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THE LEARNING CO.
COMPUTER LEARNING GAMES

FOR KIDS AGED
SIX AND UP

GERTRUDE'S PUZZLES MANUAL

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PUZZLES — INSIDE FOLD-OUT

GETTING STARTED

Welcome to Gertrude's Puzzles.

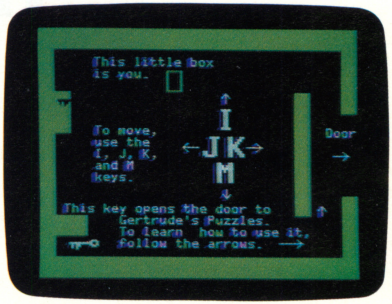
Learn to become a sharp thinker as you solve Gertrude's puzzles with many different sets of shapes or a set you make yourself.

To Start

Put your disk in the disk drive. Then turn on your computer. If you want to skip the title picture, press the space bar.

MOVING AROUND

When the program begins this is what you will see.

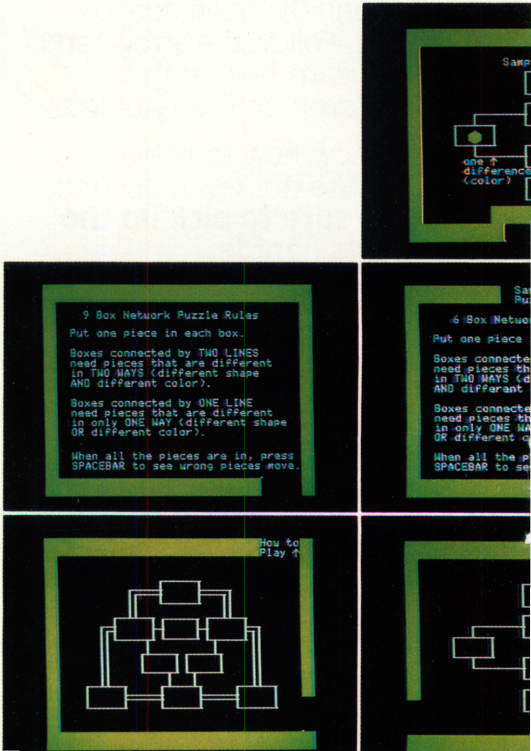


To learn how to move around, go through the open door on the right. Follow the arrows and you will learn how to move, pick up, drop and carry objects.

If you know how to move around, use the key to open the door. **Be sure to pick up the key by its handle.**

Gertrude says: It may take some work to learn to move around in my puzzle world, but all my friends say, "It's worth it!"

THE WORLD OF GE



GERTRUDE'S MAP

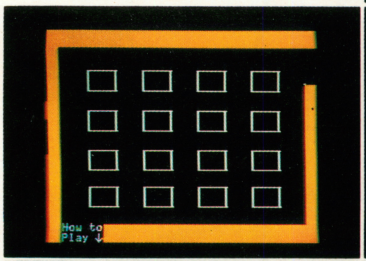
Unfold the map in the center of this manual and see Gertrude's world.

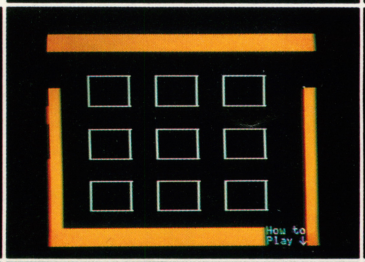
The rooms with empty boxes are the puzzle rooms. There are two box puzzle rooms, two network puzzle rooms, and two loop puzzle rooms.

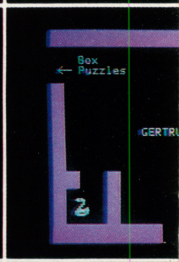
To Try a Puzzle

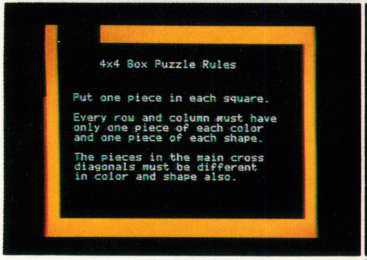
- Find Gertrude.
- Pick her up.
- Take her to a puzzle room.
- Let her go.
- Watch her fly off and return with a set of shapes.
- Move through the door marked "How to Play" to read the rules.
- Look at the sample puzzle.
- Go back to the puzzle room and put pieces in the boxes.

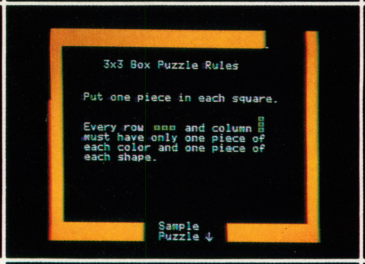
When you solve a puzzle Gertrude will bring you a prize for the Treasure Room. Win twelve prizes and become a Master Puzzler.

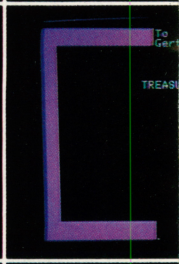


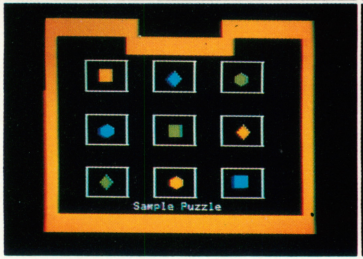


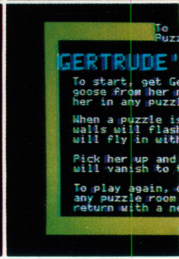












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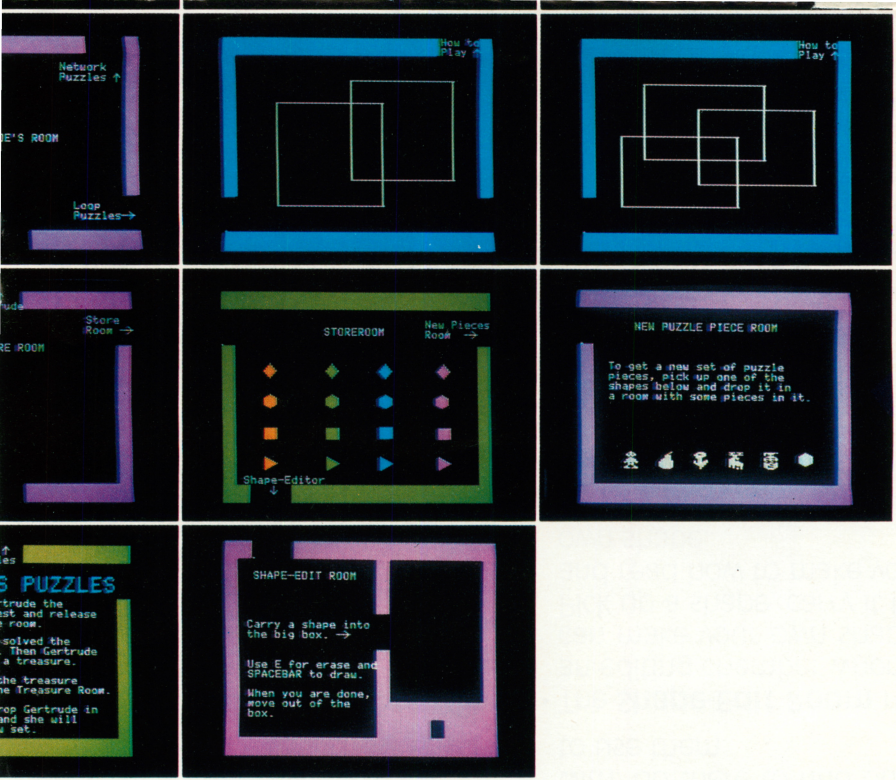
SPECIAL FEATURES

Look for these rooms on Gertrude's map:

- **Rule Rooms** tell how to work each puzzle. You will recognize these rooms; they are mainly text. There are six rule rooms.
- **Sample Puzzle Rooms** show completed puzzles. There are three sample puzzle rooms.
- The **New Puzzle Piece Room** shows different shapes to play with. Go there to find out how to use them.
- The **Shape-Edit Room** has an editing chamber where you can make your own shapes. Pick up a shape, carry it there, and read how to make your own shape.



n the door opens.

SPECIAL KEYS

I, J, K, M Move **Up**, move **Left**, move **Right** move **Down**.

SPACEBAR **Pick Up** or **Drop** objects.

CTRL With I, J, K, M: **Move Slowly.**

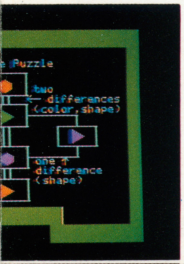
REPT With I, J, K, M: **Move Fast.**

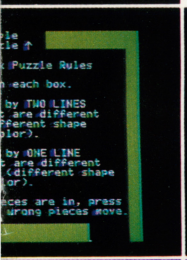
CTRL G Turn **Sound On** or **Off.**

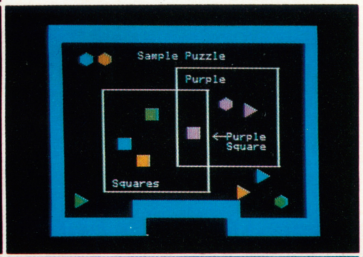
? (SHIFT /) Get **Help.**

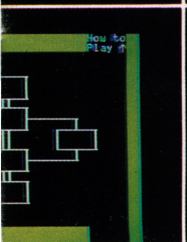
ESC **Leave** the program.

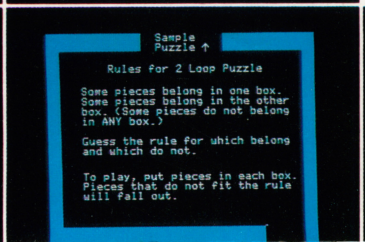
RTRUDE'S PUZZLES

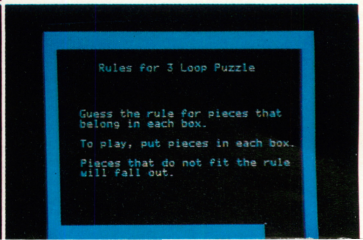












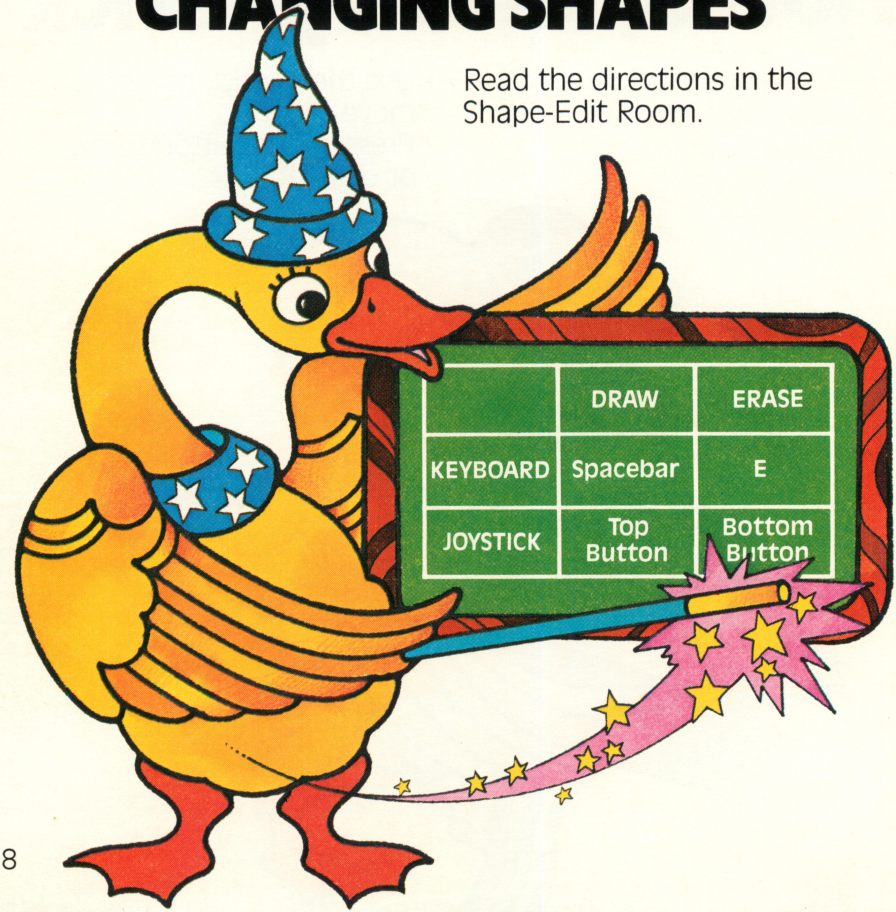
MOVING WITH A JOYSTICK

If you have a joystick:

- Press either button to "wake up" the joystick.
- Use the joystick handle to move around.
- Press either button to pick up or drop objects.

CHANGING SHAPES

Read the directions in the Shape-Edit Room.



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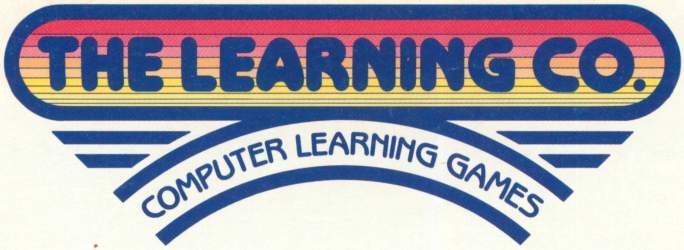
*Moptown and Magic Spells are available through Apple's Special Delivery Software. All others are available from Local Dealers or through The Learning Company. Write us for an order form and catalog.



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