PlayStation

NTSC | U/C

Quaddle 2/The Case of the Scarce Scarab "Garden"

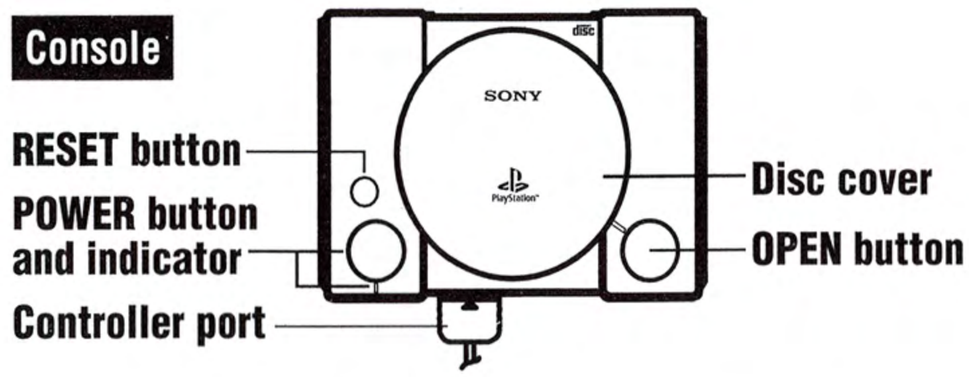
Lightspan Adventures

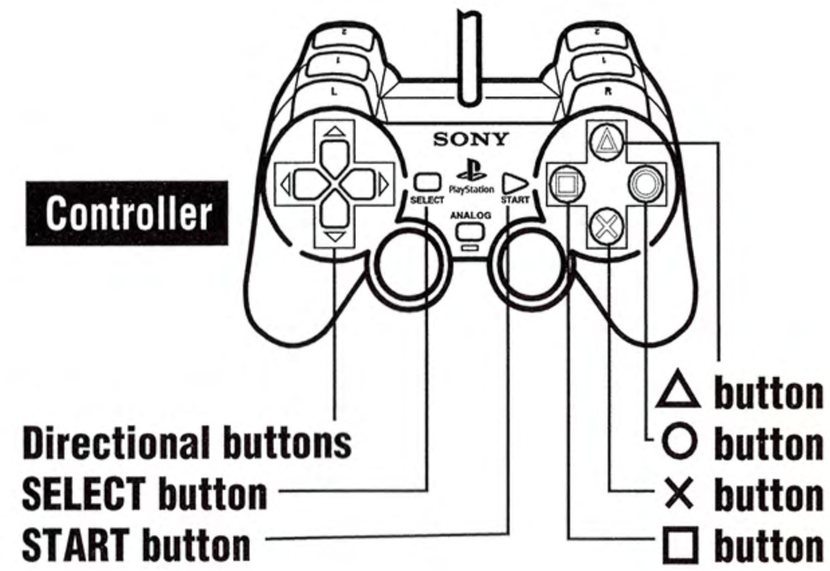
Your child is invited inside the fascinating Quaddle Museum to help investigate the case of the missing ancient scarab earring. Solving mathematical puzzles and problems in the museum's various rooms will provide clues to the earring's location.

LEARNING OBJECTIVES

- Apply measurement to problem-solving situations
- Estimate by using nonstandard units of length
- Use a measurement tool to interpret information from a chart
- Use units of measure to count or compute length, perimeter, and area
- Use a nonstandard unit of measure to calculate distance

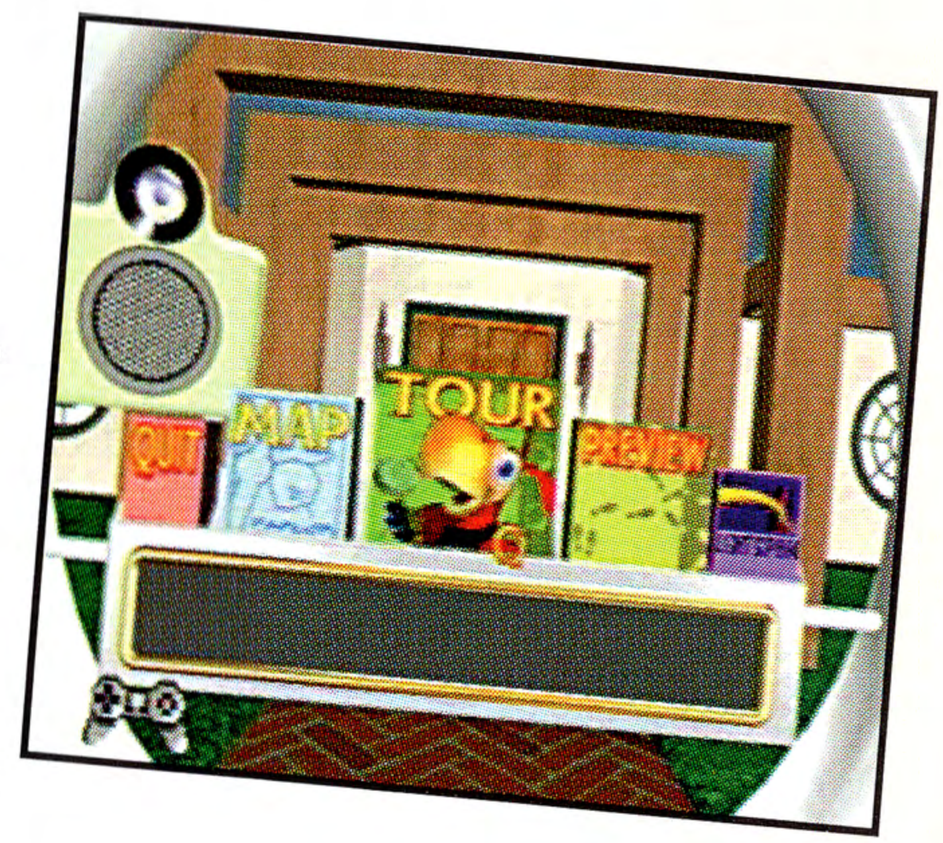
Getting Started





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.
- Click the **speaker** to listen to the Quaddle theme song.
- Click **Map** go directly to a museum room and game.
- Click **Preview** to take a brief look inside the museum.
- Click the **game controller** for help on how to use it.
- Click **Quit** to exit the adventure.



- Click **Tour** to begin the adventure. Notice that the pointer sometimes turns into a revolving "Q." When this happens, click to begin an activity, perform a task, or see a surprise animation.
- Click if you want to skip the introduction.
- To move through the museum, click the **yellow arrows** that appear as the pointer is moved across the screen.
- To exit an activity and enter a new one, click the large **Q** at the bottom-right corner of the screen. Or, move the pointer to the top-left or top-right corner of the screen until it turns into a curved arrow and then click.
- Click the large **Q** to open a useful service menu that allows you to use the Map to go to another activity, return to the Quaddle Museum front gate, review your progress and clues collected so far, and change the level of game play. Click the **orange arrow** in the lower-left corner to close the service menu.
- For help with an activity, click P.K.'s **whistle.**
- For help with mathematical processes, click Newton's **keys.**

The Case of the Scarce Scarab

To help locate the valuable missing scarab earring, your child is challenged to explore the garden maze of the Quaddle Museum and solve puzzles by using various mathematical skills. After clicking Tour, have your child:

- select a level of game play by clicking one of the **tickets** and then click **OK**
- enter any clues already found and then click **OK;** click **OK** if no clues have been found

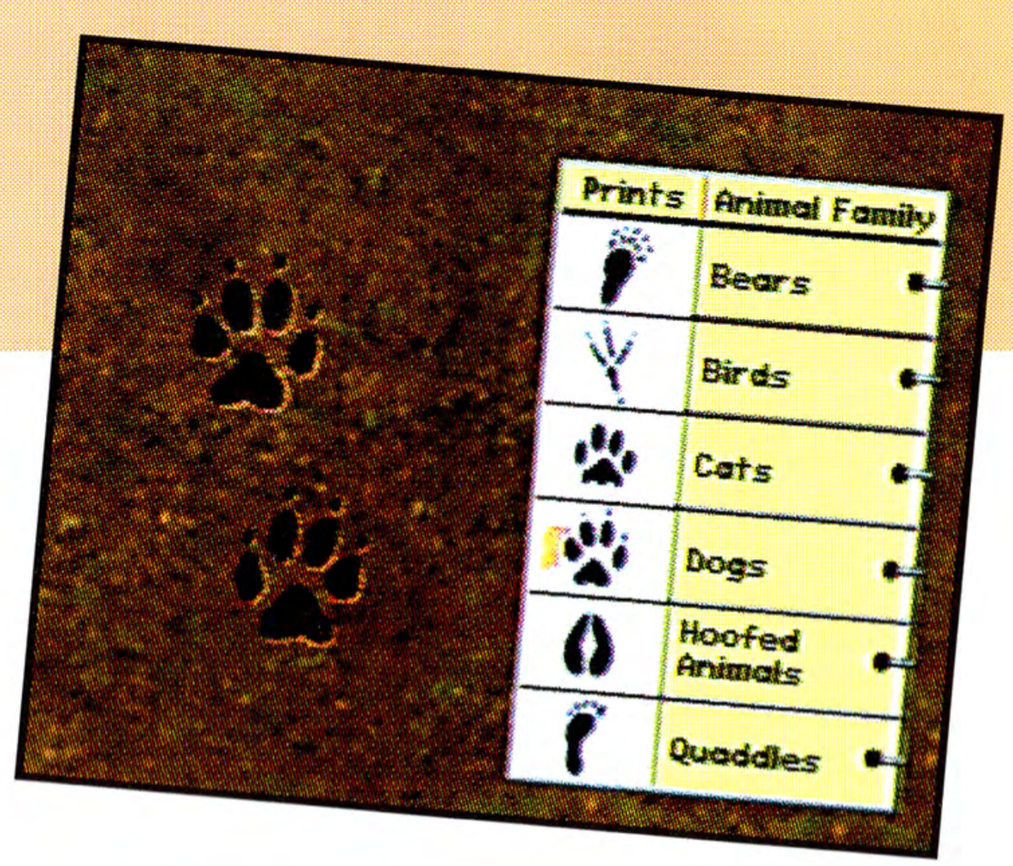
"Garden"

Solar Cart. In this activity, your child will use his or her estimation skills to read a map and program a cart that will drive through the Quaddle Museum's garden maze. Have your child:

- click the **cart** to begin, and then click the **map** on the dashboard
- click a **letter** (N, S, E, or W) to choose the cart's direction
- click a **number** to choose the number of lengths to travel in the chosen direction; he or she can use the legend in the upper-right corner to see the distance of a length
- click **enter** to program each move; after programming a sequence of moves, click **Go** to set the cart in motion
- click the upper-left corner of the map to leave the game; then, click **Go** on the cart to drive through the maze

Animal Tracks. In this activity, your child will practice measuring while he or she identifies animal tracks. Have your child:

- click the **footprint** on the animal family chart that matches the animal footprints on the screen
- click the **ruler** and move it to measure the footprint; then, click the ruler again
- click the **measurement** on the paper that matches the size of the animal tracks to see a picture of the animal
- click the screen again and repeat the activity; or, go to another activity



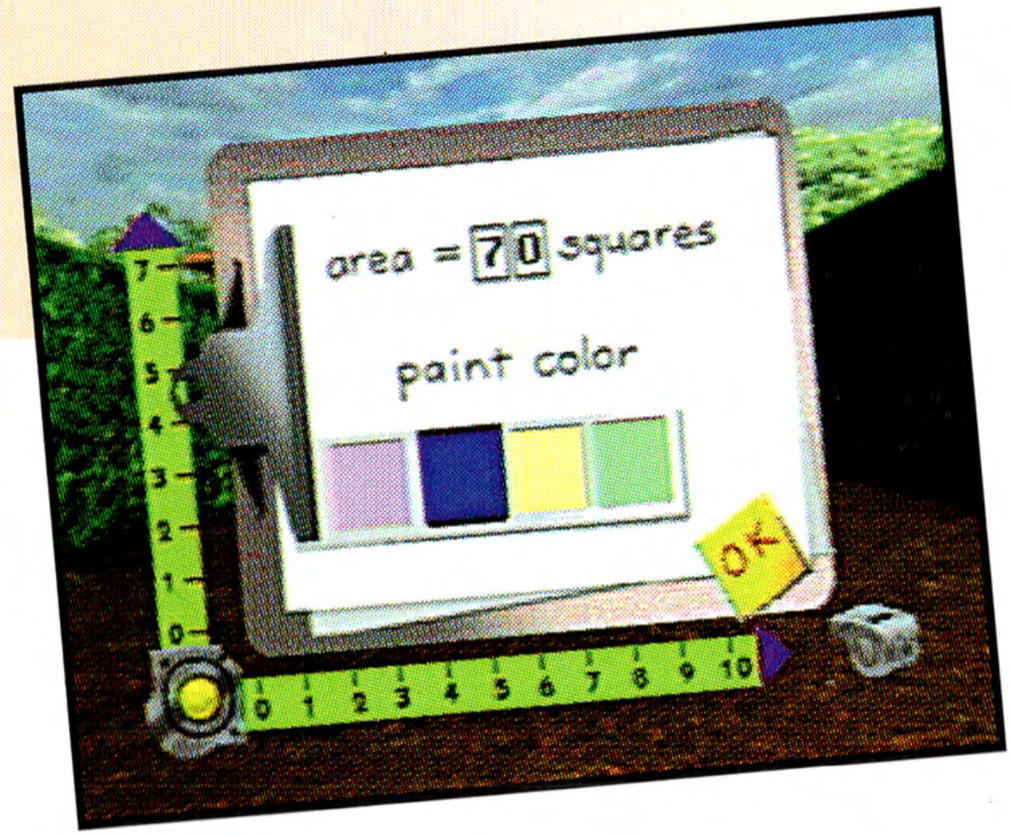
Fort. In this activity, your child will learn about estimation, area, and perimeter while constructing a fort in the garden maze. First, the walls must be built. Depending on the level at which your child is playing, he or she will have a variety of options. Have your child:

- click the **clipboard** to begin (**Note.** Your child will use the clipboard to make estimations throughout the game; have him or her click outside the clipboard to close it and click the bottom of the screen to open it)

- click the desired **fort height;** then, click **OK**
- enter an **estimate** on the clipboard of the number of boards it takes to build the wall; then, click **OK**
- click the **tape measure** to discover how many boards are needed to build the wall
- click the **wood pile,** press the **left arrow,** and then click the **boards** to build the wall
- enter on the clipboard the **actual number** of boards that were used to build one wall; then, click **OK**
- enter on the clipboard the **total number** of boards needed to cover all four walls of the fort and then click **OK**
- click the **remaining walls** to finish building the fort

Fort (continued). Next, the fort must be painted. Have your child:

- click the **right wall**
- click the horizontal or vertical **tape measure** to make rows or columns of squares. Click it as many times as it takes to fill the entire wall with squares
- enter on the clipboard the **area** of the wall; click a **paint color** to paint the wall and then click **OK**
- click the **number of buckets of paint** needed to cover the wall; then click **OK**
- click a **paint bucket** and then click the **wall;** repeat this until the wall is painted
- paint the remaining walls in the same way until the entire fort is painted



Next, the doors and windows must be added. Have your child:

- click the **shape** of the frame for the door or window he or she wants on the first wall; then, click **OK**
- enter the **perimeter** of the frame chosen, click the **color** for the frame, and then click **OK**
- repeat these steps for all four walls; then, click each **wall** to view a different animation

Well. In this activity, your child will determine distance by judging how far the bucket will go into the well before it touches the water. Have your child:

- count the **number of turns** until he or she hears a splash
- determine the distance and enter the result in the **number counter;** then, click the **green up arrow** to raise the bucket to where it started
- click the **green down arrow** if he or she wants to play again

Extending the Learning Experience
Family Activities

The Tall and the Short of It

Compare family members' heights to other objects. Together with your child, find objects that are taller than and shorter than each family member. Next, ask your child to estimate how much taller or shorter than each family member the object is; then, actually measure to find the difference. For example, your child could compare your height to the height of a door. How much taller is the door?

Water Works

Fill several containers with water and have your child estimate how much water he or she thinks each container holds. Then, measure the amounts of water, using a standard measuring cup, and compare the actual measurement to your child's estimate.

Body Measure

Using a ruler, have your child measure several body parts (e.g., thumb or arm) to see how close they are to an inch, a foot, and so on.

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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