



NTSC U/C

Stay & Play 1—In the Clubhouse



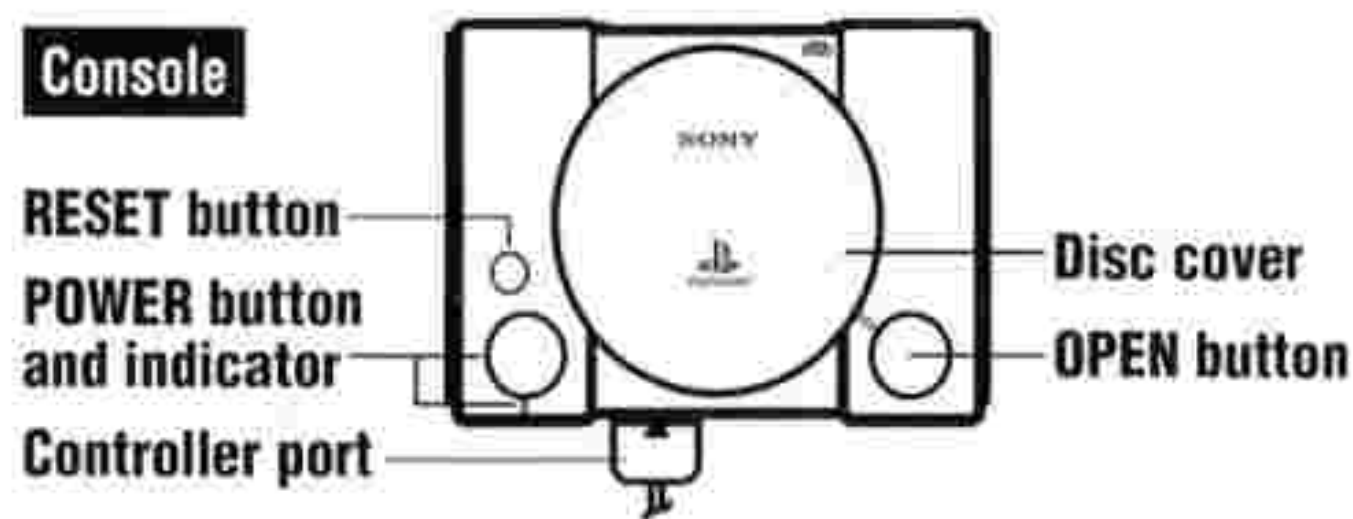
Scientific concepts and vocabulary development are the focus in this Lightspan Adventure with Mars Moose® and the Adams Street Rangers. Upon completion of all eight activities, your child becomes an official Ranger.

LEARNING OBJECTIVES

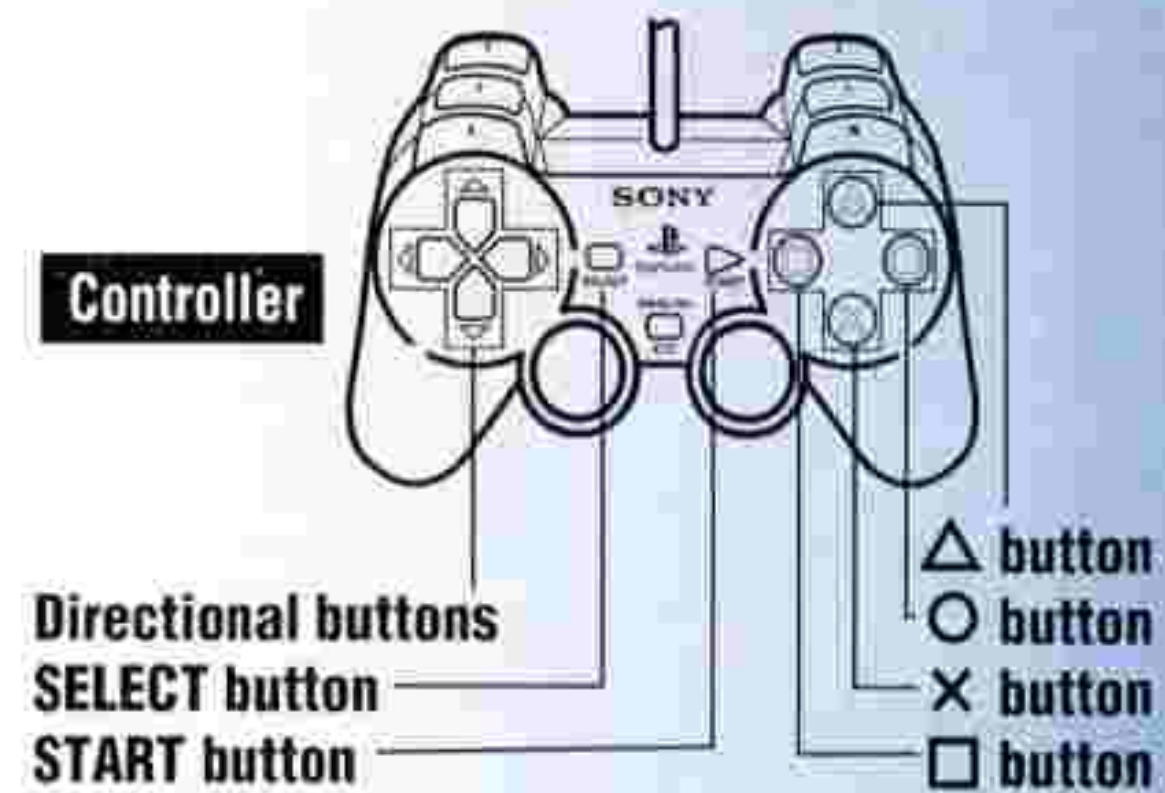
- Provide exposure to life science vocabulary and scientific experiments
- Build background knowledge
- Pronounce isolated letters and words
- Organize information and understand classification

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 Mars' theme song music video.
- To begin the adventure, click **Stay & Play**. Notice that the pointer sometimes turns into Mars' blue hand. When this happens, click to begin an activity, perform a task, or see a surprise animation.
- To skip the introductory story, click once.
- To exit an activity and enter a new one, click the **Marsmatron™** at 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, then click the **arrow**.
 - The Marsmatron allows you to move directly to one of many activity screens. Scroll through the windows on the left using the arrows on the screen. Click the **window** that shows where you want to go to next.
 - The Marsmatron will take you to the opening screen if you click the **picture** in the upper-right corner.
 - To turn on the label function, click the **Marsmatron**. Then click **On** next to the picture of the book. The label function helps your child build reading confidence by allowing your child to see and hear the names of many objects over which he or she moves the pointer.
 - Click anywhere outside the Marsmatron screen to return to the activity.



Stay & Play 1—In the Clubhouse

In the clubhouse each of the three walls has two or three objects to explore and activities to complete. Complete an activity to receive a star on the club poster. This poster helps keep track of what your child needs to do to become an official Ranger Club member.



Left Wall

"Telescope." In this activity, your child will view different scenes through a telescope. Have your child:

- click the **telescope**
- click the **dial** on the right to adjust the lens for four different views

"Microscope." This activity introduces the concept of magnification as your child reads labels and views slides with a microscope. Have your child:

- click the **microscope**
- click each **slide** to view it under the microscope

Middle Wall

"Computer." In this activity, your child will explore the letters of the alphabet. Have your child:

- click the **computer**
- click each **letter** to see an insect that begins with that letter
- click all the **letters** to earn a star



"Bulletin Board." In this activity, your child will pin the life cycle of a butterfly on a bulletin board. Have your child:

- click the **bulletin board**
- notice the clockwise circular pattern of the four arrows
- click one of the life cycle squares under the bulletin board and move it in between two arrows, then click again to place it
- place all of the life cycle squares in the correct order on the bulletin board

"Plant." In this activity, your child will explore the concept of cause and effect by watering plants and watching them grow. Have your child:

- click the **plant**
- click the **watering can** to pick it up
- move the watering can above the plant and click to water the plant

Expand your child's vocabulary by using words such as first, second, final, then, later, after, and next as he or she sequences the life cycle of the butterfly.

Right Wall

"Tape Recorder." In this activity, your child will match spoken words with written words. Have your child:

- click the yellow **tape recorder** on the shelf on the right wall to begin
- click either the **"Wacky Words" deck** or the **"Wacky Pictures" deck**.
(**Note.** If the Wacky Pictures is selected, each card will show a picture along with a word; if the "Wacky Words" deck is selected, only the word itself will appear on the card.)
- listen to the word that is spoken and click the card that matches it; click **play** on the tape recorder if he or she wants to hear the word again



"Magnet." In this activity, your child will discover what kinds of objects can be picked up with a magnet. Have your child:

- click the **magnet** on the shelf on the right wall to begin
- click the **magnet** to pick it up and move it over a metal object
- move the object to another location on the shelf and click to put it down

"Aquarium." In this activity, your child feeds fish and adds water to an aquarium. Have your child:

- click the **aquarium** from the right wall to begin
- click the **fish food container** to pick it up
- move the fish food container above the aquarium and click to feed the fish
- repeat the activity using the water bottle



As wacky words appear, ask your child to identify the first letter of the word. Then ask him or her to think of another word that begins with that same letter. This helps build important prereading skills.

Extending the Learning Experience

Family Activities

Mini Garden

Help your child plant some seeds for an herb garden in a flowerpot. Water them and check on them daily. Use the plants for cooking when ready.

Letter Collages

With your child, gather old magazines and cut out letters to arrange into words or groups of matching letters.

Food Labels

Together, read the label on a can or box of food. Talk about the slogans, pictures, and colors used on the package.

Letter of the Day

Announce a "Letter of the Day." Help your child look for the letter in signs, magazines, or books.

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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