

The ClueFinders™ 6th Grade Adventures

Onscreen Reference Guide

ABOUT THE LEARNING COMPANY

Since 1980, The Learning Company has consistently produced the highest quality educational software available. Our award-winning products help develop your child's underlying thinking skills and creativity, while reinforcing important areas of the basic curriculum, such as reading, writing, and mathematics.

Every product under The Learning Company brand undergoes extensive research and testing, with input from educational professionals, parents, and children. Each product features a precise balance of educational content and entertainment value, so your child has fun while learning!

How do we do it? Enchanting characters. Challenging situations. Rich game environments. State-of-the-art graphics and sound. Progressive skill levels and game segments that can be customized to meet your child's individual needs.

As parents and educators, we recognize that education is a continuous process. So we developed a complete system of age-appropriate programs. Carefully sequenced by age groups, this system makes it easy for you to confidently choose the right products for your children at each stage of their educational development. As an integral part of The Learning Company's system, each of our products addresses a specific age group and subject area with appropriate themes to heighten your child's interest in learning.

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THE CLUEFINDERS™ 6TH GRADE ADVENTURES

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*Deluxe 2-CD-ROM edition only

HARDWARE AND SYSTEM REQUIREMENTS

Windows version

Runs on: IBM® PC and compatibles—
Any Pentium® 60 MHz or better

With:

- 16 MB of memory (RAM)
- Hard disk with 22 MB free disk space*
- Quad-speed CD-ROM drive
- 256-color SVGA
- Windows 95 or higher
- Windows-compatible sound card
- Windows-compatible mouse

Macintosh version

Runs on: Any PowerPC® Macintosh or better

With:

- 16 MB of memory (RAM)
- Hard disk with 22 MB free disk space*
- Quad-speed CD-ROM drive
- 256-color display, 13" or larger
- System 7.1 or higher
- Speakers
- Mouse

**An additional 7 MB of disk space may be required to install Adobe® Acrobat® Reader.*

SETTING UP AND STARTING THE PROGRAM

The ClueFinders 6th Grade Adventures runs from your CD-ROM drive. However, you need 22 MB of free hard disk space to store some program files. You can register this product via modem using a toll-free number.

Windows 95/98

These instructions assume that the AutoPlay feature of Windows 95/98 is turned on. (AutoPlay is usually enabled when you install Windows 95/98 on your computer. See your Windows documentation for more information.)

To set up the program:

1. Insert the *Empire of the Plant People* CD into your CD-ROM drive.
2. Click on **Yes** at the install prompt to begin the setup process.
3. Follow the onscreen instructions to complete the setup process.
4. Upon returning to the menu, you can click on **Assessment** to run the optional pre-assessment activity that places each user at the appropriate starting level for each activity. (See *Assessment—Start with a Test Drive*.)

Once you've completed the setup, the program will run automatically any time you insert the *Empire of the Plant People* CD into the CD-ROM drive.

To start the program:

1. Insert the *Empire of the Plant People* CD into your CD-ROM drive.
2. Click on **Play**.

Whenever you exit the program, you return to the desktop. You can restart the program directly from the desktop as long as the CD is still in the CD-ROM drive. (These instructions also apply if AutoPlay is turned off.)

To start the program from the desktop:

- Click on the **Start** button. Then choose **Programs, The Learning Company**, and **The ClueFinders 6th Grade Adventures** in that order.

Macintosh**To set up the program:**

1. Insert the *Empire of the Plant People* CD into your CD-ROM drive.
2. Double-click on the *ClueFinders 6th Grade* icon in the open window.
3. Click on **Yes**.
4. Follow the onscreen instructions to complete the setup process.

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5. You can double-click on **Assessment** in the open window to run the optional pre-assessment activity that places each user at the appropriate starting level for each activity. (See *Assessment—Start with a Test Drive*.)

To start the program:

1. Insert the *Empire of the Plant People* CD into your CD-ROM drive.
2. Double-click on the *ClueFinders 6th Grade* icon in the open window.

ACCESSING THIS GUIDE ONSCREEN

You can use Acrobat Reader to view and print out a copy of this reference guide. To install Acrobat Reader, follow the onscreen instructions during the program setup process. To access this guide, click on **Help** in the introductory screen (Windows), or double-click on the Help Guide file in the *ClueFinders 6th Grade* folder on your hard disk (Macintosh). Then choose **Print** from the File menu to print out the guide.

VISITING US ONLINE

You can use a Web browser to visit the ClueFinders' homepage. You can then go to The Learning Company's homepage to learn about our products, get help from our Technical Support Center, and visit our online store.

Windows:

- Insert the *Empire of the Plant People* CD into your CD-ROM drive, and click on **Visit Us Online**.

Macintosh:

- Using your Web browser, go to <http://www.learningco.com>.

A PERSONALIZED LEARNING EXPERIENCE

A.D.A.P.T. Learning Technology

The ClueFinders 6th Grade Adventures uses A.D.A.P.T. Learning Technology. A.D.A.P.T. Learning Technology is a dynamic system that continually adjusts the program to match each player's growing abilities. A.D.A.P.T. effectively builds skills, confidence, and a lifelong love of learning.

A. Assesses Abilities

A fun activity assesses each player's skills. It then starts the learning adventure at the right skill level in each subject area.

D. Develops Skills

Each activity is tailored to each player's individual progress. You can even print customized workbooks* for additional practice.

A. Adjusts Levels

Skill levels are automatically adjusted to match each player's growing abilities, so learning is always stimulating, never frustrating.

P. Provides Help

The ClueFinders act as personal tutors, offering detailed learning help when needed. Online resources provide educational tools and tips for parents.*

T. Tracks Progress

Every skill is monitored to pinpoint strengths and weaknesses. A.D.A.P.T. helps players make progress in the areas they need it most.

*These features are available only to users of the Deluxe 2-CD-ROM edition.

Features of the Personalized Learning Center

(Deluxe 2-CD-ROM edition only)

The Personalized Learning Center is a unique program that lets parents and teachers view the progress of each player (up to 99 players per program) across programs that use The Learning Company's A.D.A.P.T. Learning Technology. It also offers personalized workbooks and activities based on each player's progress, as well as printable reward certificates. (See *Disc 2: Personalized Learning Center*.) Together, these features help *The ClueFinders 6th Grade Adventures* create a robust learning experience for each player.

EDUCATIONAL FOCUS

The ClueFinders 6th Grade Adventures is an adventure game that builds on sixth graders' interest in mystery and adventure and develops their logical thinking, mathematics, science, geography, social science, and language arts skills.

The Developmental Level of the Typical Sixth Grader

Typical sixth graders look for a challenge at school. They become bored if subjects are too easy, but they may also become frustrated if subjects are too hard. Sixth graders love competition—between individuals and between genders. They prefer problems that are based on real-life situations, rather than abstract problems.

In language arts, sixth graders expand their vocabulary as they read a variety

of books, magazines, plays, and poetry. Typical sixth graders are learning to analyze how a story's structure affects the reader's understanding of the story. They compare characters within a story, observing similarities in the characters' responses to story events. Sixth graders are also making inferences about story context, characters, and setting. As sixth graders build their grammar and spelling skills and improve the organizational process of their writing, they write longer and more challenging works. They also create more engaging characters and stories by developing character personas and story settings.

In mathematics, typical sixth graders are improving their ability to select the correct process to reach a solution to a problem. They are better at gathering data and building graphs to help solve problems and display information. They perform basic math calculations fluently, and they understand that addition and subtraction (and multiplication and division) are inverse operations. Sixth graders continue to work with fractions and decimals, and they start to work with percentages. They are also beginning to work with functions as a first step toward algebra.

In science, sixth graders are introduced to the concept that matter and energy can be transformed in a number of ways. They conduct experiments and solve problems that explore properties of physical matter (elements, compounds, and mixtures) and energy (light, electricity, sound, and magnetism). Students at this age are expected to understand the scientific method of forming an hypothesis, conducting an experiment to gather data, and checking the hypothesis against the experimental evidence. In life science, sixth graders are learning about the interdependence of living things

and how environmental changes can impact the food chain. They are also examining the basic structure of living things—cells.

In social studies, many sixth graders learn about the cultures and developments of early human civilizations. In *The ClueFinders 6th Grade Adventures*, players read descriptions of the culture, the people, and the developments of Egyptian, Mesopotamian, Chinese, Indian, Greek, and Roman civilizations. Sixth-grade students are also strengthening their knowledge of geography with maps depicting ancient cultures.

Auto-adjusting Skill Levels

Each activity in *The ClueFinders 6th Grade Adventures* has multiple levels, so the program can move from simple to more complex concepts at a pace that suits each player. Players can tackle more challenging problems even if they haven't mastered *all* skills or concepts in the program; each skill area adjusts its level up or down independently from the others, thereby creating a tailored learning experience that addresses each player's specific needs.

The ClueFinders 6th Grade Adventures carefully tracks players' responses to each level's activities, using that information to adjust the type of puzzle presented. Not all activities are suited to this type of auto-leveling (open-ended experiments, for example); these activities begin at the first difficulty level and become more complex as players complete more of the game.

If players want more practice on a particular puzzle type or content area, they can use Practice Mode. In Practice Mode, players can choose a specific activity and level on which to work.

Problem-Solving Help

Many researchers believe that using a planful approach to problem solving enables children—and adults—to hone their problem-solving skills. The first step in effective problem solving is understanding the problem. The second step is devising a plan. The third step is carrying out the plan.

In *The ClueFinders 6th Grade Adventures*, players can click on an onscreen character if they need help solving a puzzle. Their explanations can help players understand what they are being asked to do. The characters will often direct players toward recognizing onscreen resources—words, numbers, and clues—they need to use to arrive at a solution. If players don't understand the directions the first time, they can click on the onscreen characters to hear the problem restated in different words.

If players have difficulty with educational content, they can get help by clicking on the red video phone. Via the phone, Joni and Santiago provide tips and clues on developing a problem-solving plan. Owen and Leslie automatically make a call on the red video phone when they notice the players having difficulty solving a puzzle. Players can click on the red video phone at any time to receive additional support in developing or carrying out their plan.

The Educational Content

Following is a description of skills that players develop as they play the activities in *The ClueFinders 6th Grade Adventures*.

MATHEMATICS

Cave of Danger—Players solve addition, subtraction, multiplication, and division problems with whole numbers, decimals, and fractions. The arcade action of this activity encourages development of estimation skills to quickly find the right answer among the fast-moving spores.

Bacterial Growth—Players use logic and math skills to determine the correct settings of Dr. Fern’s Bacteri-O-Matic machine. Players must deduce the correct values based on complex relationships between variables in the doctor’s lab book.

Recipe for Disaster—Players explore adding and subtracting with whole numbers, decimals, and fractions to determine the exact amount of chemicals needed to subdue the plant guard.

LANGUAGE ARTS

Mysterious Locks—In this reading comprehension activity, players read paragraphs covering early world history, biology, and physical science facts. Players then answer questions demonstrating their understanding of what they have read. The four levels contain increasingly difficult vocabulary.

Perilous Faults—Players use vocabulary clues to search for spelling words hidden in the face of a cliff. Words do not always appear in a straight line, but can twist back and forth. Each of the four levels contains increasingly difficult spelling words.

Pollution Detectives—Players piece together clues that will help them identify companies that are polluting the water. To identify the offending polluters, players must research chemicals, analyze facts, and use logical reasoning.

Steps of Expression—Players complete sentences that are missing words and word parts. At first, players fill in missing words. As the level increases, players fill in suffixes and prefixes that fit the grammar of the sentences.

GEOGRAPHY

Mysterious Locks—Players answer questions about maps depicting ancient world cultures. They develop geography skills as they practice following compass rose directions, measuring distance, and interpreting map legends.

SOCIAL SCIENCE

Chasm of Time—Players sort historical events from the most recent event to the oldest event. Event categories include dates of scientific achievements, founding dates of various civilizations, and construction dates of historical monuments.

Mysterious Locks—Players learn about ancient world cultures as they read passages and answer questions from the text. They compare and contrast ideas and facts, make deductions, and answer questions about the main idea of a passage.

SCIENCE

Mysterious Locks—Players learn about biology and physical science as they read passages and answer questions from the text. They compare and contrast ideas and facts, make deductions, and answer questions about the main idea of a passage.

Pollution Detectives—Players learn about common types of pollution and some of the industries that generate those pollutants. As the players research different chemicals, they identify the likely pollution suspects based on the evidence and their deductions.

LOGICAL REASONING

Bacterial Growth—Players use logic and math skills to determine the correct settings of Dr. Fern’s Bacteri-O-Matic machine. Players must deduce the correct values based on complex relationships between variables in the doctor’s lab book.

Pollution Solution—Players use the bacteria they grew in Dr. Fern’s Bacteri-O-Matic to remove pollutants from the water of the Underground Plant Kingdom. Each bacteria has a unique set of characteristics that affects its placement in the water purification machine. Players must arrange the bacteria in the proper sequence to remove all the pollutants from the water. Finding the right arrangement of bacteria requires logical analysis.

ASSESSMENT—START WITH A TEST DRIVE

The ClueFinders 6th Grade Adventures contains a pre-assessment activity, or “test drive,” which customizes the program’s difficulty level for each player. This optional test asks players a series of questions, so it can place players at levels that match their abilities. Activities not suitable for assessment are excluded from the test and always begin at the first difficulty level.

Each assessment test question is both spoken and displayed. Players can click on LapTrap to have a question repeated. Possible answers to the question cycle until the player chooses an answer by clicking on the horn.

Note: Players must complete the entire pre-assessment activity in order to have their results recorded and used in *The ClueFinders 6th Grade Adventures*. After completing the test drive, players must sign in as new players to have their results applied to the game. Assessment results will not be applied if players exit before signing in as new players. Assessment results will also not affect existing games—ones already in progress before taking the test drive.

If a game customized with assessment results is too difficult or easy for a player, the program will automatically adjust the level up or down to better suit his or her needs and interests. (See *Auto-adjusting Skill Levels*.) A player can also adjust levels manually at any time (See LapTrap in *Getting Help*.)

DISC 1: THE EMPIRE OF THE PLANT PEOPLE

Joni and Santiago have mysteriously disappeared! Owen and Leslie need your help in rescuing them. Your search for Joni and Santiago will take you into the creepy world of an underground plant civilization.

While you are in the Underground Plant Kingdom, you will discover that Joni and Santiago are not the only ones in danger. The survival of the entire town above ground—and the entire underground plant civilization—is at risk, and time is running out!

Rescuing Joni and Santiago and solving the mystery will require patience, skill, and clever problem solving. The ClueFinders are waiting for you. Are you ready to join them?

Signing In

Before you begin this mission, you need to sign in. First, click on **NEW PLAYER SIGN-IN**. Type your name onto the sign-in sheet, and then click on **START GAME**.

Any time you want to pick up your journey where you left off, find your name on the list and click on it. If you don't see your name, just click on the arrows on the side of the list until you find it. Then click on **START GAME** to continue on your way.

When the sign-in list has 99 names, it is full. You'll need to remove a name

before you can enter a new one. Click on the name you want to remove. Then, press **Ctrl+R** (Windows) or **⌘+R** (Macintosh). This will permanently erase that player's adventure information from the hard disk.

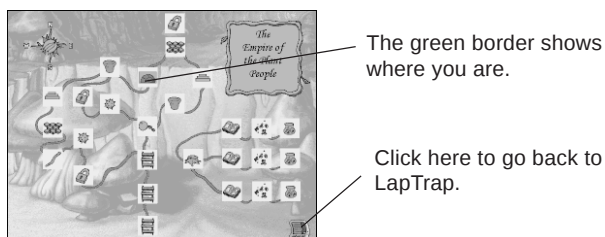
If you want to take some time away from your rescue mission to practice solving the different problems, click on **PRACTICE MODE** at the sign-in screen. Work on the problems for as long as you like, and then return to your adventure whenever you're ready. (For more information, see *Practice Mode* later in this reference guide.)

Getting Help

There are many ways you can get help during your rescue mission.

- Click on the **red video phone** to get advice from Joni or Santiago. Whenever you want to hear some useful tips on solving the problems you encounter, click on the phone.
- **The ClueFinders** and some of the **characters** you meet will give you specific directions about what to do. Just click on them if you need to hear the directions again.
- **LapTrap**  is a resource for a lot of information and program options. Click on LapTrap, and then click on the item you want.
 - ➔ The **Map** of the plant kingdom is available after you have gone underground. The map tracks your travel through the underground plant kingdom. The map shows the spots you've already visited,

marking them with small icons. You can return to those spots by clicking on the icons.



- ➔ The **Reference** button gives you access to reference information that may help you solve problems in the activities. Click on the tab for Ancient History, Biology, Chemistry, or Industry to read about that subject.
- ➔ The **Progress and Levels** button takes you to the Levels screen, where you can manually adjust the difficulty levels of the nine activities. The program automatically adjusts the levels in response to your performance to find the most appropriate challenge for you. If you turn autoleveling off, the levels you set will remain in effect throughout your adventure, unless you choose to change them. This screen is also a Progress Report that shows how you are doing with the problems in each activity at your current level.

Click on a level to choose it.

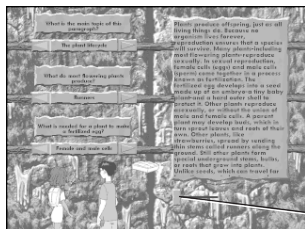
Progress and Levels for 5						
Activity	Topic/Skill	Level			Correct Answers	Auto Leveling
		1	2	3	4	5
Steps of Expression	Reading Comprehension	☐	☐	☐	0	☐
	Grammar	☐	☐	☐	0	☐
Mysterious Locks	Reading for Information	☐	☐	☐	0	☐
	Interpreting Maps	☐	☐	☐	0	☐
Cave of Secrets	Addition	☐	☐	☐	0	☐
	Subtraction	☐	☐	☐	0	☐
	Division	☐	☐	☐	0	☐
Perilous Paths	Spelling	☐	☐	☐	0	☐
	Vocabulary	☐	☐	☐	0	☐
Recipe for Disaster	Addition	☐	☐	☐	0	☐
	Subtraction	☐	☐	☐	0	☐
Chosen of Time	History	No leveling available			0	☐
	World Cultures	No leveling available			0	☐
Bacterial Growth	Logical Reasoning	☐	☐	☐	0	☐
Pollution Solutions	Reading for Information	☐	☐	☐	0	☐
	Interpreting Maps	☐	☐	☐	0	☐
Pollution Solution	Logical Reasoning	☐	☐	☐	0	☐
☐ You are currently on this level. ☐ You have mastered this level. ☐ You found this level difficult.						
					PRINT	CHOOSE ACTIVITY

Click here to print out your personal progress report.

- ➔ The **ClueFinders' Club** button takes you to the ClueFinders' clubhouse to learn more about the personalities, hobbies, and backgrounds of the ClueFinders.
- ➔ The **Settings** button lets you turn the background music off or on. When the music is off, you will still be able to hear the characters' speech and the background sounds.
- ➔ The **Credits** button displays a list of the people who created *The ClueFinders 6th Grade Adventures*.
- ➔ Click on **Quit Game** whenever you want to stop playing.
- ➔ Click on **Sign In** to return to the sign-in screen.
- ➔ Click on **Return to Game** to resume your mission.

Starting the Search

You will encounter numerous blocked passageways during your rescue mission. You can get through them by applying your thinking skills and knowledge. Your first challenge is to break through the Mysterious Locks.



Mysterious Locks

Read the passage and line up the correct answers to the questions to open the lock.

Activity focus: reading comprehension, world cultures, geography, biology

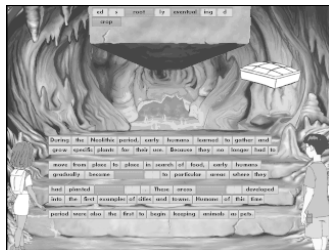
Click on the handle to open the door.

The Outer Regions of the Underground Plant Kingdom

After you, Owen, and Leslie break through the Mysterious Locks, you find yourselves in the outer regions of a strange and unfamiliar underground world. How will you find Joni and Santiago?

As you journey through the outer regions of the plant kingdom, you will notice that planks of petrified wood, guarded by unfriendly plant soldiers, are scattered in different locations. Use your knowledge and thinking skills to solve the challenging problems you encounter, and you can free these planks from the grasp of the plant soldiers. The planks will come in handy later in your rescue mission. As you collect the planks, the ClueFinders will put them into Leslie's backpack so you can take them with you.

If you want to leave a place without solving the problem, that's fine. You can go back to that place later. Each time you return to a place, you will get a different problem.



Steps of Expression

Fill in the empty spaces in the paragraph by dragging down the correct blocks from the ceiling.

Activity focus: vocabulary, grammar, reading comprehension



Perilous Faults

Click on the letters to spell the word that fits the definition shown.

Activity focus: spelling, vocabulary



Recipe for Disaster

Create a sleeping potion for the guard plants. Follow the formula on the wall to mix the right combination of ingredients.

Activity focus: math computation, decimals, fractions

Use the cups to take liquid from the pools and dump it into the matching color buckets.

Click on the buckets to pick them up and dump their contents into the feeding bowl.



Cave of Danger

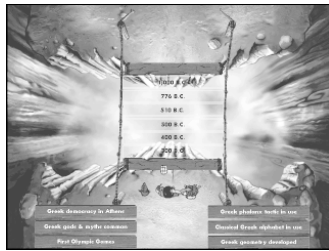
Destroy the spores before they hatch into unfriendly plants!

Activity focus: math computation, decimals, fractions, estimation

Click on the answer to one of the math problems on the plants above.

Then click on the spore that matches the color of that plant to shoot a berry at it.

After you have collected enough planks, you can build a bridge across the bottomless pit. Cross over to the inner chambers of the Underground Plant Kingdom, where you can confront the leader of the plants and ask for the release of Joni and Santiago!



Chasm of Time

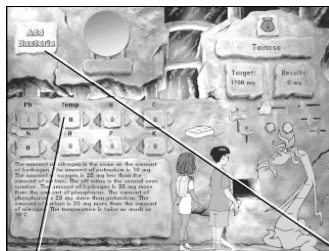
Build the bridge by arranging the planks in chronological order. Put the newest planks closest to you and the oldest planks farthest from you.

Activity focus: history, world cultures

The Inner Regions of the Underground Plant Kingdom

Once you've successfully crossed the bridge into the inner regions of the Underground Plant Kingdom, you must find the leader of the plants. The leader may be able to tell you where Joni and Santiago are. You will discover the plants' shocking plan to destroy the town above in a desperate attempt to stop the pollution that threatens their survival. Can you rescue Joni and Santiago, save the town, and help the plants, too? You must grow the bacteria that will stop the pollution, and time is running out. But don't worry. You and the ClueFinders make a winning team!

You will need to travel through the inner regions of the Underground Plant Kingdom and solve problems in different places. If you want to leave a place without solving the problem, that's fine. You can go back to that place later. Each time you return, you will get a different problem.



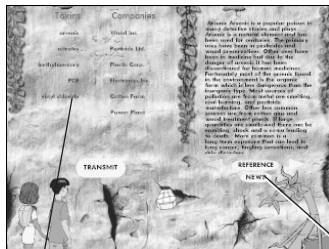
Click on the arrows to adjust the amount of each ingredient.

Bacterial Growth

Use the clues provided to create the proper environment to grow the bacteria.

Activity focus: logical reasoning with word problems

Click here to start growing the bacteria.



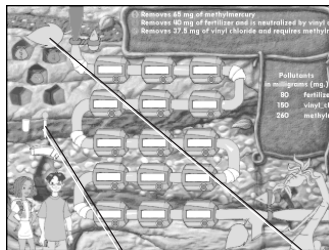
Click and drag to connect pollutants with the companies that are producing them.

Pollution Detectives

Using the information presented, identify the industries that are creating pollution.

Activity focus: reading for information

Click on **REFERENCE** or **NEWS** for information about the chemicals and industries.



Pollution Solution

Time to clean up the pollution!

Clean the water by placing the correct arrangement of bacteria in the water purification machine. You may need to experiment to find the right combinations.

Activity focus: logical reasoning

Use the eyedropper to pick up bacteria from the table and put them into the basins.

Then click on the main valve to start the water flow through the machine.

Practice Mode

If you want to take some time to work on problems apart from your mission, type in your name or choose it from the list at the sign-in screen, and then choose **PRACTICE MODE**. The Choose an Activity screen will appear. Select what you want to practice, and click on **GO** to go to that activity. You can also choose the difficulty level for the different activities. Click on LapTrap to return to the Choose an Activity screen when you are finished practicing an activity.

Since you are practicing, you do not need to worry about collecting bridge planks. In Practice Mode, you can work on any of the activities as long and as often as you'd like.

Click on **GO** for the activity you want to practice.

Click here to return to the sign-in screen.

The screenshot shows a screen titled "CHOOSE AN ACTIVITY" with two columns: "ACTIVITY" and "TOPIC/SKILL". The "ACTIVITY" column lists various activities with a "GO" button next to each. The "TOPIC/SKILL" column lists various topics and skills. At the bottom, there are two buttons: "SIGN IN" and "CHOOSE LEVEL".

ACTIVITY	TOPIC/SKILL
Steps of Expression	Reading Comprehension
Mysterious Locks	Reading Comprehension
Cave of Danger	Interpreting Maps
Pantheon Puzzles	Addition
Recipes for Disaster	Subtraction
Chosen of Time	Multiplication
Reptilian Growth	Division
Pollution Detectors	Spelling
Pollution Solution	Vocabulary
	Addition
	Subtraction
	History
	World Cultures
	Logical Reasoning
	Reading for Information
	Logical Reasoning

At the bottom of the screen are two buttons: "SIGN IN" and "CHOOSE LEVEL".

Click here to choose levels for the activities.

Click here to change program options.

DISC 2: PERSONALIZED LEARNING CENTER

(DELUXE 2-CD-ROM EDITION ONLY)

With the Personalized Learning Center, (which is provided on a separate CD-ROM), you can check each player's progress on any program that uses The Learning Company's A.D.A.P.T. Learning Technology. You can also print out workbooks, activities, and reward certificates that are customized for each individual player based on his or her progress information.

Key Features



To access features and information specific to a player and a program, insert the Personalized Learning Center CD. Click on a brightened program icon and then a player's name. Then click on one of the five Main Menu buttons.

From the Main Menu you can access the following features: Master Progress Checker, Printable Workbooks, Printable Activities, Personal Rewards, and A.D.A.P.T. Online. These features are available for A.D.A.P.T. programs installed on your computer (identified at the bottom of the screen by highlighted program icons).

MASTER PROGRESS CHECKER

The Master Progress Checker lets you see the programs each user has played and his or her progress in each program. For each skill covered in an A.D.A.P.T. program, you can check how many questions a player has

completed in each difficulty level, as well the player's success rate—the proportion of questions he or she has answered correctly. Success rates are not available for certain open-ended activities.

Skills

Success rates

Number of questions completed

Click here to print the user's entire report.

Click here to print out a personalized workbook.

Use the scroll bar to see more skills.

Product Skills	Level 1	Level 2	Level 3	Level 4
Letters & Sounds	100%	100%	100%	75%
Spelling	1	2	3	4
Computation	100%	100%	100%	25%
	5	6	7	8
	100%		100%	
	8	10	1	

ADAPT Master Progress Checker

Christie

Print Progress Report

Print Personalized Workbook

Success Rate

Questions Completed

Select a Name

Christie

Main Menu

PRINTABLE WORKBOOKS

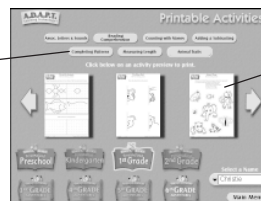
You can print out customized workbooks using the Printable Workbooks feature. (You can also access this feature from the Master Progress Checker.) The Personalized Learning Center uses each player's progress information to design a workbook with activities covering the skill areas where the player needs the most improvement. For example, a player who can spell quite well but has difficulty with decimal computation will receive a workbook with more decimal computation activities and fewer spelling pages. Each customized workbook contains at least five activities and has a personalized title page.

You can also print out a general workbook appropriate for a player's grade level. General workbooks always contain seven activities.

PRINTABLE ACTIVITIES

You can go to the Printable Activities screen to view and print out individual workbook activities by subject area. Subject buttons across the top of the screen indicate the subject areas covered in each highlighted program.

Click on a subject button and use the arrows to scroll through activities available for each subject.



To print an activity, click on its icon.

PERSONAL REWARDS

You can print out reward certificates that feature a player's name by going to the Personal Rewards screen. These certificates are awarded to players for their work in the different skill levels in each program. A reward icon printed on each certificate indicates the level that has been played.

A.D.A.P.T. ONLINE: TIPS AND TOOLS

By visiting A.D.A.P.T. Online, you can access a resource database of educational tips, tools, and activities that will help you extend each player's learning experience.

TROUBLESHOOTING

Try this first! If you have problems running the program, try cleaning the CD. Gently remove any fingerprints and dust using a clean, soft, lint-free cloth dampened with water or a CD-cleaning solution. Avoid using materials such as tissue, which may scratch the CD.

If you have questions, call our Technical Support Center at **1-319-247-3333**. You can also reach us by e-mail: **help@tlcsupport.com**.

Windows

1. ***The ClueFinders 6th Grade Adventures* program icon does not appear on the desktop or in the Start menu.**
 - Reinstall the program.
2. **You get a message telling you that there is not enough available space on the hard disk.**

The ClueFinders 6th Grade Adventures requires 22 MB of hard disk space for the program's data and executable files.

 - Remove some files after backing them up.
3. **You see a message telling you that there is not enough memory to run the program.**

The ClueFinders 6th Grade Adventures needs at least 16 MB of installed memory (RAM) to run. Your computer's memory may be filled with other programs that are running in the background.

 - Close any other applications that are running, and try starting the program again.

4. The mouse doesn't seem to work.

There are times in the program when the animation or sound cannot be interrupted. You will see the hourglass cursor on the screen and any key presses or mouse clicks will be ignored.

- Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.

5. Program speed is very slow.

The ClueFinders 6th Grade Adventures needs at least a Pentium 60 MHz computer with a quad-speed (4x) CD-ROM drive for basic performance.

- Close any other applications that are running.
- Make sure that you have the latest Windows video drivers for your graphics card. (Contact the manufacturer to obtain the latest drivers.)

6. You do not hear music, sound, or speech.

- Check that the speakers are properly connected to your computer. Be sure they are getting power and are turned on, and that the volume is turned up.
- Make sure that your sound card is Windows compatible and is properly installed for Windows. Be sure that the sound card is specifically designed to work with Windows 95/98. Also check that the volume is properly set. (See the manufacturer's documentation for more information relating to your sound card.)
- Make sure the mixer level setting is correct.
Click on the **Start** button. Choose **Programs** from the Start menu. Next choose **Accessories**. Then choose **Multimedia**, and choose

Volume Control. Make sure that the sliders on the mixer control panel are all the way up and that no mute buttons are selected.

7. Strange graphics appear; the game action stops unexpectedly.

- Try using the 640 x 480, 256-color display mode driver that came with your video card. (See your Windows documentation for more information.)
- Make sure you have the latest Windows video drivers installed. (Contact your video card manufacturer for more information.)

8. Colors don't look right.

- Adjust your monitor's color and brightness.
- Make sure the color display is set to 256 colors.
- Turn off your screensaver.
- Close any other applications that are running.
- Make sure you have the latest graphics drivers installed. (Contact your video card manufacturer for more information.)

9. The game window seems small.

The program window may not fill the entire screen.

- For maximum window size, make sure that the display mode is set to 640 x 480. (See your Windows documentation for more information.)

10. You are not able to connect to Visit Us Online.

This feature requires a browser.

- Make sure that you have a browser properly installed. See your browser and Windows documentation for more information.

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- Make sure that the files with an .HTM extension (for example, “bookmark.htm”) are associated with your browser. To check, double-click on any .HTM file. If the browser does not launch, create an association from the File Manager.

Macintosh

1. **You do not see the *ClueFinders 6th Grade* program icon.**
 - Make sure the CD is inserted in the CD tray, printed side up.
 - Try restarting your computer and/or rebuilding your desktop.
 - Make sure that the CD-ROM drivers are correctly installed.
2. **You get a message that there is not enough space on the hard disk.**

The ClueFinders 6th Grade Adventures requires 22 MB of hard disk space for program data files.

 - Remove some files after backing them up.
 - Adjust the Virtual Memory Setting to take less hard disk space. (See your Macintosh documentation for more information.)
3. **You see a message telling you that there is not enough memory to run the program.**

The ClueFinders 6th Grade Adventures requires at least 16 MB of installed memory (RAM) to run. Try to increase available memory and then start the program again. (Depending on what Internet browser you use, you may not be able to run both your browser and the program in 16 MB).

 - Quit any programs that you may be running.
 - Turn off or remove from the System Folder non-Apple® control panels

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- and extensions. (Leave the CD-ROM drivers.) Restart your computer.
- Reduce the size of the disk cache in the Memory control panel. (See your Macintosh documentation for more information.)
 - Turn off AppleTalk.
 - Do not turn on Virtual Memory.
4. **The mouse doesn't seem to work.**
- There are times in the program when the animation or sound cannot be interrupted. You will see the watch cursor on the screen and any key presses or mouse clicks will be ignored.
- Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.
5. **The music and voice in the game are too loud or too soft.**
- Choose **Sound** from **Control Panels**. Adjust the system's speaker volume as needed by selecting the Volumes setting.
6. **You do not hear music, sound, or speech.**
- Make sure that the Volumes setting in the Sound control panel in Control Panels is not set to zero.
 - Make sure that the setting for Music is turned on in LapTrap.
 - If you have external speakers, be sure they are turned on and getting power and that they are properly connected to your computer. Also check the speaker volume.
 - Turn off or remove from the System Folder non-Apple control panels and extensions. (Leave the CD-ROM drivers.) Restart your computer.
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7. Program speed is very slow, or sounds and animation do not play smoothly.

The ClueFinders 6th Grade Adventures needs at least a Power Macintosh with a quad-speed (4x) CD-ROM drive for basic performance.

- Make sure Virtual Memory is turned off in your Memory control panel.

SPECIAL CREDITS

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