



# Granny's Garden





# Granny's Garden

Windows / Macintosh Version

## User Guide

|  |             |
|--|-------------|
| Windows version:                               | 4Mation     |
| Macintosh version:                             | 4Mation     |
| Artwork - Acorn, Windows & Macintosh versions: | Don Slaven  |
| Manual:  | 4Mation     |
| Original BBC B version:                        | Mike Matson |

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### 4MATION

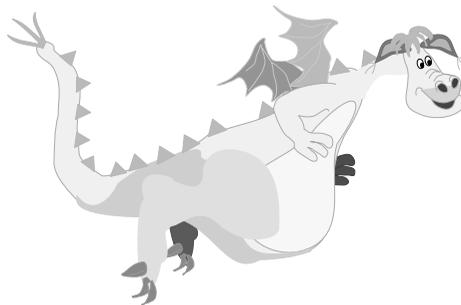
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# Author's introduction

*I wrote the original version of Granny's Garden in 1983. The BBC micro was beginning to establish itself in many schools and Granny was my first real attempt to counter the influence of those who thought computers were for computing and nothing else. I wanted to prove that a cold logical machine could be used to create a fantasy world which would encourage children to use their imaginations. Just as importantly, I wanted to produce something which would allow teachers an easy access to the new world of technology.*

*For the next nine years I tried hard to forget about Granny's Garden. It wasn't easy. For reasons which I still don't understand, the program acquired a sort of cult status. While I wasn't looking, Granny spread far and wide. It has been versioned for ten different makes of computer. It has been described as the program which, more than any other, convinced teachers that the computer could play a useful role in the primary classroom.*

*I have lost count of the number of times I have heard the question, "When will you be producing a version of Granny's Garden for the Archimedes?" My usual reply was that a new version wasn't necessary because schools could carry on using Granny on their old BBCs. This, of course, did not satisfy those teachers and parents who had no BBCs. Granny's tenth birthday was looming. I was persuaded to give my blessing to the creation of a completely new version of Granny for the Acorn range of 32 bit computers. Having seen the result, I'm glad that I did.*

*I remember feeling rather pleased with myself when, in 1983, I managed to get some of Granny's characters to move about on the screen. If I had had any inkling of the quality of the graphics which Don Slaven would be able to achieve ten years later, I think I would have given up. I wonder what the 2003 version will look like!*

*I hope that you are as impressed by this version of Granny's Garden as I am.*



# Granny's Story

Granny put the phone down, picked up the cat, and danced around the room. The cat pretended to enjoy having its sleep disturbed. If cats could speak you might have heard it say to itself, “I wonder why she’s in such a good mood? I’d much rather be snoozing in the sunshine than having my brain rattling round in my head while she pretends that she’s a ballerina. But never mind. When she has that silly grin on her face I usually get an extra special treat for my tea. I wonder what it will be. Salmon probably. I wish she’d find out how to cook stewed mouse in sparrow gravy. Even a bit of hamster would be tasty.”

Exhausted from her dancing, Granny finally collapsed into her rocking chair. The cat made its escape and raced off to the garden. “Don’t run off Arnold! I wanted to tell you my good news.” Too late. The cat was finding a comfortable spot amongst the trees where it could sleep undisturbed all afternoon and dream about the meals it would order if it ever found a restaurant for pussies. Granny rocked gently backwards and forwards.

“I’ll just have to talk to myself about my good news. When you get to my age you’re allowed to talk to yourself. My grandson, Charlie, has just called to say that I’m going to be a great grandmother. Can you believe it? I’m going to be a great granny! It’s such a long time since I had any children playing in my garden. How long has it been? Ten years? I’m so excited. I’m going to think up a story to tell my new great grandchild when she, or it might be he, is old enough to sit on my lap and listen. Now, what was that story that the children used to tell me when they played in the garden all those years ago? I must get myself a piece of paper and write it down. I wonder if my great grandchild will be a girl or a boy. For now I’ll imagine she’s a girl called Kirsty.

Granny began to write.

*The garden had once been part of an ancient forest. Hundreds and hundreds of years ago the forest had been the home of fairies and elves*

*and goblins and other creatures which humans never see these days. There were some very special places in the forest which were like magic doors. If you touched a certain tree, or stepped into a particular clearing, you found yourself in other worlds quite different from our own. When the forest was cut down to make room for houses and roads and shops and schools, some of the trees were left standing. In the garden are not only some of the trees but one of the magical doorways. At certain times of the year this doorway opens, and anyone who is lucky enough to know when and where to be can step through into a land of dragons and witches and talking insects.*

*Kirsty was one of the lucky children who did know when and where to be. On her birthday she made her way through the overgrown garden to the tallest oak tree. There she placed her cheek against the rough old trunk, closed her eyes, stretched her arms as far round the tree as she could, and squeezed hard. Slowly, the hard bark of the tree began to grow softer. The trunk of the tree began to shrink. Smaller and smaller grew the tree until, finally, Kirsty could hold the trunk between her hands. She opened her eyes. The house was gone. The garden had vanished. Everything looked so bright, so clean, so colourful. It was as if someone had covered the whole world with a rainbow. There were clear tinkling streams, musical waterfalls, dancing flowers, and thousands of raindrops hanging from the trees like sparkling jewels. It was the most beautiful place that Kirsty had ever seen. It was perfect, apart from one thing. In the distance she could see some mountains. They were grey, dark grey, and the sky above the mountains was almost completely black. Kirsty shivered. "I don't think I would want to go there," she thought to herself.*

*"Grib ulla wik wok?" asked a voice from somewhere amongst the flowers. "Pardon?" replied Kirsty. "Is someone talking to me?" "Grib ulla wik wok ninny ninny?" came the voice, this time a little louder. "I don't know who you are, where you are, or who you're talking to, but if you're talking to me I'm afraid that I cannot understand a word you are saying."*

*“Much sorry. Think you be a boogle. Wrong. Not a boogle. Must be human. Sorry, sorry. Know things I say now?”*

*“Well, I think I can understand you. I just wish that I could see you. Are you hiding from me?”*

*“Hiding no. Here I be. Watch. I move.”*

*Kirsty stared very hard at the flowers. At first she couldn't see anything moving but, just as she was about to say “I think you must be invisible”, she saw something bobbing backwards and forwards. She bent down and looked closely at the thing, which was on a leaf. It was a bright purple caterpillar. “Are you a caterpillar?” she asked, feeling rather silly in case it wasn't the caterpillar who was talking to her.*

*“Caterpillar now. Next day butterfly. Much better. Fed up eating this plant all time. When butterfly, fly to oozie flowers. Yum, yum. Oozie tasty. You eat oozie flower?”*

*“I don't think I've ever tried them, but they sound very nice. I've never spoken to a caterpillar before, either. Do you have a name?”*

*“Name Floop. Nice name?”*

*“It's a very nice name. I've never met a Floop before.”*

*“What name you?”*

*“My name is Kirsty. Actually it's Kirsten, but everyone calls me Kirsty. Daddy sometimes calls me Thirsty Kirsty because I can drink glass after glass of orange juice. In fact I'm feeling rather thirsty now. Do you know where I can get a drink, Floop?”*

*“Orinj joos not know. Water know. Drink water in stream.”*

*“Is it safe to drink? At home we are told never to drink from streams in case we become ill.”*

*Kirsty walked the few steps to the stream. She knelt down and scooped up some water in her hand. It tasted so wonderful that she thought she could drink the stream dry. “Who needs orange juice when water tastes this good?” she thought to herself. When she had finished drinking she spent a moment gazing at the mirror world of the stream. She could see herself gazing upwards. She could see the flowers, the trees, the white fluffy clouds and, in the distance, those dark mountains. Except that now they weren't dark! She jumped to her feet and looked at the real mountains. It*

*was true. They no longer looked dangerous and evil. Kirsty walked back to the flowers and called to the caterpillar, "Floop. Do you know anything about those mountains?" There was no answer. In fact there was no caterpillar. But there was a rather large bird hovering overhead and gazing down at the flowers. "Oh no!" shouted Kirsty. "Go away you nasty bird. If you've eaten my friend I'll do something horrible to you. I'll bend your beak you horrid creature." The bird blinked at Kirsty and, very slowly, started to fly away. Kirsty began to chase after the bird. If she hadn't been in such a hurry she might have thought it strange that the bird was following a path which made it easy for her to keep up. She might also have seen a little head peep out from under a leaf and she might even have heard a tiny voice call out "Hey! Where you go?" But Kirsty was so cross that she just ran and ran without thinking. It was only when she had run out of puff, and had to stop for a moment, that she realised she was getting very close to the mountains.*

The rocking chair rocked suddenly as Granny awoke from a deep sleep. The telephone was ringing. "Oh no," said Granny, "Don't tell me I'm going to have another grandchild! She got to her feet, placed her pen and paper on the table, and went to answer the phone. "I'll write some more of my story tomorrow," she said to the cat who had come indoors looking for his tea.

If you can't wait until tomorrow to find out what happens to Kirsty when she goes to the mountains – you had better sit down at your computer and play...

# Granny's Garden

# Macintosh Operating Instructions

For best results ensure you use a screen mode which displays at least 256 colours.

1. Insert the CD ROM in to the CD ROM drive.
2. Double click on the “Granny’s Garden Menu” icon.

## General items

At the opening screen you are presented with a simple four option click-on menu:

|                               |  |
|-------------------------------|--|
| <i>Play Granny's Garden -</i> | <i>Takes you to the start of the adventure</i> |
| <i>Listen to the story -</i>  | <i>Plays the Granny's Garden story</i>         |
| <i>Art Disc -</i>             | <i>Provides access to the artwork files</i>    |
| <i>Quit -</i>                 | <i>Quits the program</i>                       |

## Installing Granny's Garden on a hard disk / network

**NB** You must have a network license before installing on to a network.

Drag the contents of the Granny’s Garden CD ROM on to your hard disk or network.

# Windows Operating Instructions - CD ROM

For best results ensure you use a screen mode which displays at least 256 colours.

## Windows 3.1 or later with a minimum of 4Mb RAM

1. Insert the CD ROM in to the CD ROM drive.
2. Open the File menu from Windows Program Manager and select Run.
3. Type in D:\CDMENU.EXE (If your CD drive is not D: substitute the appropriate drive letter).
4. Click on OK.

## Windows 95 / 98 with a minimum of 8Mb RAM, NT 4 with a minimum of 32Mb RAM and Windows 2000 with a minimum of 64Mb RAM

Insert the CD ROM in to the CD ROM drive and the program will automatically run to the opening screen and selection menu. If this does not occur follow the procedure for Windows 3.1.

## General items

At the opening screen you are presented with a simple four option click-on menu:

|                               |  |
|-------------------------------|--|
| <i>Play Granny's Garden -</i> | <i>Takes you to the start of the adventure</i> |
| <i>Listen to the story -</i>  | <i>Plays the Granny's Garden story</i>         |
| <i>Art Disc -</i>             | <i>Provides access to the artwork files</i>    |
| <i>Quit -</i>                 | <i>Quits the program</i>                       |

Granny's Garden may also be installed on to your hard disk, but you will still need to run the CD if you want to listen to the story, or use the Art Disc.

## Installing Granny's Garden on a hard disk / network

To install Granny's Garden, click on the **Start** button. Choose Settings, Control Panel. Double Click on the Add/Remove Programs icon. When the Add/Remove Programs window appears, click on the install button. Insert the Granny's Garden CD in the drive and click on the **Next** button. When Windows finds the disk, click on the **Finish** button. Follow the on screen instructions for installing the software.

## Running Granny's Garden from a hard disk

Click on the **Start** button. Choose Programs, 4Mation, Granny's Garden.

# Windows Operating Instructions - Floppy Disk

*With Windows 3.1 or later.*

## Before starting

Fill in the registration card and return it to 4Mation. Only registered users will be eligible for technical support and upgrades. Please note that if you wish to install the software onto a network, or to run it on more than one machine, you must have a legitimate site licence.

## Installing

### Windows 3.1

Insert the Granny's Garden disk 1 in the drive.

From Windows Program Manager, click on File, choose the Run... option, and type in:

**A:\SETUP.EXE** then click on **OK**.

Follow the on screen instructions for registering and installing the software.

### Windows 95 or later

Click on the **Start** button. Choose Settings, Control Panel. Double Click on the Add/Remove Programs icon. When the Add/Remove Programs window appears, click on the install button. Insert the Granny's Garden disk 1 in the drive and click on the **Next** button. When Windows finds the disk, click on the **Finish** button. Follow the on screen instructions for registering and installing the software.

## Running Granny's Garden from a hard disk

### Windows 3.1

From the Windows Program Manager, double click on the Granny's Garden icon.

### Windows 95 or later

Click on the **Start** button. Choose Programs, 4Mation, Granny's Garden.

# About the program

There are **four parts** to Granny's Garden. Upon completion of each of parts **1, 2 and 3** a password is given which allows you to go on to the next part.

To make your way through the adventure two types of input are required.

To move through the program you can either press the **Return** key or click the **Next** button.

When you need to type in a word just respond appropriately and press **Return**.

## Part 1

Inside a cave in the mountains you are given a brief introduction i.e. the King and Queen of the Mountains have been imprisoned by a wicked witch and you have to find their six children who have been hidden. The search starts in the Woodcutter's house where the first child has been hidden. To move around the house just type in the name of the location e.g. "upstairs".

## Part 2

The second child has been hidden on the other side of a giant's garden. There are five obstacles to cross and five creatures who can help. Each creature can help only once.

## Part 3

Two children are hidden in the City of the Dragons. One is found immediately but, before the other one can be found, four baby dragons must be tempted out of their cave and a collar has to be put on each one. This problem does require a fair amount of effort. It is essential that a record is kept.

## Part 4

In the Land of Mystery the two remaining children can be found by exploring the environment and discovering the problems and their solutions. Several visits will be required to succeed in the Land of Mystery!

# Using the program

The way in which Granny's Garden is used depends entirely upon where it is used and by whom. However, the following suggestions can be applied to most circumstances.

In the home situation the adventure can be a wonderful opportunity for a shared experience. It is, perhaps, one of the few activities where adult and child are on an equal footing. The danger, however, is that the adult can be too helpful and deny the child the opportunity to solve the problems on their own. The aim is not to get to the end of part 4 as quickly as possible but to enjoy and, hopefully, benefit from the journey. There are plenty of opportunities on the way for a parent to make the experience more educational. For example, the giant's enthusiasm for giving away boulders to anyone who happens to be passing by is an opportunity to think about whether presents have to be either practical or valuable.

In the classroom it is essential that the teacher has travelled through Granny's Garden before the children are allowed to explore. The whole class can then be introduced to the adventure. The story at the beginning of this book could be used or the teacher could create a suitable introduction. Assuming that it is possible for the whole class to get close enough to the computer to see the screen, it is sensible to run through the first few scenes, perhaps up to the point where the woodcutter's house is displayed. It is also worth mentioning to the children that they will not solve all the problems in one go but will have to visit Granny's Garden many times, and will probably have to solve some of the problems away from the computer.

Usually, groups of 2 or 3 children use the computer at a time. This is not for purely practical reasons but because it does allow for co-operation, discussion and corporate decision making. Note taking should be encouraged. It should be emphasised that the passwords which are issued should be kept secret.

A number of useful educational activities can take place away from the computer. The following section gives some ideas.

# Suggestions for other activities

Although using *Granny's Garden* on a computer has sound educational benefit in itself, this experience can be greatly extended by also working away from the computer. The ideas in this section will help you to capitalise on the enthusiasm generated by the adventure.

## Art and Craft

Make models of locations which are seen in the adventure e.g. mountains, cave, woodcutter's house, giant's garden, pond, City of Dragons, castle, forest.

Make models of locations which are not seen but are implied or referred to e.g. worm's tunnel, giant's house, bee's hive, Ah-Choo's home.

Create the characters (from papier-mache?) and then design a wardrobe for each. The raven in the program has a smart waistcoat and bow tie.

Make puppets of the characters and then perform a play which, of course, does not need to have the same plot as the program.

Make a spider's web by winding wool around pins in a board.

Design a snail's shell.

Design and create a *Granny's Garden* board game (either with or without snakes).

Pompom trees are fictitious. Produce a tree of your own with some unusual characteristics.

## English

Imagine that you are a reporter. Write out the questions that you wish to ask different characters and then ask someone else to write the responses.

Write an account of what Grandad is doing while *Granny* is dreaming up her story.

Look at some natural history books to find out how the information is organised and presented. Prepare similar information about the fantasy creatures such as dragons, Redhorn and Redhorn's brother.

Write a letter to the witch asking her to mend her wicked ways and explaining that she would be much happier if she helped people instead of harming them.

Write an "Adults' Guide to *Granny's Garden*" designed to allow busy parents and teachers to complete the adventure quickly.

Write a history of the Kingdom of the Mountains explaining how the witch managed to establish herself as the national nuisance.

Write a gardening guide for giants with special tips on how to overcome such problems as backache and trampling on plants.

Imagine that you are trapped in the forest when it catches fire. Describe how you survive.

## **Music**

Use different instruments to try to play the theme tune and then, if possible, write out the music. Writing words for the music may not be easy but it's certainly worth a try.

Use different instruments to provide a musical accompaniment and/or sound effects while the story of Granny's garden is either recited or acted.

## **Environmental issues**

How important are forests to us?

How can forest fires be prevented and controlled?

What happens to wildlife when forests burn?

What species of tree can be found near your home or school? Find out which ones are native to the country and the origin of those which are not.

## **Science**

The raven, bee and butterfly are able to fly. How are creatures able to fly? In addition to birds and insects, what other creatures have a flying capability?

The dragons eat a variety of foods which are not part of their natural diet and Redhorn eats keys. What is a natural diet? Should we be careful about what we eat? How far do animals in the wild rely on humans to provide their food?

In the adventure all the creatures are blessed (?) with human qualities. What relationships, if any, would exist between the creatures if they were real? How are creatures classified? Do any of the creatures in the adventure fall into the same category?

Ah-Choo seems to have an allergy. What is an allergy? How many allergies do we know about?

Some castles have a drawbridge. How does a drawbridge work? Think of, and experiment with, different ways of raising heavy objects.

## Mathematics

Make a list of creatures which have symmetrical patterns (e.g. butterfly) and another list of those which have asymmetrical patterns (e.g. snail).

Work out the vertical distance between the highest and lowest points on the map.

Make a scale for the map and work out the distances between the different locations (a) as the crow flies and (b) following the paths.

Overlay the map with a grid and write down the grid references of each of the locations.

A giant is larger than a normal person but is there a correlation between height and other bodily dimensions? By taking measurements and drawing graphs it is possible to reach some conclusions.

## A fantastic miscellany

In gratitude for the safe return of their children, the King and Queen invite all the characters (including a reformed witch) to a celebration party on top of the tallest mountain in the kingdom. You will need to:

1. Design invitations.
2. Make seating arrangements for guests of different sizes (making all feel equal).
3. Organise transport to the top of the mountain. (Can bees fly in thin air?)
4. Create costumes for the guests.
5. Plan a menu to suit all tastes and dietary requirements. (The giant could be difficult!)

You are a social worker. The witch has been sent to you for counselling. You must try to find out why she is such a bad old girl and persuade her that she could use her powers to bring love and happiness to the world.

Newspapers are always full of gloomy stories. Produce a special edition of the *Kingdom of the Mountains Gazette* which tells the story of the kidnap and the rescue, and has interviews and life stories of the principle participants.

Now that the Kingdom of the Mountains is well known throughout the world, the KM Tourist Bureau has been established to bring some much-needed foreign currency into the land. You need to design brochures and itineraries for organised holidays as well as persuade woodcutters and castle owners to make space available for tourists until some hotels have been built.

You are a fire prevention officer with special responsibilities for ensuring that the fire hazards in the City of the Dragons are kept to a minimum. Make a list of the things which would have to be adapted or completely changed to prevent fires occurring. You could start by thinking about toothbrushes and newspapers.

# Help notes

## Part 1

Do take the apple when you enter the Woodcutter's house.  
If you go up the stairs throw the apple, not the stick, at the snake.  
Do not take the red broomstick from the cupboard.  
Visit the cupboard a second time and take the green broomstick.

## Part 2

Password: *icicle*

Ask:

the butterfly to take you over the pond  
the snail to protect you from the nuts  
the worm to keep the ants away  
the bee to sting the dog and  
the spider to help you climb the tree.

## Part 3

Password: *dewdrop*

There are several ways in which the baby dragons can be fed but if you're in a hurry try Buns, Lollies, Oranges, Chips.

## Part 4

Password: *rainbow*

Visit the locations in this order:

Go to the cottage and take the key.  
Go to the hill and offer to be eaten. Take a stone.  
Go inside the cottage and take the cake.  
Go to the forest and then to the lake.  
You don't want the water or his name.  
Go to the castle.  
Stay at the castle, finding Daniel.  
Go back to the forest via the lake, collecting water on the way (you no longer need the key).  
Go into the tower and find Jessica.

