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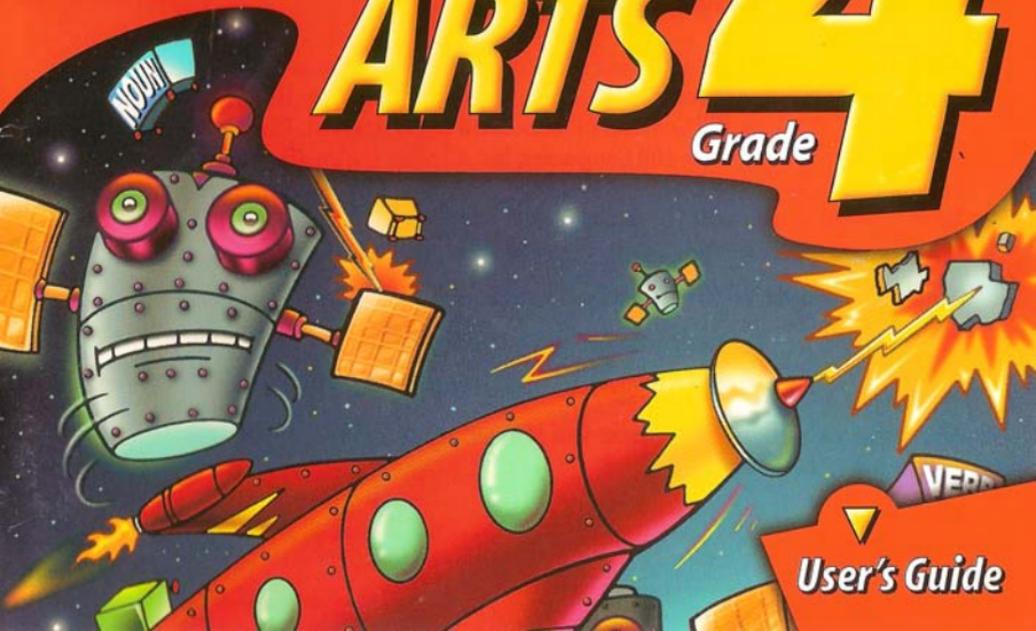
The Nation's #1 Educational Publisher

Making children more successful.

THE MISSION MASTERS™ Network Nightmare

LANGUAGE ARTS **4**

Grade



User's Guide

100% Satisfaction Guaranteed

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Getting Started

Please return your registration card today so that we may better serve you in the future.

Setup

Mission Masters™ is a high-performance multimedia program. It is designed to take full advantage of your multimedia computer. Before installing the program or beginning play, we recommend that you close any open applications.

System Requirements

PC 486/66

Windows 95

- 16 MB RAM (minimum required)
- 5 MB available hard disk space
- 1 MB video card (2 MB recommended)
- 2X CD-ROM drive (4X recommended)
- Sound Card
- 256 Super VGA Monitor

Windows 3.1

- 8 MB RAM (minimum required)
- 5 MB available hard disk space
- 1 MB video card (2 MB recommended)
- 2X CD-ROM drive (4X recommended)
- Sound Card
- 256 Super VGA Monitor

Macintosh 68040 and above

- 16 MB RAM (minimum required)
- 5 MB available hard disk space
- 2X CD-ROM drive (4X recommended)

Installation Instructions

NOTE: In order to run Windows® software on your PC, it must be installed onto your system under Microsoft® Windows.

Windows® 3.11 Installation

- Open your CD-ROM drive, insert the *Mission Masters Language Arts 4* CD-ROM, and close the drive.
- Select "Run" from the File menu.
- Type "D:/Install.exe" into the dialog box and hit "Enter" (where "D" is the CD-ROM drive letter for your system).
- Subsequently, to play, double-click on the "McGraw-Hill Home Interactive" Program Group and then click on the "Mission Masters Language Arts 4" icon.

Windows® 3.11 ReadMe

- Double-click on the "ReadMeM4" icon in the "McGraw-Hill Home Interactive" Program Group for detailed instructions.

Windows® 95 Installation (without AutoPlay enabled)

- Open your CD-ROM drive, insert the *Mission Masters Language Arts 4* CD-ROM, and close the drive.
- Select "Run" from the Start menu.
- Type "D:/Install.exe" into the dialog box and hit "Enter" (where "D" is the CD-ROM drive letter for your system).
- Follow the installer instructions to complete the installation.
- Subsequently, to play, click on the Start button and select "Programs." From the Programs menu, select "McGraw-Hill Home Interactive." Then select "Mission Masters Language Arts 4."

Windows® 95 Installation (with AutoPlay enabled)

- Open your CD-ROM drive, insert the *Mission Masters Language Arts 4* CD-ROM, and close the drive.
- In a moment, a dialog box will appear asking you to install "Mission Masters Language Arts 4."
- Follow the installer instructions to complete the installation.
- When the installation is complete, the following message will appear on the screen: "Would you like to run Mission Masters Language Arts 4: Yes/No." Click Yes.
- Subsequently, to play, click on the Play Now button after inserting the *Mission Masters Language Arts 4* CD-ROM in the drive.

Windows® 95 Play

- *Mission Masters Language Arts 4* is playable at any time. Make sure the CD-ROM is in the drive. Then click on the Start button and select "Programs." From the Programs menu, select "McGraw-Hill Home Interactive." Then select "Mission Masters Language Arts 4."

Windows® 95 ReadMe

- The ReadMe is accessible at any time. Click on the "Start" button and select "Programs." From the Programs menu, select "McGraw-Hill Home Interactive." Then select "ReadMeM4" for detailed instructions.

Mac® OS Installation

- Open your CD-ROM Drive, insert the *Mission Masters Language Arts 4* CD-ROM, and close the drive.
- Double-click on the "Mission Masters Language Arts 4" icon that appears on your desktop.
- Double-click on the "Mission Masters Installer" icon and follow the installer instructions.
- When installation is complete, "Mission Masters Language Arts 4" will play.
- Subsequently, to play, double-click on the "Mission Masters Language Arts 4" icon in the "McGraw-Hill Home Interactive" folder on your hard drive.

ReadMe

Double-click on the "ReadMeM4" icon for detailed instructions.

Technical Notes

Screen Savers

Screen savers may cause problems when running *Mission Masters Language Arts 4*. Disable all screen savers prior to running the program.

Printing Function

The printing function on *Mission Masters Language Arts 4* does not work under Windows NT nor will it print through a Local or Wide Area Network under Windows 3.x or Windows 95.

Video and Sound Boards for Windows®

Some video and sound boards and drivers do not properly support all of the functionality required by Windows and correspondingly are not supported by *Mission Masters Language Arts 4*. Please refer to the accompanying "ReadMeM4" file for a list of compatible video and sound boards.

Improving Performance

- If a clicking noise occurs during sound playback with this program, you probably have an out-of-date version of Apple's Sound Manager. You can remedy this by selecting both the Sound icon and the Sound Manager icon located on the *Mission Masters Language Arts 4* CD and dragging them onto the System Folder icon on your hard disk.
- Turn File Sharing OFF in the sharing setup control panel to ensure smooth playback.

Memory Problems

- If the system prompts you for more memory when starting up *Mission Masters Language Arts 4*, you can free memory by quitting other applications or by temporarily moving all unnecessary extensions (CD-ROM, QuickTime, and Sound Manager extensions must remain) from the Extensions file (found in the System Folder) and placing them in a temporary folder. You must then restart your computer before playing *Mission Masters Language Arts 4*.
- If you do not hear audio narration during the Mission Brief movies, quit *Mission Masters Language Arts 4* and restart your computer. Close all Finder windows, and without running any other applications, restart *Mission Masters Language Arts 4*.

Technical Support

If you experience any problems:

1. Call our technical support number at **1-800-678-2747**,
2. Send your inquiry via e-mail to **epgtech@mcgraw-hill.com**, or
3. Check the Frequently Asked Questions (FAQ's) section on our web site at **www.MHkids.com**.

The Story

The **Mission Masters**—Pauline, Mia, Rakeem, and T.J.—are a team of young agents working for the Intelliforce Agency, a high-level cooperative whose goal is to maintain order on a rather unruly planet. From within the agency's top-secret **Command Control Center**, the agency's central computer, **M5**, has detected a threat and... you're the agent assigned to the case. First thing, you'll be transported to **SMART**—the Satellite Mission Assignment, Reporting, and Tracking Center. There, you'll be briefed on the details of your assignments. Your job is to successfully accomplish each of five missions. With each accomplishment, you'll not only make Earth a safer place, but you'll rise within the ranks of the Intelliforce Agency organization. When you've completed all five missions, you become eligible for First-Class Agent status. Complete all five missions at the hardest level, and you'll be an All-Star Agent AND you'll join the ranks of the Mission Masters!

The Threat

Buster Bandwidth is back. He's been releasing computer bugs into satellite and communications networks all over the world. We've got to stop him, or we'll be back to rotary phones! M5 is next on his hack list, so you'd better get going. Report to the SMART Center and M5 will tell you what to do—if he still can!!

How to Play the Game and Accomplish Your Missions

First, Sign In:

At the first door to the Command Control Center, click to indicate whether you are a new or returning agent.

For New Agents:

Using your keyboard, type your name and then click "Enter."

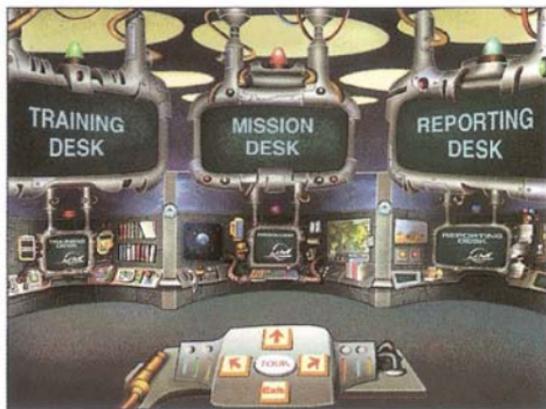
You will enter the Command Control Center where you will meet the Mission Masters and get your assignment. Then you will be transported automatically to the SMART Center.

For Returning Agents:

Select your name on the list, then click the hand sensory pad.

You will be transported directly to the SMART Center.

In the SMART Center, you will get all the agent information you need. Just click on one of three arrow keys.



Click on the front arrow key to go to the Mission Desk.

1. Mission Preview Buttons

Preview and select missions.

2. Transport Button

Go to a selected mission.

3. Level Buttons

Choose the level of difficulty for your mission: Level 1, 2, or 3.

4. Mission Button

In Mission Mode, you're trying to better your agent status level and defeat the villain.

5. Practice Button

In Practice Mode, your performance doesn't count toward your agent status. You can repeat a favorite game over and over just for the fun of it.

6. Volume Control

Make the sound louder or softer.

7. Exit Button

Click here to exit the program. When you exit, your progress on the assignment will be saved.



Click on the left arrow key to go to the Training Desk.

The Training Desk is one of the most important features of the SMART Center.

1. Tutorial Button

Click here to get help on a subject.

2. Training Button

Click here to practice spelling, parts of speech, and grammar skills at three different levels.

Click on the right arrow key to go to the Reporting Desk and see what you have accomplished.

You can get three different reports.

1. Mission Reporter

Here you can pull up a record of all the levels you've completed for each mission.

2. Mission Analysis

Here you can see what skills you've perfected on your missions. You can also see the educational objectives of each game by clicking on "More Information."

3. Training Update

Here you can see your high scores in the topics you practiced at the Training Desk.



Parents: You can use the Reporting Desk to help guide your child's progress. Be sure to look at "More Information" under Mission Analysis for the educational objectives of each mission.

Remote Agent Device (RAD)

If you need game help or assistance, just click on the RAD button in the top right-hand corner of the screen.

Click here to go back to the Mission in progress.



Click here to get Mission Hints and Language Tutorials.

Click here to change from Mission Mode to Practice Mode.

Click here to listen to your Mission Brief again.

Yellow arrows indicate more information.
Click arrows to go to the previous or next screen.

Click here to change levels of difficulty.

Click here to go back to the SMART Center.

The Games

Mission 1: Chip Fix!

Buster Bandwidth has come up with a new banana-based technology for home computers. His banana chips may smell good, but they contain a nasty surprise—worms that eat holes in your hard drive. Never fear—Mia has developed a special MicroMite to combat these tiny pests. When Power Words are fed to the MicroMite, it becomes a DynoMite. A DynoMite can zap the worms in the chip. Beware! A small MicroMite can be deactivated by the worms, and you have only three MicroMites to zap the 10 worms out of each of the four chips.



Mission Hints

- Guide the mite through the maze using the arrow keys on the screen or on your keyboard. When you find the Power Word, gobble it up! Your mite will get DynoMite powers. While in DynoMite mode, your mite can zap the worms in the chip.
- If you run into a worm while your mite is small, the worm will deactivate your MicroMite. You have only three MicroMites to clean each chip.
- Be careful of the wrong words planted in the maze. If your mite tries to eat one of these, it will be frozen for a moment and another worm will enter the maze.
- There are 10 worms in each of the four infested chips.

Mission 2: Code Catcher

This time, Buster Bandwidth has hacked his way into the automated sorting system of the AI Consolidated Computer Company. Now it can't recognize the code words on the boxes. Boxes are backing up. Debris is stacking up to the rafters. What a disaster! Get 20 boxes into the correct carts. If the word appears in the decoder sentence, you've placed the box correctly (don't worry if the sentence sounds funny, it's all part of the code). Fill three cart-loads to keep AI Consolidated in business.



Mission Hints

- Using the arrow keys on the screen or on your keyboard, catch the falling boxes in the correct boxcars. You must load 20 boxes into each shipping cart by matching the words on the boxes to the part of speech on the boxcar. For example, if the word on the box is an action word like "drink," "hide," or "swim," you'll want to catch it in the boxcar that says "verb."
- As you catch words in the boxcars, the sentence at the bottom of the screen will change. Even though the correct parts of speech are in each space, the sentence will often be silly.
- Boxes that you miss or try to put in the wrong car will fall into the garbage pile. Be careful! If eight boxes land in the pile, you'll have to start over.

Mission 3: Satellite Sabotage

Bad Buster Bandwidth is really wreaking havoc now. This time, he cracked the communication code for an orbiting defense laser and blew up three satellites. Each of the three satellites has broken into 12 pieces. You have three ships to clean up each satellite. Move your spaceship around the screen. Make sure to stay out of the way of the satellite pieces. If they hit you, they will destroy one of your ships. Blast a piece that matches the instructions on your display panel. Be careful! You have a limited number of shots.



Mission Hints

- Blast the piece of debris that matches the category on the panel.

Synonyms: words that mean the **same** thing

"Pretty" and "beautiful" are synonyms.

Antonyms: words that have **opposite** meanings

"Pretty" and "ugly" are antonyms.

Related Words: words that have something in common

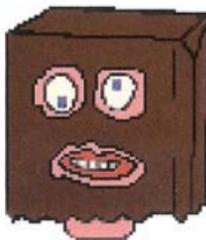
pilot/airplane: You would find a pilot in an airplane.

inch/foot: An inch is part of a foot.

- To move your spaceship, use the arrow keys on the screen or on your keyboard. The "up" arrow will move the ship forward. The "down" arrow will move the ship backward. Click the Fire button or your spacebar to fire.
- You have three ships to clean up the 12 pieces of debris left by each of the three satellites. Be careful! You can lose a ship by crashing into pieces of debris. You can lose the whole round if you run out of power, so choose your shots wisely.

Mission 4: Book the Crook

Buster Bandwidth has hacked into the FBI computer system and sabotaged three sets of files that describe nine of the world's most notorious criminals. Now nobody knows what these crooks really look like. Fortunately, the Mission Masters have invented CID, the Criminal Identification Doodad, to help you out. Carefully read the criminal files, then look through each stack of the crooks' heads, torsos, and legs. Under each crook's number, select the body parts that are described in the file. When you're done, submit your findings to the Crime Lab. Complete three sets of files to straighten out this mess.

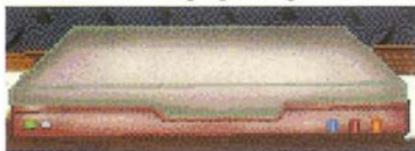


Mission Hints

- Carefully read the criminal files. Then use the information to put the crooks back together correctly. Sometimes a file may refer to more than one crook, so be sure to build each crook under the correct criminal number.
- When you have put all the criminals back together, click the Check I.D. button. The names of the criminals who have been built correctly will appear on the nameplates.

Mission 5: Bustergate

This time, Buster Bandwidth has gone too far! The scoundrel is hacking his way into M5. He must not gain access to our top-secret files on him. If he knows what we know, he'll dance circles around us! To put him off track, T.J. has started making some fake files, but his station is no longer secure. We need your help in finishing the job. Your mission is to go to the Mission Masters Remote Communications Center, locate the laptop, and get to work finishing those fake files. When you complete the e-mail files, send them directly to M5.



Mission Hints

- **Level 1:** Complete three e-mails by selecting words from the lists on your screen. When you have selected a word, click and drag it to the box in the e-mail.
- **Level 2:** Complete two e-mails by typing in the missing sentences. When you have selected an e-mail that you would like to complete, click the first line and then begin typing.
- **Level 3:** Type one whole e-mail and send it to M5. When you have selected an e-mail that you would like to complete, click the first line and then begin typing.
- The following buttons can be used at all levels:
 - Send: Sends a completed e-mail to M5
 - Unsend: Unsend an e-mail so that you can change it
 - Clear: Erases everything you have written
 - Print: Prints the screen

 : Moves you to the next e-mail

 : Moves you to the previous e-mail

Scope and Sequence of Language Arts Skills in Mission Masters

	Punctuation	Capitalization	Parts of Speech	Sentence Combining	Subject/Verb Agreement	Alphabetization	Homophones	Spelling Rules	Definitions	Homographs	Synonyms/Antonyms	Compound Words	Prefixes/Suffixes	Reading Comprehension	Creative Writing
Grade 3 Missions	Ice Blocked			■											
	Penguin Peril					■		■							
	Crystal Confusion										■	■			
	Mail Storm													■	
	Journal Jumble	■	■	■		■								■	■
	Training Mode	■	■	■				■		■					
	Tutorials	■	■	■	■	■		■		■	■	■	■		
Grade 4 Missions	Chip Fix!							■					■		
	Code Catcher		■	■		■									
	Satellite Sabotage								■		■				
	Book the Crook													■	
	Bustergate	■	■	■		■								■	■
	Training Mode	■	■	■				■		■					
	Tutorials	■	■	■	■	■	■	■		■	■	■	■		
Grade 5 Missions	Casa de Lava			■											
	Mummy Mix-Up						■				■			■	
	Monkey Madness												■	■	
	Ship It!													■	■
	Scroll Scramble	■	■	■		■								■	■
	Training Mode	■	■	■				■		■				■	■
	Tutorial	■	■	■	■	■	■			■	■	■	■		

Focus and Features

The three *Mission Masters* language arts software programs have been designed to provide children at third, fourth, and fifth grade levels with many opportunities to develop and practice a broad range of language arts skills that they are learning in school. These skills are:

Punctuation

Vocabulary

Capitalization

Definitions

Parts of Speech

Homographs

Sentence Combining

Synonyms/Antonyms

Subject-Verb Agreement

Compound Words

Alphabetization

Prefixes/Suffixes

Homophones

Reading Comprehension

Spelling

- Three levels of difficulty for each mission allow players to select activities that are at their level. When a player successfully completes a level, he or she will advance automatically to the next level.
- Within each level, there are various rounds. Each round has a unique content focus.
- There are three ways to play *Mission Masters* games:

Game Play: Unique characters and great game play motivate the player to keep working through the levels and defeat the villain(s).

Practice Mode: The player can play a favorite game over and over without impacting his or her agent status.

Training Mode: The player can practice, at three different levels, skills in the following areas: spelling, parts of speech, punctuation, capitalization, and word usage.

Credits

McGraw-Hill Home Interactive

Executive Producer: Ardice Faoro; *Educational Consultant/User Guide Writer:* Beverly Hersh Lozoff; *Package Design:* The Wards Design and Advertising

Designed and Produced by Morgan Interactive, Inc.

Producers: Ramsey Montgomery, Sharon Findley; *Associate Producers:* Thorin Cagle, Chris Leeder, Curtis Norris; *Product Design Team:* Sharon Findley, Bryan Weisberg, Susie Wise; *Game Design Team:* Bryan Weisberg, Multi Media Consulting Group (Dana Bishop, Peter Claybour, Alison Esenkova, Margo Nanny); *Educational Content Producers:* Sharon Findley, Peter Weinstein; *Graphic Design:* Noel Molina; *Director of Animation:* Colin White; *Lead Animator:* Sang; *Character and Background Design:* Aaron Grbich, Eric Grbich, Rhode Montijo; *Production Studio Director:* Phil Tran; *Studio Producer:* Pham Thi Duc; *Technical Director:* Chi-An Chien; *Technical Assistant:* Sylven Stormcrow; *Lead Programmers:* Nguyen Dang Quy, Ha Duy Tuan; *Introduction:* Colin White, Carina Cochano; *Q. A. Compatibility Testing:* PCTest; *Educational Content Contributors:* Alicia Anka, Amy Anderson, Patricia McDonough, Bob Rollins, Jeannie Zukav

Sound Design and Music—Earwax Productions

Music: Kevin Gerzevitz; *Mission Masters Voice Talent:* Doug Gorney (T.J.), Sanford Marshall (Rakeem), Diane Nola (Pauline), Kristen Wheel (Mia), Mark Petrakis (M5); *Additional Voice Talent:* Sean San Jose Blackman, Deirdre Green, Ronnisha Jones, Mark Petrakis, Erik Bauersfeld

Special Thanks

McGraw-Hill Home Interactive: Greg Witmer, Vince Douglas, Jeff Ward

Morgan Interactive: Edward Artinian, Ed Dua, James Monro, Kelly Murphy, Jan Sager, Leigh Thomasson, students and teachers of Brookside Elementary School and Montclair School

Web Site

For product information, technical support, additional activities and news, you can access the McGraw-Hill Consumer Products' web site at www.MHkids.com.

If you have Internet access and a web browser, you can readily access the McGraw-Hill web site by opening the **web.htm** file found on your CD-ROM, or for more detailed instructions visit the **readme** file.

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- Grade 1 Nubby's Quiz Show
- Grade 2 Foggy McHammer's Treehouse
- Grade 3 Mission Masters™ Defeat Dirty D!
- Grade 4 Mission Masters™ Alien Encounter!
- Grade 5 Mission Masters™ Meet Mudflat Moe!

Reading/Language Arts

- Grade 3 Mission Masters™ Freezing Frenzy!
- Grade 4 Mission Masters™ Network Nightmare!
- Grade 5 Mission Masters™ Mummy Mysteries!

Science

- Grade 6 and up: Life Science — Expedition: Mosquito Island
- Grade 8 and up: Physical Science — Fahrenheit's Fabulous Fortune

Skill Building/Test Preparation

- Grades K-2: Basic Skills — Magic Applehouse
- Grades 3-5: Scoring High
- Grades 6-8: Scoring High

Reference

- Women in the Arts

We also have a large selection of workbooks. Please see our web site at www.MHkids.com for a complete selection of products, tech support, and news.

Technical Support: call 1-800-678-2747, or e-mail to epgtech@mcgraw-hill.com.

