



NTSC U/C

Googol 1b/Reshaping Googol "The Tower"



Lightspan Adventures



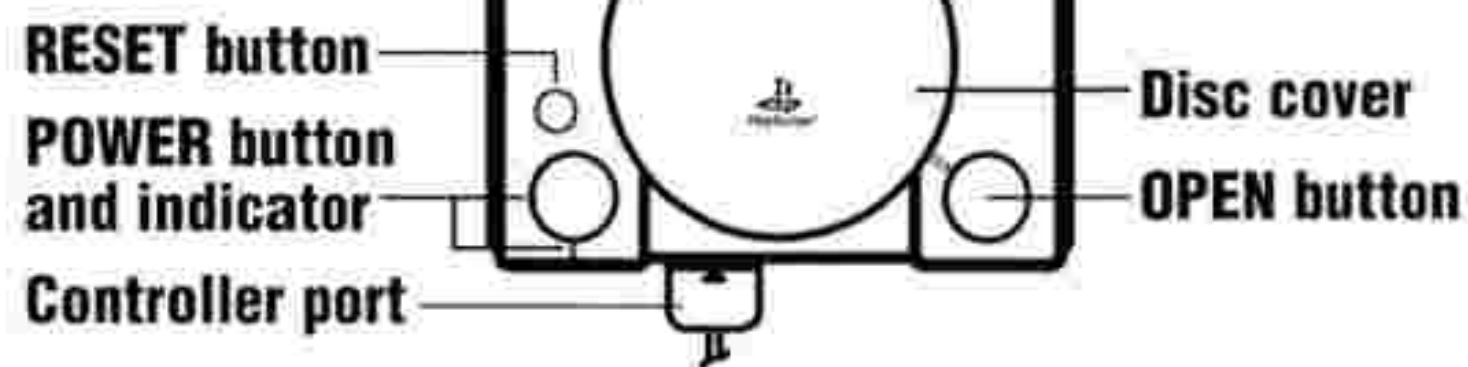
In this adventure of *the Secret of Googol®: Reshaping Googol 1b—“The Tower,”* your child will explore geometry while finding three hidden keys to escape from Wigsley's Shape Scrambler and save Googol.

LEARNING OBJECTIVES

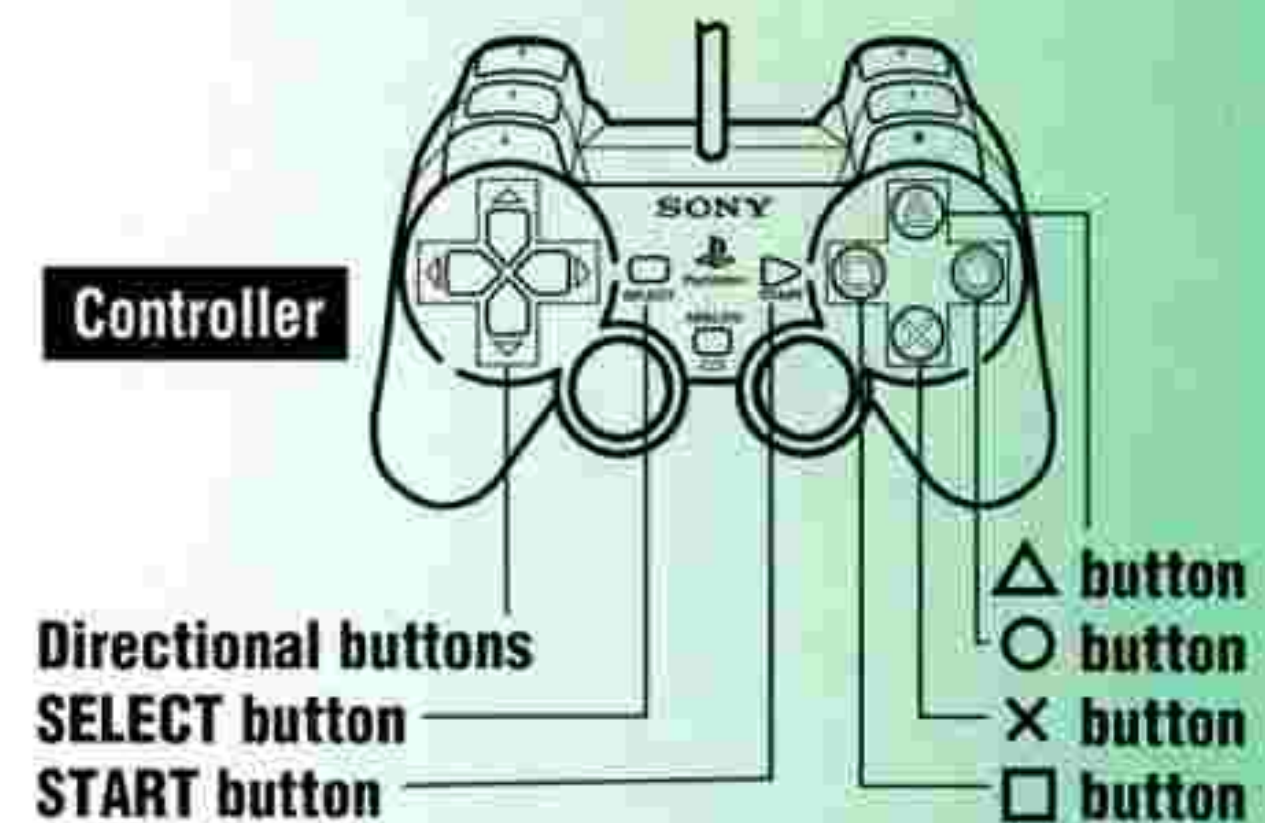
- Flip and turn shapes to match a given shape
- Classify and sort geometric shapes
- Explore symmetrical patterns
- Match symmetrical halves of objects
- Create designs by using various lines of symmetry

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 view the introductory story.
- Click the **speakers** to play the Googol music video.
- To begin playing the games, click the **Map** and then the picture of "The Tower." 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**.
- In the elevator, click the floor in "The Tower" that you want to go to. Move around the screen and click the **large pink arrows** to maneuver through the hallway or to open a door. Enter the doorways on each floor to complete the games and find the three keys needed to escape from "The Tower."
- 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.
- For help at any time, click **Cali** at 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.



Toy Room—Second Floor

In the Toy Room on the second floor of "The Tower," your child will use geometric clues and problem-solving skills to find the correct doll. Have your child:

- click each **Jack-in-the-Box** one at a time to get the five clues
- click the **yellow toy chest** to see the dolls
- identify which doll matches the clues
- click the **doll** that correctly matches all five clues



Help your child with this activity by exploring new ways to recall information. Some ways to recall information are drawing a picture, rewriting, or repeating information aloud.



Stained-Glass Room—Third Floor

Your child can explore concepts of geometry and symmetry by completing three games in the Stained-Glass Room located on the third floor of "The Tower." Have your child:

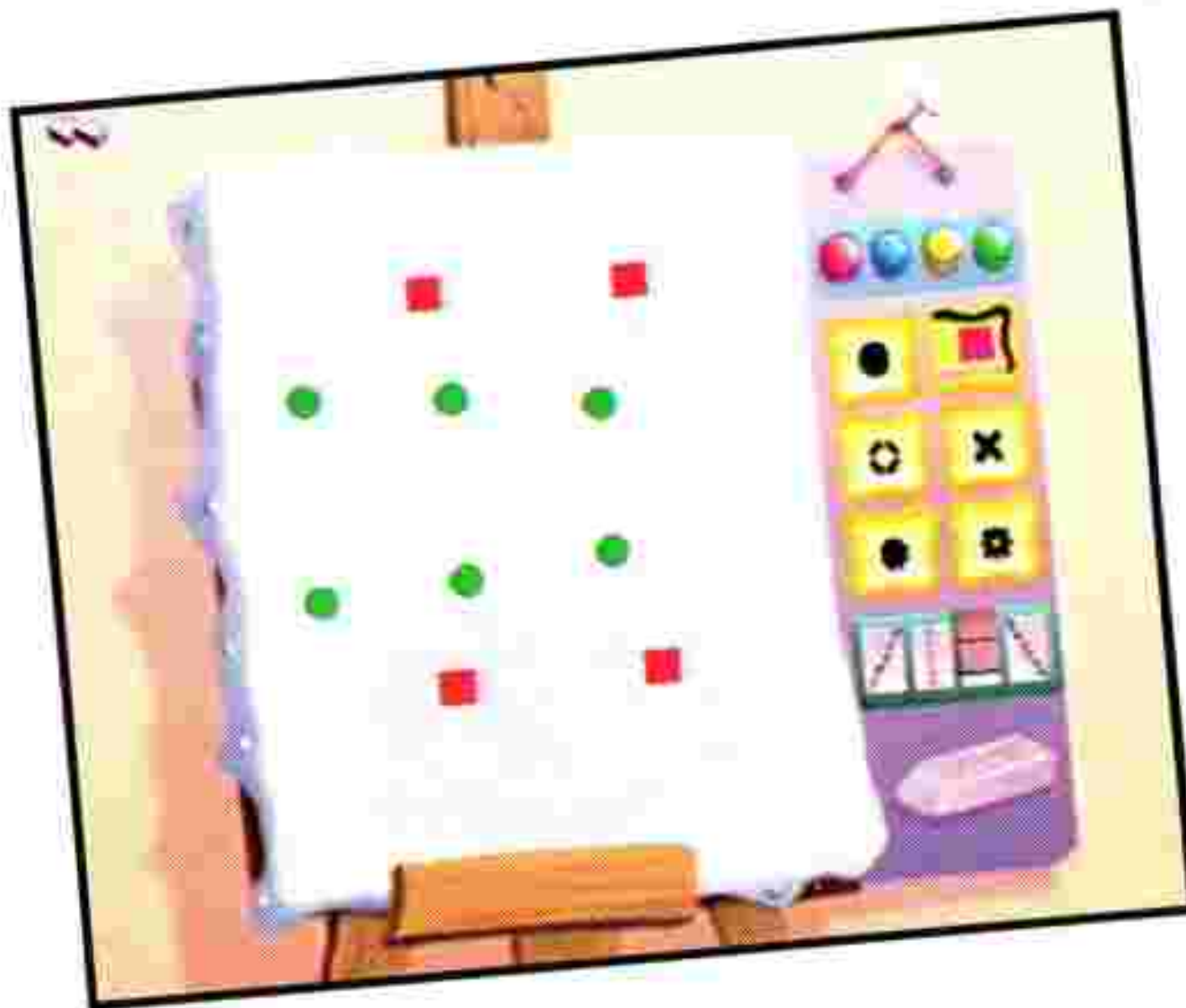
- click the **stained-glass window** in the center of the room to play the Stained-Glass activity
- click the **window to the right** to play the Concentration game
- click the **easel to the left** to complete the Easel activity
- click objects around the room to find hidden animations
- click the **curved arrow** that appears at the top corners of the screen to leave the room

Stained Glass

In this activity your child will explore symmetry by completing the symmetrical pattern on the stained-glass window. Have your child:

- identify the shapes on the stained glass
- click an **identical shape** from the shape palette
- move the shape from the shape palette to the location on the stained glass that matches the image on the other side
- click to place the shape in the correct location on the stained glass

Each side should be a mirror image of the other side.



Easel

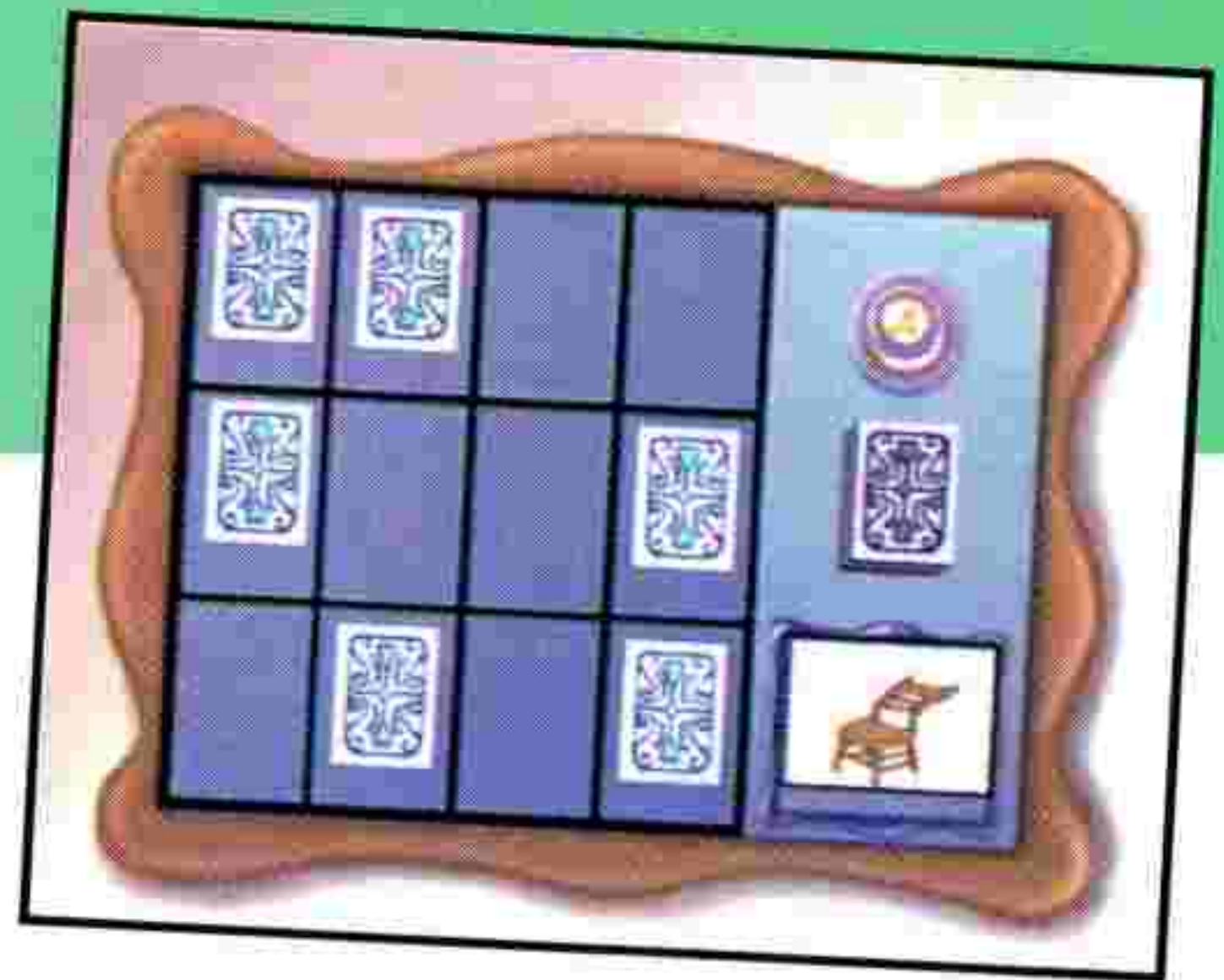
In this exploration activity, your child will explore the concepts of symmetry by creating geometric patterns. Have your child:

- click a **color** from the color palette
- click a **shape** and then click the **easel** to move the pointer around, creating a symmetrical design
- change the line of symmetry by clicking one of the four **lines** located on the bottom right of the easel
- click the **eraser** to clear the easel and start again

Concentration Game

In the Concentration Game, your child will explore symmetry by identifying the missing symmetrical half of the card. Have your child:

- click any **card** to view one-half of the picture
- click a second **card** to find the missing half
- click the **bell** to register the correct answer if he or she is playing at Level 2 or 3



Bakery—Fourth Floor

On the fourth floor of “The Tower” your child will identify and match shapes to complete two activities in the Bakery. Have your child:

- click the **cookie sheet** to play the Cookie Flips game
- click the **cabinet** to play the Plate Sorting game



Cookie Flips

In this activity your child will use a spatula and an oven mitt to flip and turn cookies so they all look the same. Have your child:

- note the model cookie in the upper-left corner of the cookie sheet and then click another cookie
- click the **spatula** to flip the cookie and click the **oven mitt** to turn the cookie until it matches the model cookie
- continue to flip and turn all the cookies until they match the model cookie



Plate Sorting

The Bakery is a mess! In this activity your child will help clean up by sorting plates and placing them in the correct cabinet shelves.

Have your child:

- click a plate to sort from the stack on the counter and note the shape on the plate
- click the cabinet shelf that matches the shape on the plate to place the plate on the shelf
- continue to place the plates until they are all on the shelves

Extending the Learning Experience

Family Activities

Cookie Bake

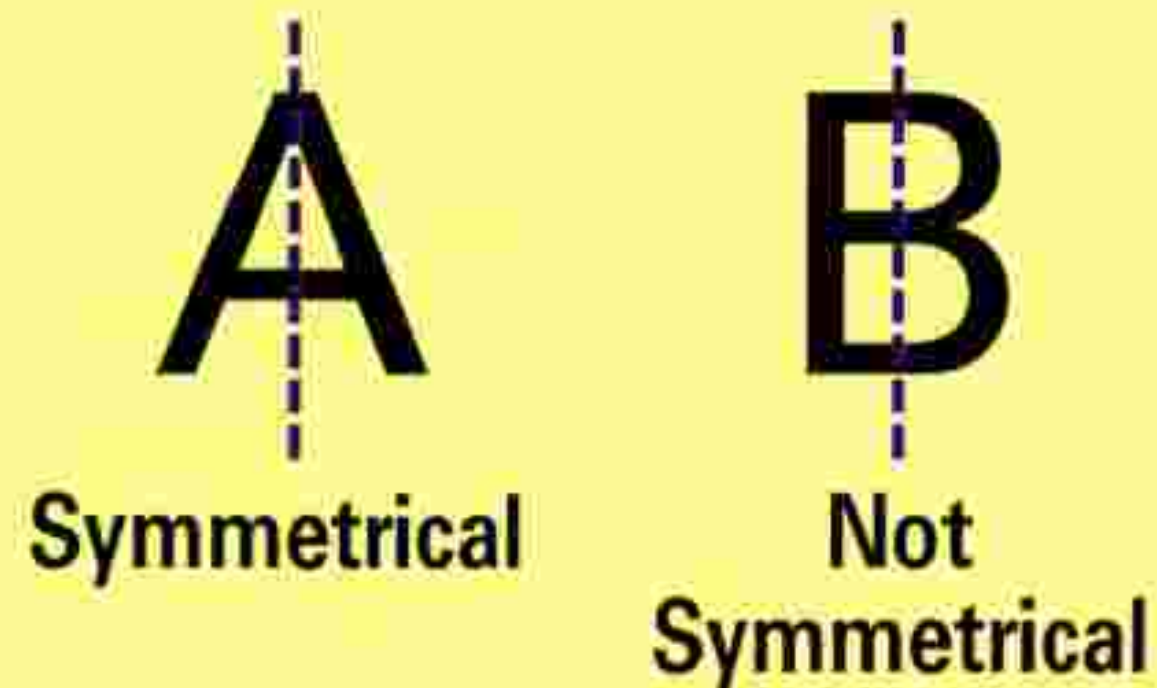
Make a batch of cookies that are geometrically shaped and compare the shapes of various cookies.

Jigsaw Puzzle

Make a jigsaw puzzle! Make a straight cut on a square sheet of paper. Make three more cuts. Mix up the puzzle pieces and put them back together again.

Alphabet Symmetry

Write each letter of the alphabet. Which letters are symmetrical?



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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