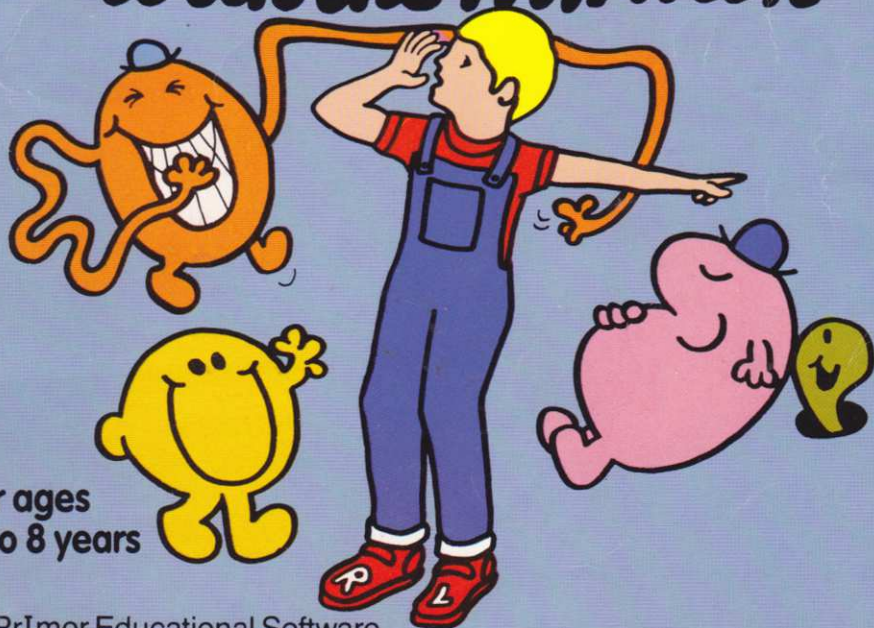# MIRRORSOFT

HERE & THERE

with the Mr. Men

For ages 4 to 8 years

by PrImer Educational Software

HERE & THERE
with the Mr. Men

A guide for young children to the

MIRRORSOFT

home computer program

The Software for Here & There with the Mr. Men is published in
different versions for a number of computers.
The screen displays in this book are not exact representations
of the images produced on your screen; these will differ
according to which computer you have.

A Note to Parents

Directions can be confusing. Learning the difference between Right and Left can be a hard task. Some adults never really grasp the idea, and begin to panic when asked for directions!

The aim of these programs is to lead children in an amusing and stimulating way, from:

"Go that way" (pointing)

to:

"Move to your Right" (My Left)

The games are also about simple route planning, and therefore involve thinking ahead.

I hope you will read these stories with your children as they play the Mr. Men computer games for the first time. They are intended to introduce young children to the computer games in an amusing and light-hearted way. Instructions on loading the programs are printed in the pack. Do read these carefully to ensure your programs load properly and you know of each program's features.

Roger Hargreaves

P.S. If things get too noisy you can switch the sound off by pressing ⑤ . The 'S' displayed on the screen reminds you that the sound is on.

Mr. Tickle's Jigsaw Puzzle
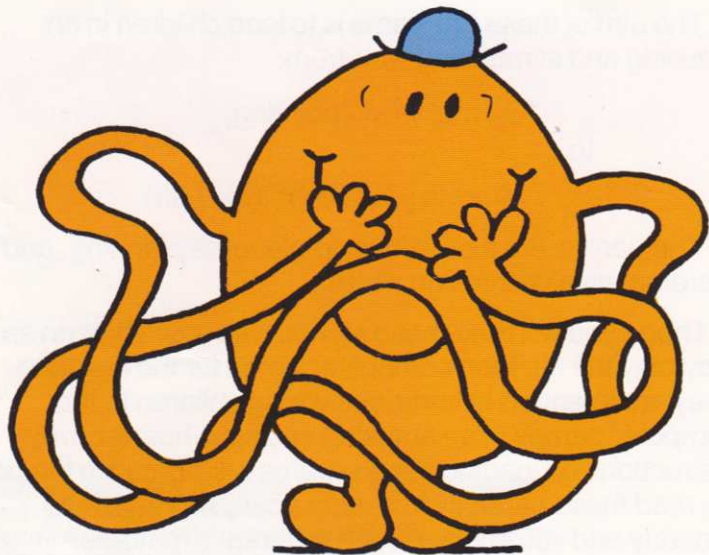
Mr. Tickle is shattered! Nobody laughed at his last prank. See if you can put him together again and revive his tickling powers — ready for the next game.

The jigsaw pieces outside the box are waiting to make a picture for you. They will move only in straight lines to the centre, either up, down or across the screen.
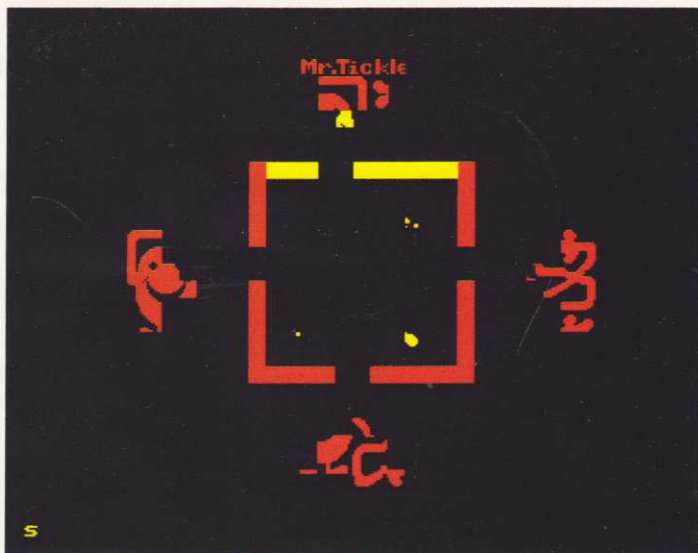
See the yellow wall? You can line up the doorway with the yellow piece of puzzle by using the arrow keys (← and → for the top and bottom walls, ↑ and ↓ for the side walls).

When the doorway is lined up with the yellow piece of puzzle, press RETURN. (If your computer has an ENTER key, this is the same as RETURN.) This wall will turn red and the next wall will turn yellow. Do the same for the next piece of puzzle, and the next, and the next.

Did you line up the doorways properly? If you didn't the puzzle can't be finished.

As soon as all the walls are red, the yellow pieces will try to zoom through the doorways to the centre of the box.

When you have finished the puzzle, watch Mr. Tickle flex those tickling musles! Look out Mr. Grumpy, here comes Mr. Tickle!

Mr. Tickle and Mr. Grumpy
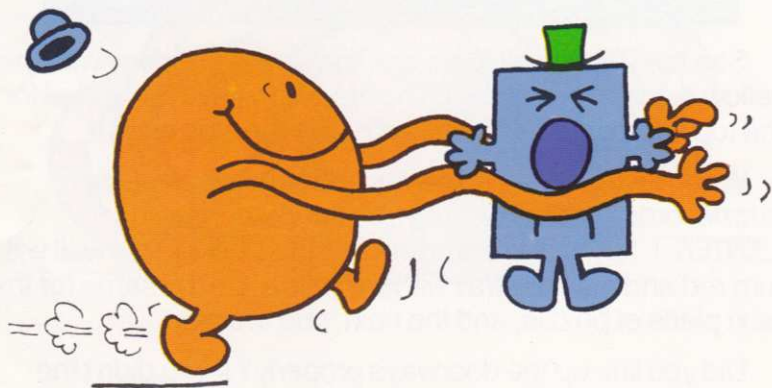
Mr. Tickle has come to cheer up Mr. Grumpy. But Mr.
Grumpy doesn't want to be cheered up. He has made his
doorways so small that Mr. Tickle cannot get through.

He thinks he's safe does he? Well, you and Mr. Tickle know better. Mr. Tickle's hand can still fit through the doorways. He can make his arm grow longer and longer, and so he can still reach in and tickle Mr. Grumpy.

In this game, Mr. Tickle lets you choose where to tickle Mr. Grumpy — in his ribs, on his head, under his feet, or anywhere.

Before you tickle Mr. Grumpy you can move the doorways if you need to, just like you did in the last game, Mr. Tickle's Jigsaw Puzzle. You can line up the doorway in the yellow wall with Mr. Grumpy by using the arrow keys (⬅ and ➡ for the top and bottom walls, ⬆ and ⬇ for the side walls). When the doorway is ready, press ⌷RETURN⌷. (If your computer has an ⌷ENTER⌷ key, this is the same as ⌷RETURN⌷.) This wall will turn red and the next wall will turn yellow. If you are not going to use this doorway, you don't mind where it is, so just press ⌷RETURN⌷. After pressing ⌷RETURN⌷ four times all the walls will be red and Mr. Tickle is ready for you to tell him how to reach Mr. Grumpy.

You have to tell Mr. Tickle where to stretch his arm to reach Mr. Grumpy. He can read Ⓛ for "left", Ⓡ for "right", Ⓤ for "up" and Ⓓ for "down".

If you find it easier to use the arrow keys, you can use ⬅ for left, ➡ for right, ⬆ for up, ⬇ for down.

If you make a mistake you can rub it out by using the ⌷DELETE⌷ key. When your list is complete, press ⌷RETURN⌷ (or ⌷ENTER⌷), and see if you and Mr. Tickle have reached Mr. Grumpy.

Are you stuck and don't know what to try? Then try to tickle Mr. Grumpy's head with this:—
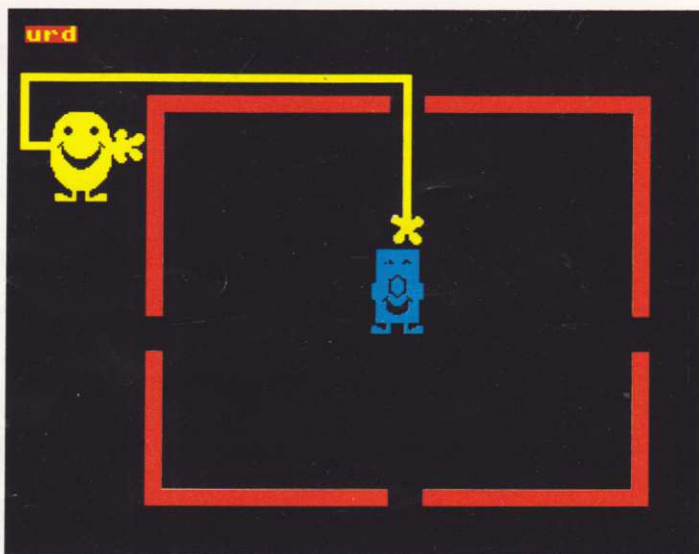
Line up the top doorway with Mr. Grumpy. Press ⌷RETURN⌷
Press ⌷RETURN⌷ ⌷RETURN⌷ ⌷RETURN⌷ for the other three
doorways which you don't need.

Press ⌷↑⌷ ⌷→⌷ ⌷↓⌷ ⌷RETURN⌷

This will show as u (for up) r (for right) d (for down) at the
top of the screen.

Now watch Mr. Tickle's arm. It goes

<u>u</u>p to the top
<u>r</u>ight to the doorway
<u>d</u>own to Mr. Grumpy!

Good fun wasn't it?

An even better place to tickle Mr. Grumpy is his feet. Feet
are so ticklish, aren't they?

Press ⎡RETURN⎤ ⎡RETURN⎤ for the first two doorways, which you don't need.

Line up the bottom doorway with Mr. Grumpy. Press ⎡RETURN⎤ Press ⎡RETURN⎤ for the last doorway, which you don't need.

Press Ⓓ Ⓓ Ⓡ Ⓤ ⎡RETURN⎤

Mr. Tickle's arm will go
<u>d</u>own to the doorway
<u>d</u>own to the bottom
<u>r</u>ight to the doorway
<u>u</u>p to Mr. Grumpy!

Now try to tickle Mr. Grumpy in other places, but remember, in this game, Mr. Tickle's hand cannot go across anything already drawn on the screen.

If you find it too hard to plan a whole list of directions for Mr. Tickle, you can do it a step at a time. You do this by pressing the C key before you start your list. A boot will appear on the screen to show that you are doing it a step at a time. Now, as you give Mr. Tickle each instruction, it will happen straight way instead of waiting for the ⌐RETURN⌐.

On the other hand, if you get too good at tickling Mr. Grumpy, he will try to block up the doorways with chairs, but there always seems to be a way to tickle him!

When you are good at the game try a double tickle, or even a triple tickle, in one go. You can make Mr Tickle's arm bounce off inside walls, chairs, Mr. Grumpy, or even Mr. Tickle's own arm. Remember that inside the house Mr. Tickle's arm will not stop at the doorways. It will only change direction when his hand bumps into something.

Mr. Lazy
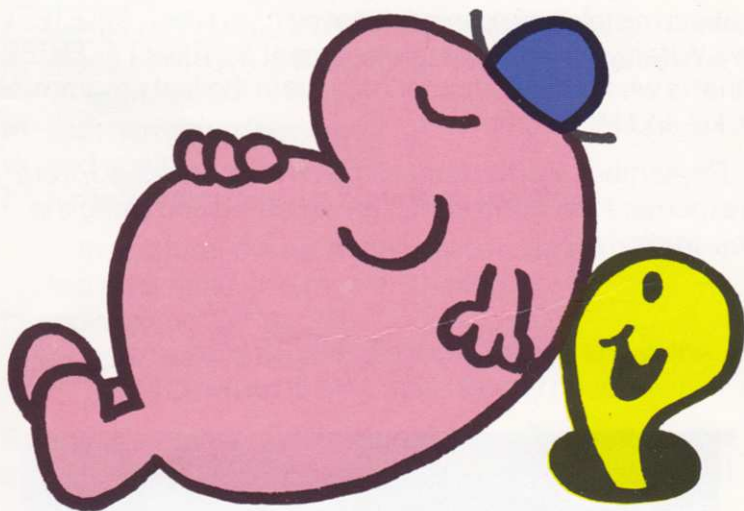
What a lovely afternoon for a snooze. Mr. Lazy has found just the place, under a large apple tree. As he stretches out in the soft grass, he notices a juicy red apple up in the tree. As you know, Mr. Lazy is far too lazy to climb the tree and pick the apple! He just lies down under the apple, waiting for it to drop.

Suddenly a friendly worm appears. He would like to help Mr. Lazy, but being such a small worm, he cannot see that far. He will climb the tree and push the apple off, but you must tell him where to go.

You will need to give the worm a list of things to do. At each fork in the tree he will do the next thing on your list. He can read Ⓜ for "move", Ⓛ for "turn left", and Ⓡ for "turn right". If you find it easier to use the arrow keys, you can use ⬆ for "move", ⬅ for "turn left", and ➡ for "turn right". If you make a mistake you can rub it out by using the ⬛DELETE⬛ key. When your list is complete, press ⬛RETURN⬛ (⬛ENTER⬛ if that is what your computer has), as in the last program, Mr. Tickle and Mr. Grumpy.

Remember, worms don't climb on their backs, so, from the moment the worm starts, he will be looking along the tree-trunk.

If you look at the picture you will see someone told the worm:

"m m r m m m l m"

1) m   moved the worm forward to the first fork of the tree.
2) m   moved him to the second fork.
3) r   turned him to face the branch on his right.
4) m   made him move in this direction to the first fork in the branch.
5) m   kept him going that way!
6) m   and again!
7) l   turned him to face the branch on his left.

In the picture, the worm has not yet carried out the last command. In a moment he will:

8) m   move along the branch
and, being a playful little worm, he will knock the apple down on to Mr. Lazy's sleepy head!

But what is this? It's a magic apple tree. Two more branches have grown, and there is another juicy red apple!

Have another go!

Mr. Men versus Mr. Tickle

The gang of four Mr. Men are trying to stop Mr. Tickle from moving. He has been such a nuisance rushing around tickling people. Can you help them trap him?
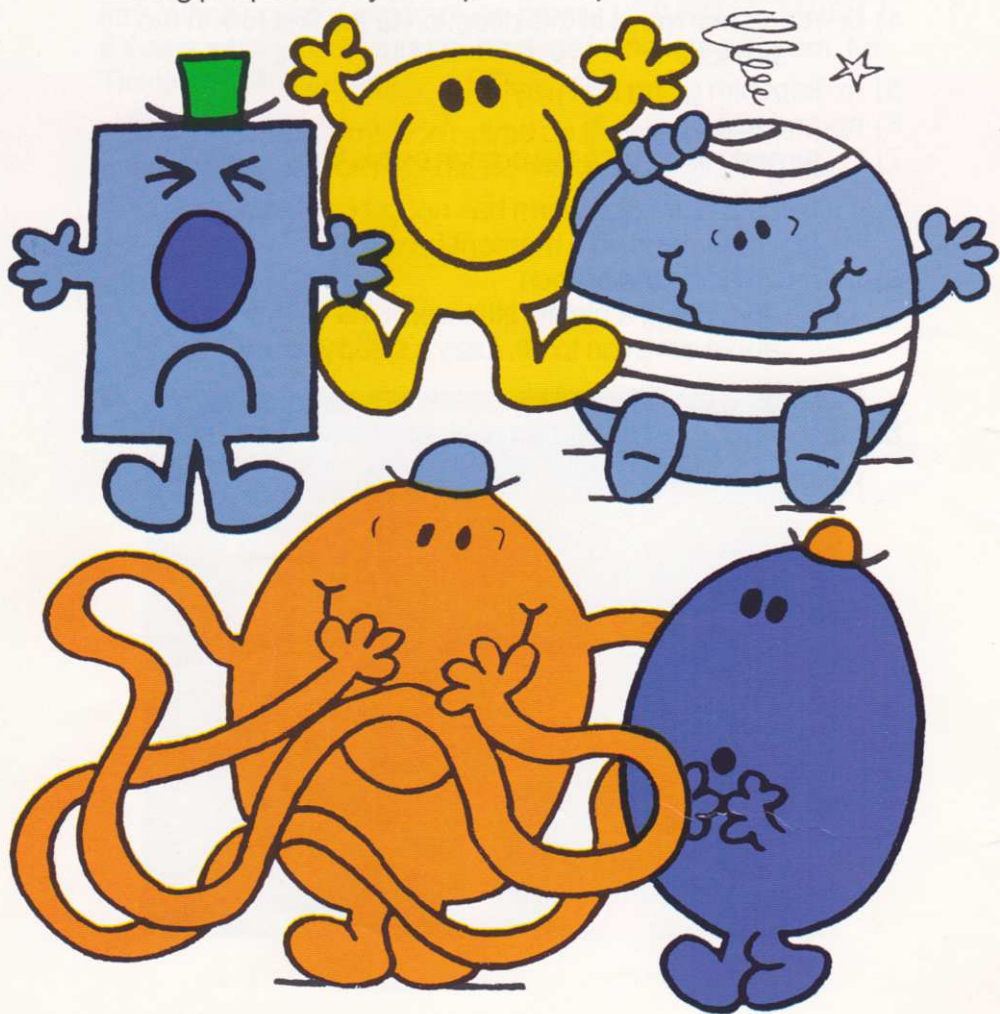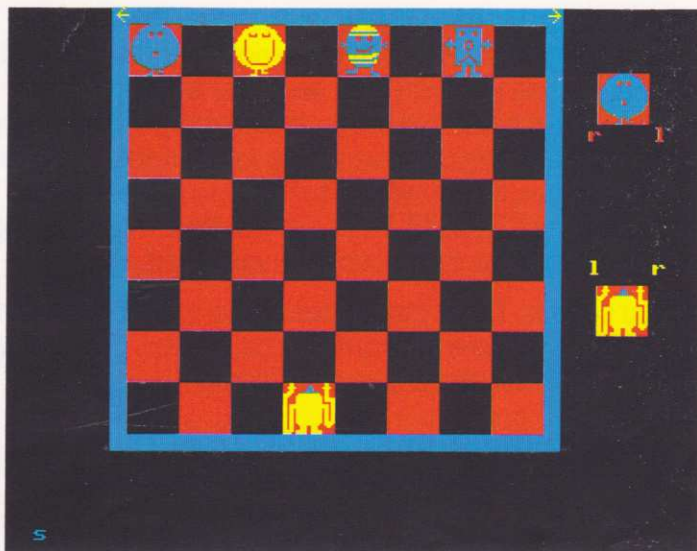
Mr. Tickle wants to get past the gang of four. He will usually move forward on the red squares, but if he can't, he is allowed to step back.

You are in charge of the gang of four who are trying to trap Mr. Tickle. They are only allowed to move forwards on the red squares.

Choose which Mr. Man you want to move. Press
⌈RETURN⌉ until he appears in the top right hand window. (If
your computer has an ⌈ENTER⌉ key, this is the same as
⌈RETURN⌉.) Then press the ⬅ key to tell him to move a step
to the left, or the ➡ key to move a step to the right. If you were
like Mr. Clever, you could tell him to move to his left or his
right by using the Ⓛ and Ⓡ keys. Go on, try it. Try pressing
Ⓛ for his left, and watch him move to your right.

Did you see Mr. Tickle also move a step? Choose another
of your Mr. Men to move forward, but be careful. If you leave
a gap, Mr. Tickle will give a wicked grin and hop right
through!