

GLOSSARY

Rhyme

Banbury Cross
The Cat and the Fiddle
The Crooked Sixpence
Humpty Dumpty
Jack and Jill
Jack Be Nimble
Jack Sprat
Little Bo Peep
Little Jack Horner
Mary had a Little Lamb
Mary, Mary
Miss Muffet
The Mouse and
the Clock
My Little Dog Gone
Old King Cole

The Pumpkin Eater
There was an
Old Woman
Tommy Tucker

Character (object)

Banbury Cross
Cat
Crooked Man
Humpty Dumpty
Jack and Jill
Jack Be Nimble
Jack Sprat
Little Bo Peep
Little Jack Horner
Mary
Mary Quite Contrary
Tuffet

Clock
Boy
Old King Cole

Peter

Old Woman
Tommy Tucker

Missing

Cockhorse (stick horse)
Fiddle
Crooked Sixpence
Ladder
Pail
Candlestick
Steak
Sheep
Christmas Pie
Lamb
Watering Can
Little Miss Muffet

Mouse
Dog
Pipe, Bowl, and
Fiddlers Three
Wife

Broth
Knife

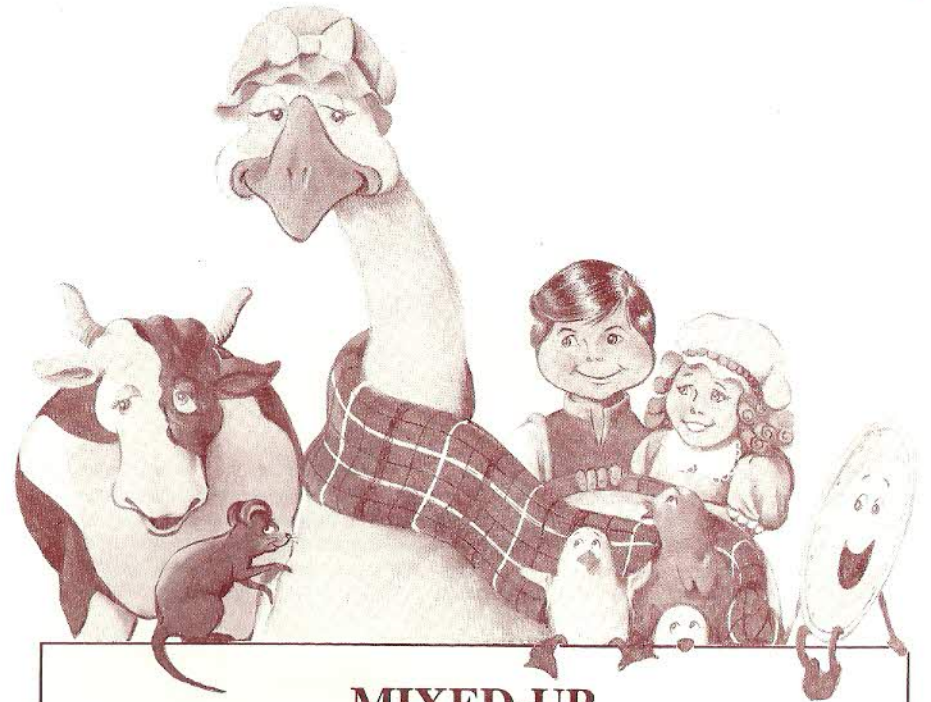


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MMD-101

PARENT GUIDE

for



MIXED-UP
MOTHER GOOSE™

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A PARENT'S GUIDE TO MIXED-UP MOTHER GOOSE

One night your child was sleeping when a wonderful dream came to him or her. A dream of flying gracefully through the sky on the downy back of a giant goose, on a voyage to the land of Mother Goose. A dream that your child has had many times before. Except something unfortunate happened this time. Perhaps it was that extra chocolate chip cookie, but something caused the dream to get mixed-up. Really mixed-up. Now, all of Mother Goose's rhymes are scrambled and pieces are scattered throughout the land. Children around the world will have to go to bed without their favorite rhymes if they are not completed. Can your child save the future of Mother Goose?

Explore Mother Goose Land with your child as he or she goes on a "dream quest" to rescue the Mother Goose rhymes.



OVERVIEW

Mixed-up Mother Goose is an adventure game designed for children ages 4 and up. Over 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 20 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.

GETTING STARTED: FLOPPY DRIVE(S)

If you will be playing from floppy disks (not hard disk), you may wish to back-up your original program disks. This procedure will save wear and tear on your original disks, and will prevent you from accidentally writing over your originals. To make a back-up copy, format a disk(s) and copy your program masters to these disk(s) following the instructions that came with your computer.

LOADING INSTRUCTIONS (from floppy disk)

Macintosh, Atari ST, Amiga

1. Turn on your computer.
2. Insert the Game disk.
3. Double-click on the "Mother Goose" icon.

MS-DOS

1. Load MS-DOS. It is recommended that you enter the current date and time information.
2. At the prompt, insert your original back-up program disk 1, label side up, into the drive.
3. Type "sierra" and press ENTER.
4. To bypass the opening sequence, press any key.

Apple IIGS

1. Put your game disk in the disk drive.
2. Turn on your computer.
3. The game will load automatically.



USING THE PULL-DOWN MENUS

By clicking the mouse (MS-DOS users: Press the ESC key), you can select a number of options that will help your child play the game. Each category has a number of options listed below it. To select a category, highlight the category you wish by moving the cursor to that category. Use the mouse to move the cursor (MS-DOS users: Use the numeric keypad or joystick). Once the category is highlighted, select an option by moving the cursor over the given option, and click the mouse (MS-DOS users: Press ENTER or the joystick button). After you have selected an option, follow the on-screen prompts, or the computer will perform the action and return you to the game.

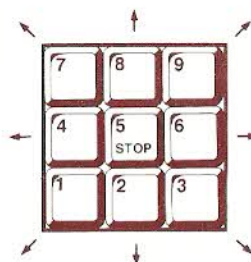
MOVING YOUR CHARACTER

To move your character around, you may use either a mouse, joystick, or the cursor keys on your keyboard, depending on your machine. They work as follows:

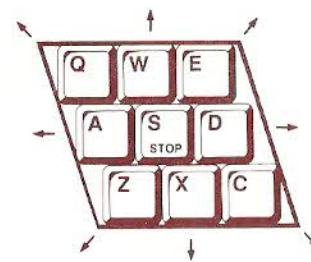
Mouse: To make a character walk to a specific place on the screen, click the mouse at that point. The character will walk to that point and stop. To make the character follow the mouse continuously, hold down the mouse button and drag the pointer ahead of the character. You can stop the character by double-clicking the mouse.

Joystick: Plug a joystick into your computer. The character will move in the direction that you push the joystick. You can stop the character by centering the joystick (moving it to its center position).

Keyboard: Included with your game is a set of stickers that you can attach to the corresponding cursor keys on your computer keyboard. The on-screen character will move in one of eight directions (see corresponding diagram). To move your character, press the key that corresponds to the direction you wish the character to go. To stop the character, you must let go of the key.



MS-DOS, Atari and
Apple IIGS keys



Macintosh keys

ENTERING PLACES

There will be times in the game when your child will want to enter places, such as Old King Cole's Castle or Jack Sprat's House. To enter a place, your child just needs to approach the front door, and it will automatically open. The disk drive will momentarily turn on, and then a new screen with your child's character inside the building will appear.

GETTING/TRADING OBJECTS

When your child approaches an object that can be used to complete one of the rhymes, the object will automatically become part of his or her inventory, and will also appear in a special box in the upper right-hand corner. The object will remain in his or her inventory until another object or character is picked up, or until the object has been delivered to its proper owner.



Your child's character can hold only one item at a time, or can have one character following him or her. When your child comes to a place where a new item is, he or she must decide which item or character he or she wants to keep. If the child picks up the new object or character, the object or character he or she formerly possessed will remain in that location*. If the child chooses to keep the item he or she is currently carrying, you should help him or her avoid other objects or characters by walking around them (giving them some distance). However, if your child does inadvertently pick up an object which he or she doesn't want, he or she can trade it back for the previous item by moving away from the object on the ground, then approaching it again.

HINT: In most buildings there is a table which has one of the missing objects on it.

*Note: Characters that follow your child and are discarded inside a building (King Cole's castle, Jack Sprat's house, etc.) will not remain inside the building, but will walk away to a random location.

TALKING TO MOTHER GOOSE CHARACTERS

When a child approaches one of the Mother Goose characters, the character automatically talks with him or her. If the character is missing something, that character will tell the child what it is that is missing. If the character happens to be the missing piece to a rhyme, he/she will tell your child where he or she needs to go.

NO READING IS NECESSARY

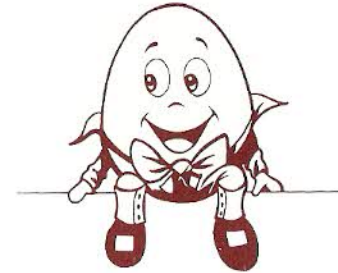
A Mother Goose character talks to your child, in both words and pictures, so children of all ages will understand. For example: If the Old Woman Who Lived in a Shoe needs some broth, she tells you first in words, and then by a picture of a bowl of broth. Your children will find it easy to locate objects with the visual aids that the game provides.

Note to Parents and Teachers: You should take the time to ensure that your children are familiar with and can distinguish one object from another.

AFTER THE GAME IS OVER

After the game comes to a conclusion, the only options will be either to start a new game or to quit. If he or she chooses to start a new game, the game will begin with his or her arrival in front of Mother Goose's house (0 points). If he or she chooses to quit, the next game will begin in his or her last "saved game" position.

Note: You will not be able to save a game after the final sequence (18 points). We recommend that you start a new game, then save the game by Mother Goose's house.



IT'S CHILD'S PLAY

Once they become familiar with Mixed-up Mother Goose, children can take over, as only a few keys become necessary to play. With the simple use of the appropriate keys, your child can move the on-screen character around. The rest is done by the characters in the story. However, you might want to continue helping your children when they need to start, save, or restore a game, as more keys are required to perform these functions.