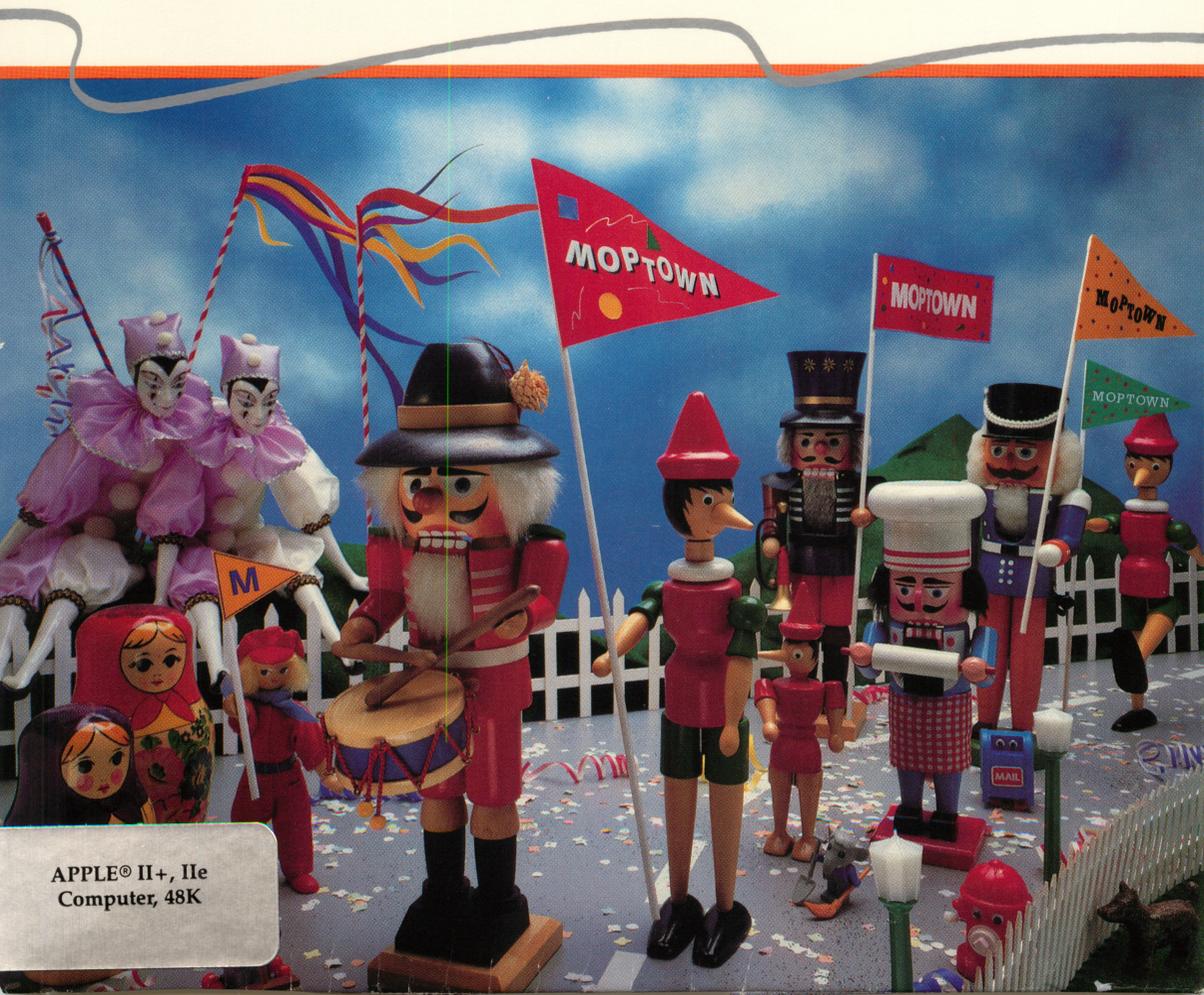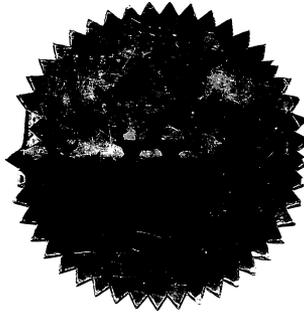# MOPTOWN PARADE

Help your child develop thinking skills in the fantasy world of Moptown. In seven progressively challenging games, children learn problem-solving skills by strategically arranging colorful Moppet characters. Ages 6–10.

The
Learning
Company ™

The
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Moptown
Parade ™

Author/Designer: Leslie M. Grimm
Graphics Artist: Corinne Grimm, age 10
Manual by: Teri Perl

The Learning Company
545 Middlefield Road
Menlo Park, CA 94025

Moptown Parade

Moptown Parade runs on:
- ☐ Apple II, 48K, with Applesoft
- ☐ Apple II+, 48K
- ☐ Apple IIe
  (with CAPS LOCK key down)

With:
- ☐ Disk] [
- ☐ Color Monitor or TV

For:
- ☐ Ages 6-10

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Attn: Disk Return Dept.

CONTENTS

OVERVIEW

MOPTOWN PARADE FEATURES:

☐ Seven attribute games . . . easy to hard
☐ Cast of 16 characters
☐ Color graphics
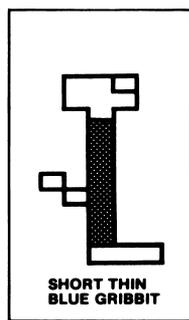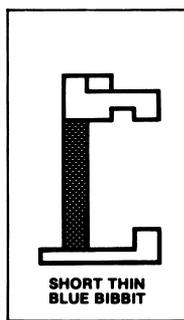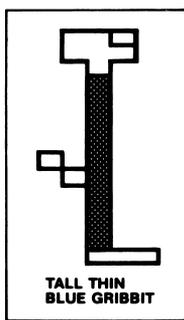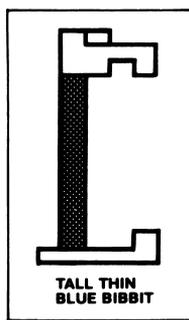☐ Player choice of challenge level
☐ Optional sound

DESCRIPTION:

Sixteen moppets, all different, are featured in the Moptown
Parade games.

Moppets are:	TALL	or	SHORT
	FAT	or	THIN
wear	RED	or	BLUE
are types	BIBBIT	or	GRIBBIT

Who's different? How many ways? Make a twin. Arrange a
parade. Choose the moppet that fits the rule.

MOPPET PORTRAITS

TALL FAT
RED BIBBIT

TALL FAT
RED GRIBBIT

SHORT FAT
RED BIBBIT

SHORT FAT
RED GRIBBIT

TALL THIN
RED BIBBIT

TALL THIN
RED GRIBBIT

SHORT THIN
RED BIBBIT

SHORT THIN
RED GRIBBIT

TALL FAT
BLUE BIBBIT

TALL FAT
BLUE GRIBBIT

SHORT FAT
BLUE BIBBIT

SHORT FAT
BLUE GRIBBIT

TALL THIN
BLUE BIBBIT

TALL THIN
BLUE GRIBBIT

SHORT THIN
BLUE BIBBIT

SHORT THIN
BLUE GRIBBIT
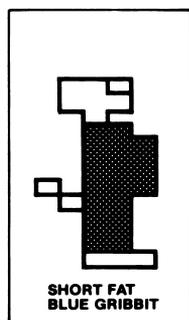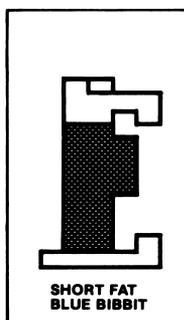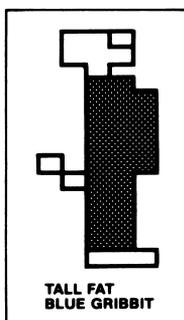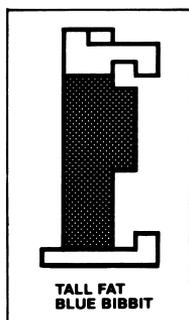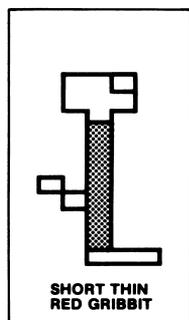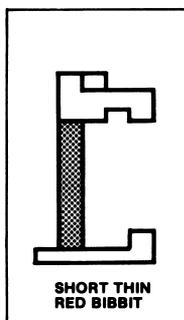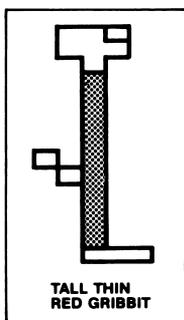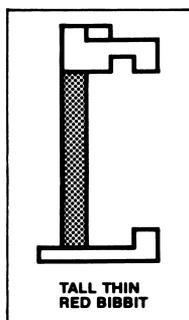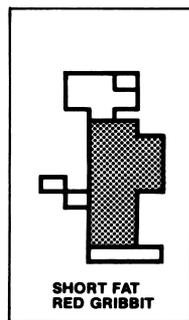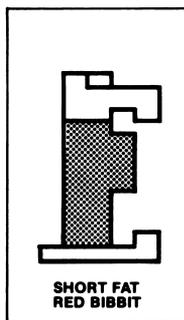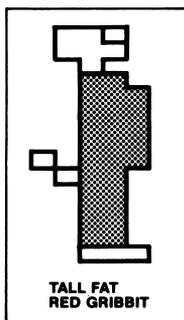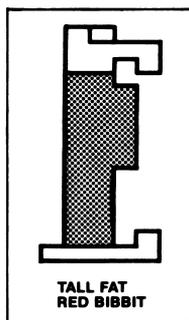
WELCOME TO MOPTOWN

Welcome to Moptown, home of the shy friendly creatures called moppets.

There are only sixteen moppets in Moptown, and each one is different. Half are tall, the other half short. Half are fat, and the other half are thin. There are two kinds of moppets. There are Bibbits who have big noses and big feet, and there are Gribbits who have curvy tails.

Moptown sheep are red or blue so half the moppets wear red clothes; the other half wear blue. Except for their look-alike cousins, who sometimes come from out-of-town to join in their games, there are no two moppets that are exactly alike.

Life in Moptown runs smoothly, perhaps because Moppets seem to have rules for everything. There are rules for who can live in which house and who can join which club. There are even rules for who can march alongside whom in a parade. Moppets don't 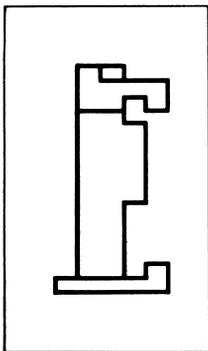seem to mind. They like to turn all these rules into interesting games. They are aware and proud of their similarities and differences. They are particularly proud that each of them is unique.

Welcome to Moptown. Come join the games.

I AM A BIBBIT.

BIBBITS HAVE BIG FEET.

[Think of B for Bibbit, B for Big feet.]
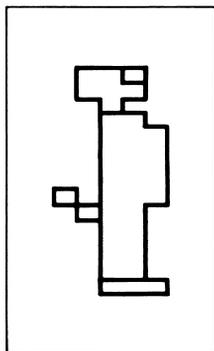
I AM A GRIBBIT.

GRIBBITS HAVE TAILS.

GETTING STARTED

Insert the Moptown diskette into the disk drive and turn on the computer. (See DOS Manual for help.)

If you have an Apple IIe, be sure the CAPS LOCK KEY is down.

When the program is loaded the title screen will appear.
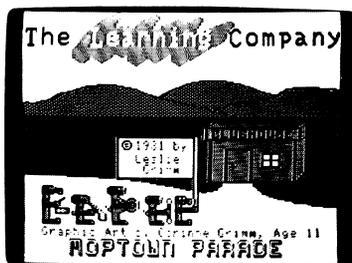
A few seconds later the MENU SCREEN will appear, listing the seven games on the diskette.
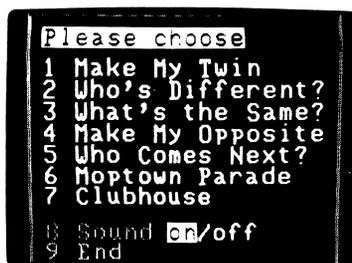
The games are arranged in order of difficulty:

1 Make My Twin is one of the easiest.
7 Clubhouse is one of the hardest.

TO USE THE MENU

☐ Type a number to choose a game.
☐ Type 8 to turn sound ON or OFF in the games.
☐ Type 9 to stop.

SPECIAL KEYS FOR GAMES

ESC   Press ESC to stop a game before it ends. When you see "Do you want to stop? (Y or N)." Type Y for YES or N for NO. If you type Y, you will be returned to the menu where you can stop or choose another game. If you type N you will return to the game.

SHIFT - ?   Will show you the instructions.

RETURN   Press RETURN only when asked.

←   Press ← to erase when entering the four traits that describe a moppet.

THE GAMES

1. MAKE MY TWIN

Moppets have four attributes:
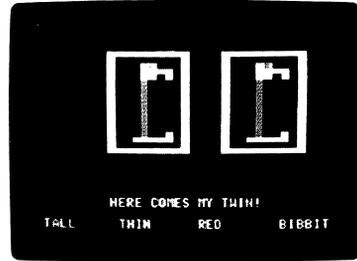
TALL OR SHORT   (T or S)
FAT OR THIN   (F or T)
RED OR BLUE   (R or B)
BIBBIT OR GRIBBIT   (B or G)

You will see a moppet.
You must make its twin.

To make a twin, you must tell whether it should be TALL or SHORT, FAT or THIN, RED or BLUE, BIBBIT or GRIBBIT.

(You need only type the first letter of the attribute. The computer will finish it.)

The computer will draw the moppet you describe. You will see if it is a twin!

EXAMPLE:

Computer shows a TALL, THIN, BLUE BIBBIT.

COMPUTER ASKS	YOU TYPE	YOU SEE
TALL OR SHORT? (T or S)	T for TALL	
FAT OR THIN? (F OR T)	T for THIN	
RED OR BLUE? (R OR B)	B for BLUE	
BIBBIT or GRIBBIT (B OR G)	B for BIBBIT	

You've got it! See the flashing frame?

2. WHO'S DIFFERENT?

You will see four moppets. Choose the one that is different from all the rest and type the number you see below it.
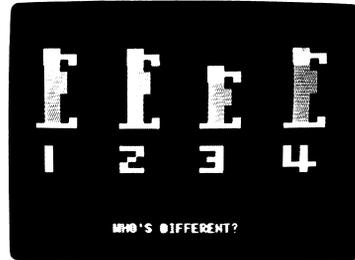
After you choose who is different you will need to say which trait is different about the moppet you chose.

The traits to choose from are:

- A. HEIGHT (TALL or SHORT)
- B. GIRTH (FAT or THIN)
- C. COLOR (RED or BLUE)
- D. TYPE (BIBBIT or GRIBBIT)

EXAMPLE:
(refer to screen above)

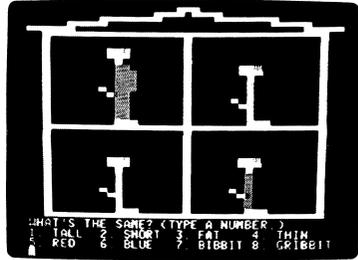Computer asks: WHICH ONE IS DIFFERENT? (1, 2, 3, OR 4)?

You choose 3 as different since 1, 2, and 4 are all TALL, fat, red bibbits.

Computer asks: WHICH TRAIT IS DIFFERENT? (A, B, C, OR D)?

You choose A for HEIGHT, since 3 is a SHORT, fat, red bibbit.

3. WHAT'S THE SAME?

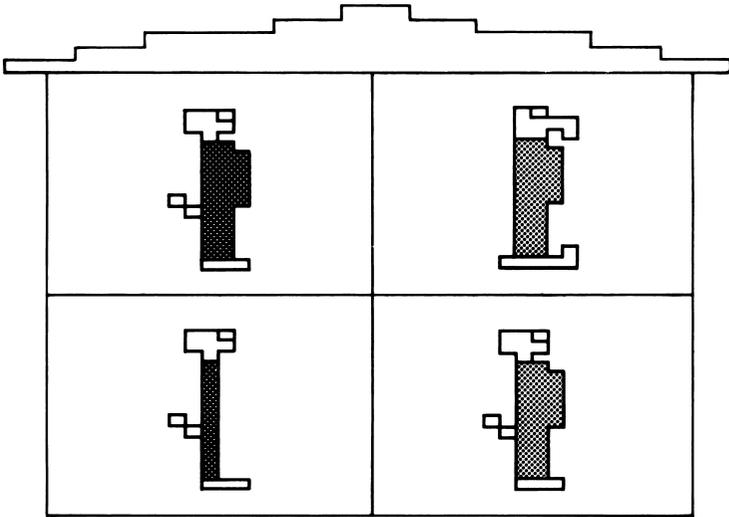Four Moppets live in the house you see. There is at least one thing that is the same about all of the Moppets.

Here is a list of the way they could look:

1. TALL	2. SHORT	3. FAT	4. THIN
5. RED	6. BLUE	7. BIBBIT	8. GRIBBIT

When you see the Moppets, type the number of the trait that all of them have. (If they all have more than one trait the same, pick any one trait.)

EXAMPLE:

FIRST:	TALL	FAT	BLUE	GRIBBIT
SECOND:	TALL	FAT	RED	BIBBIT
THIRD:	TALL	THIN	BLUE	GRIBBIT
FOURTH:	TALL	FAT	RED	GRIBBIT

Choose 1 for TALL since that is the only trait that is the same for all four moppets.

4. MAKE MY OPPOSITE

You will see a picture of a moppet. Make its opposite in the frame alongside.

If the picture you see is a

TALL   FAT   RED   GRIBBIT.

The moppet that belongs in the frame is a
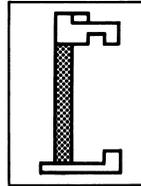
SHORT   THIN   BLUE   BIBBIT.

This is true because
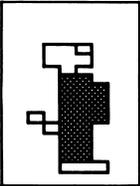
the opposite of TALL   is   SHORT;
the opposite of FAT   is   THIN;
the opposite of RED   is   BLUE ;
the opposite of GRIBBIT   is   BIBBIT;
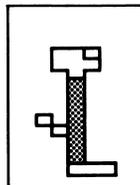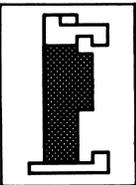
EXAMPLES:

COMPUTER SHOWS   YOU CHOOSE

SHORT FAT BLUE GRIBBIT   TALL THIN RED BIBBIT
   S   F   B   G   T   T   R   B

TALL FAT BLUE BIBBIT   SHORT THIN RED GRIBBIT
 T   F   B   B   S   T   R   G

5. WHO COMES NEXT?

You will see four moppets arranged in a pattern. There are three patterns possible:

A B A B A B

A B B A B B

A A B A A B

Decide which pattern you see and who comes next.

The pattern above is A B A B A B.

The figures are:

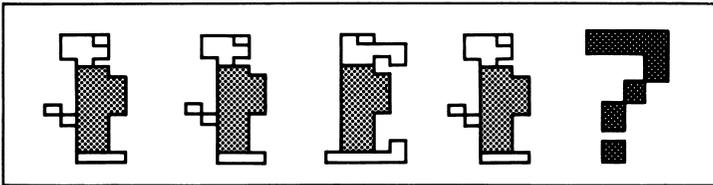| FIRST MOPPET: | TALL | FAT | RED | BIBBIT | (A) |
SECOND MOPPET:	SHORT	THIN	BLUE	GRIBBIT	(B)
THIRD MOPPET:	TALL	FAT	RED	BIBBIT	(A)
FOURTH MOPPET:	SHORT	THIN	BLUE	GRIBBIT	(B)

Therefore the fifth moppet is a

TALL   FAT   RED   BIBBIT (A).

An example of pattern A A B A A B (two same, one different, two same, one different, etc.) could be:

| FIRST MOPPET: | SHORT | FAT | RED | GRIBBIT | (A) |
SECOND MOPPET:	SHORT	FAT	RED	GRIBBIT	(A)
THIRD MOPPET:	SHORT	FAT	RED	BIBBIT	(B)
FOURTH MOPPET:	SHORT	FAT	RED	GRIBBIT	(A)

In this case the fifth moppet is a

SHORT   FAT   RED   GRIBBIT (A).

6. MOPTOWN PARADE

There are five moppets in the parade. You will see one to start, and you choose the rest.

Each moppet in the parade is different from the one before it in one or more ways, depending on the game rule.
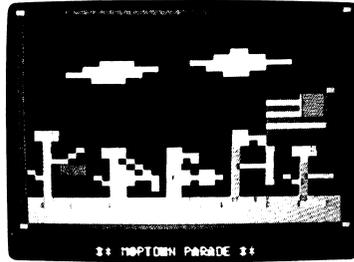
For example, if the game rule is '1', each moppet must be different from the moppet before, in one way.

If the moppet on the screen is a TALL, THIN, RED BIBBIT, the next moppet may be a TALL, FAT, RED BIBBIT.

At the start of each game you may change the game rule if you wish.
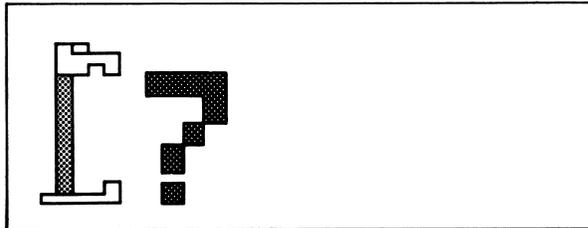
The rule may require neighbors in the parade to differ in one, two, three or four ways.

Note: There are many different moppets that can go in the parade. Moppets may appear more than once.
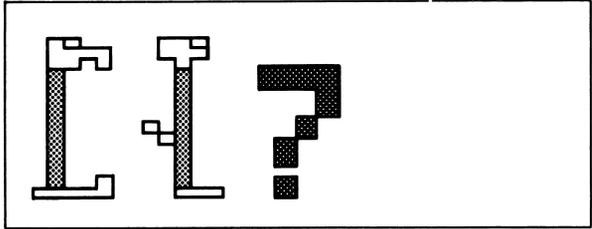
EXAMPLE:

A one difference game.

You see . . .
TALL THIN
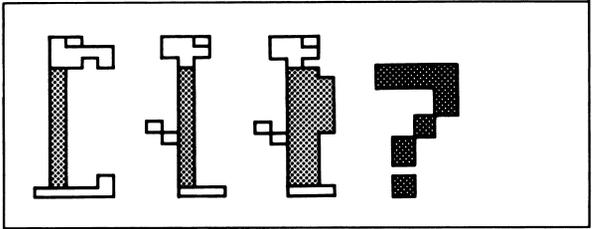RED BIBBIT.

Computer asks . . . WHO COMES NEXT?

You make one change . . . BIBBIT to GRIBBIT.

You see . . .
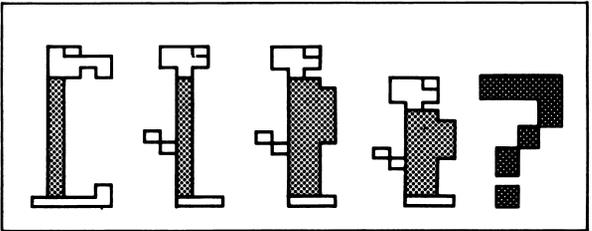TALL THIN
RED GRIBBIT.

Computer asks . . . WHO COMES NEXT?
You make one change . . . THIN to FAT.
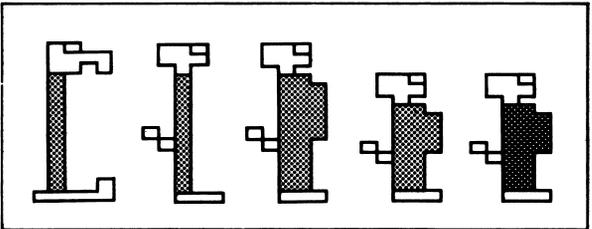
You see . . .
TALL FAT
RED GRIBBIT.

Computer asks . . . WHO COMES NEXT?
You make one change . . . TALL to SHORT.

You see . . .
SHORT FAT
RED GRIBBIT.

Computer asks . . . WHO COMES NEXT?
You make one change . . . RED to BLUE.
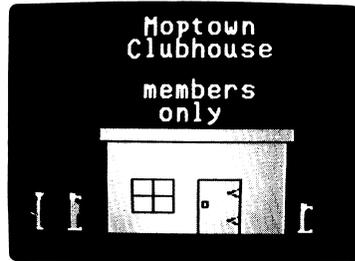
You see . . .
SHORT
FAT BLUE
GRIBBIT.

Then you see the parade!

7. CLUBHOUSE

Only Members Allowed!!!

The object of this game is to guess the membership rule for the Moptown Clubhouse.

Luckily, each new game has its own rule, so sooner or later everyone gets to join!

Sometimes a rule involves a single trait; for example, only TALL moppets may belong. Sometimes the rule involves two traits; for example, only TALL AND FAT moppets may join.

At the beginning of the game you get to choose whether the rule will be single or double.

TO PLAY, choose a moppet and type the four letters (first letter of each trait) that describe it.

If that moppet fits the rule, it will appear in the clubhouse. If not, an 'X' will mark the moppet you chose.
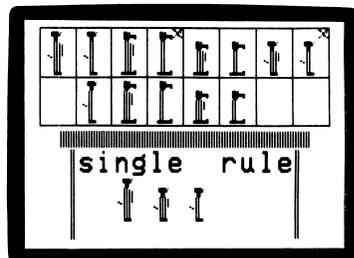
In the game you see here, the player has guessed two that don't belong so far:

TALL   THIN BLUE BIBBIT
SHORT THIN BLUE GRIBBIT

The player has guessed three that do belong:

TALL   FAT   RED GRIBBIT
SHORT FAT   RED GRIBBIT
SHORT THIN RED GRIBBIT

I guess the rule is RED. WHY?

All the moppets that fit the rule are RED GRIBBITS. From this information the rule could be RED or GRIBBIT.

However, I also see that the SHORT, THIN, BLUE GRIBBIT is an example of a GRIBBIT that does not fit the rule. (It is crossed out.) Therefore I know that RED is the rule.
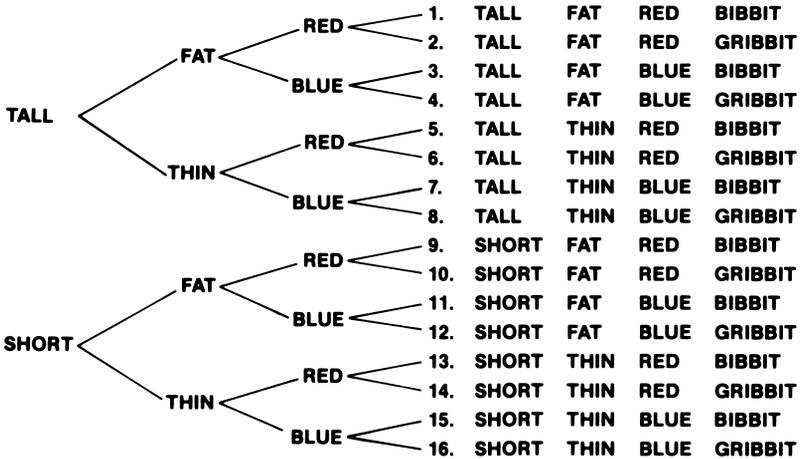
When you think you know the rule, you may type 'R' (for guess rule). You will be shown a list of possible rules. Pick one and see if you are right!

GAME SUPPLEMENT and CLASSROOM APPLICATIONS:

MORE ABOUT MOPPETS:

Moppets have four attributes. Each attribute has two values. All together, two times two times two times two equals sixteen moppets.

Think about it this way.

1.	TALL	FAT	RED	BIBBIT
2.	TALL	FAT	RED	GRIBBIT
3.	TALL	FAT	BLUE	BIBBIT
4.	TALL	FAT	BLUE	GRIBBIT
5.	TALL	THIN	RED	BIBBIT
6.	TALL	THIN	RED	GRIBBIT
7.	TALL	THIN	BLUE	BIBBIT
8.	TALL	THIN	BLUE	GRIBBIT
9.	SHORT	FAT	RED	BIBBIT
10.	SHORT	FAT	RED	GRIBBIT
11.	SHORT	FAT	BLUE	BIBBIT
12.	SHORT	FAT	BLUE	GRIBBIT
13.	SHORT	THIN	RED	BIBBIT
14.	SHORT	THIN	RED	GRIBBIT
15.	SHORT	THIN	BLUE	BIBBIT
16.	SHORT	THIN	BLUE	GRIBBIT

ONE COMPUTER! EVERYONE PLAYS!

☐ Make a set of moppet cards.

ADULT: Xerox the set of moppets and attribute cards in Appendix C; one set for each child.

CHILDREN: COLOR moppets RED or BLUE. Perhaps paste on cardboard. Perhaps laminate. Cut out individual moppet cards. Cut out attribute cards.

☐ Set up the computer and monitor so all children can see the screen.

☐ Load the diskette and choose a game.

☐ Everyone play!

Children hold up cards to show their responses.

One child types the response on the computer.

(Note: In games 3, 6, and 7 there are many possible correct moppets.)

Consider the game *WHO'S DIFFERENT?*

In the example on page 12, each child holds up a picture of the moppet they think is different.

The leader chooses a child holding up a SHORT, FAT, RED BIBBIT. The child types '3' on the computer. Then children hold up the card HEIGHT in response to the question, "WHICH TRAIT IS DIFFERENT?"

ONE COMPUTER: SMALL GROUPS OR PAIRS OF CHILDREN PLAY!

MAKE YOUR OWN PARADE

HOW?

Arrange the moppet cards so all players can see them. One player chooses a one or two difference rule.

The first player starts by placing a moppet card down so everyone can see it.

Then players take turns putting down a train of moppet cards. Each card is different from the one before by the number of differences in the rule that was chosen.
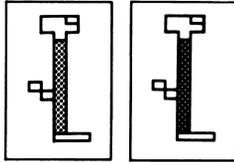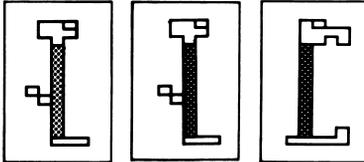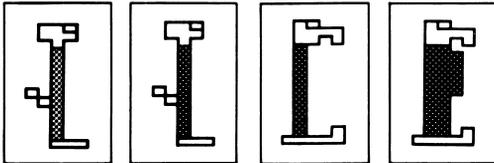
EXAMPLE:

FIRST
PLAYER
PUTS
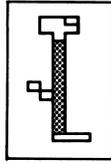
TTRG

SECOND
PLAYER
PUTS

TTBG

THIRD
PLAYER
PUTS

TTBB

FOURTH
PLAYER
PUTS

TFBB

etc.

The last player to be able to put down a card is the winner.

PLAY WITH A DIE

Use the throw of a die to change the difference rule as you play the parade game.

HOW?:

FIRST PLAYER THROWS DIE.

If number 1 shows, player puts down a moppet that differs in ONE WAY.

If number 2 or 5 shows, player puts down a moppet that differs in TWO WAYS.

If numbers 3 or 6 show, player puts down a moppet that differs in THREE WAYS.

If number 4 shows, player puts down a moppet that differs in FOUR WAYS.

ODD or EVEN

If die throw is odd (1, 3, or 5), then the rule is DIFFERENT IN 1 WAY (odd).

If die throw is even (2, 4, or 6), then the rule is DIFFERENT IN 2 WAYS (even).

OTHER VARIATIONS

The game can be played with one set of cards.

The game can be played with one set of cards for each player.

The game can be played with remaining cards face up or face down.

PLAY CLUBHOUSE WITH CARDS
HOW?

Arrange the moppet cards like the diagram in Clubhouse, page 18.

The game can be played by pairs or small groups of children.

One child is the computer. She or he makes up a membership rule. As other players move each moppet into the clubhouse, the computer-player tells whether it belongs or not.

Play continues until one player guesses the rule. The object of the game is to determine the rule in the minimum number of guesses.

APPENDIX A EDUCATION SKILLS

LOGIC SKILLS

GAMES	MATCHING/ SIMILARITIES	DIFFERENCES	OPPOSITES	PATTERNS/ SEQUENCES	PROBLEM SOLVING STRATEGIES
MAKE MY TWIN	X				
WHO'S DIFFERENT?		X			
WHAT'S THE SAME?	X				
MAKE MY OPPOSITE			X		
WHO COMES NEXT?				X	
MOPTOWN PARADE				X	
CLUBHOUSE					X

Chart shows the primary emphasis for each game. All games also overlap into other skill areas.

LANGUAGE SKILLS

The consistent use of the language sequence of three adjectives followed by a noun provides training in language skills. The adjectives are arranged in the correct linguistic pattern of height first, girth second, and color last. The consistent repetition of this sequence throughout the games will make this language use automatic.

APPENDIX B
MOPPET PLAYING CARDS

ATTRIBUTE CARDS

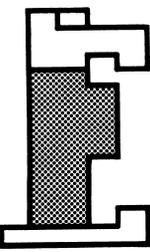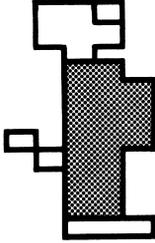Xerox this page, mount on sturdy board if desired, then cut apart along lines to form cards.

TALL/SHORT (HEIGHT)	**FAT/THIN (GIRTH)**	**RED/BLUE (COLOR)**
BIBBIT/ GRIBBIT (TYPE)	**TALL**	**SHORT**

(more cards on next page)

ATTRIBUTE CARDS

FAT	**THIN**	**RED**
BLUE	**BIBBIT**	**GRIBBIT**

RED MOPPETS

TALL FAT RED BIBBIT	**TALL FAT RED GRIBBIT**	**SHORT FAT RED BIBBIT**
SHORT FAT RED GRIBBIT	**TALL THIN RED BIBBIT**	**TALL THIN RED GRIBBIT**
SHORT THIN RED BIBBIT	**SHORT THIN RED GRIBBIT**	*Xerox this page, mount on sturdy board if desired, then cut apart along lines to form cards.*

(more cards on next page)

BLUE MOPPETS

TALL FAT BLUE BIBBIT

TALL FAT BLUE GRIBBIT

SHORT FAT BLUE BIBBIT

SHORT FAT BLUE GRIBBIT

TALL THIN BLUE BIBBIT

TALL THIN BLUE GRIBBIT

SHORT THIN BLUE BIBBIT

SHORT THIN BLUE GRIBBIT

MORE FROM THE LEARNING COMPANY

JUGGLES' RAINBOW
Children develop reading and math readiness skills by playing with dancing rainbows, butterflies and windmills. Ages 3-6.

BUMBLE GAMES
With Bumble, a friendly creature from the planet Furrin, children learn fundamental math skills and create computer graphics. Ages 4-10.

BUMBLE PLOT
Children learn advanced math skills and create computer graphics by plotting positive and negative numbers. Ages 8-13.

MOPTOWN HOTEL
In the fantasy world of Moptown, children learn to hypothesize and develop strategic thinking skills. Ages 9 and up.

MAGIC SPELLS
Children sharpen spelling skills through an adventure world of castles, demons and wizards. Ages 6-10.

GERTRUDE'S SECRETS
While solving playful puzzles with Gertrude, the go-getter goose, children develop logical thinking skills. Ages 4-10.

GERTRUDE'S PUZZLES
Children develop abstract thinking skills by solving complex logic puzzles in Gertrude's animated world. Ages 8-13.

ROCKY'S BOOTS
Learn the basics of computer logic and circuitry by designing machines using simulated logic elements. Play 39 games or create your own. Ages 9 to adult.

TLC programs are available for major personal computers. Check with your dealer for product availability.

About the Author

Leslie Grimm, Ph.D., has designed and programmed many award-winning TLC learning games, among them Bumble Games and Gertrude's Secrets. With more than a decade of experience in working with children, Dr. Grimm began creating learning software to utilize the power of the microcomputer as a child's learning tool. Prior to programming for The Learning Company, Dr. Grimm earned degrees from Stanford University and the University of Washington.

The Learning Company is widely regarded as the pioneer in computer learning software. The company was founded by educational psychologist Dr. Ann Piestrup and the roots of the company remain grounded in educational theory. All TLC software programs are evaluated by its team of educational authorities and are extensively tested with children for their playful format and learning value. The company remains committed to providing children with software that teaches conceptual learning, logic and problem solving — skills that are needed for the computer age.

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MP/APPLE

Apple II+
Apple IIe