

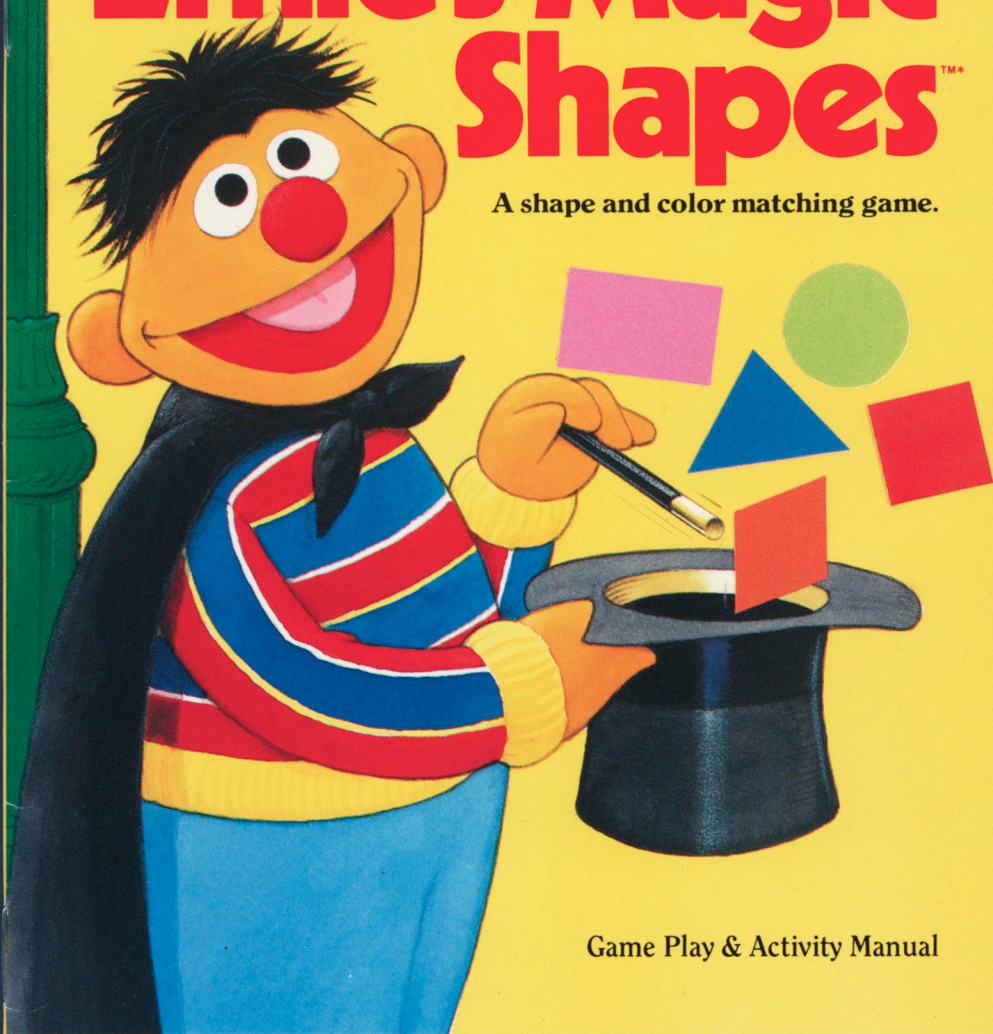
CTW

SESAME STREET

A SESAME STREET®
Preschool Skills Activity

Ernie's Magic Shapes™

A shape and color matching game.



Game Play & Activity Manual

CBS
SOFTWARE

Why are CTW Computer Games Different?

Since 1968, Children's Television Workshop (CTW) has demonstrated that one of the greatest vehicles for learning is fun. The computer activities developed by the CTW Software Group for CBS Software continue this tradition, drawing on the interactive capability of the computer.

The Goals of CTW Games

These computer games have extended the goals pioneered by CTW in television with *Sesame Street*, *The Electric Company* and *3-2-1 Contact*. Friendly and engaging, they encourage constructive play and active learning. CTW games allow children to experiment and explore, to think and solve problems, and to practice skills while they are having fun. Each one is designed to be a family experience—where everybody plays together and learns from each other.

Computers and Learning

Equally important, the computer has brought an exciting new dimension to electronic learning—that of interaction. A great deal of planning and research have gone into making these games responsive to children of different ages and learning styles. Whenever possible, the level of difficulty, pacing and direction of the games are under the control of the player. *As the child responds to the computer, the computer responds to the child.*

ERNIE'S MAGIC SHAPES provides a playful setting in which children practice visual discrimination—an important preschool skill. Ernie gently points out mistakes, while his infinite patience and the delightful antics of his magic bunny provide reinforcement and encouragement. Featuring lively, colorful graphics, this unique computer activity emphasizes computer interaction as it entertains and helps your child understand important concepts.

The games and materials in this package were developed by the CTW Software Group, a division of Children's Television Workshop, in cooperation with CBS Software.

Program © 1984 Children's Computer Workshop, Inc. All Rights Reserved.

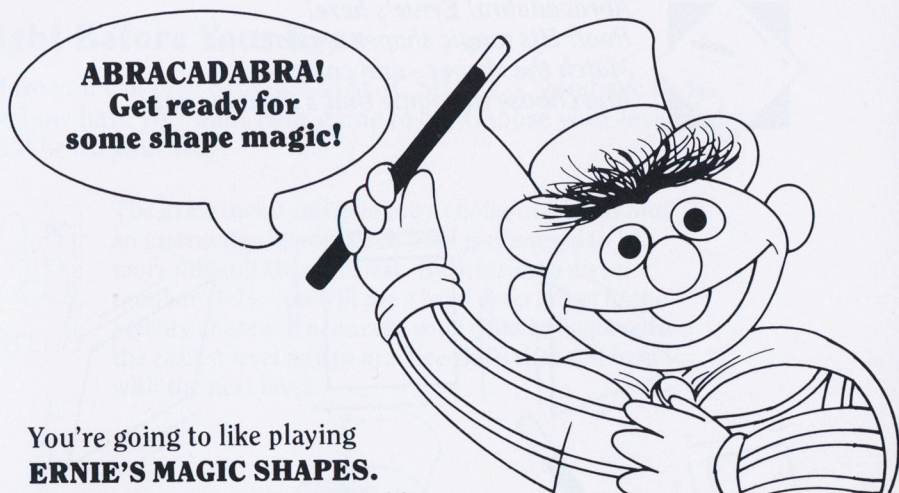
*ERNIE is a trademark of Muppets, Inc.

ERNIE © 1984 Muppets, Inc.

Sesame Street and sign are trademarks of Children's Television Workshop
Featuring the JIM HENSON SESAME STREET MUPPET CHARACTERS.™
JIM HENSON and MUPPETS are trademarks of HENSON ASSOCIATES, INC.

Package and Manual Design © 1984 CBS Software, A Unit of CBS Inc.

Ernie's Magic Shapes™*



You're going to like playing
ERNIE'S MAGIC SHAPES.

It's a game made just for kids like you.

At Children's Television Workshop, we think kids are special. That's why we thought about what kids like best and what makes games fun when we created this game and the activities that go with it.

So, if you're ready for fun, let's get started!

Get Ready

The Reference Card included with ERNIE'S MAGIC SHAPES contains all the information needed to set up your computer. It also helps you get started enjoying all the fun of this game right now! So look at the Reference Card first and come back to this manual for the rest of the details.



Parents:

We have tried to describe each activity as clearly as possible in the hope that you will read this booklet with your child.

Whenever you see a paragraph with this symbol, you will find additional notes to help you guide your child through the game.



*Abracadabra! Ernie's here!
Poof! His magic shapes appear.
Match the shapes—and colors, too,
And choose the game that's right for you!*

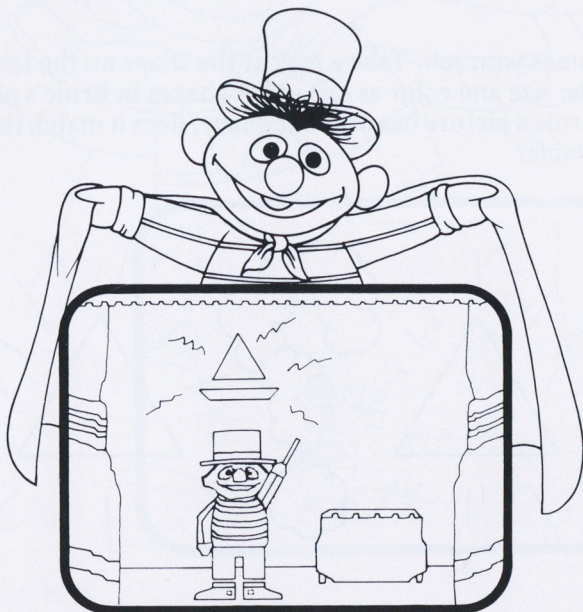


Right Before Your Eyes

Before you can play ERNIE'S MAGIC SHAPES, you have to decide how hard you want your game to be. Choose your level and you'll be on your way!

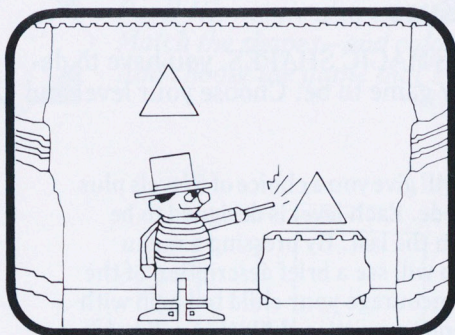


The game menu will give you a choice of 6 levels plus an instruction mode. Each level is designed to be more difficult than the last. By pressing a menu number (1-7), you will see a brief description of the activity chosen. Encourage your child to begin with the easiest level and to practice skills that will help with the next level.



It's Magic!

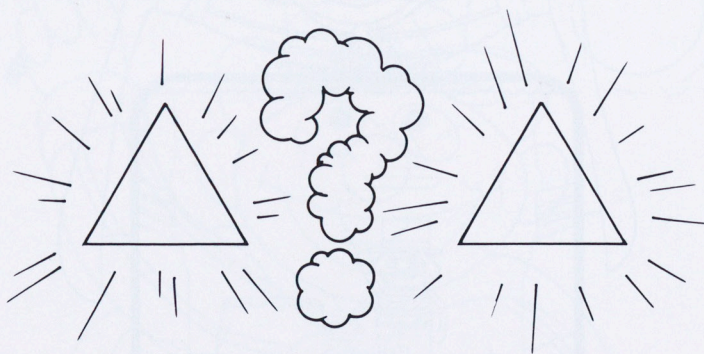
Who is that on the screen? It's your old buddy Ernie—he's turned into a magician! When Ernie raises his arm... POOF! A shape picture appears above his head.



What next? When Ernie turns and waves his magic wand...


ZAP!
A shape appears on the table beside him.

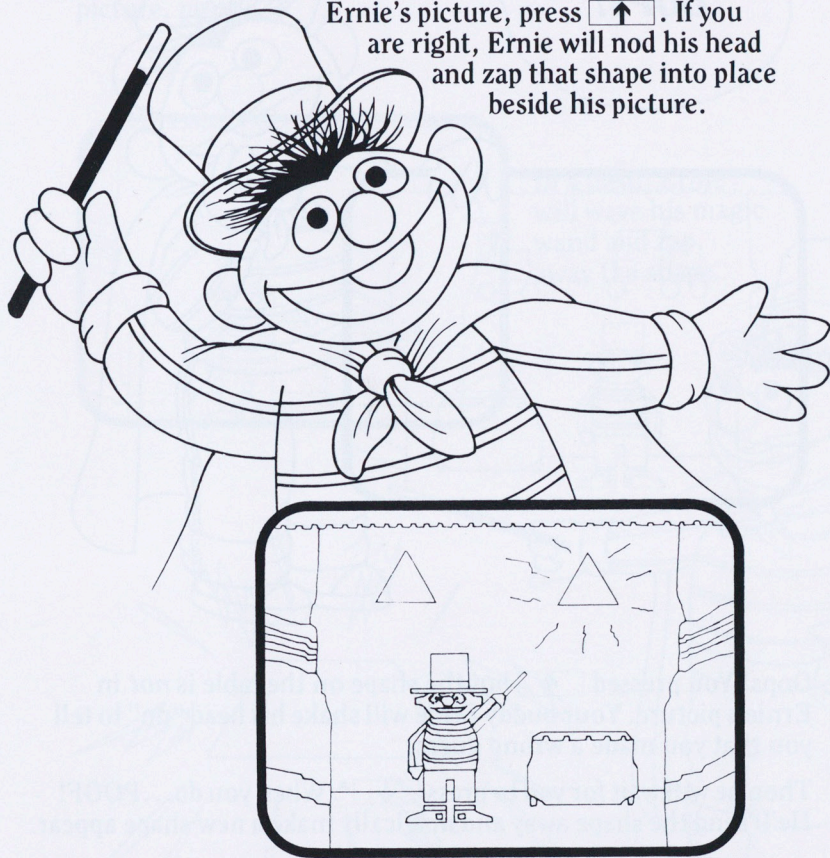
Now comes your job. Take a look at the shape on the table. Is it the same size and color as one of the shapes in Ernie's picture? Or, if Ernie's picture has only one shape, does it match the shape on the table?



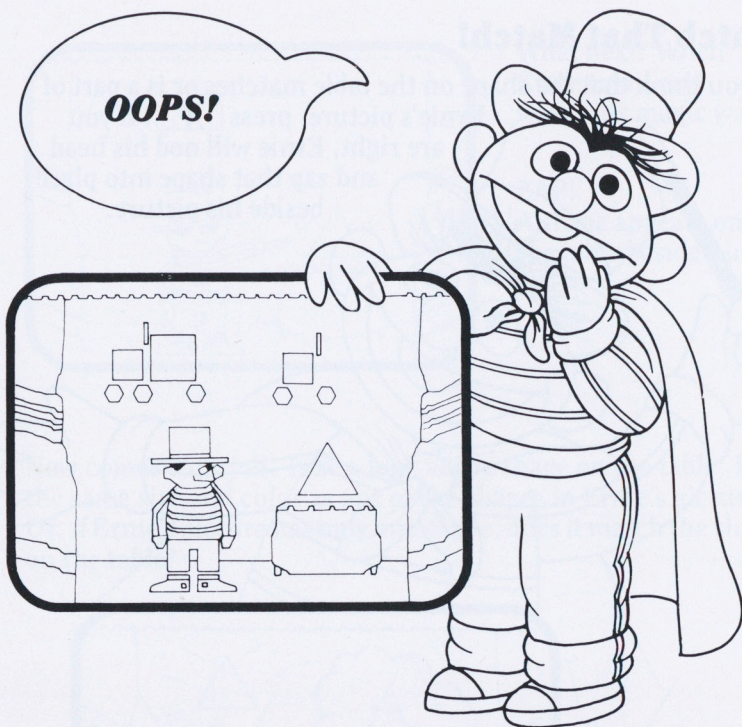
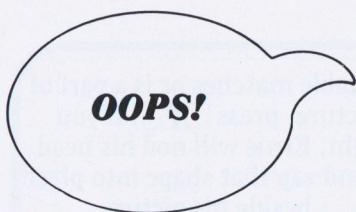
Remind your child to look at both color *and* shape. You may want to point to the shape on the table and then to Ernie's picture and ask your child, "Are these shapes just the same?"

Catch That Match!

If you think that the shape on the table matches or is a part of Ernie's picture, press ☐  . If you are right, Ernie will nod his head and zap that shape into place beside his picture.



Ask your child, "What happened to the shape on the table?" If he or she is not sure, point to the shape that is now above the table.



Oops! You pressed but the shape on the table is *not* in Ernie's picture. Your buddy Ernie will shake his head "no" to tell you that you made a wrong guess.

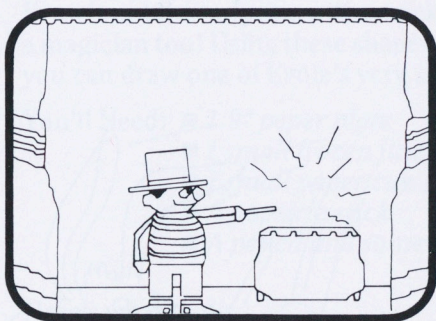
Then he will wait for you to press ▲. When you do...POOF! He'll send the shape away and magically make a new shape appear.



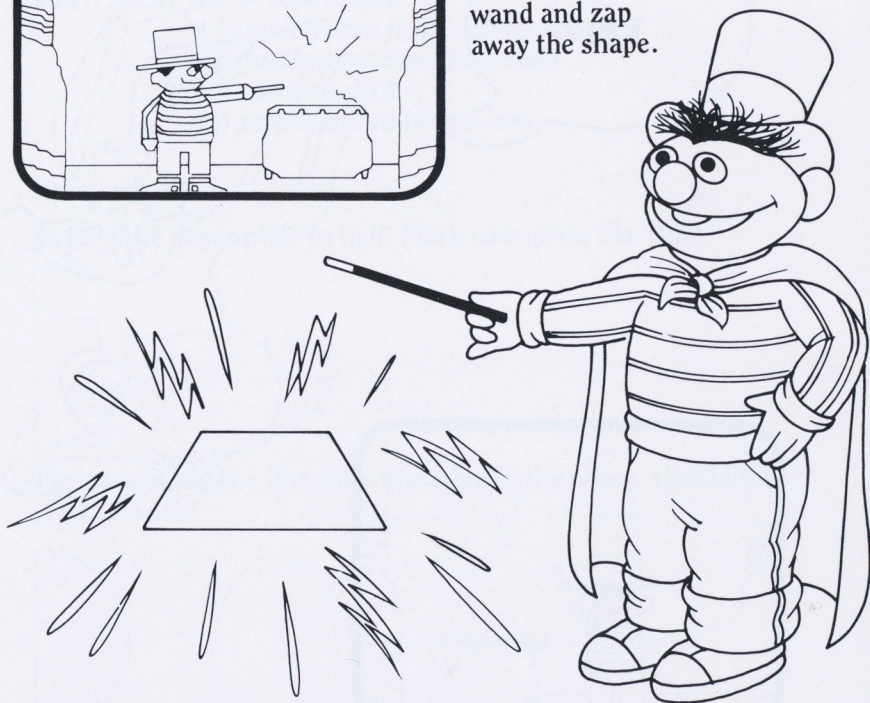
At first you might need to remind your child to press after Ernie shakes his head "no." Say something like "That shape is not in Ernie's picture. Press to send the shape away."

Shapes Away!

If you decide that a shape on the table is *not* a part of Ernie's picture, press ☐ ↓ ☐.



In a flash, Ernie will wave his magic wand and zap away the shape.

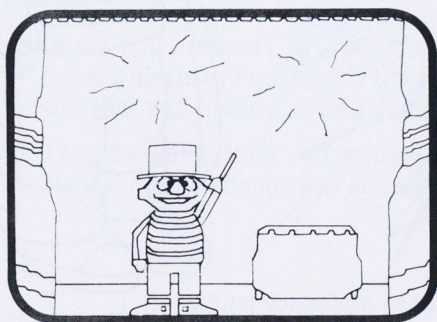
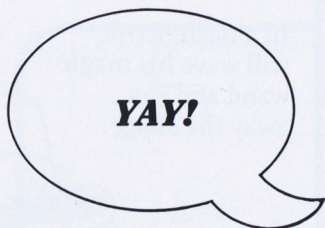


Yikes! You goofed and pressed ☐ ↓ ☐ when a shape *was* in the picture. Don't worry—Ernie will bring back that shape later and you can choose it then.

Get The Picture?

Not every shape Ernie zaps on the table will be part of his picture.
So watch those shapes carefully!

When you have matched all of the shapes in a picture, Ernie's
magic rabbit will pop onto the screen and hop around.



Then Ernie will wave his magic wand and both shape pictures will
disappear. Presto! You will be ready for a new shape picture.

ERNIE'S ACTIVITIES

Finished playing the game? Well then, stay in shape with these activities!

Trace a Face

Ernie's not the only one with a trick up his sleeve. Now you can be a magician too! Using these shape-makers and your magic pencil you can draw one of Ernie's very special friends.

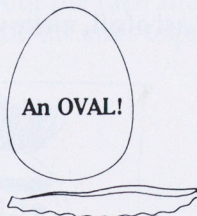
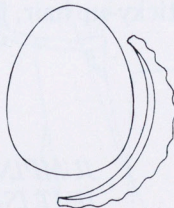
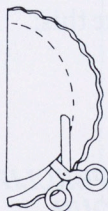
You'll Need: ■ *1 9" paper plate*
■ *1 small frozen juice can (6 oz. size)*
■ *1 small paper cup (3 oz. size)*
■ *A popsicle stick*
■ *A pencil and some scissors*

Here's what to do:

1. Fold the paper plate in half. Mark your plate like this:



Then cut along the line from one edge to the other. Unfold the plate. TA DA!



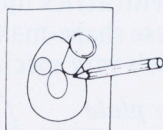
An OVAL!

2. Trace this oval, small end up, onto a big piece of paper.
You made a head!

3. Now take the juice can. Hold the can in your hand like a glass and squeeze it to make a small oval. Trace this oval lengthwise smack in the middle of the head. A nose!



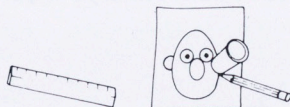
4. Now for the eyes. Trace the bottom of the small cup on both sides of the nose, like this:



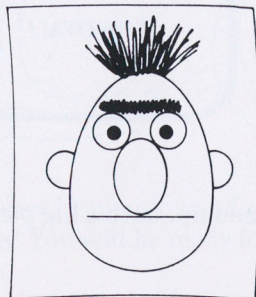
Then color in a circle inside each eye. You made the pupils!
(These eyes are pigeon peepers. Can you guess who it is?)



5. Use the paper cup again to make ears. Trace half-way around the bottom for each ear, like this:



6. Now, take your ruler and make a straight line right under the nose. That's the mouth!
7. Make some bushy grown-together eyebrows by tracing the popsicle stick. (Who has bushy eyebrows?)
8. Let's see... Last of all, make wild sticky-up hair, just like this:



**JUMPING PAPERCLIPS!
IF IT ISN'T YOUR
OLD BUDDY BERT!**

Presto, Change-O!



*Stretch, scrunch, reach and wiggle,
Changing shapes will make you giggle.*

Here's a way to make magic shapes without a wand.

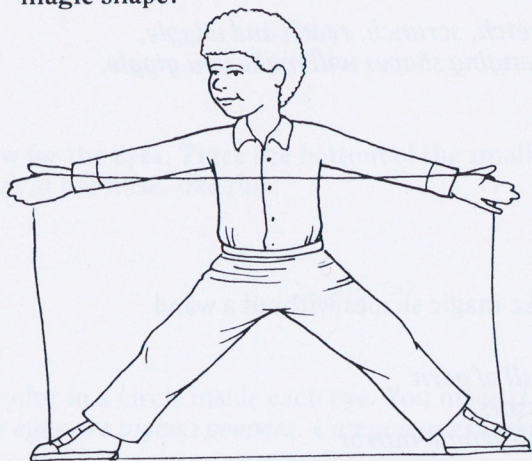
You'll Need: ■ *A ball of yarn*
■ *Scissors*
■ *A full-length mirror*

1. First make a big loop of yarn like this:



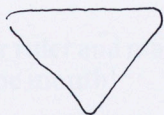
Cut the yarn and
tie the ends together.

2. Now stand in front of the mirror. Step on the loop of yarn with both feet, and hold the top of the loop in your hands. Then spread your feet apart and stretch your arms up. You made a magic shape!



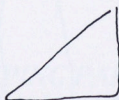
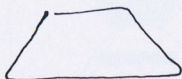
It's a rectangle!

3. You can make lots of shapes by using different parts of your body to hold the yarn: use your hands, feet, knees, elbows, mouth, and even your ears. (**Never** put the yarn around your neck!)
4. See if you can make this triangle:



Make other triangles, make long ones, fat ones, straight ones and slanty ones.

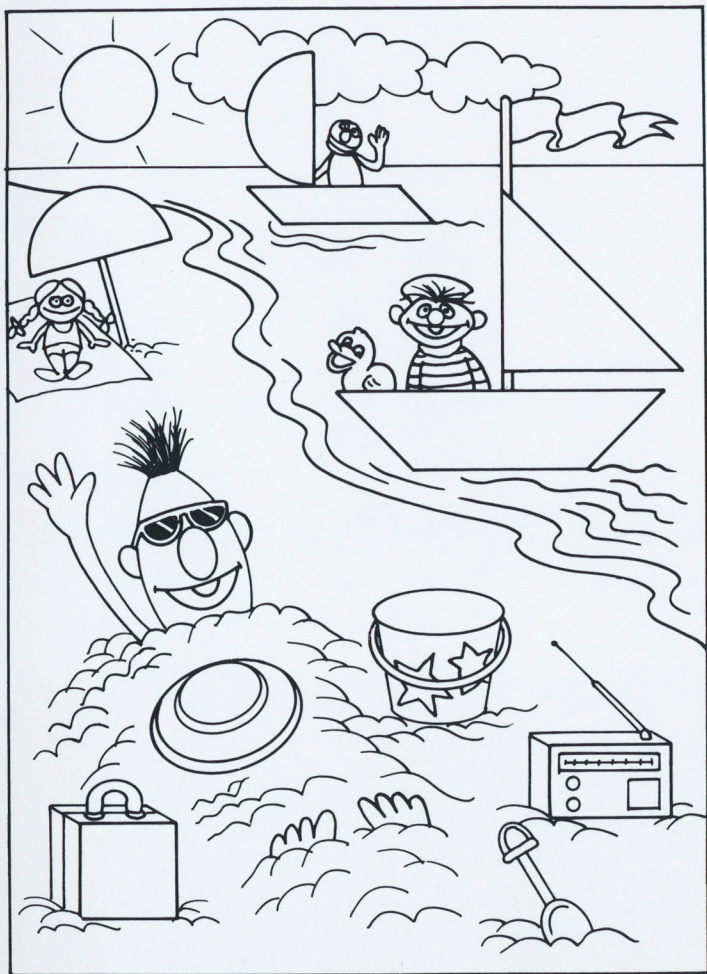
5. Here are some other shapes to try:



What new shapes can you invent?

Shapes Ahoy

Can you find the shapes in this picture?



When you spot a shape, color it in!

CTW Software Group Development Team for Ernie's Magic Shapes

Harold Byrd
Sandy Damashek
Michael Eisenberg

Lisa Feder
Jenny Howland
Joachim Kim
Dan Oehlsen

Mary Schenck
Alan Shapiro
Debra Weinberger

Notice

CBS Software values its customers and believes they should be aware of their rights, not merely of ours, under the Copyright Law. To that end, we quote for the purchaser of this equipment the provisions of section 117 of that law which contains limitations on the exclusive rights of copying and adaptation which that law gives, among other rights, to copyright owners of computer programs:

"Notwithstanding the provisions of section 106, it is not an infringement for the owner of a copy of a computer program to make or authorize the making of another copy or adaptation of that computer program provided:

- (1) that such new copy or adaptation is created as an essential step in the utilization of the computer program in conjunction with a machine and that it is used in no other manner, or
- (2) that such new copy or adaptation is for archival purposes only and that all archival copies are destroyed in the event that continued possession of the computer program should cease to be rightful.

Any exact copies prepared in accordance with the provision of this section may be leased, sold, or otherwise transferred, along with the copy from which such copies were prepared, only as part of the lease, sale, or other transfer of all rights in the program. Adaptations so prepared may be transferred only with the authorization of the copyright owner."

Subject to those limitations, the purchaser of this equipment is granted a paid up non-exclusive license to use its software on one host computer.

How To Play

For IBM®-PCjr.



Ernie's Magic Shapes™

To Set Up Your Computer

1. Connect your computer to a monitor or TV.
DO NOT TURN ON YOUR COMPUTER.
 2. Plug the cartridge into your computer's left cartridge port.
 3. Turn on your monitor or TV and adjust the volume.
 4. NOW TURN ON YOUR COMPUTER.
The title screen will appear.
-

To Start Your Game

Game Menu

Press **[1]** to see on-screen instructions.

Press **[2]** through **[7]** to choose the game you want to play. Then press **[ENTER]**.


Object Of The Game


Match the colored shapes that appear on Ernie's table with the shapes in the figures that appear above his head.


PLAY!

Ernie will make a shape or figure appear above his head. Then he will make a shape appear on the table beside him.

Look at the shape on the table.


Press  if that shape does not match any of the shapes above Ernie's head.


Press  if that shape does match, but is the wrong color.

Press  if that shape does match and is the same color as a shape above Ernie's head.

If you make a correct match and complete the figure, Ernie's bunny will hop out and dance. Then a new shape or figure will appear above his head.

If you make an incorrect match, Ernie will shake his head "no."

Press  to make that shape disappear. Ernie will make a new shape appear and you can try again.

Press  to end your game and return to the Game Menu.

Design © 1984 CBS Inc.
Program © 1984 Children's Computer Workshop, Inc.
All Rights Reserved.

ERNIE © 1984 Muppets, Inc.

*ERNIE is a trademark of Muppets, Inc.

Sesame Street and sign are trademarks of
Children's Television Workshop

Featuring the JIM HENSON SESAME STREET MUPPET CHARACTERS™

JIM HENSON and MUPPETS are trademarks of HENSON ASSOCIATES, INC.

IBM® is a registered trademark of International Business Machines Corp.

2C-1011

CBS
SOFTWARE

ATTENTION IBM^(R) PCjr. OWNERS

**In the effort to prepare this program for your computer,
these disk loading instructions were inadvertently
omitted from the How To Play Card.**

- 1. Place your DOS 2.1 disk in Drive A and turn on your computer.**
- 2. When the request to enter the day and time appears,
press the ENTER key twice.**
- 3. When the A> appears, remove the DOS disk and place your
program disk in drive A.**
- 4. Type "CBS" and then press ENTER.
Your program will now load.**