

GEOGRAPHY WITH PIPO

CONTENTS



More information on:
www.pipoclub.com



SAVE THE FORESTS!
Pipo recommends that you
don't print the whole guide
unless it is necessary.

General introduction	1
Introduction to Geography with Pipo	2
For parents and teachers	2
To begin	3
Summary	3
Geographical games	4
The satellites	4
The castle of points	4
The labyrinth	5
The helicopters	5
Build your landscape	6
The puzzles	6
The kites	7
The balloons	7
The compass	7
Maps	8
Map games	9
Stickers	9
Place countries	10
The hummingbird	10
Colour	10
The hot-air balloon	11
The stork	11
Pairs	11
The flags	12
Navigate with Pipo	12
The kittens	12
Scores	13
Credits	14

GENERAL INTRODUCTION

www.pipoclub.com

CD-ROM

Access all the information
in the collection in this
format: product details,
technical service, learning
guides, shop, etc.

ONLINE

Now you can play with Pipo
from any computer with
this online access.

DIGITAL

You can buy any Pipo
product and download it
directly to your computer.
Play without delay and
without needing a CD.

Pipo is a collection of education games on CD-ROM that, through their presentation and the creative way they treat different themes, quickly capture children's interest. The programs build up different areas of the school curriculum and the skills necessary for children's learning and development.

They have been created and coordinated by child psychology professionals, including contributions from teachers and specialists in each area. Clear, simple and very stimulating, they aim to let children work through the activities by themselves at their own pace and learn through play, encouraging and stimulating intuition, reasoning and creativity...

Although the child sees these games as just games and has fun trying to solve them, from a pedagogical point of view each one delivers a specific set of learning goals for children. They cover an extensive range of ages, going from 2 years old up to 8, 10 or even 12 years old. Children move forward at their own personal learning pace, depending on their age and prior knowledge.

Some programs also include the possibility of regulating the level of difficulty. These have proved to be very useful for children with learning difficulties or in special education. The educational contents of Pipo are complementary to the curriculum content for preschool and junior school and with the aims set up by current pedagogical practice.

The aim is not to play just for playing sake. Through this program, we aim to develop fully the incredible capacity for learning that children have - much greater than that of adults.

It is designed so that the children will learn all about Geography and its **contents** having fun and enjoyment at the same time. The main areas that are worked: map reading, continents and countries, time zones... also position in space ,how to use a compass; all with multiple exercises that begin being very simple in level I and that become harder in the higher levels.

1. **The Geographical Games** to which you access from the world map.
2. **The Map Games** to which you access from a concrete geographical area.

The duration of each game varies according to the progress in learning and motivation of the player. There is no time pressure and at any time it is possible to interrupt and leave the game.

[illegible]

Control of progresses in the games: in order to pass the games you must reach to the 100% of the last level. In most games there are several **levels**, allowing to adapt the game to the learning level of each one and to promote the level as you acquire the contents. You get as many coins as the surpassed highest level. Also there is a point control at the rate of exercise resolution which continues working once you have solved the exercise.

For its simplicity we recommend to the smallest children:

The flags: Memory and make pairs.

TO BEGIN

SELECTION



This is the cursor that appears when there is an object to click.

From the first screen where Pipo appears, we can access the games clicking on the play button or on the option screen where a summary of all the activities in the programme can be seen.



Access to help of each screen. You can always go to general help, clicking on the 'General help' link.



Access to Scores. Users of Windows can access clicking on this icon.

In all the games you are able to click the **question mark** key to get a summary of each game. You can also connect to the general help.

PIGGY BANK



This is the piggy bank where the coins, that you can win as you go through the different levels of the games, are kept.

Click on the Piggy bank to access the Shop.

THE WORLD MAP

If you have chosen to Play, we will enter the first screen of the game. This is the possible access to different games and activities. As the cursor moves over the world map, you can listen to melodies from different parts of the world.

From the world map, you have 2 options:



A) Click on the boat and go to the **9 Geographical Games**.



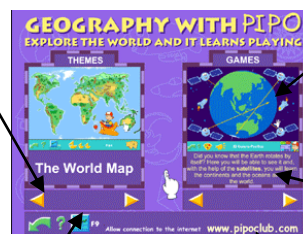
B) Click on a **zone of the world**, travel to it... And once there, click on the train where **10 Map Games** of the zone are hidden.



OPTIONS

Here you will get a global overview of the whole product.

Click on the arrows to see all the maps.



Click on the arrows to see the different games.

Brief explanation of each game.

Scores.

Access to Pipoclub

GEOGRAPHICAL GAMES

SHIP BUTTON



Clicking on the boat, the bar changes and the buttons of the games appear.

LEVELS BUTTON

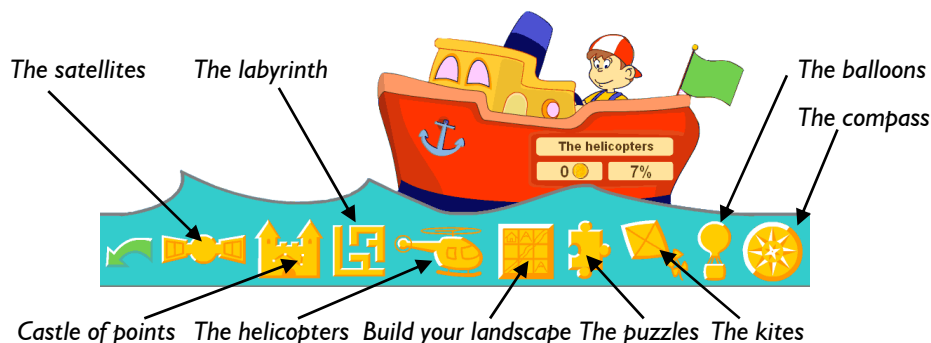


Most of the games display several levels progress. It is enough to solve the last level to win the game.



Each game won is marked with a green ok.

To these games you access pressing on the boat that is located in the world map bar. They are the following:



The satellites: Learn the continents and the oceans.

Castle of points: Join the dots to draw all the continents.

The labyrinth: Orientation and direction concepts.

The helicopters: Learn Rivers, Seas and Mountains from all over the world.

Build your landscape: Position in space.

The puzzles: Learn the continents.

The kites: The most important geographical features.

The balloons: The time zones of the world.

The compass: The cardinal points. Navigate with the compass.

THE SATELLITES

SKILLS

Vocabulary

Position in space

Recognition of oceans and continents

Learning aims:

Learn the oceans and the continents. Verify the rotation of the Earth.

How do you play it?

Select the satellite or click the zone that Pipo wants.

With the rockets you will make the Earth turn and you will be able to see the satellite zones that indicate area not seen until now.



When the line of the satellite is darker it means that you have to turn the Earth's globe to see the zone and to be able to click it.

There are **4 levels** of difficulty:

Leves 1 and 2: The areas to select are visible at the beginning of the game.

Leves 3 and 4: You must press on the rockets or a satellite to make the Earth turn.

THE CASTLE OF POINTS

SKILLS

Hand-eye coordination

Recognising numbers and series

Fine motor skills

Associating images with words

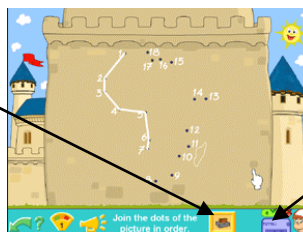
Learning aims:

Learn the shape of continents and their names. It is very useful to practice counting until 50.

How do you play it?

Click on the numbers following the order from one on.

Click the eraser button to remove the lines that you have made.



Percentages, choices and errors.

There are **2 levels** of difficulty:

Level 1: The numbers up to 30.

Level 2: You practice the numbers up to 50.

THE LABYRINTH

SKILLS

Discriminate space coordinates

Hand-eye coordination

Rough motor skills

MOVE



You can use the direction keys on the keyboard to move in the labyrinth.

Learning aims:

Learn to use the compass and to locate yourself in space coordinates: North, South, East, West, ahead, left, right.

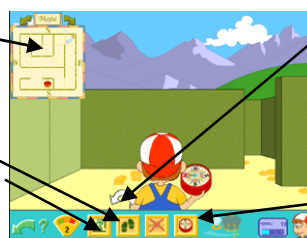
How do you play it?

Positioning yourself with the compass you must find the three treasures hidden in the labyrinth. When you have them, look for the exit. You can move using the keyboard arrow keys or clicking on the sides of the compass. The map indicates where you are located and where the treasures are.

Map of the labyrinth.

The "steps" button helps you know where you have gone.

Activates or deactivates the Map.



Click here to turn towards the sides or use the up, down, right, left keys of the keyboard.

This button activates or deactivates the compass..

There are **5 levels** of difficulty:

Levels 1, 2 y 3: A map of the labyrinth serves as an aid to find treasures.

Level 4: There is a button to see the map, but you cannot see where you are.

Level 5: There is no map or footsteps. You guide yourself only with the compass.

THE HELICOPTERS

SKILLS

Planispherical positioning

Hand-eye coordination

Spacial positioning

Discrimination of educational contents

Memory (visual and aural)

Learning aims:

Learn to locate rivers, seas, mountains, deserts, gulfs, etc.

Locate the coordinates North, South, East and West.

Position in the world map.

How do you play it?

Click on the helicopter that Pipo indicates. According to the level, you must look for the helicopters in a zone of the world or in any place. The smallest children what will do with this game is associate the different rivers, seas, deserts... in the corresponding geographic zones.

Approach the screen edges to move around the world. Some arrows appear that will lead to the North, South, East or West.



The loudspeaker button repeats the word.

The Help button will give you clues to find the helicopter.

There are **3 levels** of difficulty:

Level 1: All the helicopters are on the main screen and are visible, therefore, it is not necessary to go and look for them around the rest of the world. You can ask for help and Pipo will tell you the continent it is.

Level 2: You will have to move around the world in all directions if you want to find the river, gulf, etc. You can press the help button for a clue.

Level 3: Similar to level 2, but you can't ask for help.

BUILD YOUR LANDSCAPE

SKILLS

Spatial positioning
Graphical representation on a square
Creativity
Fine motor skills
Hand-eye coordination
Visual perception

Learning aims:

To favour orientation in space.
Understanding and interpretation of maps.

How do you play it?

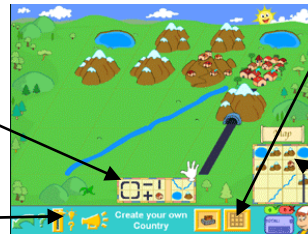
Two ways of playing: create freely your own landscape (A), or schematically plot on the map the landscape that is created (B), progressing from very simple to very complex.

A. Free Creation: Choose the elements from the inferior part that you like best (rivers, highways...) locate them on the map and they will appear in your landscape.

B. Find a Solution: Here you must find out, which elements are part of the landscape, click on them in the inferior bar and take them to their place in the grid of the map.

Choose the elements and place them on the map. You can mix one from the left with one from the right.

Choose the game mode: Creation or Resolution.



The grid serves you as an aid.

Here is placed what appears in the landscape.

There are **4 levels** of difficulty:

Level 1 and 2: The landscapes are easier to construct.

Level 3 and 4: These are more complex landscapes, containing a greater number of pieces as well as combined pieces.

THE PUZZLES

SKILLS

Spatial positioning
Visual perception
Discrimination of images
Temporary organization
Association and sequence of images
Visual memory

Learning aims:

Increase the visual or photographic memory to position in space.
Learn the shape of continents.

How do you play it?

The game consists in completing the puzzle.

Click on the help button to see the complete puzzle.

Click on the loudspeaker to hear Pipo repeat the word.



Use this arrow if you wish to change the puzzle drawing.

There are **3 levels** of difficulty:

Level 1: It consists in fitting the coloured pieces on the gray background. A game for 3 years old and on.

Level 2: Here you must fit the pieces without the model. If you need help, press the question mark and you will see the complete puzzle.

Level 3: There is an empty zone only and the piece that you press fits in it.

THE KITES

SKILLS

Understanding and recognition of geographical features
Discriminate images
Hand-eye coordination

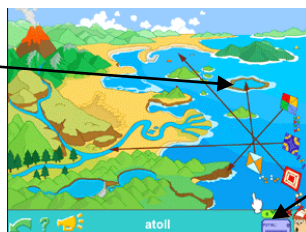
Learning aims:

Learn the most important geographical features such as: beach, mountain range, bay, isthmus, range...

How do you play it?

This game consists of clicking on the kite that indicates the part of the landscape that Pipo requests. Next to words familiar to the player, other less well-known words appear that he will soon memorise.

You can click on the kite or click on the drawing.



Percentages, choices and errors.

THE BALLOONS

SKILLS

Temporary positions
Discrimination and recognition of the times
Logical-mathematical reasoning

Learning aims:

Learn to calculate the time zone anywhere in the world.

How do you play it?

The Earth rotates on its own axis once every 24 hours. The result of this is days and nights. When the sun illuminates a zone of the world, it is **day**, whereas in the zones where the solar rays do not reach, it is **night**. You have to click on the basket that has the correct hour.

The ruler help you find the correct hour.

Choose the basket that has the correct hour.



In the dark zone it is night and in the light zone it is day.

With this arrows we move the ruler.

There are **4 levels** of difficulty:

Level 1: It is necessary to read the time in the strip corresponding to the globe that Pipo asks you. The ruler is placed correctly, therefore we can use it to read the right time.

Level 2: The same as level 1, but it is different in that the number of hours between the reference globe and the one where the hour is requested is much greater.

Level 3: The inferior ruler that indicates the hour in each zone is not in its place. The player must put it at the right time pressing the arrows on the side. A special sound lets you know when it is correct.

Level 4: Here you do not have the inferior ruler, it is necessary to tell the time that is shown on the green globe, with the help of the day and night areas and those you have learned in the previous levels.

THE COMPASS

SKILLS

Recognition of the cardinal points
Position in space

Learning aims:

Learn the cardinal points (N, S, E, W, NE, NW, SE, SW).
To learn to direct yourself handling a compass.

How do you play it?

You have to click on the correct point.

Indicate, in this case, the **West** on the compass.



Use the steering wheel to turn the airplane and it goes towards the north, making the direction easier.

There are **8 level** of difficulty:

Level 1 and 2: Here you learn the four essential cardinal points (N, S, E, W). With the help of the graphs in level 1 and without in level 2.

Level 3 and 4: Here you learn the 8 cardinal points. With the help of the graphs in level 3 and without in level 4.

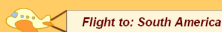
From level 5, the airplane does not go towards the north, so the player must turn the steering wheel or orient himself with the north which is indicated by the compass.

Level 5 and 6: You practice the 4 essential cardinal points. With and without, the help of graphs.

Level 7 and 8: You practice the 8 cardinal points. With and without help.

MAPS

THE AIRPLANES



Click on the airplanes to move around the world. You can also back to the world map and choose an area.

WAY BUTTON



This button allows the interchange of the three ways to see the geographical area: political, physical and mixed.

PRINTER BUTTON



Print the map of the area. You can write down the name of its countries, their capitals and paint them as you wish.



From the world map access to each one of the 15 geographical areas in which the Earth has been divided:

Western Europe	Eastern Europe	Scandinavia
Russia & Eastern countries	Far East	Central Asia
North Africa	Southern Africa	Middle East
Southeast Asia	Oceania	North and Central America
South America	Arctic	Antarctica

WAYS TO SEE A MAP

When we have already arrived at a zone, in this case Europe, it is possible to see the map in 3 ways: physical, political and a mixed view. At the bottom part of the screen there is a button that changes the mode.

Political map

Here you locate the geographical area on the Earth's globe.

The airplanes to move around the world.

Back to the World Map

Physical map

Clicking on the different objects and areas, Pipo tells us its name.

Way to See button.



Clicking on different objects, monuments, animals, etc, sometimes, a short explanation activates. Click on the box to hide.



Clicking on a country Pipo tells us the name, the capital, appearing its flag in the bottom part. In this case, it is Spain and at the bottom, its flag.



Here it names the area where you are. The piggy bank with the coins you have. Click on it, to go to the shop.

Physical-political map

Here it names the area where you are.

TRAIN button



In the physical-political map we can at the same time observe the geographic area and its most important cultural representations.

MAP GAMES

TRAIN BUTTON



Clicking on the train, the bar changes and the buttons of the games appear.

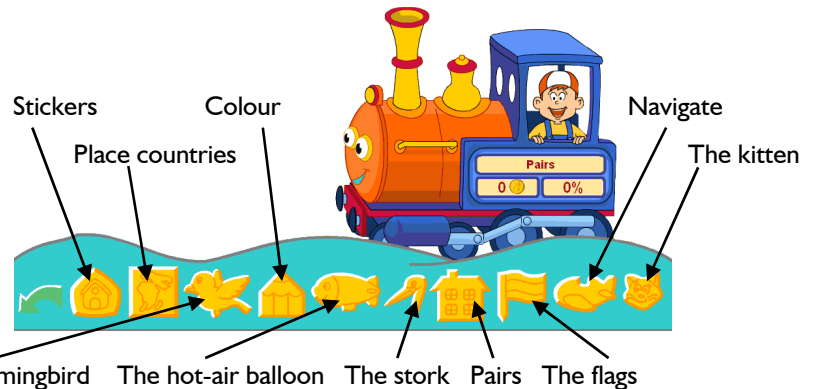
SPECIAL AREAS

From the polar regions (Arctic and Antarctic) it is only possible to access 2 games: stickers and hot-air balloon.



Overcoming each game is marked with a green ok.

To these games you access by clicking on the train button, in a geographical area. They are the following:



Stickers: Place the stickers in their place.

Place countries: You will learn place all the countries on the map.

The hummingbird: Learn all the countries of the world.

Colour: Have a good time colouring the maps of the whole world.

The hot-air balloon: Locate and learn the most important cultural representations.

The stork: You will learn which is the capital of each country.

The flags: Place the flags in their countries.

Navigate: Navigate through the whole planet and learn longitude and latitude.

The kittens: Revise the capital of each country.

Pairs: Make pairs with the flags.

STICKERS

SKILLS

Visual distinction

Hand-eye coordination

Learning aims:

Know countries of the world better, their important monuments, fauna, and population.

Discriminate and place the shapes.

How do you play it?

The aim is to place each sticker where belongs. The characteristics of this game, make it very suitable for the smallest children, since it can be considered as an assembly in a silhouette of the map.

Help button

Exit



Click so that the sticker fits in its zone.

PLACE COUNTRIES

SKILLS

Discriminate countries and flags

Place shapes

Association

Learning aims:

Learn the names of the countries in the world, their dimensions and form.

Locate the countries in the corresponding geographical area.

To recognize the flags of each country.

How do you play it?

Drag the shape of the country to it. Youngsters can play at recognizing forms and so fit them in.

*Click to place the country where it belongs.
In this case you have to place Ireland.*



Here it names the area where you are.

The image of the flag belonging to the country that you are looking for.

There are **2 levels** of difficulty:

Level 1: The limits of each country are made clearer.

Level 2: The countries are fitted to the physical map.

THE HUMMINGBIRD

SKILLS

Discriminate countries

Memory

Learning aim:

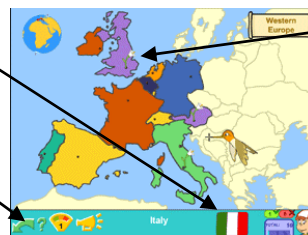
Learn the countries, where they are located and the flag.

How do you play it?

You must look for the country that Pipo says.

The image of the flag belonging to the country that you are looking for.

Exit



The flowers are a help and they only appear at the first level.

*Attention!
You must press with the hummingbird's beak on the country that Pipo indicates.*

There are **2 levels** of difficulty:

Level 1: As an aid, there are four possible countries selected, they are marked with flowers.

Level 2: The aid of the flower no longer appears.

COLOUR

SKILLS

Creativity

Hand-eye coordination

Fine and rough motor skills

Learning aim:

Learn the names of the countries, capitals and their location on the map.

How do you play it?

Colour the countries of the world.

Click on this button to erase and begin colouring again.

Exit



Here you choose the colour you prefer.

THE HOT-AIR BALLOON

SKILLS

Images distinction
Hand-eye coordination
Fine and rough motor skills
Memory

Learning aims:

Learn the most well-known monuments, fauna and geography of each part of the world (the most important cultural representations in each zone of the planet).

How do you play it?

Click with the hot-air balloon's rope where Pipo tells you.

This is the zone where you must click to anchor the hot-air balloon.

Choose the level.



Loudspeaker button to repeat the word.

Percentages, choices and errors.

There are **3 levels** of difficulty:

Levels 1 and 2: Pipo helps you illuminating several possibilities.

Level 3: There is no illuminated option (this level is advisable once a certain information has been acquired about the zone).

THE STORK

SKILLS

Association
Distinction
Memory
Hand-eye coordination

Learning aims:

Learn the capitals of the countries.

Learn the names of the countries and their location on the map.

Associate the country with its flag.

How do you play it?

You must look for the country that corresponds to the capital that Pipo says.

Take the stork to the country that has the capital that Pipo says.

Attention! You must press with the stork's beak on the country.



With the trees, Pipo indicates several possible countries (Help).

This is the flag of the country you are looking for.

There are **2 levels** of difficulty:

Level 1: The trees help emphasizing several possibilities. Look at the flag that appears on the inferior bar; it is the flag of the country that you are looking for.

Level 2: There is no aid with the trees.

PAIRS

SKILLS

Memory
Visual distinction
Images association

Learning aims:

Learn the flags of each country.

Develop memory (visual and aural).

How do you play it?

It is a game that improves memory in which you can only see two images simultaneously. 2 players can take part: the grandfather and the grandmother.

Click on two of the windows, if they are even, you already have a pair.



Each character represents a player.

The one who has more choices, wins.

THE FLAGS

SKILLS

Memory
Associating images
Visual distinction

Learning aim:

Learn the flags of the countries and their location.

How do you play it?

Place the flag on its country. The active point is the end of the mast.

Attention!

Look at the base of the mast which indicates the country.

Here you locate the geographical area on the Earth's globe.



The area name.

This is the country that you are looking for.

There are **3 levels** of difficulty:

Level 1: You have the help of the whirlwinds that indicate the possible options. In addition, the country to which it belongs is indicated on the bar.

Level 2: You only have the help of the whirlwinds, the one of the country is no longer there.

NAVIGATE WITH PIPO

SKILLS

Position and location in space
Discriminate space coordinates
Visual coordination

Learning aims:

Learn to direct yourself in all directions. Towards the North, South, East and West. Concepts of longitude and latitude.

How do you play it?

You have to reach the globe that Pipo tells you.

Look well, you are in these coordinates.



You can move pressing on the controls of the Wind Rose or with the keyboard cursor arrows.



There are **4 levels** of difficulty:

Level 1: You have to reach a globe. Press on the wind rose or the arrows of the keyboard.

Level 2: You must know the countries to reach the globe that Pipo tells you.

Level 3: Once you arrive at the globe, you will have to indicate both longitude and latitude in which it is found.

Level 4: Place yourself in the longitude and latitude coordinates that Pipo tells you.

THE KITTENS

SKILLS

Memory
Visual distinction
Associating capitals with their countries.

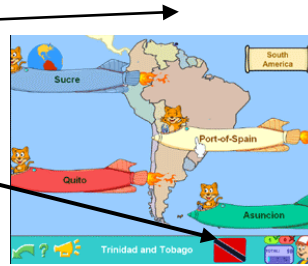
Learning aims:

Learn the capitals.

How do you play it?

Choose the cat that has the capital of the country written on its rocket.

*This is the flag
of the country you are
looking for.*



SCORES

A line graph on a blue grid with a green line showing an overall upward trend. The line starts at a low point, rises, dips slightly, rises again, dips slightly, and then rises to its highest point.

In order to consult your progress and the scores of each game, you must choose the zone where the game is.

Geographical Games scores:

Geographical Games

10 Points

0/34

THE LABYRINTH

It is the mission to find the hidden treasure in the labyrinth. You have to find the hidden treasure and avoid the traps.

Find the hidden treasure, you have to find the hidden treasure and avoid the traps.

LEVEL	START	END
LEVEL 1	1	10
LEVEL 2	11	20
LEVEL 3	21	30
LEVEL 4	31	40
LEVEL 5	41	50

Pipo
10 Education

When passing the cursor over each bar you will see a brief explanation of the game.

Percentage of each game.

Map Games scores:

THE KITTENS

How many kittens are there in each continent? Can you tell?

LEVEL 1

Use of zones

Continent	%
Southern Africa	0.01%
North and Central America	0.01%
Latin America	0.01%
Asia	0.01%
Europe	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	0.01%
Asia	0.01%
Africa	0.01%
Oceania	0.01%
Antarctica	0.01%
Arctic	0.01%
South America	0.01%
Europe	

Percentage of each game by area.

Total coins.



Use the coins to purchase pieces of your airplane in the shop.

THE SHOP:

The coins represent the advance and progress of the players in the game, but in a more attractive form, amusing the players confronted with a flat representation of numbers and/or percentage.

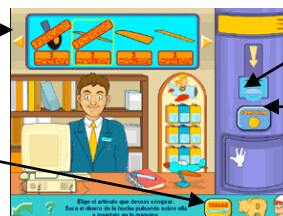
It is possible to access to the Shop clicking on the **Piggy bank**.

On this screen all the pieces for the construction of the Airplane can be purchased.. For this, the player will have to drag the coins from the Piggy bank to the spending machine and introduce them through the slot. After that you will have to select the piece that you wish to purchase using the yellow arrows and clicking the “**buy**” button.



Use the arrows to select the piece.

Enter the garage clicking on this button.



Drag the coins to this opening.

Click on this button to buy.

THE GARAGE

The pieces purchased in the Shop are kept in the garage. In order to place each piece you must drag it from the bookcase to its corresponding place in Pipo's plane.

The Airplane is semitransparent.

When the pieces are put into place these become coloured.

Click on this button to return to the shop.



Drag the pieces from the bookcase to the Airplane.

You can assemble and dismount the pieces as many times as you wish.

CREDITS

Copyright © 1996-06.
Cibal Multimedia.

Total and/or parcial reproduction, adaptation, or translation without prior permission in writing is forbidden, except where permitted by the laws of author rights.

Legal deposit:
PM 781-1998.
ISBN 84 920902--1.

All rights reserved.

www.pipoclub.com

Produced by: CIBAL Multimedia S.L.

Original idea and direction: Fernando Darder

Original graphical creation: Eva Barceló

Graphical design, illustration and animation: Eva Barceló, Javier Liébana, Miquel Albertí

Contents learning guide: Marga Mateu, M^a José Angoso, Miquel Albertí

Programming: Fernando Darder, Miguel Ángel Ferri, Marc Puig, Juan Gabriel Covas, Alicia González

Sound technician: Marc Puig, Miguel Ángel Ferri, Alicia González, Pedro Darder

Voice Spanish: Aina Cortés

Voice English: Frances McMahon

Melodies: Pedro Darder, Carlos Cristos

Psychopedagogical consultant: Fernando Darder, Marina Perelló

Learning guide design: Eva Barceló

Commercial direction: Domingo Sanz

Commercial department and management: Pilar Gómez, Domingo Sanz

Collaborators: Juan M. Crespi, Javier Yáñez, Miguel Juan, Toni Darder, Aina Darder, Carlos Darder