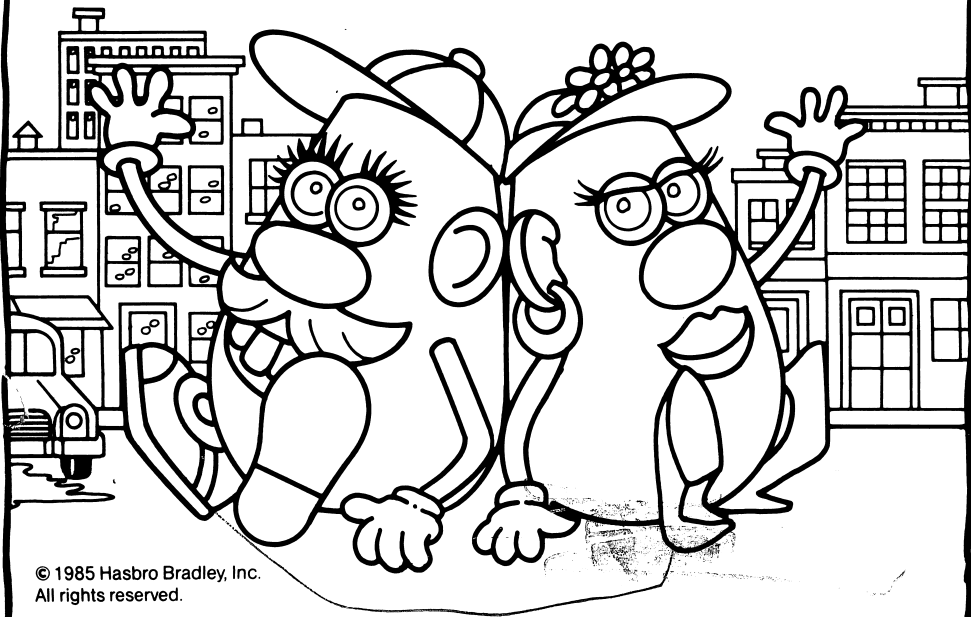


# Mr. and Mrs. POTATO HEAD®



© 1985 Hasbro Bradley, Inc.  
All rights reserved.

© 1985 by Random House, Inc.

All rights reserved under International and Pan-American Copyright Conventions. Published in the United States by Random House, Inc., New York, and simultaneously in Canada by Random House of Canada Limited, Toronto.

International Standard Book Number: 0-676-32553-X  
Manufactured in the United States of America.

Mr. Potato Head and Mrs. Potato Head are registered trademarks of Hasbro Bradley, Inc.

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

The word Apple is a registered trademark of Apple Computer, Inc.

Apple Computer, Inc. makes no warranties, either expressed or implied, regarding the enclosed computer software package, its merchantability or its fitness for any particular purpose.

This disk contains a high-speed operating system called Diversi-DOS™, which is licensed for use with this program only. To legally use Diversi-DOS with other programs, you may send \$30.00 directly to: DSR, Inc., 5848 Crampton, Ct., Rockford, IL 61111. You will receive a Diversi-DOS utility disk with documentation.

# 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



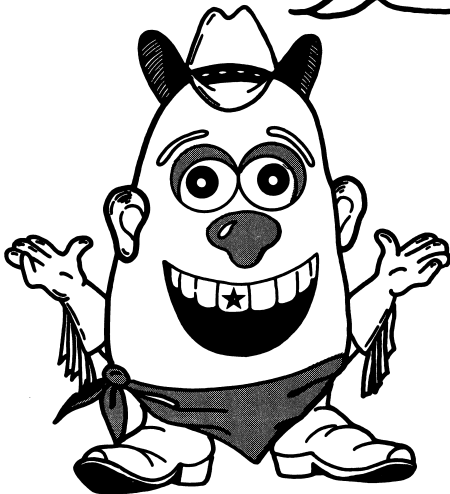
- Make sure the computer is off and the monitor is on.
- Lift the disk drive door.
- Insert the MR. & MRS. POTATO HEAD disk into the drive. The side facing up is the side you will play.
- Close the disk drive door.
- Turn on the computer and the computer loads.\*

\*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.



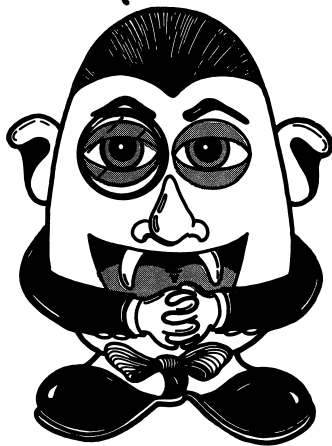
## HAPPY WITH YOUR POTATO CHARACTER?

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:

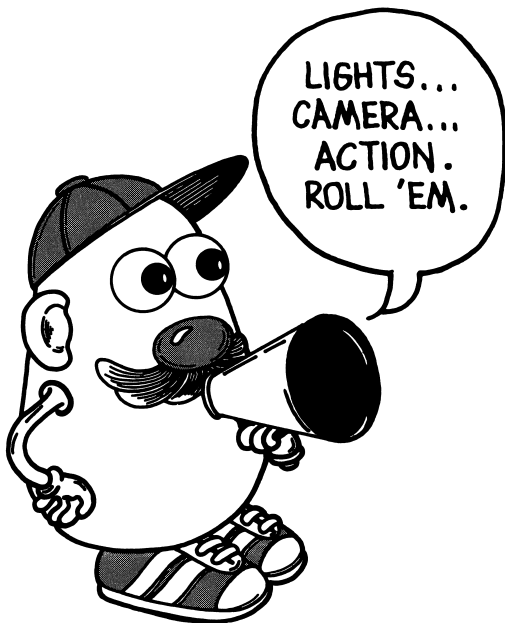
1. typing the number you want.
2. moving the joystick up/down until the number you want appears\*
3. pressing the up/down **ARROW** keys until the number you want appears.

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

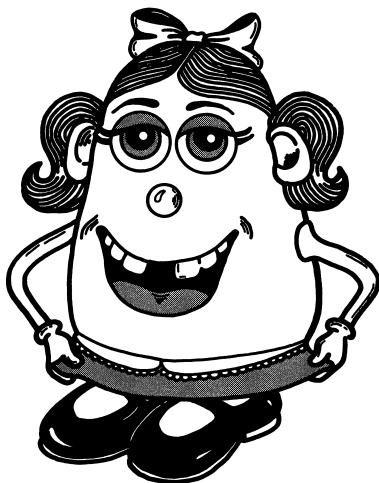
Pick POTATO ANTICS from the Activity Menu for some quick animation fun. You can select a background and a ready-made character.

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.



## LIMITED WARRANTY

Random House, Inc. warrants to the original purchaser that the diskettes provided shall be free from defects in materials and workmanship, under normal use and service, for a period of 90 days from date of purchase. This warranty does not apply to defects resulting from abuse, alteration, or unreasonable use of the diskette. In the event of a defective diskette occurring within the warranty period, Random House, Inc. will, at its options, either repair or replace the diskette free of charge, including free return transportation, provided the diskette is returned prepaid to Random House, Inc. at the below address, in protective packaging to avoid damage in shipment, and with proof of purchase date and a letter describing the problem. For the 9 month period following the initial 90 day warranty period, defective diskettes will be replaced on a one time only basis, subject to a \$5 replacement fee.

ANY IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM DATE OF PURCHASE.

RANDOM HOUSE, INC. EXPRESSLY EXCLUDES ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN. INCIDENTAL AND/OR CONSEQUENTIAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESSED OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED, INCLUDING DAMAGE TO PROPERTY AND DAMAGES FOR PERSONAL INJURIES.

Some states do not allow limitations on how long an implied warranty lasts or exclusions or limitations of incidental or consequential damages, so the above limitation or exclusions may not apply to you.

Random House, Inc. will make every effort to satisfy its customers under the terms of this warranty. Should a dispute arise, the company does not employ any specific dispute settlement mechanism. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

---

Address all correspondence to: Random House, Inc.  
400 Hahn Road  
Westminster, Maryland 21157



**RANDOM HOUSE**  
*Software*

ISBN 0-676-32553-X

© 1985 Random House Electronic Publishing, a division of Random House, Inc.  
201 East 50th Street, New York, NY 10022. All Rights Reserved.