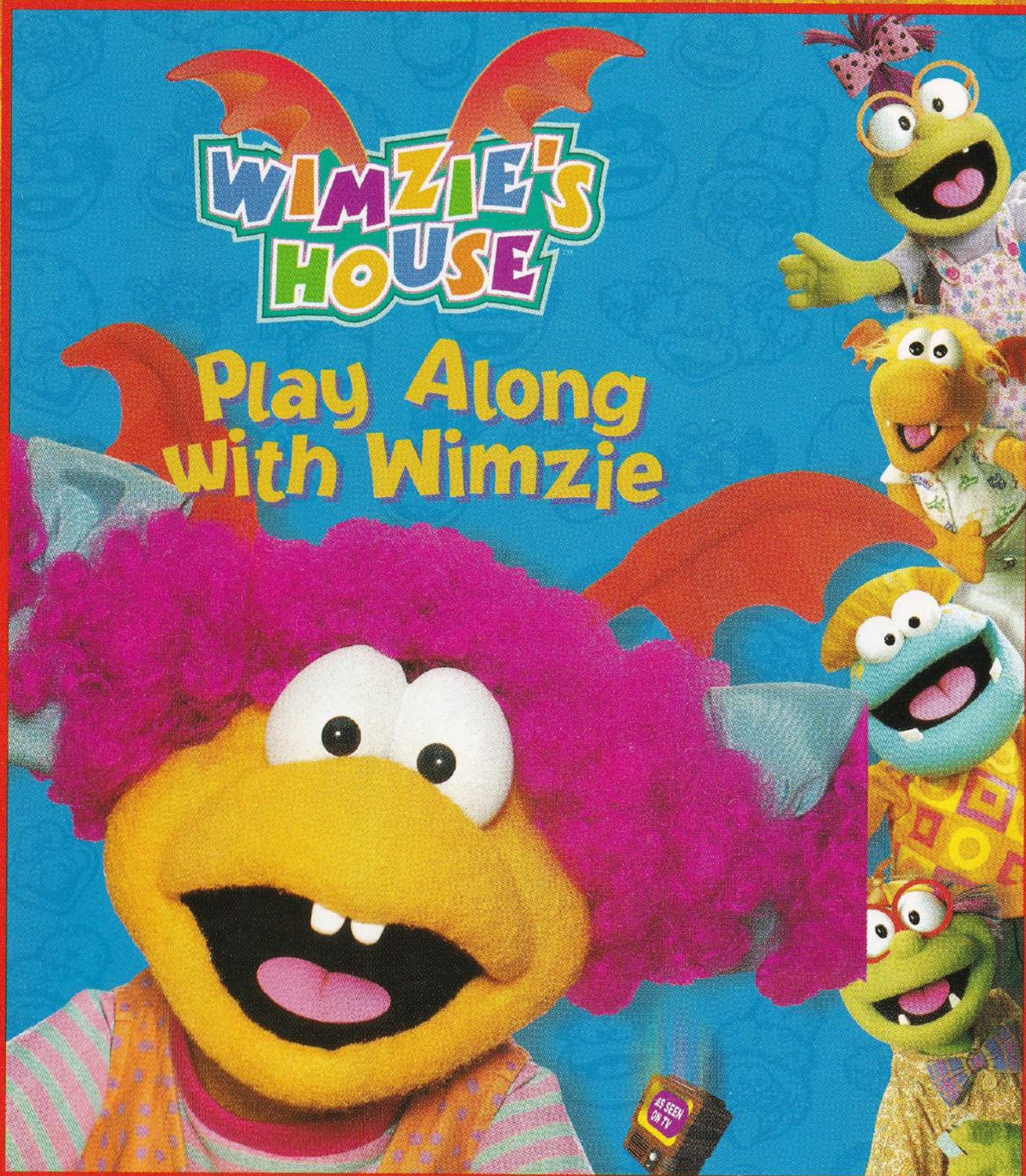


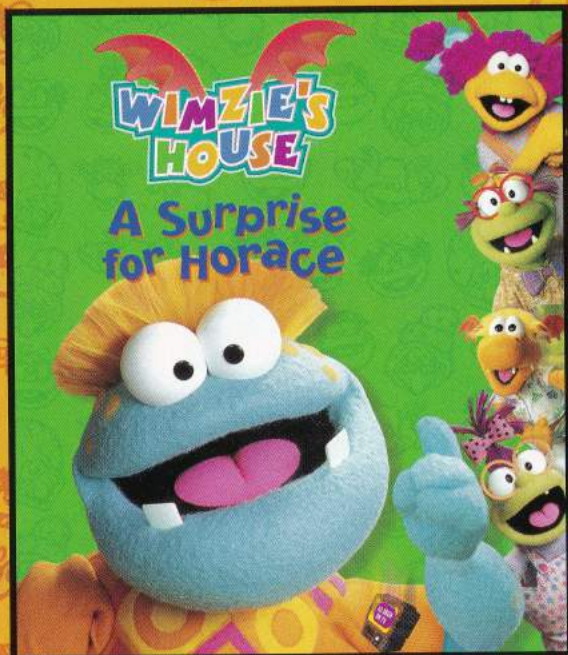
# WIMZIE'S HOUSE

Play Along  
with Wimzie





Look for our other  
Wimzie's House™ title



available from  
Simon & Schuster Interactive

#### PLAY ALONG WITH WIMZIE

Welcome to Wimzie's House! Get ready for fun and challenges as you play along with Wimzie! You'll find five games, each of which will help develop very important skills—from memory to logical thinking to identifying feelings and understanding people's personalities. And of course there's the whole gang at Wimzie's house to make each game superific fun!

#### SYSTEM REQUIREMENTS

##### WINDOWS®

- Windows®95 or 98
- Pentium 90 or higher
- 16 MB RAM or more
- 4X CD-ROM drive
- Recommended:  
Monitor set to thousands of colors

##### MACINTOSH®

- PowerMac or better
- 16 MB RAM or more
- 4X CD-ROM drive
- Recommended:  
Monitor set to thousands of colors





## **RUNNING PLAY-ALONG WITH WIMZIE**

### **WINDOWS®95/98**

Put the disc in the drive. If you have Autorun enabled, the program will start; go to "Main Menu" on the next page. If Autorun is disabled, click on the START button, then click on RUN. On the RUN line, type D:\PLAYALONG.exe and then click OK or press ENTER. (If your CD-ROM drive is something other than D, substitute the correct letter.) The program will start.

### **MACINTOSH®**

- 1) Put the disc in the disc drive. Double click the CD-ROM's icon to open the **Play Along with Wimzie** folder. To run **Play Along with Wimzie**, you need Quicktime™ 2.5 or later installed on your computer. You also need Indeo® Video installed. If you have these installed, go to Step 3.
- 2) Quicktime™ 2.5 and Indeo® Video are both available in the **Play Along with Wimzie** folder if you need to install them. To install Indeo® Video, simply double click on the Indeo® Installer and follow the on-screen instruction. To install Quicktime™ 2.5, double click the Quicktime Installer folder, then double click on the Install Quicktime™ icon. Follow the on-screen instruction.
- 3) To run **Play Along with Wimzie**, double click on the Play Along icon.



## **MAIN MENU**

After the opening animation, the title screen will appear showing five small pictures, each of which represents a game.

### **THE FIVE GAMES ARE:**

- **ROUSSO'S MEMORY CHALLENGE**—a memory exercise in which children must identify and link together various objects
- **THE BICKERING BUNCH**—a fast-paced game in which children must identify different types of emotions
- **WIMZIE'S FAMILY PORTRAIT**—a game in which children must identify personality traits of the Wimzie gang
- **THE BOOK OF FEELINGS**—a quiet game in which children must recognize emotions from facial clues
- **BO'S PUZZLES**—a picture puzzle game with photos of the gang

### **CHOOSING A GAME**

To choose a game, simply click on the picture. You will get to choose from three levels of difficulty. Make a choice and the game will start.





### ROUSSO'S MEMORY CHALLENGE

Rousso, Loulou, and Jonas are in the garage. They want to help Rousso remember what he has in all those boxes he keeps. Loulou has an extraordinary memory, so she suggests a game that will help Rousso develop his memory. The player is then asked if he or she wants to try the game. The player can start the game by clicking on the blinking red box.

**LEVEL 1:** The player must find the pairs of objects among the 24 boxes.

**LEVEL 2:** The player must click on the box which contains the object shown at the top of the screen.

**LEVEL 3:** Three objects appear at the top of the screen. The player must find these three objects in the boxes. Players may find it useful to have a paper and pencil handy to keep track of what object is in each box.

#### Educational Objective:

This game helps build the child's memory.



### THE BICKERING BUNCH

In the solarium, the children can't stop arguing. Yaya sees that the disagreements might ruin the day. She invites the player to click on the magical box to play a game which will "clear the air." In this game, the child must choose between images of harmony and images of discord. Clicking on an image of harmony sends it into the magic box. Clicking on an image of discord will make a harmonious image pop out of the box, if there is one in it already.

**LEVEL 1:** Images move slowly and are easy to catch.

**LEVEL 2:** Images move faster and follow trickier patterns.

**LEVEL 3:** The discord images hide the harmony images making it more difficult to catch them.

#### Educational Objectives:

This game helps the child identify different types of emotions and helps develop fine motor skills.





### WIMZIE'S FAMILY PORTRAIT

Yaya is tidying up and makes a game out of it. Each time she picks up an object, she describes the personality of the person to whom the object belongs. The player must click on the face of the person at the bottom of the screen. If correct, it fills in that face on the family portrait.

**LEVEL 1:** The player is allowed 2 errors per object.

**LEVEL 2:** The player is allowed 1 error per object.

**LEVEL 3:** The player is not allowed any errors.

#### Educational Objective

This game helps the child identify personality traits of the various Wimzie's House characters.

### THE BOOK OF FEELINGS

It's bedtime and Wimzie and her brother, Bo, ask their mother, Graziella, for a story. Instead of a traditional bedtime story, Graziella opens up the Book of Feelings, a photo album. The player is shown video clips and after each clip, she must identify which emotion corresponds to the scene. The player chooses among faces representing happiness, sadness, fear, love and anger. Correct choices send that face up to the scoreboard; wrong choices send a "wrong face" icon up there.



**LEVEL 1:** The player chooses between opposite emotions: love/anger, happiness/sadness and fear/happiness.

**LEVEL 2:** The player must choose among two or three similar emotions. For example, anger vs sadness vs fear.

**LEVEL 3:** The player must choose among all five emotions.

#### Educational Objective

This game helps the child learn to recognize and identify emotions from facial clues.

### BO'S PUZZLES

Wimzie joins Bo in the living room. Bo has just torn up three pictures that Yaya wanted to hang on the wall. To clean up her young brother's mess, Wimzie decides to put the pictures back together and glue them properly in their frames. She asks the player to help her. By clicking on one of the frames on the table, the player is brought to the game screen. The player must assemble the pieces in the frame. When the picture is assembled, the star below it will blink. Clicking on it will bring that frame down to the table. The player can then choose another frame.

**LEVEL 1:** The pictures are torn into 6 pieces.

**LEVEL 2:** The pictures are torn into 9 pieces.

**LEVEL 3:** The pictures are torn into 12 pieces.







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