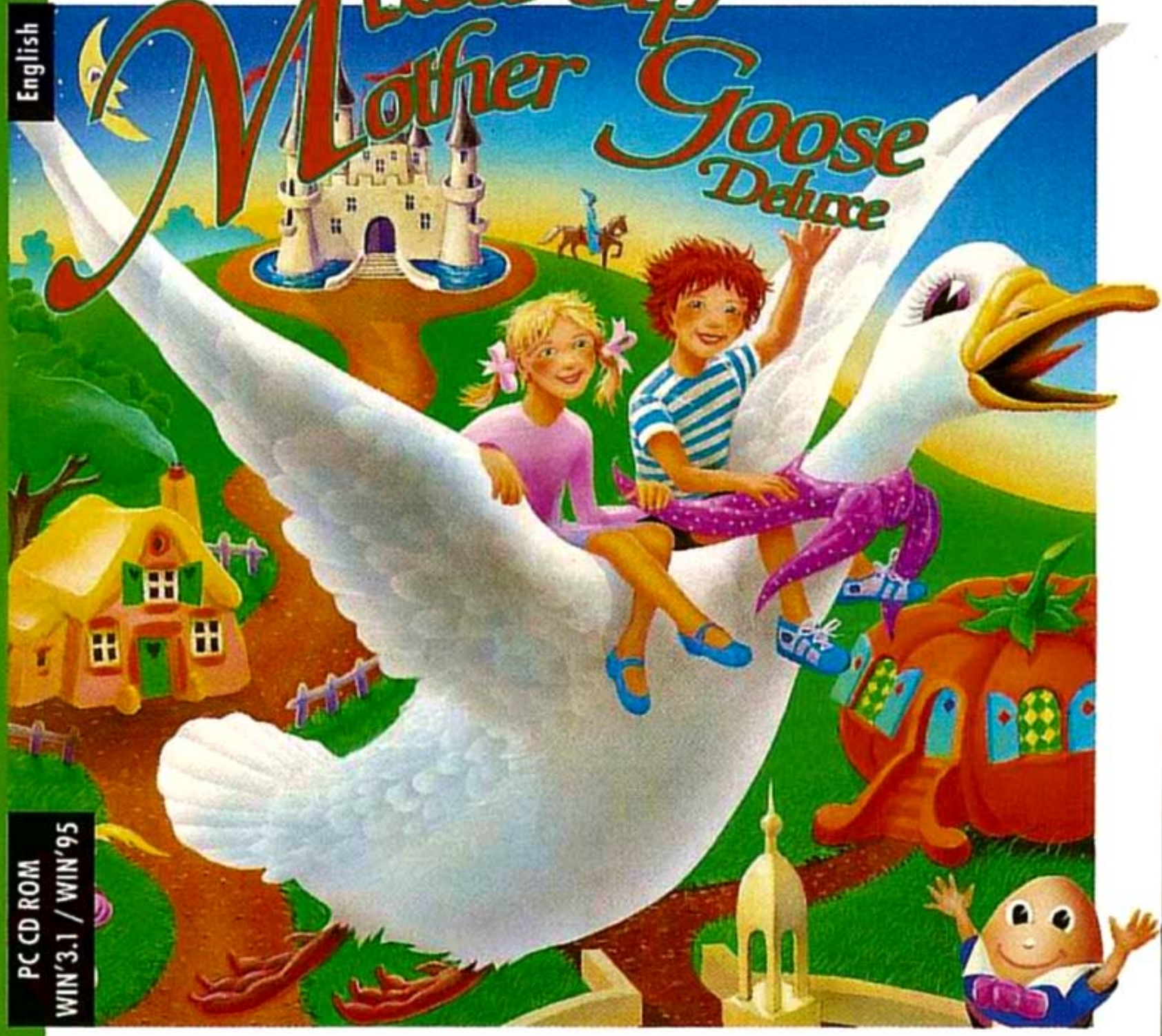
SPIRIT OF ADVENTURE

English

PC CD ROM
WIN'3.1 / WIN'95

4 - 8 years

Mixed-Up Mother Goose Deluxe



SIERRA® EDUTAINMENT

Mixed-Up Mother G

Mixed-Up Mother Goose™ Deluxe, originally introduced in 1988, is one of the best-loved children's software titles of all time. Updated for today's multimedia computers, it has high-resolution graphics, digitized music and voice, and a host of new features. Also included is a musical CD for your stereo system.

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CD-ROM installation

ON YOUR WINDOWS® 3.1 SYSTEM

❶ Insert Mixed-Up Mother Goose Deluxe™ CD-ROM into your CD-ROM drive.

❷ At the Microsoft Windows Program Manager, select "RUN" from the "FILE" menu.

❸ On the command line, type x:\SETUP (where "x" is the CD-ROM drive) and follow the instructions on the screen.

❹ A new icon for the Mother Goose game and an icon for Mother Goose's On-line documentation will be automatically created in the "Sierra Edutainment" program group.

❺ Double-click on the Mother Goose icon to run the game.

If you are using Windows 95, Autoplay will start Mother Goose.
Just insert the CD to run or install the game.



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Letter to parents



Dear Parents,

It is our aim to design educational software that is both enriching and entertaining. Each product is part of a pre-defined range : school support, educational adventure games, discovery programmes, mobile construction games, etc.. and is always developed for a specific age range. In this way, SIERRA EDUTAINMENT's software can be played by the young and old alike, from 4 to 15 years.

The aim of the Spirit of Adventure collection is to raise children's awareness about a wide variety of themes covering subjects such as marine biology, the tropical forest eco-system or even old folk songs...

As they embark on an exciting adventure, children gradually acquire the knowledge needed to solve the game's puzzles. The tastefully illustrated collection introduces children to concepts such as nature, animals, or mankind, whilst calling on them to participate and preserve the fragile environmental balance, for example. Without realising it, children pick up not only all sorts of useful information, but are also encouraged to develop an open and curious approach to problem solving. They will be using a whole range of abilities : learning how to observe, to take responsibility, be resourceful, practical and logical. We endeavour to help children acquire skills that will be of use to them in real life, but without ever losing sight that our young users are still children and that the experience must above all be fun for them. We aim to design software that leaves children feeling relaxed, confident and proud to have intelligently navigated a whole variety of different situations. Our software is always tested by young volunteers in order to ensure that we reach this goal.

If though, despite the care taken in developing this product, as parents you feel unhappy about any particular aspect, please contact us, and we will examine your comments in great detail.

SIERRA EDUTAINMENT educational team

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The Sierra Edutainment Club Service



If you return the warranty card enclosed with each software product purchased your child will then automatically become a member of the SIERRA EDUTAINMENT CLUB and will receive his or her own personal membership card. A whole range of advantages come with this membership.

The Sierra Edutainment Club Service is :

1. Preferential contact with an after-sales advisor available Monday to Friday from 9 am to 5 pm on : **(01734) 303 171**, whether you require technical advice or just general information.

2. An automatic hint line to provide your children with hints and advice to help them if they get stuck in their games. Available on : **(0891) 660 660** (39p min cheap rate, 49p min at other times) 7 days a week, 24 hours a day.

3. Free subscription to ADIZINE : This quarterly magazine contains cultural and academic sections, a cartoon, reader's mail, a competition, an update on ADI, Playtoons and other edutainment products by SIERRA.

4. A pen-pal club : join by sending back the questionnaire in ADIZINE or by calling the SIERRA EDUTAINMENT CLUB. The club exists by virtue of a network of friends in foreign countries including : Great-Britain, France, Spain, Italy, Germany...and soon the United-States.



5. Exchange of all faulty disks within warranty.

6. Special offers on edutainment software with gifts, free games...

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Welcome to Mixed-Up Mother Goose

Welcome to Mixed-Up Mother Goose™, one of the educational games in the Spirit of Adventure range. In this particular game there are many wonderful discoveries your child will make on an adventure to help Mother Goose put back together 18 of her famous rhymes. Each discovery represents new knowledge and understanding for computer users as young as three years old.
Here are some specific discoveries and skills children will learn while playing Mixed-Up Mother Goose.

Sweet dreams...

It is night-time, 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.



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Enter Mother Goose's kingdom

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.

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.

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 icons



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.

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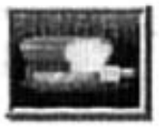
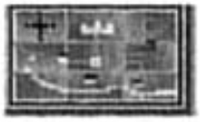


THE INVENTORY ICON

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 or she is currently carrying.

The INVENTORY icon can hold only one object at a time. When your child finds a new item, he or she 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.

Hint: Several objects can be found in some houses. Don't forget to visit them!



THE MAP ICON

Children won't get lost in Mother Goose land thanks to the map of the Kingdom. To view it, 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 them move to an adjoining screen. Now return to the map and ask your child to find the new location on the map. Continue practising until the child can successfully use the map on their 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. 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 rhyme, they will tell you where they need to go.

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THE VOLUME ICON

Use the mouse to point to the volume lever icon, and hold down the mouse button as you drag the lever up (louder) or down (softer).



THE SPEED ICON

At times during Mixed-Up Mother Goose , it may be useful to adjust the game's animation speed.



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 automatically saved.

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, 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, your child can move the on-screen kid around Mother Goose Land. The rest is done by the other characters in the story.

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Parent's corner

Pre-reading skills

Every time your child correctly assembles a mixed-up story, he or she will be rewarded with the full text of that story, accompanied by music. Because each story rhymes, it is easy for children to remember the words. After repeated play sessions, children also learn to recognize the familiar words in each rhyme.

Cause and effect relationships

In order to reassemble each of Mother Goose's mixed up stories, children must return lost objects they find in Mother Goose's land to their proper owners. For example, to reassemble «Mary, Mary Quite Contrary», children must find Mary's lost watering can. When the can is returned, children are rewarded with a musical, animated rendering of the finished rhyme. This helps young children to comprehend that actions have reactions.

Concentration and memory skills

Children have to concentrate on the routes they take while adventuring through Mother Goose's land. Otherwise they will not remember where the characters live and they will not be able to return their lost items. Because children have so much fun in story land, it is easy for them to remember the landmarks they pass, to distinguish up from down, right from left and to learn map reading.

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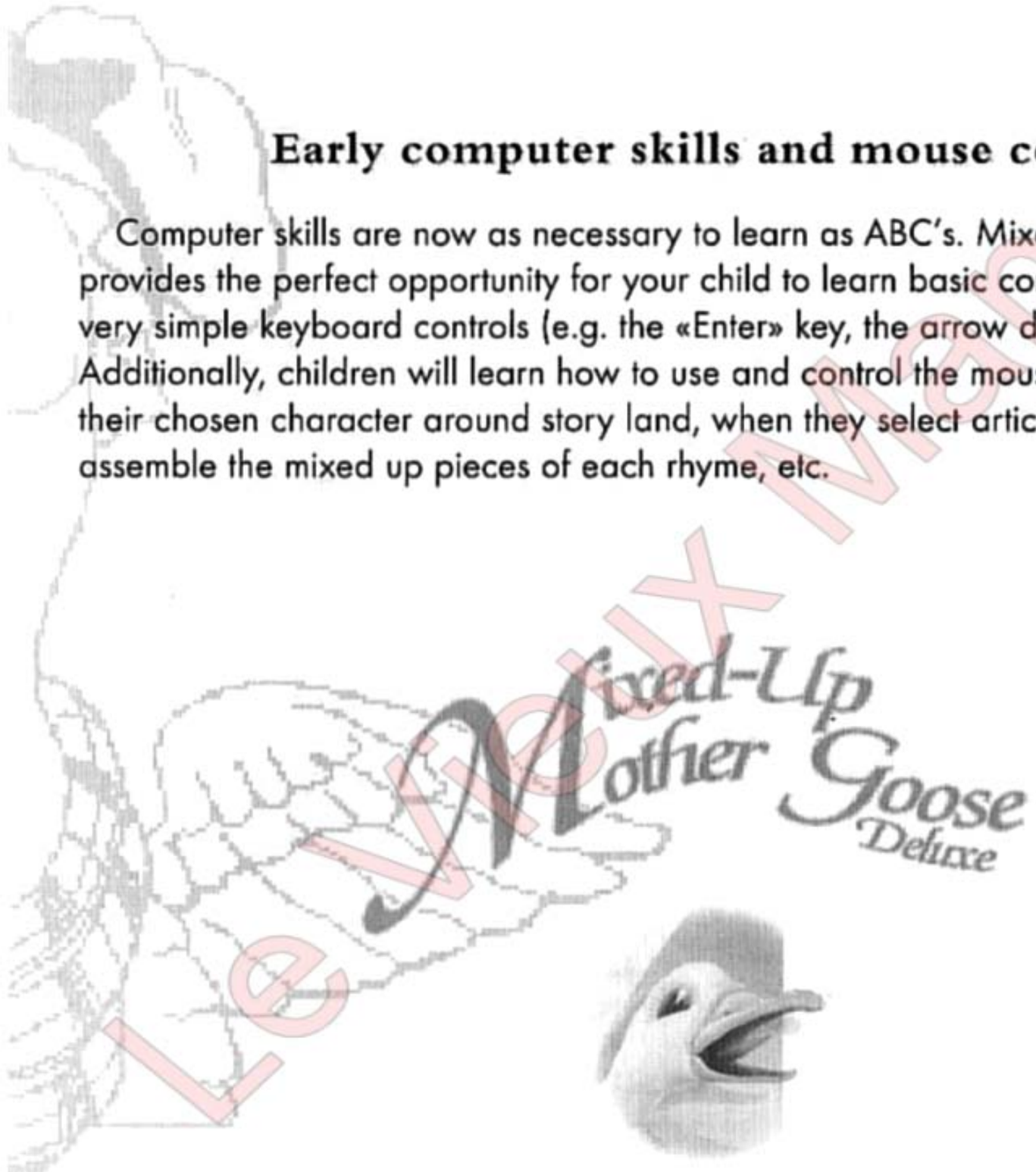
Early computer skills and mouse control

Computer skills are now as necessary to learn as ABC's. Mixed-Up Mother Goose provides the perfect opportunity for your child to learn basic computer skills such as very simple keyboard controls (e.g. the «Enter» key, the arrow direction keys, etc.). Additionally, children will learn how to use and control the mouse when they direct their chosen character around story land, when they select articles that help to assemble the mixed up pieces of each rhyme, etc.



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