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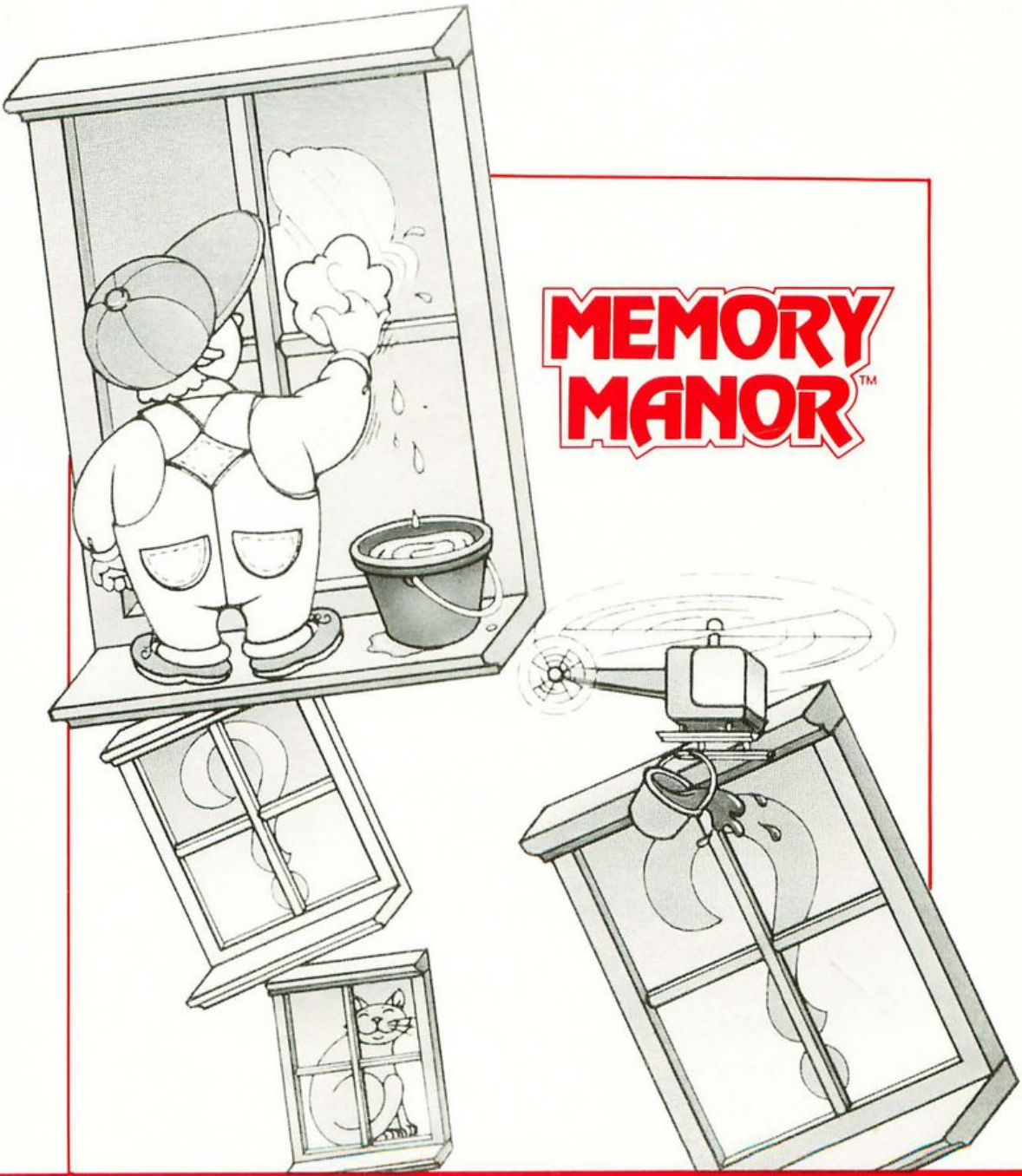
MEMORY MANOR™

Fisher-Price™

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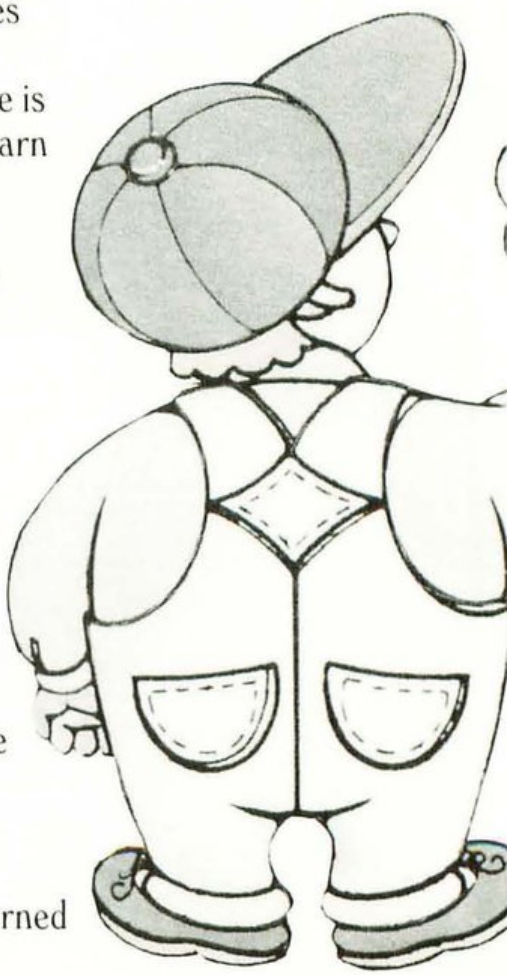
PARENTS

MEMORY MANOR challenges children to improve their visual memory skills. Visual memory skills are fundamental to many aspects of learning. They aid in the development of reading, writing, and math skills and are important in helping children learn to interact with the world around them.

In MEMORY MANOR, a rain shower smudges the windows of two buildings and your child relies on memory to recall which windows hold prizes and which hold frowning faces. With the help of Wee Willie the window washer, your child sets out to wash the prize windows and avoid the frowning face windows before the window wash supply runs out and the sun goes down.

FISHER-PRICE™ Learning Software is designed to make it easy for children to learn through creative play, needing little more than imagination and a joystick. These brief instructions will help you get off to a quick start.

MEMORY MANOR was designed and developed by Frieda Lekkerkerker Inc.



HOW DO I START?

- Be sure the computer is turned off.
- Plug in the joystick. (Use Port 2 for Commodore 64)
- Insert the cartridge into the slot. Be sure the label faces you.
- Turn on the television or monitor and the computer.
- After playing, be sure the computer is turned off before removing the cartridge.

SELECT A LEVEL

1. Using the joystick, guide Wee Willie among the three windows and choose the level that you want.
2. Press the joystick button* to start. There are 3 game levels. Higher levels challenge your child to uncover a greater number of prizes with a limited amount of window wash. Additionally, in level 3, the game is over when the sun goes down.
*(Press any button for Coleco)

HOW DO I WIN?

Try to score as many points as you can by washing the windows that hold prizes. You can also increase your score by uncovering all the prizes without using up the window wash.

WHAT DO I DO?
Before Washing

1. Use the joystick to fly the helicopter so it is right above a bucket.
2. Press the joystick button* to fill the bucket. YOU NEED TO FILL 6 BUCKETS.
3. When Wee Willie jumps, use the joystick to fly the helicopter to him. Press the joystick button* to pick him up.
4. Fly Wee Willie to a starting point on one of the buildings. Press the joystick button* to drop Wee Willie off.

(continued on back of page)

During Washing

1. Use the joystick to move Wee Willie around the buildings.
2. Move Wee Willie to a bucket. Press the joystick button* to fill Wee Willie's sponge. A FULL SPONGE CAN WASH 5 WINDOWS.
3. Move Wee Willie to a window and press the joystick button* to start washing.
4. If you hear a buzz when you try to wash, your sponge is dry and you need to pick up more window wash.
5. If you wash a window with a frowning face, you lose all the window wash in the sponge. Wee Willie will need more window wash to continue.
6. Watch the number below each building. The number tells you how many prizes are left to be uncovered.

*(Press any button for Coleco)

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Cambridge, Massachusetts 02238

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FISHER-PRICE Learning Software
Customer Service
P.O. Box 1327
Cambridge, Massachusetts 02238
(617) 494-1222

Memory Manor™
Proof-of-Purchase

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Product Purchased_____ Date of Purchase_____

Place Purchased_____ Age of User_____

Computer Model Used_____ Date of Computer Purchase_____

Name_____

Address_____

City_____ State_____ Zip Code_____

What member of the family bought this product?_____

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☐ Friend ☐ Inside other Fisher-Price products ☐ Saw it in store ☐ Advertising (magazine)

☐ Other_____

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