



NTSC | U/C

Googol 7/Eggs All Around "Egg Trek" and "Balloon Picnic"



Lightspan Adventures



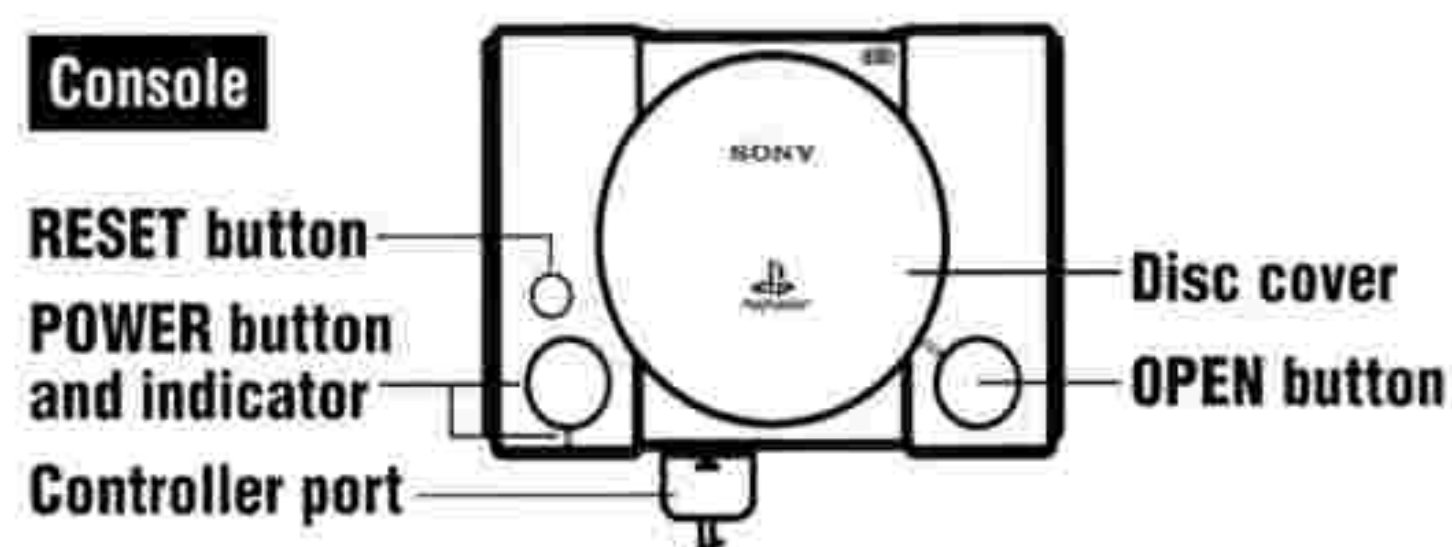
Welcome to *The Secret of Googol*®, where your child uses mathematics skills to help Cali and Wigsley run an egg factory and plan a company picnic.

LEARNING OBJECTIVES

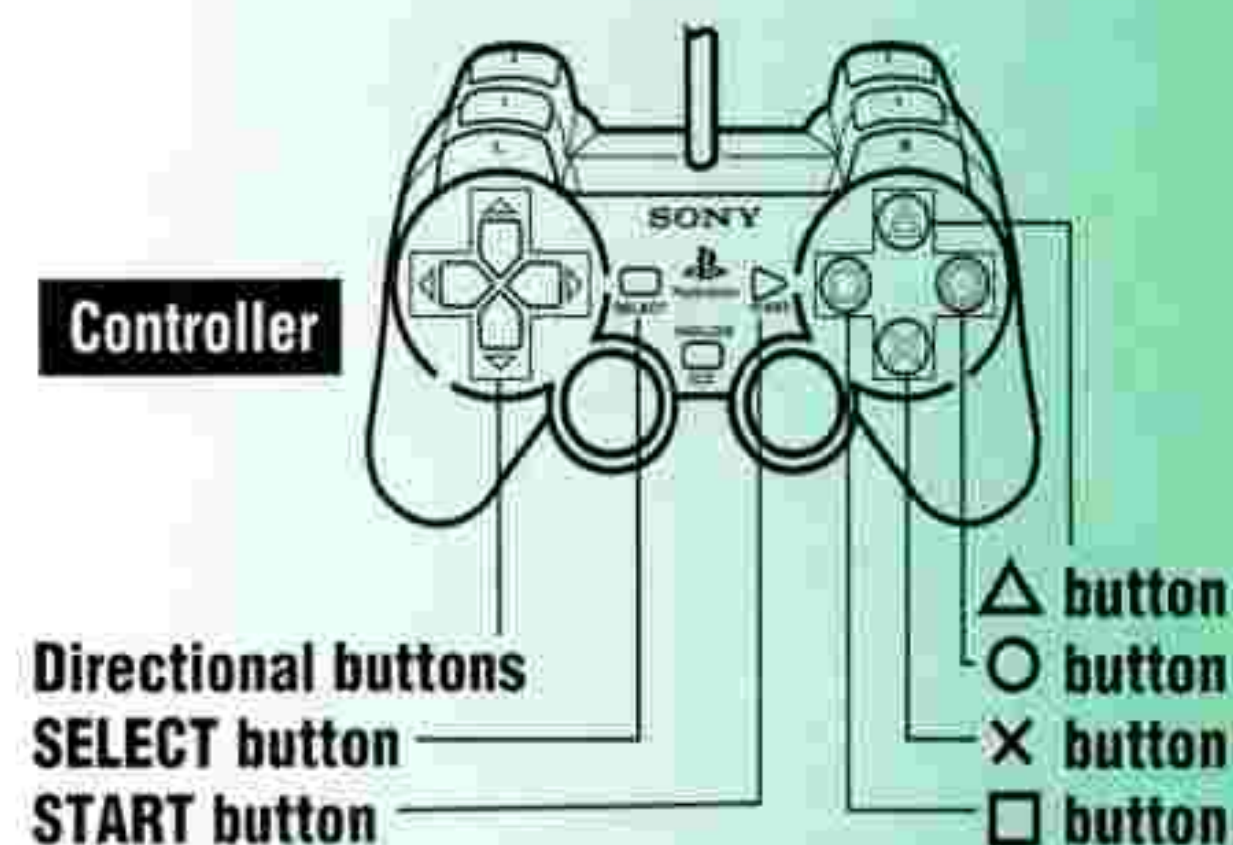
- Use mental math
- Explore estimation, place value, and beginning multiplication
- Develop calculator skills
- Practice addition and subtraction with and without regrouping
- Match equivalent expressions
- Develop problem-solving skills

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 click "**Egg Trek**" or "**Balloon Picnic**." 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.



Eggs All Around—"Egg Trek" and "Balloon Picnic"

Eggs and picnics are on Cali's and Wigsley's minds in this adventure which focuses on a variety of mathematics skills. From the navigation map, use the pointer to choose either "**Egg Trek**," or "**Balloon Picnic**." Next, click a **level** from 1 to 5 and begin the activity. Or click the **Telescope** where you can access any game directly.



"Egg Trek"

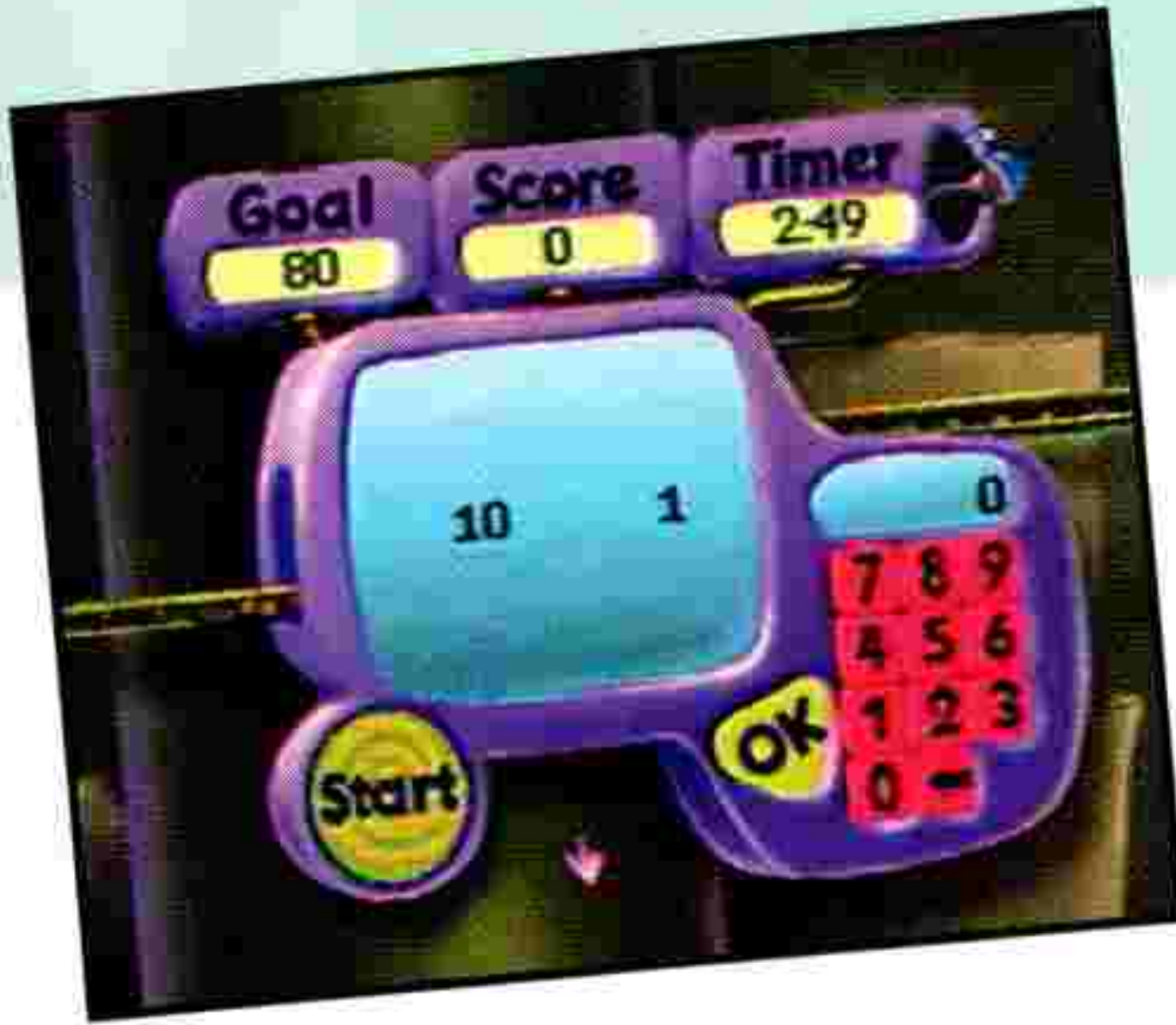
In "Egg Trek," Flinch trades Wigsley's favorite cow for a mechanical bird that lays enormous quantities of eggs. With so many eggs, Wigsley and Cali decide to open an egg factory. To help them, your child will use addition and mental math and explore place value. Have your child:

- click the **egg trophy** at the bottom left of the screen to view his or her score
- explore the screen to find hidden animation
- click the machines under the words "Egg Spin," "Eggs Ray," and "Eggs Press" to begin the activities

Eggs Spin

In this activity, your child will add pairs of numbers together to reach target numbers. Have your child:

- click the **up** and **down arrows** at the start of the game to increase or decrease the time allowed for the activity
- click **Start** to begin
- note the target number in the center of the revolving egg chutes
- click the **lever** to drop a number into the box; he or she needs to drop two numbers into the box that add together to equal the target number
- continue until the Goal amount is reached and the round is complete



Eggs Ray

The goal of this activity is to find the total of several different numbers by using mental math. Have your child:

- click the **up** and **down arrows** at the start of the game to increase or decrease the time allowed for the activity
- click **Start** to begin
- use the **number pad** to enter the correct answer
- click **OK** to confirm the answer

Eggs Press

In Eggs Press, your child will add two numbers together by using a place-value chart. Have your child:

- note the numbers in the box to the left of the Eggs Press; this is the number he or she will be representing in the place value chart
- click the **symbol** for ones, tens, or hundreds
- click the correct **row** and **column** to place the symbols
- click **OK** when done

When it's time to add the numbers, have your child:

- click each box in which symbols have been placed and then click the **down arrow** to move the symbols to the bottom
- click **OK** when finished to add the numbers
- click the **magnifying glass** to take a closer look at the symbols
- click the **trade window** to change symbols from one value to another
- click the **eraser** to erase a mistake



“Balloon Picnic”

The Egg Factory is having a company picnic, and your child can help. By working in the Eggministration building, your child can earn various games and fun clicks at the picnic. He or she will solve word problems by using mental math strategies, by matching equivalent expressions, and by using a calculator. Have your child:

- click **Balloon Picnic**
- choose a **level** from 1 to 5

- click the **Eggministration building**
- move around the building and click the **large arrows** to maneuver through the hallways and open doors

Inside the Eggministration building there are three rooms: the "Cafeteria," the "Music Room," and the "Balloon Room."



"Cafeteria"

Inside this room, the Picnic Basket game will help your child practice solving word problems. Have your child:

- click the **customers** to display the Picnic Basket game screen
- click the **speed selection menu** to select the customer's speed
- click **Go** to begin
- listen to the clue
- click the **customer** to see a visual clue
- click the **picnic basket** with the correct answer
- press the **arrow buttons** to move the picnic basket to the customer's tray
- click the **X button** to confirm the answer

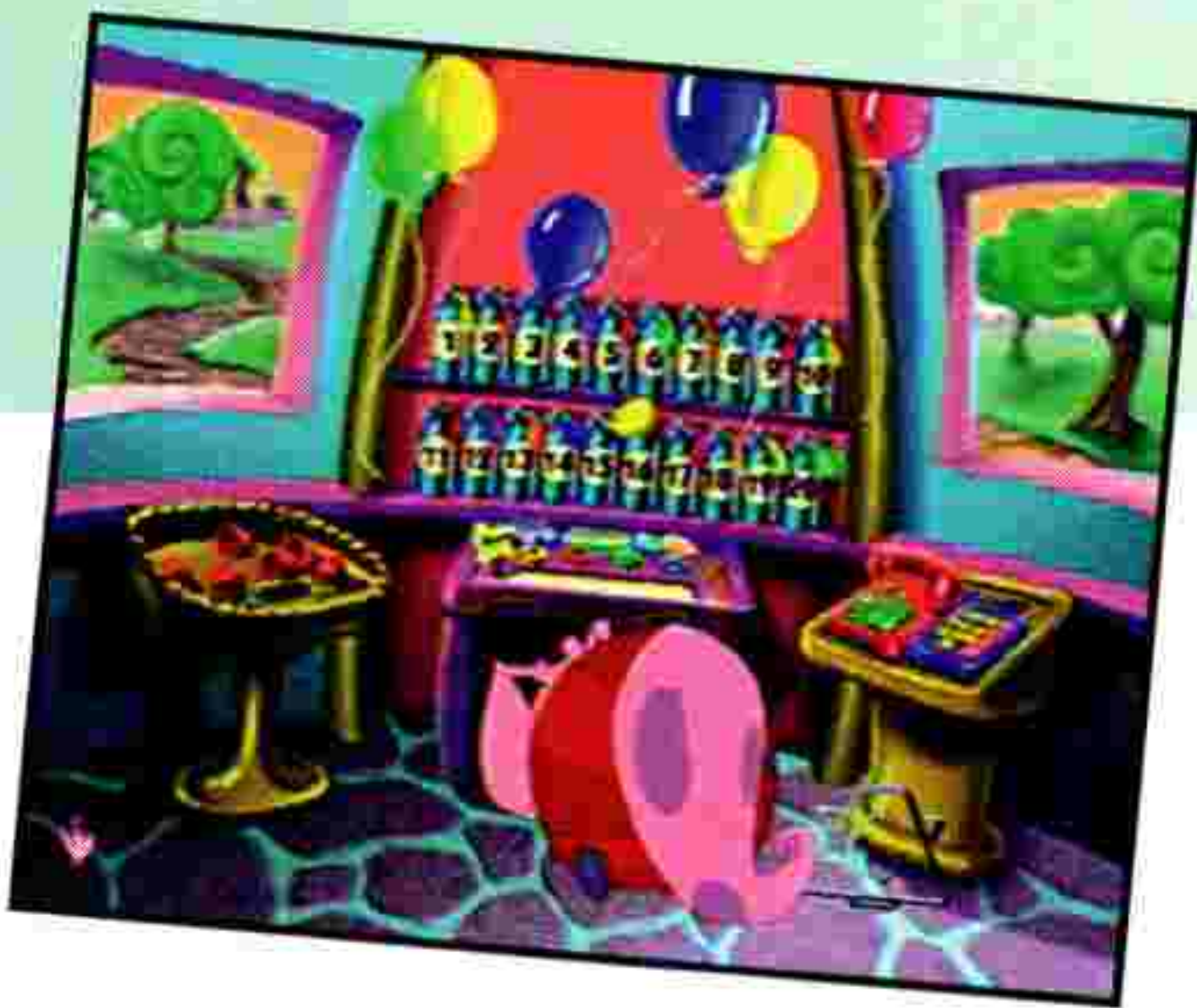
“Music Room”

In the Music Game, your child will practice adding and subtracting by ones or tens on a number chart. Have your child:

- click the **number chart** to begin
- note which number on the chart is highlighted
- click the **+**, **-**, **ones**, or **tens** button to equal the highlighted number
- click **GO** to confirm his or her answer
- click the **C** to clear a number entry
- click the **mouth** to turn the sound on or off

“Balloon Room”

This room has three activities. Have your child click the **balloon canisters** to begin the Balloon Machine game, the **eggstand** to begin Egg Surprise, and the **telephone** to begin the Telephone Game.



Balloon Machine

In the Balloon Game, your child will use mental math strategies to solve problems while blowing up balloons. Have your child:

- click **Start** to begin the game
- click the **balloon canister** that matches the equation and then click **Start** to see the next equation

Egg Surprise

In this activity, your child will repair broken eggs as he or she practices solving addition, subtraction, and multiplication problems. Have your child:

- click the **two egg halves** that have the same answer
- click the **hand** to join them together

Telephone Game

In the Telephone Game, your child will practice solving word problems and developing calculator skills. Have your child:

- click a **symbol** on the telephone to hear a description of the problem
- click the **number pad** to choose numbers and operators to fill in the equation
- click "**=**" when finished

Extending the Learning Experience

Family Activities

Fast Math

Help your child practice mathematics by having a contest with license plates. The next time you and your child are in a car or walking down the street, choose a license plate and see who can add up the numbers on the license plate the fastest.

Math All Day

With your child, talk about the many ways you use numbers at home everyday; for example, setting the alarm clock, heating food in the microwave, or setting the oven temperature. Have a contest to see who can think of the most ways that numbers are used around the house.

Mystery Number

Play a mathematics guessing game with your child. First, think of a number (e.g., 17). Then, describe the number by saying, for example, "The mystery number is 2 more than 15." After your child guesses the correct number, take turns and allow your child to think of a number and describe it to you.

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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