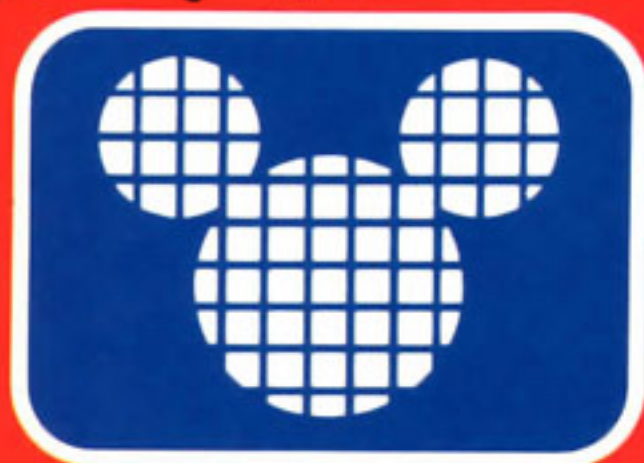


PLAYER'S GUIDE

WALT DISNEY



PERSONAL
COMPUTER
SOFTWARE

MICKEY IN THE GREAT OUTDOORS

DESIGNED EXCLUSIVELY FOR

ATARI®
HOME COMPUTERS

Mickey in the Great Outdoors

To the Parent:

Recommended for ages 7-10

A two-part learning adventure that motivates children to develop and exercise basic language arts and arithmetic skills.

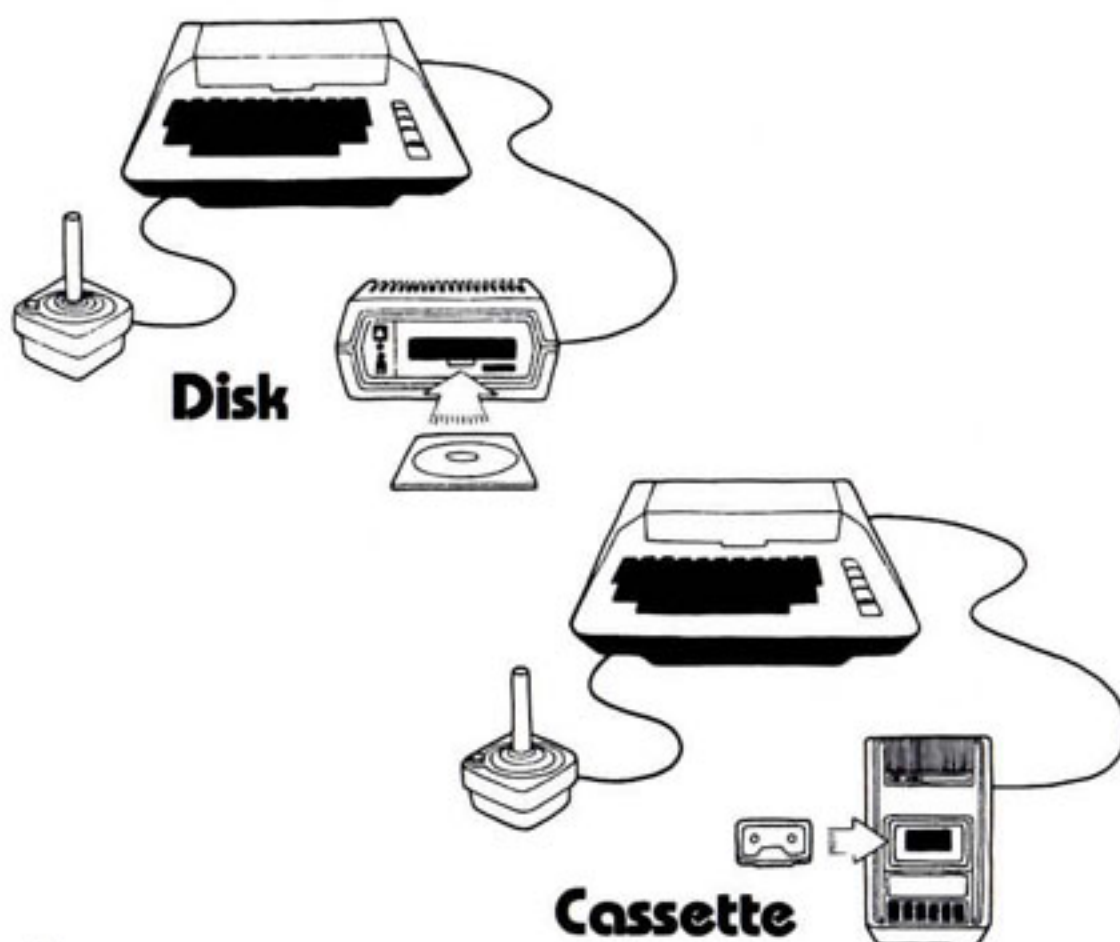
Playing for Fun/Learning for Life

Walt Disney's adventures in learning will captivate your child's imagination while developing necessary basic skills. Your child's attention is engaged with stunning graphics, delightful characters, and compelling and challenging activities. Rewards for successful performance encourage your child to grasp the concepts involved with each adventure, while opportunities to correct errors make it easy to learn from mistakes. What's more, Disney's adventures give your child the opportunity to explore the innovative ways a computer solves problems, while providing a friendly introduction to this important tool.

Setting up for Action

MICKEY IN THE GREAT OUTDOORS is designed to be played on all ATARI Home Computers. The cassette version is designed to run with 16K of RAM and the disk version is designed to run with 32K of RAM. Load the program according to standard loading procedures for the ATARI cassette player or the ATARI disk drive.

Note: For cassette version, keep PLAY button depressed during game play.



To the Player:

MICKEY IN THE GREAT OUTDOORS is made up of two learning adventures: "Mickey Goes Hiking" and "Mickey Goes Exploring." Each adventure includes two activities, so altogether there are four distinct activities that make up the product MICKEY IN THE GREAT OUTDOORS.

MICKEY GOES HIKING — ACTIVITY ONE

This first activity challenges you to select one word from a group of four in order to complete a five word sentence. The missing word will be either a noun, verb, adjective or adverb. By emphasizing complete grammatical sentences, this activity helps develop effective writing and speaking skills.

Player's Instructions

The object of this activity is to correctly complete the sentence shown on the stepping stones. Once you complete the sentence, Mickey can cross to the other side of the stream. You can complete the sentence by shooting an arrow from Mickey's bow into the cloud floating overhead that contains the correct word. If you hit the correct cloud, the word contained in that cloud will reappear on the appropriate stepping stone, and Mickey will automatically cross over to the other side of the word bridge. Hundreds of sentences are available, so this activity offers new challenges each time you play.

Directions

1. Move the joystick from left to right to move Mickey from left to right across your screen.
2. Move the joystick up and down to move Mickey's bow up and down.
3. Press the joystick fire-button to release an arrow in a straight line from Mickey's bow.

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4. Four clouds, each containing a word, will float across the top of your screen from right to left. Identify the correct word, then press the fire-button to release an arrow from Mickey's bow. When the cloud is hit, the word will float down, becoming part of the word bridge. If it is the wrong word, a buzzer will sound signalling you to try again. After three incorrect tries, the computer will automatically fill in the correct word and Mickey will cross the word bridge.

Levels of Difficulty and Length of Game-Play

1. After you complete 15 word bridges, the clouds will move even faster.
2. Once you finish the first two word bridges, a turtle appears on the screen and swims toward the empty stepping stone. If the turtle reaches the stone before you shoot the correct word, the computer automatically completes the sentence. If this happens, you must complete two more word bridges before the turtle reappears. If you finish fifteen word bridges, the turtle swims even faster. In any one game you can play up to 64 times. If the computer completes three word bridges for you, game-play ends.

Scoring

1. Your score, the number of word bridges you complete, and the number of bridges the computer completes for you are all displayed at the bottom of the screen so that you can keep track of your score.
2. You begin the game with 0 points. You cannot go below 0 points.
3. Every time you complete a sentence correctly, you score 5 points. If you complete a sentence incorrectly, you lose 1 point.
4. If you choose the wrong response three times in a row, the computer completes the sentence for you and you lose 2 points.

MICKEY GOES HIKING — ACTIVITY TWO

The second activity involves rearranging a random pattern of four letters until the letters form a word. While rearranging the letters, you will become familiar with the correct placement of consonants and vowels, which will help you build a firm foundation for good spelling skills.

Player's Instructions

The object of this activity is for you to unscramble four letters and form a word within the time allowed. Mickey is seen in a garden holding a magic wand. In front of him there are four flowers, each containing a letter. Mickey has to use his wand to rearrange all the letters until they form a word. Hundreds of words are available so this activity offers new challenges each time you play.

Directions

1. Move the joystick from left to right to move the wand left to right.
2. To move a letter:
 - a. Look at the scrambled word. Above each flower you can see an empty black shelf on which to place a letter.
 - b. Identify which letter you want to place on one of the shelves.
 - c. Move the wand to that letter.
 - d. Press the joystick fire-button to "pick-up" the letter.
 - e. Move the wand to the flower located below the shelf where you want to place the letter.
 - f. Press the joystick fire-button again to make the letter appear on the desired shelf.
 - g. Repeat this movement until the scrambled letters form the correct word on the shelves over the flowers.
 - h. You must use all of the letters to form the correct word.
 - i. When you unscramble the word correctly, the flower petals change colors.

Levels of Difficulty and Length of Game-Play

1. Altogether, you can complete ten word scrambles in this activity during any one game-play.
2. If you fail to unscramble the word within the time period, the computer will unscramble it and the word will appear on the screen.
3. If the computer completes three word scrambles for you, game-play ends.

Scoring

1. You have 90 seconds to unscramble each word. You can see the score and a timer at the bottom of your screen. The timer begins at 90 and counts down to 0.
2. You start the game with 0 points. You cannot go below 0 points.
3. You gain points according to the first digit on the timer. For example, if you complete a word scramble when the counter is at 83 seconds, you gain 8 points; if the timer is at 68, 6 points; if it is at 46, 4 points; and if the timer is at 11, you win one point. At 1-9 seconds on the timer you don't win any points, but you should still try to solve the scramble so that the computer won't get to unscramble the word for you.
4. Each time the computer unscrambles a word for you, 2 points are lost.

Final Score for Mickey Goes Hiking

After both activities for this adventure have been completed, the screen will change to show Mickey sitting at his campfire, and your total combined score for both activities will be displayed on the screen.

MICKEY GOES EXPLORING – ACTIVITY ONE

This program is made up of two activities. The first activity challenges you to select the correct numeral or arithmetic symbol to complete an equation. This activity exercises your ability to solve problems involving addition, subtraction, multiplication and division.

Player's Instructions

The object of this activity is for you to correctly complete the equation contained in the toadstools at the bottom of your screen. Four butterflies move across the top of the screen, each carrying a number or operation. Only one butterfly carries the number or operation which successfully completes the equation appearing in the toadstools below. You must try to help Mickey capture the correct butterfly in his net. Thousands of equations are available, so this activity offers new challenges each time you play.

Directions

1. Move the joystick up and down to move Mickey's net up and down.
2. To capture a butterfly:
 - a. Identify which butterfly carries the number or operation which successfully completes the equation.
 - b. Move Mickey's net up so it appears directly in front of the on-coming butterfly. Press the joystick fire-button when the butterfly is in the net to capture this butterfly.
 - c. Once captured, move the net downward and press the fire-button to release the butterfly.
3. If the butterfly you caught correctly finishes the equation, it will land on the empty toadstool. If you are wrong, the butterfly will flash off the screen and you must choose again from the remaining butterflies.

Levels of Difficulty and Length of Game-Play

1. Altogether, you can complete ten equations in this activity during any one game-play.
2. If you choose the wrong butterfly two times, the computer will automatically show you the correct answer.
3. If the computer completes three equations for you, game-play ends.

Scoring

1. Your score for the game and number of equations you complete are displayed at the bottom of your screen.
2. You start with 0 points. You cannot go below 0 points.
3. Each time you capture the correct butterfly and successfully complete an equation, you win 5 points.
4. Each time you choose the wrong answer, you lose 1 point.
5. Each time the computer provides the correct answer, you lose 2 points.



MICKEY GOES EXPLORING – ACTIVITY TWO

The second activity challenges you to complete a pattern of numbers. By recognizing a logical pattern of numbers and then identifying those numbers that complete that pattern (e.g. 2, 4, 6, 8, -, -), you are building a firm foundation for moving on to more sophisticated mathematic principles.

Player's Instructions

The object of this activity is to correctly complete the number pattern in a row of six lily pads at the bottom of the screen; each of the first four lily pads has a number on it and the remaining two lily pads are blank. Above is another row containing seven numbered lily pads. A frog will begin to hop across the top row of lily pads. To complete the number pattern in the bottom row, you must help Mickey tap the frog when it lands on the lily pad in the top row containing the next correct number in the pattern.

Directions

1. Move the joystick left and right to move Mickey's canoe left and right across your screen.
2. Move the joystick down (towards you) to lower Mickey's paddle.
3. To select the next number in the pattern:
 - a. Identify which lily pad in the upper row contains the number that comes next in the number pattern below.
 - b. Move Mickey's canoe over that lily pad.
 - c. Wait for the frog to jump on that lily pad.
 - d. Once the frog lands on the lily pad, push the joystick down (towards you) so Mickey's paddle covers the frog and push the joystick fire-button.
 - e. If the number on the lily pad is the next number in the pattern, it will disappear from the upper lily pad and reappear on the appropriate lily pad in the bottom row.

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4. If you touch the frog when it lands on an incorrect lily pad three times in a row, the computer will automatically fill in the next number in the pattern for you.

Levels of Difficulty and Length of Game-Play

1. After you have successfully completed two patterns, the upper row of lily pads floats left and right across the screen. You will see the frog jump faster.
2. If you reach a score of 100 points while completing the first ten number patterns, game-play continues indefinitely.
3. If you touch the frog while it sits on a lily pad that has an incorrect number after the score has reached 100, game-play ends.
4. If the computer automatically selects a number three times during the first ten rounds of game-play (the first ten number patterns), game-play ends.

Scoring

1. You will see the point score for the game and the number of patterns completed at the bottom of your screen.
2. When the game begins, you start with 0 points. You cannot go below 0 points.
3. Each time you successfully add a number to the pattern, you win 5 points.
4. Each time you choose a wrong number, you lose 1 point.
5. If you are wrong three times in a row, the computer automatically completes the next number in the pattern and 2 points are lost.

Final Score for Mickey Goes Exploring

After both activities for this adventure have been completed, the screen will change to show Mickey sitting at his campfire, and your total score for both activities will be displayed on the screen.

USE OF SPECIAL COMMAND KEYS ON THE COMPUTER

The Disk version of this product uses the following command keys:

1. When the menu screen comes up, **Mickey Goes Hiking** is highlighted. To load the program for **Mickey Goes Exploring**, press the SELECT key. Press SELECT again whenever you are ready to return to **Mickey Goes Hiking**.
2. Press the START key to load the adventure that is highlighted. Game-play begins as soon as the program loads.
3. Use the OPTION key to advance the program from activity one to activity two to the campfire scene and back to menu screen in both adventures.
4. Use the SYSTEM RESET key to restart each activity in both adventures. When the activity restarts, game score and elapsed time equal 0.
5. Press the space-bar to pause and restart the program. Press the space-bar once to pause game-play. Press the space-bar again to resume game-play.
6. If you accidentally hit any other key, nothing happens.

The cassette version of this product uses the following command keys:

1. Use the OPTION key to advance the program from activity one to activity two to the campfire scene in both adventures.
2. Use the SYSTEM RESET key to restart each activity in both adventures. When the activity restarts, game score and elapsed time equal 0.
3. Press the space-bar to pause and restart the program. Press the space-bar once to pause game-play. Press the space-bar again to resume game-play.
4. If you accidentally hit any other key, nothing happens.
5. Note: SELECT and START keys serve no function.

WHAT NEXT?

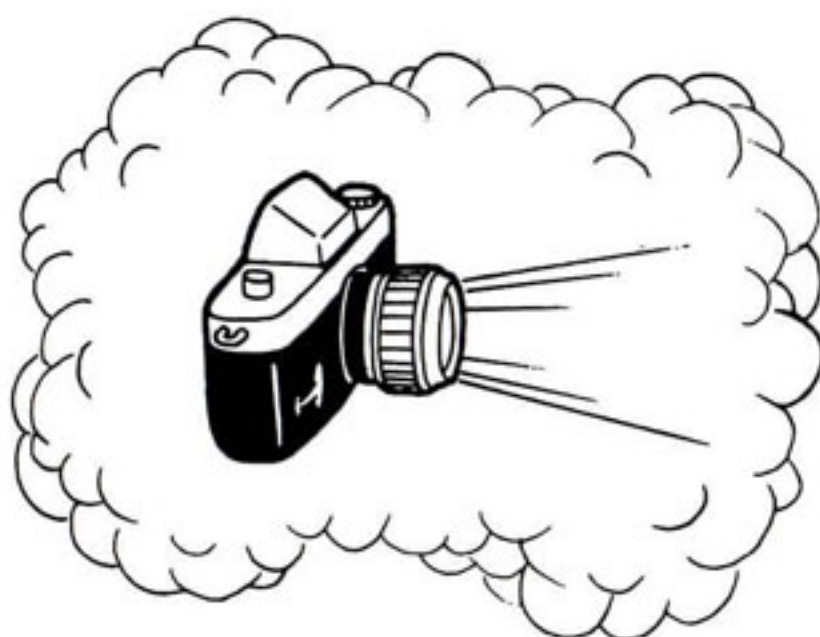
To the Parent:

Here are some activities to further enhance the language and math skills that your child practiced with Mickey.

1. "Announcements!"

Just as Mickey had to shoot a certain word-cloud to score points, so can your child "shoot" nouns in your house! Get a pencil, a pad, and something with a second timer (watch, stopwatch, small clock). Tell your child that he or she can have the fastest trigger finger in town! Show him or her how to hold an imaginary camera, including the button to take the picture. Say to your child, "You will have only 15 seconds to 'shoot' all of the nouns in a room of your house. I will give you a point for each noun that you name."

Tally up the total for each room at the "photo finish"!

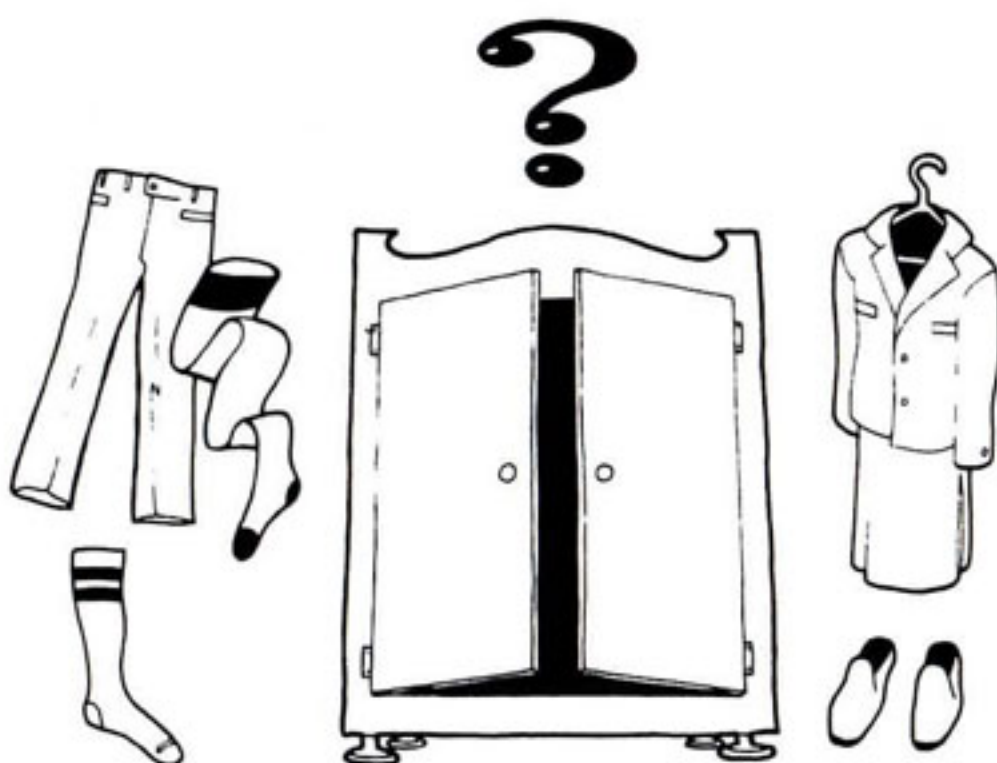


2. "One in a Million"

Adjectives can help your child describe and understand differences in nouns. Take your child to different closets, cupboards, and drawers in your house. Let your child see the contents and ask appropriate

question according to what's inside. "Are all these clothes exactly alike? What kind of clothes do you have? How are your pants different? How are your socks different? How are they the same?" Help your child to describe things (like pots, towels, food, containers, tools, etc.) by size, shape, color, touch, or amount. Give clues when needed.

The eyes definitely have it!

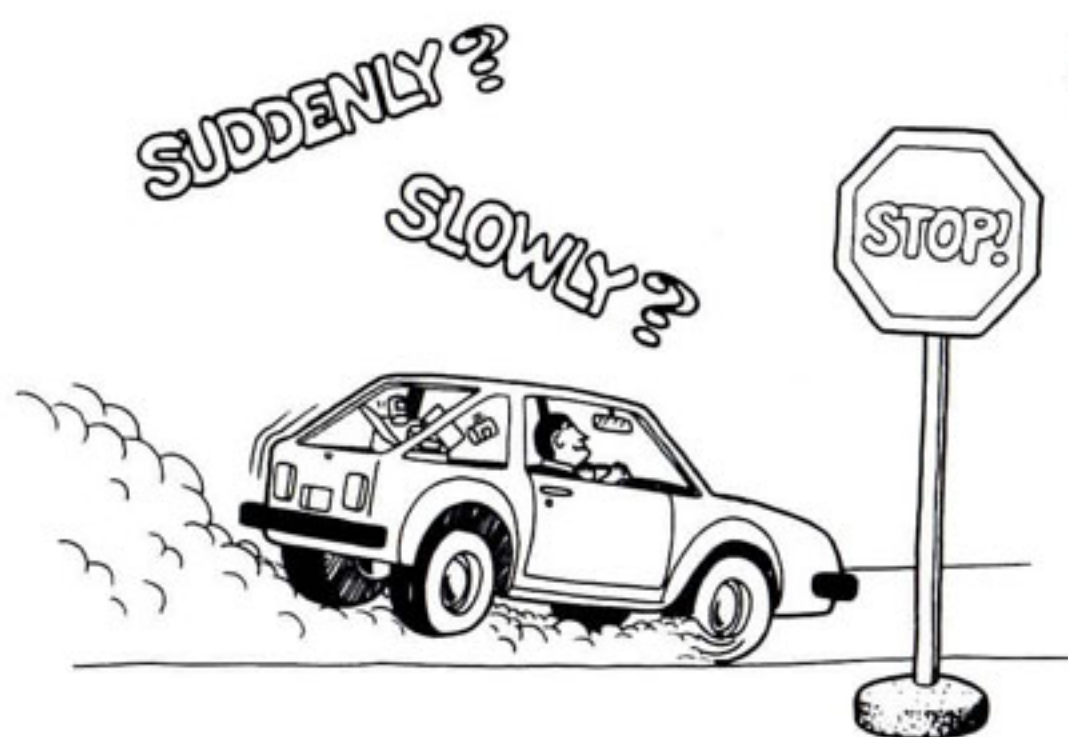


3. "Verbalize"

Let your child experience verbs! Start by playing a special kind of charades game. Ask your child, "What am I doing?" Then imitate an action, like crying or jogging. Give enough examples so that your child can create his or her own verbs and have you guess. This can be applied to any everyday verb. Ask your child to "verbalize" what he or she is doing. Take action!

RUN  RUNNING

CRY  CRYING



4. "How Did You Do That?"

Go on an adverb adventure with your child. Ask your child questions in each situation to make him or her answer with an adverb. Here are some examples: When watching television ask,

"How did that man eat his hamburger? Hungrily? Hurriedly?"

When in the car ask, "How did that red car stop? Suddenly?

Slowly?" When listening to the radio, "How was that music

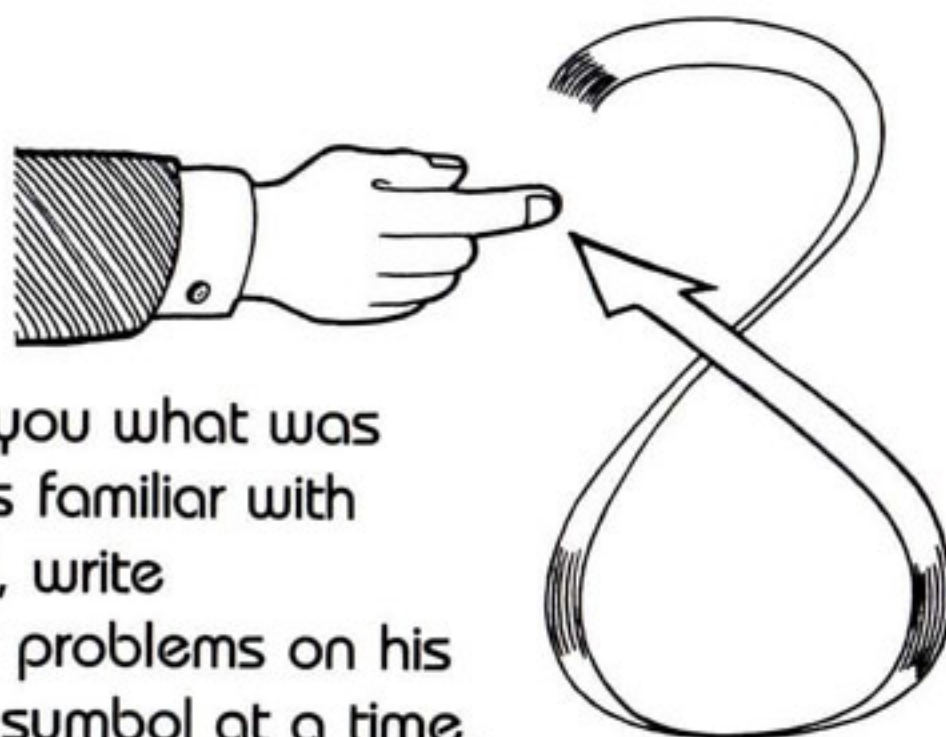
played? Loudly? Softly?" Say things to your child using different expressions – sadly, lazily, breathlessly.

Your child's adverbs can live happily ever after!

5. "I'm Back"

Using large motions or strokes with your index finger, write numbers on your child's back and have him or her tell you what was written. Once your child is familiar with each number from 0 to 9, write multiplication and division problems on his or her back, one number symbol at a time.

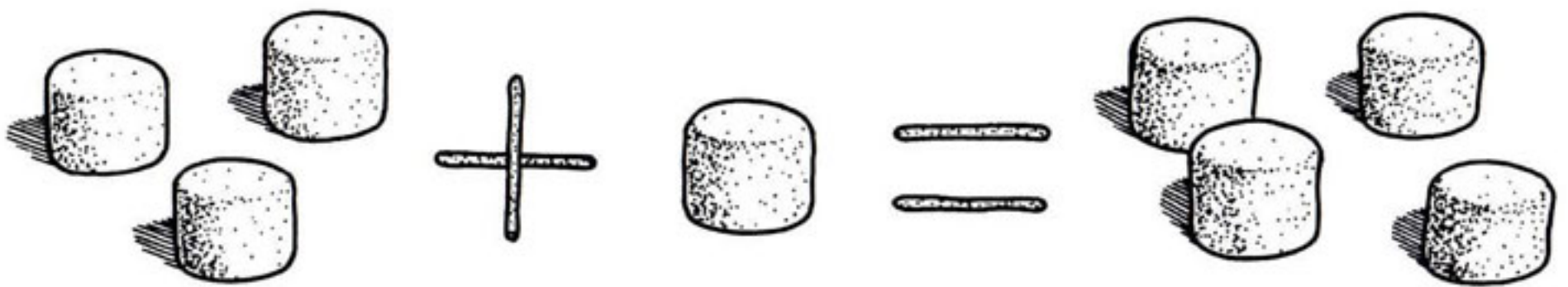
Have your child say each one separately before you go on to the next. Be sure to include the "=" sign. Have him or her write the answer on **your** back!



6. "Tasteful Math"

Using straight, thin pretzels and small snack items (raisins, mini-marshmallows, cereal, etc.) make addition and subtraction problems. The snacks would be used as a number, such as three, and the pretzels would be used as signs, two crossed to make an addition sign (+) and one to make a subtraction sign (−). Start by making a complete problem and have your child read it, like "8 + 2 = 10." Then have him or her turn around while you set up another problem, but this time leave out a number or sign and have your child tell you what's missing. Continue making different problems.

Finish by subtracting snacks . . . eating them!



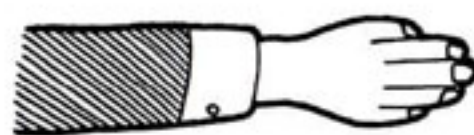
7. "Sign-Up!"



ADDING

Help your child to motion with math operations. Show him or her how to make these math signs, "+, -, x, ÷," using forearms and fists. Then play a special kind of "Who Am I?" Say to your child, "Put your sign up

when you know me. I am needed by 10 and 2 to get 5. Who am I?" Your child must then motion for a "÷" sign with one forearm horizontal and make two punching motions, one above and one below the arm. Do addition, subtraction, and multiplication problems, too!



SUBTRACTING



DIVIDING

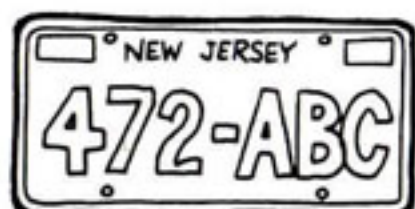


MULTIPLYING



8. "Car Fun"

While driving in your car play a game with license plate numbers. Start with the first number in a license plate: is it odd or even? To begin, ask your child to find the next odd or even number on another license plate. Continue the pattern. You can make this harder by creating your own number patterns.



Notice

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Important Updated Information

Instructions for Loading the Program Into Your Program Recorder

1. Make sure your ATARI® Home Computer is turned off. The cartridge slots should be empty.
2. Insert the cassette into your ATARI 410™ or 1010™ Program Recorder. Close the door on the Program Recorder and rewind the tape to its beginning.
3. Turn your television on. Make sure the volume is turned up.
4. Turn your computer on while holding down the START key on the computer. You will hear a "beep" sound.
5. Press PLAY on your Program Recorder, then press the RETURN key on the computer. The program will now begin to load.

Special Instructions for owners of ATARI® XL Home Computers

If you have an ATARI® XL Home Computer, you cannot restart an activity in **Mickey Goes Exploring** by pressing the SYSTEM RESET key as indicated under USE OF SPECIAL COMMAND KEYS ON THE COMPUTER in the Player's Guide. Instead, follow these instructions for choosing the activity you want in **Mickey Goes Exploring**.

For the Disk version of the product:

After loading **Mickey Goes Exploring** into your computer, you will be ready to start Activity #1 (Mickey catching butterflies). To skip to Activity #2 (Mickey in his canoe), press the OPTION key. To go to the campfire scene, (final score screen), press the OPTION key again. If you want to play Activity #1 again, press the OPTION key until you reach the menu screen. Press the SELECT key to choose **Mickey Goes Exploring** then press the START key.

For the Cassette version of the product:

After loading **Mickey Goes Exploring** into your computer, you will be ready to start Activity #1 (Mickey catching butterflies). To skip to Activity #2 (Mickey in his canoe), press the OPTION key and the cassette player will load this activity. (Remember to keep the program recorder in the play position when using the cassette version of the program.) To get to the campfire scene (final score screen), press the OPTION key again. If you want to play Activity #1 again, rewind the tape and reload the program.

