



NTSC U/C

Googol 1a/Reshaping Googol "The Submarine"



Lightspan Adventures



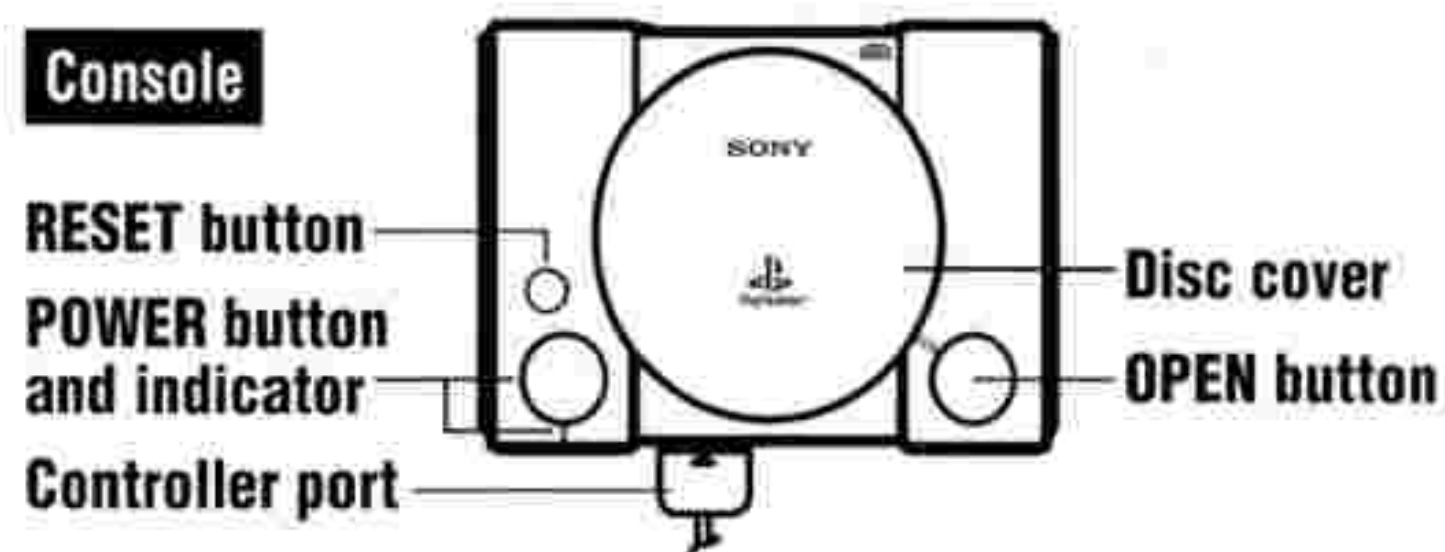
In this adventure of *The Secret of Googol®*, your child will explore geometry, while helping Cali, Ben, and Alana save Googol from Wigsley's Shape Scrambler.

LEARNING OBJECTIVES

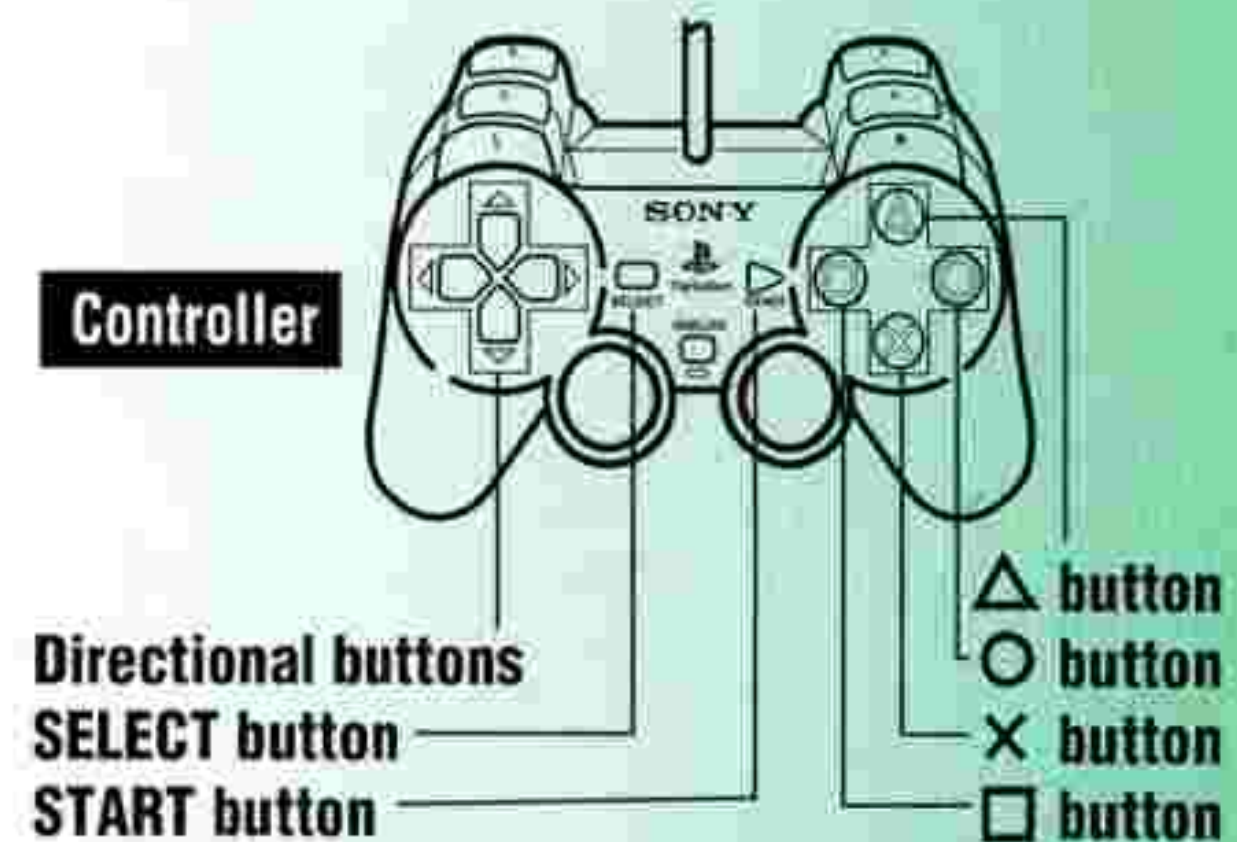
- Identify and complete a pattern of shapes
- Remember and match geometric shapes
- Complete a figure by flipping and turning geometric shapes
- Explore different-sized circles

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 Submarine." 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.





Open the Hatch

In this activity your child can help Alana, Ben, and Cali enter the submarine by completing patterns to open the four locks on the submarine hatch. Have your child:

- view the shape pattern and then find the missing shape from the box above the pattern
- click and move the shape to the empty space and then click the **red wheel**

If the answer is correct, one lock will be released.
Complete four correct answers to enter the submarine.



Help your child with this activity by together calling out the name of each shape—square, triangle, square, triangle. Another way to see the pattern is to call out the number of sides of the shape: 4, 3, 4, 3,...



Open Periscope

In this activity your child will open the lens of the periscope by remembering geometric shapes. When four matches are completed, your child can move the periscope around to see various views of Googol. Have your child:

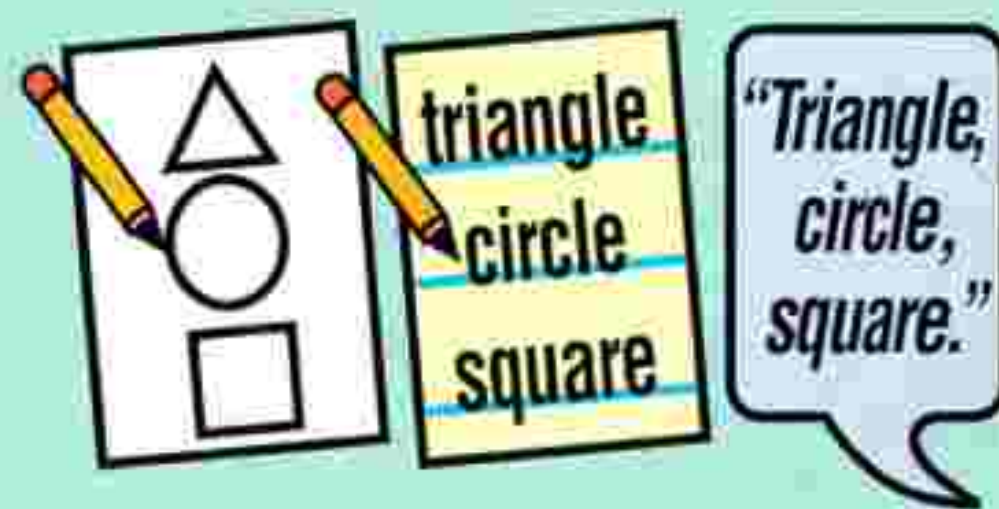
- click the **periscope** on the control panel to enter the Open Periscope game
- watch the flashing shapes that appear in the upper squares of the periscope

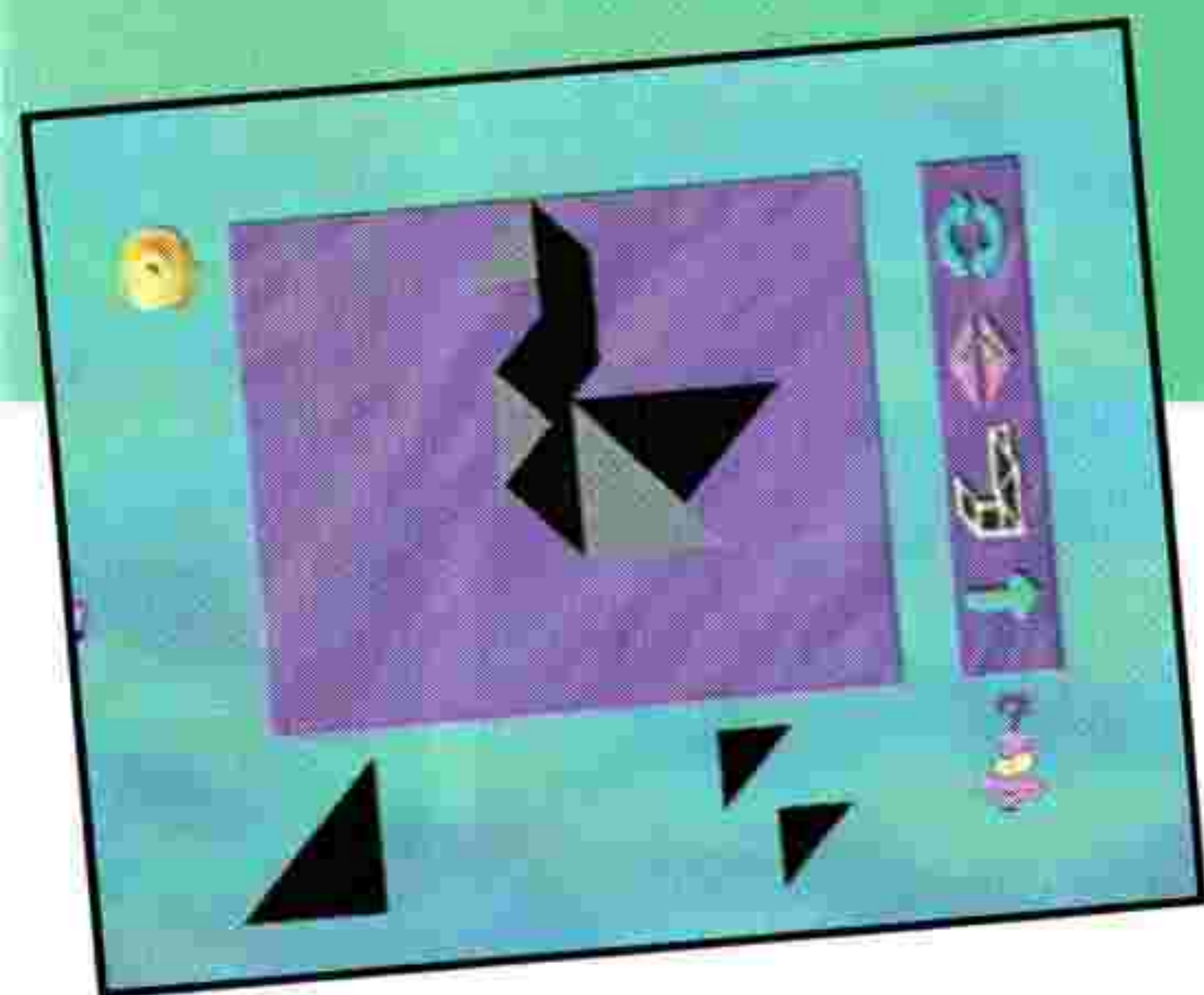
(**Note.** Your child can click the upper squares to see the shapes again after they have stopped flashing.)

- use the arrows in the bottom squares to scroll through shapes until a match is found



To help your child remember the clues, you can draw, rewrite, or say the clues aloud:





Tangrams

In this activity your child will complete a tangram puzzle by correctly placing shapes. When the tangram puzzle is completed, your child will see the new object turn into a lively, underwater animation. Have your child:

- click the **right square** below the periscope on the control panel to enter the Tangram game
- identify the missing shapes in the tangram puzzle
- click a **shape** located at the bottom of the screen and move it to where the shape is missing
- click the **curved arrows** on the right strip to turn the shape of the puzzle
- click the **pink arrows** on the right strip to flip the shape
- click the **tangram outline** on the right strip to see which shapes still need to be placed
- click the **rightward facing arrow** on the right strip to choose another tangram before completing a puzzle
- click the **bell** at the upper-left corner of the screen when all the shapes have been positioned correctly



Sonar Exploration

In this activity your child will practice estimating lengths by changing the length of the sonar detector to locate the objects in the ocean.

Have your child:

- click the **left circle** below the periscope on the control panel to enter the Sonar Exploration game
- locate the blinking object on the sonar screen
- click the **arrows** on the right side of the screen to make the sonar detector longer or shorter in length; the goal is to make the length long enough to cover the object (**Note.** The sonar detector cannot be too long or too short)
- click the **button** at the lower-right part of the game screen to check the length and activate the sonar detector; if the length is correct, the object will appear in a closeup animation

Extending the Learning Experience

Family Activities

Explore with Triangles

Challenge your family to create as many different-looking triangles as they can.

Shape Encounter

Look for shapes throughout the day. What was the most surprising place that you or one of your family members encountered a shape?

Shapes in the Sky

With your child, look at the night sky. Ask your child to identify the shapes that he or she can find. Have your child draw a sketch of the shapes and date it.

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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