

MIXED-UP

# Mother Goose

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## 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. 18 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.

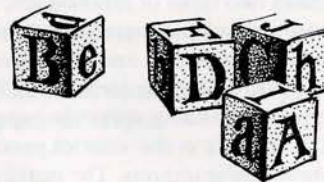


## INSTALLING THE GAME FROM THE DOS PROMPT

**PLEASE NOTE:** You must install Mixed-Up Mother Goose in order to save games and to simplify the startup procedure. If you do not wish to install Mixed-Up Mother Goose, please see the README file on your CD.

**IMPORTANT!!** To install this game, you **MUST** have either a hard drive or a floppy disk drive.

1. Place your game disc into the 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 install and press [ENTER].
2. Answer the on-screen questions using the up and down [Arrow] keys to highlight your selections, then press [ENTER] to select. You will be asked to specify which drive you wish to install to. If you wish to install the game to the hard drive, type the letter of your hard drive (usually C). If you do not have a hard drive, place a formatted diskette in your diskette drive, and type the drive letter (example: a). The installation will create a \sierra\mgcd directory on the desired drive. This directory is used to store saved games.





## INSTALLATION PROCEDURE FOR MULTIMEDIA WINDOWS (MPC)

1. Insert the game CD into the CD-ROM drive.
2. Insert the Setup diskette into the A: drive (or B: drive).
3. Invoke Windows in Standard mode. This is usually done by typing "win", but may be different for your installation.
4. Select "Run..." from the "File" menu.
5. Type "a:setup" (or "b:setup") and press Return or click "OK".
6. The setup program will now run automatically. It will suggest a directory for installation but allow you to change it if you wish. It will ask you to enter the drive letter of your CD-ROM drive. It will ask whether you wish to output background music for a base-level or for an extended synthesizer (see below). It will then copy the required files to your hard disk and set up a program group and program icon so that you may play the game.

### Note About Synthesizers

Multimedia Windows defines two types of synthesizers; "base-level" which includes three melodic channels and one percussive channel, and "extended" which includes nine melodic channels and one percussive channel. The channel assignments are 13 thru 16 for the former and 1 thru 10 for the latter. You may configure the system depending upon the type of sound equipment installed by using the MIDI Mapper in the control panel. Sierra's games can play music for either of these configurations. The installation procedure allows

you to choose which is appropriate for your system. If you don't know what type of synthesizer you have, just click on "OK" to continue.

### To Run The Game

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows in Standard mode. This is usually done by typing "win /s", but may be different for your installation.
3. Double-click on the "Sierra" group if it is not already open.
4. Double-click on the game icon.

## LOADING INSTRUCTIONS

**NOTE:** If you installed the game to a floppy drive, you must have the DOS diskette in the diskette drive in order to load the game.

After completing the INSTALL procedure:

1. Place your game disc into your compact disc drive.
2. Type the name of the drive you installed the game on  
Example; a: and press [ENTER].

3. Typed cd\sierra and press [ENTER].

4. Type mgcd and press [ENTER].

After the game boots, the opening screen will appear offering three choices, Credits, New Game, and English. A fourth choice, Old Game, will appear if your child has played Mixed-Up Mother Goose before.

## USING THE CONTROLS

### Credits

Choose Credits for information on the people involved with the development of Mixed-Up Mother Goose.

### New Game

When you choose this option, the computer will prompt you to choose the on-screen kid your child wants to "be".

### Old Game

If your child has played Mixed-Up Mother Goose before, choose Old Game, and use the mouse or joystick to move the pointer to your child's on-screen kid.

### 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 play. 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.

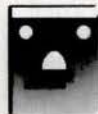
## MOVING AROUND IN THE GAME



### Using the Mouse

Using the mouse, instruct your child to position the arrow where he or she 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.



### 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, your child should simply return the joystick to the centered position.

In Mode 2, the joystick controls movements 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".



## 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 the child completes. There are 18 rhymes, 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 or she is currently carrying.

The INVENTORY item holds 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 your child returns for it. To avoid picking up an object, your child should avoid walking close to the object. If an undesired object is accidentally picked up, instruct your child to walk away from the object he or she wishes to carry, then return to 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

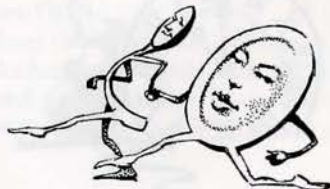
Mixed-Up Mother Goose contains many locations to which children can travel. Sierra has provided a colorful on-screen map of the kingdom so children won't get lost. To view the on-screen map, point to the MAP icon and click. Click on a location to find out who lives there.

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 or her move to an adjoining screen. Now return to the map and ask your child to find the new location on the map. Continue practicing

### The MOUTH Icon

When a child approaches one of the Mother Goose characters, use the mouse to point and click on the MOUTH icon. The on-screen kid will speak to the character, who will then speak to the child automatically, using both words and pictures. If the character is missing something, the child will be told what is missing. If the character happens to be the missing piece of a rhyme, he will tell you where he needs to go.

**NOTE:** Parents and teachers should take the time to ensure that children are familiar with and can distinguish one object from another.



### 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 the game, 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.



## PLAYING THE GAME

### 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 or she 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 or she will find many objects lying around, 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.

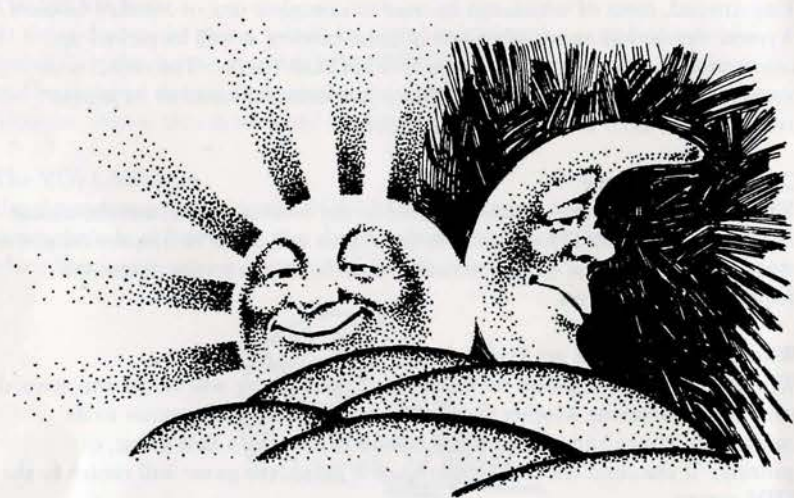
### When All the Rhymes are Fixed

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.



## PROBLEM DISK? CALL US!

If you have problems with your Sierra program, technical assistance is only a telephone call away. Call (209) 683-8989 for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type and the nature of your problem.





## COMPACT DISC REPLACEMENT POLICY

We will gladly replace your program disc free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a \$10.00 charge.

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