



NTSC | U/C

The Three Decoders™ 2—Key to the Carousel™



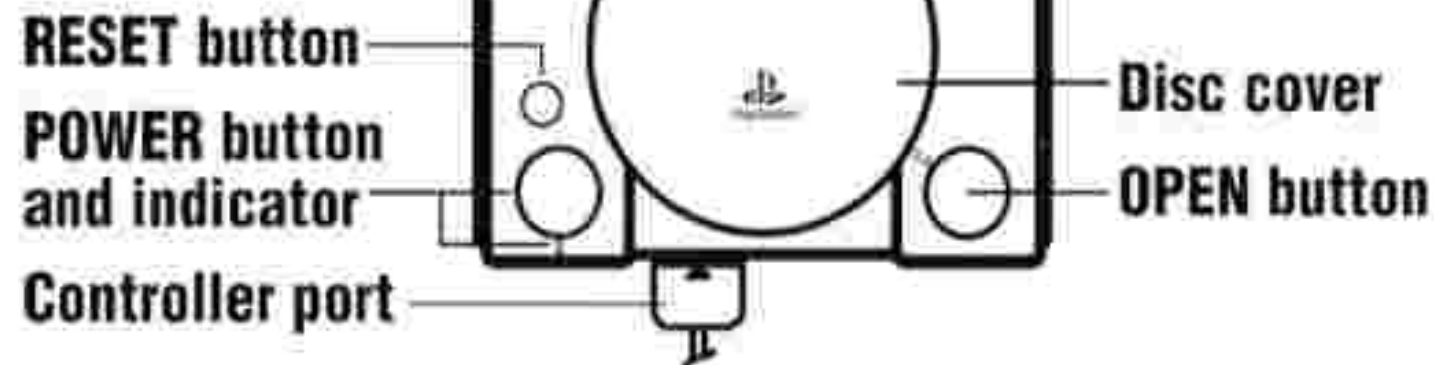
In *The Three Decoders 2—Key to the Carousel*, your child travels through Labrynthia with Maya, Shelby, and Sheldon as they use an ancient map to navigate back home to Zoetropia. By successfully completing phonics, phonemic awareness, and reading comprehension games, your child helps The Three Decoders decipher the map's mysteries. After they have returned home, the secret behind the ancient carousel in the center of town is revealed, and everyone celebrates together!

LEARNING OBJECTIVES

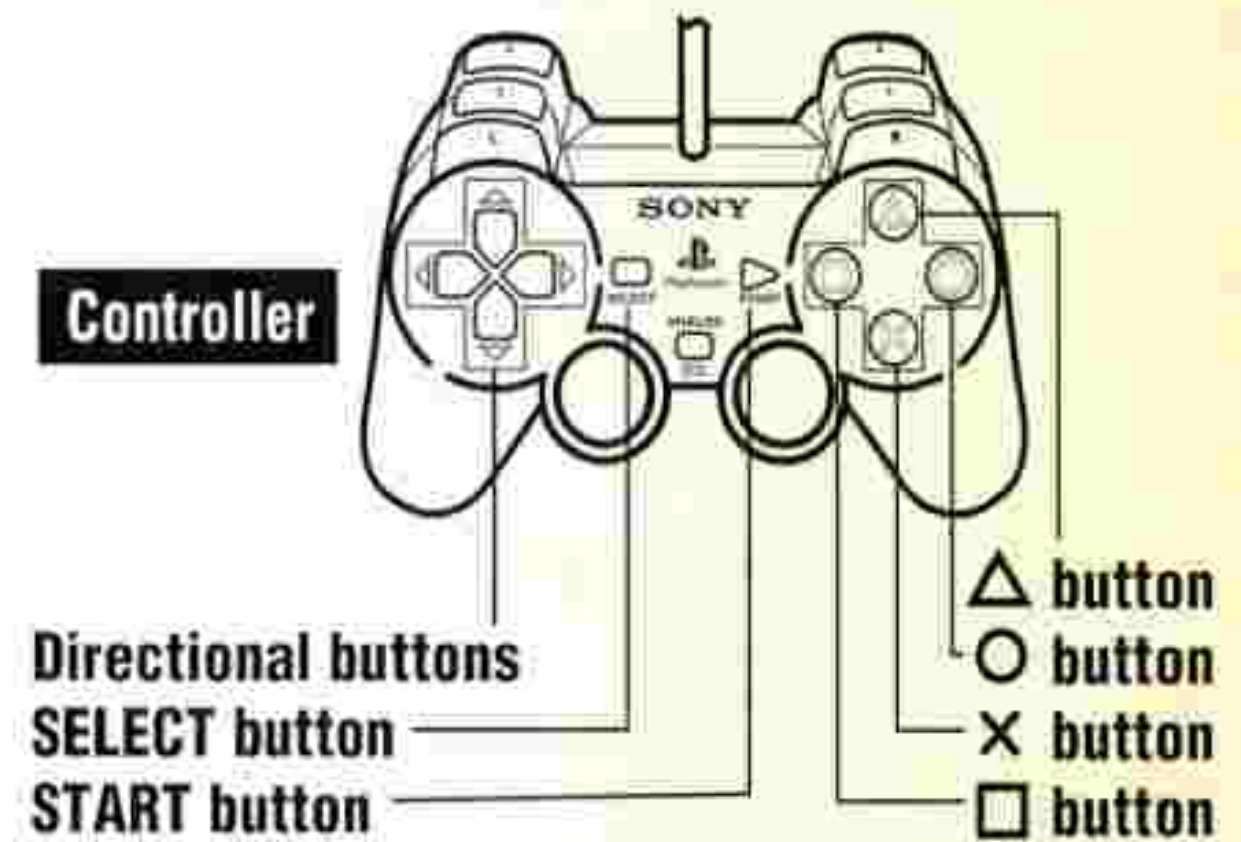
- Identify beginning and ending consonant blends
- Identify beginning and ending consonant digraphs
- Identify silent consonant letter combinations
- Identify sounds of vowel combinations
- Apply knowledge of spelling rules to word endings
- Use word-family patterns and rhyming patterns to spell words
- Blend individual sounds to make words

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 **characters** to hear them introduce themselves.
- Click **New Game** to view the introductory story and go to the game choice screen.
- Click once to skip the introductory story.
- Click **Saved Game** if you are returning to a game.
- Click the picture of the **game controller** for help on how to use it.
- Click **Exit** to end the adventure.

The Three Decoders 2—Key to the Carousel

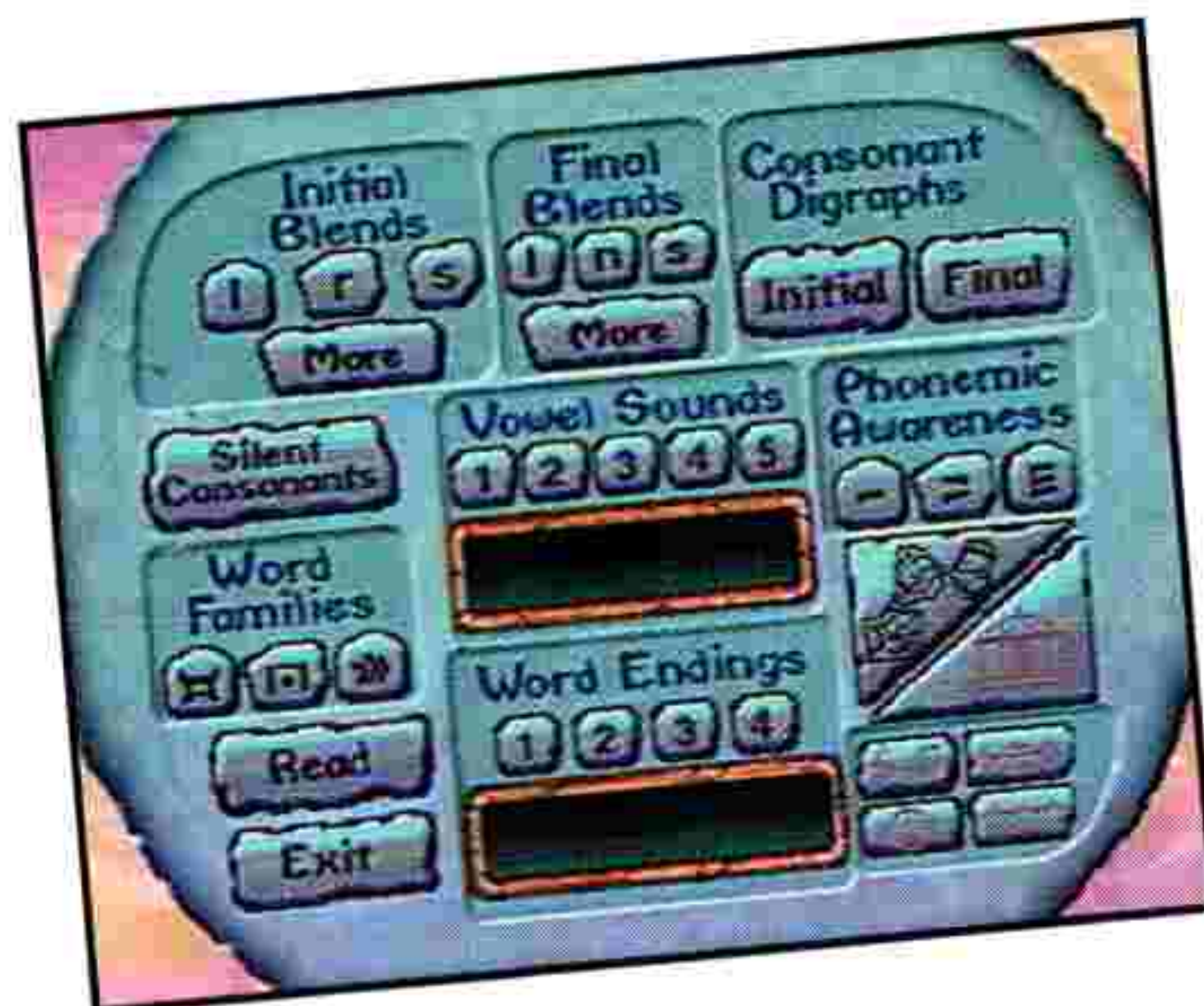
In this adventure your child will work with sounds and word families as he or she helps The Three Decoders find the key to the carousel. By successfully completing 24 games, your child will see the adventure story ending.

Game Choice Screen

The game choice screen contains buttons that your child will click to begin the games. Have your child:

- click the buttons under **Initial Blends** to play the Initial Blends games
- click the buttons under **Final Blends** to play the Final Blends games
- click the buttons under **Consonant Digraphs** to play the Consonant Digraphs games
- click **Silent Consonants** to play the Silent Consonants game
- click the buttons under **Vowel Sounds** to play the Vowel Sounds games
- click the buttons under **Phonemic Awareness** to begin the Phonemic Awareness games
- click the buttons under **Word Families** to play the Word Families games
- click the buttons under **Word Endings** to play the Word Endings games
- click **Read** to play the Read game
- click **Exit** to return to the opening screen

At any time during game play, your child can click the **curved arrow** in the upper-left corner of the screen to exit a game.

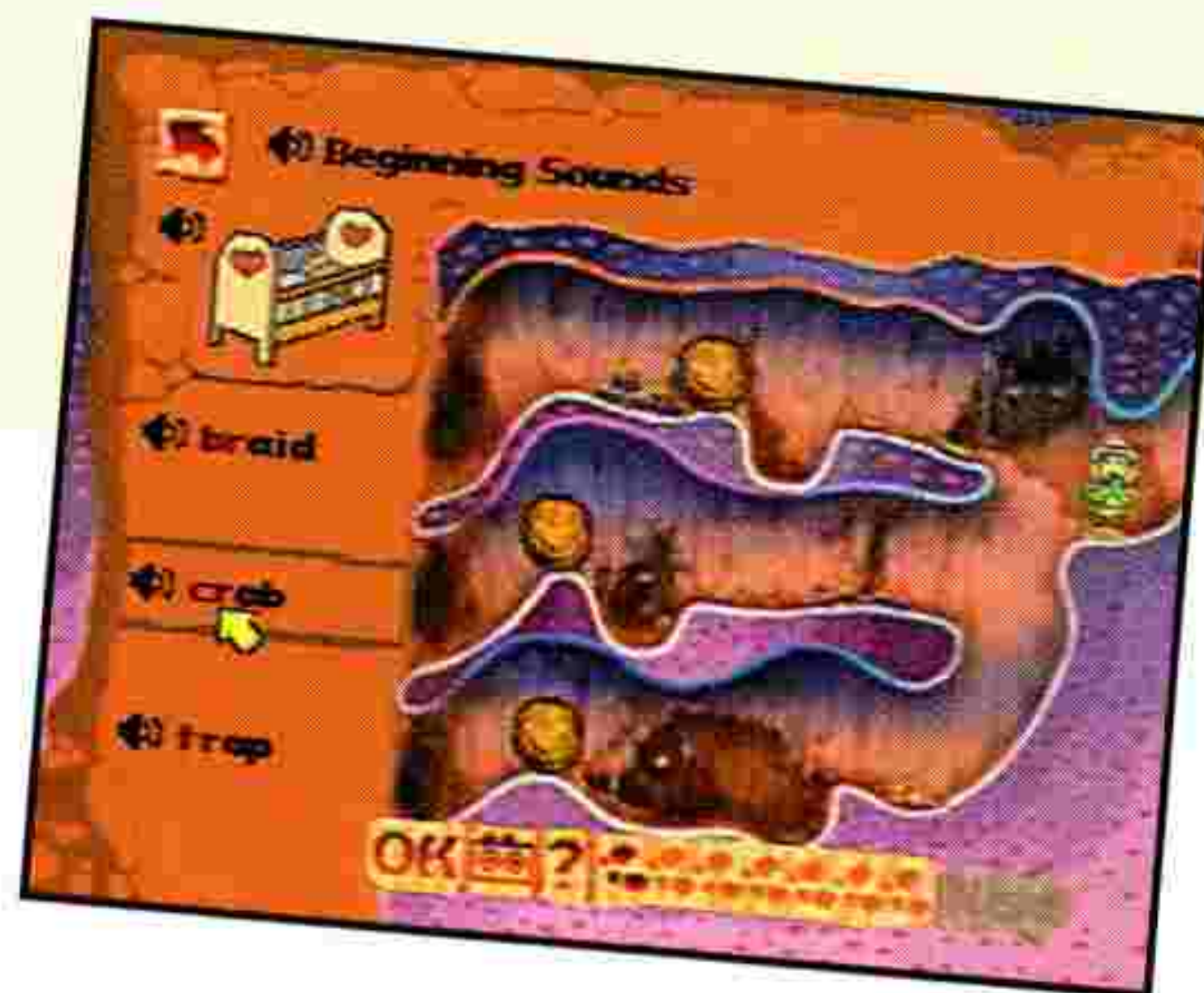


Initial Blends

In this game your child will choose a word with a beginning sound that matches the beginning sound of a given picture. Have your child:

- note the picture in the upper-left corner and the word answer choices
- click the **tape recorder** to hear the question read aloud
- click the **question mark** for help with playing the game
- click the word with a beginning sound that matches the beginning sound of the given picture and then click **OK**
- click **Next** to advance to the next question

After he or she completes the game and receives a reward animation, have your child click **Done** in the lower-right corner of the screen to exit the game.



Final Blends

In this game your child will choose a word with an ending sound that matches the ending sound of a given picture. Have your child:

- note the picture in the upper-left corner and the word answer choices
- click the **tape recorder** to hear the question read aloud
- click the **question mark** for help with playing the game
- click the word with an ending sound that matches the ending sound of the given picture and then click **OK**
- click **Next** to advance to the next question



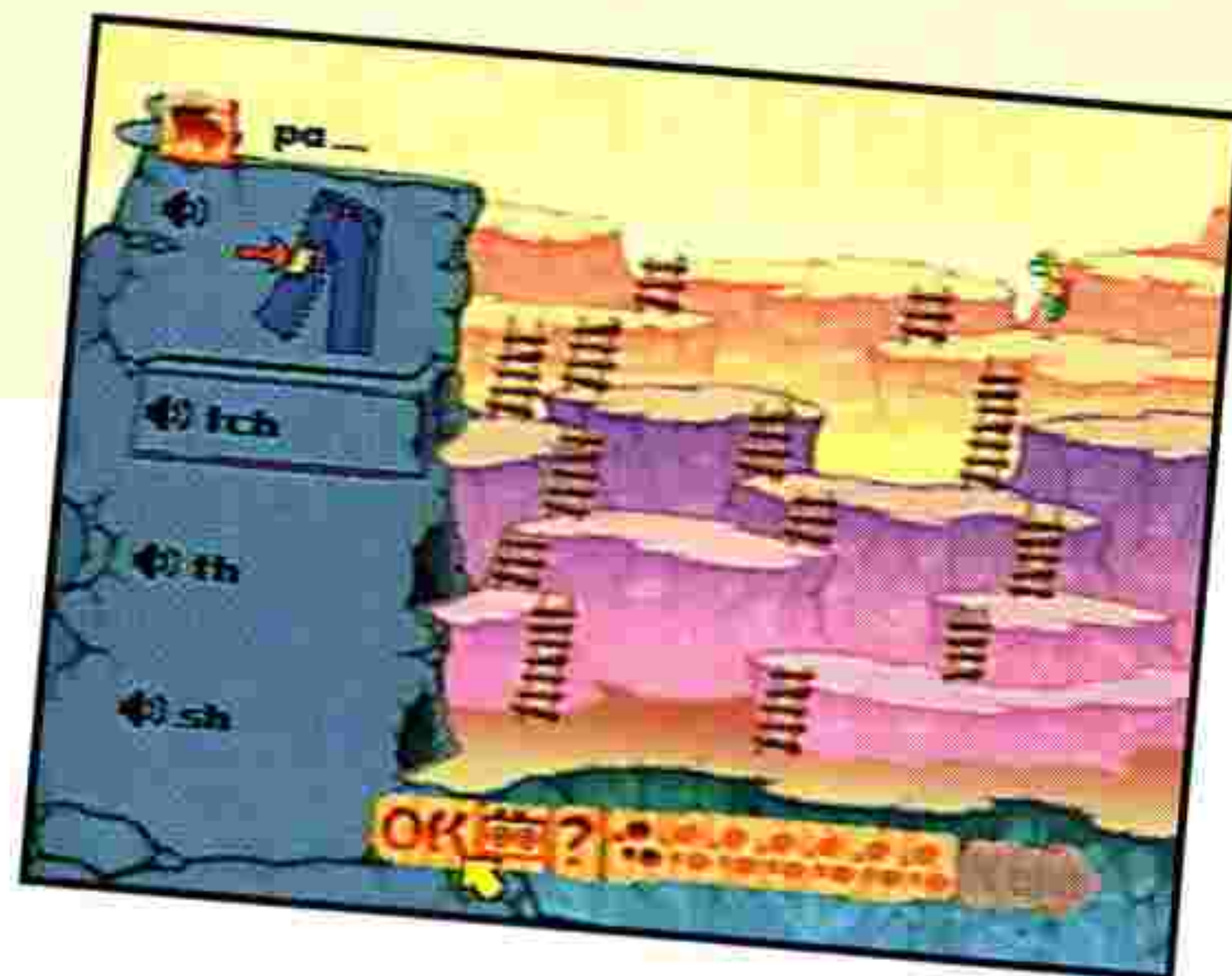
After he or she completes the game and sees a reward animation, have your child click **Done** in the lower-right corner of the screen to exit the game.

Consonant Digraphs

In this game your child will choose a consonant digraph that matches the digraph sound contained in a given picture. Have your child:

- note both the picture in the upper-left corner and the consonant digraph choices
- click the **tape recorder** to hear the question read aloud
- click the **question mark** for help with playing the game
- click the consonant digraph that correctly completes the word and then click **OK**
- click **Next** to advance to the next question

After he or she completes the game and sees a reward animation, have your child click **Done** in the lower-right corner of the screen to exit the game.



Silent Consonants

In this game your child will recognize silent consonants in letter combinations and use them to form a word that matches a given picture. Have your child:

- note the picture in the upper-left corner and the letter combination choices
- click the **tape recorder** to hear the question read aloud
- click the **question mark** for help with playing the game
- click the letter combination that correctly completes the word and then click **OK**
- click **Next** to advance to the next question

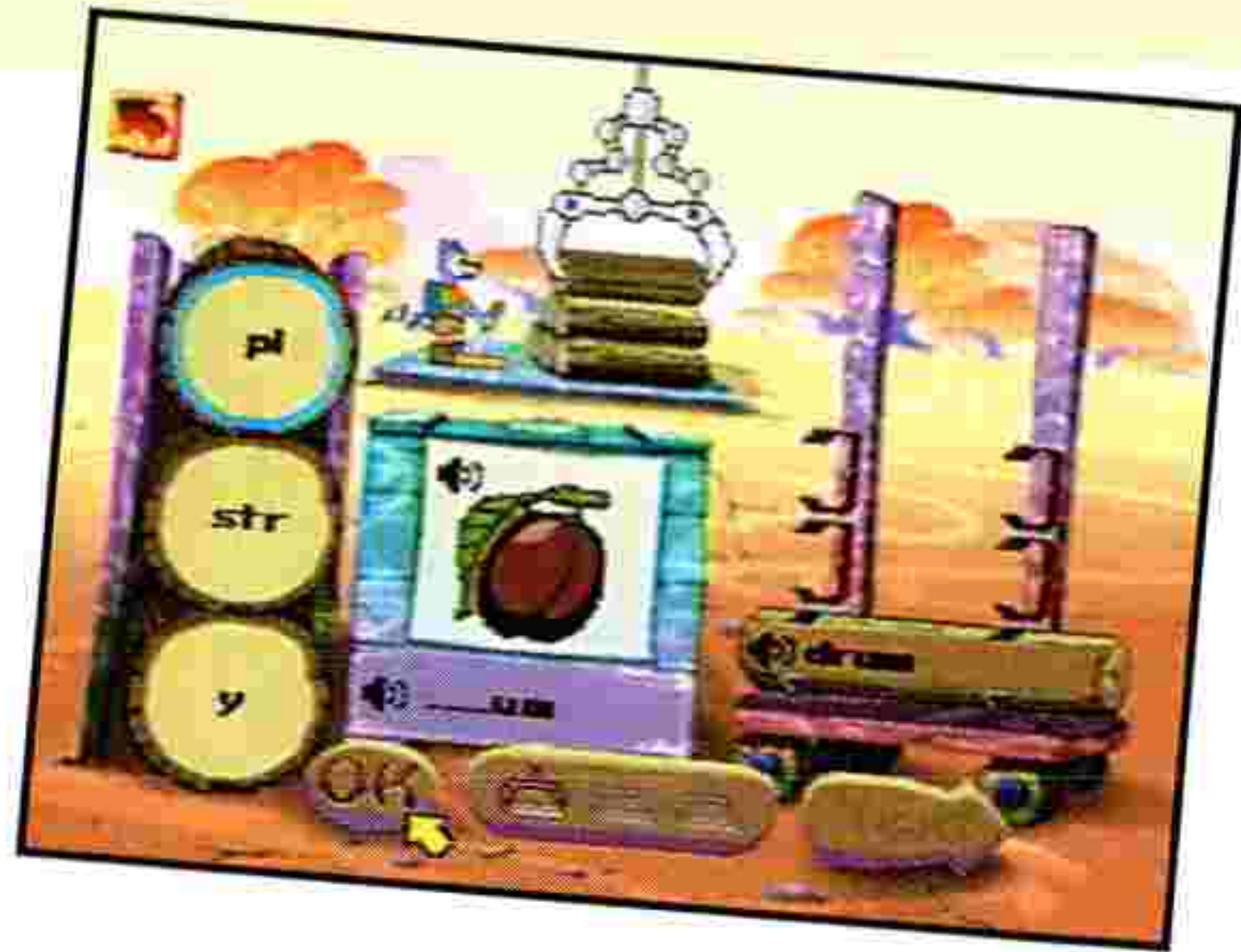
After he or she completes the game and sees a reward animation, have your child click **Done** in the lower-right corner of the screen to exit the game.



Word Families Game

In the Word Families game, your child helps The Three Decoders unload logs with a crane. Have your child:

- note the picture and the word ending below it
- click one of the consonants or blends that will combine with the word ending to form a word that matches the picture; then, click **OK**
- click **Next** to advance to the next word ending after all the slots on the cart have been filled with logs
- click **Done** after three carts have been filled with logs



Next, your child will help pass planks between rowboats to help build a ship. Have your child:

- note the word at the bottom of the screen and the three word families under the characters
- click the word family in which the given word belongs (**Note.** To successfully select the word, your child must click the word family when the word is between the two rowboats that move across the screen.)
- click the **question mark** for help with playing the game



After he or she completes the game, have your child click **Done** in the lower-right corner to see the word buttons change into a colorful pattern of shapes. Then, your child will return to the game choice screen.

Vowel Sounds

In this game your child will use a flashlight to search a cave wall for words containing the same vowel sound that is contained in a given word. Have your child:



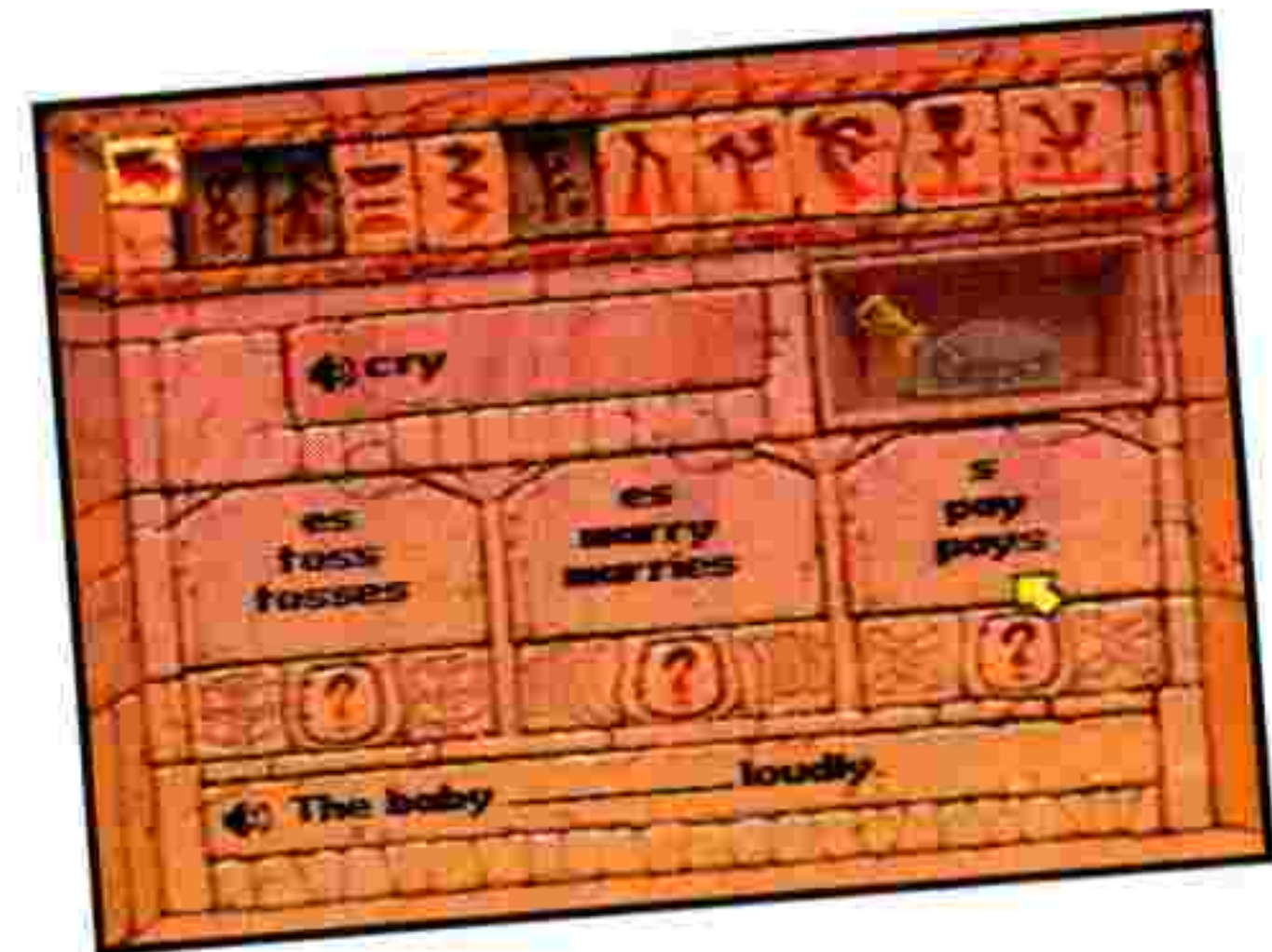
- listen to the question and note the vowel sound contained in the word on the flip chart
- move the flashlight around the wall to reveal the words and pictures on the stones
- click the words that contain a vowel sound that matches the vowel sound in the word on the flip chart
- click **OK** after clicking three words with matching vowel sounds
- click **Next** to advance to a new set of words
- click the **question mark** for help with playing the game

After he or she completes ten sets of words, have your child click **Done** to return to the game choice screen.

Word Endings

In this game your child will select the correct spelling rule that will make a word fit into a given sentence. Have your child:

- click one of the stones with a red symbol at the top of the wall
- read the word, the spelling rules, and the sentence at the bottom of the wall
- click the spelling rule that correctly completes the sentence and then click **Next** to clear the wall
- click the **question mark** for help with playing the game



After he or she selects ten correct spelling rules, have your child click **Done** to return to the game choice screen.

Phonemic Awareness Game

In this game your child will recognize and use the sounds of letters in words. Have your child:

- listen to the question

- click the speaker by the radio wave at the top of the screen to hear the question again
- click the speakers by the radio waves on the right side of the screen to hear the answer choices
- click the radio wave that plays the correct answer and then click **OK**
- click **Next** to go to the next question

For each correct answer that is chosen, a piece of the film reel is colored in. When all 10 pieces of the reel have been colored in, your child will see a reward animation. Have your child click the forward arrow below the screen to see the animation as many times as he or she wants. Then, have your child click **Done** to return to the game choice screen.

Read Game

In this game your child will work on his or her reading comprehension skills. Have your child:

- read the passage and the question and then determine the correct answer from the choices below
- click the dot next to the correct answer and then click **OK**;
click **Next** to advance to the next passage

After your child has completed the fifth correct answer, have him or her click **Next** to see a picture scroll across the screen. Then, have your child click **Done** to return to the game choice screen.

Mini-Rewards

After your child has successfully completed a game, a check mark will appear on the game choice screen on the button for the corresponding game. When a certain number of check marks have appeared on the game choice screen, one of the panels in the lower-right corner will become highlighted. Have your child click the highlighted panels as they become available to see mini-reward animations of the characters on their adventure.

Note. Your child will not receive a check mark for completing the Phonemic Awareness games.

The Adventure Ending

After 20 games have been completed and all the mini-rewards have been seen, your child must complete the final four games. After the twenty-fourth game has been completed, the carousel in the lower-right corner of the game choice screen will become highlighted. Have your child click the carousel to see the animated adventure ending.

Extending the Learning Experience

Family Activities

World Locations

With your child, look at a world atlas or globe and find locations whose names begin with vowels. Try to find at least one location for each of the vowels a, e, i, o, and u.

Cookie Blends

With your child, bake cookies and use decorative icing or piping gel to write consonant blends on each cookie. Consonant blends include "bl," "cl," "fl," "gl," "pl," "sl," "br," "cr," "fr," "gr," "tr," "sp," and "st." Before eating a cookie, each person must name three words that begin with the letters written on it.

Picture Book Plurals

Have your child make a book by stapling or taping six half-sheets of paper together. Ask your child to draw the following items on separate pages of the book: a cat, a puppy, a rose, a dress, a shoe, and a tree. Have your child draw more than one of each item and label the page with the correct plural form of the item's name. For example, on the "puppy" page, your child might write "two puppies."

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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