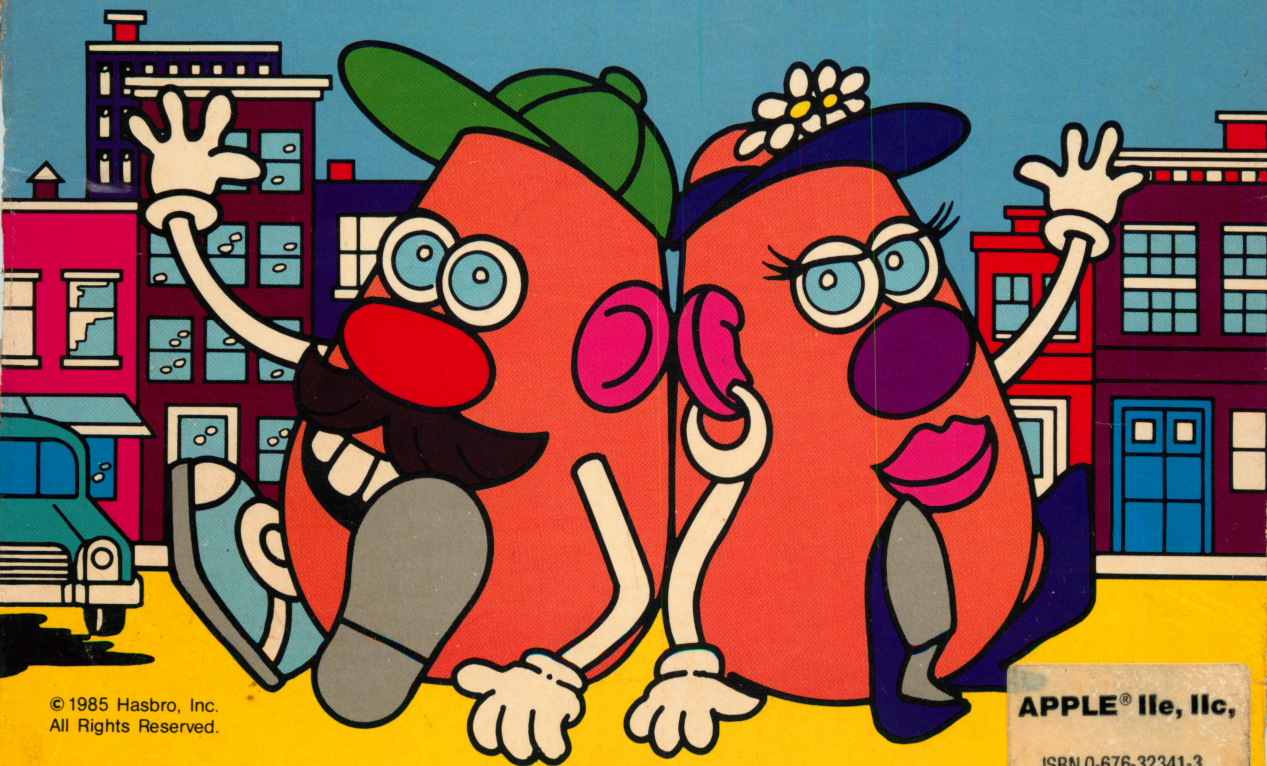


RANDOM HOUSE

Software



Mr. and Mrs. POTATO HEAD®



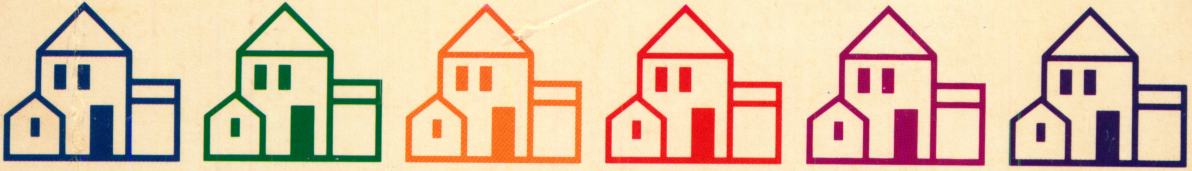
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APPLE® IIe, IIc,

ISBN 0-676-32341-3

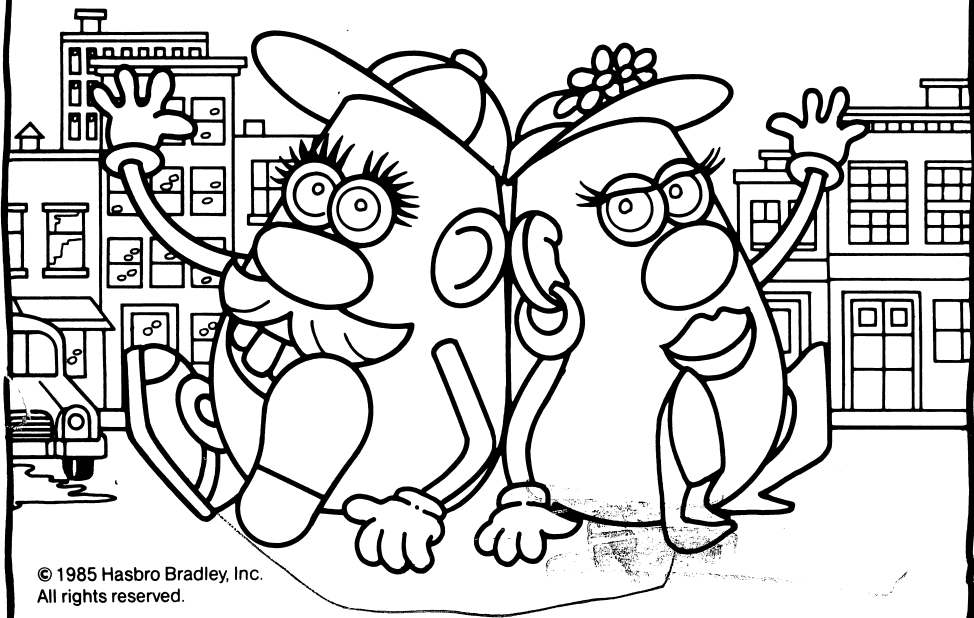
RANDOM HOUSE

Software



**All the best
from our House
to your house.**

Mr. and Mrs. POTATO HEAD®



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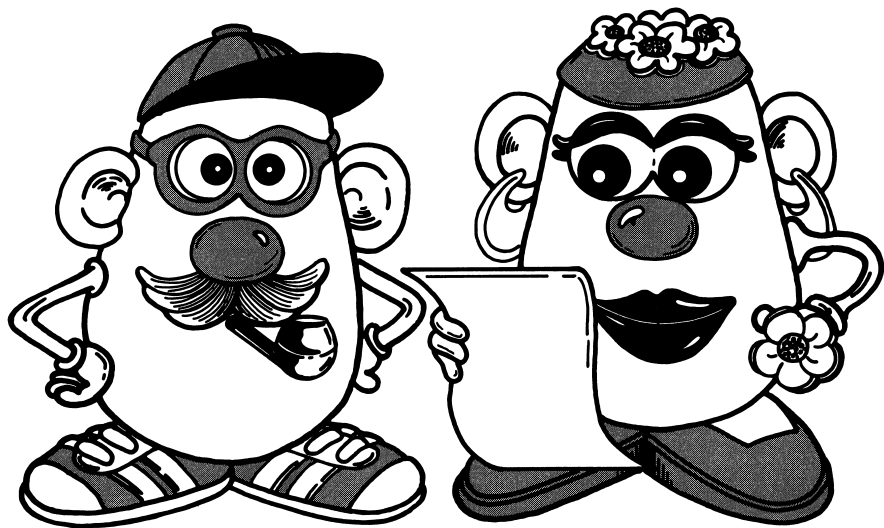
Graphics created with Penguin Software's Complete Graphics System II by Mark Pelczarski and David Lubar.

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Mr. and Mrs. Potato Head



The Game

MR. & MRS. POTATO HEAD invite you to make hundreds of new potato friends and laugh at their lively antics.

Want to start from scratch? Choose **CREATE A POTATO**. You can choose parts to make your own characters and bring them to life on Side 1.

Want to see some action right away? Choose **POTATO ANTICS**. You can pick a ready-made character and it will animate for you!

On Side 2, you can play three lively memory games. Play **MATCHED POTATOES!** See if you can recreate a given character before your time runs out.

Choose **POTATO SAYS 1**. Which part moved? Did the eyes move first, or was it the mouth? How long a sequence can you repeat?

ARE YOU
READY FOR SOME
"POTATO FUN"?



Pick POTATO SAYS 2 for even more challenges! See how well you can remember not only the order in which the parts moved, but also how many times each one moved. Did it wiggle its ears twice or three times?

It's time to let your imagination go! Get ready to enjoy hours of creative fun with MR. & MRS. POTATO HEAD.

HERE'S WHAT
YOU'LL NEED
TO START.

Warm Up

- an Apple® IIe, Apple® IIc, or Apple® II+ with 64K
- one Apple® disk drive
- a monitor
(color monitor preferred)
- joystick (optional)

Note: Connect the joystick BEFORE loading your program.



Starting Line

TO BEGIN
PLAYING EITHER
SIDE, YOU
SHOULD...



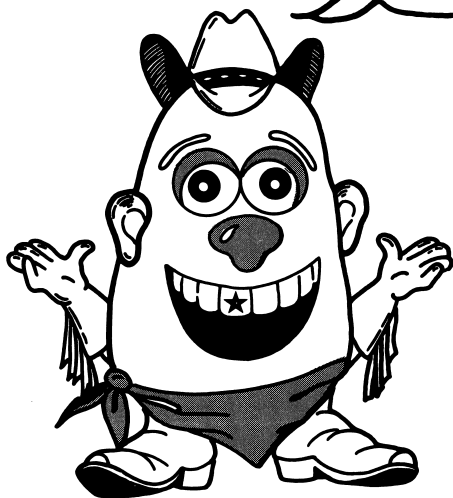
- Make sure the computer is off and the monitor is on.
- Lift the disk drive door.
- Insert the MR. & MRS. POTATO HEAD disk into the drive. The side facing up is the side you will play.
- Close the disk drive door.
- Turn on the computer and the computer loads.*

*The first time you load this program, the Owner's Frame appears instructing you to type your name accurately. This is the only time your name can be entered.

Caution: Never touch the disk drive or the keyboard while the disk drive light is on. This can cause you to lose or damage your program. The keyboard and the joystick do not function while the disk drive light is on.

READY, SET, GO!

WANT TO ROUND UP
SOME NEW FRIENDS?
PLAY SIDE 1.



When the Activity Menu
appears:

1. Use the ARROW keys or
move the joystick* right/left to
move the block to your choice.
2. Press the SPACE BAR or
the joystick button to select.

*Note: A joystick out of horizontal adjustment
may cause the block to scroll.

CREATE A POTATO

Want to create your own character? Select CREATE A POTATO. Then select a setting from the Background Menu.

1. Use the ARROW keys or move the joystick right/left to move the block to your choice.

2. Press the SPACE BAR or the joystick button to select.

A blank potato character appears in your chosen background. Now you can create your character by selecting pictures from the Parts Menu.



To build your potato:

1. Highlight the icon for the part you want to select using the right and left ARROW keys or by moving the joystick right/left.
2. To see your choices, press the SPACE BAR or joystick button.
3. Continue pressing the SPACE

BAR or joystick button until the part you want appears on the potato.

4. When the one you want is on the screen, simply highlight a different part.

5. Repeat Steps 1-4 until you are happy with your potato character.

*Note: Press ESC to exit any activity.

CHANGE YOUR MIND ABOUT ONE OF THE PARTS?

Highlight the icon for the part you want to change. Press the SPACE BAR or joystick button. Scroll through until the part you want appears.

WANT TO ERASE A PART?

Highlight the icon of the part you want to erase. Scroll through the parts until a blank appears. That's it.

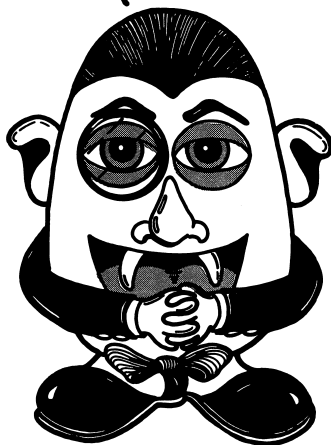
HAPPY WITH YOUR POTATO CHARACTER?

Press RETURN. See your potato take its first steps.

I'M READY TO
MAKE MY
ROYAL MOVE.



I BEG YOU
TO BRING ME
TO LIFE!



Ready for some more fun with
your new potato friend? Use
the Animation Menu which
now appears.

Here's what each of the icons mean:



PARTS & NUMBERS – To set which parts you want to animate and how many times these parts will animate.



HAND – To set **HOW** you want the parts to animate.

OPEN HAND to see all the parts move at the same time.



HAND WITH ONE FINGER POINTING UP to see the parts move one at a time.



RUNNER – To animate or reanimate your character.



MIXED PARTS – To change one or more potato parts.



HAND WITH FINGER POINTING LEFT – To build a new potato character on a different background.



QUESTION MARK – To select a different activity.



STOP SIGN – To end the game.

WANT TO SEE YOUR CHARACTER ANIMATE AGAIN?

The **RUNNER** is highlighted when the Animation Menu first appears. Simply press the **SPACE BAR** or the joystick button and your character does an encore.

WANT TO DESIGN YOUR OWN ANIMATION SEQUENCE?

Highlight the first two boxes containing the parts and a number. Press the **SPACE BAR** or the joystick button until the part you want to move appears.

Now tell the program how many times you want that part to move. You can do this by:

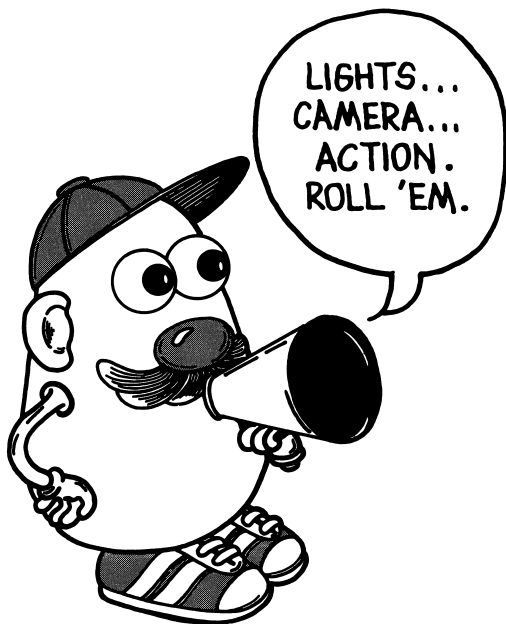
1. typing the number you want.
2. moving the joystick up/down until the number you want appears*
3. pressing the up/down **ARROW** keys until the number you want appears.

Note: A joystick out of vertical adjustment will cause the numbers in the box to scroll.

Repeat these steps until you are happy with the sequence you have created.

Highlight the **HAND**. Set the parts to move all at once or one at a time.

Highlight the **RUNNER**. Then press the **SPACE BAR** or the joystick button.



WANT TO GIVE YOUR CHARACTER A DIFFERENT LOOK?

If you would like to change one or more potato parts, simply select the MIXED PARTS icon.

All the parts you selected remain on your potato and the program returns to the Parts Menu. Select new parts in the same manner used to build your original character. Press RETURN. Your revised character animates for you. Now you can design a new animation sequence for your revised character.

WANT TO BUILD A NEW CHARACTER ON A DIFFERENT BACKGROUND?

Select the LEFT POINTING FINGER to return to the Background Menu.

WANT A DIFFERENT ACTIVITY ON SIDE 1?

Select the QUESTION MARK to return to the Activity Menu.

READY TO CALL IT QUITS?

Select the STOP SIGN.

POTATO ANTICS

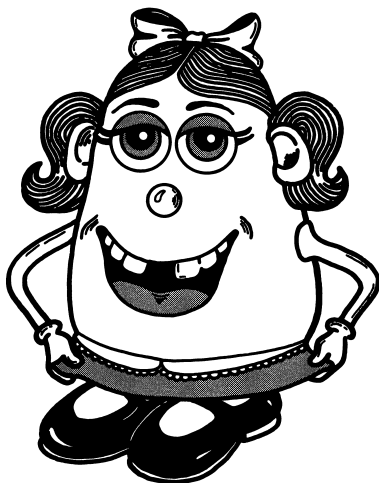
Pick POTATO ANTICS from the Activity Menu for some quick animation fun. You can select a background and a ready-made character.

The program goes to work selecting the animation sequence for your character. This takes a few moments, so please be patient. The parts icons highlight as the program does its stuff.

PICK
POTATO ANTICS
AND LET ME
PERFORM FOR
YOU!

Presto! Your potato friend comes to life! Now the Animation Menu appears to give you the same options as in the animation portion of CREATE A POTATO. (See p. 8)

You can make your potato repeat his/her antics, change parts — whatever you want to do.



MATCHED POTATOES

Never forget a face, huh?
Try **MATCHED POTATOES** to see how good your memory really is.

The Character Menu appears. Type 0 for Options if you want to play against the clock. Follow the directions on the screen to set a 1, 2 or 3 minute game or play with no limit at all. Then pick the Potato Head character you want to match.

1. Use the **ARROW** keys or move the joystick right/left to move the block to your choice.
2. Press the **SPACE BAR** or the joystick button to select.

Take a good look at the character on the screen. Then press **RETURN**. A blank potato and the Parts Menu appear. (See **CREATE A POTATO** Parts Menu on p. 6.)

Pick the parts that will match the character you saw.



Pick the potato game of your choice. Try **MATCHED POTATOES**, **POTATO SAYS 1** or **POTATO SAYS 2**.

WANT TO SNEAK A PEEK AT THE CHARACTER?

Press the ?/ key to see the character again. Press RETURN to get back to your potato.

THINK YOU'VE GOT A GOOD MATCH?

Press RETURN to see if you're a Master Matcher.

IS IT A PERFECT MATCH?

Great! Look, listen, and laugh at your potato character's antics. Didn't find all the right parts in time? There's always another chance. The What Next? Menu appears at the bottom of the screen.



INSTANT REPLAY

to start the same activity with the same character.



RUNNER

to reanimate the character.



LEFT POINTER

to pick a new character.



QUESTION MARK

to pick a new activity.



STOP SIGN

to end the game.

GET YOUR
THINKING CAP ON.
NOW YOU HAVE
TO MATCH PARTS
IN ORDER!



POTATO SAYS 1

Can you remember actions? POTATO SAYS 1 tests your memory of a character's movements.

Pick a potato character. The Parts Menu appears. Press RETURN when you are ready to begin. Watch carefully! The first part moves and its unique sound effect plays. Was it the eye or the nose?

Highlight the part you think moved on the Parts Menu. Press the SPACE BAR or joystick button.

If you are right, a short tune plays. Press RETURN and the program repeats that movement and another. This continues until you make a mistake. Your potato friend tells you how many parts you remembered. How long a sequence can you remember – 5, 10, 20 movements?

POTATO SAYS 2

When you play POTATO SAYS 2, you must not only remember the ORDER in which parts move but also HOW MANY TIMES each one moved!

Select POTATO SAYS 2 and the character. When your character and the Parts Menu appear, press RETURN to begin.

The first part will move 1-5 times. Highlight the icon and the part that moved. Then press the SPACE BAR or the joystick button as many times as the part moved. For example, if the eye moved four times, you would highlight the eye then press the SPACE BAR or joystick button four times.

From then on, the game works just like POTATO SAYS 1. See how sharp your memory is today.

READY TO TAKE
THE PLUNGE
INTO A MORE
CHALLENGING
GAME?



Special Features

DIRECTIONS:

Press CONTROL and D at the same time to see directions.

JOYSTICK ADJUSTMENT:

Press CONTROL and A at the same time at the Activity, Background or Character Menus. Adjust the vertical and horizontal hold on your joystick until both arrows disappear and the box in the center of the screen changes color.

SOUND: Press CONTROL and Z to turn the sound off and on again.

EARLY OUT:

If you want to end an activity early, press ESC to return to the Activity Menu.

END THE GAME:

Press CONTROL and X at the same time.

*Any of these special commands may be entered when the program is waiting for you to respond. Do not enter any commands when the disk drive light is on.

OUR PROGRAM
HAS A FEW
ROYAL COMMANDS
YOU'LL ENJOY.



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RANDOM HOUSE
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**RANDOM
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CUSTOMER REGISTRATION CARD

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NAME: _____ PHONE #: (____) _____

STREET: _____

CITY: _____ STATE: _____ ZIP: _____

What program did you purchase? _____

Where did you purchase program?

☐ Computer Store ☐ Department Store ☐ Book Store

☐ Discount Store ☐ Mail Order ☐ Other _____

Name of store: _____ Date of Purchase: _____

Location: _____

How did you first hear of this program?

☐ A review in _____ ☐ An ad in _____

☐ A recommendation from _____

☐ A computer store ☐ Other _____

Which computer magazines do you read? _____

Which general magazines do you read? _____

Which computer do you use? _____ Model _____

Age of primary user: _____ Female ☐ Male ☐

Comments: _____

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Mr. and Mrs. POTATO HEAD®

Mr. and Mrs. POTATO HEAD®

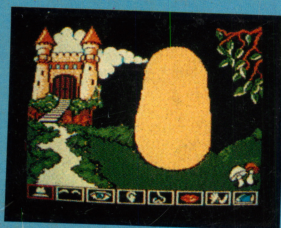
An animated computer version of the children's classic
Ages 3 to 8

Generations of children have enjoyed creating their own MR. AND MRS. POTATO HEAD characters. Now, for the first time, children can bring their creations to life!

On Side 1, players can choose to animate one of the ready-made friendly, funny potato characters or choose to mix and match body parts to create their own unique potato folk. Side 2 contains Mr. Potato Head and friends in three lively memory games designed to sharpen concentration and memory skills.

MR AND MRS. POTATO HEAD will charm a new generation of children and help them develop their creativity and imagination while they play.

- EASY-TO-USE PICTURE MENUS SUITABLE FOR NON-READERS
- THOUSANDS OF POTATO CHARACTERS TO CREATE IN FIVE DIFFERENT SETTINGS
- ANIMATION MODE INTRODUCES CHILDREN TO SIMPLE PROGRAMMING
- A DOUBLE-SIDED DISK OFFERS YOU TWICE THE FUN FOR THE PRICE OF ONE



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