MIXED-UP
MOTHER GOOSE
Deluxe

SIERRA

Mixed-Up Mother Goose® Deluxe, originally introduced in 1988, is one of the best-loved children's software titles of all time. Updated for today's multimedia computers, it has high-resolution graphics, digitized music and voice, and a host of new features. Also included is a musical CD for your stereo system.

This interactive, multimedia adventure introduces children ages 3-6 to the world of computers while teaching them logic, organization and memory skills. Little Bo Peep has lost her sheep; the cat's lost his fiddle; there's lots of trouble in Mother Goose Land. Children reunite 18 delightful animated characters with their lost items. In return, each character performs a song complete with animation and text so children can sing along.

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GAME INSTALLATION

WINDOWS™ INSTALLATION

1. Place the *Mixed-Up Mother Goose® Deluxe* CD-ROM into your computer's CD-ROM drive.
2. Start Windows.
3. Click on [File].
4. Select [Run].
5. At the Command bar, type the letter of your CD-ROM drive, followed by ":\SETUP.EXE" and click on OK or press [ENTER]. For example, if the letter of your CD-ROM drive is "D", type "D:\SETUP.EXE" and click on OK or press [ENTER].
6. Follow the on-screen installation instructions.
7. Check the "README.TXT" file for the latest information.

   Windows is a trademark of Microsoft Corporation.

   NOTE: If you are not familiar with Windows check your Windows manual.

MACINTOSH® INSTALLATION

1. Insert the *Mixed-Up Mother Goose® Deluxe* CD-ROM into your CD-ROM drive using a carrier if appropriate.
2. When you open the CD-ROM from the Finder, you should see the *Mixed-Up Mother Goose® Deluxe* icon.
3. Double click on this icon to launch the program. It will read from the CD-ROM drive; the application will not install on your hard drive.

SYSTEM REQUIREMENTS

WINDOWS SYSTEMS

To run *Mixed-Up Mother Goose® Deluxe*, your Windows system should include:

HARDWARE

- IBM AT bus-compatible system
- 386 or higher CPU [486 recommended]
- Hard drive
- 6 MB system memory
- SVGA display and video board capable of displaying 256 colors @ 640x480
- Sound card that supports Windows 3.1
- Audio speaker or headphones
- Microsoft compatible mouse
- CD-ROM Drive [recommended double-speed CD-ROM Drive]

SOFTWARE

- Windows 3.1 or later installed
- Sound card driver that supports Windows 3.1
- SVGA driver that supports 256 colors @ 640x480 under Windows 3.1

MACINTOSH SYSTEMS

To run *Mixed-Up Mother Goose® Deluxe*, your Macintosh system should include:

- Color Macintosh system
- 4MB system memory free
- System 6.0.7 or higher
- CD-ROM Drive

NEW GAME

Click on this button to start a new game. When a new screen appears, use the mouse to click on the child of your choice.

CONTINUE OLD GAME

Click on this button to continue a game you've already been playing.

SAVING YOUR GAME

Mixed-Up Mother Goose® Deluxe will save your child's game according to the on-screen character your child has chosen to represent him or her during the game. For this reason, each child in your household playing *Mixed-Up Mother Goose® Deluxe* should choose a different on-screen character.

Mixed-Up Mother Goose® Deluxe will save your game in progress whenever you quit the game by selecting the red STOP button.
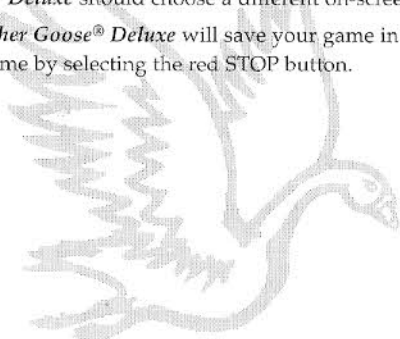
USING THE MOUSE

Instruct your child to position the arrow where he or she wants the character to move, then click the mouse button. The character will walk to the desired point, and stop.

The mouse may also be used to explore objects in Mother Goose Land. When your child points at an on-screen object and presses the mouse button, many objects will become animated, and will be accompanied by sound; bells will ring, etc.

THE SCORE ICON

Your child's score is represented by the number of golden eggs in the egg carton located at the bottom left of the screen. One egg is rewarded for each rhyme that he or she completes. There are 18 rhymes in *Mixed-Up Mother Goose® Deluxe*, so a total score of 18 eggs is possible.
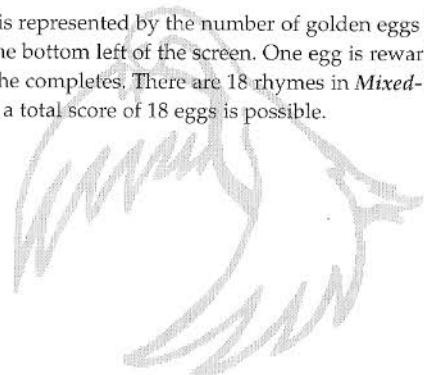
THE INVENTORY ICON

When your child first plays the game, this icon is empty showing only a blue background. Each time your child picks up an object, it will appear in the **INVENTORY** icon. Make sure that your child understands that the picture in the window is the item he or she is currently carrying.

The **INVENTORY** icon can hold only one object at a time. When your child finds a new item, he or she must decide which item to keep. If a new object is picked up, it will replace the current object in the **INVENTORY** icon. The previous object will be dropped and will remain in that location until the child returns for it*. To avoid picking up an object, your child should avoid walking close to the object. If an undesired object is inadvertently picked up, instruct the child to walk toward the object he or she wishes to carry, and pick it up.

* **NOTE:** Animated characters or animals discarded inside a building will not remain inside, but will wander away to a random location.

HINT: Several houses and buildings contain a small table of some sort. On these tables your child will often find an object needed to complete one of Mother Goose's rhymes.

THE MAP ICON

Mixed-Up Mother Goose® Deluxe contains many locations to which children can travel. Sierra has provided a colorful on-screen map of the kingdom so children won't get lost in Mother Goose Land. To view the on-screen map, point to the **MAP** icon and click. Click on a location to find out who lives there.

To familiarize your child with the map, point out the character's current location on the map (the area outlined in a box), then have him or her move to an adjoining screen. Now return to the map and ask your child to find the new location on the map. Continue practicing until the child can successfully use the map on his own.

THE MOUTH ICON

When a child approaches one of the Mother Goose characters, use the mouse to point and click on the **MOUTH** icon. The on-screen character will speak to the child, using both words and pictures. If a character is missing something, the child will be told what is missing. For example, if *The Old Woman Who Lived in a Shoe* needs a bowl of broth, she'll tell you first in words then a picture of the bowl will be displayed. Your child will find it easy to locate objects with the visual aids that the game provides. If the character happens to be the missing piece to a rhyme, the character will tell you where he or she needs to go.

Please note: Parents and Teachers should take the time to ensure that children are familiar with and can distinguish one object from another.

THE STOP ICON

To stop playing and save your child's place in the game, use the mouse to point to the red **STOP** icon, and click. A window will appear, containing another red **STOP** icon, and a **GOOSE** icon. Choose the **STOP** icon to quit the game. If you have selected **STOP** accidentally, click on the **GOOSE** icon to continue playing.

THE SPEED ICON

At times during *Mixed-Up Mother Goose® Deluxe*, it may be useful to adjust the game's animation speed. Use the mouse to point to the **SPEED** *(rabbit and turtle)* lever icon. Hold down the mouse button as you drag the lever up *(faster)* or down *(slower)*.

THE VOLUME ICON

Use the mouse to point to the **VOLUME** *(music note)* lever icon. Hold down the mouse button as you drag the lever up *(louder)* or down *(softer)*.

ENTERING HOUSES IN MOTHER GOOSE LAND

There are many houses and buildings in Mother Goose Land, most of which your child can enter at any time. To enter a place, he or she needs only to approach the front door, and it will open. The child will automatically enter the building.

GETTING AND TRADING OBJECTS

As your child explores Mother Goose Land, he or she will find many objects lying about, most of which can be used to complete one of Mother Goose's rhymes.

As the character approaches one of the objects, it will be picked up automatically and will appear in the **INVENTORY** icon. The object will remain in the **INVENTORY** icon until it has been delivered to its proper owner, or has been traded for another object.

GAME STRATEGY

THE OBJECT OF THE GAME

Your child must help Mother Goose complete her mixed-up rhymes by locating the 18 missing characters and objects and bringing them back to their rightful owners. Your child will find all of the missing items by travelling throughout the fantasy world of Mother Goose.

COMPLETING A RHYME

When your child returns a missing piece to the correct rhyme, use the mouse to click on the **MOUTH** icon. Now the rhyme will come to life; the on-screen characters perform the rhyme to music, and the words to the rhyme are displayed on the screen.

Once a rhyme has been completed, your child can listen to the song again by clicking on the map and then clicking on the place where that rhyme exists.

WHEN ALL THE RHYMES ARE FIXED

When your child completes the last rhyme, the Gander will arrive and reward your child for saving Mother Goose Land. After the game comes to its conclusion, your child will have the option of starting a new game, or quitting. If your child chooses to start a new game, the game will return to the screen where you choose your character.

It's Child's Play!

Once familiar with *Mixed-Up Mother Goose® Deluxe*, children can take over. With the simple use of the mouse, your child can move the on-screen character around Mother Goose Land. The rest is done by the other characters in the story.

U.S. DIRECT SALES AND INFORMATION

Direct any inquiries to Direct Sales for issues pertaining to ordering product, backorders, or returned or defective merchandise.

Call: (800) 757-7707, 24 hours a day, everyday, or fax (408) 644-2018.

Write: Sierra On-Line
Direct Sales
PO Box 3404
Salinas, CA 93912

U.S. TECHNICAL SUPPORT

Direct your inquiries to the Technical Support department if your question is about hardware and software compatibility specific to Sierra games (i.e. sound card configuration and memory management). Technical assistance is only a phone call away.

Sierra On-Line
Technical Support
PO Box 85006
Bellevue, WA 98015-8506
Monday-Friday 8:15AM-4:45PM PST,
(206) 644-4343
(206) 644-7697 (fax
(206) 746-8100 (autotech)

Hint Number

1-900-370-5583
$.75 per minute
If under 18, must have parent's permission
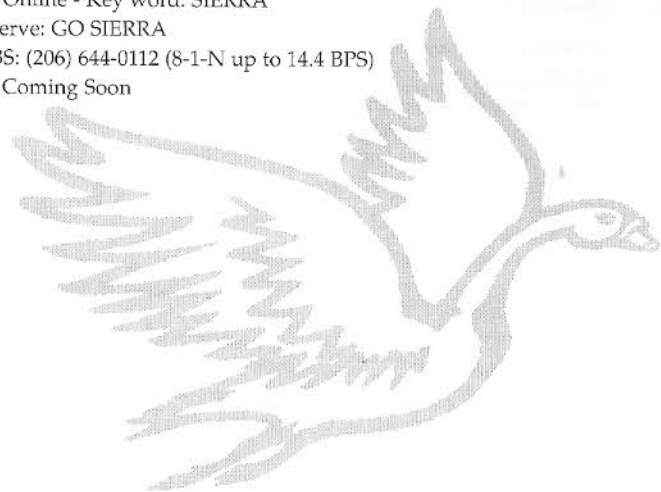
For On-Line Support and Hints:

Support as well as patches, hints and technical documents are available from the following on-line services:

America Online - Key word: SIERRA
CompuServe: GO SIERRA
Sierra BBS: (206) 644-0112 (8-1-N up to 14.4 BPS)
Internet: Coming Soon

INTERNATIONAL SUPPORT

European Technical Support and Customer Service:

Customer Support UK
Sierra On-Line Limited
4 Brewery Court
The Old Brewery
Theale, Reading, Berkshire
RG7 5AJ United Kingdom

Customer Service/ Technical Support Continental Europe:

Coktel Vision
Parc Tertiaire de Meudon
Immeubel "Le Newton"
25 rue Jeanne Braconnier
92366 Meudon La Foret Cedex
France

For Telephone or Fax Inquiries, Call:

UK	FRANCE	GERMANY
44-1734-30-3171	33-1-46-01-4650	06103-99-40-40
44-1734-30-3201 (fax)	33-1-46-31-7172 (fax)	06103-99-40-35 (fax)
44-1734-304-004	33-1-36-68-4650 (hint line)	
(old game hints)		
44-1891-660-660		
(new game hints)		
44-1734-304-227 (BBS)		

THE SIERRA NO-RISK GUARANTEE

The Promise: We want you to be happy with every Sierra product you purchase from us. Period. If for any reason you're unhappy with the product, return it within 30 days for an exchange or a full refund...EVEN IF YOU BOUGHT IT RETAIL.

THE ONLY CATCH: You've got to tell us why you don't like the game. Otherwise, we'll never get it better. Send it back to us and we promise we'll make things right. (If you bought it at a retail outlet, please send your original sales receipt.)

If you find that you need to send for a replacement compact disk, send the original disk to:

US	EUROPE
Sierra On-Line	Sierra On-Line Limited
Attn: Returns	Attn: Returns
P.O. Box 485	4 Brewery Court
Coarsegold, CA 93614-0485	The Old Brewery
	Theale, Reading, Berkshire
	RG7 5AJ United Kingdom

Be sure to include a note stating your computer type. We will gladly replace your program free of charge during the first 90 days of ownership. (Please enclose a copy of your dated sales receipt with your request.) After 90 days there is a $10.00 (£6.00) charge for a replacement compact disk.

Special thanks to the visionaries who contributed to the early years of *Mixed-Up Mother Goose®* magic:

Executive Producer:
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Creative Director:
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Cheryl Sweeney

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Quality Assurance:
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Kevin Kubalsky

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September Luketz
Sione Unga
Bob Wickline
(and all the character voices from previous versions)

Spanish Expert:
Rhonda Matson

User Guide:
Lynda Lang

Also, special thanks to Jerry Bowerman, Steve VanHorn, Mark Seibert, Steve Miles and Greg Tomko-Pavia.

MOTHER GOOSE LAND THEME

LITTLE JACK HORNER

Little Jack Horner sat in the corner,
Eating his Christmas pie,
He put in his thumb,
And pulled out a plum,
And said, "What a good boy am I!"

CROOKED MAN

There was a crooked man,
Who went a crooked mile,
He found a crooked sixpence,
Along a crooked stile;
He bought a crooked cat,
Which caught a crooked mouse,
And they all lived together
In a little crooked house.

OL' KING COLE

Ol' King Cole was a merry old soul,
And a merry old soul was he;
He called for his pipe, and he called for his bowl,
And he called for his fiddlers three.

Every fiddler he had a fiddle,
And a very fine fiddle had he;
Oh, there's none so rare, as can compare
With King Cole and his fiddlers three.

BANBURY CROSS

Ride a cock-horse to Banbury Cross,
To see a fine lady upon a white horse;
Rings on her fingers and bells on her toes,
She shall have music wherever she goes.

Ride a cock-horse to Branbury Cross,
To see what Tommy can buy,
A penny white loaf, a penny white cake,
And a two-penny pie.

Ride a cock-horse to Banbury Cross,
To buy little Johnny a galloping horse;
It trots behind and it ambles before,
Johnny shall ride till he can ride no more.

HUMPTY DUMPTY

Humpty Dumpty sat on a wall
Humpty Dumpty had a great fall;
All the King's horses and all the King's men
Couldn't put Humpty together again.

MARY MARY, QUITE CONTRARY

Mary Mary, quite contrary,
How does your garden grow?
With silver bells and cockle shells,
And pretty maids all in a row.

PETER, PETER, PUMPKIN EATER

Peter, Peter, pumpkin eater,
Had a wife and could not keep her;
He put her in a pumpkin shell,
And there he kept her very well.

Peter, Peter, pumpkin eater,
Had another and did not love her;
Peter learned to read and spell,
And then he loved her very well.

JACK AND JILL

Jack and Jill went up the hill
To fetch a pail of water;
Jack fell down and broke his crown
And Jill came tumbling after.

Up Jack got and home did trot
As fast as he could caper;
Went to bed and bound his head
With vinegar and brown paper.

When Jill came in how she did grin
To see Jack's paper plaster;
Mother vexed, did scold her next
For causing Jack's disaster.

MARY HAD A LITTLE LAMB

Mary had a little lamb,
Its fleece was white as snow;
And everywhere that Mary went
The lamb was sure to go.

It followed her to school one day,
That was against the rule;
It made the children laugh and play
To see a lamb at school.

And so the teacher turned it out,
But still it lingered near;
And waited patiently about
Till Mary did appear.

Why does the lamb love Mary so?
The eager children cry;
Why, Mary loves the lamb, you know,
The teacher did reply.

LITTLE BO-PEEP

Little Bo-peep has lost her sheep,
And can't tell where to find them;
Leave them alone, and they'll come home,
Wagging their tails behind them.

Little Bo-peep fell fast asleep,
And dreamt she heard them bleating:
But when she awoke, she found it a joke,
For they were still a-fleeting.

Then up she took her little crook,
Determined her to find them;
She found them indeed, but it made her heart bleed,
For they had left all their little tails behind them.

It happened one day, as Bo-peep did stray,
Into a meadow hard by;
There she espy'd their tails side by side,
All hung on a tree to dry.

She heaved a sigh, and wiped her eye,
And over the hills went stump-o,
And tried what she could, as a shepherdess should,
To tack each again to its rump-o.

HEY DIDDLE, DIDDLE!

Hey diddle, diddle!
The cat and the fiddle,
The cow jumped over the moon.
The little dog laughed to see such sport,
And the dish ran away with the spoon.

THE OLD WOMAN WHO LIVED IN A SHOE

There was an old woman who lived in a shoe,
She had so many children she didn't know what to do.
She gave them some broth, without any bread,
And kissed them all sweetly and put them to bed.

LITTLE MISS MUFFET

Little Miss Muffet,
Sat on a tuffet,
Eating her curds and whey;
Along came a spider,
Who sat down beside her,
And frightened Miss Muffet away.

HICKORY DICKORY DOCK

Hickory dickory dock
The mouse ran up the clock,
The clock struck one,
The mouse ran down,
Hickory dickory dock.

LITTLE TOMMY TUCKER

Little Tommy Tucker
Sings for his supper,
What shall he eat?
White bread and butter.

How will he cut it
Without e'er a knife?
How can he marry
Without a wife?

WHERE HAS MY LITTLE DOG GONE?

Oh where, oh where has my little dog gone,
Oh where, oh where can he be?
With his ears cut short and his tail cut long,
Oh where, oh where can he be?

JACK SPRAT

Jack Sprat could eat no fat,
His wife could eat no lean,
And so between them both,
They licked the platter clean.

JACK BE NIMBLE

Jack be nimble,
Jack be quick,
Jack jump over the candlestick.

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