



NTSC | U/C

Liquid Books® 6–The Wandering Path™



LIQUID BOOKS

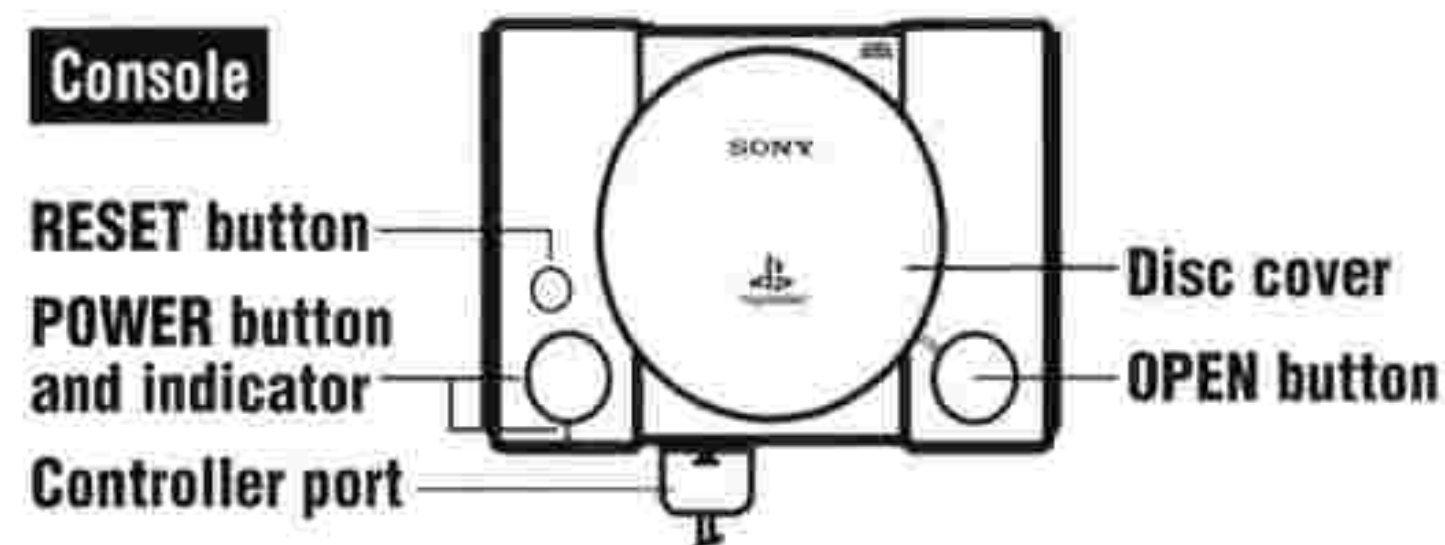
In this Lightspan adventure, your child reads three ancient Chinese stories and answers questions to help the people of a small village choose a name for a bridge that they are building. After successfully answering the questions and naming the bridge, your child gets to play a reward game.

LEARNING OBJECTIVES

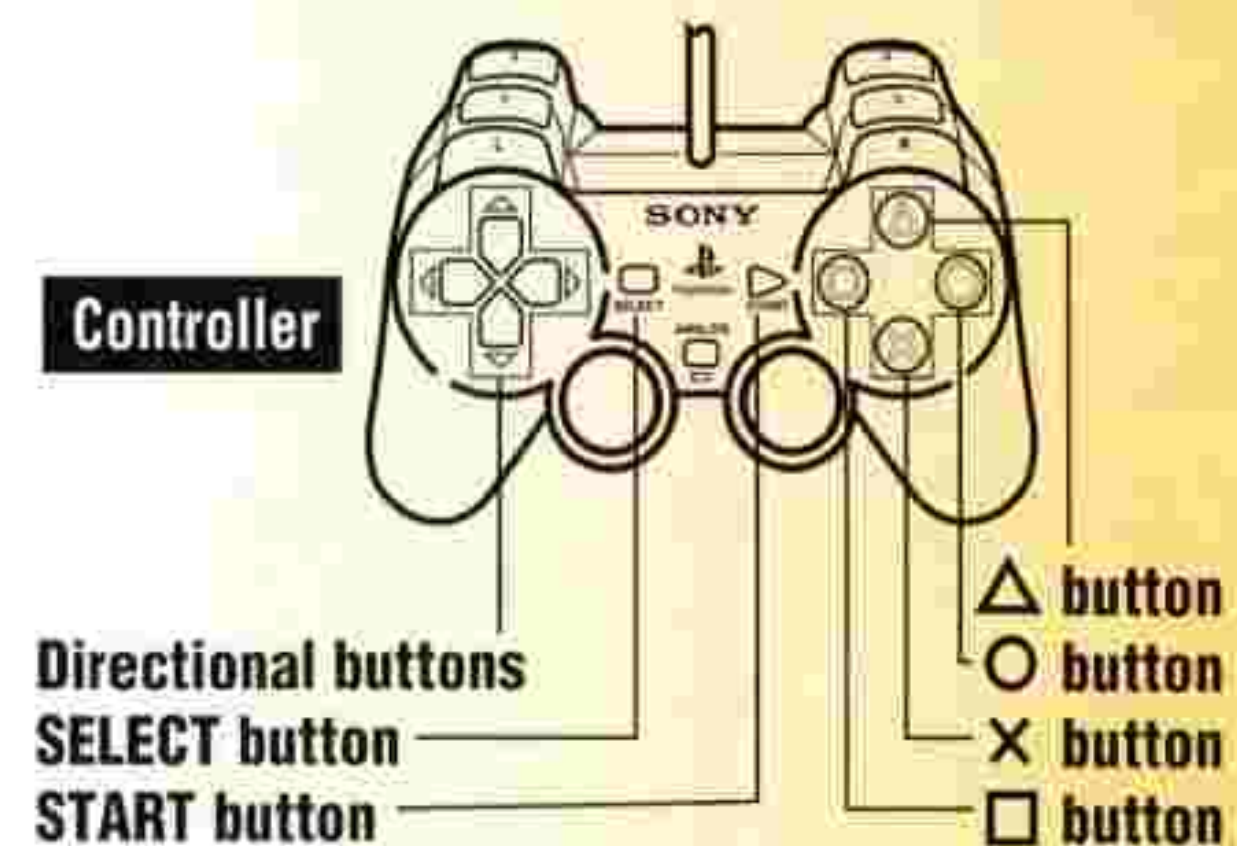
- Read and learn new vocabulary words
- Follow directions to complete a task
- Understand and answer questions
- Identify the problems and solutions of stories
- Identify the sequence of story events
- Identify the main idea and theme of a story
- Develop critical-thinking and study skills

Getting Started

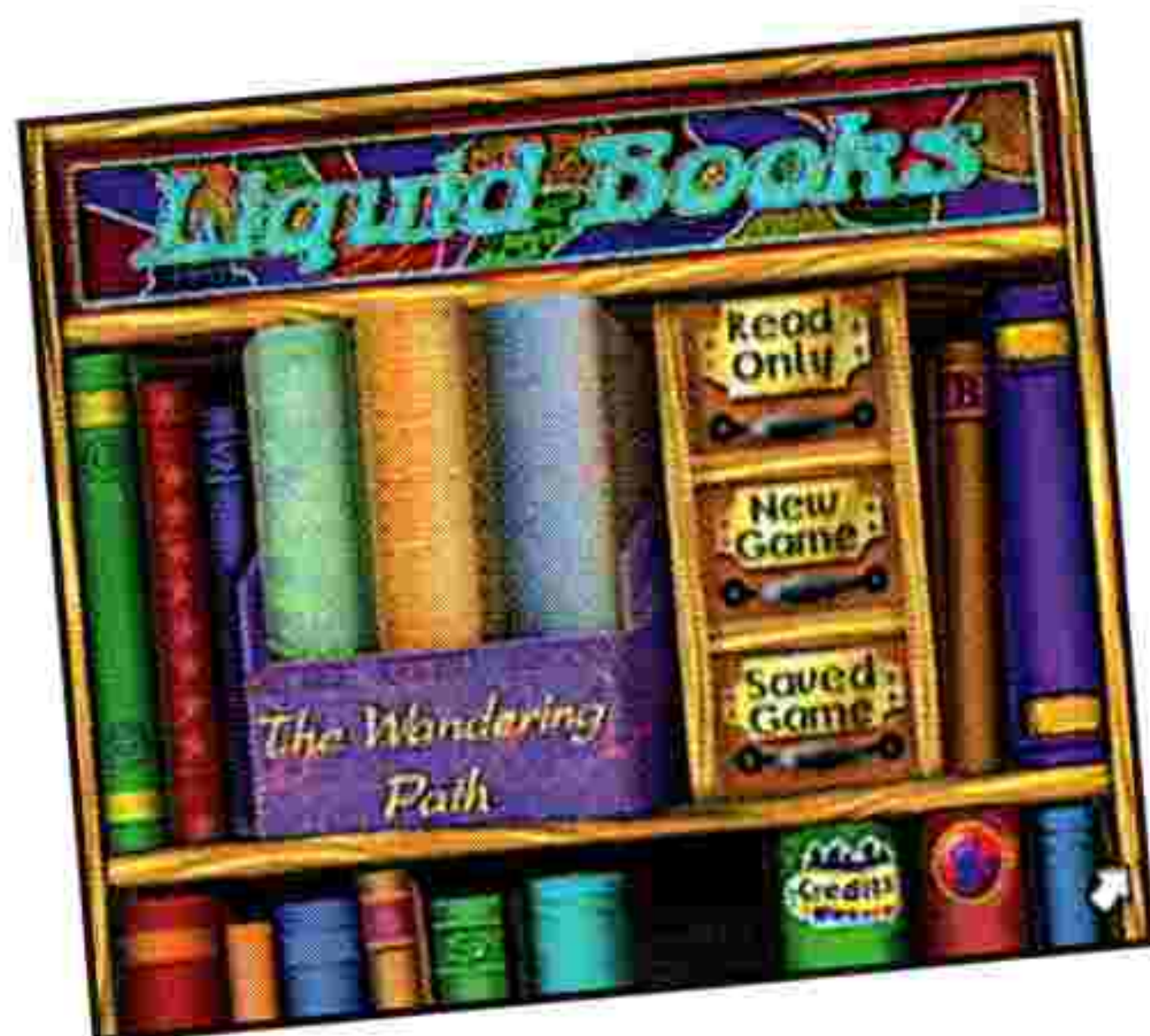
Console



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 **New Game** to start the adventure.
- Click **Saved Game** to begin where you left off in a previous session.
- Click **Read Only** to read the stories only.
- Click the picture of the **game controller** for help on how to use it.
- Click the **hand** to exit the adventure.

Liquid Books 6—The Wandering Path

To choose a name for the newly built bridge, your child will visit an ancient Chinese village to hear three storytellers introduce their stories. Then, your child will read the stories and answer questions based on what he or she has read. After clicking **New Game** from the opening screen, your child will choose Level 1 or Level 2, and will then go to the village screen.

From the village screen, click either the **left house**, the **middle house**, or the **right house** to choose a story. Have your child:

- click the **musical note** to turn the music on or off
- click the **projector** from the village screen to see the adventure introduction
- click **Exit** to return to the opening screen



The Stories

After selecting a story from the village screen, your child will read the story. Have your child:

- click the **forward** or **backward arrows** on the slide bar to move one page forward or backward in the story
- click the **book** when reading a story to highlight words on the page and click the **highlighted words** to see their definitions; then click **OK** to remove the definition
- click the **pink flower**, when available, to hear background information about the story
- click the **arrow** in the upper-left corner of the screen to return to the village screen



The Questions

After reading a story, your child will answer questions about the story. Have your child:

- click the **forward arrow** on the slide bar to go to the next question
- click **OK** to enter an answer
- click a **speaker** to hear a question, answer, or part of the story read aloud
- click **Strategy** to hear a hint on how to answer the question
- note the **lit lamps** to see how many more questions he or she is allowed to miss before the game is over
- note the **green bamboo** sections to see how many questions they have answered
- click the **arrow** in the upper-left corner of the screen to return to the village screen

Note. While playing at Level 1, your child will answer groups of questions at different points throughout the story. At Level 2, your child will answer all the questions at the end of the story.

The following types of questions appear throughout this adventure:



Multiple Choice

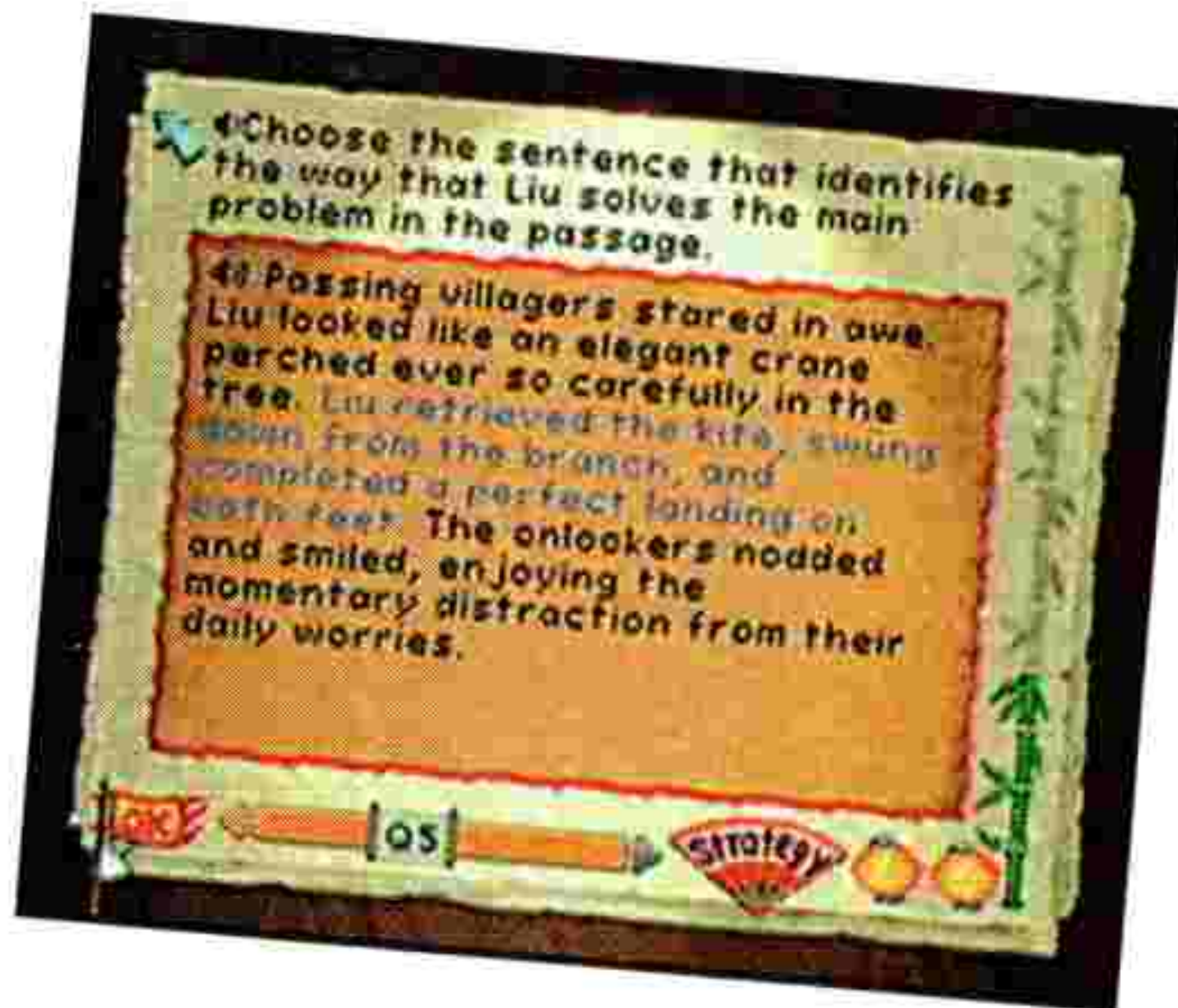
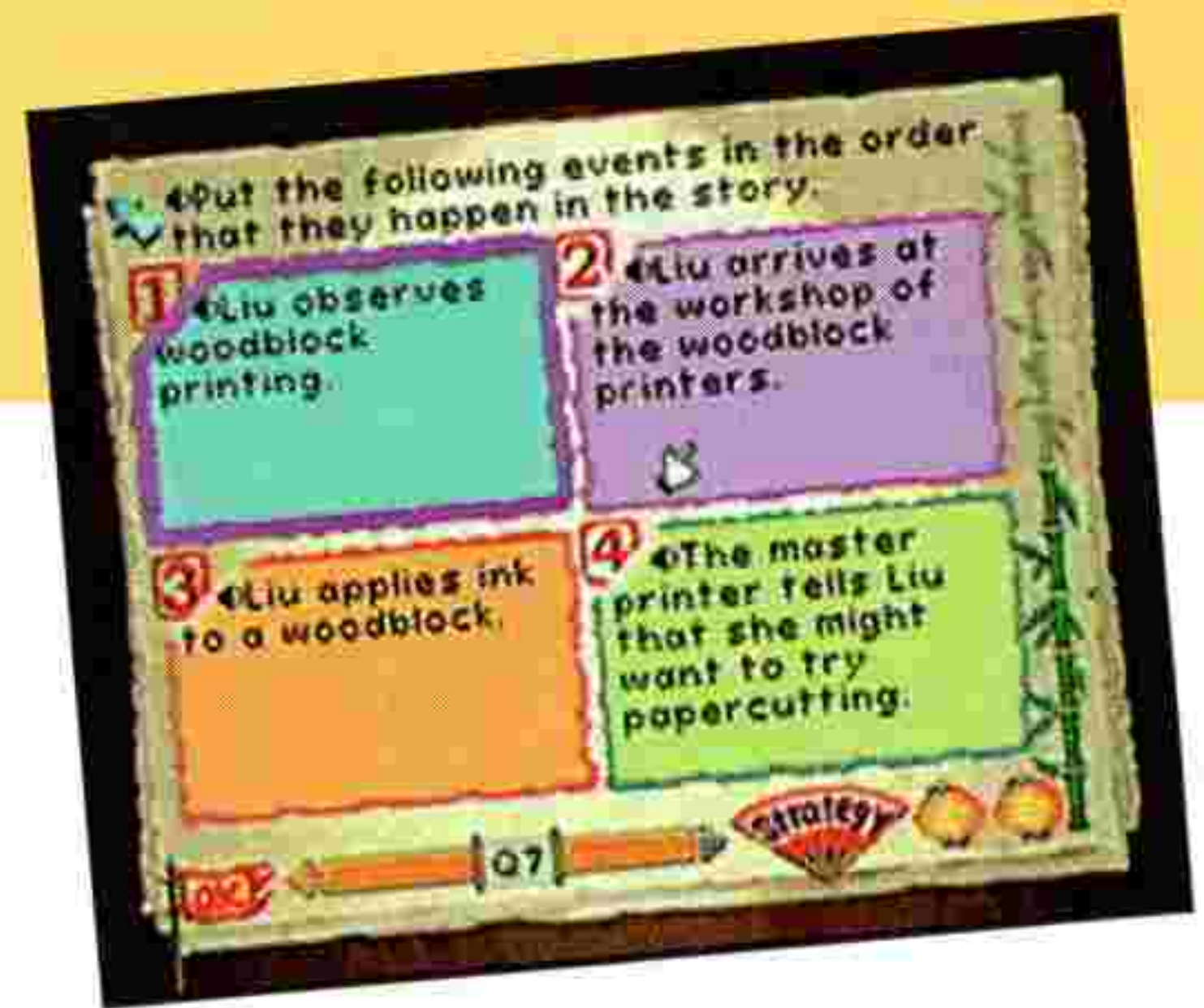
Have your child:

- read the question at the top of the screen
- click **letters** or **boxes** to select an answer or answers
- click **OK** to enter the answer or answers

Sequencing

Have your child:

- figure out the correct order in which the boxes should appear so that they match the order of events in the story
- click **two boxes** to switch their order; continue to click boxes until the order of the boxes matches the sequence of events in the story
- click **OK** when the boxes are in the correct order



Highlighting

Have your child:

- read the question at the top of the screen
- click the **sentence** that answers the question
- click **OK** to enter the answer

Fill in the Columns

Have your child:

- note the words or phrases on the bamboo stalk
- click a **column heading** to place a word or phrase in that column
- click **OK** to enter the answer when all the columns have been filled



Association List

Have your child:

- read the question at the top of the screen
- note the choices in the Choices list
- click a **highlighted choice** to fill in the answer column (**Note.** The blank column at the start of the game is the answer column)
- click **OK** to enter an answer when all of his or her choices have been placed in the answer column



Clusters

Have your child:

- click a box heading to see a Choices list
- click the words or phrases from the Choices list that go in the box and then click **Done**
- click **OK** when all the boxes have been filled with the correct words or phrases

The Reward Games

After your child has successfully completed 10 questions for all three stories, he or she will get to choose a reward game to play. There are three reward games from which to choose—**Piles of Tiles**, **The Confetti Game**, and **The Solitaire Game**. Have your child:

- click the **monkey** that appears in the village after the three stories and their questions have been completed
- click the **game** of his or her choice; then, click **OK**
- click **Rules** for instructions on how to play these games

Extending the Learning Experience

Family Activities

What's New?

In the story "The Secret Ingredient," Yentze experiences something new. Discuss with your child a time when he or she experienced something new (for example, trying a new type of food or visiting a new place). Talk about what to do if you don't like the new food that you just tasted or the place that you are visiting.

Heroic Stories

Focus on the positive by searching with your child through the newspaper for articles on heroic deeds or stories about neighbors helping neighbors. Together, read and discuss the articles. Choose one article each week to cut out and hang up on the family bulletin board or refrigerator or to share with friends.

Storytelling

Have your child retell his or her favorite story from this *Liquid Books 6* adventure by talking about the beginning, middle, and end of the story. Ask your child some questions about his or her retelling of the story.

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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