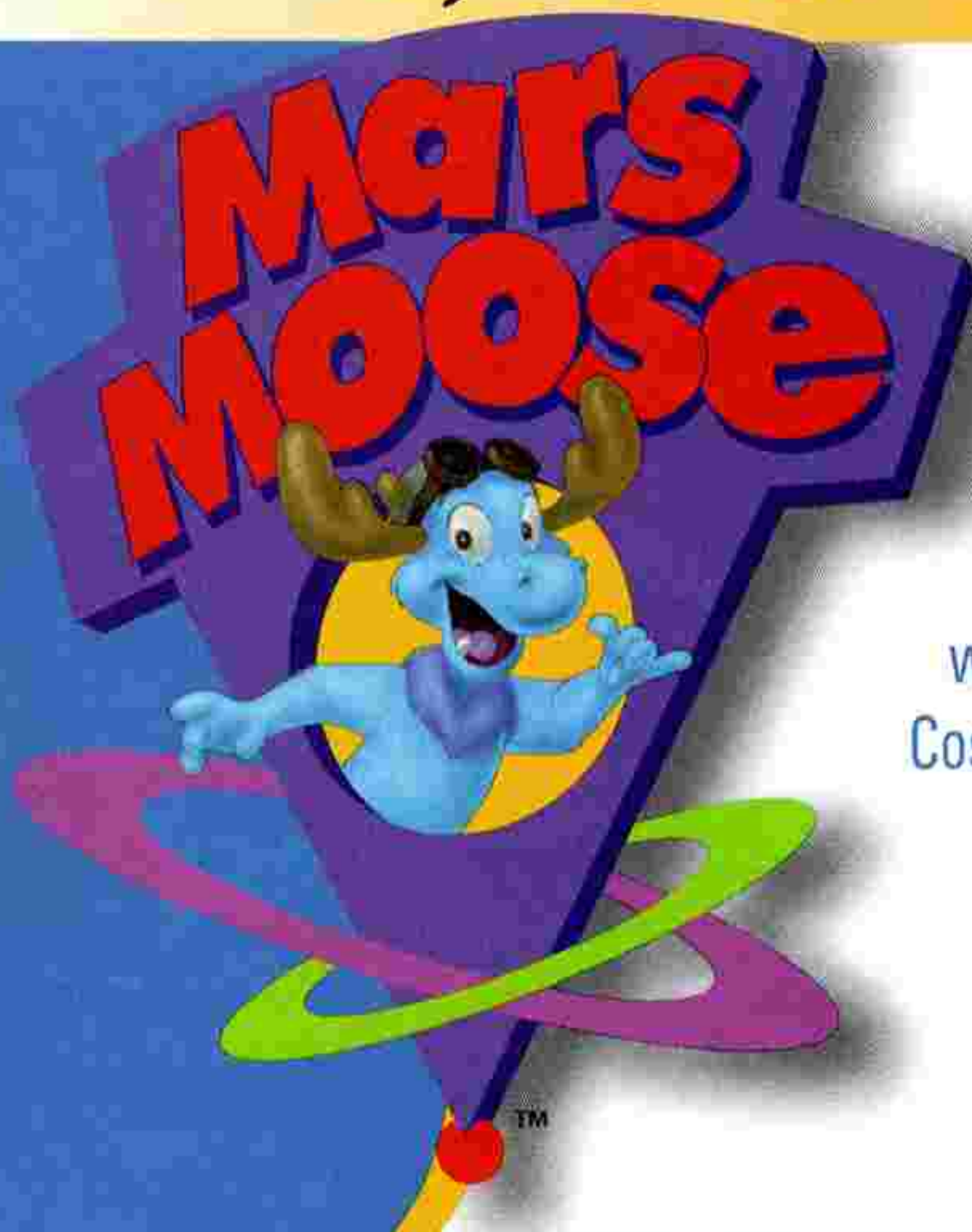




Cosmic Quest 2 Fairy Tale Island

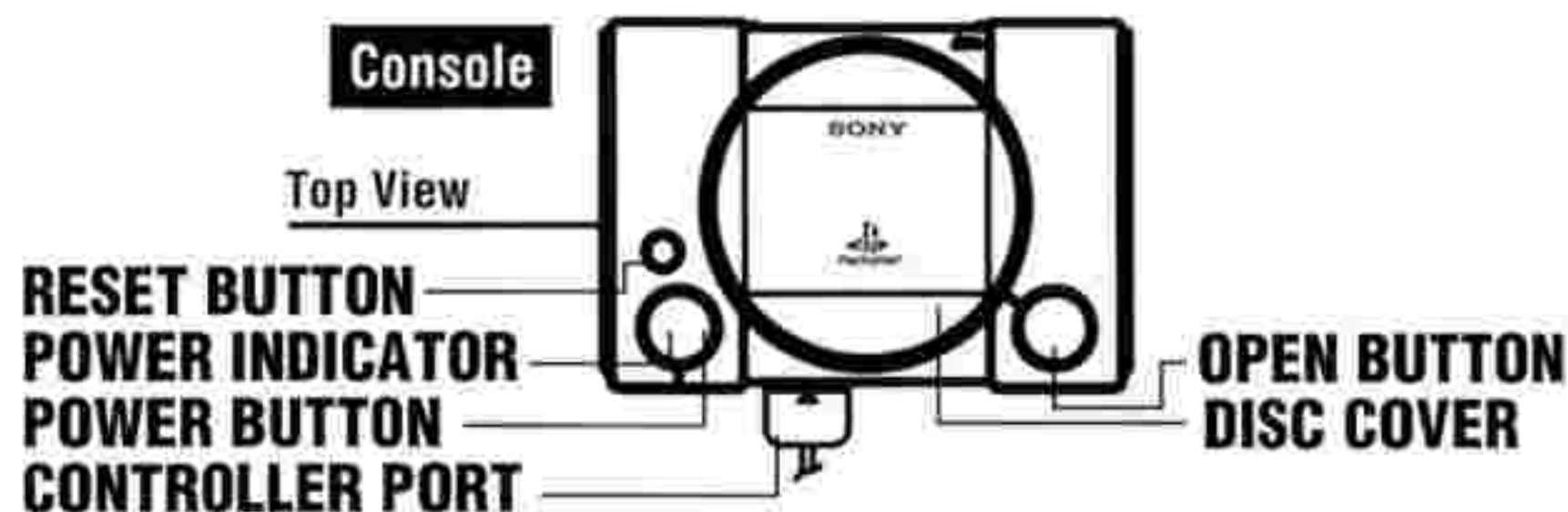


In this adventure, your child will join Mars Moose as he searches a marvelous place called *Fairy Tale Island* for the torn-up pieces of a map that will help him find his playful dog, Cosmo. Your child is challenged to help Mars recover all the map pieces by understanding phonogram families and completing rhyming structures.

LEARNING OBJECTIVES

- Identify rhyming words
- Build an understanding of phonogram families
- Complete and extend rhyming patterns

Getting Started



Set up the PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Mars Moose Cosmic Quest 2—Fairy Tale Island* disc and close the CD door. Insert the game controller and turn on the PlayStation game console. Follow the instructions on the television screen to start a game.

- Use the **X button** on the PlayStation controller for clicking.
- On the opening screen, click the **musical note** to see Mars' theme song music video.
- To begin the adventure, click **Cosmic Quest**. 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 exit an activity and enter a new one, click the **Marsmatron** in the bottom-right corner of the screen, or move the pointer to the top-left or top-right corner until it turns into a curved arrow.
- 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 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.



Mars Moose Cosmic Quest 2—Fairy Tale Island

Cosmic Quest 2—Fairy Tale Island begins in the park when Cosmo shreds a mysterious map and disappears into Fairy Tale Island. To find Cosmo, Mars must retrieve all the torn map pieces that are scattered over Fairy Tale Island.

Have your child:

- use the arrows on the controller to help Mars and Starboard steer through the bustling landscape of Fairy Tale Island; watch for the signs that point out places where map pieces can be found
- click the **X** at any time to set Starboard's cruising speed while flying through Fairy Tale Island; choose between **Fast**, **Really Fast**, and **Supersonic** speeds; then click **Go**



"Mine Tunnel"

In the tunnel, your child will help Mars collect pieces of the map by playing a rhyming game with the people who work there.

Have your child:

- click the **tunnel entrance** to begin
- listen to the rhyming words in the sentence
- use the arrows on the controller to move the flashlight onto the **object** that completes the rhyming pattern, then use the flashlight to click the object
- notice the number on the paper in the lower-right portion of the screen to see how many map pieces he or she has already collected
- leave the "Mine Tunnel" by clicking one of the arrows in the upper corners of the screen



“Rapunzel’s Castle”

In this game, your child will learn to recognize spelling patterns in phonograms as he or she completes rhyming patterns with Rapunzel.

Have your child:

- click “**Rapunzel’s Castle**” to begin
- listen to the rhyming pattern in Rapunzel’s poem
- move the alligator under the object that completes the rhyming pattern, then click the object

- position the alligator under the object to bounce it up to Rapunzel
- leave “Rapunzel’s Castle” by clicking one of the arrows at the sides of the screen

“Pirate Ship”

In this game, your child will help build rhymes to collect more map pieces by dropping cannon balls on see-saws with the objects that complete Peter Pan’s rhyming structures. Have your child:

- click the “**Pirate Ship**” to begin
- listen to the rhyming words in Peter Pan’s phrase
- move Peter Pan to the right crow’s nest and click to pick up a **cannon ball**
- then position Peter Pan directly above the rhyming object that completes the phrase; click the **X button** on the controller to release the cannon ball
- move Peter Pan to help him catch the object when it bounces into the air, then place the object in the left crow’s nest to collect an extra map piece
- leave the “Pirate Ship” by clicking one of the arrows in the upper corners of the screen



Extending the Learning Experience

Family Activities

Everyday Rhymes

Have your child create rhymes with everyday objects like cereal boxes, newspapers, street signs, billboards, and so on. Ask him or her to think of other words that rhyme with those found (e.g., spoon-moon, stair-chair).

Reading Quest

Challenge your child to read aloud to you store and street signs, notices posted in a bus or train, or anything he or she comes across during the course of a day. Ask him or her to tell you about the interesting items read.

Newspaper Stories

Let your child cut out pictures and words from an old newspaper or magazine. Then mix them all up and ask him or her to create a story with the pictures and words.

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 the 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.

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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