found.
  –Click the **curved arrow** to return to the game.
  –Click the **hand** to return to the opening screen.
  –Click the **hand** located at the lower-right corner of the screen to exit the game.

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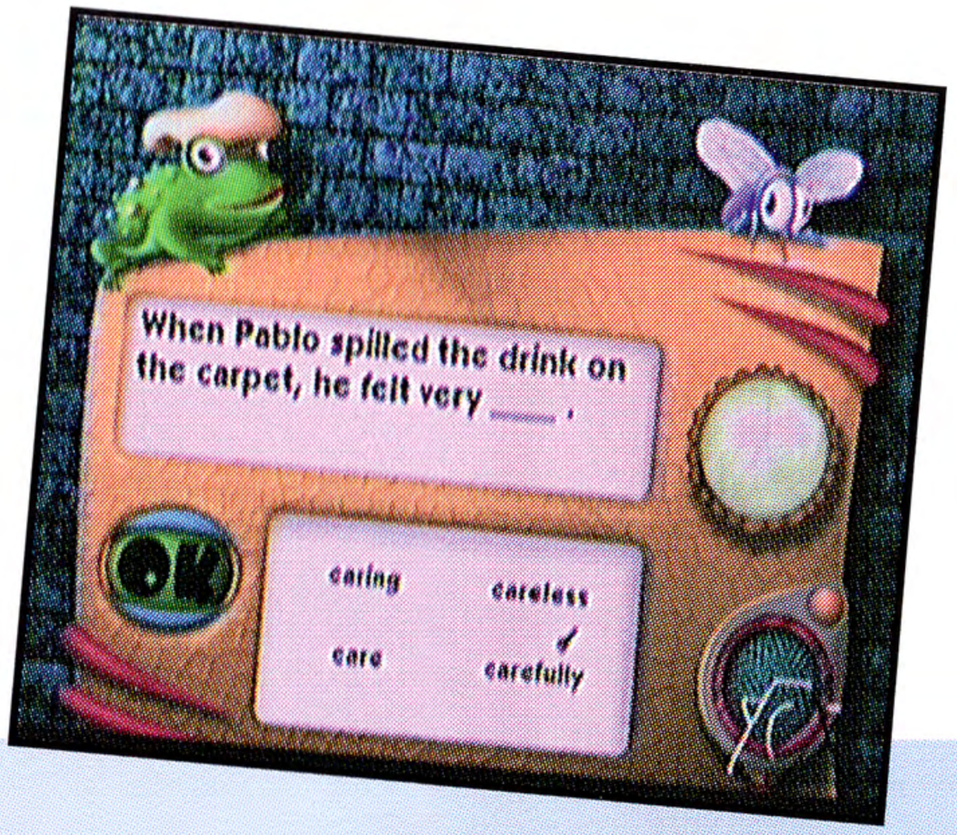
From the map of Snetha, choose one of the following locations: "Aristophanes' Eatery," "Poseidon's Animat," or "Zeus' Zone." The name of each location will appear when the pointer is over it.

- "Aristophanes' Eatery" and "Zeus' Zone" are timed. Tasks must be completed successfully within each time limit to earn keys.
- Click the pictures at the left of the screen to perform special game functions:
  –Click the **chariot** to fly over Snetha.
  –Click the **fireball** to set the chariot speed.
  –Click the **radar screen** to return to the map of Snetha.
  –Click the **key** to see which keys have been found.
  –Click the **hand** to return to the opening screen.

"Aristophanes' Eatery"

In this game, your child earns keys at a wild drive-through restaurant by identifying and using prefixes and suffixes. When 24 words with the correct prefixes and suffixes have been correctly selected and used, your child earns 2 keys to help Mona and Moki return home. Have your child:

- click **Word Beginnings** to play the prefix game or click **Word Endings** to play the suffix game; each game is worth 1 key
- click the prefix or form of the word from the choices that best completes the sentence; then, click **OK**



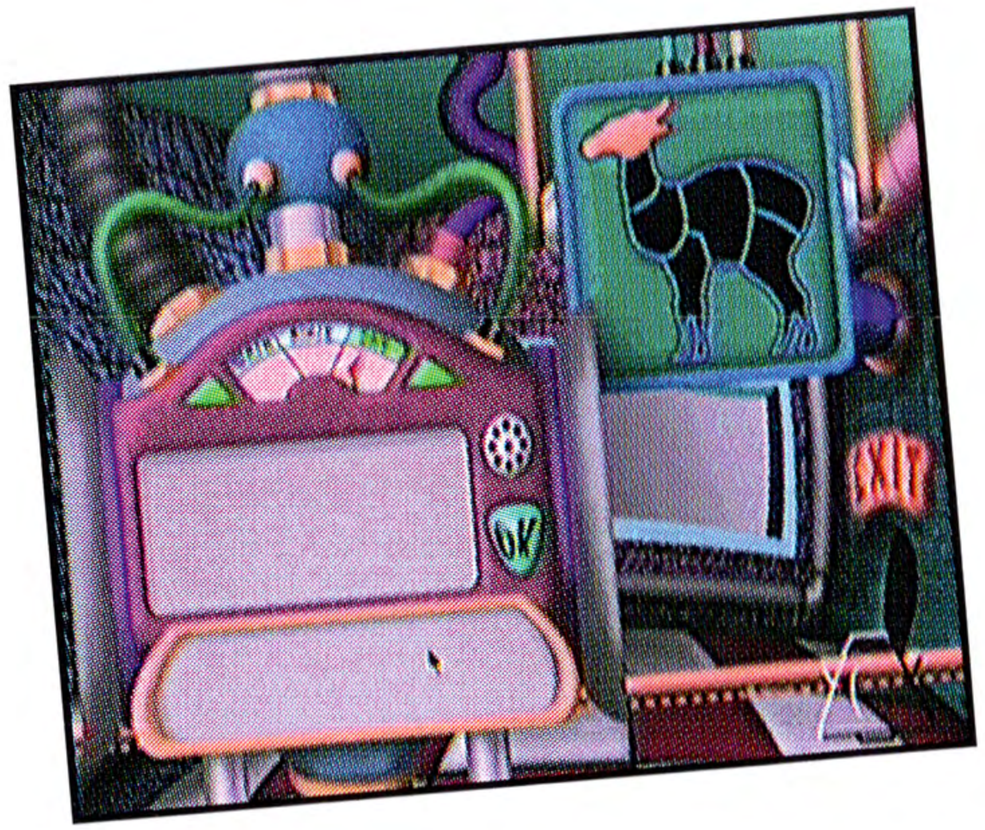
- click **Hints** to see the definitions of the prefixes in the **Word Beginnings** game only

Note. After completing both games, move the pointer to the upper-left or upper-right corner of the screen until it turns into a curved arrow and then click.

"Poseidon's Animat"

To capture a llama that has taken a precious key, your child unscrambles words and solves riddles. Solving seven animal riddles will earn one key. Have your child:

- click a scrambled word to select it; the word will appear in the bottom box and may be unscrambled one letter at a time
- click a letter and move it to the box that represents its proper place; then click to deposit the letter
- click **OK** when he or she has unscrambled the word
- read the riddle when all words have been unscrambled and click an answer from the options on the screen



Note. After each riddle has been successfully answered, one of the seven pieces of the llama puzzle is filled in. Completing the llama puzzle earns your child a key. After completing the puzzle, move the pointer to the upper-left or upper-right corner of the screen until it turns into a curved arrow and then click.

"Zeus' Zone"

To earn a key, your child creates 16 compound words. There are some pictures to help identify the word, but beware—these pictures are part of the challenge in the "zone." Have your child:

- look at the picture for a clue about what compound word is represented
- click one word from the **1st Part** column and another from the **2nd part** column; then, click **OK** when he or she has formed the word

Note. Your child will have two chances to create each compound word correctly. After a first incorrect answer, the picture clue will become larger. After completing the game, move the pointer to the upper-left or upper-right corner of the screen until it turns into a curved arrow and then click.

Extending the Learning Experience
Family Activities

Compound Word Concentration

With your child, make a Concentration card game out of index cards or paper, using root words such as "bath" and "tub." Place the cards face down and match the pairs.

Prefix Catch

Play catch with your child. The thrower says a prefix ("bi-") out loud, and the catcher completes the word ("cycle").

Kitchen Scramble

Scramble the names of five appliances in your kitchen. Time how long your child takes to unscramble them. This activity may be repeated with objects found in other rooms of your home.

Riddle-Filled Letter

Encourage your child to write a letter to a friend or relative. End the letter with a riddle that must be solved in a written response.

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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