



NTSC U/C

Mona & Moki® 2—Drive Me Wilder!



TM

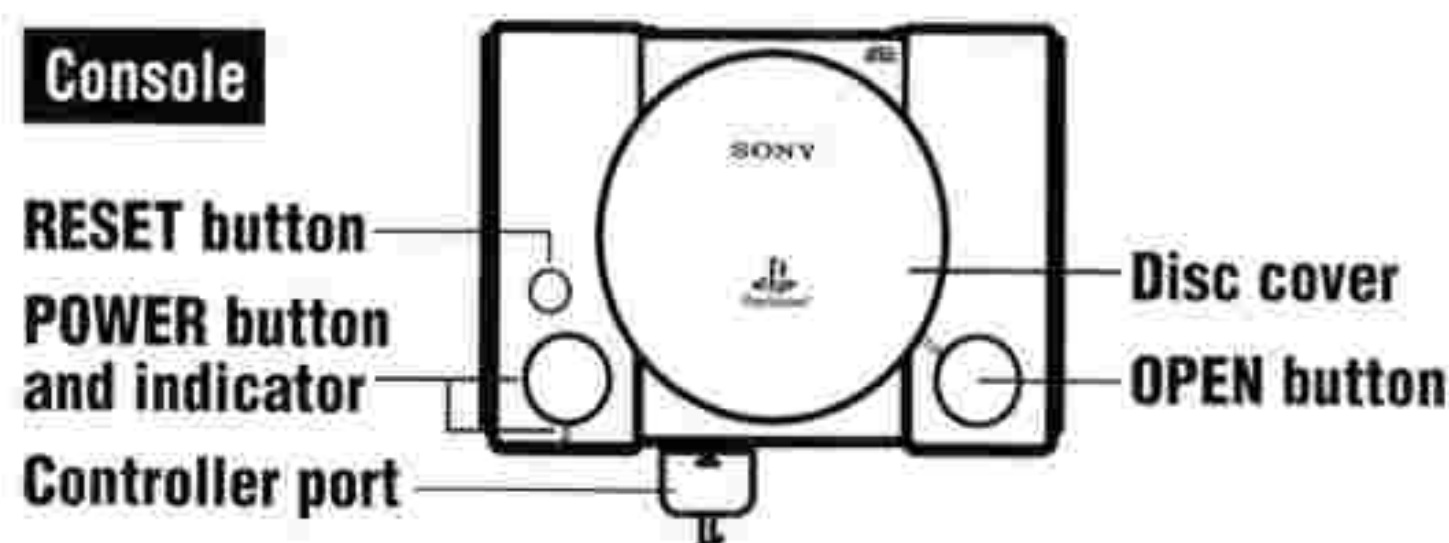
In this adventure your child travels with Mona and Moki in their fantastic chariot to Snetha—a place where all sorts of fascinating and unexpected things happen. Your child is challenged to help Mona and Moki find their way back to school by succeeding at word games to earn keys. These games help your child master new vocabulary and problem-solving skills.

LEARNING OBJECTIVES

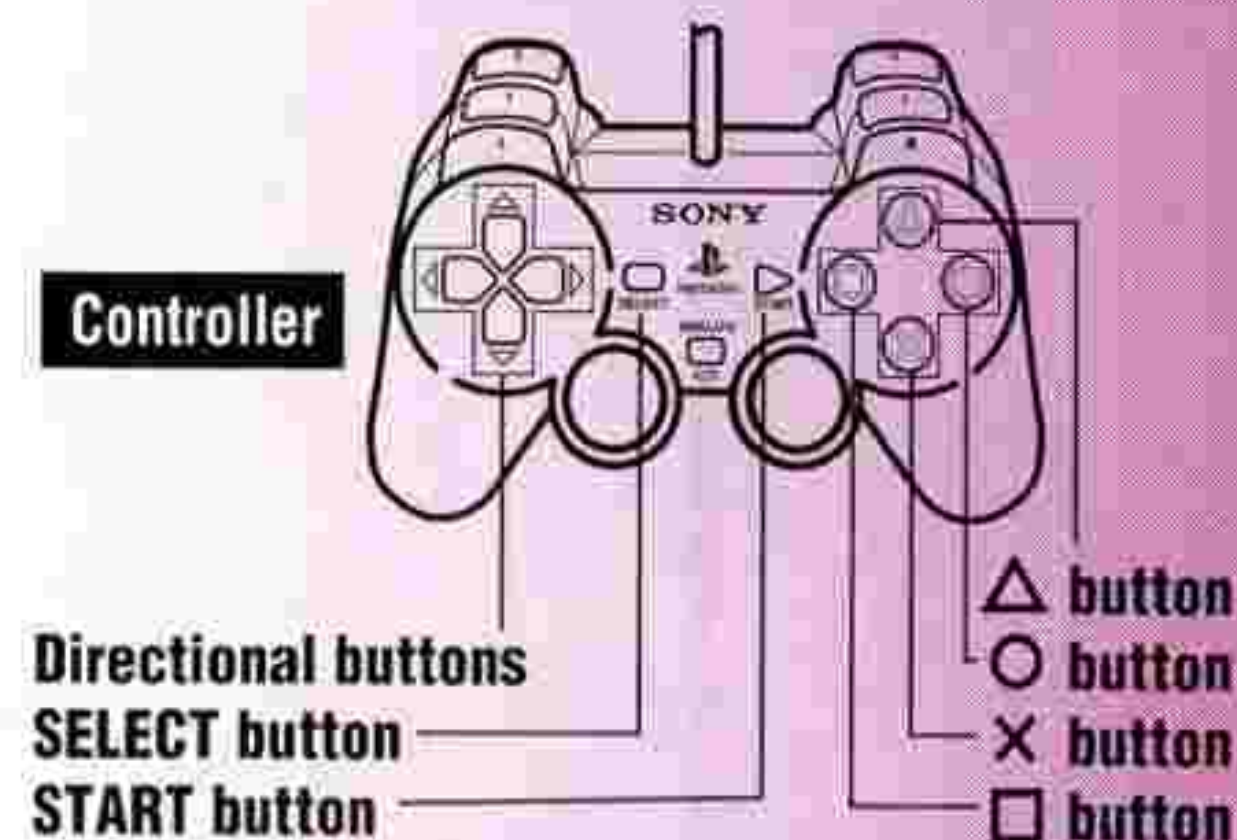
- Identify phonogram families
- Create words
- Use context clues
- Identify prefixes and suffixes
- Identify similes and metaphors
- Identify synonyms and antonyms

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.
- 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.



Mona & Moki® 2—Drive Me Wilder!

From the map of Snetha, choose one of the following locations: "Prometheus' Products," "Gorgon's Games," or "Athena's Key Shop." The name of each location will appear when the pointer is over it.

- "Athena's Key Shop" and "Prometheus' Products" are timed. Tasks must be successfully completed within the 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 you have found.
 - Click the **hand** to return to the opening screen.



"Prometheus' Products"

In this game, your child earns keys by using a pinball-like machine to identify synonyms and antonyms. When 20 synonyms and 20 antonyms have been correctly identified, your child earns 2 keys to help Mona and Moki return home. Have your child:

- click either the **Synonyms** or **Antonyms** knob on either side of the machine to choose which game to play; each game is worth 1 key
- click the word in the list that is a synonym or an antonym for the highlighted word in the sentence and then click **OK**
- click the **speaker** at the bottom-left of the screen for help with the Synonyms game; click the **speaker** at the bottom-right of the screen for help with the Antonyms game



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.

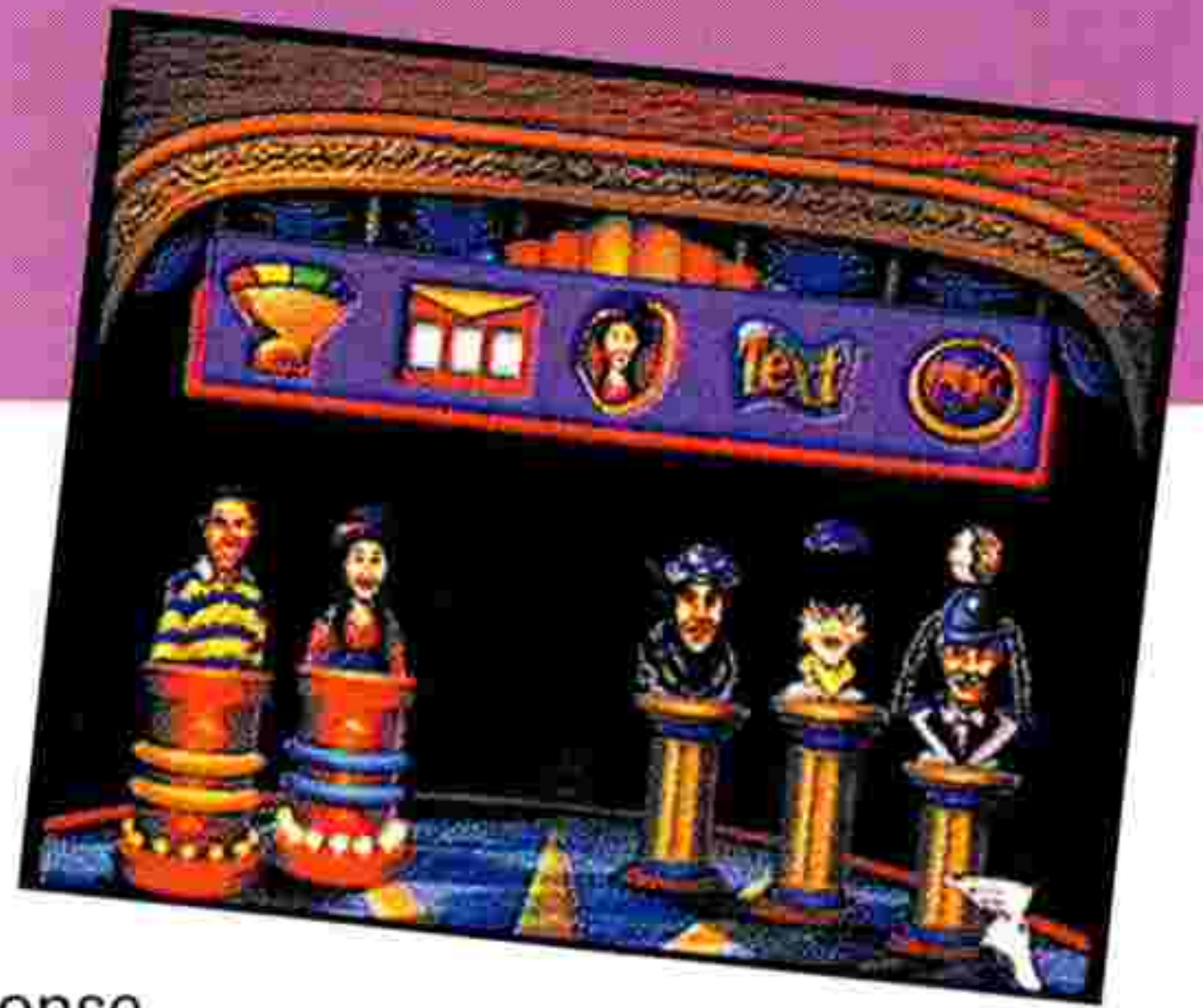


Expand your child's understanding of synonyms or antonyms by thinking of additional synonyms or antonyms for the highlighted word in the sentence.

"Gorgon's Games"

In this game, your child chooses game show contestants who offer the correct simile or metaphor. Sixteen correct metaphors and 16 correct similes are needed to complete this activity and earn 2 keys. Have your child:

- click **Mona** to begin the Similes game or click **Moki** to begin the Metaphors game
- listen to Mona and Moki begin the simile or metaphor and then click the **contestants** to hear how they complete each one
- click **OK** when he or she hears the correct response
- click **Text** on the marquee above the contestants to read the similes and metaphors



Note. The applause meter registers correct answers, and the scorekeeper reflects the number of points earned. 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.



For each answer provided by the contestants, discuss with your child why the answer is correct or incorrect. Create your own simile or metaphor that fits with the incorrect response.

"Athena's Key Machine"

Your child will operate the key machine to create words from phonograms. An example is: "Laura hurried home to _ake a cake." Then, he or she will make word a deposit to earn 1 key. Creating 32 phonograms earns 1 key. Have your child:

- click a **number key** to select how many minutes you want to allow for completing all the phonograms and then click **OK**
- click the **letter** on the keys below the screen that correctly completes the word within the sentence and then click **OK**
- click the **receipt** at the end of the game, read it, and then click to put it away
- click when the **key** appears in the slot

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

Rhyming Poem

Help your child make a colorful card for a friend or relative. Include an original rhyming poem using consistent letter groups. An example is: "Dear Aunt Kate, I cleaned my plate. I got home on time. I wasn't late."

Antonym Catch

Play catch with your child. The thrower says a word ("hot"), and the catcher says its antonym ("cold"). Then, the catcher becomes the thrower and picks a new word.

Everyday Similes and Metaphors

Help your child create similes and metaphors using everyday objects.

Some examples of similes are:

- That tree is as tall as a flagpole.
- My shirt is as blue as the sky.
- When I climbed into bed, I was as warm as toast.

Some examples of metaphors are:

- The curtain of night fell slowly.
- The sky was filled with popcorn clouds.

Synonym Substitutes

With your child, read a cereal box (or any package) and find synonyms to substitute for any of the words.

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.



A Product of Lightspan, Inc.
CD #905024