

Welcome to Reading Blaster™ Ages 6-7

Have you ever wondered where all of your socks go when they disappear from the laundry? Or where balloons end up when you release the string?



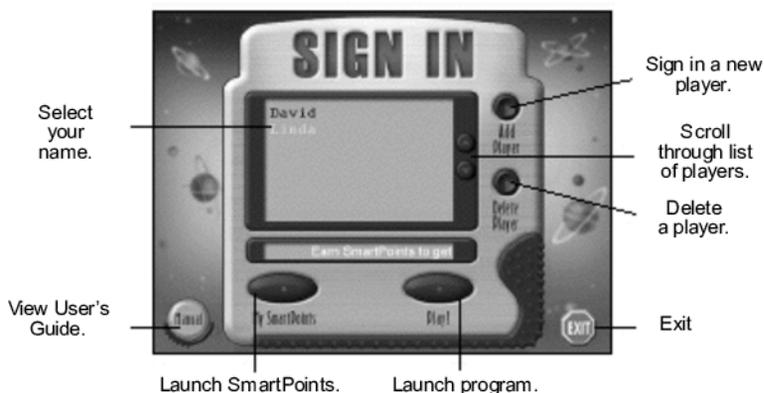
Well, the Blasterpals know where all of your missing items are—they're on the Planet of Lost Things, of course!

Join GC, Blaster, and their pal Mel as they jet off to the Planet of Lost Things to return long-lost items to children throughout the galaxy. Your mission is to find what's missing and send the items back to their owners.

The lost items are locked up in the Lost and Found room. Play reading and word games to earn keys to unlock the room, and play a game of Lost and Found to recover the kids' lost items. Return the lost things to their owners and you'll receive thank-you B-Mails from your new friends.



Signing In



Note: Clicking Play launches the introduction video. To skip this video and go straight to the Main screen of Reading Blaster Ages 6-7, press the spacebar.

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Earning and Using SmartPoints™

As you play through the activities of Reading Blaster Ages 6–7, you'll earn SmartPoints that you can redeem online for fun rewards! It's an exciting new feature that's in every Blaster product.

When playing Reading Blaster Ages 6-7 or another Blaster product, you'll earn SmartPoints as you achieve mastery in the activities. As you play through the activities in Blaster products, your SmartPoints total will grow. Who knows—you could even make it into one of the high-score rooms at the SmartPoints website.

Registering for SmartPoints

To use your SmartPoints, you must have a Smart ID and a Password, which you'll receive online. (A parent must unlock this account before a child can start seeing and spending SmartPoints.)

To register for SmartPoints or use an already existing Smart ID with Reading Blaster Ages 6–7:

- On the Sign-in screen, click the SmartPoints button. The Smart ID dialog box will appear.



- To go online and register for a new Smart ID, click “Register for a Smart ID.” (A parent must assist in the online registration.) Your Smart ID will be your identity in all of Knowledge Adventure’s online worlds.
- If you already have a Smart ID, click “I already have a Smart ID.” You will be prompted to enter your Smart ID and Password. This will allow you to view and use the SmartPoints you earn in Reading Blaster Ages 6-7.
- Or click Cancel to go back to the Sign-in screen.

Using Your Smart ID with Reading Blaster

Once you have a Smart ID, you can use it with Reading Blaster Ages 6–7. When you click on “I already have a Smart ID,” you’ll see the Smart ID sign-in screen.

- Enter your Smart ID.
- Enter your Password.
- Click OK to confirm your Smart ID and Password.
- Or click Cancel to go back to the Sign-in screen.



Viewing and Using Your SmartPoints

After you register your Smart ID with Reading Blaster Ages 6–7, you can use the SmartPoints button on the Sign-in screen to view and use your SmartPoints.

The SmartPoints screen lists your total available SmartPoints and shows when your total was last updated.

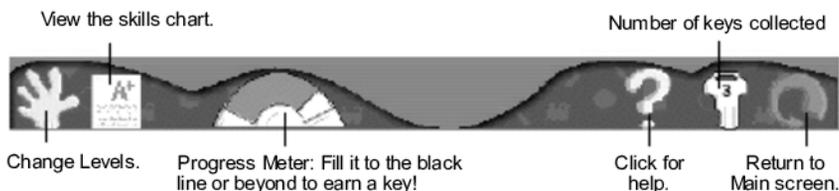


Launch SmartPoints Web site.

Update your total.

- Click Update SmartPoints to see how many SmartPoints you have.
- Click SmartPoints Rewards to go to the SmartPoints Web site, where you can spend the SmartPoints you’ve earned.
- Click the Back button at the lower right to go back to the Sign-in screen.

Toolbar



Important Buttons and Icons



Keyboard arrow keys



Check your work.



Exit program.



Hear something read aloud.



Print



SmartPoints

Important Cursors

To click something:



To hear something:



Winning the Games

To win a game, you must achieve mastery. Mastery means you have scored 85% of the possible available in the game.

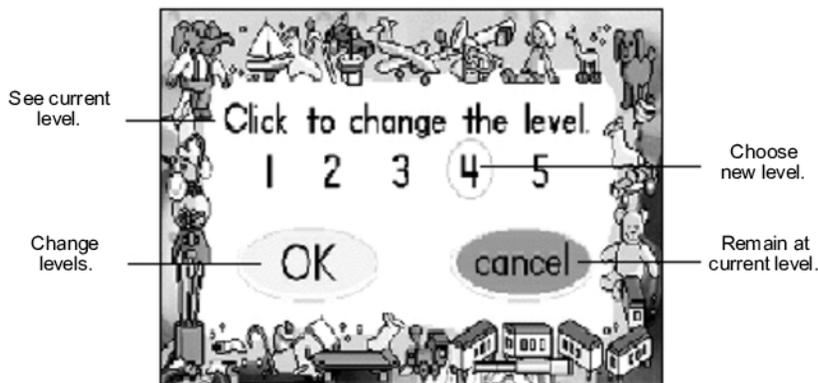
For each game you win, you'll earn a key to the Lost & Found. Earn five keys to get to play a game of Lost and Found.

Check the Smart Chart on the Toolbar of the Main screen to check your progress for every game on every level.

Smart Chart: Reading Booster Ages 6-7									
Kaitlyn									
Spring Books									
John									
Picture This									
Lost Your Marbles									
Toy Train									
Level	1	2	3	4	5	6	7	8	Mastery
Beginning, Ending Sounds; Beginning words									0%
Beginning, Ending Sounds; Beginning words									0%
Beginning, Ending Sounds; Beginning words; Middle Vowel Sounds									0%
Beginning Words; Beginning Short Vowels; Word Families									0%
Beginning Beginning, Ending Sounds; Long Vowels									0%

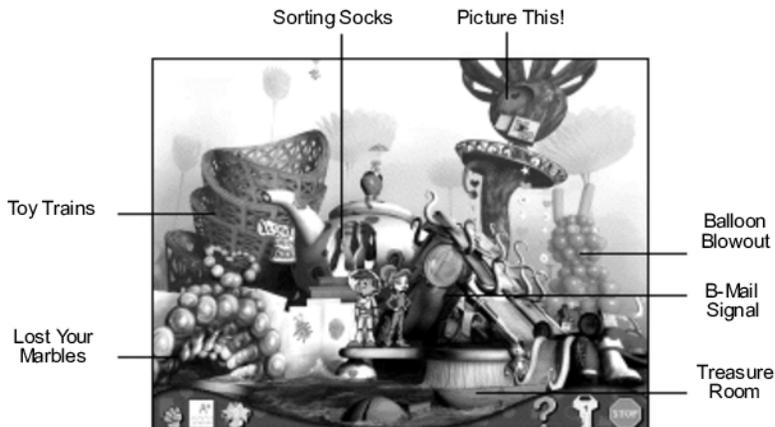
Changing Levels

There are five levels of content and game play difficulty in Reading Blaster Ages 6–7. After you have mastered one level, you will automatically be bumped up to the next level. You can also change levels whenever the Level button is available on the Toolbar.



Main Screen

Welcome to the Planet of Lost Things! Click an activity to read your way to earning a key so you can return lost things to their owners all over the galaxy.

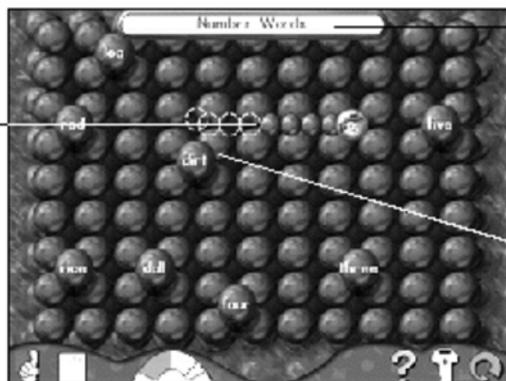


Activities

Lost Your Marbles

Yowza! It's all the lost marbles of the galaxy! Make a marble snake by chomping the marbles with the words that match the category. Try to get eight marbles on your snake.

Use keyboard arrows to chomp marbles that match.

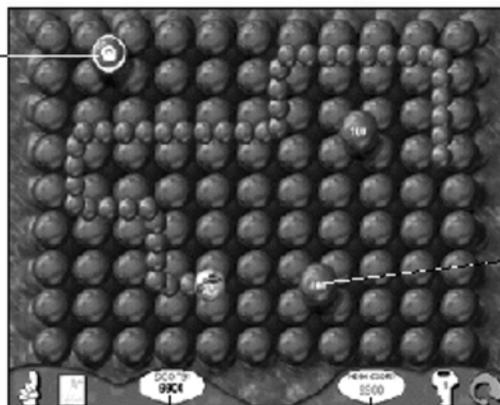


Category

Don't eat marbles that don't match!

If you win the game and earn a key, you get to play the bonus round. Chomp the marbles to get a high score—but don't be shocked if the game ends because you ran into yourself!

Chomp the glowing marble to make your snake shorter.



Use keyboard arrows to eat the point marbles and increase your score.

Current score in the game.

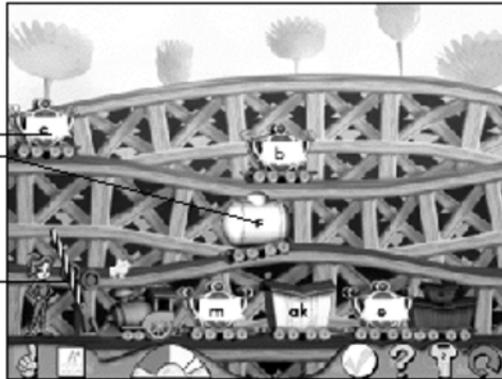
The highest score you've ever gotten!

Toy Trains

Wow...so here's where all the runaway toy trains have gone! Make the train move by making the word you hear. Click and drag the train cars to the train. Watch out for that crossing arm—if it goes all the way up before the word is made, the train will leave the station! (Note: There is no time limit in Level 1.)

Click and drag train cars to the empty cars in the train.

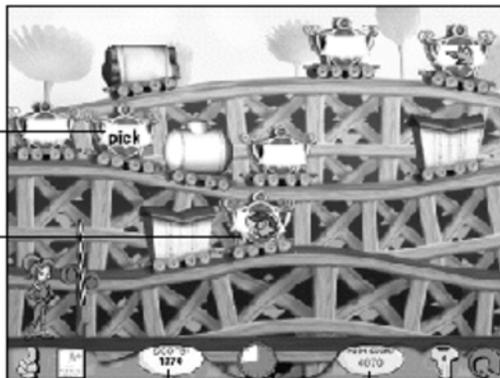
Crossing arm.



Make enough words correctly, and you'll get a key and a chance to play the lightning round. To earn a high score, click the cars that have the words you hear before time runs out. Click the Blasterpals for bonus points. But watch out—if you click a word you didn't hear, the game will end.

Click the car that shows the word you hear.

Click the Blasterpals for more bonus points!



Current score in the game

The highest score you've ever gotten!

Sorting Socks

Look! It's the Lost Socks Laundry! See if you can find any of your missing socks as you help Blaster catch the ones that match the word rule. Watch out for those boxer shorts—they'll slow you down!



Word Rule

Use arrow keys to place Blaster under the socks you want to catch.

Picture This!

Make your very own poster by following the directions for putting the lost stickers in their proper places. Choose the right name for your poster, then print it out or visit it in the Treasure Room.

Follow these directions. Click one to hear it.



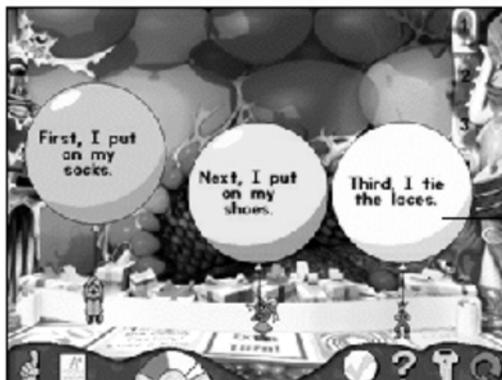
Stickers

Click and drag stickers to their proper places in the background.

Print your finished poster.

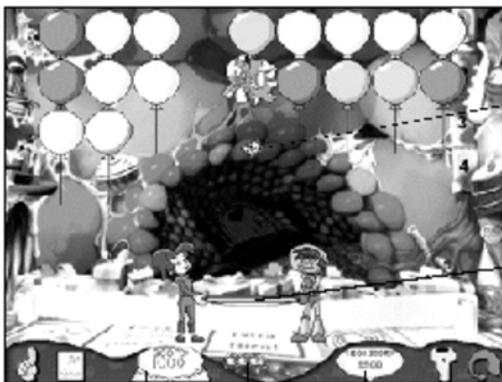
Balloon Blowout

So this is where balloons end up when you let go of the string! Rearrange the balloons to make a word, sentence, or story that makes sense!



Click and drag a balloon to move it.

Rearrange enough balloons correctly and you'll earn a key and a game of Blowout! Earn a high score by popping as many balloons as you can. Bounce Porky off the trampoline to uncover hidden points and extra turns.



Porky

Use arrow keys to place the trampoline under Porky.

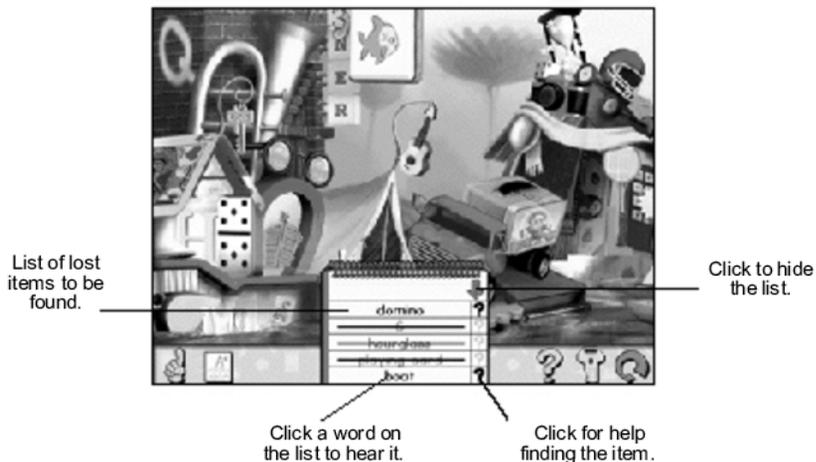
Current score in the game.

Number of turns remaining.

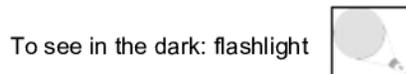
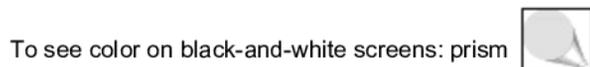
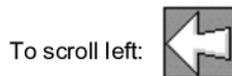
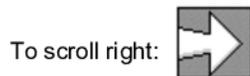
The highest score you've ever gotten!

Lost & Found

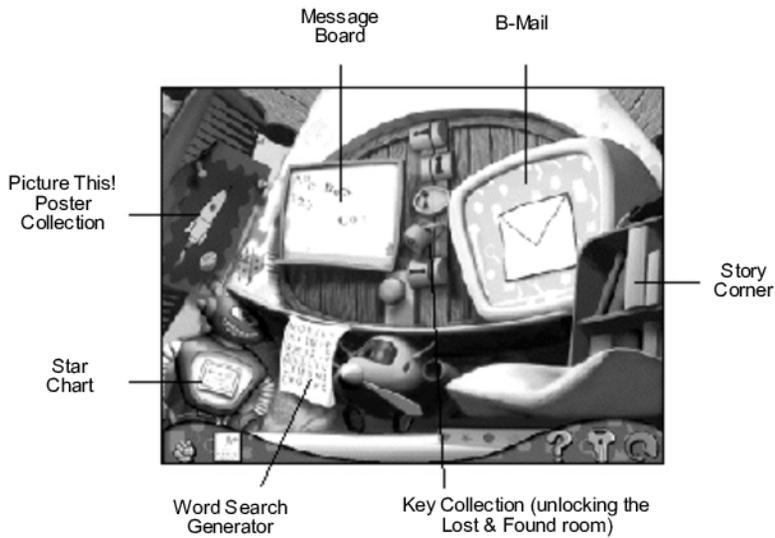
Earn five keys to unlock the door to the Lost & Found. Find the five items on the list and return them to their grateful owner. You can move left and right on the screen when your cursor becomes an arrow. Check your B-Mail for a thank-you note when you've completed your good deed!



Special Cursors for Lost & Found



Treasure Room



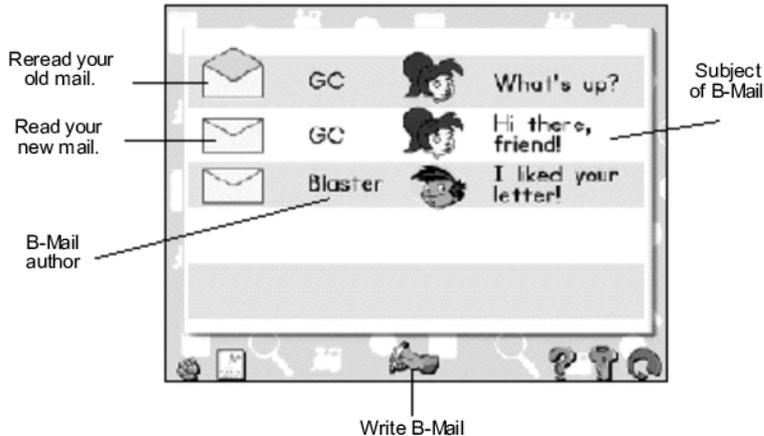
Message Board

Here's where your creativity can really shine through. Drag the stickers to the Message Area to create your very own work of art.

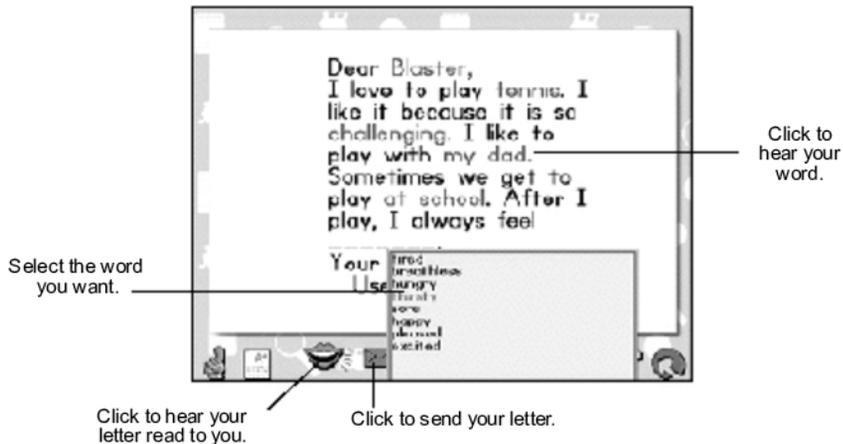


B-Mail

When your B-Mail signal is on, it means you've gotten a B-Mail from a friend somewhere in the galaxy. Click the mailbox in the Treasure Room to read your mail and send a B-Mail to one of your new pals!

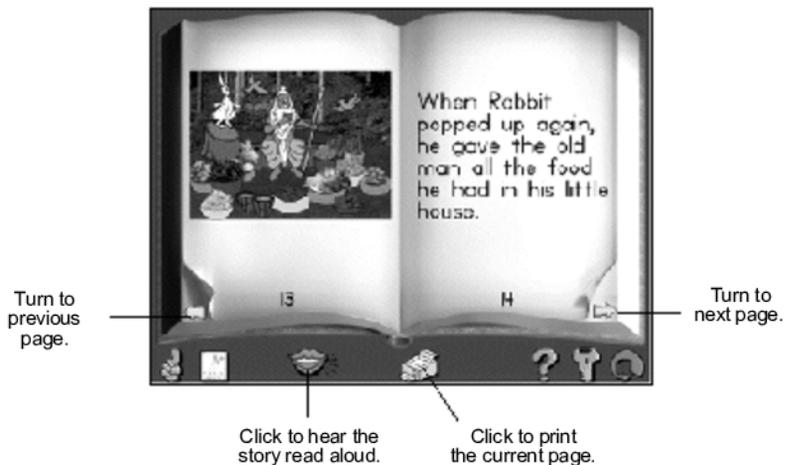


To write and send B-Mail, choose the words you want to complete the sentences. Then, click the Send button! Look for the B-Mail signal to go on after you complete your next game.



Story Corner

Click the title of the book you want to read to open it. You can print out the books to make your own story collection.



Word Search Generator

Choose a word list and then print out a word search puzzle. The words in the list are hidden horizontally and vertically in the puzzle.



Picture This! Poster Collection

See and print your impressive collection of posters from Picture This!

Click arrows
to scroll
through all
the posters
you've made.



Star Chart

Look how many levels you've mastered! Print out your Blaster Star Chart and put it where everyone can see what a great reader you are!

Star Chart: Reading Blaster Ages 6-7

Ann

	Sorting Socks	Lost Your Marbles	Picture This	Toy Trans	Balloon Blowout
level 1			★ 6/28		
level 2					
level 3					
level 4					
level 5					

The table is part of a larger interface. On the left side, there are icons for a book, a magnifying glass, and a question mark. On the right side, there are icons for a key and a circular arrow. At the bottom of the interface, there are icons for a thumbs up, a book, a question mark, a key, and a circular arrow. A line from the text on the right points to the star in the 'Picture This' column of level 1.

Mastery
achieved
for this
activity on
this level



Technical Support Tips

If you are having trouble with the program, try these tips before contacting Technical Support:

- Make sure the CD surface (clear side) is free of fingerprints and scratches.
- Try running the program on a friend's computer to help determine whether the CD is damaged or there is another cause of the problem.
- Close all background applications except Systray and Explorer (for Windows® 98/95) and try to install or run the program.
- Run the program with a minimum extension set (for Macintosh®).
- Make sure your sound and video card drivers are the latest version available (Windows® 98/95).
- Make sure your extensions are the latest versions available (Macintosh®).

If you need to contact Technical Support, please have the following information available:

- Product name and version number (on the face of the CD)
- Processor and clock speed (e.g., Pentium® II 450 MHz / Power Mac™ G3)
- Operating system and version (e.g., Windows® 98 / Mac® OS 9.1)
- Manufacturer and/or brand of sound and video cards
- Error messages (if any)

Technical Support

Phone: (toll-free) (800) 556-6141 (U.S./Canada only)
or (818) 246-4400 (outside U.S./Canada)

Fax: (818) 246-5604 (24hrs/7days)

World Wide Web: <http://www.education.com/support>

Returns: Knowledge Adventure, Inc.
4247 South Minnewawa Ave., Fresno, CA 93725

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