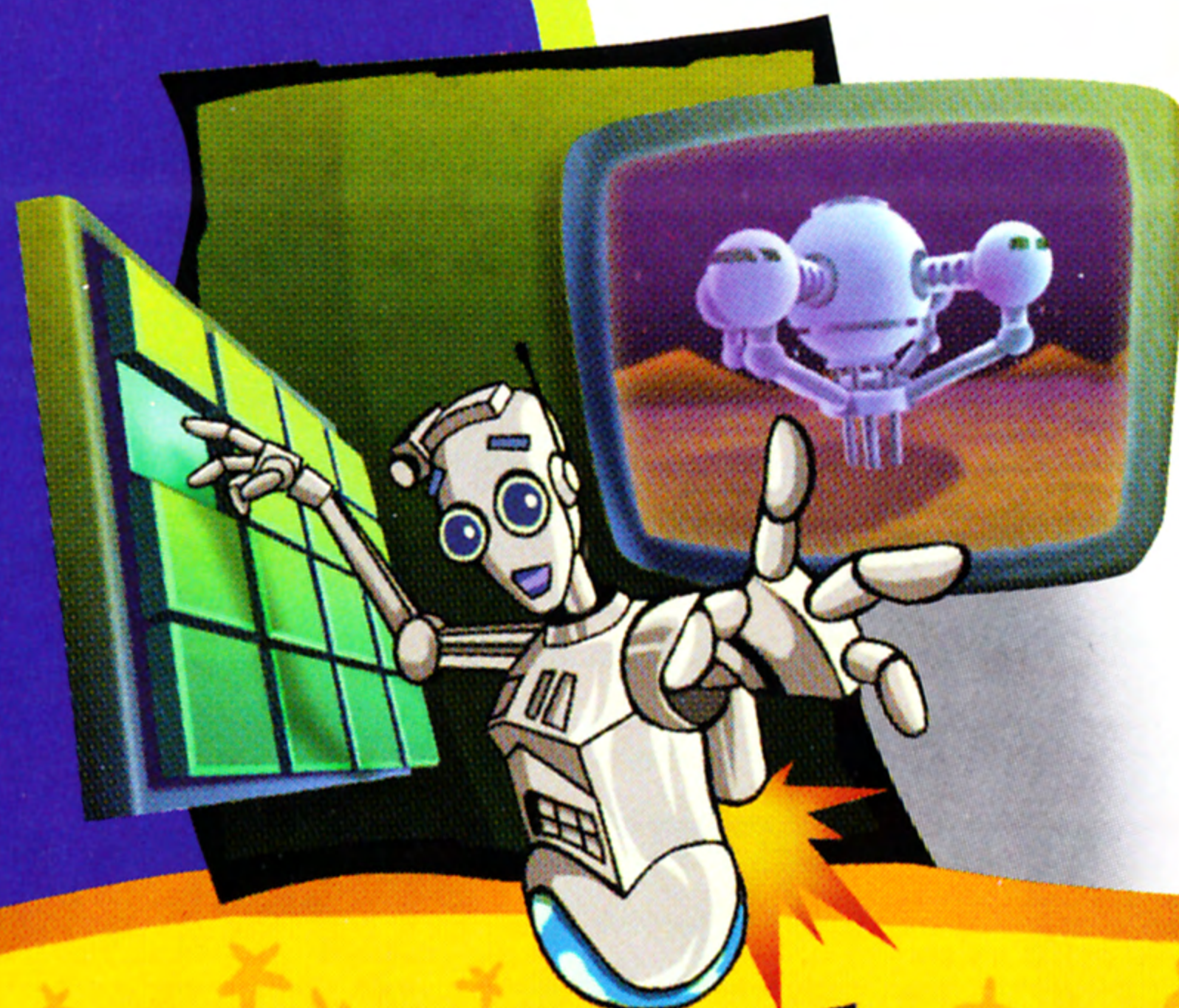




NTSC U/C

Creative Voyage™


Lightspan Adventures



Creative Voyage

TM

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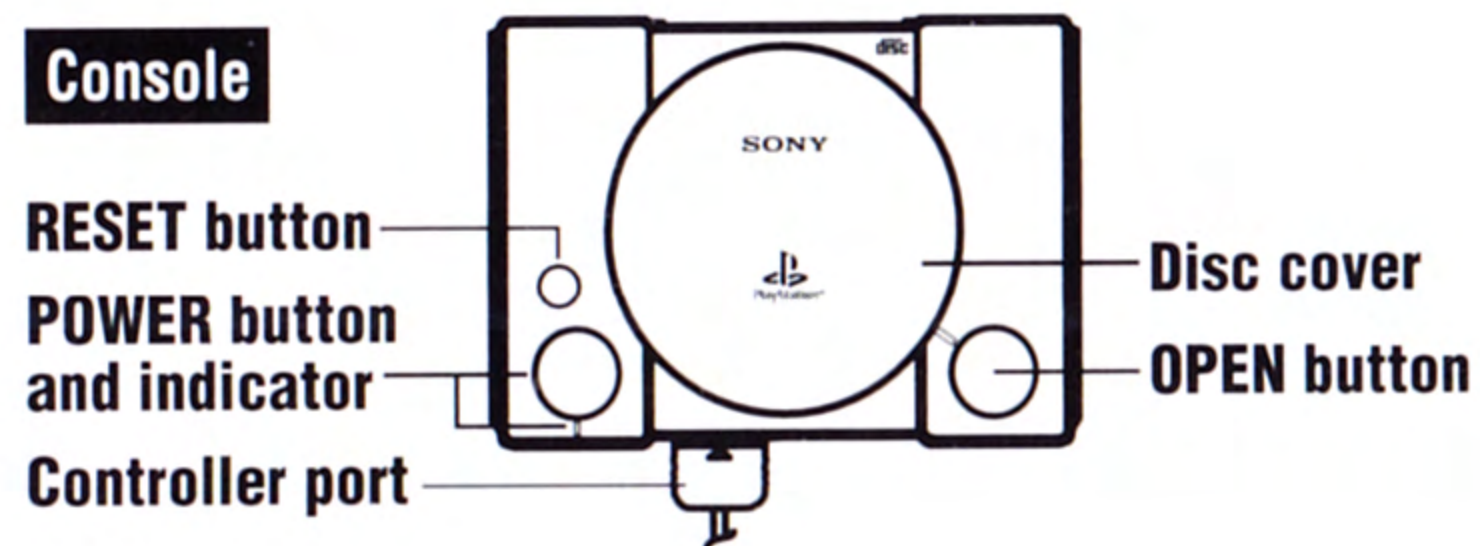
In this Lightspan adventure, your child creates his or her own stories and activities using characters from the Timeless Math adventures. He or she can choose the location, characters, actions, and dialogue and further develop his or her problem-solving and creative skills.

LEARNING OBJECTIVES

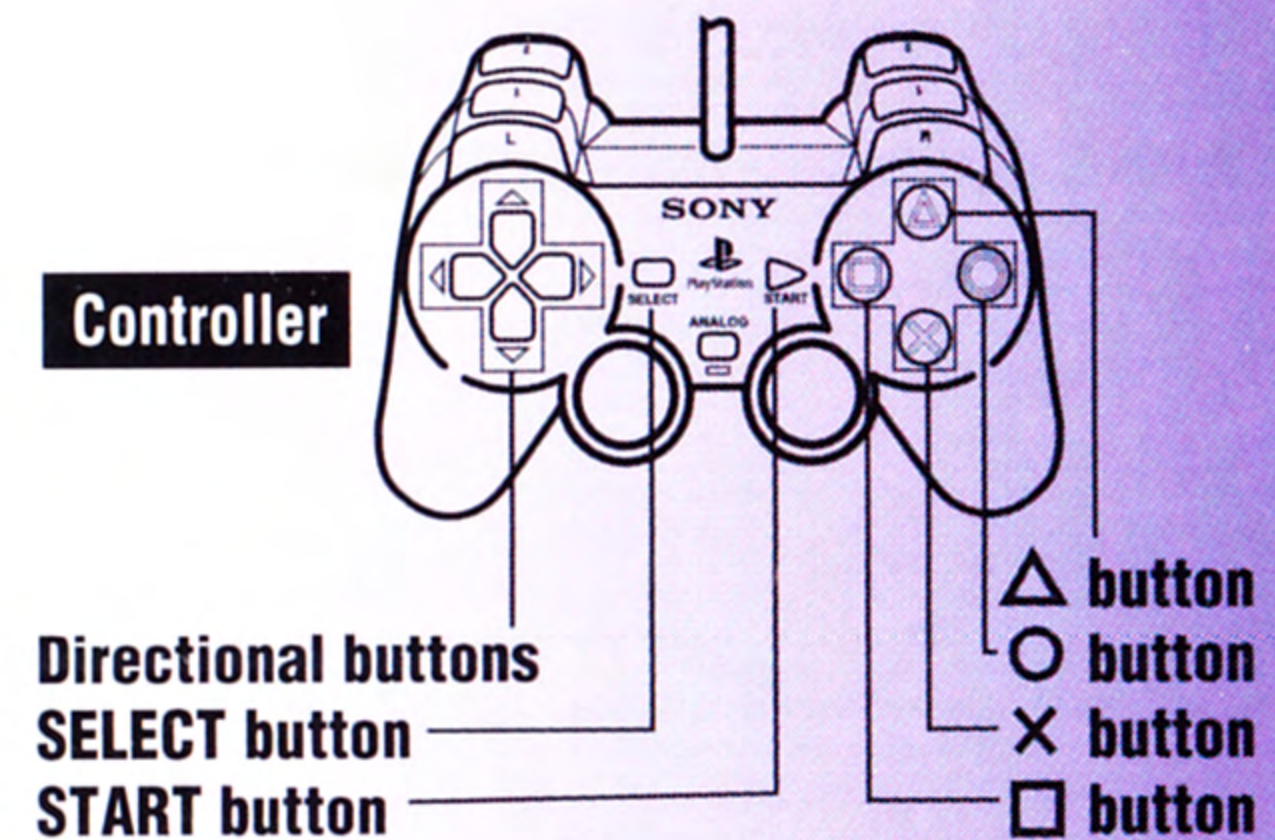
- Recognize that pictures convey meaning
- View animations and graphics
- Clarify ideas and thoughts through writing
- Categorize and classify sounds

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 **stamp** and then click an object to clone the object.
- Click the **arrow** to use the pointer.

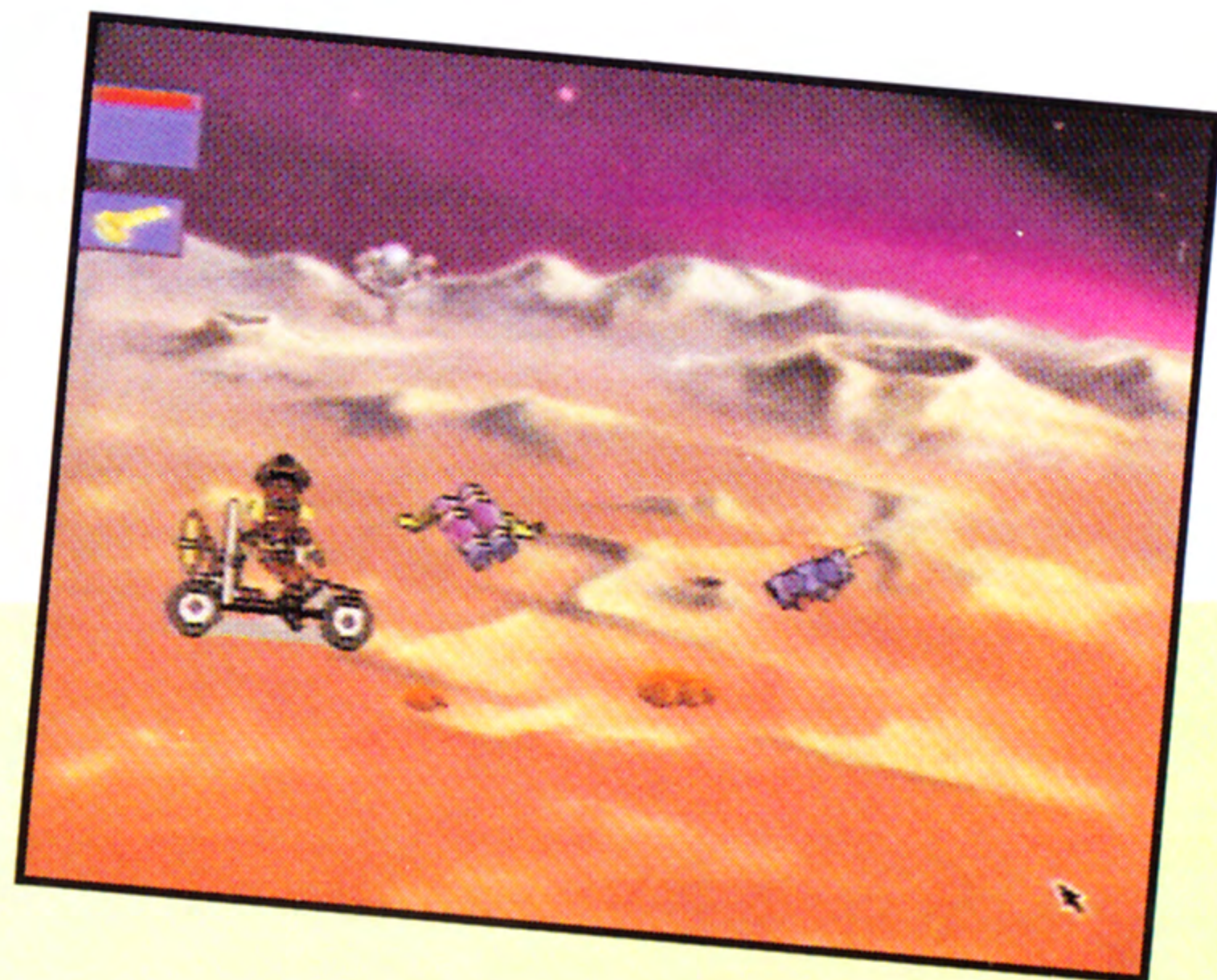
The Locations

Creative Voyage takes place in and around a lunar base, and includes five scenes: the Control Room, the Lunar Surface, the Recreation Room, the Robot Repair Room, and the Crater. 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

"Control Room"

All systems are go and set for exploration! From the Control Room, your child can access any of the other locations in the Lunar Base. He or she moves the rug to reveal a golden key underneath. Then, your child deposits the key in the air lock to transfer the key to the Lunar Surface. In addition, he or she can incorporate the tool box, the walkie talkie, and the chairs to make the scene come alive!



"Lunar Surface"

There are many fascinating and surprising things to explore in outer space! While out for a stroll in their space suits, the characters drive a lunar rover and "fly" through the gravity-defying atmosphere over the surface of the moon! After placing a character in the rover, your child clicks the key to make the vehicle go. In addition, your child can incorporate the rocket pack, the walkie talkie, and the rocks into the scene.

Note. Ryan cannot drive the rover.

“Recreation Room”

Exploring outer space can be hard work at times! The characters in this scene work off “space stress” by exercising, listening to music, and unwinding in the Recreation Room. In this scene, students play CDs to listen to classical music. The CDs are located on the bench by the door. First, have your child click the top of the CD player to open it. Then move the CDs over to the CD player and close the door. In addition, your child can incorporate the bench, the stuffed animal, the rocket, the walkie talkie, and the basketball into the scene.



As your child makes the *Creative Voyage* characters walk various paths, ask him or her to observe whether the shortest possible paths are straight lines or curved ones. Then, ask why he or she thinks that this is so.

“Robot Repair Room”

Down in the Robot Repair Room, your child assembles robot parts to make a whole robot by pulling the parts off the conveyor belt and fitting them together. After assembling a robot, the robot walks into the Recreation Room, where your child can find it later. In addition, your child can incorporate the tool box and the walkie talkie into the scene.



“The Crater”

The crater is a deep sand pit of golfing fun! In this scene, characters drive a golf ball and dig up samples of moon dirt. The ball must be near the golf club for a character to hit the ball. In addition, your child can incorporate the rocket pack, the walkie talkie, and the rocks into the scene.

Note. Ryan does not dig or play golf.

Extending the Learning Experience

Family Activities

Neighborhood Map

Have your child draw a map of your neighborhood, based on what he or she knows about its streets and features. Then, ask him or her to draw a route on the map for getting from one place to another.

Space Travel

Research with your child the distances between the planets of the solar system. Then, have your child estimate the round-trip distance of journeys to various planets. For example, if you could travel to Venus and back, about how far would you go altogether?

Mathematical Martians

Have your child write a story in which he or she must teach long division to a group of friendly Martians. The story should include specific steps for solving a particular division problem. Invite your child to read the story to the whole family.

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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