



LEAPSTER[®]

LEARNING GAME SYSTEM



PARENT GUIDE
LeapsterWorld.com

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.



Learn critical maths skills as you help Sonic and Chris save Amy Rose, Knuckles and Tails from the evil clutches of Dr. Eggman! Jump, run, spin-dash and soar through different zones while collecting gold rings and mastering questions to rescue Sonic's friends!



1

Getting Started:

Insert the cartridge with the printed side facing front. Press the On/Off button to begin.

Sign In:

2

1. Follow the on-screen instructions to sign in.
2. The Leapster® system will store the game information of up to 3 players. To remove or replace a player, touch the X button.



Many Ways to Play

One of the most effective ways to help your child learn and master skills is through engaging play experiences. *Sonic X* provides a fun, energetic, interactive game environment that helps your child learn critical maths skills while playing with the popular cast of characters from *Sonic X*!

3

To select a world to play in or a mini-game, touch an icon on your Leapster screen with the stylus. With the LeapsterTV™ system, use the stylus on the touch pad to locate the icon on the TV and click the stylus button. To skip the intro movie, press the A button.

To start, you must complete Level 1 of Station Square. After completing this level, you gain access to the other zones and can explore them all!

Station Square

Eggman's Base

Mini-games

Angel Island

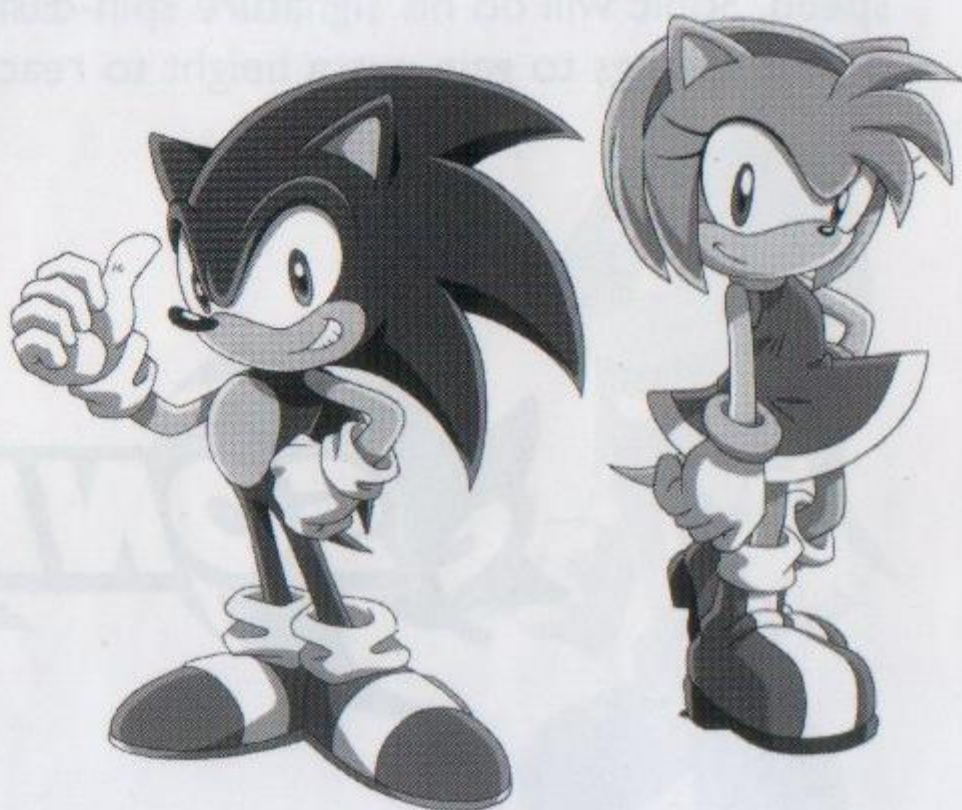
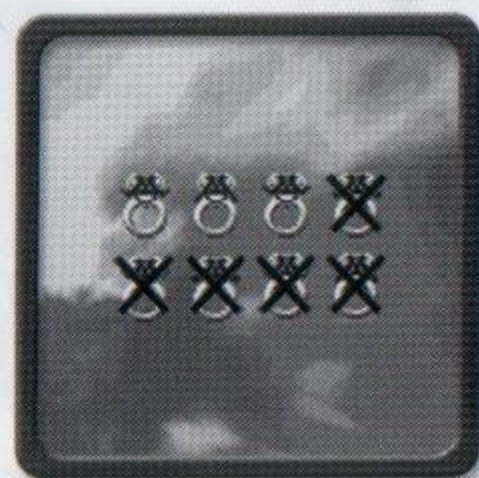


Learning at All Levels

Sonic X teaches and reinforces important mathematics skills for children in Foundation Stage through to Year 2 (ages 5–7). It features a variety of interactive games and three different world environments. Each world has three different levels that advance in difficulty as players learn more difficult concepts and develop their skills.

How a Tutorial Works

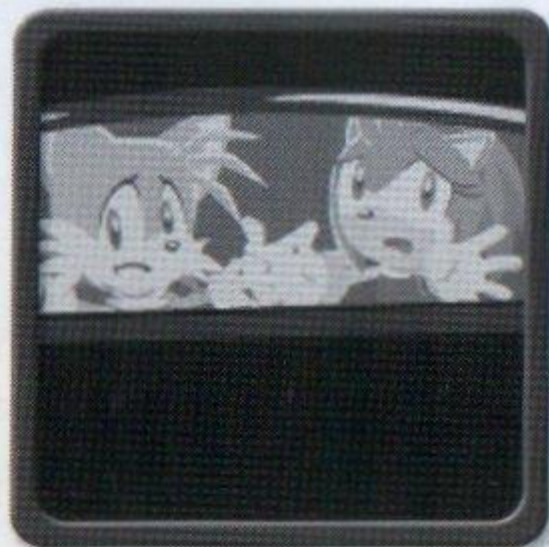
A tutorial provides clear demonstrations on how to break down a skill into smaller parts. A tutorial is activated when the player presses the Hint button. Simple prompts provide examples of number concepts or give players clues to ensure learning success. For example, if a player is having problems with subtraction, visual cues are provided to help him grasp the concept.



SONIC X

Game Summary

Oh no! Sonic and Chris need your help! Dr. Eggman has kidnapped their friends, Amy Rose, Knuckles and Tails. In order to rescue them and thwart Dr. Eggman's plans, you'll have to help Sonic get past Dr. Eggman's robots by mastering mathematics problems and collecting gold rings to earn emeralds! Venture with Sonic on this mission through three exciting worlds while learning valuable mathematics skills. Collect all the golden rings in the worlds to earn Chaos emeralds, and, ultimately, the Master emerald!



How to Play

Players direct Sonic through different locations in this fast-paced, action-packed learning game. Move the D-pad or joystick to the left and right to move Sonic across the screen. Run Sonic up to a question mark on screen to hear the mathematics question you need to answer. Run Sonic through a number answer to select it. Press the A button to jump. To hear a question again, press the B button. When you build up speed, Sonic will do his signature spin-dash! Jump on the springs to gain extra height to reach high platforms.



What's Being Taught?

Numeration: Players learn counting, sequencing and matching number names to numerals.

Operations: Players learn to solve addition and subtraction problems of varying complexity with and without visual support.

- *Zone 1: Station Square*

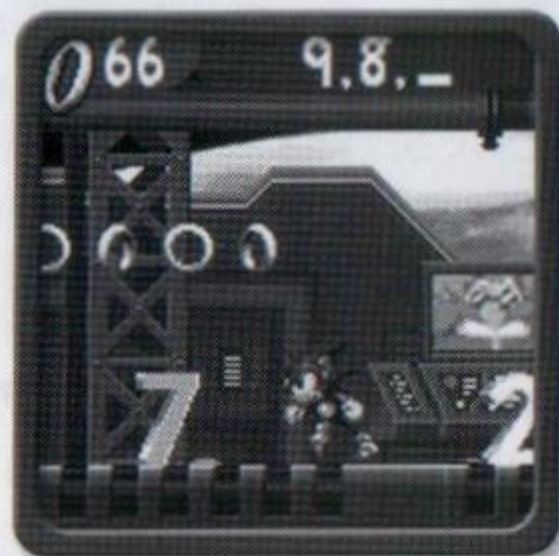
Number identification, counting, sequencing, number/object association and skip counting by 2s, 5s and 10s.

- *Zone 2: Angel Island*

Simple and intermediate addition, with and without visual support.

- *Zone 3: Eggman's Base*

Simple and intermediate subtraction, with and without visual support.



Why Is This Important?

Developing a strong sense of numbers helps children reason through and solve mathematical problems in later years. A child's ability to count, add and subtract will affect fluency with numbers and more advanced mathematics concepts in the future. The three worlds in *Sonic X* provide a playful context for children to become more skilled and confident with numbers while exposing them to maths concepts.



MINI-GAMES

EGGMAN'S SUPER SUCKY MACHINE

How to Play

Look at all those numbers floating around Dr. Eggman's Super Sucky Machine! Using the stylus on the Leapster® screen or the stylus and stylus button on the touch pad of the LeapsterTV™ system, drag the numbers into the tube and watch the Super Sucky Machine suck them up to the top of the screen!



What's Being Taught?

Counting: Players learn to count objects and choose the correct number associated with the number of objects shown.

Number Sequencing: Players learn to place sets of numbers in the correct numerical order.

Operations: Players solve addition and subtraction problems of varying complexity.

Why Is This Important?

Counting activities draw children's attention to the patterns and structure of our number system. Number order is reinforced through counting, and counting objects helps children better understand number size, number quantities and number relationships. As children become fluent in their counting abilities, they establish a solid conceptual framework for future work with larger numbers, as well as numerical operations such as addition and subtraction.



MATHEMATICS ROBOT ROUND-UP

How to Play

Help Sonic round up mathematics robots! Simple addition problems are posed for players to solve. Using the stylus on the Leapster® screen or the stylus and stylus button on the LeapsterTV™ touch pad, circle the correct number of mathematics robots to add to a given set of robots. Be prepared—these mathematics robots move around fast and can be a challenge to capture! When you have the correct number of robots, shake the box with the stylus to collect their golden rings.



What's Being Taught?

Addition: Players learn addition concepts through visual support by adding objects together to reach a given amount.

Why Is This Important?

Every day, children count and add in real-world situations, which provides them with opportunities to explore the meaning of addition. These everyday experiences promote mathematical discoveries as children explore the relative size of numbers and understand the relationship between numbers and quantities. Games such as Mathematics Robot Round-up reinforce the process of addition.



AERIAL AUTOMATIONS

How to Play

Watch out! The mathematics robots are trying to fly away with the golden rings! Stop the mathematics robots from escaping by tapping them using the stylus on the Leapster® screen or the stylus and stylus button on the LeapsterTV™ touch pad. Solve subtraction problems by stopping robots so the correct number of robots remain. Then touch the OK button.



What's Being Taught?

Subtraction: Players learn subtraction concepts through visual support by taking objects away from a given amount.

Why Is This Important?

Simple subtraction concepts begin with the concept of taking objects away from a given amount. Interactive games such as Aerial Automations illustrate how taking objects away makes a collection or quantity smaller. It reinforces the relationship between numbers and quantities, laying the groundwork for more advanced mathematical concepts.



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Australia Consumer Service Contact

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For children ages 5-7 years. Convient aux enfants entre 5 et 7 ans.

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LEAPSTER[®]

Learning Game System

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CODES**



Use the secret web codes you've earned in the games to unlock fun activities and content at LeapsterWorld.com!



TIPS & TRICKS

Want to know how to access secret content or improve your scores? Go to LeapsterWorld.com for tips and tricks!

NEW GAMES

Find out about the newest games in the LEAPSTER family!



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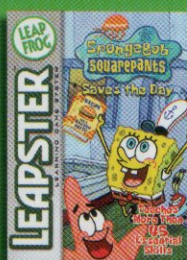
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LEAPSTER®

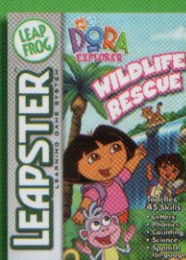
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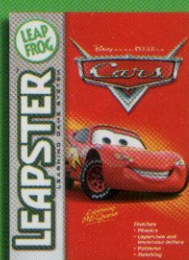
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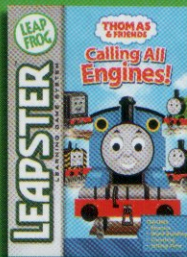
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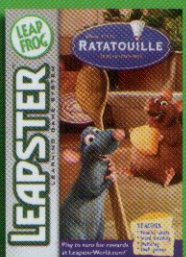
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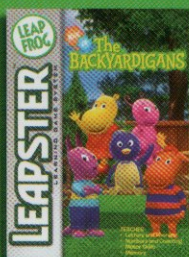
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