Classic Family Software™ presents

New!

$39.95
Ages 3 – 9

Micro Mother Goose ™

Fun games for kids
plus computer comics

★ NO READING NECESSARY TO OPERATE
★ NOT COPY PROTECTED

FREE INSIDE!

■ Color "Micro Do's & Don'ts" Poster
■ 6 Mother Goose Stickers

Requires:
● Apple II
● Applesoft
● 48K
● Disk Drive
● Paddles
  or Joystick

Graphics created with The Graphics Magician

Your "Micro Mother Goose" disk is not copy-protected.

We know from experience that any software frequently used by children has a good chance of coming down with a fatal case of fingerprints or the "peanut butter and jellies." So we feel that parents and teachers should be able to make a "just in case" back-up copy of "Micro Mother Goose."

We suggest that you immediately make a copy of your "Micro Mother Goose" disk with the RUN COPYA program on your System Master disk (explained on page 38 of "The DOS Manual"). Use the copied disk as your "working" disk. Store your original "Micro Mother Goose" disk in a safe place so if an accident occurs, you can use it to make another copy.

We think the ability to easily replace disks damaged by normal family or classroom wear and tear is a real benefit. Now you won't have to fuss with the inconvenience of complicated disk replacement procedures. You won't

have to buy another "Micro Mother Goose" package. And you won't have to spend frustrating hours trying to "break" a complicated copy protection scheme just to get a back-up copy.

This is NOT a license to steal, otherwise known as "software piracy." The copying of "Micro Mother Goose" for purposes other than for a personal back-up copy is just plain stealing which is illegal. Adults should think twice before they steal "Micro Mother Goose." Parents and teachers who engage in this kind of unethical behavior are setting a very poor example for their children.

By the way, we've included an extra disk label in this package which you can use on your "working" copy of "Micro Mother Goose."

Our goal is to provide the best in "Classic Family Software" for you. Feel free to write us with your comments and suggestions. Many thanks!

"Micro Mother Goose" is fully guaranteed. If it ever fails to boot, for any reason whatever, return the disk to Software Productions for a free replacement. If the disk has been physically damaged, please include five dollars for a replacement disk.

The graphics in "Micro Mother Goose" were created with The Graphics Magician. The Graphics Magician was written by Mark Pelczarski, David Lubar and Chris Jochumson and is published by Penquin Software.
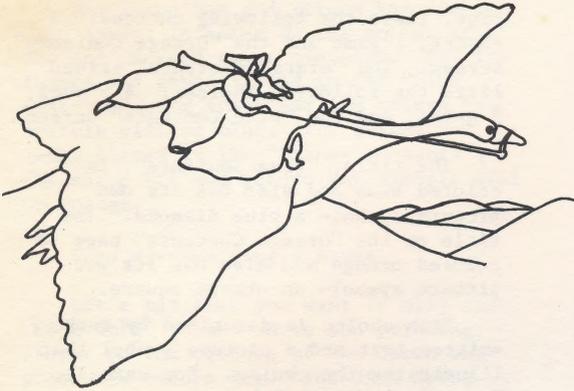
Basic Operating Instructions
for "Micro Mother Goose"

Rhyme Operation

1. Boot "Micro Mother Goose" Diskette
2. After the title pages, the "Blue Contents" screen will appear. Move the pointing finger by pressing the space bar. When the finger is pointing to the rhyme that you want, press the return key. The rhyme that you have chosen will appear on the screen.
3. To repeat a rhyme, press the space bar, and the rhyme will play again.
4. To return to the contents pages after a rhyme has played, press the return key.
5. To see the "Orange Contents" screen, move the pointing finger down the screen. When the finger reaches the "Orange Contents" listing, the screen will automatically flip to the "Orange Contents" screen.

Game Operation

1. After the title pages, the "Blue Contents" screen will appear. The game "London Bridge-Out!" game is listed on "Blue Contents" screen. The "Lamb Scramb!" and "Splat!" games are listed on the "Orange Contents" screen.
2. Move the pointing finger to the listing of the game you want to play by pressing the space bar. Then press the return key and the gameboard will appear on screen.

3. All three games are played with Game Paddle #0 or a joystick. Press the Game Paddle #0 button or joystick #0 button to activate the games.

"London Bridge-Out!"

1. To move the bar, turn the Game Paddle dial or move the joystick.
2. To start a new ball in motion, press the Game Paddle #0 button or joystick #0 button.
3. To play a new game after all balls have been used up, press the space bar.
4. To return to the contents screens after all balls have been used up, press the return key.
5. To leave the game at anytime during play, press the ESC key. You will then be returned to the contents screens.

"Lamb Scramb!"

1. To scoot lambs toward the hedge opening, press the Game Paddle #0 button or joystick #0 button.
2. To play another round of "Lamb Scramb!", press the space bar.
3. To return to the contents screens when the game ends, press the return key.
4. To leave the game at anytime during play, press the ESC key. You will then be returned to the contents screens.

"Splat!"

1. To move the nest, turn the Game Paddle #0 dial or move the joystick.
2. To start more eggs falling after you have hatched 6 eggs, press the Game Paddle #0 button or joystick #0 button.
3. To play another round of "Splat!", press the space bar.
4. To return to the contents screens after the game ends, press the return key.
5. To leave the game at any time during play, press the ESC key. You will then be returned to the contents screens.

More detailed rhyme and game instructions begin on the next page.

Operating Micro Mother Goose

Your Micro Mother Goose diskette contains 9 of the most popular Mother Goose rhymes and 3 arcade-style computer games.

Playing the Rhymes

Go through the program once or twice with your children and in no time at all they'll be able to run it themselves.

Step #1--Turning on the Computer

Turn on your T.V. or monitor and then insert your "Micro Mother Goose" disk into the disk drive. Close the disk drive door and switch on your computer's power.

First you'll hear some whirring sounds as the program loads. Your Micro Mother Goose program uses a lot of disk space, so loading takes a few moments. The first two "Micro Mother Goose" title pages appear on the screen. Next, the "Blue Contents" screen appears.

Step #2--The Tables of Contents

"Micro Mother Goose" is divided into two tables of contents. The first contents screeen is called the "Blue Contents". This is followed by a second table of contents screen called the "Orange Contents".

The "Blue Contents" screen, which automatically appears after the title page, lists the following choices: 5 rhymes, 1 game and the "Orange Contents" screen. The "Orange Contents" screen lists the following choices: 4 rhymes, 2 games, and the "Blue Contents" screen.

The title, "Blue Contents", is colored blue and also has its own picture symbol- a blue diamond. The title on the "Orange Contents" page is colored orange and also has its own picture symbol- an orange square.

Each choice is described by both written text and a picture symbol that illustrates the choice. For example, "Hey Diddle Diddle" has a picture of a cat next to its title; "London Bridge" has a picture of a bridge next to its title and so on. The picture symbols in each contents screen allow non-readers to know where they are in the program and to easily recognize the choices available in "Micro Mother Goose".

The pointing finger is another picture symbol used on both contents screens. When the "Blue Contents" page first appears, this pointing finger is located next to the "Hey Diddle Diddle" rhyme choice.

The 2 colored shapes you see at the bottom of the "Blue Contents" screen are program operation cues. The narrow, long, blue rectangle centered at the bottom of the screen represents the space bar on the keyboard. The short, wide blue rectangle above and to the right of the space bar symbol represents the return key on the keyboard. These 2 picture symbols also appear in orange at the bottom of the "Orange Contents" screen.

The space bar is used to move the pointing finger from one choice to another. Each time the space bar is pressed, the pointing finger moves down a line to the next choice.

The return key is used to "get" whatever selection is chosen. One press of the return key activates the selection indicated by the pointing finger.

The space bar and return key symbols also appear in color on the screen at the end of each rhyme and game. For the rhymes and games listed in the "Blue Contents", the space bar and return key symbols will be blue. For rhymes and games listed in the "Orange Contents", the space bar and return key symbols will be orange.

Step #3--Choosing a Rhyme

Let's say that you want to play the "King Cole" rhyme. Move the pointing finger to the picture of the crown and press the return key. The disk drive will whirr while it is loading the "King Cole" rhyme into your computer. First, the picture will be drawn very quickly onto the screen. Then the text will appear and the music will play. Watch for King Cole's smoking pipe!

After the rhyme has played, the space bar and return key symbols will appear in the black area below the picture. Again, these two pictures are program operation cues.

Step #4--Repeating the Rhyme

If you would like to play "King Cole" again, simply press the space bar and the rhyme will repeat itself.

Step #5--Making a New Selection

If you would like to return to the contents pages, simply press the return key and the program will return to the "Blue Contents" screen. The pointing finger always points to the selection directly below the one that has just been completed. For example, if you return to the contents after "King Cole" has played, the pointing finger will now be pointing at the "Three Blind Mice" listing on the "Blue Contents" screen. This makes it easier for you to go through all the rhymes and games, one after another.

Step #6--Choosing From the "Orange Contents"

If you want to see what's in the "Orange Contents", move the pointing finger down the screen to the orange square at the bottom of the "Blue Contents" page. The screen will then automatically flip to the "Orange Contents" screen. To go back to the "Blue Contents", simply move the

pointing finger down to the blue diamond and the screen will automatically flip back to the "Blue Contents" screen.

Once you return to the contents pages you can make a new selection and play it by using the same simple choosing process just described.

Suggestions

1. Children really enjoy playing the rhymes with their parents. In fact, sitting with your child in your lap and running the "Micro Mother Goose" rhymes has the same warm feeling you have reading storybooks aloud together.

2. Even if you think you have a voice as sweet as a frog's, don't be afraid to sing along with the rhyme tunes. The melodies are so simple anyone can join in. They're slow enough so a group can sing together. Try it! It's alot of fun! be a lot of family fun.

3. As you go through the rhymes, point out the picture symbols and how they are used. Children easily recognize these color and shape patterns which enable even your youngest non-readers to successfully operate "Micro Mother Goose".

4. It's important that your children, especially the younger ones, have a good sense of the program as a whole. An overview helps them to quickly learn to run the program on their own. We recommend that the first time you play your "Micro Mother Goose" disk, you first run through each of the 9 rhymes. After you've played all of the rhymes, then go on to demonstrate each of the 3 games.

Playing the Games

The games in "Micro Mother Goose may be played with game paddles or a joystick. "Lamb Scramb!" is the easiest game to play. "Splat!" is more difficult and "London Bridge-Out!" is the most difficult of all.
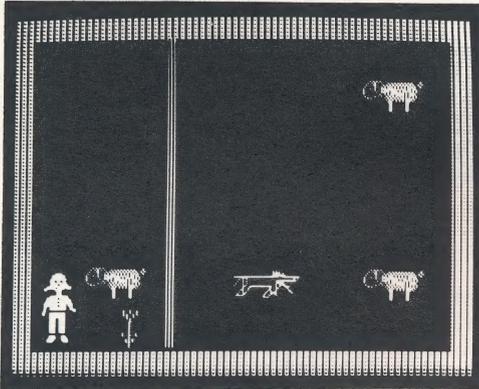
"LAMB SCRAMB!"

The Object of the Game

In "Lamb Scramb!", the object of the game is to get all of Mary's stray lambs safely through the hedge, back to Mary.

Step #1-Choosing the Game

The game "Lamb Scramb!" is listed on the "Orange Contents" screen. Press the space bar to move the pointing finger down the screen until you get to the "Lamb Scramb!" picture symbol. Then press the return key and the "Lamb Scramb!" game board will appear on the screen.

The screen is enclosed by a hedge and another hedge divides the screen from top to bottom. Mary is located in the lower left corner of the screen. The three lambs appear on the upper right side of the screen.

Appearing in the upper left corner of the screen is the picture symbol of a game paddle. This picture symbol is a cue for program operation. It tells you that the game uses Paddle #0 (or joystick #0 button).

Step #2-Playing "Lamb Scramb!"

To start the game, press the Paddle #0 control button. This sets one of the stray lambs in motion. Also, an opening in the hedge appears. Notice that the hedge is a somewhat unusual one--it opens and closes by itself and at different times and places.

When your lamb is parallel to the hedge opening, press the Paddle #0 control button. This scoots your lamb to the hedge. If you have correctly judged the position of your lamb in relation to the hedge opening, your lamb will escape through the hedge and go to Mary. Also, one of Mary's flowers will suddenly grow. If you misjudged your lamb's position in relation to the hedge, your lamb will bonk its head, bounce back and continue its up and down motion.

Be Careful! Sometimes a hungry wolf looking for a lamb lunch will leap out of the hedge.

If all 3 of your lambs make it through the hedge, you're a winner. Mary's lamb song will play as Mary's garden springs up all over the screen.

Step #3-Repeating the Game

At the end of each game, the orange space bar and return key symbols will appear on the game board. If you would like to play another round of "Lamb Scramb!" simply press the space bar and a new game board will appear on the screen.

Step #4-Making a New Selection

If you would like to return to the contents screens, simply press the return key. The "Orange Contents" screen which includes "Lamb Scramb!" will appear and you can make a new rhyme or game selection.

4

Step #5-Stopping the Game

The game may be stopped during play by pressing the ESC key. You will then be returned to the contents screens.

Skill Level

"Lamb Scramb!" is especially designed for younger players, ages 3 to 6. The pace of the game plus the large scale of the game board and characters are in line with most younger children's level of eye-hand coordination. Because "Lamb Scramb!" operates at the younger children's level of capability, they can achieve success (i.e. win!) without a lot of frustration. While "Lamb Scramb!" is easy for younger children to manipulate, the game has enough action and "surprises" to maintain their interest. The relatively short time it takes to play a single round of "Lamb Scramb!" also helps maintain the young players' interest. For example, if a child is unable to get all 3 lambs to Mary the first time, the round ends soon enough for the child to try again right away.

Strategy

All games involve some kind of strategy. And this is especially true in computer games. For younger children, "Lamb Scramb!" is a good introduction to game strategy. As your children play the game, ask questions such as "how many up and down bounces can you let your lamb make before the wolf appears?" or "how often does the opening in the hedge change?" Questions like these sharpen your child's observation skills. As your child begins to see patterns, he or she will begin to use that knowlege to become more successful with the game. Strategy, or the observation of patterns and the use of that information, is what problem-solving is all about.
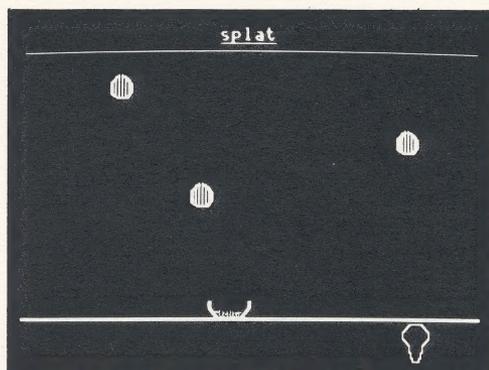
"Splat!"

The Object of the Game

In "Splat!", the object of the game is to catch the eggs tumbling off the wall before they crash and splat.

Step #1- Choosing the Game

"Splat!" is listed on the "Orange Contents" screen. Press the space bar to move the pointing finger down the screen until it reaches the "Splat!" picture symbol. Then press the return key and the game board will appear on the screen.

A catching nest is located at the foot of the wall at the bottom of the screen. The area below the nest is the "incubator" where all safely caught eggs are stored.

Appearing in the lower left corner of the screen, is the picture of a game paddle. This picture symbol is a cue for program operation. It tells you that the game uses Paddle #0 (or joystick).

Step #2- Playing "Splat!"

To start the game, press the Paddle #0 control button (or joystick #0 button). This sets the eggs in motion and they begin to fall off the wall. Move the catching nest by turning the

dial on your game paddle #0 (or move the joystick). Try to catch the eggs before they crash. Each time an egg lands safely in the nest, it automatically goes to the incubator.

When you've successfully caught a half- dozen eggs, they will hatch and cheep. Then the game will automatically advance to the next round. The paddle picture will appear again. Press the Paddle #0 button and the eggs will begin to fall at a faster rate.

The game ends after 100 eggs have fallen. The number of eggs you have successfully caught and hatched will appear as your final score on the top of the wall.

Step #3- Repeating the Game

At the end of each game, the orange space bar and return key symbols will appear on the game board. If you would like to play another game of "Splat!" simply press the space bar and a new game board will appear on screen.

Step #4- Making a New Selection

If you would like to return to the contents pages, simply press the return key. The "Orange Contents" screen which includes "Splat!", will appear and you can make a new rhyme or game selection.

Step #5- Stopping the Game

The game may be stopped during play by pressing the ESC key. You will then be returned to the contents screens.

Skill Levels

"Splat!" begins with the eggs falling so slowly they are almost floating down off the wall. Each time 6 eggs are caught and hatched a new round begins. Each new round has more and faster falling eggs. Finally it seems to be raining eggs. If you can catch many of these plummeting eggs, you are amazing.

Strategy

In the beginning of "Splat!", the game is very slowly paced. This allows younger children to be successful and grasp the idea of "Splat!". Then, as the game progresses, strategy begins to play a bigger part in successfully catching the falling eggs. You have to begin planning how to position your basket to catch the most eggs with a minimum of splatting.

"Splat!" is more complex and requires slightly higher level of eye-hand co-ordination than "Lamb Scramb!". Yet the younger children can achieve a good level of success when they first play. With practice, the younger child can become successful at the higher levels of the game. Older children will find that it becomes quite a challenge to catch more than 60 eggs. The pattern and speed of the falling eggs becomes very tricky, especially in the final levels.
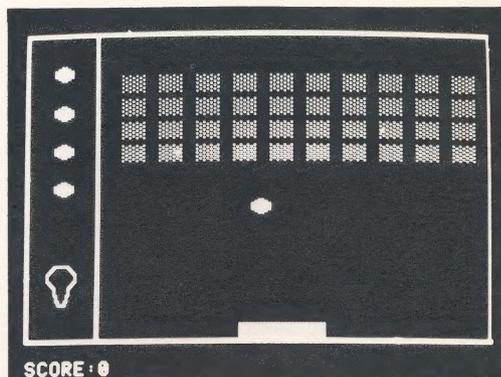
"London Bridge-Out!"

The Object of the Game

In "London Bridge-Out!", the object of the game is to knock out London Bridge.

Step #1- Choosing the Game

"London Bridge-Out!" is listed on the "Blue Contents" screen. Press the space bar to move the pointing finger down the page until you get to the picture symbol for "London Bridge-Out!". Then press the return key and the "London Bridge-Out!" game board will appear on the screen.

At the bottom of the screen is a colored bar which can be controlled by the dial on game Paddle #0 (or move the joystick). At the top of the screen are the colored bricks of London Bridge. To the left of the screen, are 4 "knock-out" balls--a 5th ball will appear in the middle of the screen when play starts.

Appearing in the lower left corner of the screen is the picture symbol of the game paddle. The picture symbol is a cue for program operation. It tells you that the game uses game Paddle #0 (or joystick).

Step #2- Playing the Game

To start the game, press the Paddle #0 control button (or joystick button #0). This sets the spinning ball in motion. Move the bar by turning the game Paddle #0 dial (or joystick). Try to intercept the ball. Whenever the ball bounces off the bar and hits London Bridge, a hunk of the bridge disappears. Play continues until a) all 5 balls are used up or b) the bridge is completely knocked out. When the bridge is all gone, you're a winner. If you still have one or more balls left, you automatically get a new, higher-level game board.

Step #3- Repeating the Game

When the game ends (when all 5 balls are used up), the blue space bar and return key symbols will appear on the game board. If you would like to start another game of "London Bridge-Out!", simply press the space bar and a fresh game board will appear on the screen.

Step #4- Making a New Selection

If you would like to return to the contents pages, simply press the return key. The "Orange Contents" screen will appear and you can make a new selection.

Skill Levels

"London Bridge-Out!" has 6 skill levels. The game starts out at an easy level--the ball moves slowly and the bar is wide. The bridge has 2 rows of bricks. In the second level, the ball bounces at a little faster speed while the bar remains the same size. The bridge consists of 3 rows of bricks. At the third level, the ball bounces more vertically and the bar is smaller. The bridge now has 4 rows of bricks. From level #3 onwards, the bridge will contain 4 rows of bricks. At the fourth level, the ball moves much faster and the bar is the same size as in level #3. At the fifth level, the bar is much smaller. At the sixth level, the bar is the same size as in #5 and the ball is moving at top speed.

Scoring

Your score is determined by the location of the bricks you knock out. Each brick on the top layer of bricks is worth 4 points; each brick on the next layer down is worth 3 points; each brick on the next layer down is worth 2 points; each brick on the lowest layer is worth 1 point.

Bonus points are determined by the location of the last brick to be knocked out. For example, if the last brick is on the top layer, you will get 40 points; if the last brick is on the next row down, you will get 30 points, etc.

Strategy

"London Bridge-Out!" is the most challenging of the "Micro Mother Goose" games. It begins slowly so younger children can be successful the first times they play the game. Then the game

progresses to levels which are challenging even for adults. The game can go on almost indefinitely because it ends only when you run out of balls. You can rack up at least 65,000 points, maybe a million! The changes that occur as you move from level to level demand increasing levels of concentration. Focused attention and good timing are the key elements for success in "London Bridge-Out!".

The Games

The Games in "Micro Mother Goose" have a dynamic combination of fantasy, challenge and audio-visual involvement for even the youngest children in your family.

Each of the three "Micro Mother Goose" games is based on a fantasy theme found in a well-known Mother Goose rhyme. In "London Bridge-Out!", for instance, the object of the game is the theme of the rhyme---"London Bridge is falling down, falling down..." The determination of Mary's loving lamb to go "everywhere that Mary went..." is the idea behind our second game, "Lamb Scramb!". And finally there's "Splat!" which is really all about the life and times of the original eggman, Humpty Dumpty.

Including the familiar and distinctive rhyme fantasies as a focus in our arcade-style games enlivens them by increasing children's involvement in an area that is such an important part of them---their imaginations.

Challenges For Each Age

Each game has several built-in "skill levels" for kids ages 3 to 9. The easy levels are paced to give the younger child maximum success with minimum frustration. Once the easy level is mastered, the child automatically goes on to the next level. The harder levels are faster paced and introduce new challenges to spice up the action. The "hardest" levels really move. If you can master these levels, you are quite an accomplished player. There are also enough random qualities and surprises built into each game to sustain a child's curiosity and involvement.

Program Troubleshooting

Check to see that your game paddles (or joystick) are properly connected to your computer. If they aren't plugged in properly, the games will not function. For example, the lambs in "Lamb Scramb!" will bounce back and forth indefinitely if the paddles aren't connected correctly.

The games have been designed to register any paddle or joystick malfunction. If there is a malfunction, the words "Paddles not plugged in" will flash on the screen.

If you or your children press random keys, control-C, or reset, the program will stop and return to the very beginning of "Micro Mother Goose".

Family Computing

"The New Arrival"

When a microcomputer arrives on the home scene, it's like the arrival of a new pet. Everyone is curious and excited about getting to know this new electronic critter; everyone, including the younger children, wants in on the action. The little ones watch all the hub-bub as the machine is being set-up. When it's finally running, they can't wait to get their hot little hands on that keyboard or work those game paddles to make something happen on the T.V. screen.

"Protecting the Equipment-the Parent's First Concern"

When it comes to enthusiastic little ones itching for a turn with "the new arrival", the parent's first concern is for the safety of the equipment.

We've heard some pretty hairy "kids-meet-computer" disaster stories. There's the one about the 3 and 1/2 year old who decorated the plain black "Visi-Calc" diskette with rings of vibrant, waxy crayon. One parent was about to send his new microcomputer back to the shop because all of the brand new $40.00 game disks refused to run--a closer look at the diskettes by the local dealer revealed patterns of small grubby fingerprints.

We had a few gems at our house, the worst of which became a "showdown at the O.K. corral." Shortly after our Apple was up and running, Dad sat down to program one evening and blammo! went the disk drive. Dad's aggravation could be heard for blocks. The neighborhood kids had been parading through checking out the new gizmo all week and someone had done a no-no. Since there were at least 30 possible culprits, the who-dunnit was never solved.

After this costly incident it was obvious that something had to be done. Should the Apple be off limits to family members under age 30? Should we deny access to the computer to those under

9

age 8? Did we have to hover over the kids to make sure they behaved perfectly at all times?

Well, we came up with a set of family guidelines, defining all the do's and don'ts and how-to's involved in the operation of our family "computer station". And we also spent time teaching each child the fundamentals of computer operation. The neighborhood kids all got similar training. It worked! No kid disasters since then (knock on wood). And we found that even the little ones could learn to run programs and follow the "rules of the road" as well as the older children.

Setting up the Computer

The better the location for your home computer, the fewer calamities you're likely to have. A room outside the main family traffic patterns is ideal. Or choose an out of the way corner in a room that is also used for other activities. This reduces the chances of equipment getting jostled and knocked over or software getting stepped on as kids race by. Also, the room should be fairly dust free (unlike the laundry room or workshop)---dust can damage both the hardware and the software. There should be an adequate electrical supply with plenty of three-prong outlets. Computer stations don't take much electricity to run (a typical micro computer takes about the same ammount of electricity as two T.V.s). Just make sure your station isn't going to cause electric overloads.

Set all the equipment on sturdy tables or desks which are butted up against a wall. And make sure that there's room for at least several people to gather around the keyboard and screen. Kids can get very wound up and begin fighting when they can't see what's going on. Also make sure that the keyboard can be reached and the screen can be seen by the little ones--this again reduces potential frustrations and fighting.

Good lighting makes it easier to run your station and saves on video eye strain. And finally, have enough room to keep software and equipment organized and easy to get at. Rifling through a messy, crowded drawer to find a particular game can lead to a lot of mishandled and damaged software.

Caring for the Computer

Cleanliness is a real must when using a home computer. Dirt and dust can ruin the circuitry inside and effect the disk drives as well. So clean hands are required. Also, eating and drinking at the computer station are absolutely out. A spilled glass of orange juice that dripped into the back of our T.V. once (no names will be mentioned) resulted in smoke, burning smells, and a dramatic death for the T.V. The same thing can happen to your computer equipment if food and drink are not forbidden.
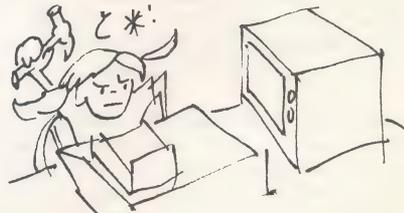
Take time to demonstrate the correct handling of the equipment. The machines have to be handled with care--they're sturdy but breakable, too. There can't

be any keyboard pounding, game paddle wrenching or any other form of rough handling. And no exploratory surgery either. Show everyone what's inside the computer to satisfy their curiousity, then put the insides off-limits.

Finally, the static and magnetic and electric hazards need to be pointed out to everyone. Static electricity can ruin the innards of your computer. Show the kids how to de-static themselves by reaching back near the power switch and touching the little metal plate before they use the machine. Radios and even some electronic toys contain magnetic fields that are as damaging to a computer as is static. The computer is an electronic machine, so to avoid shocks, no sticking fingers in jacks or fiddling with any wires.

Being careful about floor level cords is also important. If you're busy say with a financial program and someone carelessly trips over a cord--poof! If the computer loses power while you're programming all your work will be gone in an instant.


Caring for Software

Many of the same points about handling the computer hardware also apply to software care. Clean hands, no food or drink. Static and magnetism can ruin a disk, too. Don't set disks on the T.V. or stereo speakers---their magnetism can easily erase programs from the disk.

Demonstrate each step involved in using a diskette. Show how to remove the disk from its envelope while avoiding touching anything but the top labeled area. Disks should always be kept in their envelopes when not in use, and stored in some kind of covered file box---a disk should never be left lying around outside its envelope and thus exposed to dirt and careless handling. We keep an extra supply of disk envelopes on hand; they seem to disappear like socks in the wash.

The disk is a very mysterious looking object. We suggest that you take a disk apart. Then let everyone handle the pieces as much as they want. Seeing and feeling a disk in the "raw" satisfies everyone's curiousity and is a vivid demonstration of just why disks must be handled with care.
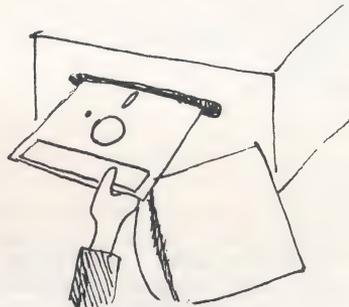
Demonstrate how the disk drive works, step by step. Knowing how to properly set the disk in the disk drive, carefully close the disk drive door and then turn on the power, is extremely important (see previously noted disk drive disaster).

We've included a "Micro Do's and Don'ts" poster that dramatizes the most critical "rules of the road" for happy and safe home computing. You can put it up on the wall near the computer to serve as a fun, yet effective reminder of just what's expected from everyone who wants to enjoy your family's home computer station.

SOFTWARE is the real concern

Once you've got your home computer system set up and everyone has the necessary operating skills and rules of the road down pat, the next concern for parents is the software. "What kinds of software are available that my kids will enjoy and really use? Before I lay down my money, how can I be sure this or that software really works?" Questions like these come to mind as you look through the racks of software at your local computer store.

If you have younger children, say ages 3 to 9, the search for good software takes on added dimensions. Little kids are quite capable of managing home computer equipment; their capabilities have been researched and documented by studies conducted all across the country. And you know from your own experience as a parent observing your younger children's interaction with the family's computer, that not only are the little one's capable---they love it!

However, the fact is that the majority of software is meant for older folks. And when the little kids try to run a program not designed for their own level of development and interests, frustration, not success, is usually the end result. For example, most of the popular arcade style games are too fast paced for a 5 year old to keep up with.

The adult games also demand a level of eye-hand coordination the five year old simply hasn't got. There's just no way for that kid to rack up points on a high speed, multi-flippered pinball game. As for most of the educational software currently available to families---these programs require reading and problem-solving skills a little kid has yet to acquire. Again, the younger children are left out. Finding software for younger children that is fun and truly "child-friendly" is a challenge for any microcomputer-owning family.

CLASSIC FAMILY SOFTWARE

Good Communication

Good communication is a two-way street. When there's effective communication between program and child, success is a sure guarantee. Children's programs must be able to tell kids what's going on in a way the kids understand. And, in turn, kids must be able to respond to the program in a way the computer understands.

Easy to use software makes good communication between kids and computer programs a snap. We've built a number of communication "tools" right into our whole Classic Family Software series. These "tools" provide the good two-way communication kids need for easy program operation.

No Reading is Needed

A picture is worth a thousand words and that's especially true with

children. Instead of using written
words for our programs' directions and
cues, Classic Family Software uses
pictures. By using a picture language,
our programs can be run successfully by
everyone, including the littlest ones.

For example, in "Micro Mother
Goose", the necessary operations to run
the rhymes are represented on the rhyme
screen. The picture of the space bar at
the bottom of the screen lets children
know that if they want to repeat the
rhyme, all they have to do is press the
space bar. The picture of the return
key at the bottom of the screen cues the
child to press the return key if they
want to go back and choose a different
rhyme or maybe a game.

In the "Micro Mother Goose" games, a
picture of a game paddle will flash on
the game board as it first appears on
screen. Again, this acts as a cue for
the player--it means that the game uses
a paddle control and will begin when you
press the paddle button. These three
picture symbols are all that a child
needs to recognize and use to be
successful at running Micro Mother
Goose.

We also use pictures as well as
words in the Classic Family Software
table of contents screens. All the
rhymes and games in Micro Mother Goose
are each listed as pictures and as words
that correspond to each rhyme and game.
For example, the rhyme "Twinkle,
Twinkle, Little Star" is represented on
screen as a star; "Old King Cole" is
represented by a crown etc. This simple
and fun picture language allows even the
younger children to successfully make
choices without having to read.

Good Typefaces

Classic Family Software programs use
typefaces that are easy to read on any
kind of screen. The standard computer
typeface uses only capital letters which
are too thin to read well on most T.V.
screens. We use typefaces that are

thicker and therefore are more legible.
Also, our typefaces include both capital
and small letters. This feature makes
for easier reading. Professional
educators will tell you that learning to
use capital and small letters is a very
important part of younger children's
education. Classic Family Software
programs support the way your children
are learning to read and write in
school.

Screen Flexibility

You can use any Classic Family
Software program with any kind of T.V.
screen. No matter if your computer
system uses a black and white T.V., a
color T.V., a green and white monitor or
a color monitor--our programs have been
designed to look good on all types of
screens.

Super Graphics

We didn't skimp on the graphics
either. Kids, especially those who are
at all familiar with the popular arcade
games, know the microcomputer has a wide
variety of dynamic capabilities. So we
use only the latest high resolution
graphics in all the Classic Family
Software programs.

In "Micro Mother Goose", the rhymes
are illustrated in detail and in full
color. They also include
state-of-the-art special effects and
animation. All of our games are done in
high resolution pictures and
characters,too. By taking the time to
make the most of the microcomputers
capabilities, Classic Family Software
programs not only "look good", they also
have the same dynamic action that makes
the adult computer games so much fun.

New Music

Kids love music. Classic Family
Software includes plenty of melodic
music that adds a another whole
dimension of fun to our programs.
"Micro Mother Goose" has the latest in
"electronic" music which brings new life

to all the favorite rhyme tunes. And you'll hear a variety of musical styles, including the electric violin and electric pipe organ.

Good Feelings

Seeing your children achieve and feel good about themselves is one of the biggest pleasures in parenting. And microcomputers are just one more way your kids can gain more self-confidence as they acquire skills so relevant to their futures. The rhymes and games in "Micro Mother Goose" offer lots of fun, fantasy and the opportunity for success.

THE RHYMES OF MICRO MOTHER GOOSE

Classic Family Software's "Micro Mother Goose" combines the beauty and magic appeal of classic Mother Goose with the contemporary and dynamic medium of the microcomputer.
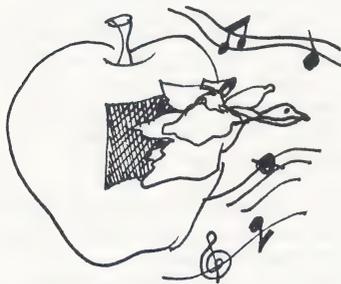
Mother Goose Rides Again!

Why do young children, even infants, respond so strongly and directly to the chants, rhymes and melodies of this centuries old lady, Mother Goose? Her wide appeal seems to be as much a mystery as her origins and identity.

Scholars have been researching into the history and biography of Mother Goose for decades now. And there seem to be as many theories about her as there are scholars. Perhaps Mother Goose was Charlemagne's mother, or she might have been one Elizabeth Goose of colonial Boston. Some say "she" is actually a collection of folk traditions. Many of these traditions are quite ancient-- Humpty Dumpty, for instance, seems rooted in one of the oldest creation myths which describes the universe's birth as a breaking of the "cosmic egg". Many of the rhymes are tellings of historic social or political conflicts which people could not discuss openly at the time. Personal views were disguised in popular songs and rhymes. The fact-gathering goes on and on and yet Mother Goose's exact identity continues to remain a mystery.

Why do children enjoy Mother Goose so much? Adults have difficulty explaining her magic and the children themselves couldn't tell you exactly why they love her--they just do.


Maybe it's the deeply musical quality of these rhymes. Children and music are "two-peas-in-a-pod". Kids delight in Mother Goose's distinctive, ear-catching tunes whether they are listening to a softly rocking lullaby, the changing beats of a counting rhyme or a story verse's melodic flow. These rhyme tunes are often the first music a child learns to play on an instrument.

Speech development is as crucial and exciting a part of childhood as physical growth. Mother Goose is like a verbal "jungle gym". All the word games

and speech patterns in these rhymes stretch the child's speech "muscles" with lots of active word fun. Pre-school and elementary teachers haven't missed Mother Goose's beneficial effect on young children's language development---she plays a part in many teachers' reading-readiness programs and language arts curricula.

Then there's all the action. Mother Goose runs the gamut of activity and feelings---happy, sad, slapstick and dramatic, the serious and the absurd. All the different events and fantasies are supported by a rich variety of characters, that include realistic and recognizable adults, children and animals.
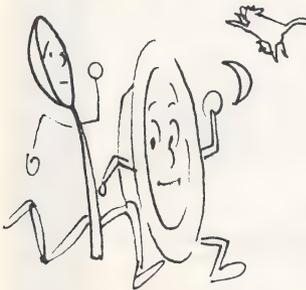
Behind the music and poetry of Mother Goose lies a deep sensitivity and understanding of the child's world. Mother Goose communicates a child's point of view in the most direct me-to-you way. Children instinctively know that Mother Goose is speaking to them about their own experience. She never dilutes and sugar-coats reality because doing that diminishes the very real, deep feelings and reponses children have about their lives. Mother Goose's long-lived appeal can be summed up in the word's of one little boy, who once said, "I like stories that, when they are over, you keep wondering about what happened."

And as Mother Goose herself once said:

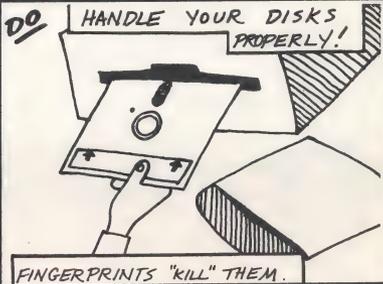"No,no, my melodies will never die,
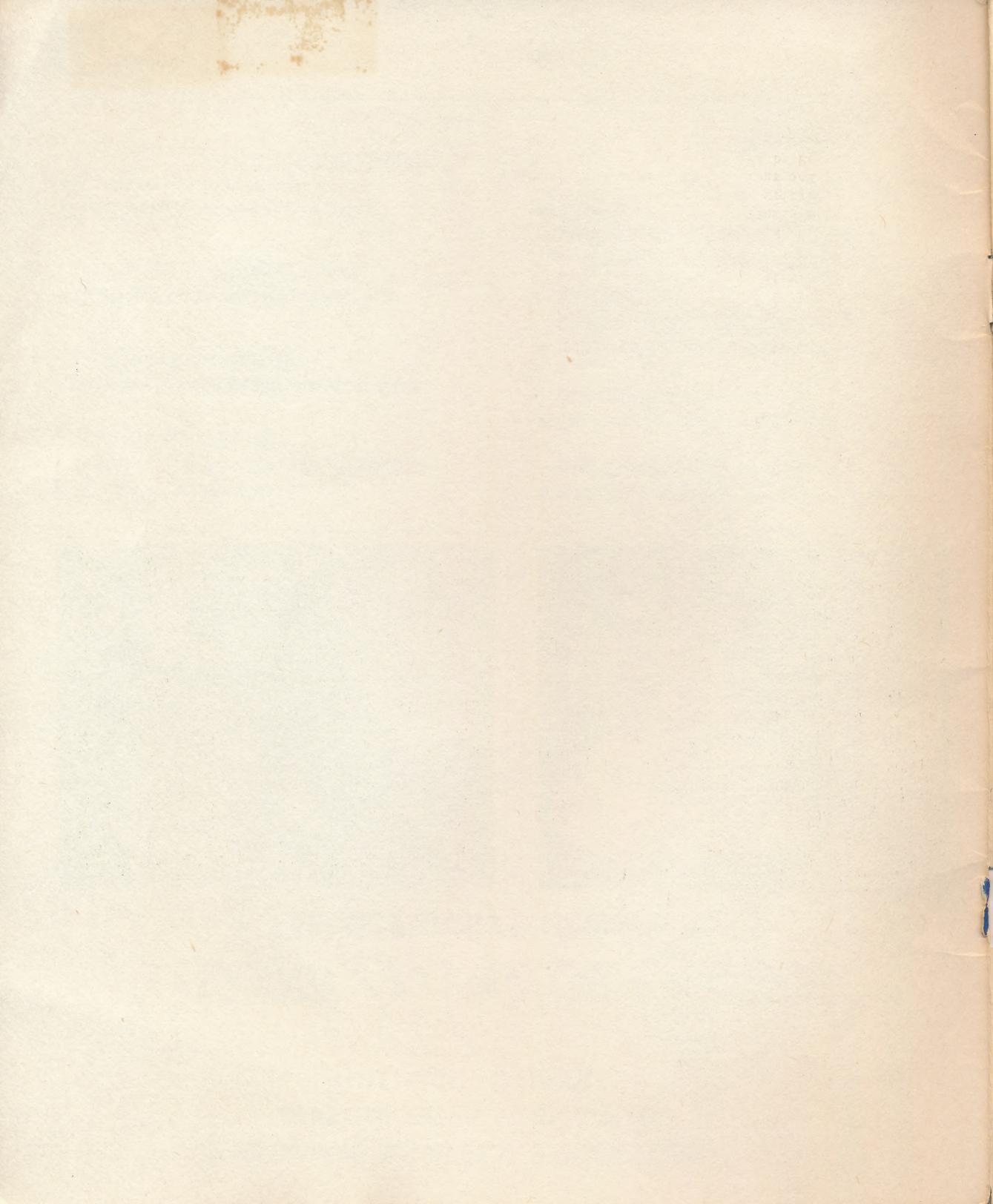While children sing, or babies cry."

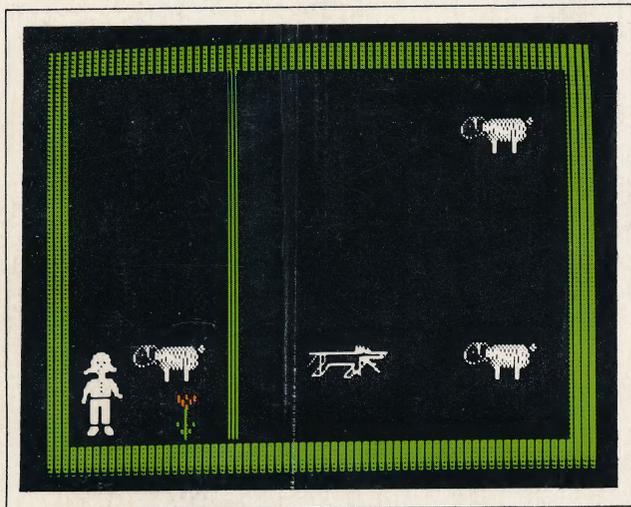Classic Family Software™ PRESENTS
"MICRO DO'S & DON'TS"

IF YOU HAVE AN APPLE II COMPUTER
AND CHILDREN AGES 3 TO 9
YOU HAVE TO HAVE ...

Micro Mother Goose

Classic Family Software ™

Little Miss Muffet sat on a tuffet
Eating some curds and whey
Along came a spider
Who sat down beside her
And frightened Miss Muffet away

- 3 Fun-Filled Mother Goose Games: "Lamb Scramb", "London Bridge Out", "Splat!"

- Kids laugh with excitement as they too join in the video fun.

- Start easy for the little ones, but challenge all at higher levels.

"Ten times better than any other kid's software I've seen."
—Computer Dealer

- 9 Magical Mother Goose Rhymes with music and animation.

- So easy to run, even 3-year-olds can operate successfully.

- Enjoy good feelings with your children as you read and sing together.

"...The first computer activity my 4-year-old daughter ever really enjoyed!"
—Parent

"It's my turn!"
—Kid

Classic Family Software ™ *presents*

Micro Mother Goose

Software Productions, Inc. P.O. Box 21341 Columbus, OH 43221