



NTSC U/C

## *Unknown Variable™ 1—Masque Manor*



In *Unknown Variable 1—Masque Manor*, you join four best friends, Adela, Tyler, Keisha, and Mike, as they explore a hotel built in the 1900s by Adela's great-grandfather, who decorated each room to reflect the life and literature of a famous author. As the adventure unfolds, you help the friends solve a mystery by visiting different rooms in the hotel, reading excerpts of literary works, and successfully completing reading comprehension questions.

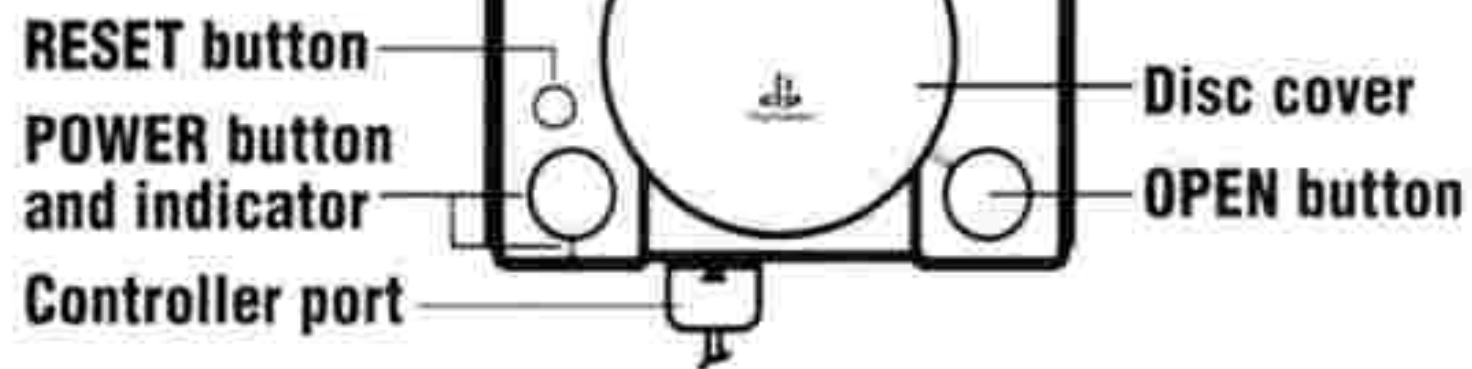
### **LEARNING OBJECTIVES**

- Make inferences about content
- Identify and recall details
- Paraphrase and summarize concepts and information from text
- Make generalizations based on evidence from text
- Identify elements of plot: plot, subplot, climax, resolution, and characterization
- Discriminate first, second, and third person

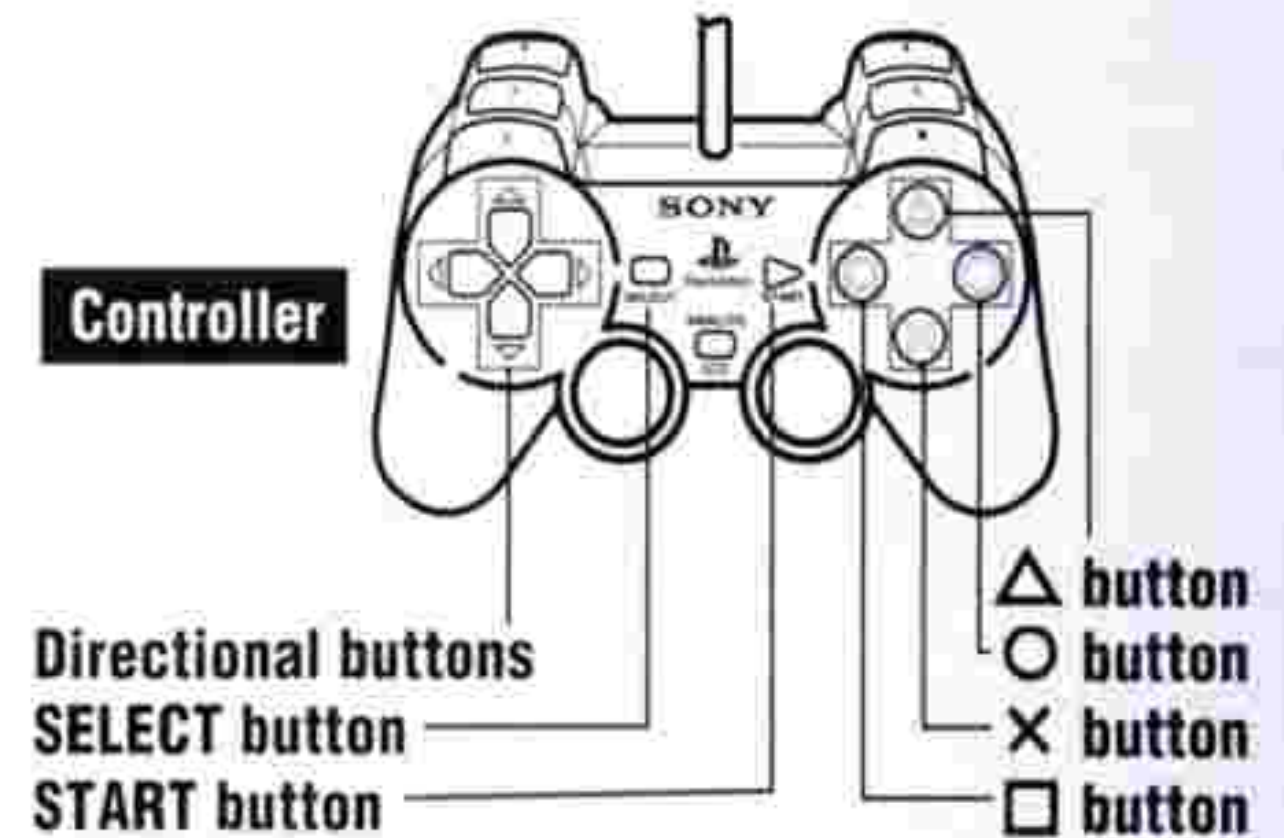


# Getting Started

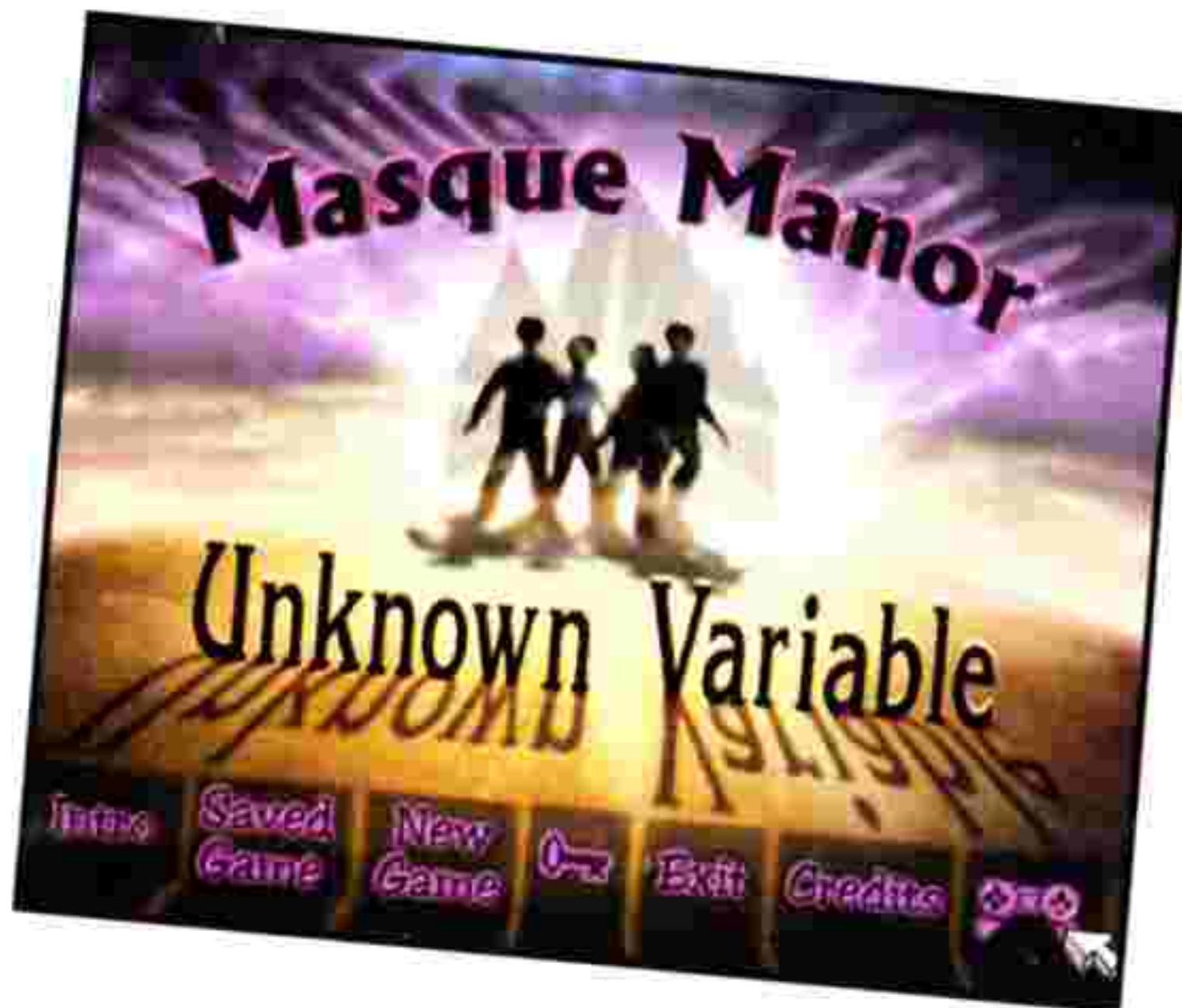
## Console



## Controller



Set up your PlayStation® game console according to its instruction manual. Make sure the power is off before inserting or removing a disc. Insert the disc and close the disc door. Connect the game controller(s) and turn on the 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 selecting.
- Click **Intro** to view the animated introduction.
- Click **New Game** to view the adventure beginning and go to the game choice screen.
- Click once during the adventure beginning to skip it.
- Click the **Key** to go to the Direct Access screen.
- Click **Saved Game** if you want to continue a previously saved game.
- Click the picture of the **game controller** for help on how to use it.
- Click **Exit** to end the adventure.



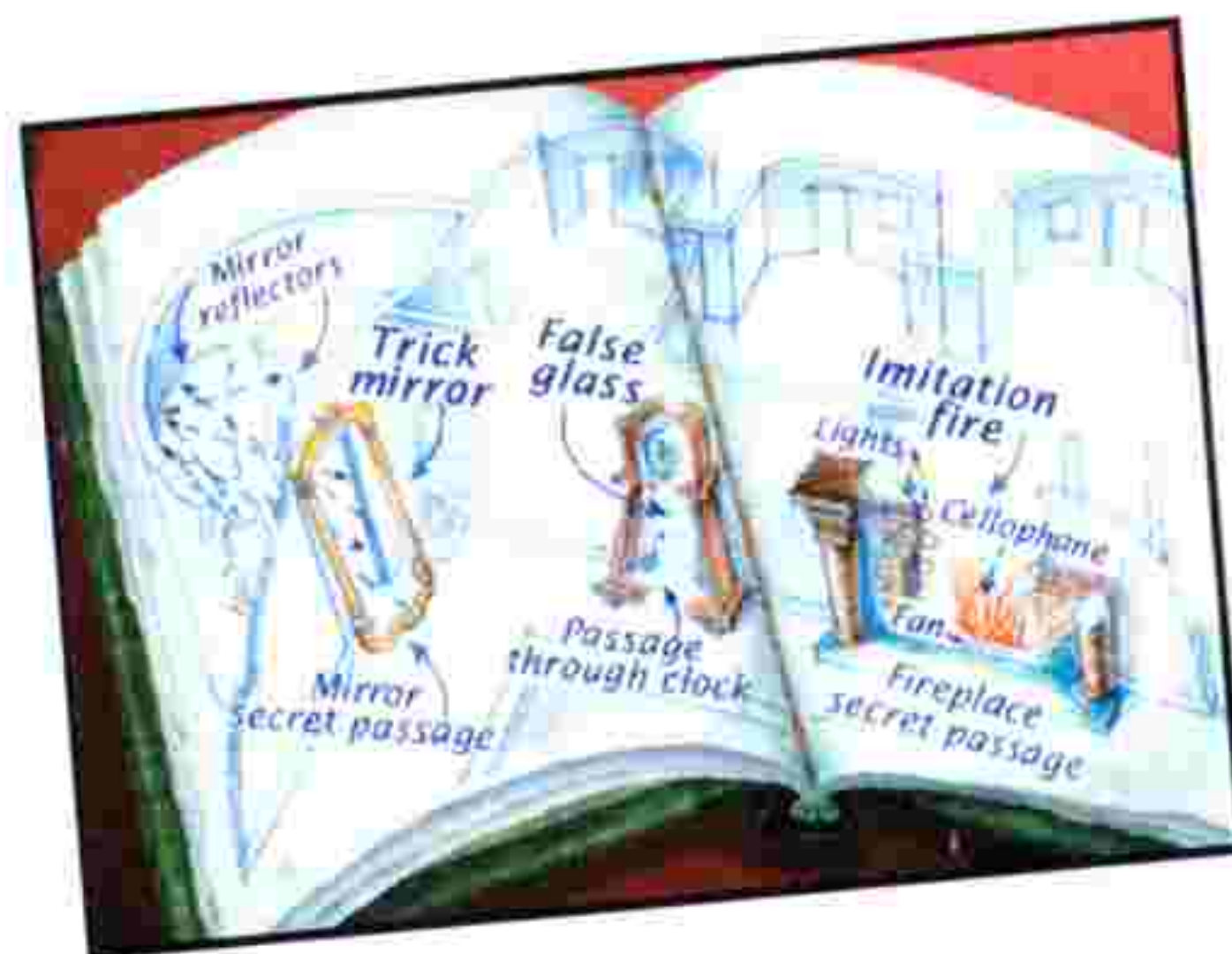
## Unknown Variable 1—Masque Manor

By visiting a series of hotel rooms dedicated to famous authors and completing reading comprehension questions, you will help solve the mystery of Masque Manor.

### Pathway Choice Screen

This game screen displays three secret pathways that you can click to begin the adventure. You can

- click the **mirror** secret passage to play the corresponding activities and games
- click the **clock** secret passage to play the corresponding activities and games
- click the **fireplace** secret passage to play the corresponding activities and games



### Direct Access Screen

By clicking the **key** on the opening screen, you will gain direct access to any author-themed room in the hotel. However, any responses to questions in this mode do not count as game play. Work is not saved in this mode, and no rewards are received. You can

- click the name of the **author** on the brochure to go to that author's room



## Hotel Courtyard Screen

This screen displays each room of the hotel, numbered 1 through 12. You can

- move the arrow to the left or right side of the screen to view the room choices
- click a **door** to enter a room

To determine whether you have visited a room, look at the room's window. If a room is dark, you have not yet entered that room. If the light in a room is on, you have already visited that room.

To determine how much content you have completed in a room, look at the room's window shade. If a shade is all the way down, no content in that room has been completed. If a shade is partially up, some content in that room has been completed. If a shade is all the way up, all in that room has been completed.





## Author-Themed Hotel Room

In each author room, you can access a literary excerpt, information that provides background knowledge on the life and times of the author, and the author's portrait. You can

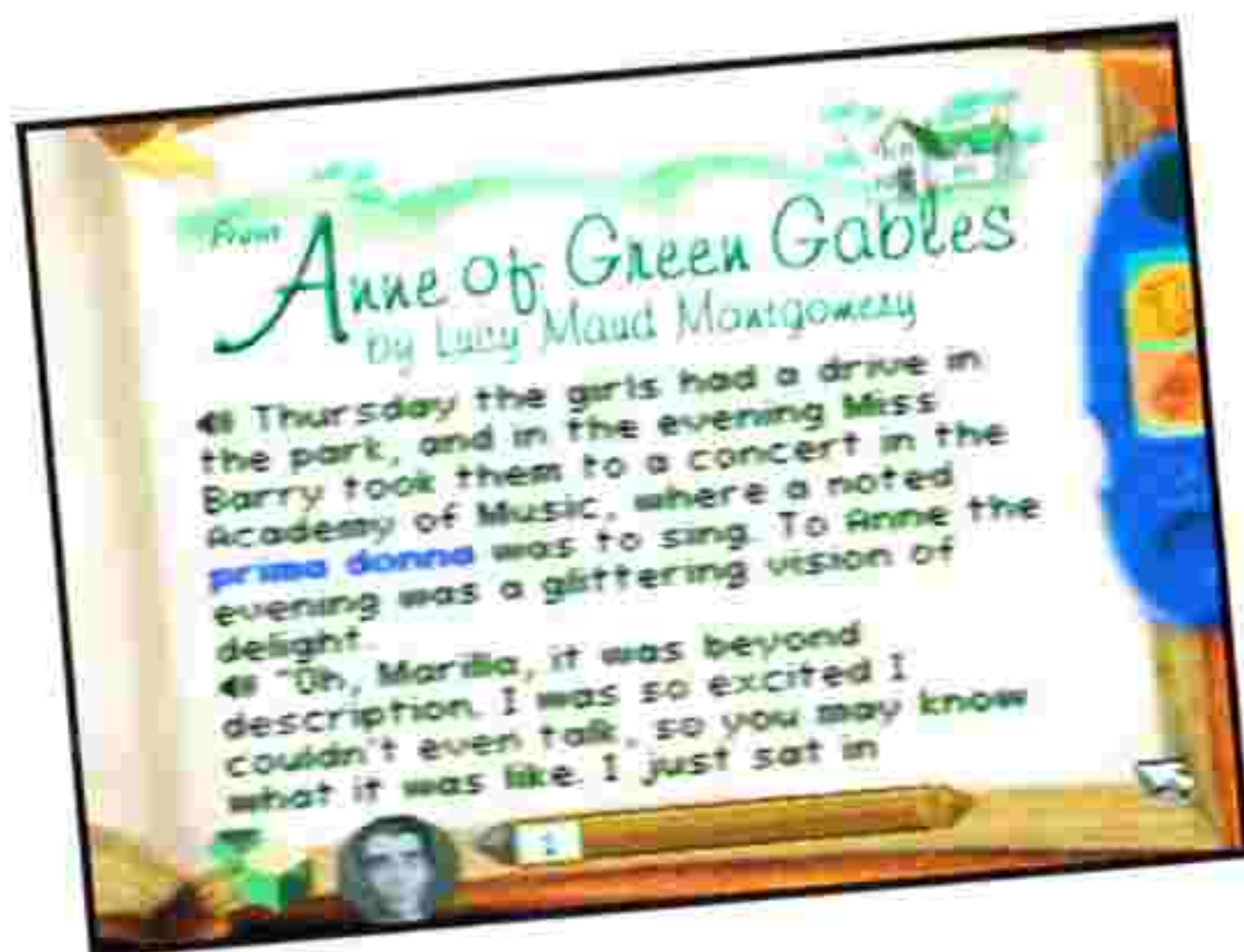
- click the **open book** to read a literary excerpt by the author and access reading comprehension questions related to the excerpt
- click the **portrait** of the author for a closer view
- click objects in the room that cause the cursor to turn yellow
- click the **door** to leave the room



## Literature Excerpt

You will read the text displayed to answer reading comprehension questions. You can

- click the **file box** to display vocabulary words in blue
- click the **highlighted character** to hear guided reading prompts
- use the **arrows** on the scroll bar to scroll through the pages
- click the **content menu** after reading the excerpt
- click a **speaker** to hear the audio-supported text read aloud



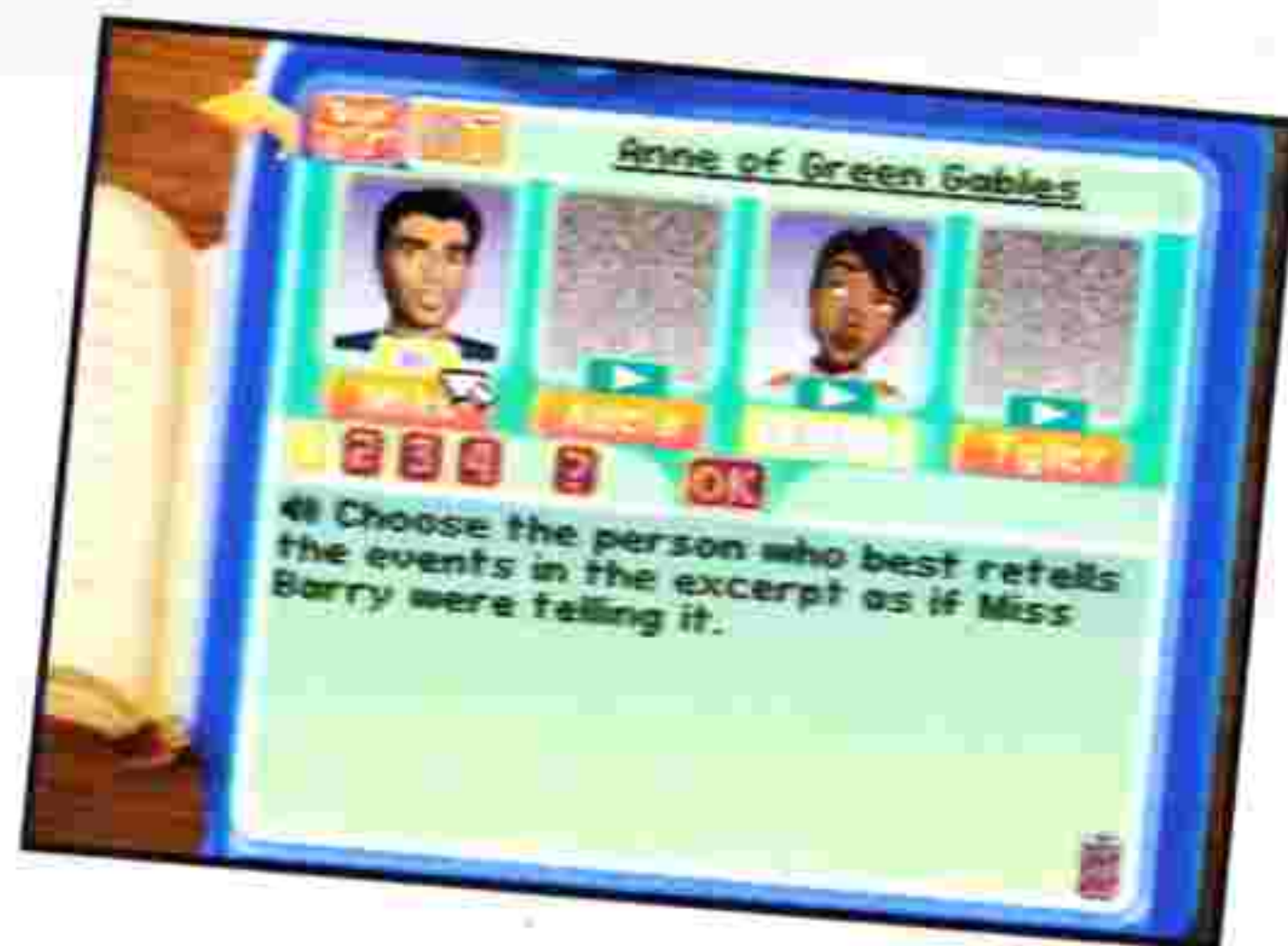


## Audio

In this game, you will read questions and listen to characters answer the questions. You must select the character who gives the best answer to the question. You can

- read the question
- click the **speaker** to hear the question read aloud
- click the **play buttons** beneath the characters to hear their answers
- click the **question mark** for content help
- select the name of the character with the correct answer and then click **OK**
- click another number to see the next question

You must answer three of four questions correctly to successfully complete the question set.



## Multiple Choice

In this game, you will read a question and four answer choices. You must choose the correct answer from the choices provided. You can



- read the question and the answer choices
- click the **speakers** to hear the question or the answer choices read aloud
- click the **question mark** for content help
- select the letter to the left of the correct answer and then click **OK**
- click another number to see the next question

You must answer three of four questions correctly to successfully complete the

question set. For each correct answer that is

chosen, you will receive skateboard graphics. Each skateboard graphic is equal to one turn in the skateboard reward game.



## Content Menu

You will use this menu to access reading comprehension questions related to the literary excerpt you read. You can

- click the **scroll** to select literal comprehension questions
- click the **glasses** to select inferential comprehension questions
- click the **paper clip** to select rewording strategy questions
- click the **ink jar** to select plot and point of view questions
- click the **envelope** when it flashes to reveal a clue



## Two Choice

In this game, you will read questions and reading passages and then choose the correct answer choice from two possible answers. You can

- read the question and the reading passage
- click the **speakers** to hear the question or the passage read aloud
- click the **question mark** for content help
- select the correct answer from the two choices provided and then click **OK**
- click another number to see the next question

You must answer three of four questions correctly to successfully complete the question set.





## Highlighting

In this game, you will read questions and reading passages and then highlight the section of the passage that correctly answers the question. You can

- read the question and the reading passage
- click the **speakers** to hear the question or reading passage read aloud
- click the **question mark** for content help
- select the section of the story passage that correctly answers the question and then click **OK**
- click another number to see the next question

You must answer three of four questions correctly to successfully complete the question set.





# Extending the Learning Experience

## Family Activities

### Design a Blueprint

Using the blueprint of Masque Manor as a guide, have a family member help you create a drawing of your school or house. You can also design a blueprint representing your dream home. Make sure to label the different rooms and areas.

### Start a Book Club

Start a neighborhood book club. Choose a book that others might enjoy, too. Then, invite friends and family members to meet together to take turns reading and discussing it. After the group finishes reading the book, allow another member to choose a book for the next meeting.

### Read Together

Make a list of all the authors whose works you have read in *Unknown Variable 1—Masque Manor*. With a family member, take a trip to your local library and check out a book by one of the authors. Then, take some time each day to read the book to each other. Share your thoughts about the events and ideas in the book as you read.

### Changing World

Many of the stories you have read take place long ago. Talk with a family member about how life has changed since the late 1800s and early 1900s. For example, you might want to discuss the following questions: How has technology changed? How have clothing styles changed? How have eating habits changed?



## **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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