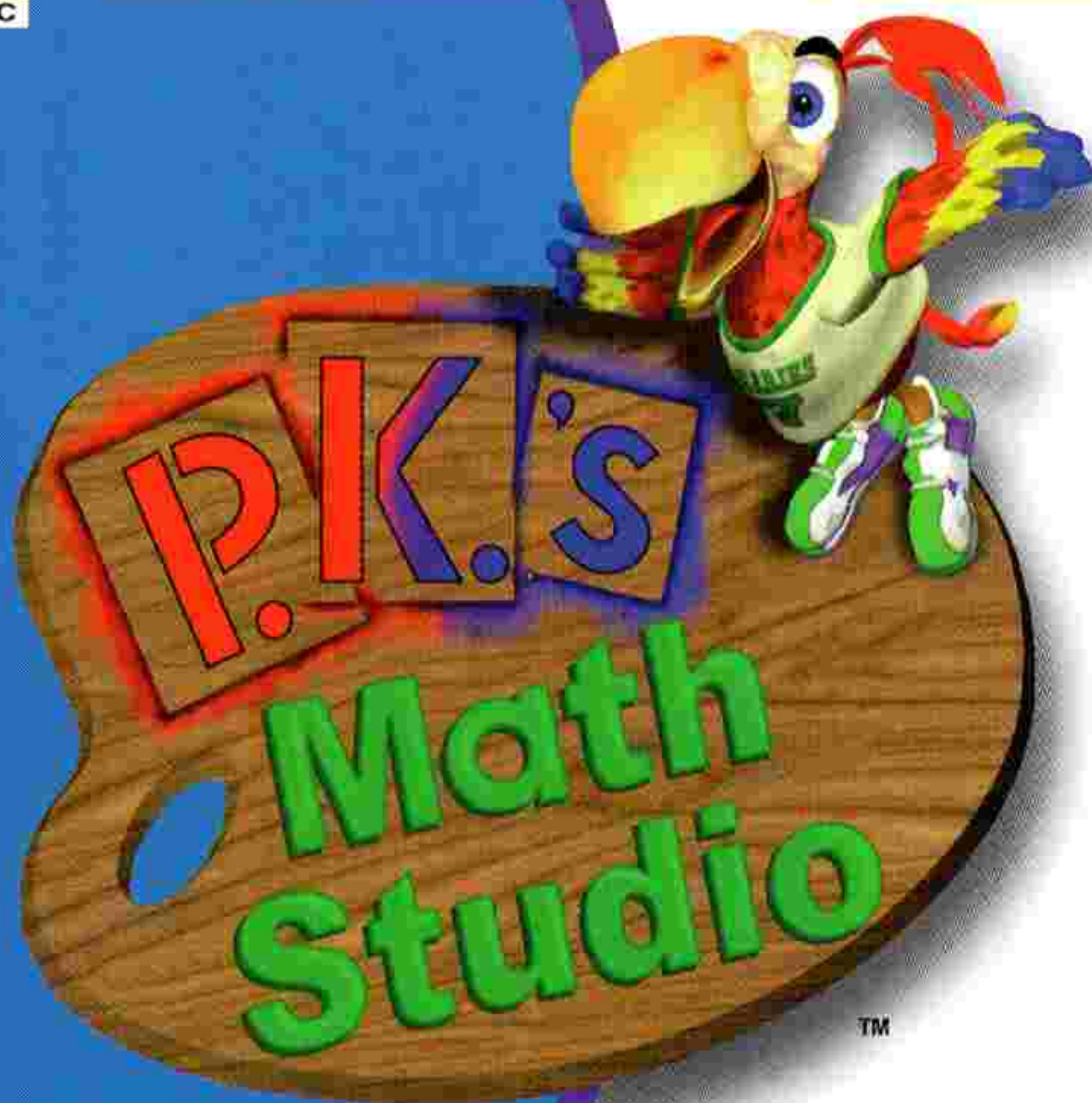




P.K.'s Math Studio®



NTSC U/C



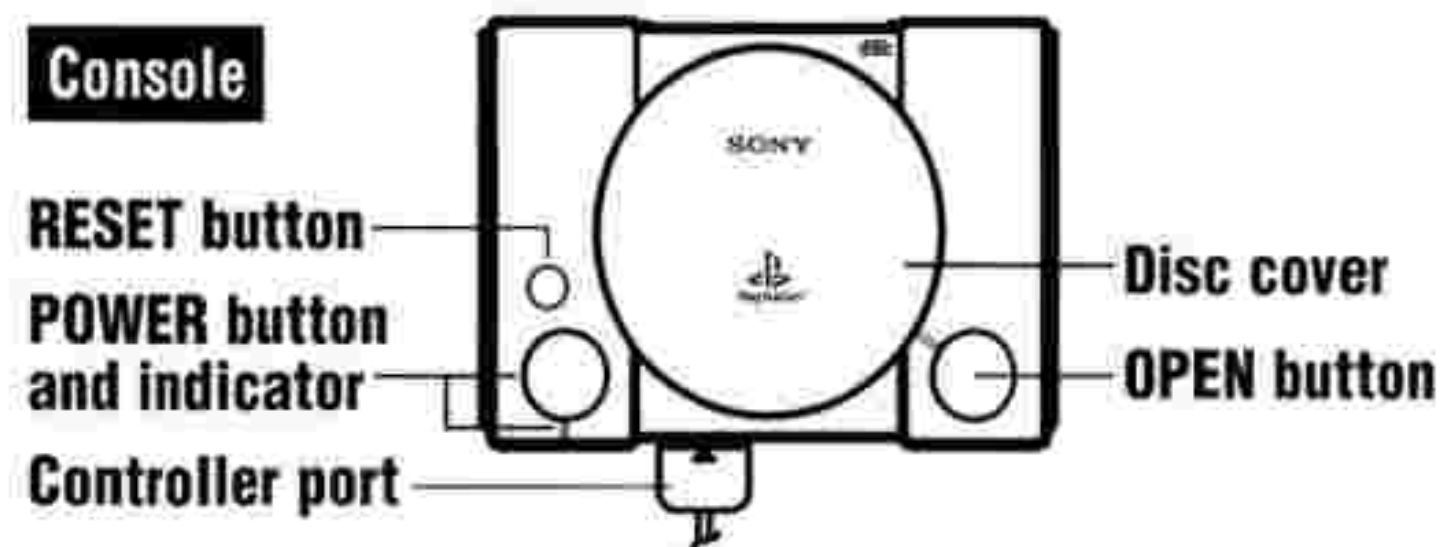
Welcome to P.K.'s Math Studio, where P.K.'s engaging contraptions help your child acquire mathematics skills such as problem solving, expression building, and factoring.

LEARNING OBJECTIVES

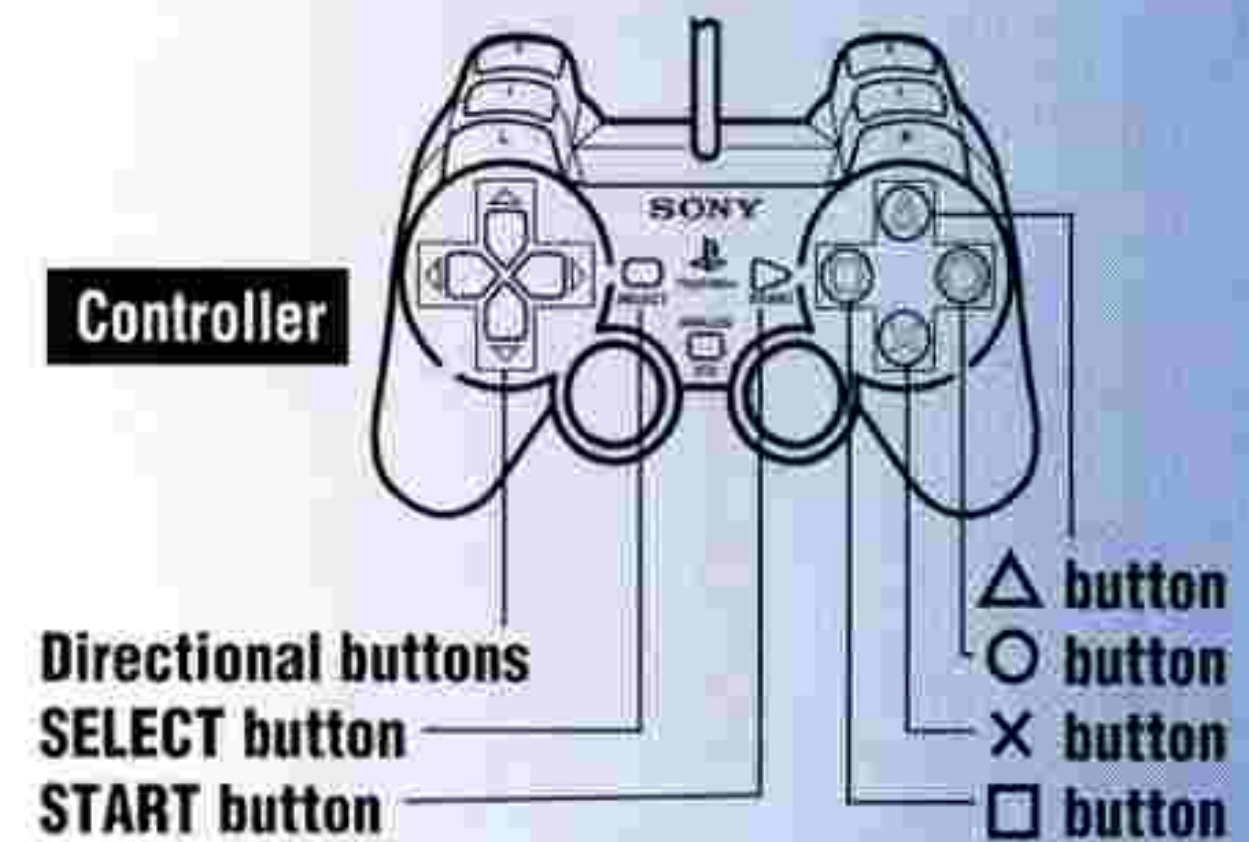
- Solve multiple-step problems
- Use a calculator to add and subtract
- Understand concepts of addition, subtraction, multiplication, and division
- Understand beginning, elapsed, and ending times
- Determine the relationship within a pattern
- Determine the missing number within a given mathematics sentence

Getting Started

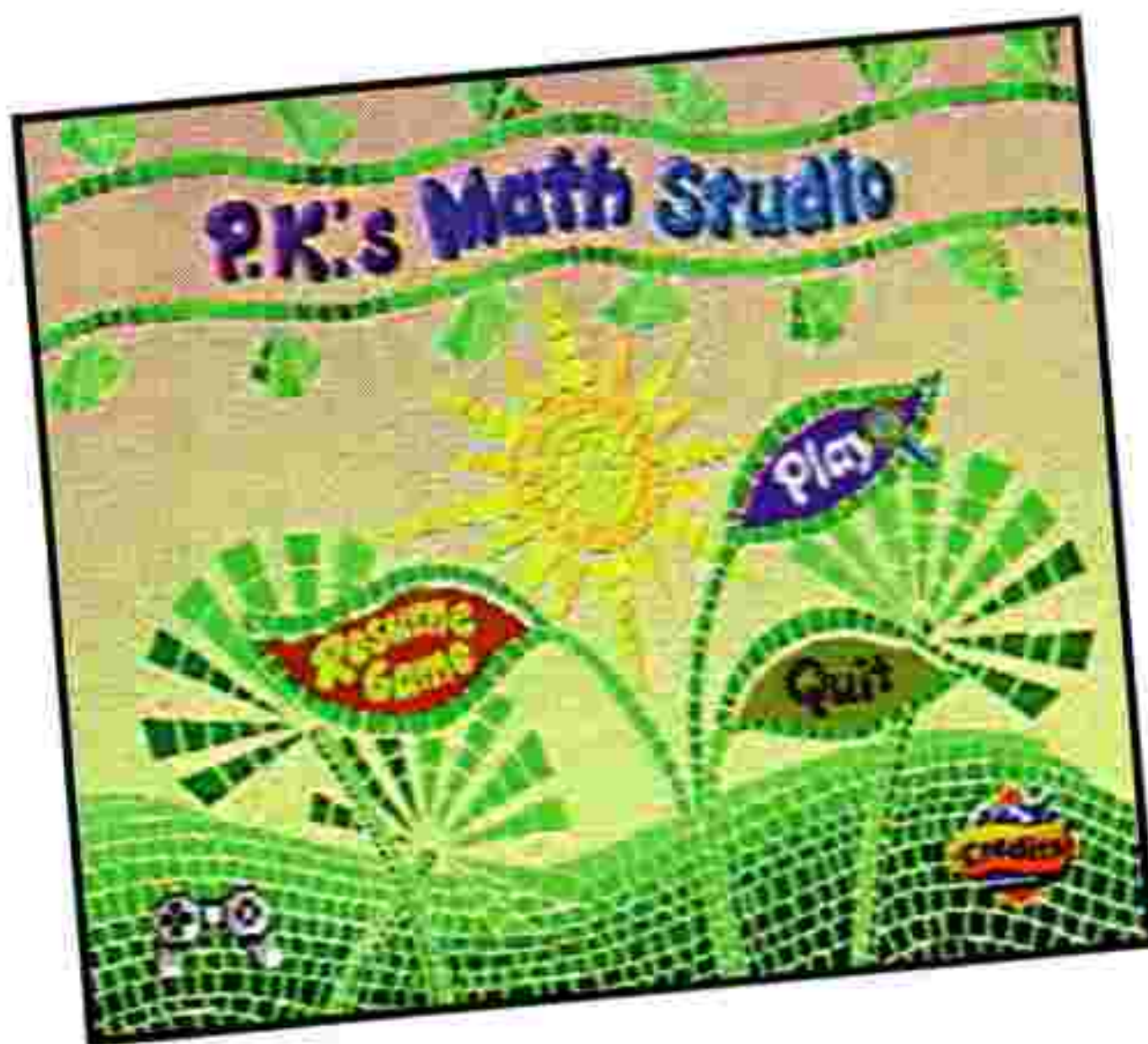
Console



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.
- Click the picture of the **game controller** for help on how to use it.
- Click **Play** to start a new game or **Resume Game** to restart a previous game.
- Click **Quit** to exit the adventure.

P.K.'s Math Studio

Mathematics is fun in P.K.'s Math Studio, which is full of imaginative, unusual contraptions that require mathematics skills to operate. When your child has earned enough points playing the game, he or she can buy mathematics jokes. In addition to the mathematics games, there are several objects in the room that have surprise animations! Find them all by clicking various objects around the studio!



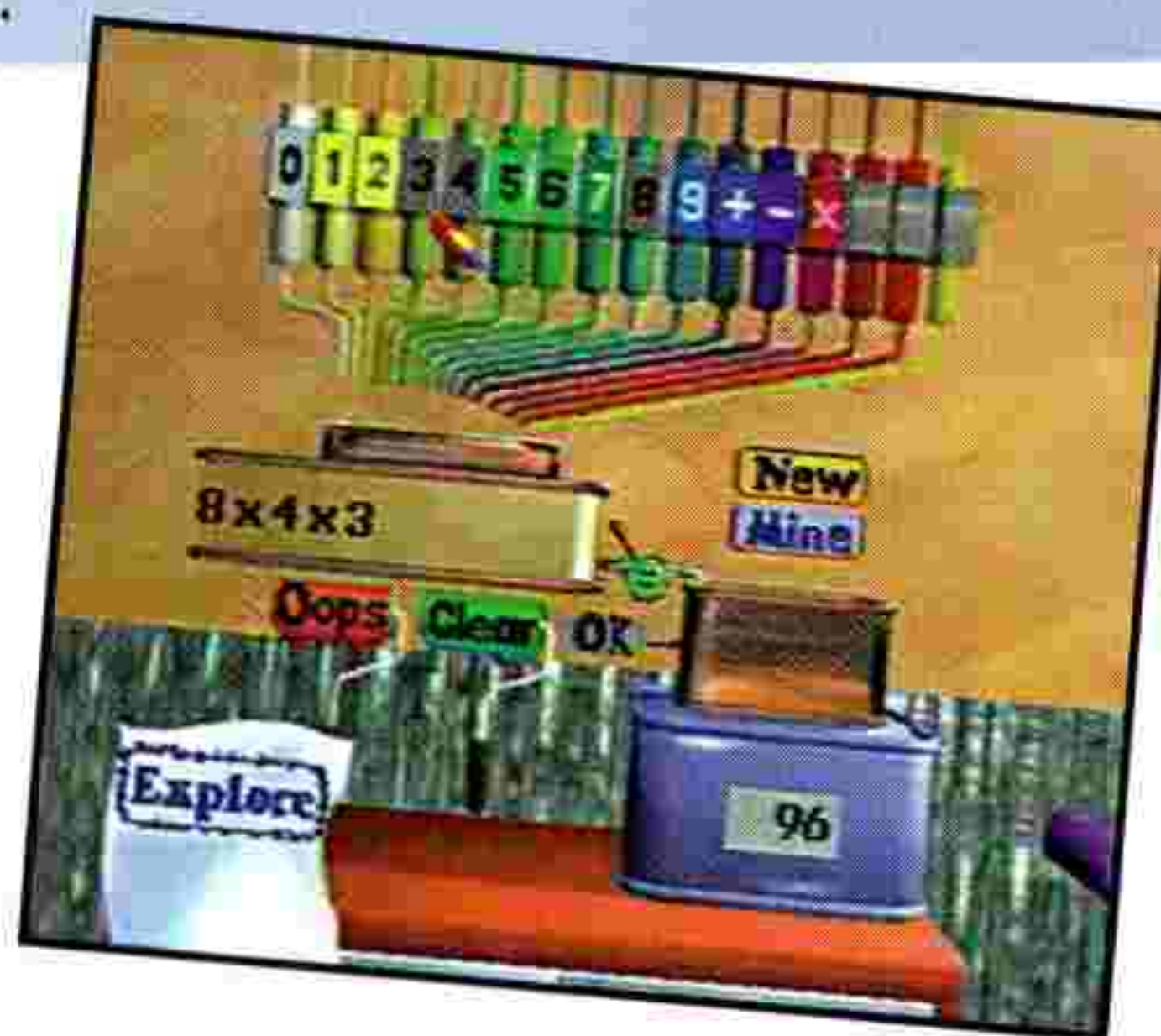
Your child can choose to explore a game for practice or play a game for points by clicking the **butterfly** at the lower-right corner of the screen. Have your child:

- click **Explore** to practice a game
- click **Points** to play the game for points
- click **Music On/Off** to turn the music on or off
- click **Start Over** to return to the opening screen if he or she is playing in Points Mode
- click **Quit** to return to the opening screen

“Expression Builder”

In this activity your child will practice the concepts of addition, subtraction, and multiplication. Using a paint mixer, he or she will build mathematical expressions to reach a target number. Have your child:

- click the multicolored **paint mixer** in the lower-left corner of the studio
- click **New** to have the computer select a target number
- click **Mine** to enter a number of his or her own when playing in explore mode (Use the pointer to fill in the number; then, click **OK** to confirm it.)
- click a number and an operation at the top of the screen to add it to the equation
- click the **= sign** when the equation is complete to see if it matches the target number
- click **Oops** to clear the last number or operation chosen
- click **Clear** to start over again



To exit this activity and begin a new one, move the pointer to either the upper-right or upper-left corner of the screen until it turns into an arrow and then click.



As he or she chooses numbers and/or functions to add to the equation on the screen, ask your child why that number or function will help him or her get closer to the target number.

“Function Machine”

In this activity your child will practice addition, subtraction, multiplication, and division to find the missing number within a given sentence.

Have your child:

- click the **Function Machine** to the right of the paint mixer in the studio
- click **New** to generate a new rule (A gem will emerge from the rock polishing chamber; then, a number will appear on the In/Out chart.)
- use the **arrow buttons** to enter the rule into the boxes (The left box shows the operators, and the right box shows the numbers.)
- click **OK** to place the rule into the box
- click the **rock bin lever** to see another example of the rule

To exit this activity and begin a new one, move the pointer to either the upper-right or upper-left corner of the screen until it turns into an arrow and then click.



“Calculator”

In this activity, your child will use a calculator to practice addition, subtraction, multiplication, and division involving real-world problems. In Explore Mode, this device operates as a normal calculator. In Points Mode, it transforms into a special problem-solving device that will help your child earn more points to buy mathematics jokes.

Have your child:



- click the **calculator** on the table in the studio
- click **New** to see the problem
- use the calculator to solve the problem, and then click **OK** to confirm his or her answer
- click **Tape** to view the equation on the calculator tape (Click the **up arrow** or **down arrow** to scroll through the tape.)
- click the **question mark** if he or she does not understand what a particular key does and then click a key to hear an explanation of that key

To exit this activity and begin a new one, move the pointer to either the upper-right or upper-left corner of the screen until it turns into an arrow and then click.

“Points Register”

Here, your child can use the points that he or she earned to buy mathematics jokes. Have your child:

- click the **joke machine** next to the calculator in the studio
- note the number at the top of the joke machine to see his or her available points
- click the **up and down arrows** next to the number in the upper-left corner to select the point value of a joke
- click a picture on the machine to select a joke; click again to return to the joke machine

Your child's score appears in the box at the top. The jokes sell for three values: 150 points each, 250 points each, or 350 points each. Click the **up arrow** or the **down arrow** to change the value. Have your child click the **joke** that he or she wants to read (the value will automatically be deducted from his or her score). Then, get ready to laugh!

Extending the Learning Experience

Family Activities

Staying on Budget

Have your child help you stay on a grocery budget! Take your child to the grocery store with you and have him or her use a notepad (or calculator) to subtract the amount of each item that you choose from the amount budgeted for the shopping trip.

Who's the Heaviest

P.K.'s Math Studio includes the "Function Machine," where children must show the relationship between two numbers (e.g., the relationship between 48 and 52 is +4). Record the weights of everyone in your home and have your child determine the relationship of his or her weight compared to other family members' weights.

Where Does All the Time Go?

There are 24 hours in a day. Have your child make a list of everything that he or she does during the day: sleep, eat, go to school, do homework, or play. Write the number of hours next to each activity and be sure that it adds up to 24.

Don't Touch That Dial

Before your child watches a TV program, give him or her a pencil and paper and a clock or watch with a second hand. Have your child time each commercial and then add the times together to figure out how much of the program time was taken up by commercials.

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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