



Googol 3/The Googol Counting Fair "Midways"



NTSC U/C



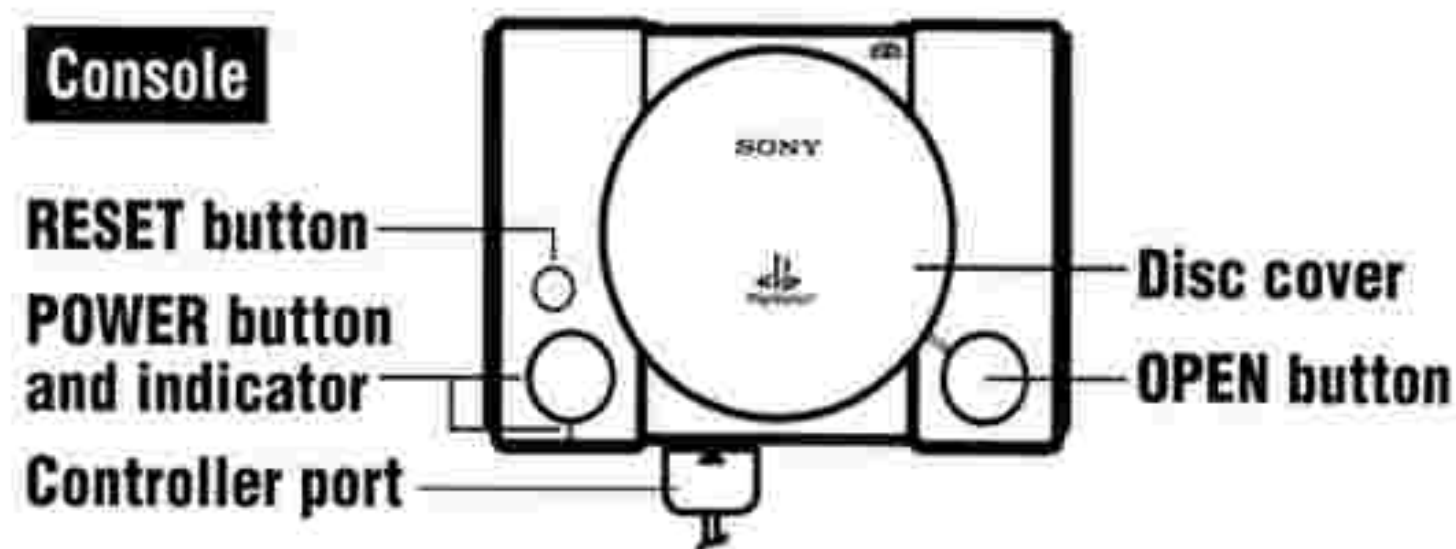
In this adventure of *The Secret of Googol*[®], your child will learn and practice counting skills while playing games to win tokens at *The Googol Counting Fair*.

LEARNING OBJECTIVES

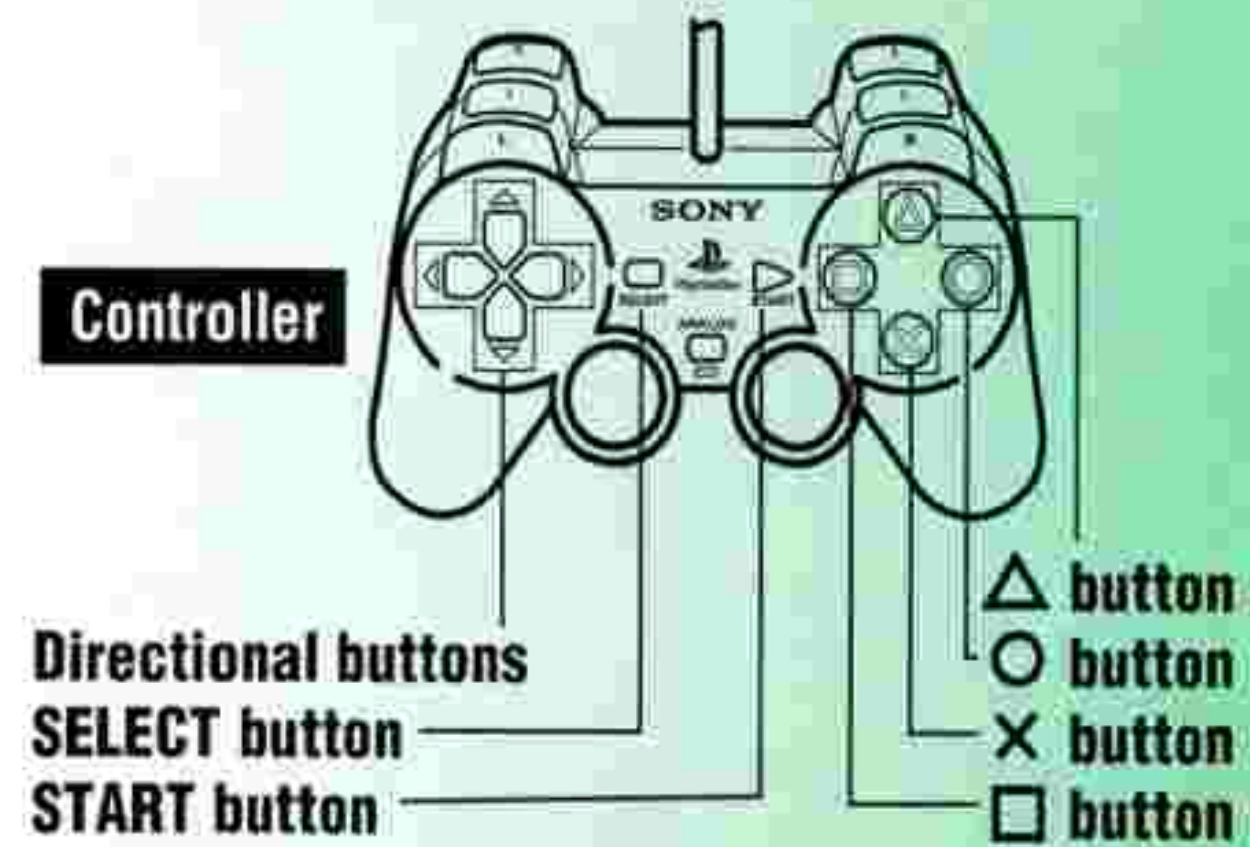
- Count and read numbers up to 100
- Learn the relationship between counting and grouping
- Identify groups of 2 to 10
- Recognize mathematical concepts in models, pictures, and diagrams

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.
- At the opening screen, click the **Golden Apple TV** to see the introduction.
- Click the **speakers** to play the Googol music video.
- Click the **map** to go to the "Midways."
- To begin the games, click either "**Wigsley's Midway**," or "**Flinch's Midway**." Notice that the pointer sometimes turns into an infinity symbol (this looks like a sideways figure eight) or a small hand. When this happens, click to begin an activity or to perform a task.
- There are three game levels that provide your child with increasing challenges. Select **Level 1, 2, or 3**.
- Click the **arrows** that appear at the middle-left and -right sides of the screen to navigate around the midway. Click the **large, forward-pointing arrow** to play one of the games.
- The **Marsmatron™** at the bottom-right corner of each game screen allows your child to return to the opening screen, see other places in Googol, or note which games have been completed.
- To see how many tokens your child has won, click the **bag** in the bottom-left portion of the screen.
- For help at any time, click **Cali** in the lower-right corner of the screen.
- To leave a game or return to the previous screen, click the **arrow** that appears at the top corners of the game screen.



The Googol Counting Fair—“Midways”

Your child will join Alana and Ben on a trip to The Googol Counting Fair, where all the games involve counting, working with groups of numbers, and recognizing how number relationships function. Whenever the pointer turns into an infinity symbol, click to explore! After your child has completed all the activities in a midway, he or she can count the number of tokens collected by clicking the token bag in the lower-left corner of the screen.

“Wigsley’s Midway”

Collect Jewels. In the Collect Jewels game, your child maneuvers an underwater vessel to collect groups of jewels from the ocean floor and place them into the appropriate treasure chests. Have your child:

- click one of the four directional **arrows** at the middle-bottom portion of the screen to maneuver the vessel
- click the **circle** when the vessel is above a group of jewels and ready to pick them up
- search for the treasure chest label that corresponds to the number of jewels that the vessel sub is carrying; after maneuvering directly above the correct chest, click the **circle** again to drop the jewels into the chest
- move to a different screen by maneuvering the vessel to the right or the left edge of the screen
- recharge the batteries, whenever the power level of the sub drops, by using the arrows to enter a cave and then play the Recharge Power game.



Recharge Power. Your child recharges the battery in the Collect Jewels game by selecting the correct eels in this skip counting game. Have your child:

- enter a cave in the Collect Jewels game
- listen to the counting pattern and identify the eel that has the next number in the pattern
- click the **directional arrows** on the screen to position the sub above the eel he or she wants to pick up

- click the **circle** to pick the eel up
- complete four counting patterns to charge the battery

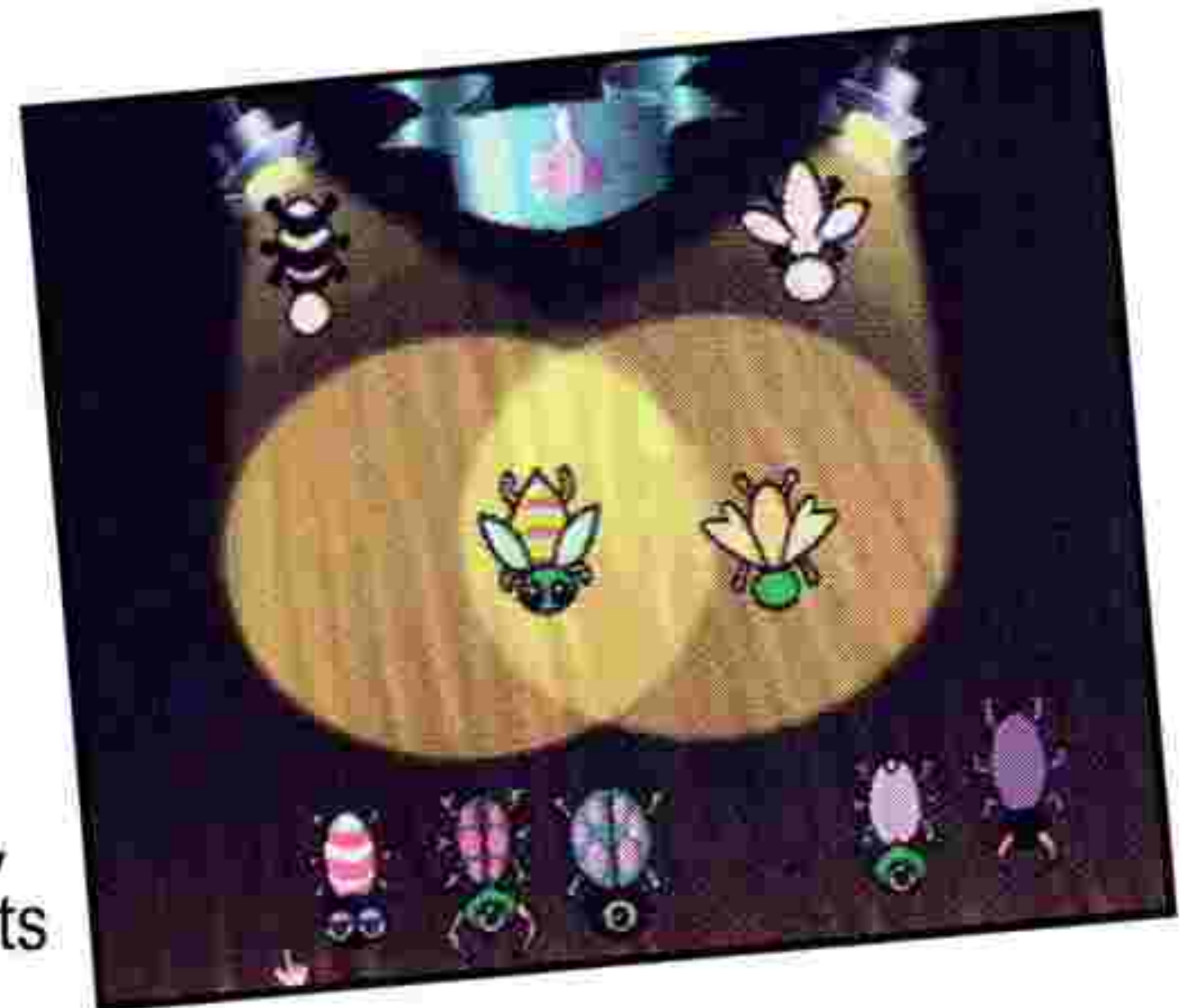
Note. Have your child click the arrows that appear on the left and right sides of the screens in the Midway to access other games.

Odd Bugs. In this game your child will see groups of bugs on stage and figure out whether they are composed of odd or even numbers. Have your child:

- click the **left window** on the Odd Bugs cart to begin
- count the number of bugs that appear on the stage and determine whether they represent an odd or an even number
- click the Odd or Even balcony sign

Bug Groups. In this game your child will compare bugs with various characteristics and place the bugs in Venn diagrams. Have your child:

- click the **right window** on the Odd Bugs cart to begin
- click the **reference bugs** in the upper corners of the screen to hear these bugs' characteristics
- click a bug below and move it either to the left spotlight, the right spotlight, or in the middle where both spotlights overlap; then click the **hand** at the top of the screen



Note. If a bug contains characteristics in common only to the left reference bug, move it to the left spotlight; if it contains characteristics in common only to the right reference bug, move it to the right spotlight; and if it contains characteristics common to both reference bugs, move it to the overlapping spotlights in the center; if a bug has no characteristics in common with the two reference bugs, do not move it to the spotlights.

Fantasia. In this pattern-recognition activity, your child will decide which tricks a trained gorilla will perform. Have your child:

- click the **pictures** on the bottom row to select the movements that he or she wants the gorilla to perform
- click the **small square** to erase a movement
- click the **rope** to raise the curtain and watch the show

Scale. In this game your child will learn how size and weight are interrelated. Have your child:

- notice the circus character on the right side of the balance and then click the weight at the bottom that he or she thinks will weigh the same as the circus character
- click the **circle** on the balance platform to see if he or she is correct
- continue to click weights until the scale is balanced



Go-Cart Race. This game enhances your child's counting skills by challenging him or her to find the quickest route to the finish line. Have your child:

- click either the **single race car** or the **pair of cars**
- click the **square with the arrow** where he or she wants to begin the race (**Hint.** The object of the game is to take the shortest route to the finish line.)
- click the **number** on the dashboard that corresponds to the number of squares that he or she wants to move
- click the **arrow** on the steering wheel that corresponds to the direction that he or she wants to move
- click the **eraser** to go back one square at a time
- continue to click numbers or arrows until he or she has created a path to the finish line
- click the **green flag** at the bottom-right corner of the screen to watch the cars race to the finish line

Tokens. In this game, your child will group and count the tokens he or she has earned. After completing the games, he or she can trade the tokens for stuffed animals after leaving Wigsley's Midway, or trade for a wild ride after leaving Flinch's Midway. Have your child:

- click the **left lever** to count by ones or click the **right lever** to count by fours
- click the **tokens** at the upper-left corner of the screen to count them and continue until all the tokens are counted (**Note.** Your child should count his or her tokens after each game, and can do so by clicking the **bag** in the lower-left corner of the screen at any time while on the Midways)

"Flinch's Midway"

Number-Crunching Machine. In this game your child learns to recognize mathematical operations and practices addition and subtraction skills by completing a pattern. Have your child:

- click the **open mouth** to begin
- click the **starting number** at the top of the machine and watch as the machine "crunches" the number to create a second number; repeat until the machine has crunched three numbers
- determine which mathematical operation is being performed on the first number to get the second number
- click the correct **numbers** on the machine to complete the pattern and then click **OK**
- use the **eraser** to change an answer or click **Cali** at any time for help



Toy Grabber. Your child learns how to measure vertical and horizontal distances on a grid as he or she uses a mechanical arm to grab an egg that contains a prize. Have your child:

- click the **Toy Grabber** booth
- notice how many horizontal and vertical moves the Toy Grabber must make to reach one of the eggs
- click the **arrows** to enter those numbers and then click **Go**; repeat for all the eggs



Frog Hop Practice.

This game gives your child practice counting by twos, threes, and fives.

Have your child:

- click the **Frog Hop entrance** to begin
- click a frog and note how many spaces it can jump; then click the frog again
- click each point on the path to where the frog will jump until the frog has made it all the way around the track (**Note.** The pointing finger on the hand should be pointing to the rock or lily pad to where the frog should jump)
- click all three frogs' paths around the track

Note. click the **jumping frog** in the lower-left corner to skip this practice game and go directly to the Frog Hop Game

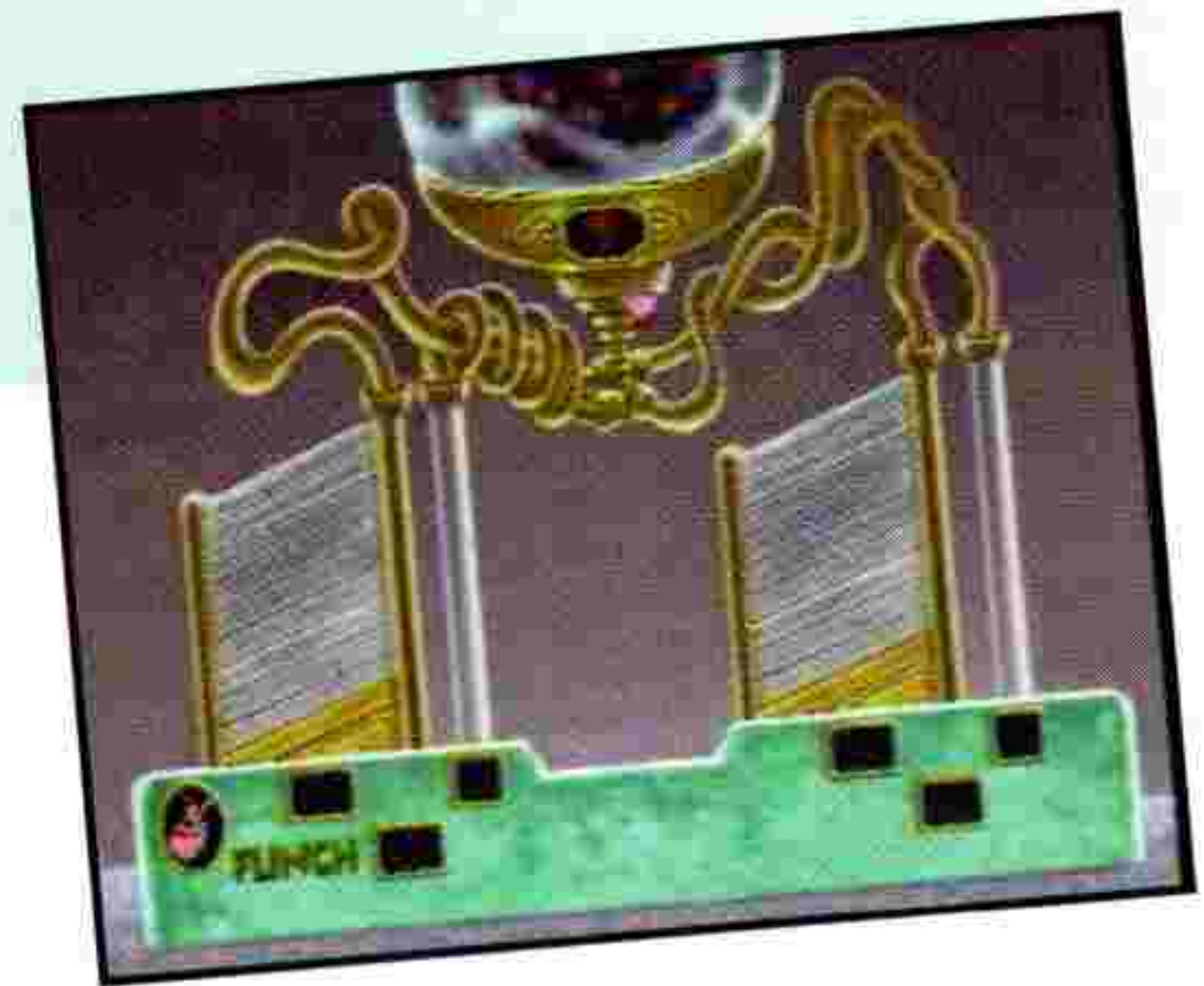


Frog Hop Game. In this game your child will practice skip-counting. Each frog jumps a different distance as it travels around the track to the finish line. Have your child:

- listen to the number of stones that each frog can jump in the first race and then click the **stones** that each frog must land on to go all the way around the track
- listen to the number of stones that each frog can jump in the second race and then click a **lily pad** and move it into place, so the frog does not splash into the water on its way to the finish line (Repeat for each frog.)

Marble Mania. In this game your child competes with Flinch to learn about the relationships between groups of numbers and how the decimal number system works. The object is to choose the greater amount of marbles. Have your child:

- click the **entrance** to Marble Mania
- note the number at the top of the machine and click either the **tube** on the right or the **abacus** on the left to choose single marbles or marbles in groups of ten; then watch as the marbles fill up on his or her side and on Flinch's side
- note the next number as it fills up either the tube or the abacus and see whose number ends up greater
- click the **question mark** to bring up the next number and repeat the above steps



Flinch's Wild Ride. Once your child has won enough tokens, he or she can take Flinch's Wild Ride. Have your child:

- click the **bag** in the lower-right portion of the screen to count his or her tokens
- click the **lever** on the left to count his or her tokens by ones
- click the **lever** on the right to count his or her tokens in groups of 4

Extending the Learning Experience

Family Activities

Counting by Groups

Have your child reach into a container of beans, buttons, or other small objects and grab a handful. First, ask him or her to estimate the number of objects there are in the handful. Then, have your child arrange the objects in groups of 5 or 10 and count them by 5s or 10s.

One-to-One Correspondence

Show your child how to set the table. Point out how usually each place setting gets 1 plate, 1 napkin, 1 fork, 1 glass, and so on. Then have your child continue this pattern by setting the rest of the table by him- or herself.

Number Sense

Make up number games that you can play with your child. For example, say, "I'm thinking of a number greater than 2 but less than 10." Then have your child guess the mystery number based on your clues.

Freeway Number Fun

While driving in the car, have your child identify numerals on street and freeway signs, license plates, addresses, and billboards. See who can find the most 1s, the most 2s, and so on.

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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