

WAKE UP YOUR MIND WITH PIPO

CLIMB ABOARD AND EXPLORE YOUR INTELLIGENCE

INDEX

www.pipoclub.com

Check Pipo club on the Internet for up-to-date information about the collection.

Free games!

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GENERAL INTRODUCTION

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, 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.



SAVE THE FORESTS!

Pipo recommends that you don't print the whole guide unless necessary.

WAKE UP YOUR MIND WITH PIPO



Wake up your mind with Pipo is a program that children train their intellectual development in a simple fun and hands-on way.

It is targeted at children from **5 years** and upwards; nevertheless, the hardest levels will challenge **adults** and older kids to exercise their minds through different games.

The product is divided into 3 ranks that are targeted at different ages: cabin boy, sailor, and captain. The games are the same in the three ranks, what changes is the difficulty in gaining medals: the time limit for solving the puzzles and the penalties for making mistakes.

You should solve the games as quickly as possible. The less time used to solve a game, the more valuable the medal will be. Nevertheless, these are acquired skills and the children will become more skilful the more they practice. This means that the best results will come in a gradual way.

These are stimulating games that quickly capture the child's interest due to the pace and design. Each time children play they will want to do better than before.

“Wake up your mind with Pipo” exercises cognitive skills such as perception, memory, logic, language and calculation. Bearing in mind that mental activity in children from 3 to 10 years is double that in adults, we should make the most of the opportunity to stimulate these abilities through play, since it will never be easier for the brain to master new skills.

FOR PARENTS AND TEACHERS

Pipo is designed for the player to interact with the computer as if it were a toy, with aim to learn and be amused at the same time. It is important that he explores, investigates, and discovers the options of the game, stimulating a greater interest, motivation and knowledge.

The points are important as they inspire children to keep playing and motivate them to make more effort and to do better. However, you have to remember that the points are not important themselves.

Very quick children will move up a level faster, while children who find it difficult will take longer to solve it.

It is very important that children try to solve the exercises themselves. When a child faces difficulties, you should not rush to give them the answers. Help them as little as possible so that they solve it alone. This means the child should be allowed to reflect, investigate and thus learn from his or her mistakes.

HELP BUTTON

In all the games you can click on the green question mark to get a summary of how the game works. You can also go at any time to General Help, which you can print. This consists of the following parts:

1. How does the program work.
2. Games.
3. General.
4. Tips for learning.



TO START

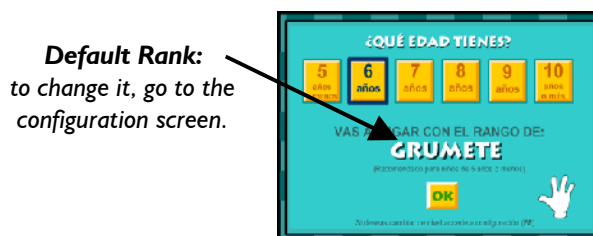


The first time you click on the PLAY button, you should give your age. This establishes the **rank** for the games: cabin boy, sailor or captain.

Cabin boy. Recommended for children of 6 years or less.

Sailor. Recommended for children between 7 and 9 years.

Captain. Recommended for children of 10 years or more.



Default Rank: to change it, go to the configuration screen.

Help. Gives a brief rundown of the functions of the game, from here you can access the general helpline where you can consult useful guidelines for parents and teachers.

Summary. A general visit to all the contents.

F9. A visual up-date of the child's **progress**.

F8. Access to the **configuration** screen.

THE PORT

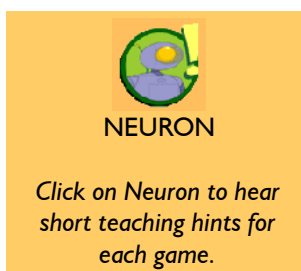
Once you have clicked on **play** button you will go to the **port** where you can see all the different **games**.

The treasure map
The galleon's sails
The hatches
The coconut palms
The ports scales
The ship's cargo



The key of the chest
The banners
The beach
The tapestry
The cabin
The casks

LEVELS



Once you have chosen the game you will go to the levels screen. The first time you play, you will only have the first level activated. If you want to move up a level, you will have to get different medals, according to your rank.

If you are a **cabin boy**, you should achieve the **bronze** medal.

If you are a **sailor**, you should achieve the **silver** medal.

If you are a **captain**, you should achieve the **gold** medal.

These are the levels with the medals and times achieved.

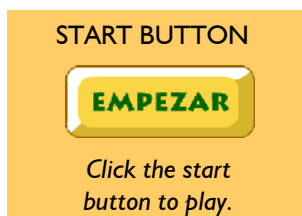


This is your rank, in this case "cabin boy".

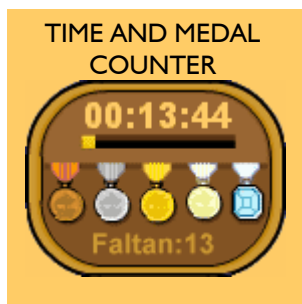
You can get 3 diplomas in each game.

You can access the diploma you have gained from this screen. If you have not yet gained any, the button will be gray (to find out more, go to page 12).

Once you enter the level you want to play, you will find an explanation of the game. Pipo will read you the first sentence. If you want him to read all the instructions click on the loudspeaker button on the wooden board. This will help you understand how the game works and will be ready to click on the "Start" button to play.



Some games (the casks, the treasure map, the coconut palms and the cabin) include help at the easy levels in the cabin boy and sailor rank, to help understanding of how the game works.



TIME AND MEDAL COUNTER

On the bar, next to Pipo, you will find the time counter. Once you click the 'Start button', it will begin.

The medals you can achieve in each game are: bronze, silver, gold, platinum or diamond (from lowest to highest value). The medal you receive depends on the time you take to solve the exercises.

At the beginning of the game they are all activated, but as time passes they disappear from left to right. This means you lose medals according to their value, first the diamond up to the bronze.

In the counter, as well as time and medals, we find:

A **bar** at the top that shows the total time we have to complete the exercise, and as the game passes it gets colored in. We have to solve the exercise before the bar is colored in completely. If this happens, time is up and we cannot gain any medal.

The **exercises left to solve**: the number shows the total number of exercises that have yet to be solved before the game is done.

Penalties

The **mistakes** we make in the games bring a time penalty. For each mistake, seconds are added to the **time used**.

When we finish the game a screen will show a summary of our **score**.



Summary of the game's score

- Medals
- Time used
- Mistakes, exercises left to solve, and penalties.
- Total time



Records and medals

Time used: this is the time it took us to solve the game.

Mistakes and exercises left to solve: this counts the mistakes we have made and the exercises that we still have to solve.

Penalties: these are the seconds by which we multiply the mistakes.

Total time: this is the sum of the time used and any time penalties. Adding these together may mean that we lose a medal.

Records and medals: once the times and mistakes have been counted up you may receive a record and a medal, which will be shown here. The current record is best time for this game.

SUMMARY

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



Click on the arrows to see the different games.

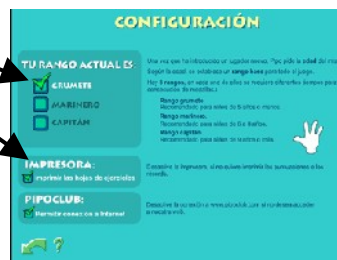
Brief explanation of each game.

Scores
Exit

CONFIGURATION

Clicking on the cap button takes us to the configuration screen where you can change the following things: rank and printer.

Current rank
Printer



CURRENT RANK

The first time you enter the game you have to input the child's name and his or her age. This establishes the default rank at which they will play: cabin boy (6 years or less), sailor (7 to 9 years), or captain (10 years or more).

You can change the rank to another one of these three.

PRINTER

You can also activate or deactivate the printer. If you don't want to print the diplomas or the score screen, deactivate the button.

To avoid young children using the button by mistake we recommend that you only turn it on when you need to.

THE GAMES

The games are designed to train different skills and cognitive functions that stimulate young children's minds, improving their intelligence.

These are all the icons of the games you can play with.

MEMORY GAMES

SKILLS

Short-term memory.
Hearing and visual memory.
Discrimination of vision and hearing.
Attention and concentration.

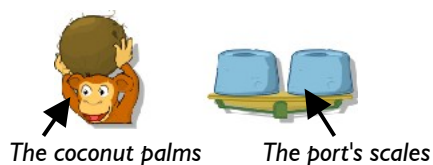


Children will exercise their memory with these games. The use of sounds and images stimulates their attention, concentration span, and short- and long-term memory. Bear in mind that developing attention and concentration is very important as these are key to building a good memory.

ARITHMETIC GAMES

SKILLS

Practicing sums and subtractions.
Attention and concentration.

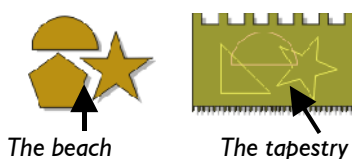


Math strengthens children's cognitive skills so solving mental arithmetic problems works the nervous system and keeps the brain in form. Through these games children will learn quick mental arithmetic strategies for basic math operations.

SKILLS

Identifying geometric shapes.
Visual sharpness.
Attention and concentration.
Visual perception.

PERCEPTION GAMES



Perception games can be very stimulating for young children, increasing their creativity and mental agility. These are fun games that strengthen visual sharpness while stimulating intelligence.

SKILLS

Recognizing and identifying letters and syllables.
Vocabulary.
Attention and concentration.

LANGUAGE GAMES



These three language games are very important in children's intellectual development. They work with letters, syllables and finally words. For the youngest children it is useful to practice recognizing and identifying shapes, linking letters with sounds, and discriminating between similar letters, for example "b" and "d", all of which will help when learning to read.

These games introduce children who cannot yet read to the world of reading and writing, while helping older children develop perception, attention and, without doubt, increase their vocabulary.

LOGIC GAMES

SKILLS

- Logic.
- Perception.
- Reflecting.
- Spatial reasoning.



Through the logic games children will find their ingenuity challenged while developing their strategic thinking, almost without realizing it. These games make us think carefully and so reinforce reasoning and spatial intelligence.

THE SHIP'S CARGO

Listen to the animal noises and remember the sequence. Then, repeat it by clicking on the boxes that are in the canoe.

Repeat the sequence.

'Repeat' button: if you want to hear the sequence again.



Time and medal counter.

As we move up the levels, the sound sequences become more complicated. You will have to listen very carefully and use any help from the images to solve the exercises correctly.

THE KEY OF THE CHEST

Note the number that appears on the chest and, when you have memorized it, repeat it using the stones. The less time you take to memorize it, the more points you will win.

'Repeat' button: If you forget the number while you are writing it, click the button to see it again.



Remember the number, and use the stones to repeat it.

As we move up the levels, the numbers to memorize become more complicated.

THE BANNERS

Concentrate on the image during the countdown. Repeat it on the right-hand banner by clicking on the squares.

'Repeat' button: If you forget the picture, click the button to see it again.



Click on the squares to copy the picture.

At the easiest levels the shapes are simple with few squares and as the level gets harder, the shapes also become more difficult.

THE COCONUT PALMS

Solve the math operation and click on the coconut with the correct result.



The content of the five levels is:

- L1.** Sums where the answer is less than 10. Numbers to be added are between 0 and 5.
- L2.** Subtractions where the answer is less than 10. Numbers between 0 and 10.
- L3.** Sums where the answer is less than 10. Numbers to be added are between 1 and 10.
- L4.** Sums where the answer is less than 20 . Carrying over.
- L5.** Subtractions where the answer is between 10 and 20, without carrying over.

THE PORT'S SCALES

Note the total weight on the right and solve the operation. To balance it, click on the weights on the table that add up to the total weight on the scales.

If you have placed a weight on the scales by mistake, click on it and it will return to the table.

Use the weights from the table that you need.



Right plate: the quantity you need to achieve.

THE BEACH

Which figures do you need? Look at the picture on the board.

The pieces that make up the picture, plus some to confuse you, are in the bottom part of the screen. You have to identify the pieces that make up the picture on the board.

Note the picture on the board.

Click on the pieces that form it.



As level increases, the shapes also become more difficult:

- L1.** Two pieces, very far apart.
- L2.** Three pieces, very far apart.
- L3.** Two pieces, almost together.

- L4. Three pieces, together and turned around.
- L5. Four pieces, together and turned around.

THE TAPESTRY

Count the shapes that appear on the tapestry and click on the jar that contains the correct response.

Count the shapes that appear on the tapestry.



Time and medals counter.

As the level increases, the difficult also goes up:

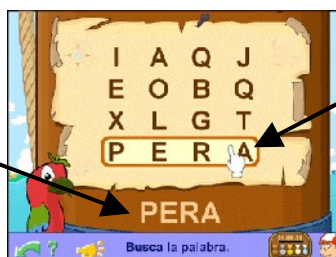
- L1. From 2 to 5 shapes, of different colors.
- L2. From 2 to 5 shapes, of the same color.
- L3. From 4 to 8 shapes, of two different colors.
- L4. From 4 to 8 shapes, of the same color.
- L5. From 6 to 9 shapes, of two different colors.

THE TREASURE MAP

Find the words in the words search puzzles. To choose it, click on the first letter and move the cursor to the end, or in reverse. Click again to finish the selection. The words are written only vertically or horizontally.

If you have clicked on a letter by mistake, click on it again to deactivate it. At the bottom you will see the word that we are looking for.

The word we are looking for.



Chosen word.

The fact that the word appears written helps children who cannot read yet because they can look for it by comparing the shape.

THE GALLEON'S SAILS

Click on the letter that Pipo ask you for. On the left-hand sail you will see written the letter Pipo ask you for, and on the right-hand sail the number of letters left to click. This will help you know how many are left.

This is the letter we are looking for.



Here you can see how many letters you still have to click.

As the level increases, the difficult also goes up:

- L1. Look for 4 letters in the 3x3 square.
- L2. Look for 6 letters in the 4x4 square.

- L3. Look for 8 letters in the 5x5 square. Very different letters.
- L4. Look for 8 letters in the 5x5 square. Similar letters.
- L5. Look for 10 letters in the 6x6 square.

THE HATCHES

Click on the syllables that Pipo ask you for.

On the left-hand hatch you will see the syllable Pipo ask you for, and on the right-hand hatch the syllables left to click.

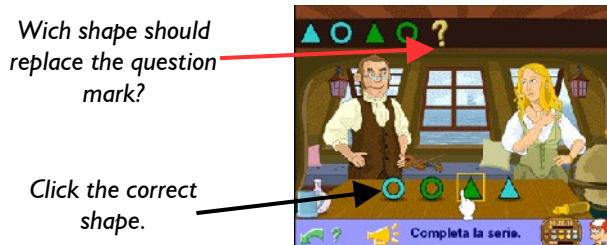


As the level increases, the difficult also goes up:

- L1. Look for 4 syllables in the 3x3 square. Very different syllables.
- L2. Look for 5 syllables in the 3x3 square. Some syllables are similar.
- L3. Look for 6 syllables in the 4x4 square. Very similar syllables.
- L4. Look for 8 syllables in the 5x5 square.
- L5. Look for 10 syllables in the 5x5 square..

THE CABIN

Complete the series. Note the shapes above and work out which one should substitute the question mark. When you know the answer, click the correct shape from those below.



As we go up the levels, the difficulty also rises.

THE CASKS

You will see one or more holes in the cask. Note where they are and choose from below the plank that you think covers them.



As the level increases, the difficult also goes up:

- L1. A blank and three choises.
- L2. Two blanks and three choises.
- L3. Two blanks and four choises.

L4. Three blanks and three choices.

L5. Three blanks and four choices.

SCORES

SCORES

Press this button to access the scoring screen.



Windows users have a quick access by clicking the key F9.

The programme follows up the progress and scores of each player. This keeps the children constantly motivated to improve and continue playing.

When you pass the mouse over the icons you will see a short explanation of the game.

'Records' button.

	NIVEL 1	NIVEL 2	NIVEL 3	NIVEL 4
EL MAPA DEL TESORO	00:34	00:36	00:36	00:36
LAS VELAS DEL GALEON	00:37	00:49	00:49	00:49
LAS FLORETTAS	00:24	01:29	01:19	01:05
LOS COMPENSOS	00:48	01:19	00:33	00:33
LA SARGANTA DEL SIRENA	00:28	00:41	00:12	00:12
LA CARNA DEL BUQUE	01:09	01:09	01:09	01:09
LA CLAVE DEL LOFRE	01:12	00:59	01:41	00:00
LOS ESTANDARES	00:32	00:37	01:51	01:51
LA PLANA	00:44	01:23	01:23	01:23
LOS 7	00:18	00:49	01:12	01:12
EL COMARCADO	00:53	00:54	00:54	00:54
LOS BARBIDOS	01:05	01:02	01:23	01:23

Times and medals achieved in each game and at each level.

Medal tally: total of the all the medals gained.

MEDAL TALLY



Here you can see how many medals you have gained in total and of what type.

For the interest of parents and/or teachers, you can access the score screen and see each player's progress. You can print this screen and it will show the name of the player, date, rank, and the best times achieved in each game and at each level.

Remember to deactivate the printer in the configuration screen so that young children do not use it indiscriminately and waste paper.

DIPLOMAS

DIPLOMA BUTTON

INACTIVE



You have not yet gained any diploma.

ACTIVE



Press this icon to access to the diploma that you have gained.

As an achievement reward Pipo will award 3 "Wake up you mind with Pipo" diplomas in each game, so long as you gain the most difficult medals (gold, platinum, and diamond).

Thus, when the players solve 5 levels of a game with a gold medal, they are awarded a gold medal diploma; when they solve 5 levels with platinum, they get the platinum medal diploma; and likewise with the diamond medal.

The diplomas are available in the levels menu, by clicking on the diploma icon.



The diploma will appear with the name of the player, rank, and the date when he or she solved the levels. You can print the diploma in color or in black and white so the child can color it in.

CREDITS

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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

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

Contents learning guide: Marina Perelló

Pipo's voice: Mary Ramírez

Neuron's voice: Pere Pau Sancho

Melodies: Pedro Darder

Psychopedagogical consultant: Fernando Darder, Marina Perelló

Learning guide design: Eva Barceló

Commercial department and management: Domingo Sanz, Pilar Gómez

General direction: Domingo Sanz

Collaborators: Carlos Darder, Aina Darder, Toni Darder, Juan Negre, Luisa Negre, Álvaro Coromina, Alejandro Coromina, Marina Darder, Núria Darder, Esther Lara, Sergio Lara, Victoria León, Lucía León, Andrea Gómez, Olga Gómez