



NTSC | U/C

Googol 8/Googol Gulch™ “General Store” and “Math Arcade”



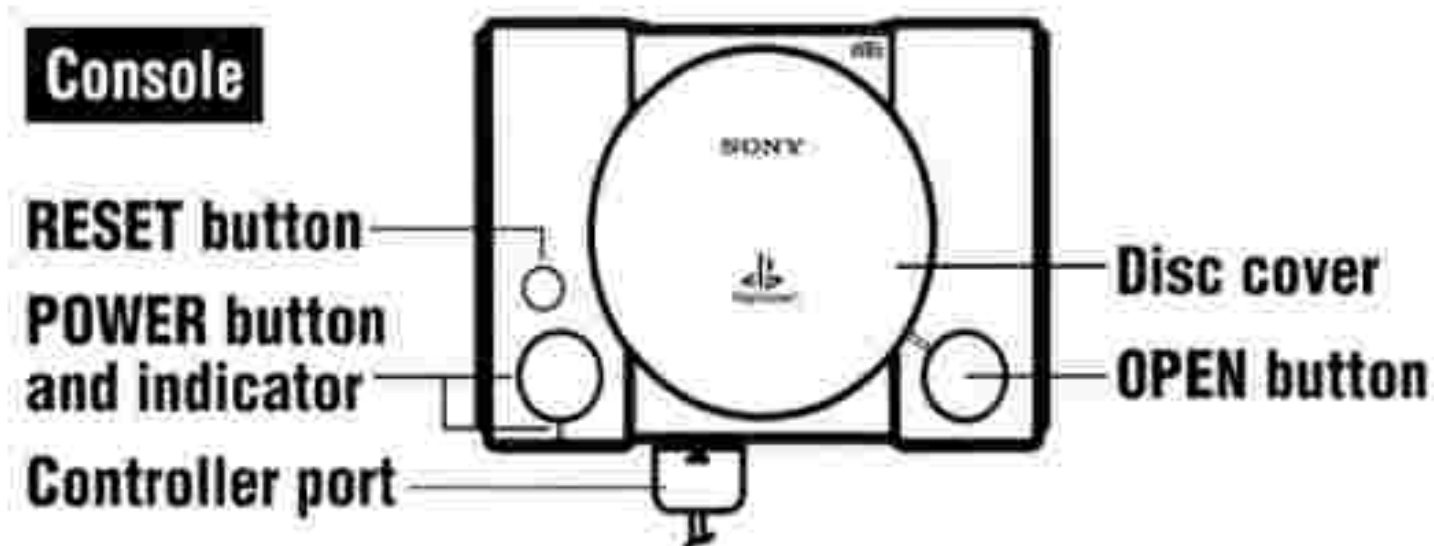
In this adventure of *The Secret of Googol®*, your child uses mathematics skills to buy and sell items in the “General Store” and to play games in the “Math Arcade.” Afterward, he or she bids on items at an auction and exchanges tokens earned at the arcade to see a show.

LEARNING OBJECTIVES

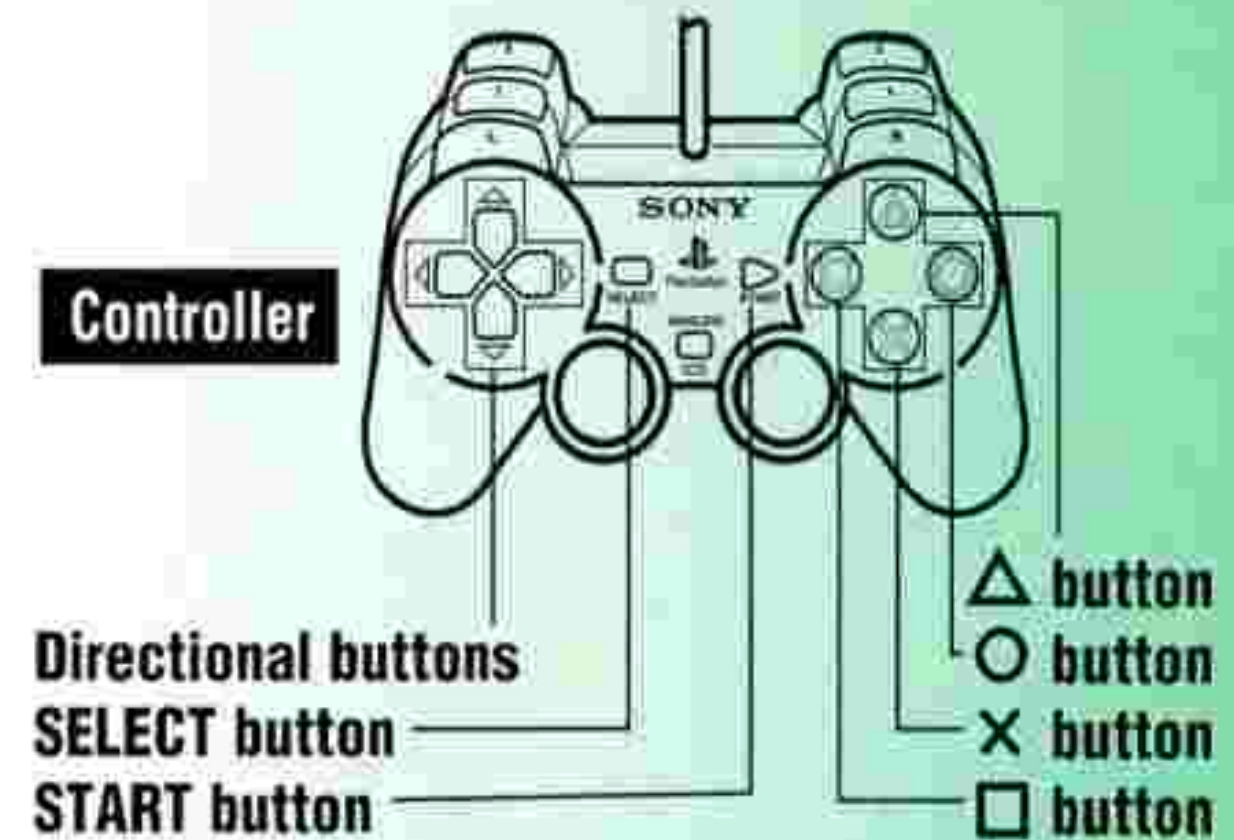
- Solve addition and subtraction problems involving money
- Make change from a purchase
- Use a calculator to add and subtract money amounts
- Identify addition and subtraction patterns
- Explore place-value concepts
- Add and subtract whole numbers

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 **"General Store"** or the **"Math Arcade."** 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 five game levels that provide your child with increasing challenges. Select **Level 1, 2, 3, 4, or 5.**
- The **Marsmatron™** at the bottom-right corner of each game screen allows your child to return to the opening screen, turn the music on or off, 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.

Googol Gulch—"General Store" and "Math Arcade"

Your child is invited to play along as Googol characters Cali and Wigsley challenge each other to a showdown in the Wild West, to see who will emerge as the "fastest adder." From the navigation map, click either "**Math Arcade**" or "**General Store**." Next, click a level from 1 to 5 and begin the activity. Or, click the **telescope** where you can access any activity directly.

"General Store"

In "General Store," Granny and her bulldog, Bucky, invite your child into the store to price, buy, and sell merchandise. In exchange for earning money—known as "goollars" (googol dollars)—your child can bid for items at the county auction. Have your child:

- click the **typewriter keys** to enter his or her name; he or she can click the **backward arrow** to erase a letter, click **Erase** to delete all letters entered, and click **OK** to go to the "General Store"
- click the **shelves** to go to The Pricing Game, click the **left door** to go to The Selling Game, and click the **back door** to go to The Buying Game.
- click the **piggy bank** to see the amount of goollars available
- click the **Marsmatron**, located in the lower-right corner of the screen, to go back to the opening screen, to turn the music on or off, to jump to other locations, or to quit the adventure
- explore the screen to find hidden animations



The Pricing Game

In this game, your child will price items in the "General Store." Have your child:

- click **an item** on the shelf
- read the clue to the left of the price tags
- click the correct **price tag** that goes with the cost of the item
- continue until all the items have been priced

The Selling Game

In The Selling Game, your child will use a cash register to sell the items that he or she priced in The Pricing Game and to calculate change. Have your child:

- click the cash register **keys** to add the numbers on the price tags and then click **Total** to ring up the purchase
- note the **goollar amount** that the customer puts on the counter to pay for the purchase
- click **Total** again to open the cash register drawer and give the customer change
- click the correct amount of **goollar bills** in the register and then click **Close** to give the customer change; click the **goollar bills** on the counter to return them to the register drawer

Note. At Levels 1 and 2, the amount of change is calculated automatically.



The Buying Game

Your child will use Granny's shopping list in this game to buy items from the "General Store." Have your child:

- click one of the **vendors** on the left side of the shopping list
- click the appropriate **change pockets** to pay for the items that appear and then click **Pay**; click **goollar bills** on the table to return them to the change pockets
- continue until all the items have been bought
- click the **ticket** at the upper-left corner to return to the General Store

The Auction

In this game, your child receives a gift certificate from Granny after completing the required number of buying and selling transactions and then goes to the county auction to bid on items. Have your child:

- solve the addition or subtraction mathematics problem to figure out the price of an item
- click the **number pad** to enter the answer to the problem
- click **Bid** to register the answer and bid on the item
- continue to bid on all the items on the gift certificate



“Math Arcade”

In “Math Arcade,” your child will complete a variety of fast-action games to earn tickets that he or she can exchange for tokens to see a musical show. Have your child:

- click the **brown bag** to see the number of tickets won
- click the **Marsmatron**, located in the lower-right corner of the screen, to go back to the opening screen, to turn the music on or off, to jump to other locations, or to quit the adventure
- explore the screen to find hidden animations
- click one of the following activities: Horseshoe Toss, Pick the Pattern, The Sum-It-Up Machine, Bull’s-eye, or The Piano

Horseshoe Toss

In the Horseshoe Toss, your child will “toss” horseshoes onto wooden pegs to make a path across a pegboard. Have your child:

- read the mathematics instruction at the bottom of the screen
- apply the mathematics instruction to the starting peg on the left side of the pegboard and click the correct **connecting peg**
- continue to apply the mathematics instructions by clicking pegs until the path to the column on the right side of the pegboard is completed



Pick the Pattern

In this game, your child will use a tabletop calculator to explore number patterns. Have your child:

- look at the top row of numbers on the calculator and notice the pattern; then, figure out the mathematics rule that applies
- enter the mathematics rule on the calculator by clicking either **Add** or **Subtract** and then clicking the **number** that completes the pattern
- click the **number keys** to enter the fifth number in the pattern and click **OK**.

The Sum-It-Up Machine

This game requires your child to place light bulbs in wheel sockets so that the light bulbs add up to a given number. Have your child:

- note the target number in the lower-right corner of the wheel
- figure out two things: (1) which pair of light bulbs, when added together with the center number on the wheel, will equal the given number and (2) which adjacent pairs of light bulbs on the wheel, when added together, will equal the given number
- click the **light bulbs** and move them to the wheel sockets; then, click again
- click **OK** after placing the correct combination of bulbs in the sockets; continue to place light bulbs until the wheel is filled up so that the wheel contains the most numbers adding up to the target number combinations



Bull's-eye

In the Bull's-eye game, your child will make changes in a number sentence to sink Flinch in a bucket of water. Have your child:

- look at both the target number in the orange circle and the number sentence on the bull
- change the number sentence by clicking the **plus sign** or the **minus sign** and the **second number** to create a sentence that comes as close as possible to the target number; then, click **OK**
- continue to change the number sentence and click **OK** until the target number is reached

The Piano

At The Piano, your child exchanges tickets for tokens to see a musical show. Have your child:

- click **Mr. Lew** to receive stacks of tokens on the tray
- look at the color-coded token chart on the right side of the screen; click the **tokens** on the tray and move them to the correct place-value slots by using the arrows on the game controller; then, click again
- continue to place tokens in the slots and then click either **Good, Better,** or **Best** to see a show

Note. Your child may exchange tokens of one place value for tokens of another place value, for example, exchanging 10 ones for 1 ten.

Extending the Learning Experience

Family Activities

Money Minded

Help your child practice counting and adding money. Gather some change and have your child sort and count the coins. What is the total amount?

Store Memories

Encourage your child to talk to a grandparent or great grandparent about his or her memories of a general store. How did it look and smell? Who ran it? How was it different from today's supermarkets? What items were sold?

Recent Receipts

Have your child use a calculator to practice adding items on an old receipt. Help your child add the items to make sure that the store got it right! Talk about the parts of the receipt—each purchase, the subtotal, the sales tax, and the total.

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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