



NTSC | U/C

# Creative Journey™

  
Lightspan Adventures



## Creative Journey™

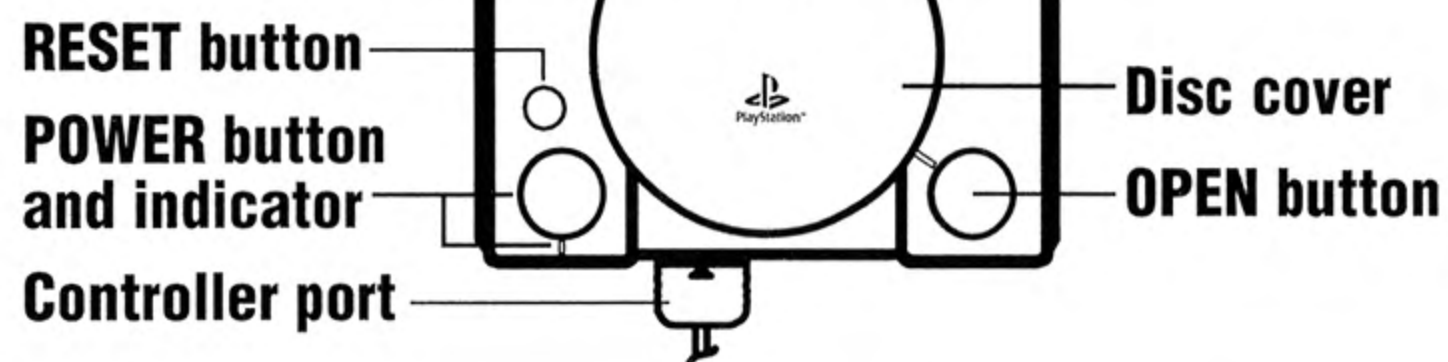
In this Lightspan adventure, your child creates his or her own stories and activities using characters from the *Mona and Moki* adventures. He or she can choose the location, characters, actions, and dialogue and further develop his or her problem-solving and creative skills.

### LEARNING OBJECTIVES

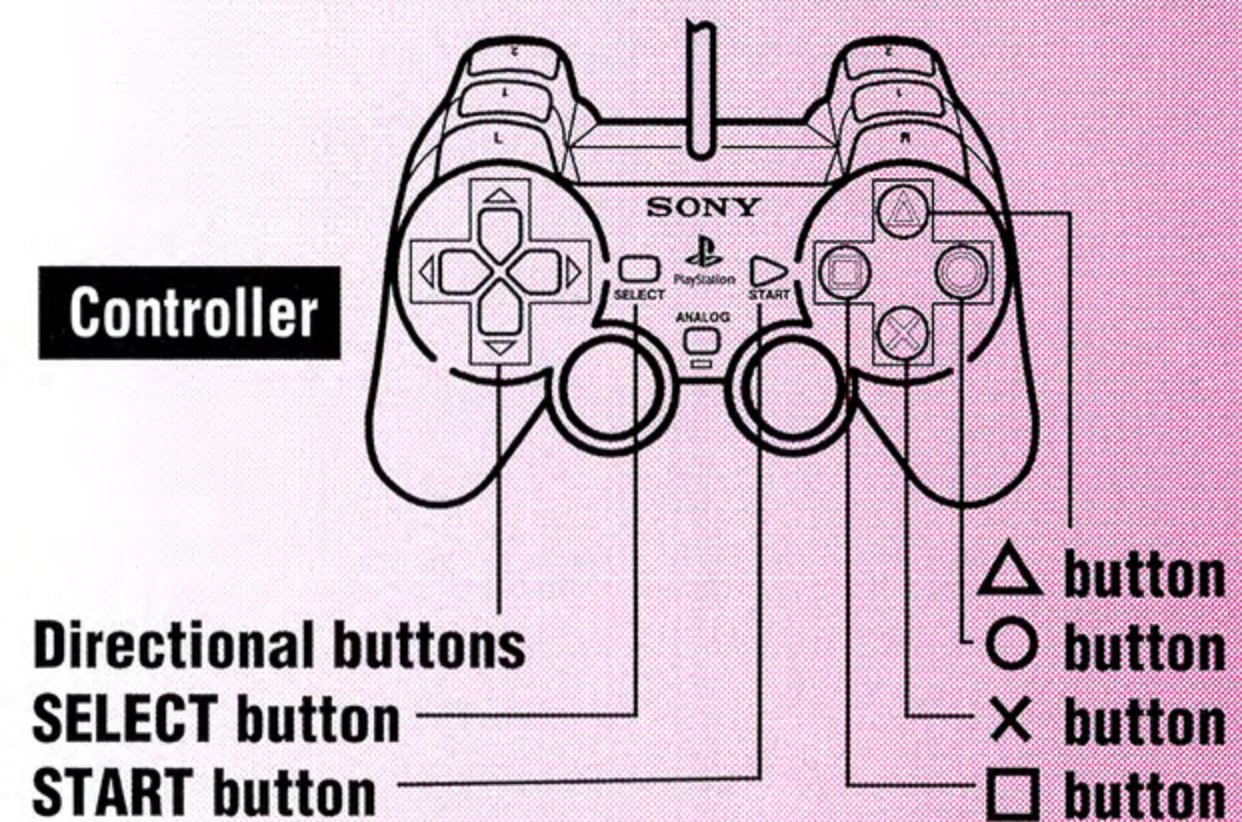
- Recognize that pictures convey meaning
- View animations and graphics
- Clarify ideas and thoughts through writing
- Categorize and classify sounds

# Getting Started

## Console



## Controller

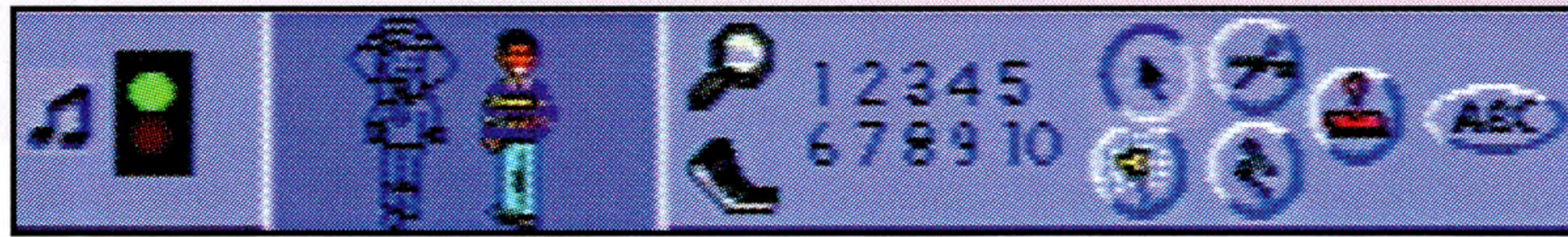


Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a disc. Insert the disc and close the disc door. Insert the game controller(s) and turn on the PlayStation game console. Follow the on-screen instructions 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.
- When the pointer turns into a **hand**, click to select a location or to see a fun animation.
- To use the **palette**, click the item you want; then, hold down the **X button**, move the item into the scene, and release the **X button**.

# Using the Palette

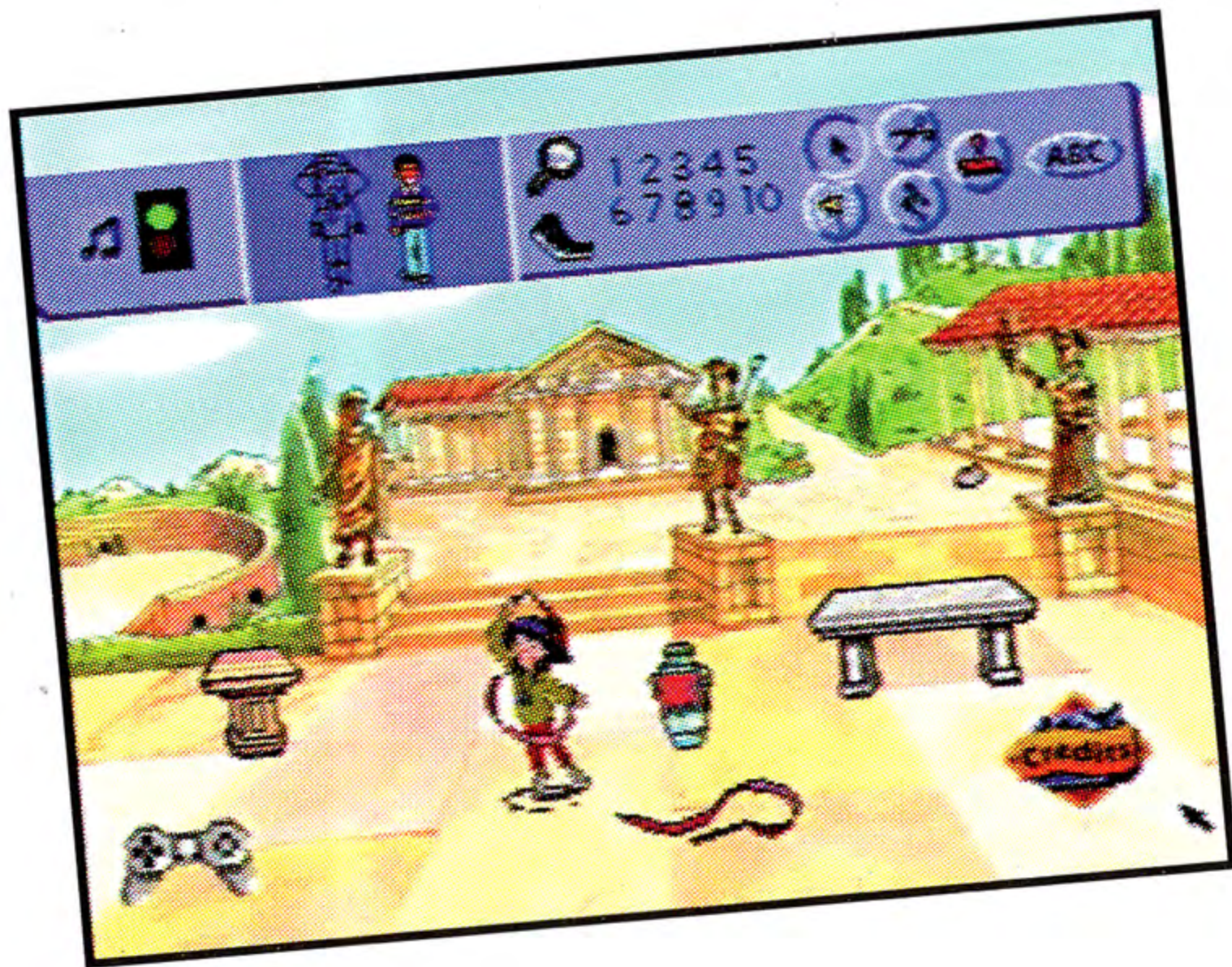


- Click the **musical note** to turn the music on or off.
- Click the **green light** to start the action; click the **red light** to stop it.
- To move a **character** into a scene, click the character on the palette, hold down the **X button**, move the character to where you want it, and release the X button.
- Click the actions that you want the character to do, then click the spot in the scene where you want the action to take place:
  - The **shoe** makes the character speed up or slow down.
  - The **magnifying glass** makes the character grow or shrink.
- Click a **number** between one and ten and then click an action symbol in the scene to increase or decrease the intensity of the action.
- Click **ABC** to display the keyboard and add words to your scene. Words can be moved around on the scene after they have been placed.
- Click the **footprints** to create a path for the characters. Click a moving character to see a straight path with points numbered from one to ten. Then, click any numbered point and hold down the **X button**. Use the arrows to move that point to a new location. Your child may move as many points on the path as he or she wants, thereby creating a new path for the character to walk.
- Click the **wand** and then click an object, or the palette, to make it disappear.
- To delete an item from the screen, click the **scissors** and then click the item you want to remove.
- Click the **arrow** to use the pointer.

## The Locations

*Creative Journey* takes place in the mythical land of Snetha and includes five scenes: Mount Olympus, the Market, the Stadium, the Assembly Hall, and the Statue Garden. Using the palette, your child can create endless stories and enjoy many hours of creative play and exploration. Once your child has chosen a scene, have him or her:

- move a character (or characters) into the scene
- create a path for the character
- choose actions for the character
- rearrange the moveable objects
- create his or her own stories

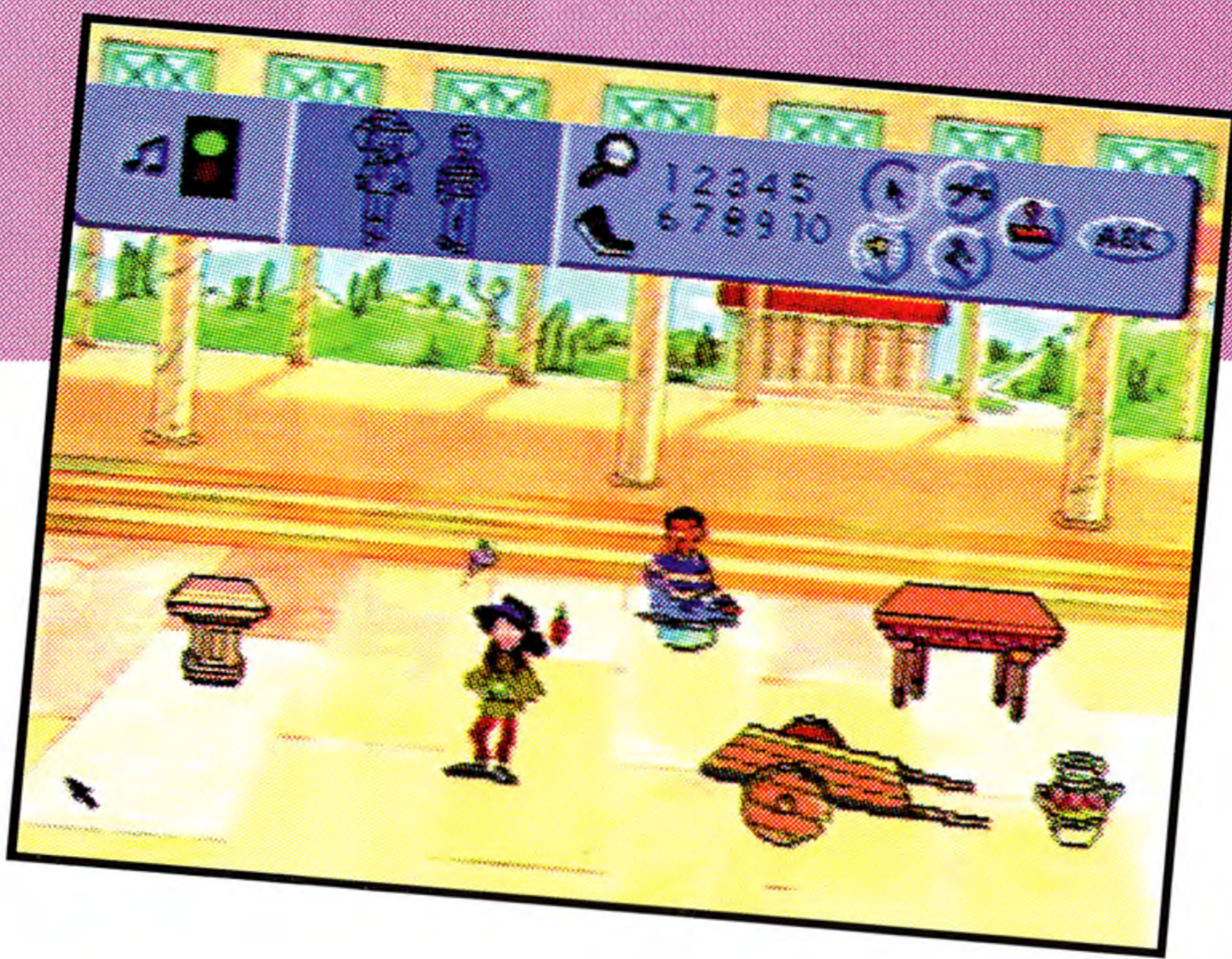


### “Mount Olympus”

From Mount Olympus, students can access any of the other locations in Snetha. In addition to the options from the palette, students incorporate the podium, the bench, the jug, the stone, and the streamers to make the scene come alive!

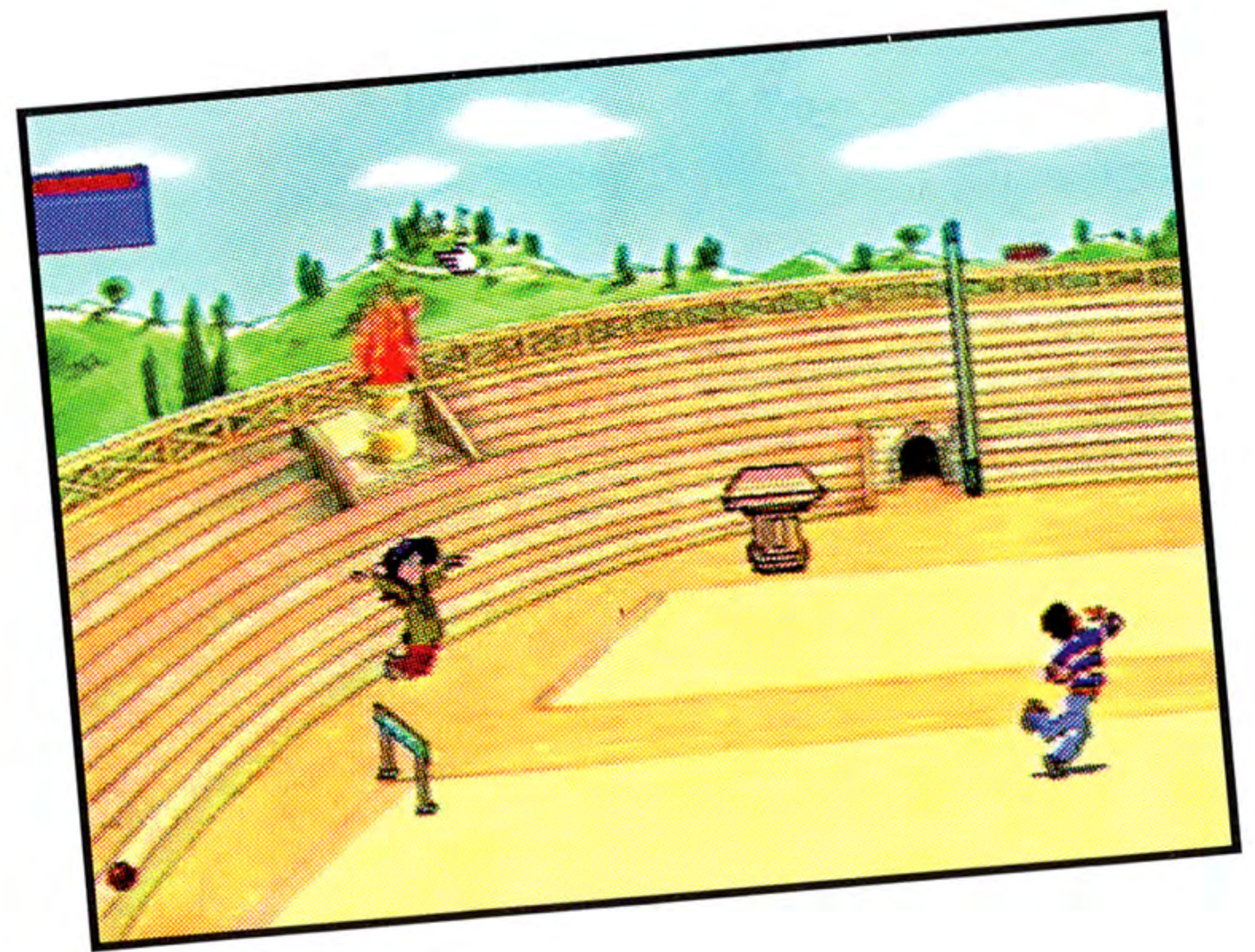
## “The Market”

In the marketplace you can take a stroll, sit and talk, or juggle away the time! In addition to the options from the palette, students incorporate the wagon, the table, the pot, the jug, the podium, and the fruit into the scene.



## “The Stadium”

Let the games begin! There's plenty of opportunity for exercising in the wide open stadium. Mona and Moki work out by playing a variety of sports, sometimes to the roar of the crowd. In addition to the options from the palette, students incorporate the podium, the pole, the stadium benches, the discus, the hurdle, and the ball into the scene.



## “The Assembly Hall”

You never know who might show up in the Assembly Hall—distinguished visitors perhaps? This location makes for a great gathering place! In addition to the options from the palette, students incorporate the podium, the bench, the jug, the stone, the harp, and the pan pipes into the scene.



## “The Statue Garden”

The beautifully manicured Statue Garden features stone depictions of famous Snethians from the past. In addition to the options from the palette, students incorporate the statues, the podium, and the large and small rock into the scene.

# Extending the Learning Experience

## Family Activities

### If They Could Speak

The "Statue Garden" scene features a beautiful garden in which there are five statues of people from ancient history. Have your child write a short scene in which the statues come to life and talk to each other whenever there are no humans around.

### Retold Tales

Challenge your child to make up an imaginative, modern version of a familiar fairy tale or myth. The details—such as character names and locations—can be changed, but the moral of the story should remain the same.

### Story Starters

Have your child choose a favorite scene from *Creative Journey*. Then, have him or her write interesting sentences that could begin three different stories about a character or event in the scene. An example of one opening sentence might be: "Mona noticed the most incredible thing as she walked closer to the statue."

## **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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