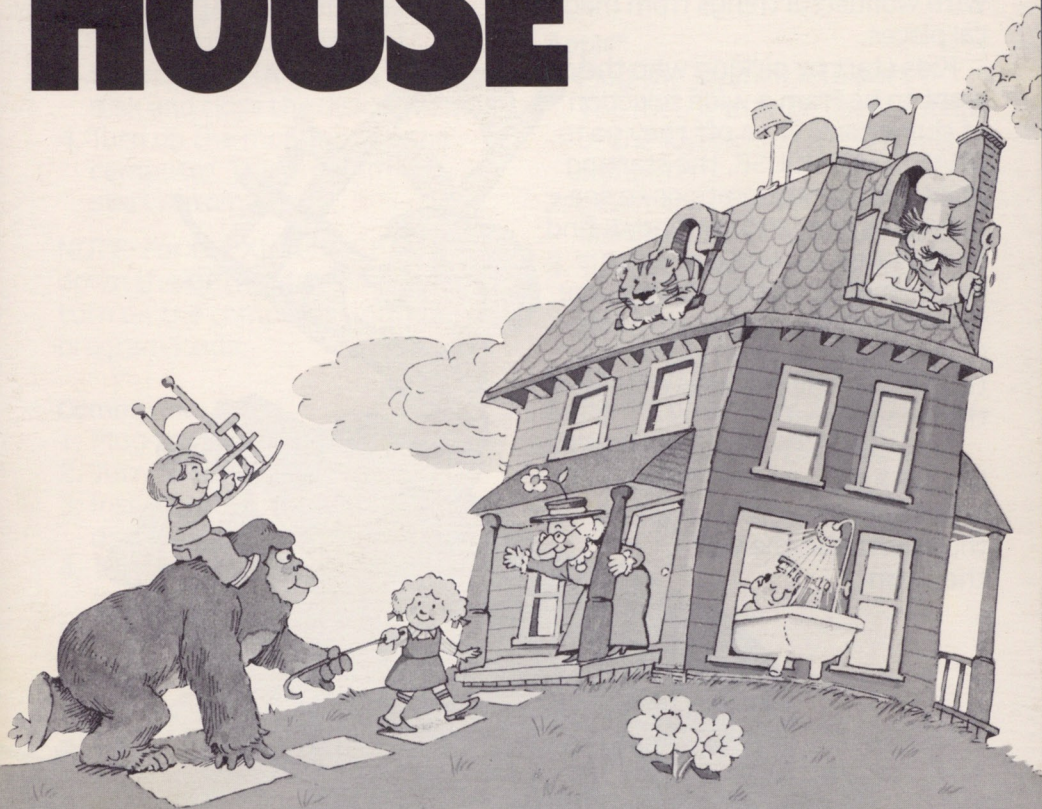


GRANDMA'S HOUSE™



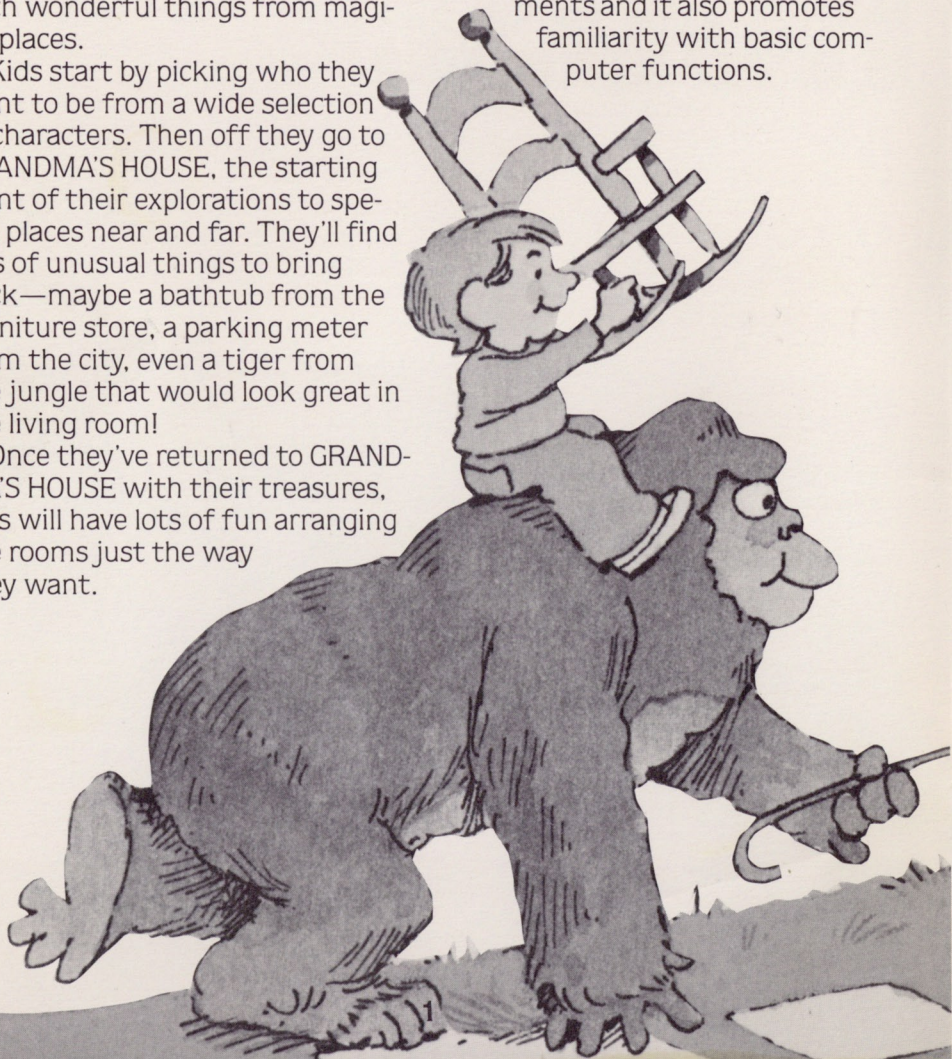
MESSAGE TO PARENTS

What could be more fun than a visit to GRANDMA'S HOUSE? It's a game that lets children create their own playhouse by furnishing it with wonderful things from magical places.

Kids start by picking who they want to be from a wide selection of characters. Then off they go to GRANDMA'S HOUSE, the starting point of their explorations to special places near and far. They'll find lots of unusual things to bring back—maybe a bathtub from the furniture store, a parking meter from the city, even a tiger from the jungle that would look great in the living room!

Once they've returned to GRANDMA'S HOUSE with their treasures, kids will have lots of fun arranging the rooms just the way they want.

GRANDMA'S HOUSE helps children learn to design and create within a unique format. It lets them explore a wide variety of environments and it also promotes familiarity with basic computer functions.



GETTING STARTED

Atari®

NOTE: Do not put the Basic Computing Language Cartridge into the computer.

1. Plug the joystick into port 1.
2. Turn on the disk drive.
3. Insert the GRANDMA'S HOUSE disk and close the disk drive door.
4. Turn on the monitor and the computer. The program will start automatically.

NOTE: For the XL series, hold down the **OPTION** key when you turn on the computer until the program loads.

Commodore 64™

1. Plug the joystick into port 1.
2. Turn on the disk drive.
3. Insert the GRANDMA'S HOUSE disk and close the disk drive door.
4. Turn on the monitor and the computer.
5. Type LOAD "SPIN", 8
Press the **RETURN** key.

6. Once READY appears on the screen, type RUN
7. Press the **RETURN** key. The program will start automatically.

Apple®

1. Plug the joystick into port 1.
The mouse may be used instead of the joystick on some Apple computers.
2. Insert the GRANDMA'S HOUSE disk and close the disk drive door.
3. Turn on the monitor and the computer. The program will start automatically.

NOTE: For this program to run on Apple IIe, press the CAPS/LOC key. This will put the computer in the upper case mode.

HOW TO PLAY

When Grandma's friends arrive, they look around the house to see what Grandma needs. Then off they go to the JUNGLE, GARDEN, CITY, PARK, BEACH, FURNITURE STORE or even the APPLIANCE STORE to get wonderful things for Grandma.

Options:

Atari and Commodore:

Press the **[C]** key to change the colors of the various scenes at any time during play.

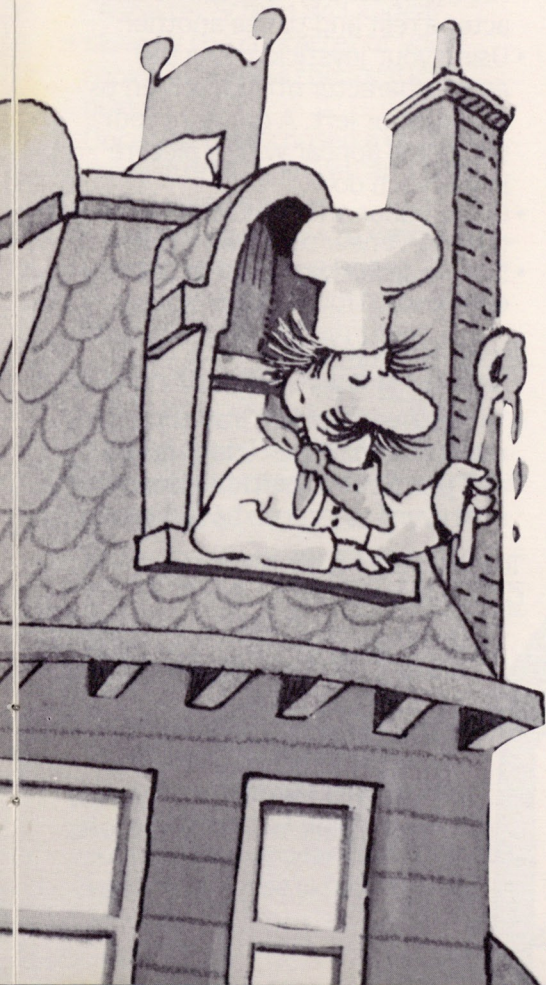
Apple:

Press **[Y]** for YES or **[N]** for NO in response to the prompt for music that will appear at the beginning of the game. If you choose YES, music will play when the characters are not moving. If you choose NO, music will not play.



To Begin the Game:

When the game begins, you will see a demonstration. The outside of Grandma's house will appear. The various places to be explored will also be displayed.



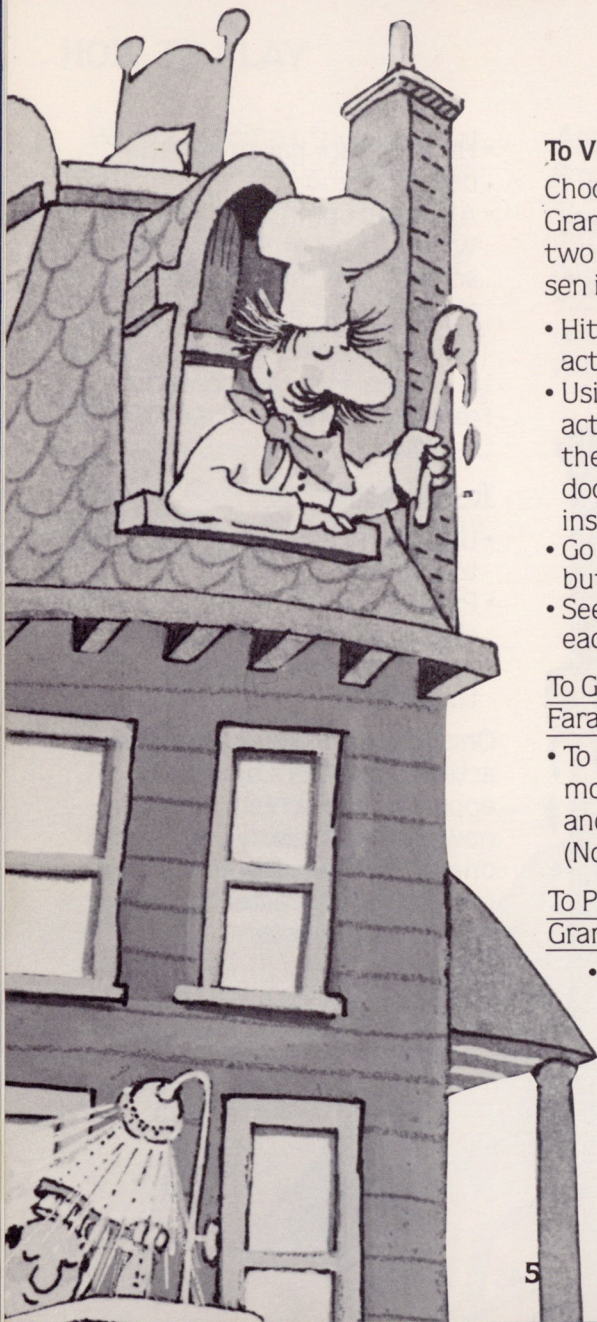
- Hit the space bar to exit the demonstration.
- Atari and Commodore users: when the prompt appears on the screen, turn the disk over and hit the space bar again.

The game begins with the Character Screen. Pick two characters from the Character Screen to visit Grandma.

To Pick a Character:

- Using a joystick, move the cursor to a character.
- Press the joystick button and the character of your choice will appear in a door at the bottom of the screen.

Once you have chosen two characters, Grandma's house will appear on the screen. You may now explore faraway places with one of your two characters or go back to the Character Screen to pick more characters.



To Visit Faraway Places:

Choose a character to travel from Grandma's house. Only one of the two characters that you have chosen initially can travel.

- Hit the space bar to give one character a rest and to use another.
- Using your joystick, move the active character off the screen to the right or left. A group of four doors will appear with a picture inside each door.
- Go to a door and press the joystick button. A new scene will appear.
- See what faraway place is behind each door.

To Get Objects From Faraway Places:

- To get an object for Grandma, move the character to an object and press the joystick button. (Not every object can be picked up.)

To Place Objects in Grandma's House:

- Once you have chosen an object, move it off the screen and back to Grandma's house.
- Move the object to where you want it to be in the house.
- Press the joystick button and the object will remain there.

To Pick More Characters:

- Move a character out of Grandma's House, to the left, off the screen.
- Go to the top door on the left screen.
- Press the joystick button and the Character Screen will appear.
- Move to the character of your choice and press the joystick button.
- Once you have chosen a character, move it off the screen and back to Grandma's house.
- Move the character to where you want it to be in the house.
- Press the joystick button and the character will remain there.

To Move Objects Around the House:

Once you have placed objects in Grandma's house, you may move them around the house at any time during play.

- Move the character to an object in the house.
- Press the joystick button.
- Move the object to where you want it to be in the house.
- Press the joystick button and the object will remain there.

After Grandma has received lots of wonderful and unusual things, a message may appear that indicates Grandma's house is full. At this

point, you may continue playing with the existing objects in Grandma's house or you may remove objects from the house.

To Remove an Object:

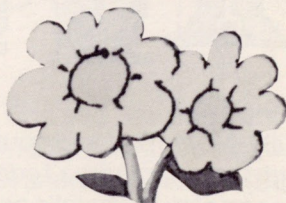
- Move the character to an object.
- Press the joystick button.
- Lead the object off the screen.
- The old object will disappear. Now there is room for a new object.

Special Treats:

Grandma loves presents. If you bring a new present to Grandma's house, she will give you a special treat.

Can you figure out how to get a special treat from Grandma?

Hint: Grandma will only give you a treat when you return from a faraway place for the first time.

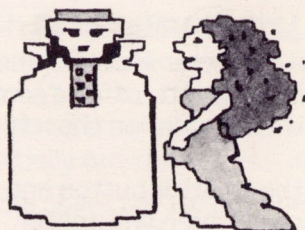


THE CHARACTERS

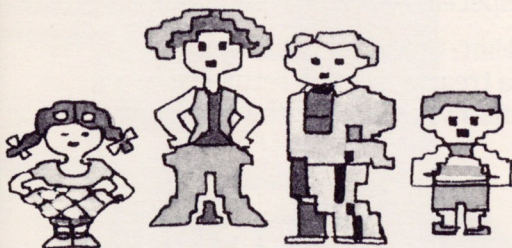
GRANDMA'S HOUSE is a very very nice house. It has an upstairs and a downstairs. It has windows and an attic. It even has lots of ways for people to come in and out.

Grandma loves to collect all kinds of things. She likes decorations and furniture and plants and animals. Most of all, Grandma loves her family and friends.

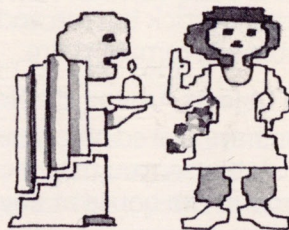
Grandma hopes that her family and friends will visit today. These are the people she has invited.



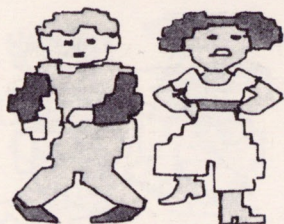
Uncle Adam and Aunt Minny are expected to visit very soon. They love to travel and sometimes bring Grandma some very very unusual presents.



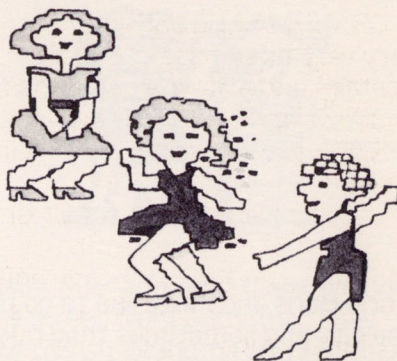
Little Nilly, Mom, Dad and young Jeff might visit Grandma today. Nilly likes to play with dolls and Jeff loves to go to the beach. Dad can help Grandma fix up her home and Mom can add some finishing touches.



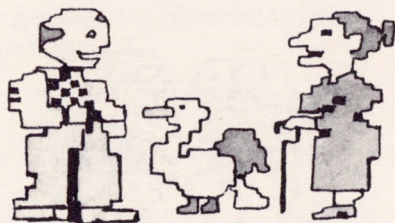
Grumpy Grampa and Nancy the Nurse might visit. Grampa always brings his candle in case the lights go out.



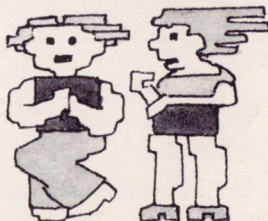
Twisting Steve and Swaying Sally* love to dance. Steve and Sally also like to go to the park and listen to music or go for a walk in the city.



The Swing Sisters love to dance and shop and travel. They always have fun when they visit Grandma.

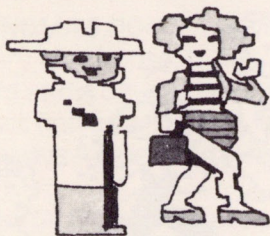


Neighbor Ned, his pet turkey and Aunt Matilda will probably visit Grandma because they live next door. Maybe they'll bring something from the wonderful garden.

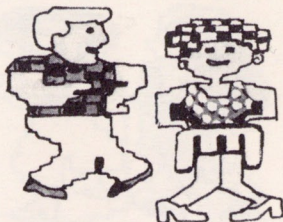


Disco Don and Dancing Debbie live in Grandma's neighborhood. They help Grandma do her shopping and sometimes they bring funny things to the house.

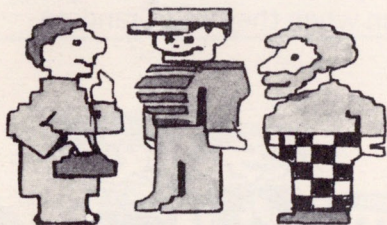
*not shown on Apple.



Uncle Boris and Patty like to go to the city and sometimes they take a trip to the jungle. Grandma hopes they will visit soon.



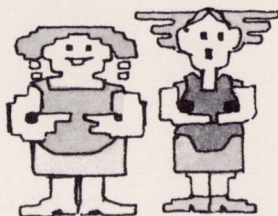
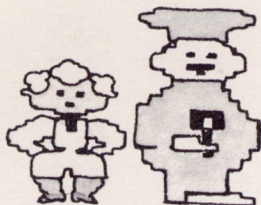
The Mumba Twins love to do a dance called the Mumba. They love to dance in the city and in the park. When the Mumba Twins visit, everyone does the Mumba dance.



Doctor Tom, Frank and Fred are Grandma's friends. Sometimes Grandma makes an appointment with Doctor Tom. Sometimes Tom, Frank and Fred help with chores around the house.



The Beach Buddies love the sea shore. Sometimes the Beach Buddies bring Grandma presents from the beach and from the jungle and from other faraway places.



Little Lucy and Cousin Bud might visit Grandma today. Little Lucy loves to bring toys to Grandma's house. Sometimes Lucy gets a treat from Grandma. Cousin Bud goes to cooking school. He usually has a good idea of what to give Grandma.

Sister Sue* and Aunt Clara live down the street from Grandma. They like to visit Grandma and tell their favorite stories about places they have been.

*not shown on Apple.



Interactive Picture Systems, Inc., creator of GRANDMA'S HOUSE, specializes in developing highly interactive, creative graphics and software for personal and professional use.

Producers: Eric Podietz, Guy Nouri

Program: Nicholas Scarim

Graphics: Arlene Boehm

Music: Nicholas Scarim

Illustration: Bill Morrison

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