

PARENT GUIDE



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Special thanks to the children of Liz Bowers' "Child Development Center".

t was another beautiful day in Mother Goose Land; the sun was smiling down in the land of day, the moon was bright in the land of night, and all was well ... or so it seemed.

Mother Goose went out for her morning walk, and soon discovered that all was not well in Mother Goose Land.

First she found Mary Quite Contrary in her garden, looking very worried.

"Oh, Mother Goose," she cried, "I can't find my watering can anywhere. Without it, my garden will never grow!"

"There, there, Mary. I'm sure it will turn up soon," Mother Goose said, and continued on her way.



Next, Mother Goose saw Jack Be Nimble in the meadow. He seemed to be looking for something.

"Good morning, Jack," she said, "Have you lost

something?"

"Good morning, Mother Goose," said Jack, "I can't seem to find my candlestick. It was just here a minute ago. If I don't find it, I won't be able to jump today. What will I do?"

"Now, now, Jack," said Mother Goose, "I'm sure you've just mislaid it. Don't worry, you're sure to find it if you keep

looking."

"My, but it does seem strange, doesn't it?" Mother Goose thought to herself as she headed home, "First Mary and her watering can, now Jack and his candlestick — what next?"



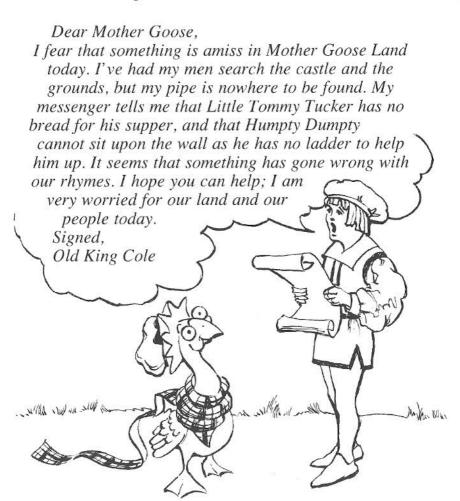
"Good morning, young man. And what have you lost

today?" she asked.

"Good morning Mother Goose," said the messenger, "I have an urgent message from the King. With your permission, I'll read it to you."

"Please do," said Mother Goose.

The messenger read:



"Thank you, son," said Mother Goose, "Something is terribly wrong today, and I intend to find a way to put it right again. Tell the King not to fear, all will be well by day's end."

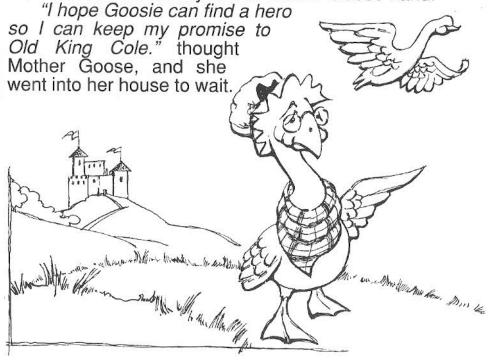
As the messenger hurried off to the castle, Mother Goose called her trusty gander, who waddled to her side.

"HONK!" said the gander.

"Goosie," said Mother Goose, "Our rhymes are in trouble. I need a young hero to save Mother Goose Land. Please go and bring back the bravest child you can find — we need help fast!"

The gander honked once more, then flew away to find

a child to rescue the rhymes of Mother Goose Land.



Explore Mother Goose Land with your child as he or she becomes a brave hero on a quest to rescue the Mother Goose rhymes.

An Overview

Mixed-Up Mother Goose is an adventure game designed for children ages 4 and up. More than 44 delightful screens and many animated characters await your child as he or she becomes part of a fantasy come true. Eighteen of Mother Goose's most beloved rhymes are represented in beautiful 3-D graphics and animation.

The Object of the Game

Your child must help Mother Goose complete her mixed-up rhymes by locating the 18 missing characters and objects and bringing them back to their rightful owners. Your child will find all of the missing items by travelling throughout the fantasy world of Mother Goose.

How to Read this Manual

NOTE: For the remainder of this manual (for the sake of simplicity), we will refer to your child as 'he'.
Throughout this manual we will use the following ways of representing information:

Typed commands will appear as bold type.

Example: 'type cd \sierra'

Portions of the command line not meant to be typed will *not* appear in bold type. For example, in the line 'type **cd** \sierra', 'type' should not be typed.
[Keystrokes] will appear in brackets setting them off from the surrounding text.

Example: [Spacebar], [Tab], [Arrow]

The brackets are not keystrokes and should not be typed. If a space appears between parts of a command, it is meant to be typed.

Example: 'type **cd** \sierra' (the space between **cd** and \sierra should be typed as part of the command)

The README File

To view the README file, place your game disc into your compact disc drive. Type the letter of the disc drive you have placed the disc into followed by a colon (for example: a:), and press [ENTER]. Type **readme** to see the README file on-screen. Use [PageUp]/[PageDown] keys to scroll through the file.

Saving Your Game

NOTE: Mixed-up Mother Goose will save your child's game according to the on-screen kid your child has chosen to represent him during the game. For this reason, each child in your household playing Mixed-Up Mother Goose should choose a different on-screen kid.

Mixed-Up Mother Goose will save your game in progress whenever you quit the game by selecting the red STOP button. The game will NOT be saved if you select the GOOSE icon and continue playing. When you quit, the game will be saved to the drive and directory you specified during the INSTALL procedure. To change the default drive and/or directory for saving games, run INSTALL again.

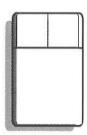
Moving Around in Mother Goose Land

Children can move the on-screen kid using the mouse or joystick. To change control modes during game play, simply stop your kid on-screen, then resume movement using the desired control mode. For example, if you are using the mouse, and wish to use the joystick instead, stop the kid with the mouse, and resume movement using the joystick. For additional help, see the instructions on the next page.

Using the Mouse

Using the mouse, instruct your child to position the arrow where he wants the kid to move, then click the mouse button. The kid will walk to the desired point, and stop.

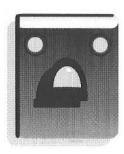
The mouse may also be used to explore objects in Mother Goose Land. When your child points at an on-screen object and presses the mouse button, many objects will become animated, and will be accompanied by sound; bells will ring, etc.



Using the Joystick

NOTE: The joystick can be used in two operational modes explained below. Use either **SELECT** button to toggle between modes.

In **Mode 1**, your child can move his kid by moving the joystick in one of eight directions. To halt the kid's steps, your child should simply return the joystick to the centered position. In **Mode 2**, the joystick controls movement of the mouse cursor on screen. The fire button performs the functions of the mouse button. Use the joystick to move the cursor to the desired point on-screen, then press the FIRE button to 'click'.







The SCORE Icon

Your child's score is represented by the number of golden eggs in the egg carton located at the bottom left of the screen. One egg is rewarded for each rhyme that he completes. There are 18 rhymes in *Mixed-Up Mother Goose*, so a total score of 18 eggs is possible.

The INVENTORY Icon

When your child first plays the game, this icon is empty showing only a blue background. Each time your child picks up an object, it will appear in the **INVENTORY** icon. Make sure that your child understands that the picture in the window is the item

he is currently carrying.

The INVENTORY icon can hold only one object at a time. When your child finds a new item, he must decide which item to keep. If a new object is picked up, it will replace the current object in the INVENTORY icon. The previous object will be dropped and will remain in that location until the child returns for it*. To avoid picking up an object, your child should avoid walking close to the object. If an undesired object is inadvertently picked up, instruct the child to walk away from the object he wishes to carry, then return to it and pick it up.

* Note: Animated characters or animals discarded inside a building will not remain inside, but will wander away to a random location.

HINT: Several houses and buildings contain a small table of some sort. On these tables your child will often find an object needed to complete one of Mother Goose's rhymes.

The MAP Icon

Mixed-Up Mother Goose contains many locations to which children can travel. Sierra has provided a colorful on-screen map of the kingdom so children won't get lost in Mother Goose land. To view the on-screen map, point to the MAP icon and click. Click on a location to find out who lives there.

To familiarize your child with the map, point out the kid's current location on the map (the area outlined in a box), then have him move to an adjoining screen. Now return to the map and ask your child to find the new location on the map. Continue practicing until the child can successfully use the map on his own.

The MOUTH Icon

When a child approaches one of the Mother Goose characters, use the mouse to point and click on the **MOUTH** icon (see **Using the Mouse**, page 13). The on-screen kid will speak to the character, who will then speak to the child automatically, using both words and pictures. If a character is missing something, the child will be told what is missing. For example, if The Old Woman Who Lived in a Shoe needs a bowl of broth, she'll tell you first in words, then a picture of the bowl of broth will be displayed. Your child will find it easy to locate objects with the visual aids that the game provides. If the character happens to **be** the missing piece to a rhyme, he will tell you where he needs to go.

Please note: Parents and Teachers should take the time to ensure that children are familiar with and can distinguish one object from another. The interactive map included in this package may be helpful.

The STOP Icon

To stop playing and save your child's place in the game, use the mouse to point to the red STOP icon, and click. A window will appear, containing another red STOP icon, and a GOOSE icon. Choose the STOP icon to quit the game. If you have selected STOP accidentally, click on the GOOSE icon to continue playing. When you choose STOP, the game will be saved to the drive you indicated during the INSTALL procedure, and the program will return to the DOS prompt.

The SPEED Icon

At times during *Mixed-Up Mother Goose*, it may be useful to adjust the game's animation speed. Use the mouse to point to the **SPEED** (rabbit and turtle) lever icon, and hold down the mouse button as you drag the lever up (faster) or down (slower). Move the cursor until it becomes a **HAND** icon.

The VOLUME Icon

Use the mouse to point to the **VOLUME** (music note) lever icon, and hold down the mouse button as you drag the lever up (louder) or down (softer). Move the cursor until it becomes a **HAND** icon.

Entering Houses in Mother Goose Land

There are many houses and buildings in Mother Goose Land, most of which your child can enter at any time. To enter a place, he needs only to approach the front door, and it will open. The kid will automatically enter the building.

Getting and Trading Objects

As your child explores Mother Goose Land, he will find many objects lying about, most of which can be used to complete one of Mother Goose's rhymes. As the kid approaches one of these objects, it will be picked up automatically and will appear in the INVENTORY icon. The object will remain in the INVENTORY icon until it has been delivered to its proper owner, or has been traded for another object.

Completing a Rhyme

When your child returns a missing piece to the correct rhyme, use the mouse to click on the **MOUTH** icon. Now the rhyme will come to life; the on-screen characters perform the rhyme to music, and the words to the rhyme are displayed on the screen.

When All the Rhymes are Fixed

When your child completes the last rhyme, the Gander will arrive and reward your child for saving Mother Goose Land. After the game comes to its conclusion, your child will have the option of starting a new game, or quitting. If the child chooses to start a new game, the game will return to the **KIDS** screen.

It's Child's Play!

Once familiar with *Mixed-Up Mother Goose*, children can take over. With the simple use of the mouse or joystick, your child can move the on-screen kid around Mother Goose Land. The rest is done by the other characters in the story.

Glossary

Rhyme	Character (Object)	Missing Object(Character)
Banbury Cross	Banbury Cross	Cockhorse (Stick Horse)
The Cat And The Fiddle	Cat	Fiddle
The Crooked Man	Crooked Man	Sixpence
Jack Sprat	Jack Sprat	Ham
Jack Be Nimble	Jack	Candle
Tommy Tucker	Tommy	Bread and Butter
Humpty Dumpty	Humpty Dumpty	Ladder
Jack And Jill	Jack And Jill	Pail
Little Bo Peep	Little Bo Peep	Sheep
Little Jack Horner	Little Jack Horner	Pie
Mary Had A Little Lamb	Mary	Lamb
Mary Quite Contrary	Mary	Watering Can
Miss Muffet	Tuffet	Miss Muffet
Hickory Dickory Dock	Clock	Mouse
Little Dog Gone	Boy	Dog
Old King Cole	Old King Cole	Pipe
Peter Pumpkin Eater	Peter	Wife
Old Woman In A Shoe	Old Woman	Bowl Of Broth

For Beginners: A Mixed-Up Mother Goose Walk-Thru

Playing for the First Time

Following the opening sequence is the **KIDS** screen. To choose the kid that looks most like your child, use the mouse to click on the desired kid.

Sweet Dreams . . .

After your child selects a kid, the story begins in the bedroom. There are several things to see in this room; have your child point and click on the toys and books — many will become animated. Point and click on the story book on the bookshelf, and the story will begin with a cartoon.

It is nighttime, and good children are in bed. After Mom or Dad says good night and turns off the light, little eyes become tired, and soon are fast asleep...

Now a happy dream begins as you float away on the downy back of a goose. It's a wonderful voyage through a blue sky full of puffy white clouds to a place where dreams come to life: Mother Goose Land.

Soon you arrive in Mother Goose Land and who should greet you but Mother Goose herself! She tells you that her rhymes are all mixed up, and asks you to help her, then goes back into her house leaving the future of Mother Goose Land in your hands!

When the cartoon is over, your child is in control of the game. Have him practice moving around this screen until he is comfortable and can move on. See **Moving Around in Mother Goose Land** on page 12.

Time to Go!

Now your child is ready to venture out into Mother Goose Land. Have your child move to the left side of the screen, and . . .

You're in a wonderful new place! This is the garden of Mary Quite Contrary. Watch as Mary works in her garden, then walk toward her.

If your child is using a mouse, have him point at some of the objects in Mary's garden, and click the mouse button. The bells will ring, and the pretty maids will dance. As your child approaches Mary, use the mouse to point and click on the **MOUTH** icon. She'll tell you what item she needs, first in words, then with a picture.

"Kindly fetch me my watering can," Mary says. Now she shows you a picture so you can see what her watering can looks like. Where do you think that watering can could be? Without it, Mary's rhyme isn't complete. It's up to you to find the watering can and bring it back to Mary.

The missing objects in *Mixed-Up Mother Goose* are placed in random locations so children can play again and again. The watering can however, is always in the same place so beginners can learn how the game works.

Don't Forget Your Map!

Now is a good time to refer to the on-screen map of Mother Goose Land. This map shows you all of Mother Goose Land, and where each rhyme is located. Click on the **MAP** icon at the bottom of your screen to activate the map. If you click on a location you'll be shown who lives there. For suggestions on practicing with the map, see the **MAP** icon, page 15.

Moving On...

Now let's go back to Mother Goose's house. Move to the right side of the screen, and wait for her house to appear. Now move to the right of this screen and wait. . .

This is the meadow where Jack Be Nimble lives. Later, you can help Jack find his candlestick, but for now let's find Mary's watering can.

Move to the far right side of the screen and wait.

Now we're in a green meadow. What's that on the ground? Why, it's Mary's watering can! Let's get it.

Walk toward the watering can, and it will be picked up automatically. If you look in the **INVENTORY** icon, you'll see a picture of the watering can there. For more information about the **INVENTORY** icon, see the screen diagram and explanation on page 14.

Now that you've got the watering can, it's time to take it back to Mary. Let's see if you can find your way back to Mary's garden using your map.

Take time to see if your child can find the way back to Mary's garden without your help. If he has trouble, use visual clues (like Jack Be Nimble) to help. With a little practice, children can learn their way around Mother Goose Land.

Back in Mary's Garden

You've found Mary's garden! Mary is here waiting for you. Why don't you give her the watering can now? When Mary has her watering can, her rhyme will be complete. She'll be so happy, she'll act out her rhyme for you!

Now Mary will perform her rhyme for your child. Music will play, and the words to the rhyme will be displayed on the screen so you can recite the rhyme to your child, or even sing along.

Congratulations! You've just fixed one of Mother Goose's rhymes, and you have 1 point. Now you can go wherever you want in Mother Goose Land, and soon you'll have all the rhymes repaired. Have fun!

The egg crate at the bottom of your screen should now have one golden egg in it. This is your child's score. Each time a rhyme is completed, another egg will appear in the crate. When all the rhymes in Mother Goose Land are as they should be, your child will be awarded a special surprise.

Now that your child has successfully repaired a rhyme, he should be ready to take on the other quests that await. Help him search for Jack Be Nimble's candlestick, or one of the other objects that are scattered throughout the land. Your child will soon be fixing rhymes without help.





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