

# Mixed-Up Mother Goose® Deluxe

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# Welcome!

***Mixed-Up Mother Goose® Deluxe***, originally introduced in 1988, is one of the best-loved children's software titles of all time. Updated for today's multimedia computers, it has high-resolution graphics, digitized music and voice, and a host of new features. Included is also a musical CD for your stereo system.

This interactive, multimedia adventure introduces children ages 3-6 to the world of computers while teaching them logic, organization and memory skills. Little Bo Peep has lost her sheep; the cat's lost his fiddle; there's lots of trouble in Mother Goose Land and it's up to you to help out. The child reunites 18 delightful animated characters with their lost items. In return, each character performs a song complete with animation and text, so your child can sing along.

# Game Installation

[Windows™ Installation](#)

[Macintosh® Installation](#)

## Windows™ Installation

1. Place the *Mixed-Up Mother Goose® Deluxe* CD-ROM into your computer's CD-ROM drive.
2. Start Windows.
3. Click on [File].
4. Select [Run].
5. At the Command bar, type the letter of your CD-ROM drive, followed by “:\SETUP.EXE” and click on OK or press [ENTER]. For example, if the letter of your CD-ROM drive is “D”, type “D:\SETUP.EXE” and click on OK or press [ENTER].
6. Follow the on-screen installation instructions.
7. Check the “README.TXT” file for the latest information.

Windows is a trademark of Microsoft Corporation.

**NOTE:** If you are not familiar with Windows check your Windows manual.

## Macintosh® Installation

1. Insert the ***Mixed-Up Mother Goose® Deluxe*** CD-ROM into your CD-ROM drive using a carrier if appropriate.
2. When you open the CD-ROM from the Finder, you should see the ***Mixed-Up Mother Goose® Deluxe*** icon.
3. Double click on this icon to launch the program. It will read from the CD-ROM drive; the application will not install on your hard drive.

# Systems Requirements

Windows™ Systems

Macintosh® Systems

## Windows™ Systems

To run *Mixed-Up Mother Goose® Deluxe*, your Windows system should include:

### HARDWARE

- IBM AT bus-compatible system
- 386 or higher CPU [486 recommended]
- Hard drive
- CD-ROM Drive [recommended double-speed CD-ROM Drive]
- 6 MB system memory
- SVGA display and video board capable of displaying 256 colors @ 640x480
- Sound card that supports Windows 3.1
- Audio speaker or headphones
- Microsoft compatible mouse

### SOFTWARE

- Windows 3.1 or later installed
- Sound card driver that supports Windows 3.1
- SVGA video driver that supports 256 colors @ 640x480 under Windows 3.1

## Macintosh® Systems

To run *Mixed-Up Mother Goose® Deluxe*, your Macintosh system should include:

- Color Macintosh system
- 4 MB system memory free
- System 6.0.7 or higher
- CD-ROM drive

# Playing the Game

[New Game](#)

[Continue Old Game](#)

[Saving Your Game](#)

## **New Game**

Click on this button to start a new game. When a new screen appears, use the mouse to click on the child of your choice.

## **Continue Old Game**

Click on this button to continue a game you've already been playing.

## **Saving Your Game**

***Mixed-Up Mother Goose® Deluxe*** will save your child's game according to the on-screen character your child has chosen to represent he or she during the game. For this reason, each child in your household playing ***Mixed-Up Mother Goose® Deluxe*** should choose a different on-screen character.

***Mixed-Up Mother Goose® Deluxe*** will save your game in progress whenever you quit the game by selecting the red STOP button.

# The Interface

[Using the Mouse](#)

[The Score Icon](#)

[The Inventory Icon](#)

[The Map Icon](#)

[The Mouth Icon](#)

[The Stop Icon](#)

[The Speed Icon](#)

[The Volume Icon](#)

[Entering Houses](#)

[Getting and Trading Objects](#)

## **Using the Mouse**

Instruct your child to position the arrow where he or she wants the character to move, then click the mouse button. The character will walk to the desired point, and stop.

The mouse may also be used to explore objects in Mother Goose Land. When your child points at an on-screen object and presses the mouse button, many objects will become animated, and will be accompanied by sound; bells will ring, etc.

## The SCORE Icon

Your child's score is represented by the number of golden eggs in the egg carton located at the bottom left of the screen. One egg is rewarded for each rhyme that he or she completes. There are 18 rhymes in *Mixed-Up Mother Goose*<sup>®</sup> *Deluxe*, so a total score of 18 eggs is possible.

## The **INVENTORY** Icon

When your child first plays the game, this icon is empty showing only a blue background. Each time your child picks up an object, it will appear in the **INVENTORY** icon. Make sure that your child understands that the picture in the window is the item he or she is currently carrying.

The **INVENTORY** icon can hold only one object at a time. When your child finds a new item, he or she must decide which item to keep. If a new object is picked up, it will replace the current object in the **INVENTORY** icon. The previous object will be dropped and will remain in that location until the child returns for it\*. To avoid picking up an object, your child should avoid walking close to the object. If an undesired object is inadvertently picked up, instruct the child to walk toward the object he or she wishes to carry, and pick it up.

\* **NOTE:** Animated characters or animals discarded inside a building will not remain inside, but will wander away to a random location.

**HINT:** Several houses and buildings contain a small table of some sort. On these tables your child will often find an object needed to complete one of Mother Goose's rhymes.

## The MAP Icon

*Mixed-Up Mother Goose*<sup>®</sup> *Deluxe* contains many locations to which children can travel. Sierra has provided a colorful on-screen map of the kingdom so children won't get lost in Mother Goose Land. To view the on-screen map, point to the **MAP** icon and click. Click on a location to find out who lives there.

To familiarize your child with the map, point out the character's current location on the map (the area outlined in a box), then have him move to an adjoining screen. Now return to the map and ask your child to find the new location on the map. Continue practicing until the child can successfully use the map on his own.

## The MOUTH Icon

When a child approaches one of the Mother Goose characters, use the mouse to point and click on the **MOUTH** icon. The on-screen character will speak to the child using both words and pictures. If a character is missing something, the child will be told what is missing. For example, if *The Old Woman Who Lived in a Shoe* needs a bowl of broth, she'll tell you first in words then a picture of the bowl will be displayed. Your child will find it easy to locate objects with the visual aids that the game provides. If the character happens to be the missing piece to a rhyme, the character will tell you where he or she needs to go.

**Please note:** Parents and Teachers should take the time to ensure that children are familiar with and can distinguish one object from another.

## The **STOP** Icon

To stop playing and save your child's place in the game, use the mouse to point to the red **STOP** icon, and click. A window will appear, containing another red **STOP** icon, and a **GOOSE** icon. Choose the **STOP** icon to quit the game. If you have selected **STOP** accidentally, click on the **GOOSE** icon to continue playing.

## The SPEED Icon

At times during *Mixed-Up Mother Goose*<sup>®</sup> *Deluxe*, it may be useful to adjust the game's animation speed. Use the mouse to point to the **SPEED** (*rabbit and turtle*) lever icon. Hold down the mouse button as you drag the lever up (*faster*) or down (*slower*).

## **The VOLUME Icon**

Use the mouse to point to the **VOLUME** (*music note*) lever icon. Hold down the mouse button as you drag the lever up (*louder*) or down (*softer*).

## **Entering Houses in Mother Goose Land**

There are many houses and buildings in Mother Goose Land, most of which your child can enter at any time. To enter a place, he or she needs only to approach the front door, and it will open. The child will automatically enter the building.

## **Getting and Trading Objects**

As your child explores Mother Goose Land, he or she will find many objects lying about, most of which can be used to complete one of Mother Goose's rhymes.

As the character approaches one of the objects, it will be picked up automatically and will appear in the **INVENTORY** icon. The object will remain in the **INVENTORY** icon until it has been delivered to its proper owner, or has been traded for another object.

# Game Strategy

The Object of the Game

Completing a Rhyme

When All The Rhymes Are Fixed

## **The Object of the Game**

Your child must help Mother Goose complete her mixed-up rhymes by locating the 18 missing characters and objects and bringing them back to their rightful owners. Your child will find all of the missing items by travelling throughout the fantasy world of Mother Goose.

## Completing a Rhyme

When your child returns a missing piece to the correct rhyme, use the mouse to click on the **MOUTH** icon. Now the rhyme will come to life; the on-screen characters perform the rhyme to music, and the words to the rhyme are displayed on the screen.

Once a rhyme has been completed, your child can listen to the song again by clicking on the map and then clicking on the place where that rhyme exists.

## **When All The Rhymes Are Fixed**

When your child completes the last rhyme, the Gander will arrive and reward your child for saving Mother Goose Land. After the game comes to its conclusion, your child will have the option of starting a new game, or quitting. If your child chooses to start a new game, the game will return to the screen where you choose your character.

It's Child's Play!

Once familiar with ***Mixed-Up Mother Goose® Deluxe***, children can take over. With the simple use of the mouse, your child can move the on-screen character around Mother Goose Land. The rest is done by the other characters in the story.

# Technical Support & Direct Sales

## U.S. direct sales and information

Direct any inquiries to Direct Sales for issues pertaining to ordering product, backorders, or returned or defective merchandise.

Call: (800) 757-7707, 24 hours a day,  
everyday, or fax (408) 644-2018.

Write: Sierra On-Line  
Direct Sales  
PO Box 3404  
Salinas, CA 93912

## U.S. Technical Support

Direct your inquiries to the Technical Support department if your question is about hardware and software compatibility specific to Sierra games (i.e. sound card configuration and memory management). Technical assistance is only a phone call away.

Sierra On-Line  
Technical Support  
PO Box 85006  
Bellevue, WA 98015-8506  
Monday-Friday 8:15AM-4:45PM PST,  
(206) 644-4343  
(206) 644-7697 (fax)  
(206) 746-8100 (autotech).

## Hint Number

1-900-370-5583

\$.75 per minute

If under 18, must have parent's permission

## For On-Line Support and Hints

Support as well as patches, hints and technical documents are available from the following on-line services:

America Online - Keyword: SIERRA  
CompuServe: GO SIERRA  
Sierra BBS: (206) 644-0112 (8-1-N up to 14.4 BPS)  
Internet: Coming Soon

## Other Support Information:

[European Technical Support and Customer Service](#)

[The Sierra No-Risk Guarantee](#)

[Write To Sierra Services](#)

## **European Technical Support and Customer Service**

Customer Support UK  
Sierra On-Line Limited  
4 Brewery Court  
The Old Brewery  
Theale, Reading, Berkshire  
RG7 5AJ United Kingdom

### **Customer Service/ Technical Support Continental Europe:**

Coktel Vision  
Parc Tertiaire de Meudon  
Immeubel "Le Newton"  
25 rue Jeanne Braconnier  
92366 Meudon La Foret Cedex  
France

### **For Telephone or Fax Inquiries, Call:**

#### **UK**

44-1734-30-3171  
44-1734-30-3201 (fax)  
44-1734-304-004  
(old game hints)  
44-1891-660-660  
(new game hints)  
44-1734-304-227 (BBS)

#### **FRANCE**

33-1-46-01-4650  
33-1-46-31-7172 (fax)  
33-1-36-68-4650 (hint line)

#### **GERMANY**

06103-99-40-40  
06103-99-40-35 (fax)

## **The Sierra No-Risk Guarantee**

The Promise: We want you to be happy with every Sierra product you purchase from us. Period. If for any reason you're unhappy with the product, return it within 30 days for an exchange or a full refund...EVEN IF YOU BOUGHT IT RETAIL.

**THE ONLY CATCH:** You've got to tell us why you don't like the game. Otherwise, we'll never get it better. Send it back to us and we promise we'll make things right. (If you bought it at a retail outlet, please send your original sales receipt.)

## **Write To Sierra Services**

If you find that you need to send for a replacement compact disk, send the original disk to:

### **US**

Sierra On-Line

Attn: Returns

P.O. Box 485

Coarsegold, CA 93614-0485

### **EUROPE**

Sierra On-Line Limited

Attn: Returns

4 Brewery Court

The Old Brewery

Theale, Reading, Berkshire

RG7 5AJ United Kingdom

Be sure to include a note stating your computer type. We will gladly replace your program free of charge during the first 90 days of ownership. (Please enclose a copy of your dated sales receipt with your request.) After 90 days there is a \$10.00 (£6.00) charge for a replacement compact disk.

# Thanks

Special thanks to the visionaries who contributed to the early years of  
**Mixed-Up Mother Goose®** magic:

## **Executive Producer:**

Ken Williams

## **Creative Director:**

Bill Davis

## **Producer:**

Josh Mandel

## **Game Designer:**

Roberta Williams

## **Art Designer:**

Mark Crowe

## **Lead Programmer:**

Chris Smith

## **Animators:**

Mark Crowe

Roger Hardy Jr.

Cheryl Sweeney

## **Background Artists:**

Mark Crowe

Cheryl Sweeney

## **Sound Effects:**

Ken Allen

Mark Seibert

## **Programmers:**

Todd Powers

Scott Murphy

Chris Hoyt

Chris Iden

## **Character Voices**

Daniel Aldante

Brittany Benov

Nancy Bickley

Darby Bree Cogburn

Bill Davis

Paul De Pledge

Bob Fischbach

Chris Hoyt

Chris Iden

Dave Long

Josh Mandel

Michael Jarrett Matthews

Debbie Seibert

Roberta Williams

Bianca Yparrea

## **System**

### **Development:**

Jeff Stephenson

Robert E. Heitman

Pablo Ghenis

DanFoy

Larry Scott

Chris Smith

Terry McHenry

John Rettig

Corey Cole

J. Mark Hood

Eric Hart

John Hartin

## **Floppy Disk Version**

### **Producer:**

Stuart Moulder

### **Programmers:**

Todd Powers

Kevin Ray

Brett Miller

### **Sound Effects:**

Aubrey Hodges

# Mixed-Up Mother Goose Deluxe ® Credits

## **Designer**

Roberta Williams

## **Producer**

Wendy Albee

## **Lead Artist**

Marcia Bales

## **Lead Programmers**

Ellen Ratajak  
Robert Lindsley  
Oliver Brelsford

## **Artists**

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Todd Greene  
Heather Ivy  
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Todd Bryan  
Brian Douglas

## **Programmers**

David Ryan  
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Mark Engelberg  
Tim Knappenberger  
John Snodgrass  
Jim Geldmacher  
Mike Stahl  
Tim Weiss

## **Composer**

Guy Whitmore

## **Audio Engineer**

Kevin Cannon

## **Quality Assurance**

Jay Williams  
Kevin Kubalsky

## **Voice/Singing Talent**

Kayce Glasse  
September Luketz  
Sione Unga  
Bob Wickline  
(and all the character  
voices from previous versions)

## **Spanish Expert**

Rhonda Matson

## **User Guide**

Lynda Lang

## **User Guide**

## **(On-Line Conversion)**

Bill Baker

Also, special thanks to Jerry Bowerman, Steve VanHorn, Mark Seibert,  
Steve Miles and Greg Tomko-Pavia.

# Mixed-Up Mother Goose® Deluxe Music CD

## FULL VERSIONS

Track 1: Mother Goose Land Intro

[Track 2: Little Jack Horner](#)

[Track 3: Crooked Man](#)

[Track 4: Old King Cole](#)

[Track 5: Banbury Cross](#)

[Track 6: Humpty Dumpty](#)

[Track 7: Mary Mary, Quite Contrary](#)

[Track 8: Peter, Peter, Pumpkin Eater](#)

[Track 9: Jack and Jill](#)

[Track 10: Mary Had a Little Lamb](#)

[Track 11: Little Bo-peep](#)

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[Track 13: The Old Woman Who Lived in a Shoe](#)

[Track 14: Little Miss Muffet](#)

[Track 15: Hickory Dickory Dock](#)

[Track 16: Little Tommy Tucker](#)

[Track 17: Where Has My Little Dog Gone?](#)

[Track 18: Jack Sprat](#)

[Track 19: Jack Be Nimble](#)

## SING-ALONG VERSIONS

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[Track 21: Little Jack Horner](#)

[Track 22: Crooked Man](#)

[Track 23: Old King Cole](#)

[Track 24: Banbury Cross](#)

[Track 25: Humpty Dumpty](#)

[Track 26: Mary Mary, Quite Contrary](#)

[Track 27: Peter, Peter, Pumpkin Eater](#)

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[Track 32: The Old Woman Who Lived in a Shoe](#)

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[Track 34: Hickory Dickory Dock](#)

[Track 35: Little Tommy Tucker](#)

[Track 36: Where Has My Little Dog Gone?](#)

[Track 37: Jack Sprat](#)

[Track 38: Jack Be Nimble](#)

Track 39: Mother Goose Land Theme

## **Little Jack Horner**

Little Jack Horner sat in the corner,  
Eating his Christmas pie,  
He put in his thumb,  
And pulled out a plum,  
And said, "What a good boy am I!"

## **Crooked Man**

There was a crooked man,  
Who went a crooked mile,  
He found a crooked sixpence,  
Against a crooked stile;  
He bought a crooked cat,  
Which caught a crooked mouse,  
And they all lived together  
In a little crooked house.

## **Old King Cole**

Old King Cole was a merry old soul,  
And a merry old soul was he;  
He called for his pipe, and he called for his bowl,  
And he called for his fiddlers three.

Every fiddler he had a fiddle,  
And a very fine fiddle had he;  
Oh, there's none so rare, as can compare  
With King Cole and his fiddlers three.

## **Banbury Cross**

Ride a cock-horse to Banbury Cross,  
To see a fine lady upon a white horse;  
Rings on her fingers and bells on her toes,  
She shall have music wherever she goes.

Ride a cock-horse  
To Branbury Cross,  
To see what  
Tommy can buy,  
A penny white loaf,  
A penny white cake,  
And a two-penny pie.

Ride a cock-horse to Banbury Cross,  
To buy little Johnny a galloping horse;  
It trots behind and it ambles before,  
Johnny shall ride till he can ride no more.

## **Humpty Dumpty**

Humpty Dumpty sat on a wall

Humpty Dumpty had a great fall;

All the King's horses and all the King's men

Couldn't put Humpty together again.

## **Mary Mary, Quite Contrary**

Mary Mary, quite contrary,  
How does your garden grow?  
With silver bells and cockle shells,  
And pretty maids all in a row.

## **Peter, Peter, Pumpkin Eater**

Peter, Peter, pumpkin eater,  
Had a wife and could not keep her;  
He put her in a pumpkin shell,  
And there he kept her very well.

Peter, Peter, pumpkin eater,  
Had another and did not love her;  
Peter learned to read and spell,  
And then he loved her very well.

## **Jack and Jill**

Jack and Jill went up the hill  
To fetch a pail of water;  
Jack fell down and broke his crown  
And Jill came tumbling after.

Up Jack got and home did trot  
As fast as he could caper;  
Went to bed and bound his head  
With vinegar and brown paper.

When Jill came in how she did grin  
To see Jack's paper plaster;  
Mother vexed, did scold her next  
For causing Jack's disaster.

## **Mary Had a Little Lamb**

Mary had a little lamb,  
Its fleece was white as snow;  
And everywhere that Mary went  
The lamb was sure to go.

It followed her to school one day,  
That was against the rule;  
It made the children laugh and play  
To see a lamb at school.

And so the teacher turned it out,  
But still it lingered near;  
And waited patiently about  
Till Mary did appear.

Why does the lamb love Mary so?  
The eager children cry:  
Why, Mary loves the lamb, you know,  
The teacher did reply.

## **Little Bo-peep**

Little Bo-peep has lost her sheep,  
And can't tell where to find them:  
Let them alone, and they'll come home,  
Wagging their tails behind them.

Little Bo-peep fell fast asleep,  
And dreamt she heard them bleating:  
But when she awoke, she found it a joke,  
For they were still a-fleeting.

Then up she took her little crook,  
Determined her to find them;  
She found them indeed, but it made her heart bleed,  
For they had left all their little tails behind them.

It happened one day, as Bo-peep did stray,  
Into a meadow hard by;  
That she espy'd their tails side by side,  
All hung on a tree to dry.

She heaved a sigh, and wiped her eye,  
And over the hills went stump-o,  
And tried what she could, as a shepherdess should,  
To tack each again to its rump-o.

## **Hey Diddle, Diddle!**

Hey diddle, diddle!

The cat and the fiddle,

The cow jumped over the moon.

The little dog laughed to see such sport,

And the dish ran away with the spoon.

## **The Old Woman Who Lived in a Shoe**

There was an old woman who lived in a shoe,  
She had so many children she didn't know what to do.  
She gave them some broth, without any bread,  
And kissed them all sweetly and put them to bed.

## **Little Miss Muffet**

Little Miss Muffet,  
Sat on a tuffet,  
Eating her curds and whey;  
Along came a spider,  
Who sat down beside her,  
And frightened Miss Muffet away.

## **Hickory Dickory Dock**

Hickory dickory dock

The mouse ran up the clock,

The clock struck one,

The mouse ran down,

Hickory dickory dock.

## **Little Tommy Tucker**

Little Tommy Tucker  
Sings for his supper,  
What shall he eat?  
White bread and butter.

How will he cut it  
Without e'er a knife?  
How can he marry  
Without a wife?

## **Where Has My Little Dog Gone?**

Oh where, oh where has my little dog gone,

Oh where, oh where can he be?

With his ears cut short and his tail cut long,

Oh where, oh where can he be?

## **Jack Sprat**

Jack Sprat could eat no fat,  
His wife could eat no lean,  
And so between them both,  
They licked the platter clean.

## **Jack Be Nimble**

Jack be nimble,

Jack be quick,

Jack jump over the candlestick.