



KazMania™ 1—Trail of Gems™



NTSC U/C



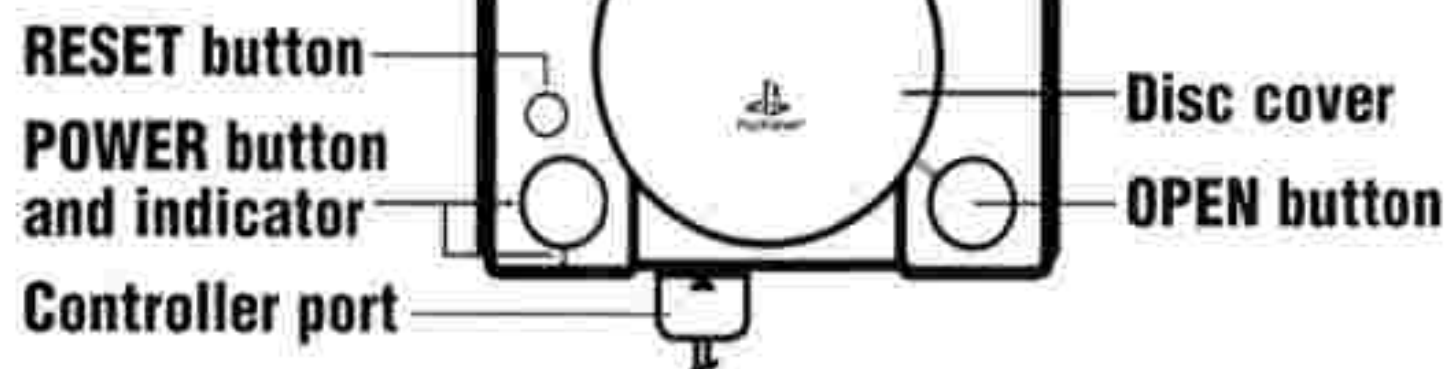
Dr. DaBadda and his Inkerators are stealing the print from all the books in the land of KazMania and must be stopped before there is nothing left to read! Your child will read and understand literature at a higher level as he or she travels through KazMania with the eccentric sleuth, Mem, to help put an end to DaBadda's plot.

LEARNING OBJECTIVES

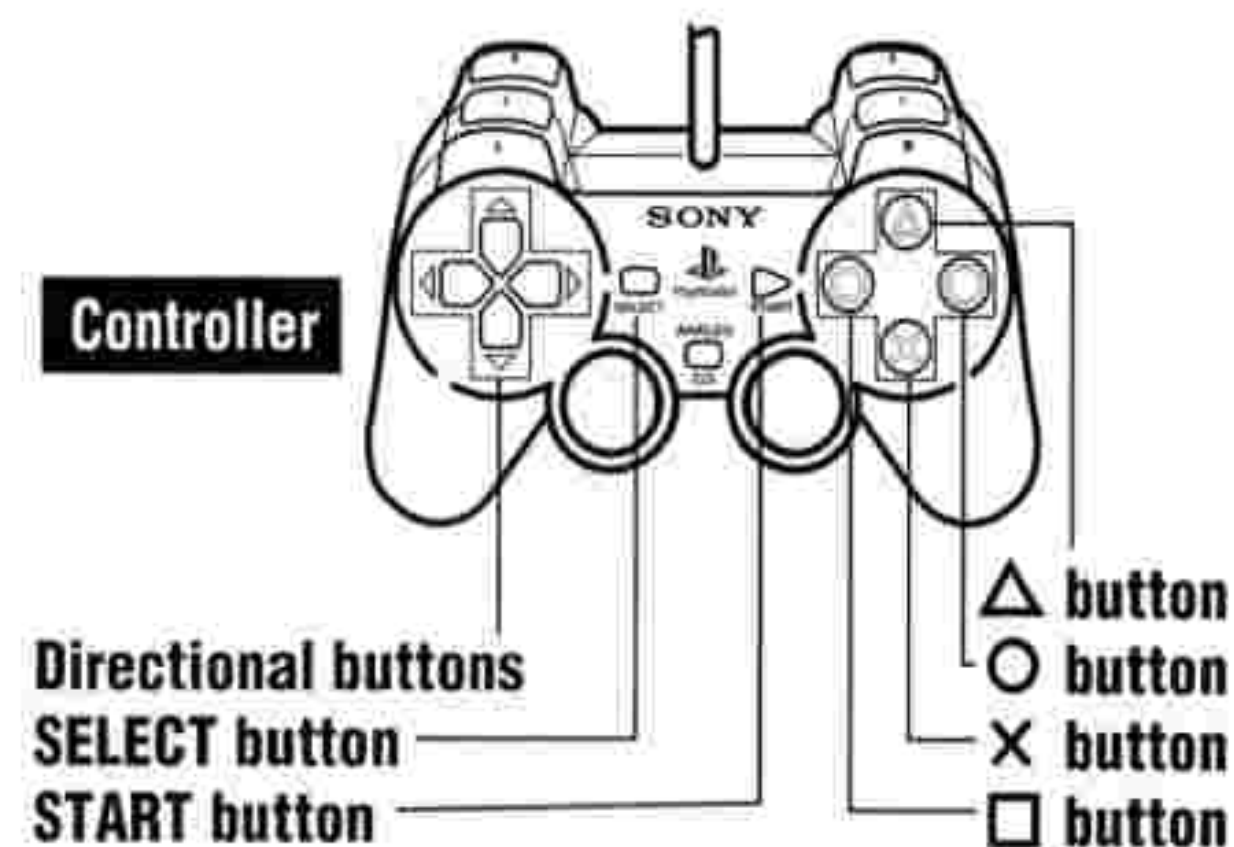
- Understand author's use of language
- Appreciate author's style
- Understand story structure and plot
- Understand character development
- Develop literary comprehension

Getting Started

Console



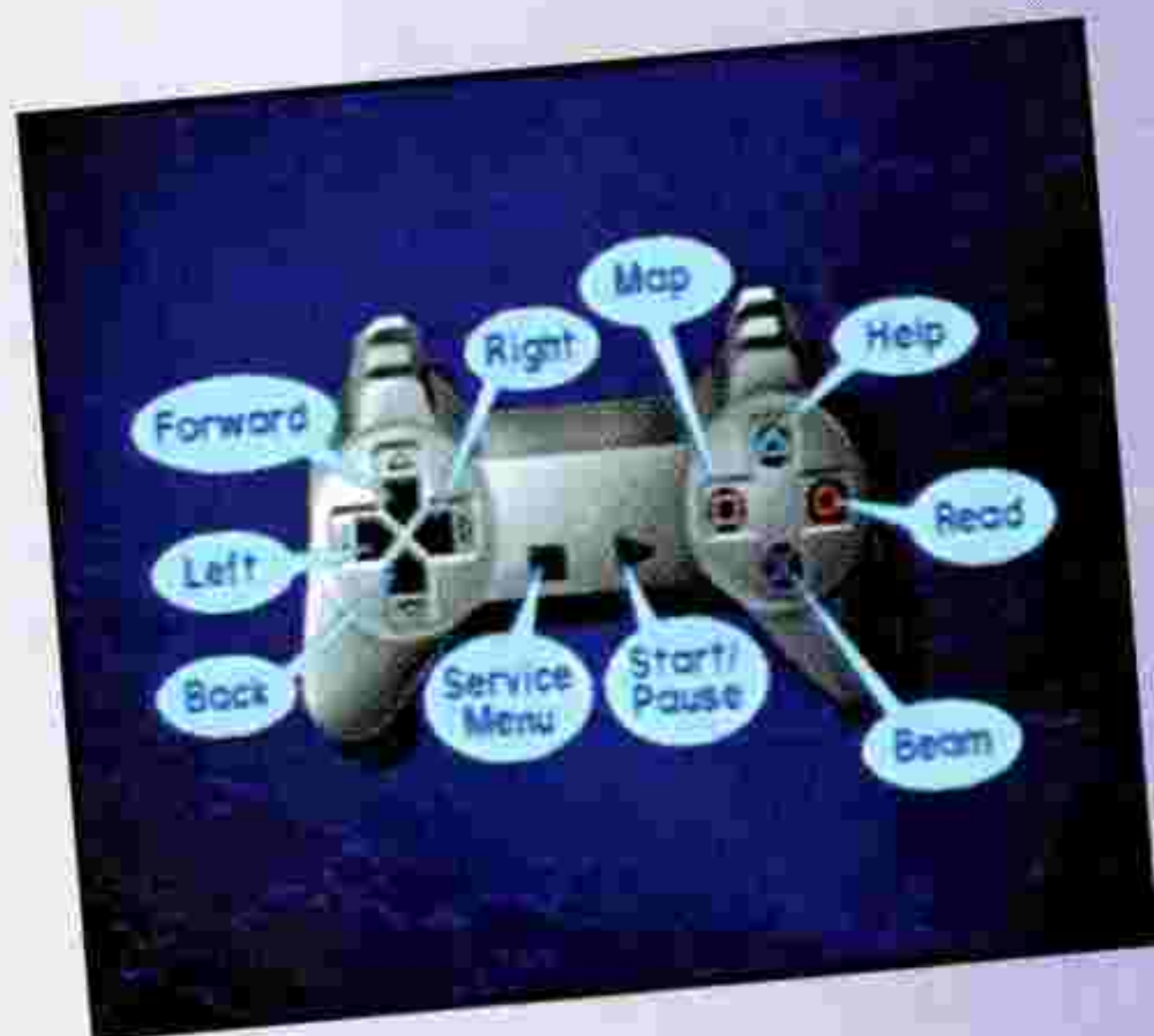
Controller



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 the **password picture** to enter a password and go to a previously saved game.
- Click **Practice** to practice any game in any location.
- Click the **Map** to see the locations in KazMania.
- Click the **hand** to receive a password and exit the adventure.



To enter KazMania and begin the adventure, click **Play**.

- Use the **arrow** on the game controller to move through the locations in KazMania.
- Press the **X button** to “beam” a kiosk and begin a game.
- Press the **square button** while in a 3-D zone to see an overhead map of your location in KazMania.
- Press the **triangle button** to hear helpful information.
- Press the **Select** button on the game controller to go to the Service Menu.

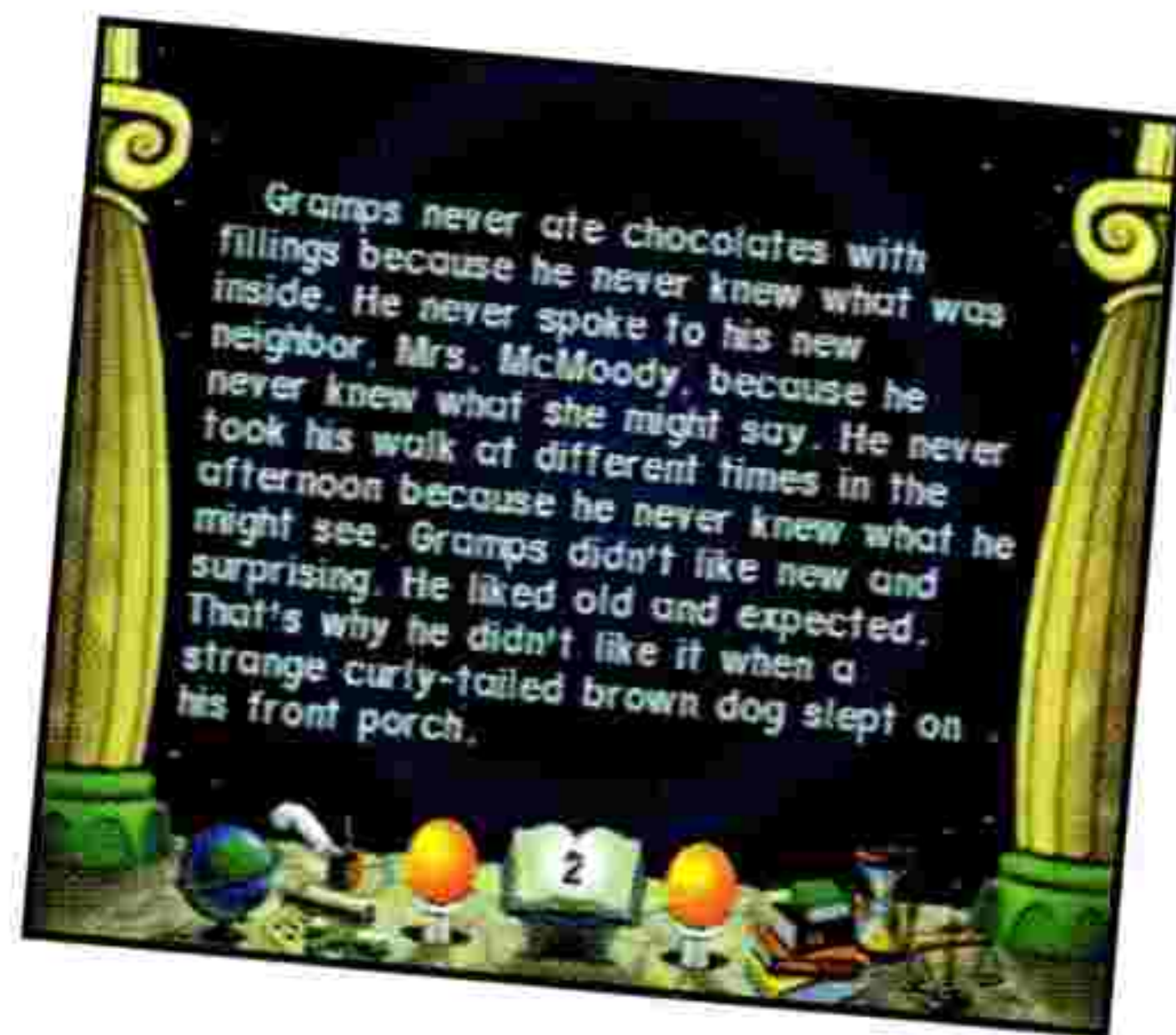
From the Service Menu:

- Click the **map** to see your current location in KazMania, your score, and your password.
- Click **Main Menu** to exit the game and/or CD or to return to the practice mode.
- Click the picture of the **game controller** for help on how to use it.
- Click the **arrow** to return to the game.
- Click the **radio** to adjust the volume.

KazMania 1—Trail of Gems

In this adventure your child will help pursue Dr. DaBadda through KazMania while accumulating power, points, and gems and increasing his or her knowledge of literature. There are five locations in KazMania: "Argopolis," "Volcano Flyer," "Eruptonia," "Tunnel Express," and "Karpattia." Each location is divided into two zones. To complete the adventure, your child must complete all the games in each location to reach the final destination of Karpattia. Each game is found by beaming a kiosk. Once all the kiosks in a location have been played, your child must beam the exit door to move to the next location.

Helpful Hint. Have your child write down the password that he or she receives after completing the activities in each location. This password will be needed if he or she wants to save the game and continue playing later.



Reading Room

In the Reading Room, your child will read a story. Have your child:

- press the **left-** and **right-arrow buttons** on the game controller to turn the pages of the story
- press the **circle button** to hear the page read aloud
- press the **triangle button** for game instructions
- press the **X button** to return to the game and answer the questions about the story

Highlighting

In this activity your child will choose a word or a phrase from a passage that answers the question. Your child must answer 8 out of 10 questions correctly to complete the game and move to the next kiosk. Have your child:

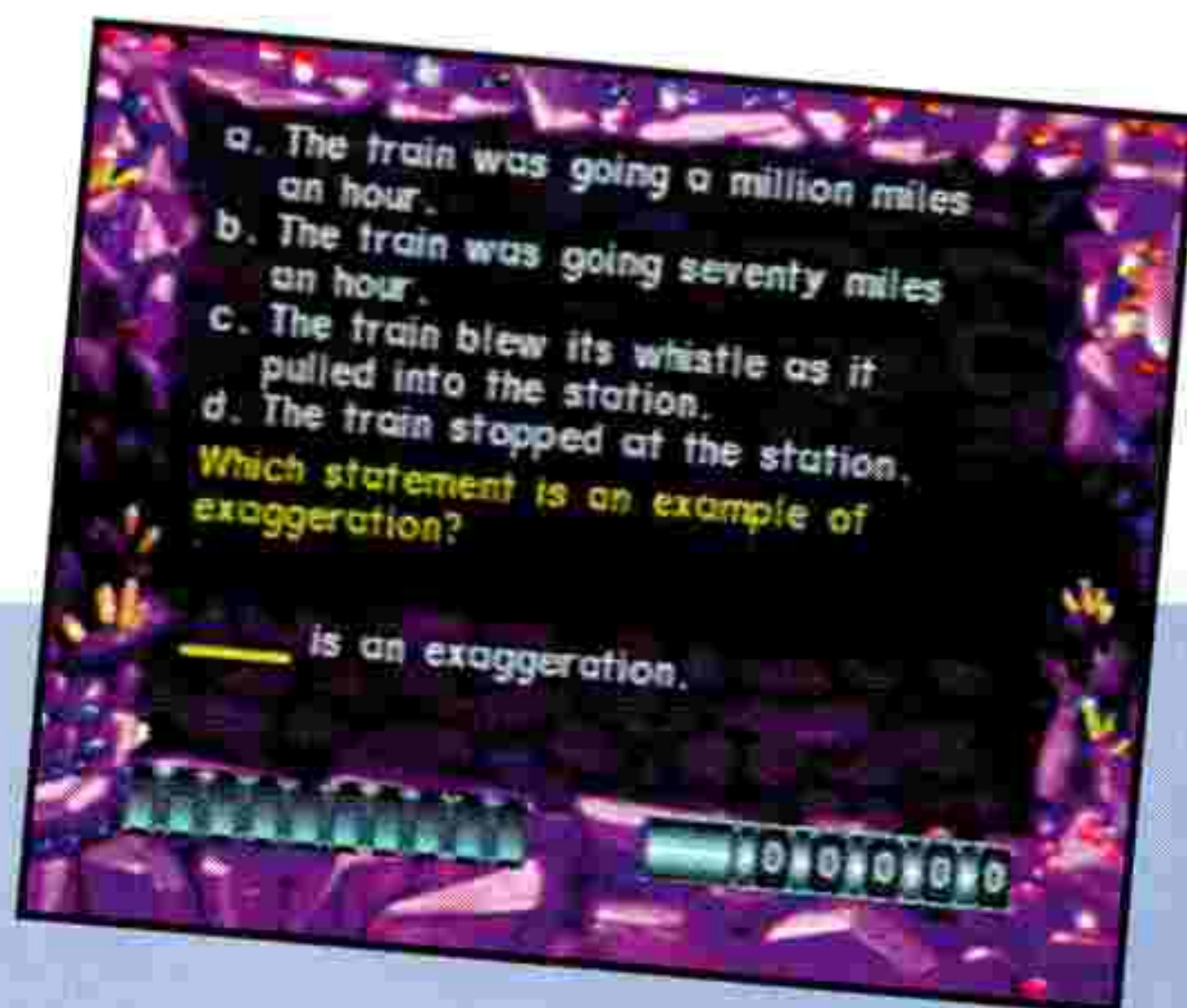


- read the passage
- press the **circle button** to hear the instructions and the passage read aloud
- press the **square button** to go to the Reading Room to read and/or listen to the story
- press the **triangle button** for content and game help messages
- press the **up- or down-arrow buttons** to highlight the passage that answers the question and then press the **X button** to make the selection

Multiple Choice

In this activity your child will select an appropriate answer to a question from a series of possible answers. Your child must answer 8 out of 10 questions correctly to complete the game and move to the next kiosk. Have your child:

- read the question
- press the **square button** to go to the Reading Room to read and/or listen to the story
- press the **triangle button** for help
- read the answer choices
- press the **circle button** to hear the choices read aloud
- press the **left- and right-arrow buttons** to select an answer and then press the **X button** to register the choice





Quest

In this activity your child will maneuver a character around the screen to select the answers to the question. There are four screens per game. Your child will identify five correct vocabulary words on each screen. Have your child:

- read the instructions at the top of the screen
- press the **arrow buttons** to move the character around the screen
- press the **circle button** to hear the answer choices read aloud
- press the **X button** to select an answer
- press the **triangle button** for help



Throughout the activities of KazMania, ask your child to identify the positive character traits of both the KazMania characters and the members of your family.

Multiple Multiple Choice

In this activity your child will help create story lines and riddles by filling in the blank spaces in a passage of text. Have your child:

- press the **circle button** to hear the passage read aloud
- press the **up-** and **down-arrow buttons** to move to the different word locations in the passage
- press the **left-** and **right-arrow buttons** to make word selections
- press the **X button** when the passage is complete to advance to the next passage
- press the **triangle button** for help



Ladder

In this activity your child makes a character jump up to choose the appropriate word from a word pair that answers a question. There is one question per screen, and there are four screens per game. Have your child:

- read the instruction
- press the **circle button** to hear the instruction and answer choices read aloud
- press the **left- and right-arrow buttons** to move the character across the screen
- press the **up-arrow button** to make the character jump to the selected answer
- press the **X button** to register the selection
- press the **triangle button** for content and game help



Extending the Learning Experience

Family Activities

Treasure Hunt

With your child, write a letter to a family member. Hide it in a secret place. Together, write clues that will lead to the discovery of the letter; then, place the clues in different locations around your home. Send the family member on a treasure hunt to find the letter.

Picture Stories

With your child, spread out several pictures from magazines that show a variety of settings. Without identifying the picture, tell a short story using one of the pictures as the setting. See if your child can pick the magazine picture that has an appropriate setting for your story. Now, reverse roles, allowing your child to tell a story using one of the settings.

Give Me a Jingle

Write down some of the popular jingles heard on TV commercials. Look for the use of literary devices, such as simile and onomatopoeia, in the jingles. How do these devices affect the message of the jingle? Do they add to the appeal of the product?

Cook for a Day

Using a simple children's cookbook, help your child follow a recipe for a family meal. Use this opportunity to teach your child the importance of correct sequencing when following directions.

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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