PlayStation

NTSC | U/C

Quaddle 3/The Case of the Scarce Scarab
"Parlor" and "Family Room"

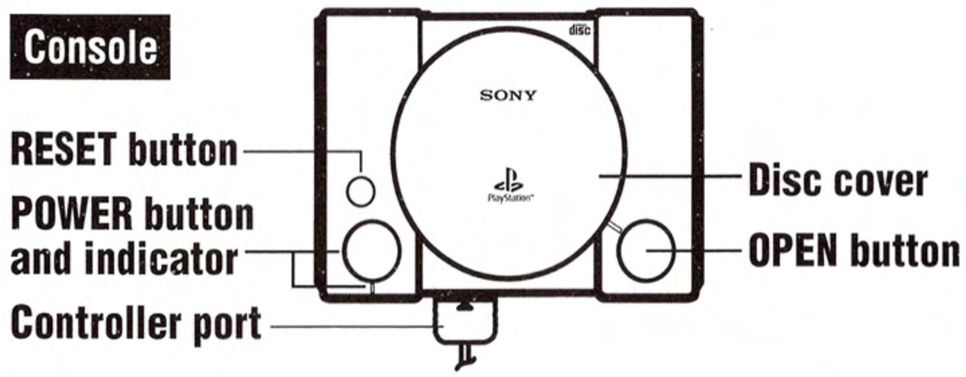
Lightspan Adventures

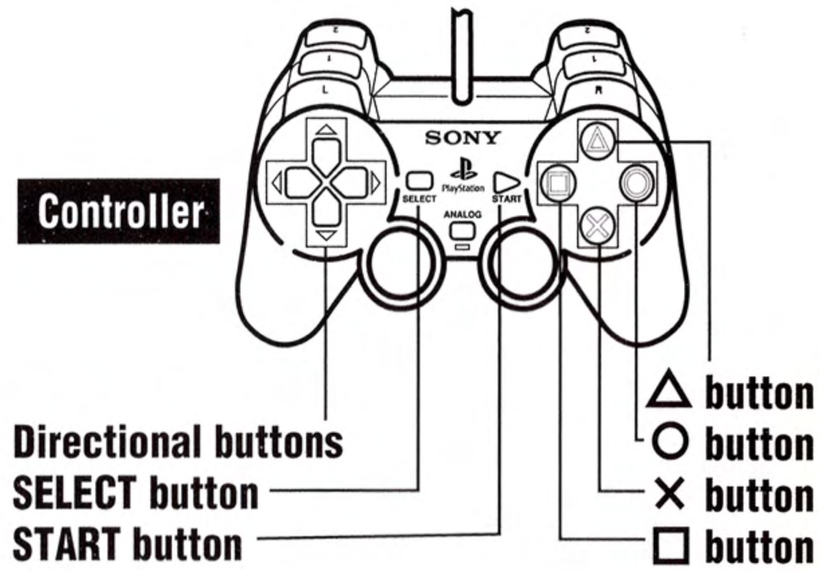
Your child is invited inside the fascinating Quaddle Museum to help investigate the case of the missing ancient scarab earring. Solving mathematical puzzles and problems in the museum's various rooms will provide clues to the earring's location.

LEARNING OBJECTIVES

- Find the area of a figure by covering it with nonstandard units of measure
- Become familiar with units of time, length, area, capacity, temperature, and distance
- Estimate time by using nonstandard units of measure
- Explore nonstandard units of measure and relative measure
- Determine and compare lengths, perimeters, and areas of geometric shapes

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** to go directly to a museum room and game.
- Click **Preview** to take a brief look inside the museum.
- Click the picture of 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** in 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 game 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.**

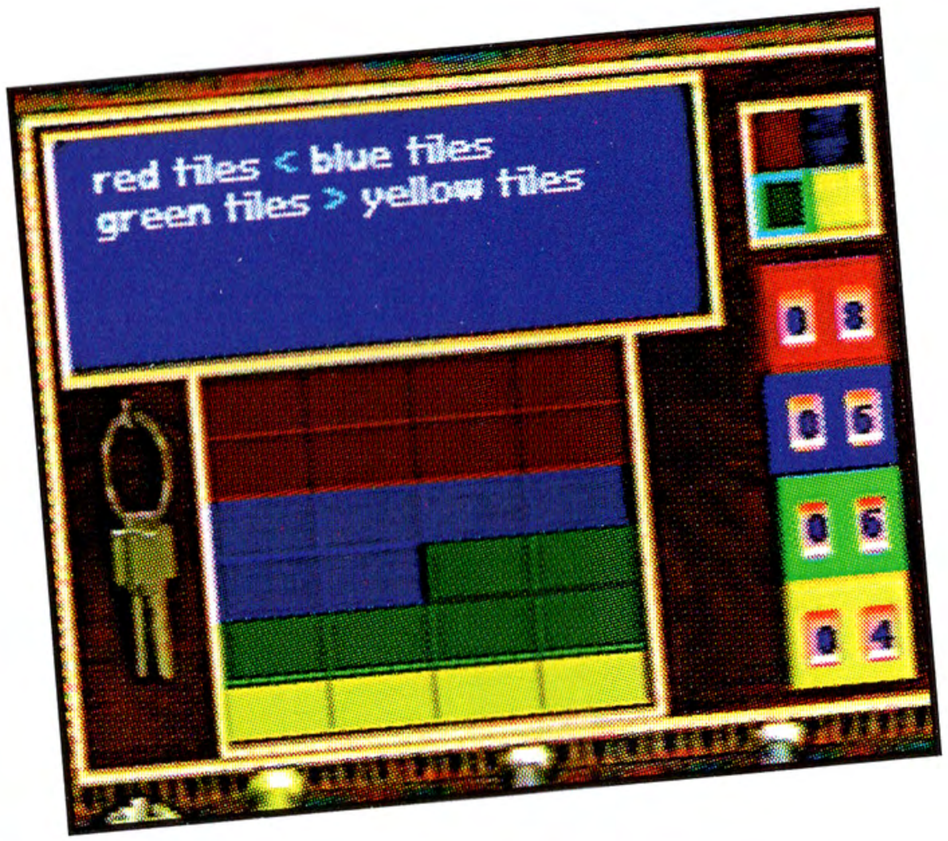
Quaddle 3
The Case of the Scarce Scarab

To help locate the valuable missing scarab earring, your child is challenged to explore the parlor and family room 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;** then, click **OK**
- enter any clues already found, and then click **OK;** click **OK** if no clues have been found
- make a note of clues as they are given at the completion of activities

"Parlor"

Toy Chest. In this activity, your child will follow a code to fill an area of a toy chest lid with colored tiles. Have your child:



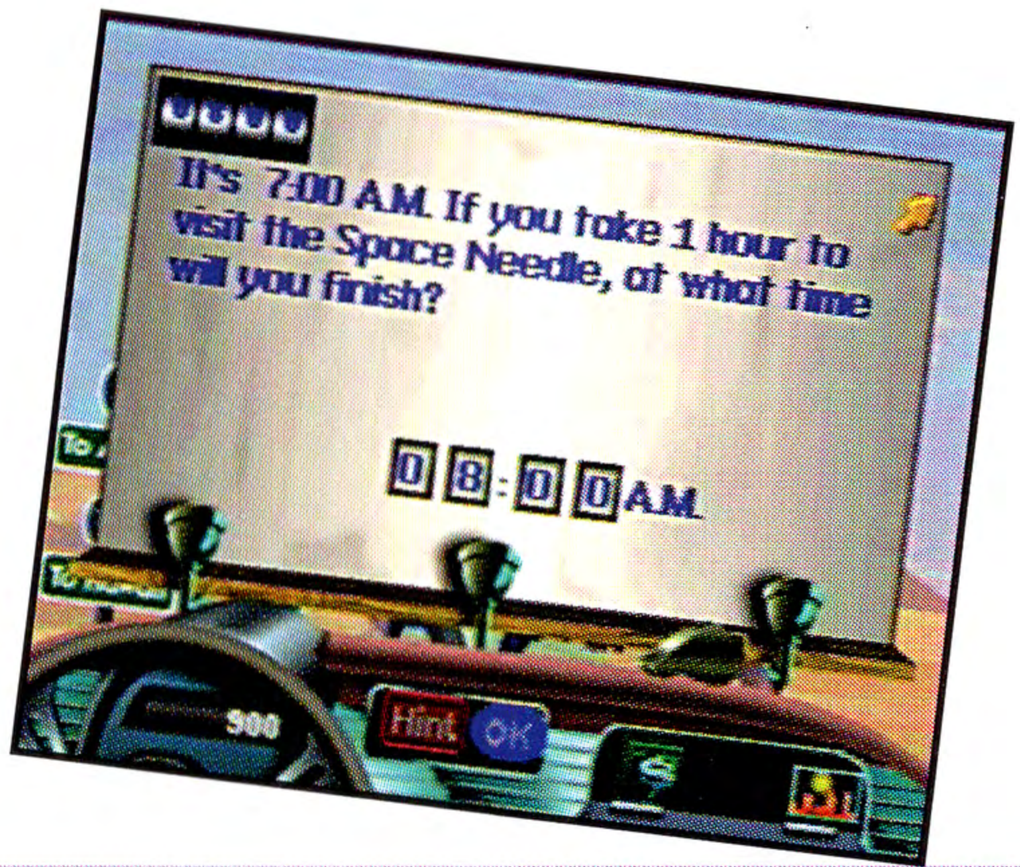
- click the **toy chest** in the parlor
- click the **red button** in the lower-right corner of the screen to begin
- read and listen to the **code** that appears at the top of the screen; click the **blue part** of the code to hear the code again
- click a colored **tile** in the small square in the upper-right corner of the screen and then press the directional **arrows** on the game controller to move the tile to the toy chest lid
- click the **tile** again to place it on the toy chest lid; each click drops another tile on the lid
- fill in the entire area with the colored tiles according to the code

To erase a tile from the toy chest lid, have your child click the tile. Then, to fill in the empty space, have him or her click another colored tile from either the lid or the square in the upper-right corner of the screen.

When the area is filled with tiles, your child will count all the tiles. Then, he or she will put the number of each colored tile in the matching lock combinations on the right side of the screen. Have your child click the **arrows** above or below the numbers to enter the number of each colored tile. When the numbers of colored tiles have been entered in the lock combinations, have your child click the highlighted **lock latch** at the bottom of the screen. When three codes have been successfully solved, your child will earn a clue.

Road Rally, U.S.A. In this activity, your child will answer math problems to earn mileage for a trip across the United States to Washington, D.C. Along the way, he or she will visit three cities marked with colored dots to pick up three photo facts. Photo facts are like postcards that give information about the cities visited. Have your child:

- click the **box** on the coffee table in the parlor
- click the single **driver** for one player or the double **driver** for two players.
- click the **U.S.** or **Metric** signs to choose either standard or metric units of measure; then, click the **traffic signal**
- click a **rally car** (or cars, if there are two players); then, click the **traffic signal**
- refer to the **car picture** on the map to see the point of departure
- click the **odometer;** then, click the **gas pump** to see a problem and its mileage amount
- click the **arrows** above and below the number spaces to answer the problem, or click the correct answer if the problem is multiple choice



- click **hint** for help on solving the problem; then, click the **arrow** in the upper-left corner to go back to the problem
- click **OK** to enter an answer
- click the **dollar sign** on the dashboard to see the trip allowance balance

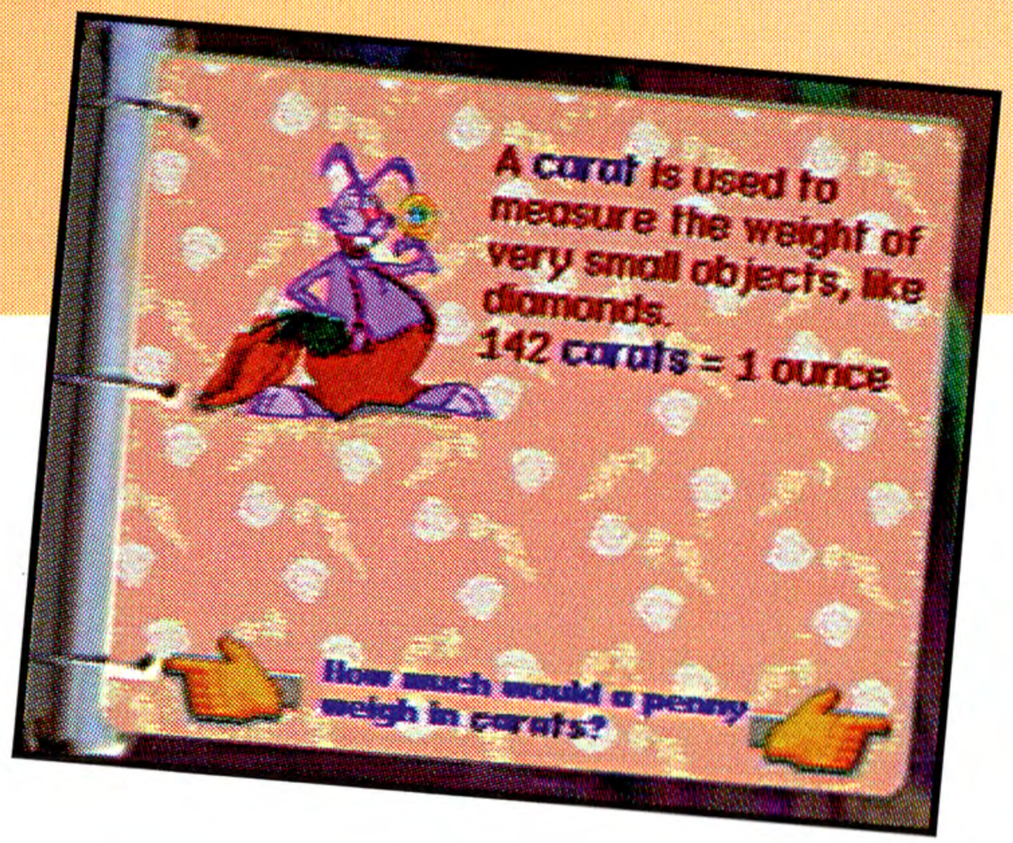
To move the car on the map, have your child:

- click a city to see the travel distance required to go there
- click **Go** if he or she has enough miles on the odometer to reach the city
- click to the right of the **Go** sign to remove the mileage from the screen

When your child arrives at a city with a colored dot, have him or her:

- click the **corner of the picture** to see some facts about the city; then, click the facts to return to the picture
- click the **buy it** stamp to buy the photo fact
- click the **postcard** on the dashboard to see the photo facts he or she has bought; then, click **store it** to put the fact away

Ask your child to guess the number of footsteps it takes to get to an object across the room. Then, have him or her walk the distance to see how close the estimate was.



Did You Know. In this activity, your child will use uncommon or unusual methods of measurement to measure everyday things in his or her life. Have your child:

- click the **scrapbook** on the desk in the parlor
- click the **cover** of the scrapbook to open it
- click the **hands** in the lower-left or lower-right corner to turn the pages of the scrapbook
- move the pointer to the figures on the pages to see explanations of the measurements presented

"Family Room"

Brain Blastoff. In this activity, your child will "travel the galaxy" by determining the correct length, perimeter, or area of an object or shape. Have your child:

- click the **screen** or the **remote control** in the Family Room
- click the single **astronaut** for one player or the double **astronaut** for two players
- click the **level numbers** to choose a level; then, click **Enter**

- click **Start** and view the left and right monitors; if the information on the two monitors is equal, click the **equals sign,** if the information on the two monitors is not equal, click the **not equal to sign**
- watch the **clock** in the upper-left corner of the screen and listen to the voice to tell how much time remains in the game
- click the **planet** at the end of the game to see a fact about that planet

When time expires, the game is over. If your child chose seven correct matches during game play, he or she will receive a clue and return to the Family Room; if not, he or she will be returned to the game.

Laptop Computer. In this activity, your child will read encyclopedia entries and learn about various types of rodents. Have your child:

- click the **laptop computer** on the bookshelf in the Family Room
- click the **green arrows** in the lower corners of the screen to go forward or backward in the encyclopedia
- click the **pictures** of the rodents to hear P.K.'s funny comments
- click **exit** to go back to the Family Room

Extending the Learning Experience
Family Activities

A Foot Beyond

Which family member has the biggest foot? Encourage your child to use grid paper to trace the feet of all the members of your family. Then, help your child to count the squares to find the area of each family member's foot.

Travel Map

With your child, plot a map of a real or imaginary family trip. How many miles will you travel? How many days will it take? How many hours a day will you travel?

The Broadest Jump

Who can jump the farthest in your family? Have your child estimate and then measure the length of each family member's broad jump. Help your child keep a record over time and compare lengths.

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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CD #905338