



Googol 5/Googolfest "Party Isle" and "Toy Isle"



NTSC U/C

In this adventure of *The Secret of Googol®*, your child will build a better understanding of basic mathematical concepts while helping Alana, Ben, and Cali prepare for Wigsley's birthday party and a big toy parade.

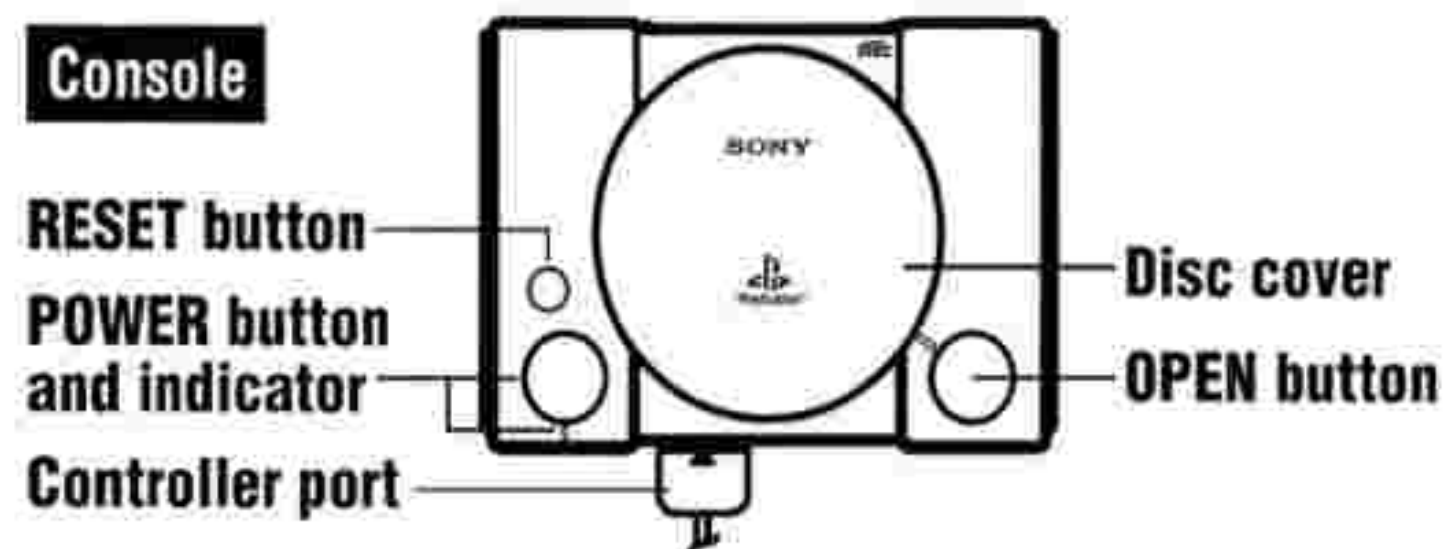


LEARNING OBJECTIVES

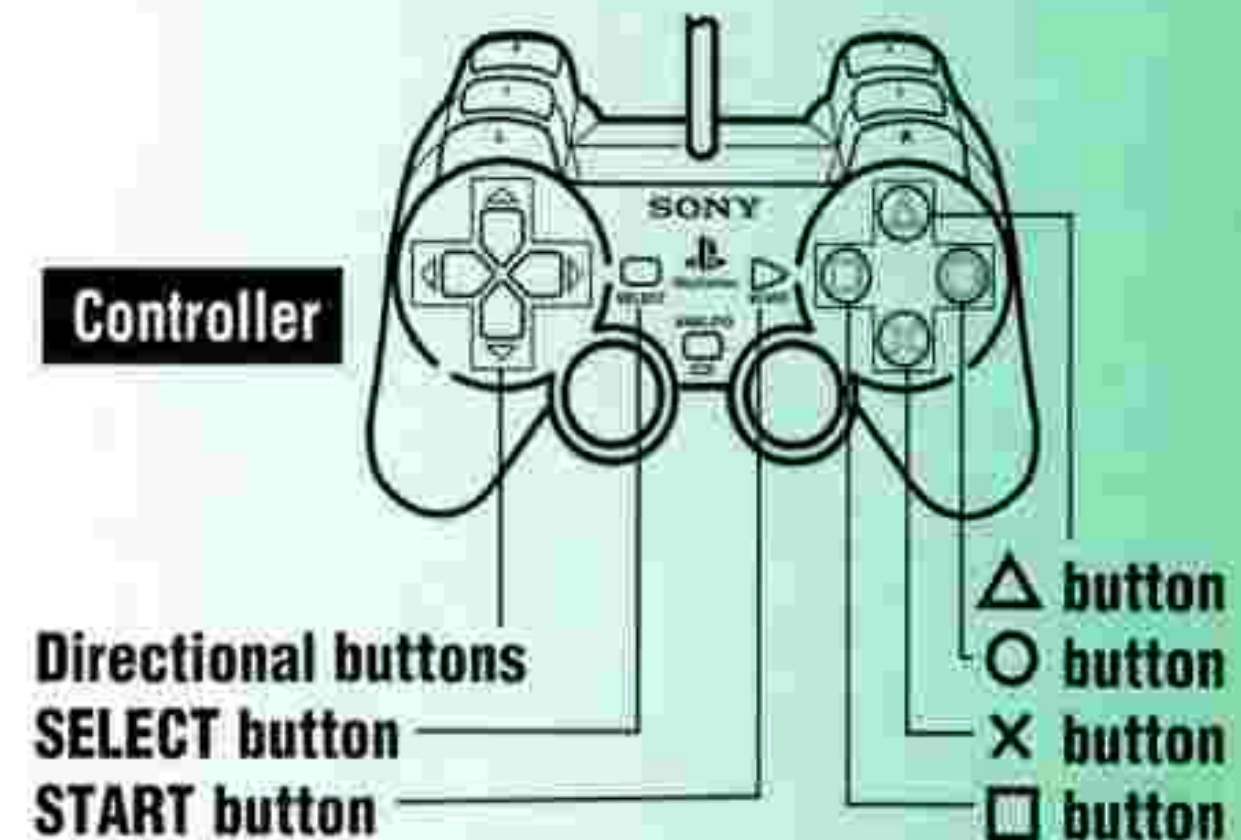
- Compare, contrast, and order numbers
- Show various ways to make a sum
- Use numerical, visual, and verbal reasoning to solve puzzles and complete patterns
- Explore estimation strategies
- Use mathematical tools to gather, analyze, and manipulate information

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 **"Party Isle"** or the **"Toy Isle"** boat. 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**.
- 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.





“Party Isle”

Wigsley is having a birthday party, and your child is invited. This calls for a trip to Plaza de Googol to gather everything needed to join the party on the third floor of the plaza. On the way, your child will meet Scatterbrain Bunny, who's searching for his lost carrot. He'll take items out of your child's shopping cart if he can't find his lost carrot. Your child will make a trip to Lost and Found on the first floor, where he or she will play a game against Scatterbrain Bunny to get the carrot.

First Floor

Cake Machine. In Pepe's Bakery, your child will prepare a cake by counting decorations and then arranging them on the cake. Have your child:

- click the **cake machine** in the middle of the screen to begin
- select a nozzle shape when the gold plated window in the lower-left corner of the screen is blinking by clicking the arrows above or below the window
- click a number on the left side of the screen to choose the number of frosting nozzles desired
- click another number on the left side of the screen to choose the number of squirts desired
- count the number of squirts and enter that number by clicking the arrows above or below the number-entry device
- click the picture of the **candy machine** at the bottom of the screen when the number has been entered
- click the **cake** in the lower-right corner of the screen to decorate the cake after four sets of squirts have been correctly counted



To decorate the cake, have your child:

- click a lit **nozzle shape**, move the pointer to the cake, and click to place the frosting squirts on the cake
- click the **spatula** and then click a frosting squirt to remove the squirt
- click the **candle** and move it to the cake when he or she has finished frosting the cake



Ask your child to remember how his or her last birthday cake looked. What kind of decorations were on the cake? How were they arranged?

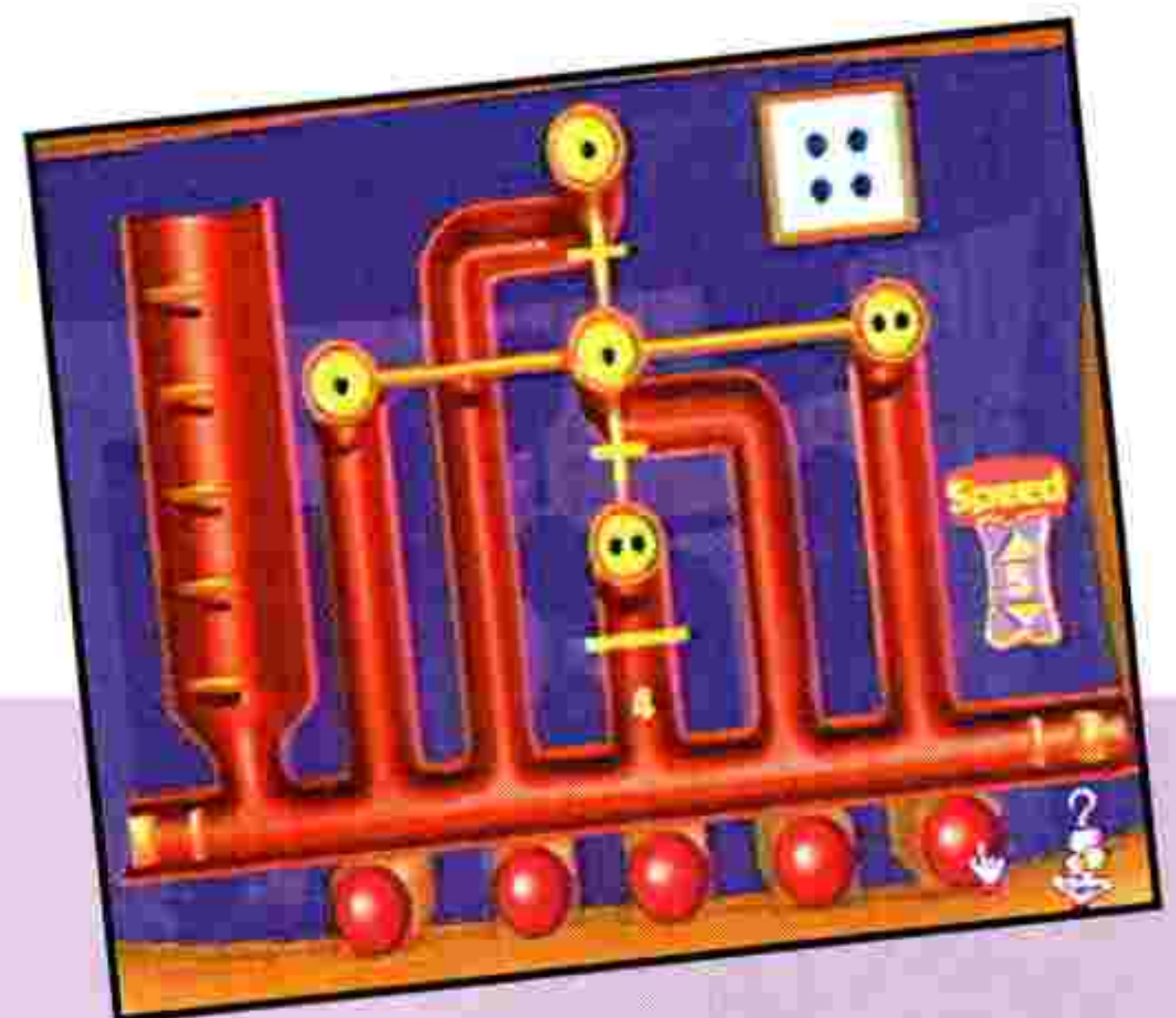
Lost and Found. In the Lost and Found, your child will recover items taken out of the cart by Scatterbrain Bunny. Have your child:

- click to play with a friend or with Scatterbrain Bunny and then click **Go**
- click the question mark to roll the dice for a turn and then read the math question; click the correct answer
- continue to click the **question mark** and advance through the game until the end

Disk Game. Your child will accumulate candy to put in the piñata by solving number problems and correctly placing disks on the machine in the Party GoogolTime store. Have your child:

- enter the Party GoogolTime store
- note the **target number** in the upper-right corner of the screen; at the end of the game, the disks going across in a row and up and down in a column must add together to equal the target number
- click a **disk** from the left side of the screen and then click one of the red balls below to send the disk up a tube to an empty slot (**Note.** The disk must be by the tube opening when clicking it to send it up.)

Then have your child proceed to the Piñata store on the second floor to pick a piñata and fill it with candy.



Second Floor

Embroidery Machine. In the Embroidery Shop, your child will make a special tablecloth for the party by adding the correct number of stitches to each row of the tablecloth pattern. Have your child:

- click the **embroidery machine**
- click a row and then click a **colored spool** to choose a thread color
- click a **stitch pattern** under the spools and then click a square on the stitch pattern
- continue to stitch rows within the pattern to complete the embroidery
(**Note.** Your child must choose his or her stitches so that they fill the row exactly.)
- click the **stitch remover** to remove a stitch from the pattern

Birthday Card. In this activity, your child will connect the dots from least to greatest to complete a picture. Have your child:

- enter the Googolmark store and click the **crown** on top of the card spinner
- click the **least number** or least number result in the outline
- click the next greatest number or number result in the sequence
- continue until the outline of the design is complete and all the dots are connected

Piñata. In the Piñata store, your child will pick an empty piñata and fill it with the candy earned at the Party Googol Time Store.

- click the **piñata** in the Piñata store
- click the **arrows** on the left of the upper shelf to choose a type of candy with which to fill the piñata and then click **Go**
- click a **canister** from the upper shelf, move it to one of the scales, and then click again to place the canister on the scale; both scales should have an equal number of candies on them
- fill the piñata four times





“Toy Isle”

Your child will practice mathematics skills, such as matching and rearranging numbers, while helping the musicians, the Matryoshka dollmaker, and the repair people at the windmills prepare for the big toy parade. Have your child click the **dollmaker's shop** from the Toy Isle screen. Then, he or she can play the following games:

What's Inside a Doll

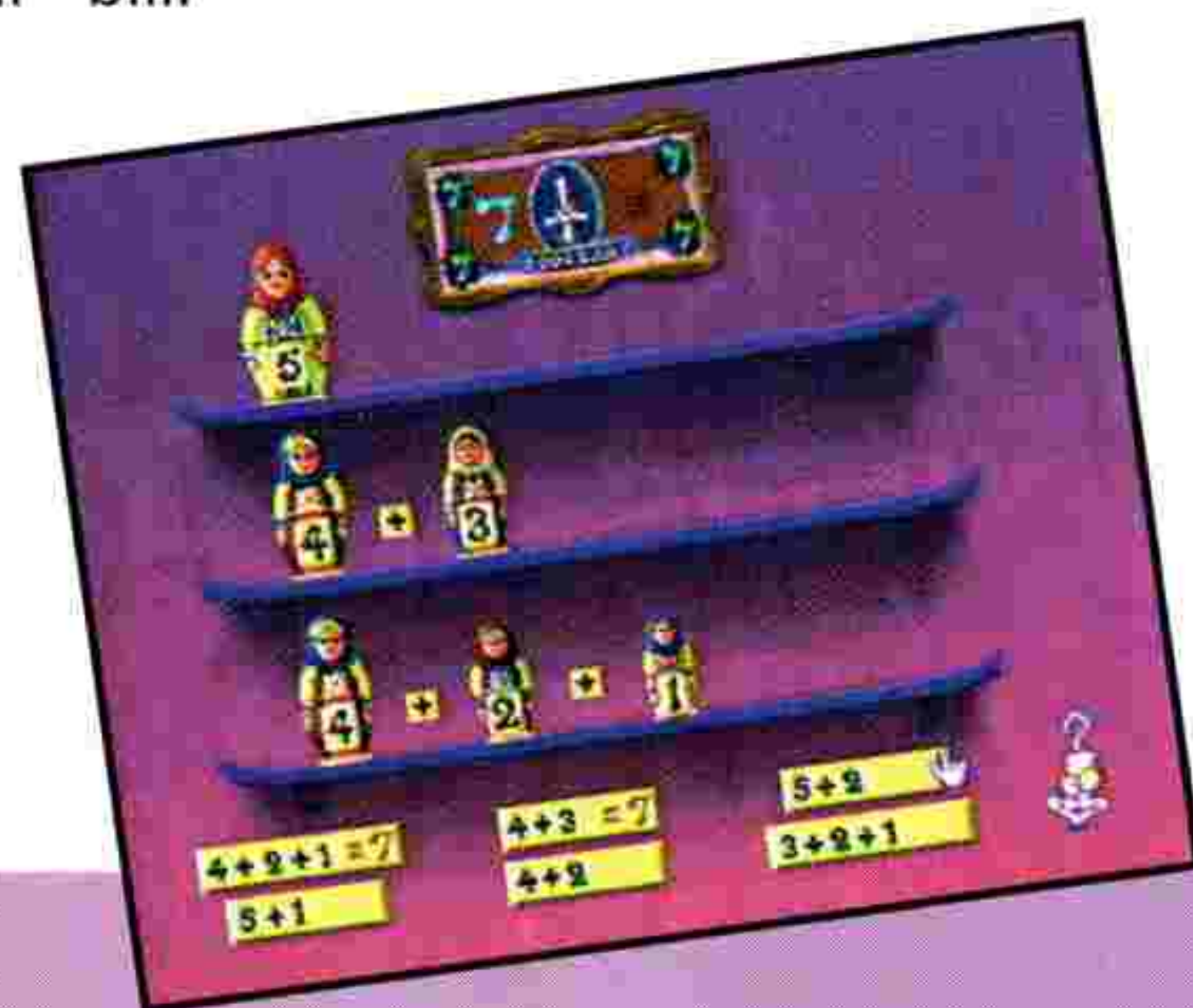
In this game, your child will match dolls with equations that add up to the number on a “goolar” bill. Have your child:

- click the **left shelf** to begin
- click the **equations** that include the numbers on the dolls and that add up to the number on the “goolar” bill.

Arrange Dolls

Your child will arrange the order of the dolls on the doll stands from smallest to largest. Have your child:

- click the **roll-top desk** to begin
- click a **doll** to place it on the small shelf
- click another doll to move it to the empty doll stand
- continue to move dolls until they are arranged from smallest to largest and then click the **balalaika**, the stringed instrument



Price Dolls

After arranging the dolls, your child will price the dolls by placing prices on the doll stands. Each number represents a cost, and the larger the doll the more it costs. Have your child:

- click a **number** on the right side of the screen
- move the number to a doll stand and click to place the price
- click the **balalaika**, the stringed instrument, when all the prices have been placed

Build a Doll

In this game, your child will add dolls to equal a given number by placing them on a shelf. Have your child:

- click the **right shelf** to begin
- note the number on the "goollar" bill and figure out which dolls need to be added to equal that number
- click a **doll** and then move it to the upper shelf; click again to place it on the shelf
- continue to move dolls to the upper shelf until they add together to equal the "goollar" bill number

Trumpeters' Show

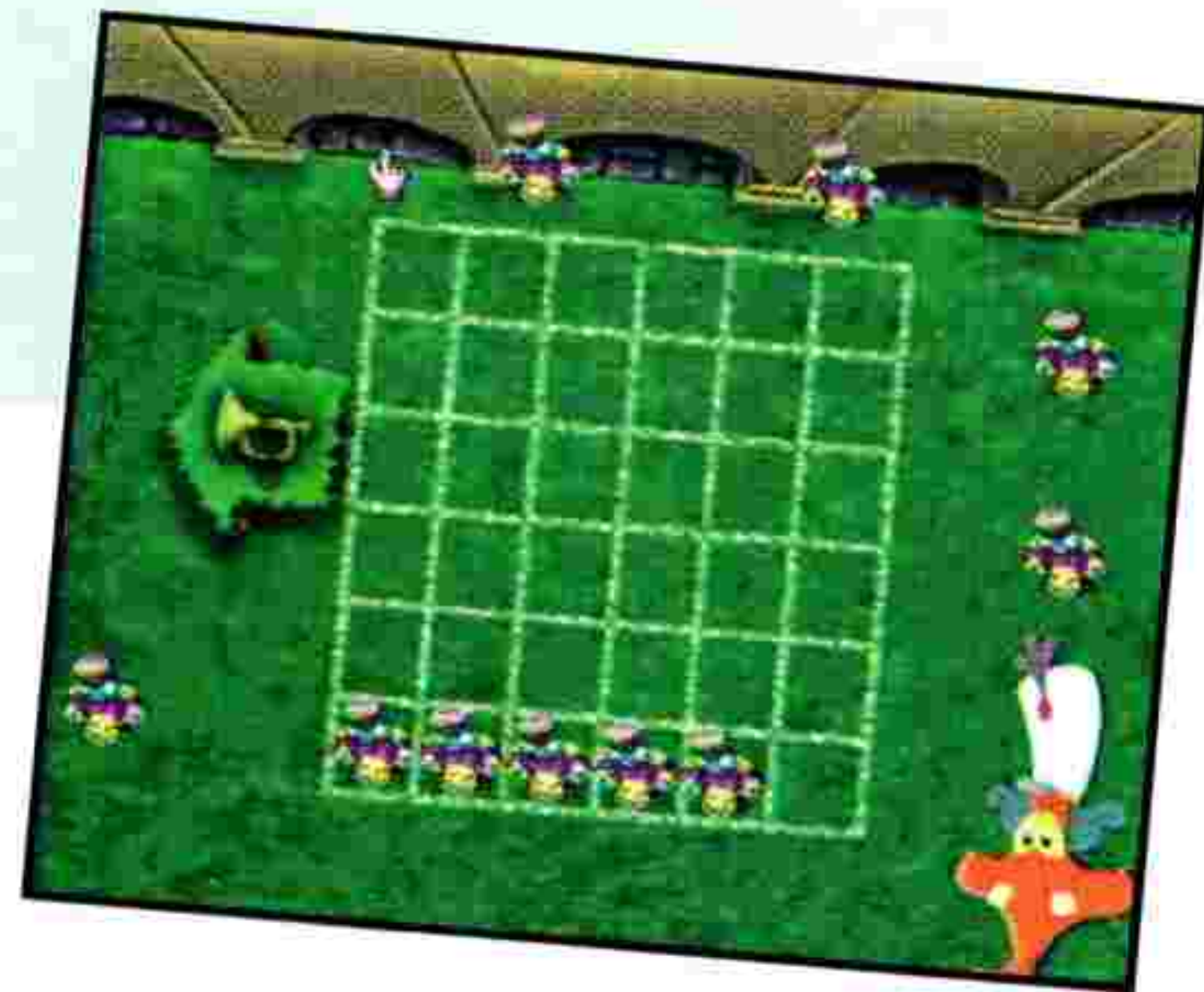
The trumpeters are in disarray, but your child can help organize them by using multiplication skills to estimate how many there are. First, have your child click the musical fort on the left side of the "Toy Isle" screen. Then, have your child:

- view the trumpeters and estimate how many there are on the lawn and then click a number at the bottom of the screen
- verify the estimate when the trumpeters line up
- click a new number, if necessary, or click the trumpet to see another way the trumpeters could be arranged

Arrange the Drummers

The drummers also are mixed up, but your child can help them get organized by putting them in a specified arrangement. Have your child:

- listen to the drum major's request
- click the **drummers** one-by-one and put them in order according to the drum major's request and then click the **drum major**



Windmills

Your child will balance the four blades of a windmill by matching number problems with the correct sums. First, have your child click the windmills on the right side of the Toy Isle screen. Then, have your child:

- click the **knobs** on the wooden shelves to pull out windmill blades
- continue to click the knobs until all three blades contain the number of symbols that match the number on the blade on the top shelf; then, click the Googolian in the lower-left corner of the screen



Water Taxi

In this activity, your child will steer a boat through a water maze and pick up passengers along the way. First, have your child click the boat on the Toy Isle screen. Then, to return the passengers to the Googol mainland, have your child:

- note the **number** on the boat on the right side of the screen and the **small dots** on the docks surrounding the four green squares in the water
- click the **lit buoys** where he or she wants the water taxi to go, while picking up passengers from the docks along the way; he or she must pick up only as many passengers as shown on the number on the boat

Extending the Learning Experience

Family Activities

Estimating Sums

While driving in a car or riding on a bus, determine the number of people in the car or bus. How many more people do you think would fit in the car or bus? What is the maximum number of people that could fit in the car or bus? What is the actual number of people allowed?

Measuring Ingredients

With your child, bake a cake allowing him or her to measure the ingredients. When the cake is done, decorate it with even rows of candies, raisins, or fruit pieces. Count the rows and the total numbers of decorations.

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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