

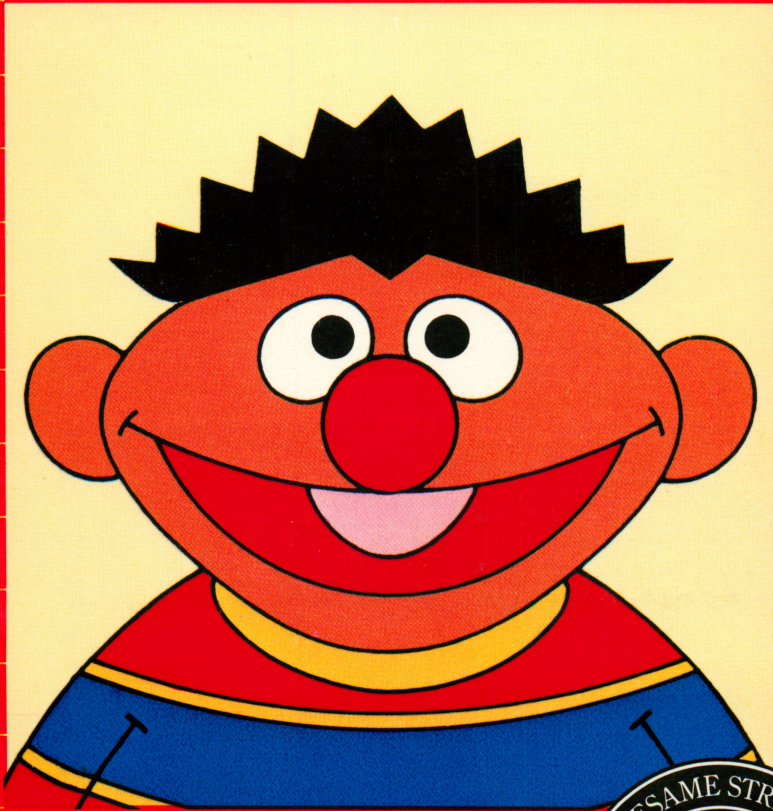
APPLE PRESENTS



Ernie's Quiz

FROM CHILDREN'S TELEVISION WORKSHOP

FOR CHILDREN 4 TO 7 YEARS OLD



FEATURING

Jim Henson's

SESAME STREET MUPPETS*



INTEGER BASIC

*MUPPET IS A TRADEMARK OF MUPPETS, INC.

Ernie's Quiz



GUESS WHO /6

Guess the Sesame Street Muppets
as they appear

JELLY BEANS /8

Count the jellybeans in the jar

FACE-IT /11

Make a face piece by piece

ERNIE'S QUIZ /14

Use clues to guess a
Sesame Street Muppet

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To the Parent

The games and activities in this booklet have been developed by the Children's Television Workshop, producers of *Sesame Street*, *The Electric Company*, and *3-2-1 Contact*. These computer games and activities are the latest product of CTW's continuing commitment to expanding the frontier of entertainment and learning.

We feel that computers occupy an important place on this frontier and that they can fit easily and naturally into a young person's world. The key is play: play and discovery go hand in hand. This principle has guided us in the development of our computer materials.

We hope you will review these games with the same care you use in choosing other materials for your child. You will see some new activities as well as some familiar word, logic, and math games. These activities were chosen because they are fun and appropriate for your child's age group.

What does it mean to say computer activities are child-appropriate? To us it means that care in design and testing has gone into the following features: The kind and degree of interaction • Pace that is within the user's control • Placement and amount of graphic and textual information on the screen • Interactive "fail-safe" instructions • Nonthreatening challenge, encouraging feedback • Avoidance of violence and sexism • Emphasis on constructive play



Hi!

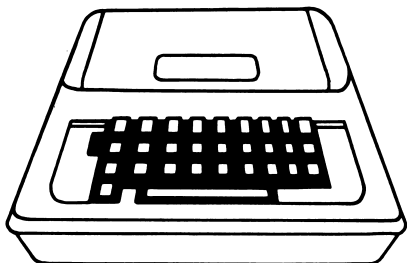
Welcome to the world of the Children's Television Workshop. This booklet will tell you a bit about the four games on your computer disk. And, since the things you see and do on your computer are things that can be explored in many other ways, we've also included some ideas for related activities to do when your Apple is turned off.

If you've used a computer before, you'll feel right at home. But, don't worry, no computer experience is necessary to play our games. They have been specially designed to be easy to learn.

We hope you have as much fun playing them as we had creating them.



Here is a list of the equipment you'll need to use the programs on this disk:



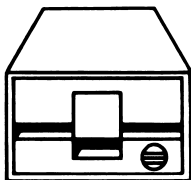
Apple II with 48K bytes RAM;

or

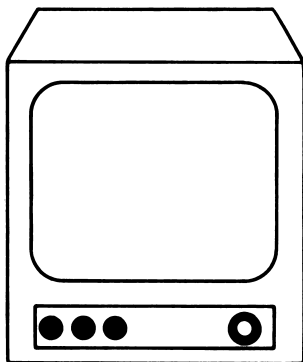
Apple II Plus with 48K bytes
RAM and an Integer BASIC
Firmware Card;

or

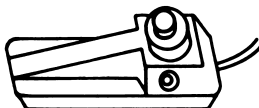
Apple II Plus with 48K bytes
RAM and the Apple Language
System



Apple Disk II with controller
(16-sector PROMS)



Video Monitor or Television

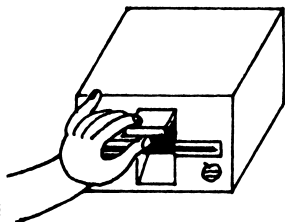


Paddles

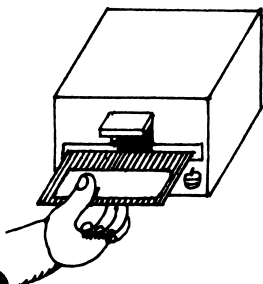
If you run into problems at any time, check to see that your equipment is installed correctly. To answer any questions you might have, refer to your hardware manuals for instructions and information.



How To Get Started

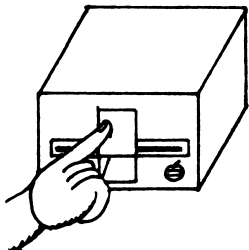


1 Lift the door on the disk drive.



2 Slide your disk in, this way. If your thumb is on the label, the disk will go in the right way.

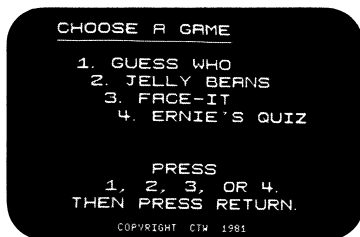
Never touch the plastic part of the disk with your fingers. Touch only the paper envelope!



3 Close the door. The computer can't read the disk if the door isn't shut.

4 Turn on your Apple. Turn on the TV, too.

5 Your menu should appear on the TV screen. It's a list of the games on your disk. It looks like this:



When you decide which game you want to play, type its number on the keyboard. Then, press the **RETURN** key.



For instance, if you want to play Jellybeans, you would press



and then



If you don't get a menu, here's what to do:

If nothing at all appears on your screen, check these three things:

- Is the door on your disk drive closed?
- Is the disk in the right way?
- Is the disk drive hooked up right?

(To help you check these things, you might want to get someone who knows how to hook up the drive.)

If, instead of a menu...

You get a sign that looks like

> or]

You should:

- Type **P** **R**

Hold down **SHIFT**

while you press **#**

(that's the same as the 3 key.)

- Then type the number of the slot your disk drive is hooked up to. If you're not sure of the right number, ask someone who knows.

- Then, press

RETURN

Your menu should come on the screen.

If, instead of a menu...

You get a sign that looks like

*

You should:

- Type the number of the slot your disk drive is hooked up to (a number from 1 to 7.)

- Press the **CTRL** key.

Keep holding it down.

- Press **P** while you're still

holding **CTRL** down.

- Then, press

RETURN

Your menu should come on the screen.

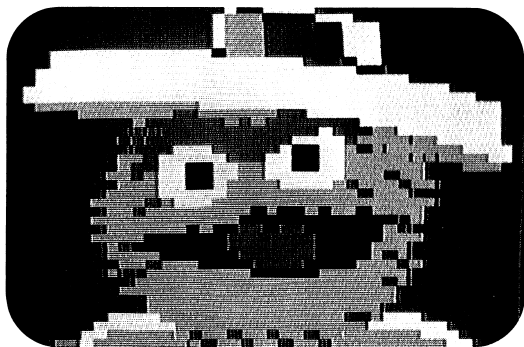
If you want to start a new game,

press **RESET**

Get ready, Get set, Play!

GUESS WHO

A MUPPET GAME OF PARTS AND WHOLE

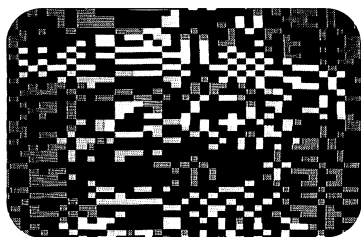


If you want to play Guess Who

press **1**

Then press **RETURN**

In this game, your favorite Muppets will take shape before your eyes.



It's your job to try to guess which Muppet is appearing.

When you're ready to make a guess, press the **ESC** key.

ESC

Here are the Muppets you might see:



Bert



Ernie



Cookie



Big Bird



Grover



Oscar



The Count



Barkley



Snuffy

You can guess as soon as you think you know who it is. But don't worry if you don't guess right the first time. You can

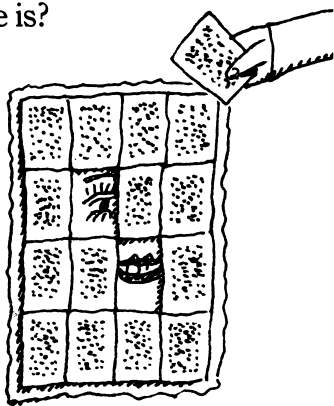
guess as many times as you want. Just wait for some more clues and try again.



Here are some things you can do after you play Guess Who:

1 Got The Picture

Cut out a large, simple picture from a magazine. Cover the picture with playing cards. They can overlap if you want. Ask a friend to play the game with you. Let your friend pick up one card at a time. How fast can he or she guess what the picture is?



Now it's your turn. Try to guess a picture that your friend has chosen. What helps you guess? What clues do you see?

2 Seeing Dots?

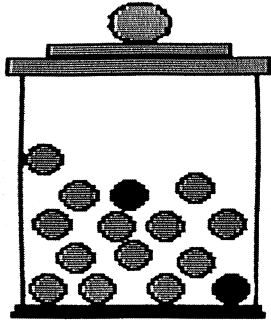
If you have a magnifying glass, look very closely at the comics in the Sunday newspaper (the ones that are in color).



The pictures are made up of tiny dots! You can make a dot picture, too. Use water colors or markers to make your picture. The only rule: don't use any lines. You'll be surprised what you can do with dots!

JELLY BEANS

A COUNTING GAME



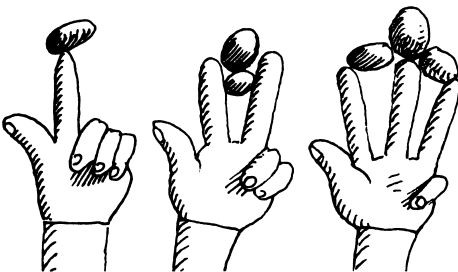
To play Jelly Beans, press



then press

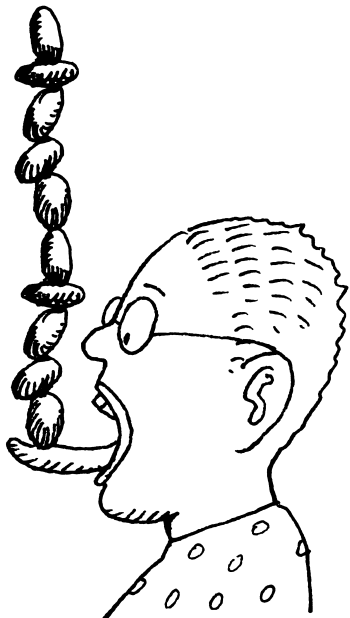


How many jelly beans are in the jar? Can you count them?



Type in your answer, then press return.

See if you can count on your counting skills.



Here are some counting games to play after you try Jelly Beans:



1 Hide and Squeak

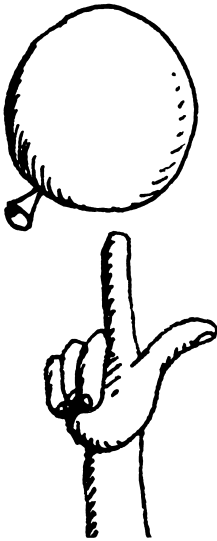
Can you find the mice hidden
in this picture?

Color each one in and when
you're done, count them one
by one. How many mice did
you find?

2 Ballooney-Tunes

Here's a game that's fun for two or more people. All you need is a balloon.

Sit facing each other (or in a circle, if there are more than two players). The first person taps the balloon to the second person and counts "**one**." The second player taps it back (or around the circle) and counts "**two**"...and so on.



See how high you can go before the balloon hits the ground. But be quick! If you miss the balloon *or* if you forget to call out the right number, you're out of the game.

(You can play this game by yourself, too. See how many times in a row you can hit the balloon in the air, before it falls to the ground.)

3 Look Out! Twisters!

Here are some tongue-twisters you can really count on!

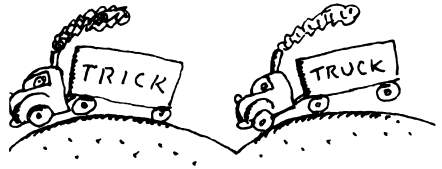
Try saying this sentence one time fast:

One-Run Ron ran round.



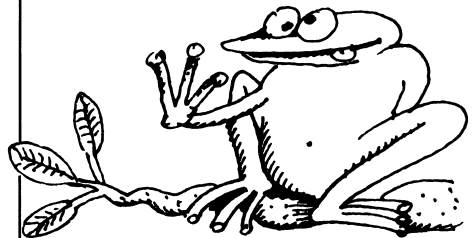
Try saying this sentence two times fast:

Two trick trucks took trips.



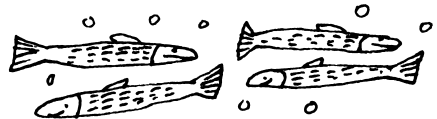
Try saying this sentence three times fast:

Three-toed tree toad.



Try saying this sentence four times fast:

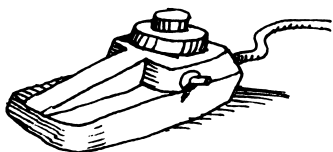
Four fried fresh fish.



Now make up your own number tongue twisters.

FACE-IT

A BODY PARTS GAME



You will need paddles to play this game. If your paddles aren't connected, you may want to get help from someone who knows how to make the connection.

To play Face-It, press

3

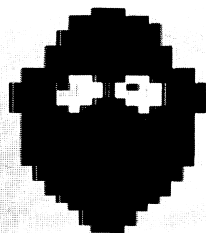
then press

RETURN

The first thing to do when you start the game is to try out your

paddles to find out which one controls shapes (Paddle 1) and which one changes colors (Paddle 0). You might want to put a small piece of tape on Paddle 0 so you can tell the two apart later.

Now you're ready to create a face. Use Paddle 1 to choose the head shape you want. Then use Paddle 0 to choose the color.



When you like what you see, press

RETURN

to keep it.

Do you want to make a funny face? A happy face? A sad face? It's all up to you. If you don't like the mouth, change it. Want to try some new eyes or

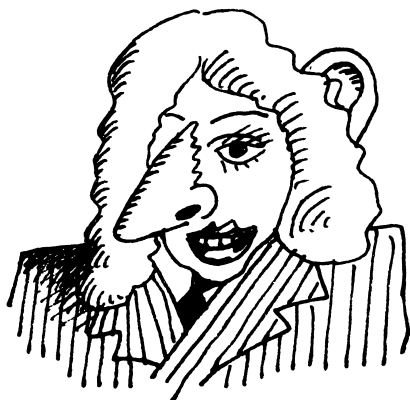
glasses? Go to it! Change the hair, the nose, the mustache, and the body, too. See how many kinds of faces you can make!



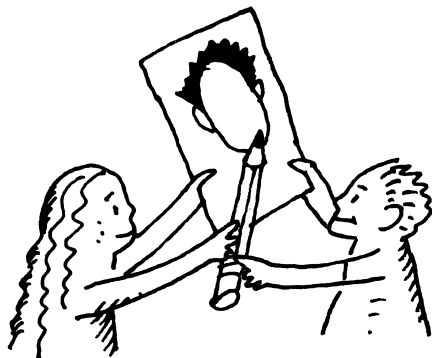
Here are some more Face-Frantics to try:

1 Fractured Faces

If you have some paper, glue and old magazines you can be a face artist. Cut out two eyes from one picture, a nose from another, and a mouth from still another.



Paste these face parts onto a different face that you've cut out or that you've drawn. You'll find that you can make some *very* silly faces!



2 Draw, Partner

You and a friend can draw a face together. Do it by taking turns. Let the first person draw the shape of the head and a second person draw the eyes. Keep taking turns until you've drawn the whole face.

To jazz up your creation, you can add eyebrows, glasses, earrings, a mustache, a beard, a hat—there's no limit—you're the artist!

3 Face-Off

Here's another good way to get silly. It's most fun to do with a friend and a mirror.

First, make your game cards. Cut a big piece of paper into 12 pieces or use 12 index cards. Now, copy the things you can do with your "mouth" onto 6 of the cards, and the things you can do with your "eyes" on the other 6 cards.

"Mouth" Moves

Stick your tongue out

Frown

Smile

Stick out your lower lip

Pucker up for a kiss

Puff up your cheeks



"Eyes" Moves

Close one eye

Squint

Blink fast

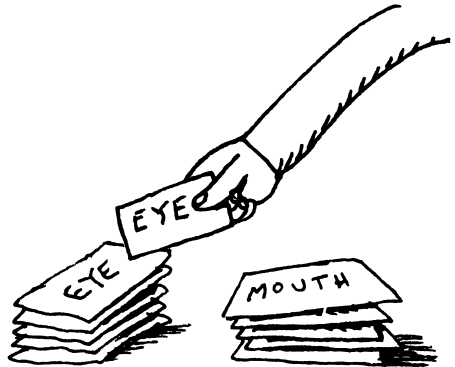
Raise your eyebrows

Lower your eyebrows

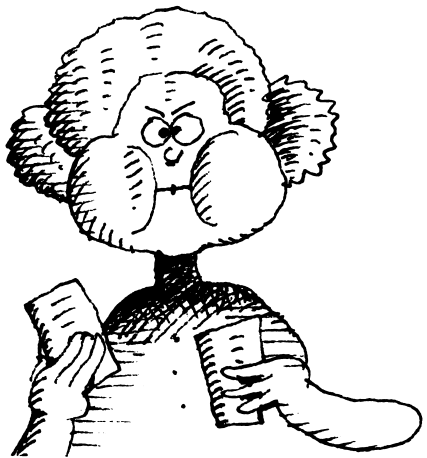
Look to one side



Then, put all the "Eyes" cards face down in one pile, and all the "Mouth" cards face down in another. Pick one card from each pile and ask your friend to do the same thing.



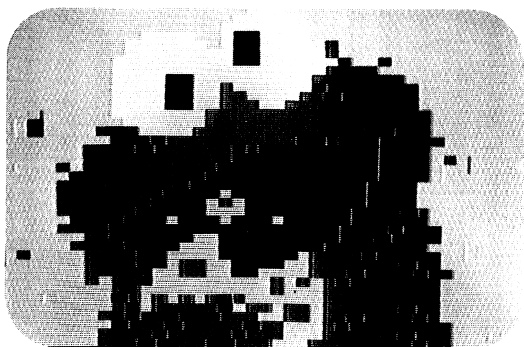
Now, make a funny face by doing what your cards say. The first person who giggles loses. (It doesn't count if the mirror cracks up!)



To play again, just shuffle each pile and pick new cards.

ERNIE'S QUIZ

A GAME OF CLUES



To play Ernie's Quiz

press **4**

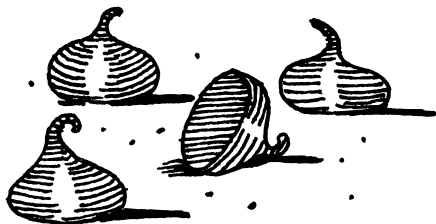
and then press **RETURN**

How well do you know the Sesame Street Muppets? Do you know which one is blue and furry? If you're not sure which one to guess, here's another clue. He has googly eyes. Do



you know now? Well, this last hint will really clue you in: He eats chocolate chip things. . . .

M.M.M. BOY! Good!



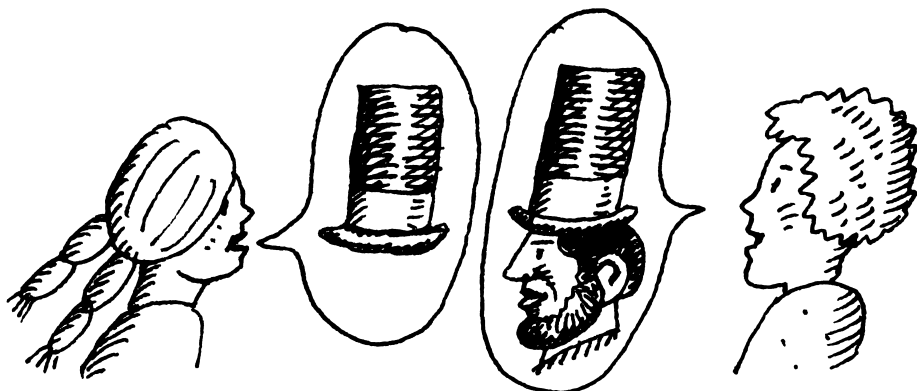
You're right—it's Cookie Monster! That's the way to play Ernie's Quiz.

You'll get three clues to help you guess each one of the Muppets. Is it Bert, Ernie, Grover, Cookie Monster, Oscar the Grouch or Big Bird?

Who do the clues make you think of?



Here are two games to try after playing Ernie's Quiz:



1 Clue Me In

This is a good game to play with a friend. It also makes a good car game.



One player is the Guesser and one is the Clue-Giver. If you are the Clue-Giver, think of a person that you and your friend both know, or a famous person you've both heard of. Give your friend one clue about the per-

son. OK, Guesser, it's your turn. Try to guess who the person is.

If you guess right, the round is over, and it's your turn to choose a person. If you guess wrong, the Clue-Giver gives another clue, and you get another chance to guess. Keep playing until the Guesser guesses the right person.

Then you change places and the Guesser gets to be Clue-Giver.

Hint: This game works best if you don't start out by giving the Guesser too much information. For instance, if you start out with the clue "This person is a girl," the game will last a lot longer than if you say "This person is my big sister!"

2 Stand Up! Sit Down!

Here's a fun party game. The faster it's played, the better it is. One person is the caller.



The other players stand in a half-circle around him. The caller makes up things to call out to the group (these things will describe some of the players in the group). The caller may start by saying "Everybody wearing blue!" Then, everyone who is wearing blue must sit down.

Next he might call out, "Everyone with brown hair!", and the people with brown hair must sit down. But if a player is already sitting down, and doesn't have brown hair, he or she must stand up right away. Soon, people will be standing up and sitting down like crazy!

If a player doesn't stand up or sit down when he should, he's out of the game. When there's only one player left, that player is the winner, and gets to be caller for the next game.

Here are some ideas to get you started as a caller:

Everybody wearing sneakers

Everybody with curly hair

Everybody who is smiling

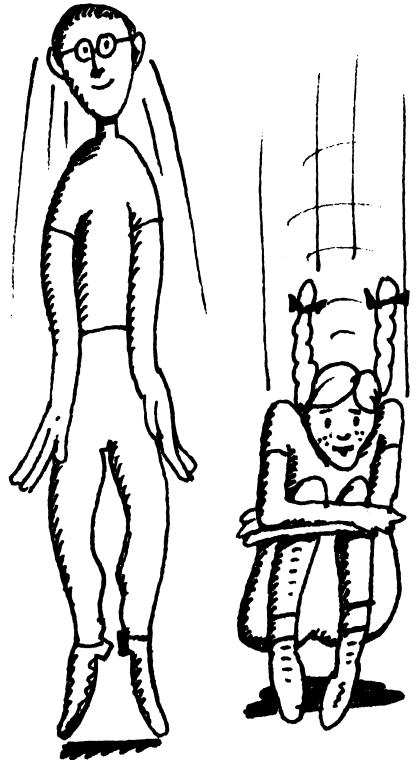
Everybody with glasses

Everybody older than 5 years old

Every girl

Everybody who is standing.

(Then all people who are standing have to sit, and all sitters have to stand!)



Ernie's Quiz

Integer Basic required and an Apple II 48K system, one disk drive and game paddles. A color TV is recommended.

1. Guess Who

Guess the Sesame Street Muppets as they appear

2. Jelly Beans

Count the jellybeans in the jar

3. Face-It

Make a face piece by piece

4. Ernie's Quiz

Use clues to guess a Sesame Street Muppet



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The key is play: play and discovery go hand in hand. In keeping with the CTW philosophy, every game we present is created with great care. Research with children has been incorporated into the design of the games to ensure that they are enjoyable and appropriate for the recommended age group. We hope that you and your family will have fun playing these games and activities together.



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