



NTSC U/C

Googol 2a/Reshaping Googol "The Castle"



In this adventure of *The Secret of Googol®*, your child will explore the attributes of geometric shapes, while helping Cali, Ben, and Alana save Googol.



LEARNING OBJECTIVES

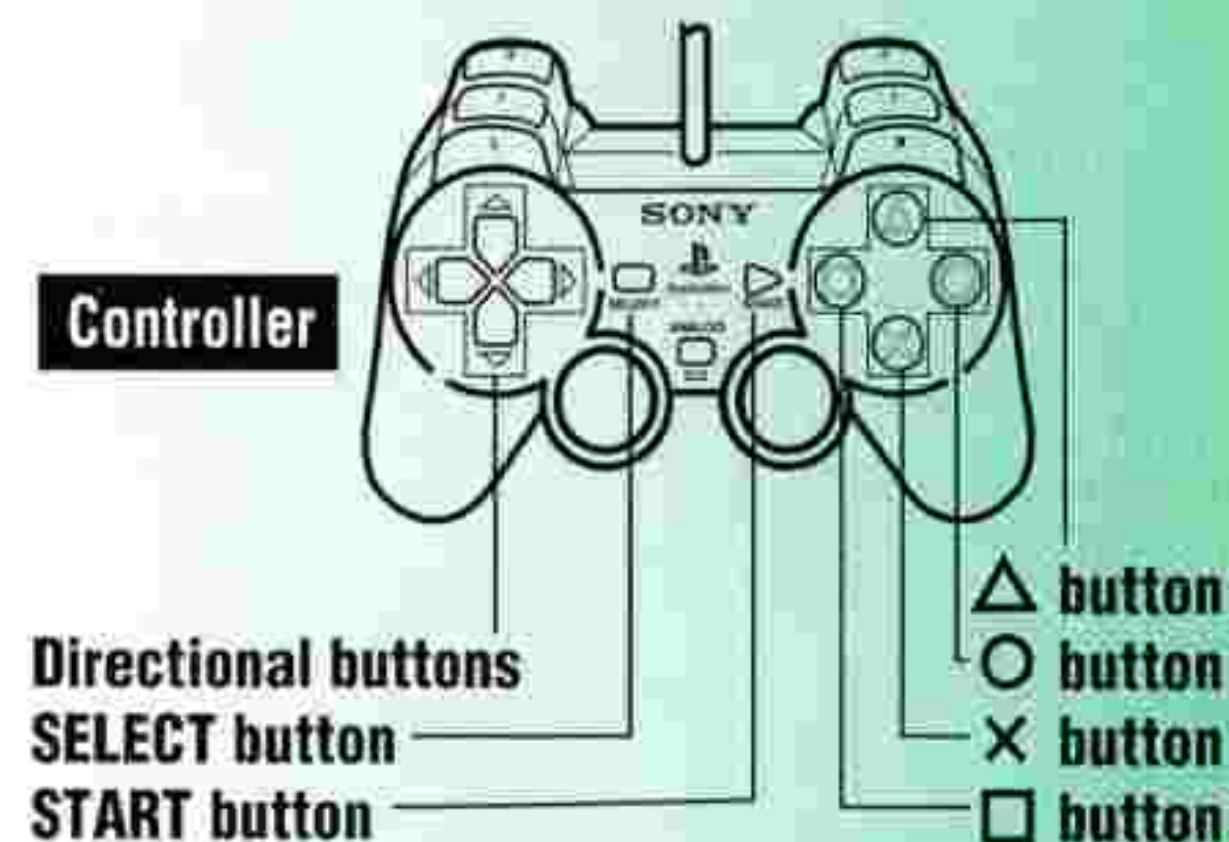
- Draw and match geometric shapes
- Match geometric shapes to their descriptions
- Order shapes by size
- Explore the combination of simple geometric shapes to create complex ones
- Explore relationships between two- and three-dimensional shapes
- Develop spatial sense

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 Castle." 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.



Shape Pad

The Shape Pad is the key to three sets of doors in "The Castle." Using the Shape Pad, your child will connect dots to draw a shape to match a pattern given by Cali. Have your child:

- access the Shape Pad by clicking the **forward arrow** on the screen to move closer to the door
- click the **doorbell** to the right of one of the doors
- click the **pencil** to select the drawing tool
- begin his or her drawing by using the **X button** to click a dot, move the pencil pointer to another dot, and click again to make a line segment; continue to draw line segments until the drawing is complete
- click the **hand** at the lower-left corner of the screen and then click his or her drawing; move the drawing to the left side of the screen and compare it to Cali's pattern
- click the **eraser** and then click the Shape Pad to erase one line segment at a time
- click the **broom** and then click the Shape Pad to erase the whole drawing
- click the **question mark** to hear instructions



Take turns directing each other to make original geometric shapes on the Shape Pad. Ask your child to make shapes by following specific directions, for example, draw a shape with four sides, where two sides are longer than the other sides.

Exploring with Shapes—Room 1

In this activity your child will see common shapes transform themselves. Have your child:

- click **each table** to explore the shapes
- click each **wall picture** to see the building blocks transform into real-world structures; click again to see the structures turn back into blocks
- click the **pillars** under the pictures on either side of the doors and then click the shape to see the shape change as it moves through space
- click the **arrow** that appears in the top corners of the game screen to move to another area within a room
- click the **door** after all the activities have been completed in a room to access the Shape Pad and move to the next room



Interacting with Shapes—Room 2

Nesting Shapes. In this activity your child will order similar shapes by size. Place the shapes on top of each other, from largest to smallest. Have your child:

- click the **leftmost wall panel** to begin
- note the shapes that appear on the mirror
- click the **second to largest shape**, move it on top of the largest shape, and click again; continue to place the shapes one on top of the other from largest to smallest

Concentration Game. In this activity your child will play a Concentration game to pair geometric shapes with their descriptions. Have your child:

- click the **wall panel** to the right of the doors to begin
- click two tiles; if the tiles match, click the **interlocking puzzle pieces**; if the tiles do not match, click the **separated puzzle pieces**
- continue to overturn tiles until all the tiles have been matched



Help your child with geometric shapes by taking turns drawing the shape from the description rather than looking for the match in the game.



Dart Game. In this activity your child will launch a dart to land inside of, outside of, or on a specified shape. Have your child:

- click the **rightmost wall panel** to begin
- note the location and shape instructions lit up on the front panel
- click the **dart** to the right of the score and then click the dart board where the instructions say to throw the dart
- click the **question mark** for a hint

Extending the Learning Experience

Family Activities

Junk Drawer Sorting

With your child, go through your household junk drawer and sort objects. After he or she has sorted the objects, have your child state the rule that he or she used for sorting, for example, "These are papers; these are not." Sort the junk drawer several times by using various rules.

Shape Scavenger Hunt

While walking together through your neighborhood, ask your child to find various geometrical shapes. Add a level of difficulty by playing shape games with your child, for example, "I am looking at something that is a triangle. What is it?"

Sign Chart

Ask your child to draw the shapes of several road signs that he or she may find during your daily travels. Discuss the characteristics of each shape, for example, a triangle and a yield sign each have three sides and are matching or similar shapes.

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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