



NTSC U/C

P.K.'s Place™ 2—Hoopo at Sea!®


Lightspan Adventures



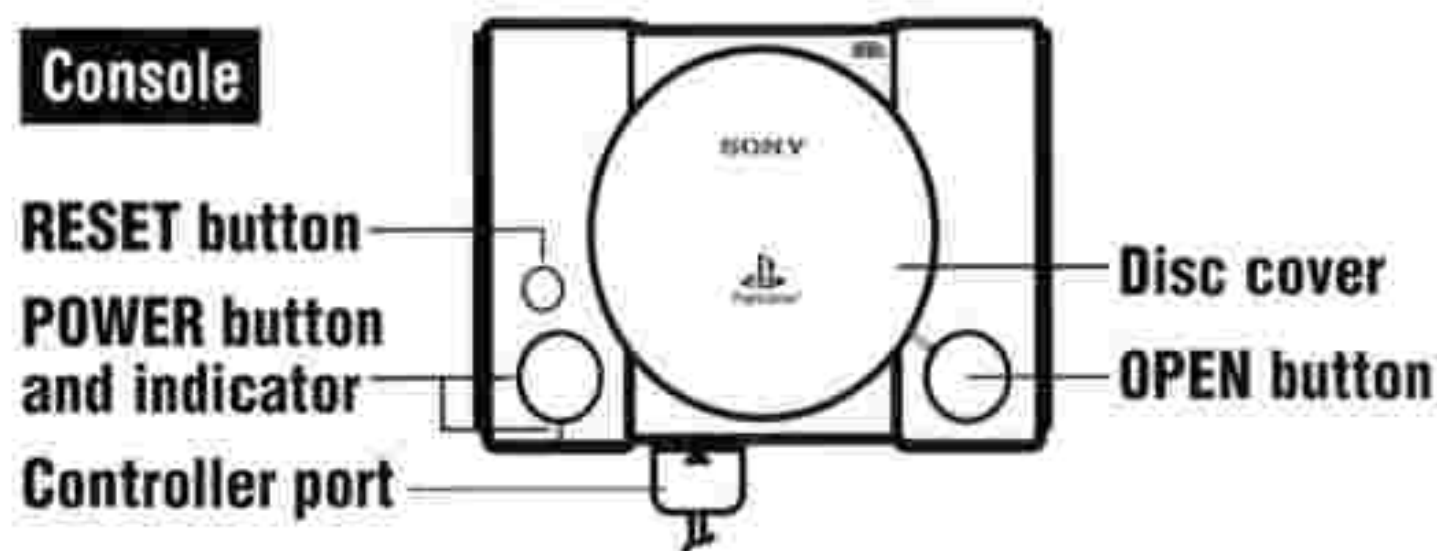
In this exciting adventure, P.K. Macaw is broadcasting a game show from his tree house. Your child will help Hoopo, P.K.'s contestant, win the grand prize—a Whale-Watching Expedition!

LEARNING OBJECTIVES

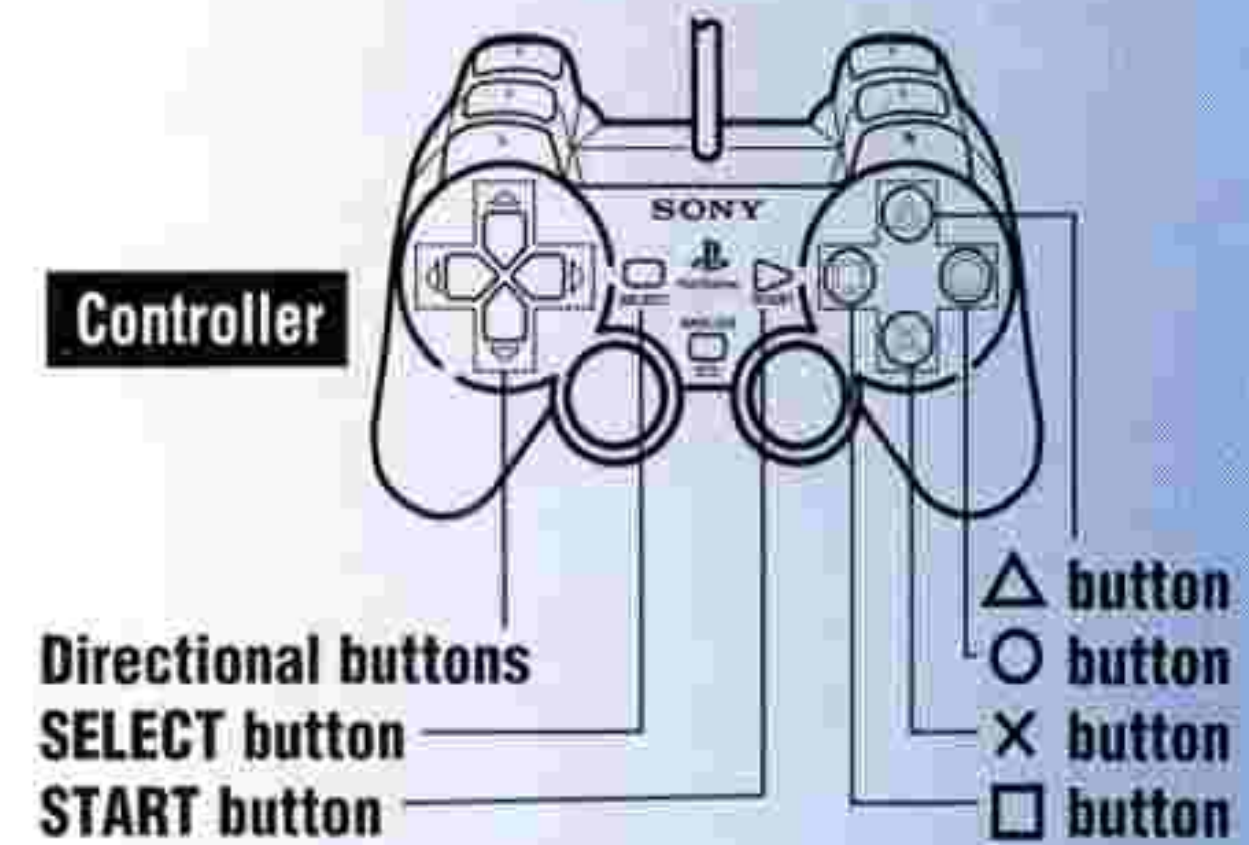
- Compute whole numbers
- Perform multiplication and subtraction with and without regrouping
- Perform division with and without remainders
- Identify prime numbers
- Determine factors and common factors of whole numbers
- Determine multiples and common multiples of whole numbers

Getting Started

Console



Controller



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 **speaker** to turn the music on or off.
- Click the **microphone** to see the introductory story.
- Click the picture of the **game controller** for help on how to use it.
- Click **Play**; then, click **New** to start a new game or, enter a password and click **OK** to resume a previously played game.
- In P.K.'s room, click the **curtain** to see the game choices; then, click a game and level to begin.
- Click **P.K.'s Planet Magazine** to see how many prizes have been won.
- Click the **globe** to return to the opening screen.
- To exit a screen, click the **square button** on the game controller and then click again.



P.K.'s Place 2—Hoopo at Sea!

P.K. Macaw™ is hosting a game show, and your child is invited to play! There are three different games and three levels of difficulty in each game as your child helps Hoopo win the grand prize. Along the way your child will accumulate prizes displayed on the magazine cover that reflects his or her progress.

Have your child choose a level and click either **P.K.'s Fast Facts**, **P.K.'s Sonar Scan**, or **The Hoopo Hop**.



P.K.'s Fast Facts

In this fast-action, arcade-style activity, a mathematics problem appears on a seashell and the answers appear on pieces of trash. Your child quickly cleans up the trash by choosing the correct answer. The faster he or she answers, the higher the score. Have your child:



- click **Practice** to practice the problems or click **Play**; then, click either **x** or **÷** and click **OK** to begin
- look for mathematics problems on the floating seashells
- click the **piece of trash** that correctly answers the question
- click the **sea creatures** for extra bonus points after each correct answer

Press the **square button** and then the **X button** to exit the activity and begin a new one.

Note. Watch out for the floating jellyfish! If your child chooses three wrong answers or clicks a floating jellyfish, the game will end.

P.K.'s Sonar Scan

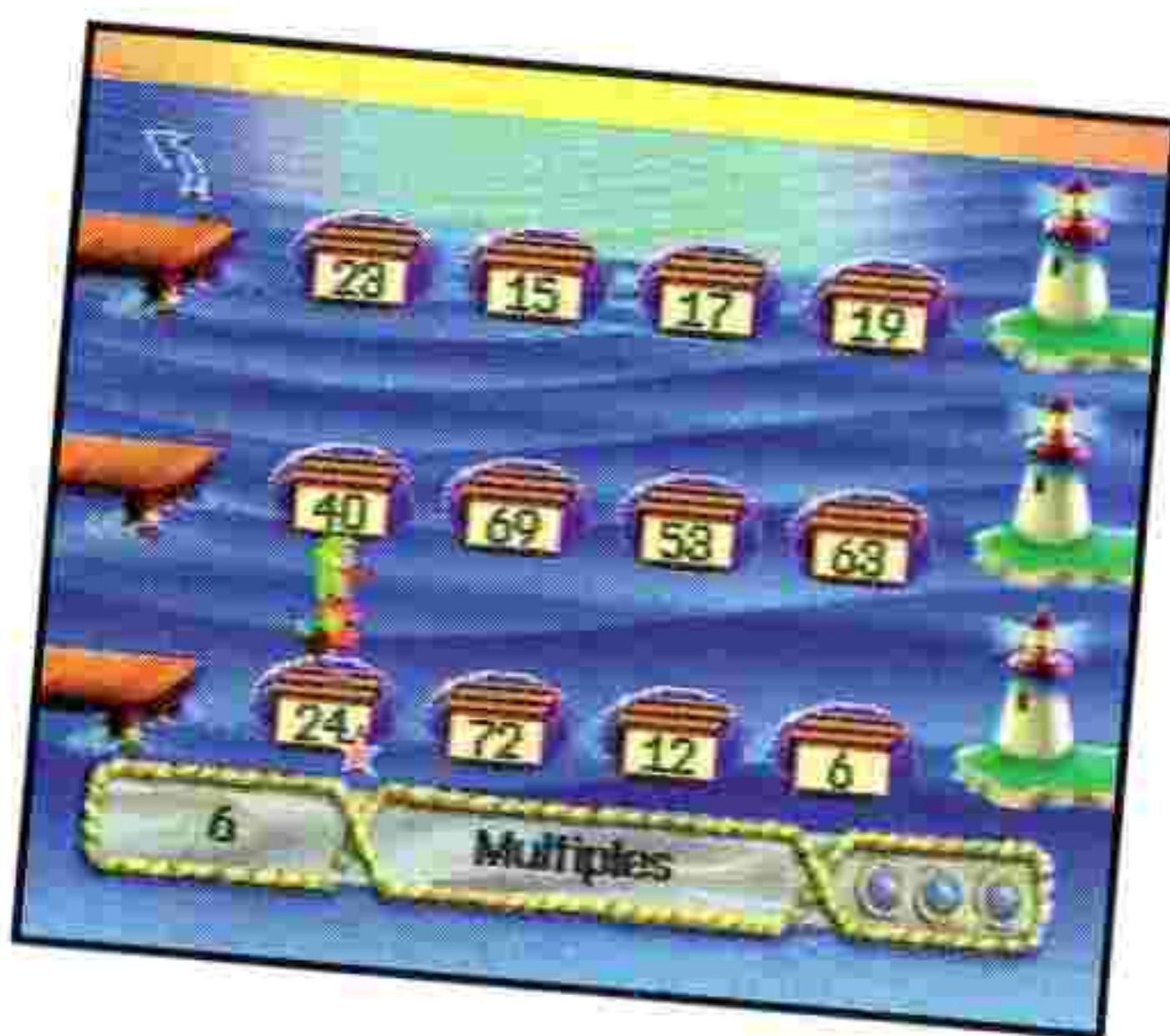
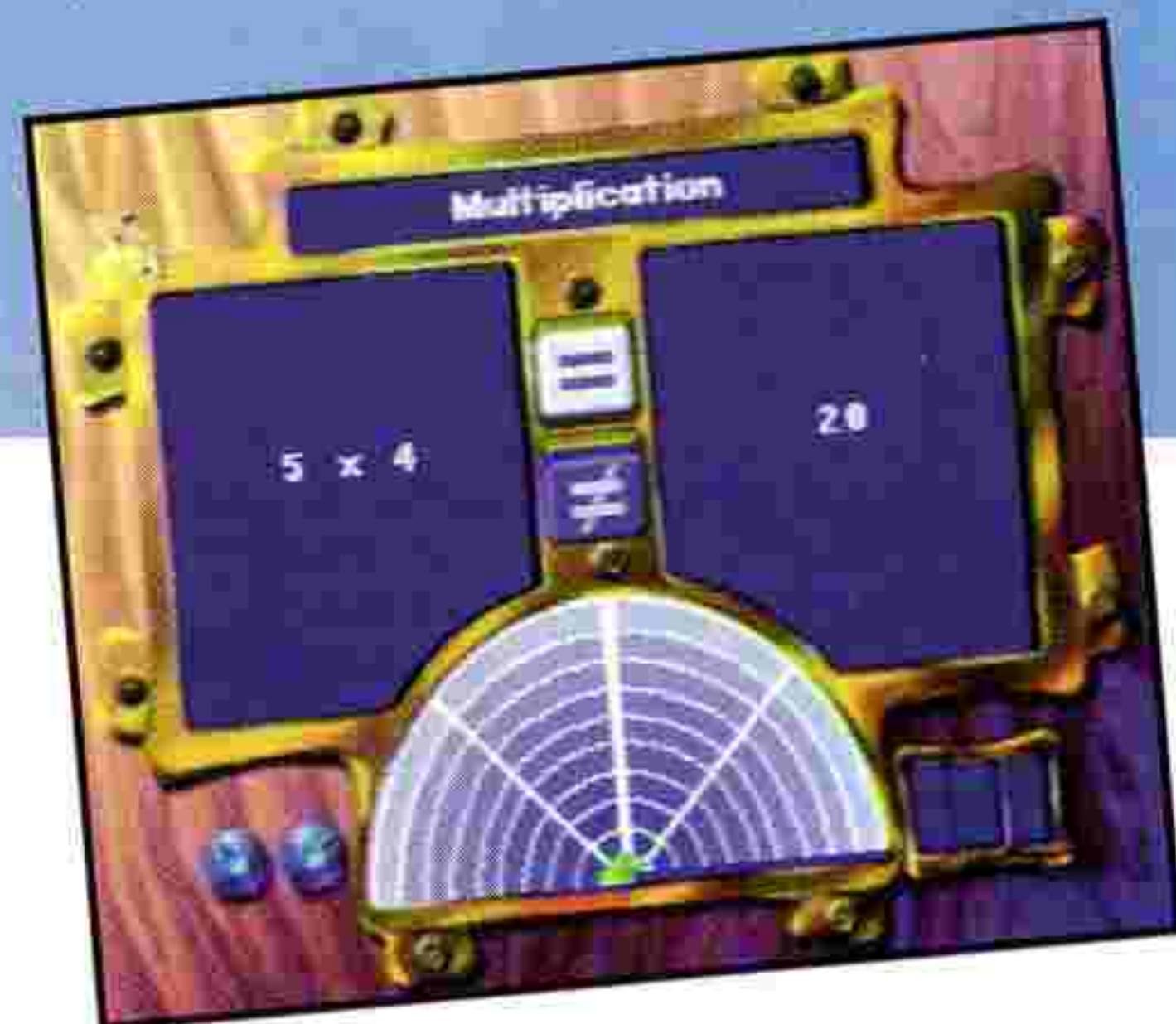
In this activity your child will adjust the sonar to an ever-increasing range by answering computation questions. After the sonar is adjusted perfectly, an extraordinary sea creature will come into view.

Have your child:

- read and listen to the mathematics problem or equation that is presented
- click the correct **answer** according to the instructions given

Press the **square button** and then the **X button** to exit the activity and begin a new one.

Note. If your child chooses three wrong answers, the game will end.



The Hoopo Hop

In this activity, your child can help Hoopo make his way safely across the ocean by correctly identifying multiples, factors, and prime numbers. Have your child:

- note the reference number and category at the bottom of the screen
- move the star cursor to the first number on a platform that corresponds to the reference number and category, and then click that number
- continue to click the correct numbers until Hoopo moves across the screen to his destination

Press the **square button** and then the **X button** to exit the activity and begin a new one.

Note. Hoopo can jump one tile to the left, one tile to the right, or one tile ahead. He cannot jump diagonally.

Extending the Learning Experience

Family Activities

Guess My Age

Have your child identify all the factors of your age or the age of a grandparent or friend. For example, the factors of 50 are 50, 25, 10, 5, 2, and 1.

Multiple Turns

With your child, take turns identifying multiples for each number 2 through 9. For example, some multiples of 4 are 4, 8, 12, 16, 20, 24, and 28. Let your child name the first multiple of a number; then, you can name the next multiple, your child can name the third, 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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