CHILDREN'S TELEVISION WORKSHOP™

PEANUT BUTTER PANIC™ *

The Well-Balanced Game of *Cooperation and Strategy!*

GAME PLAY & ACTIVITY MANUAL

CBS SOFTWARE

WHY ARE CTW 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 players to experiment and explore, to think and solve problems, and to practice skills while they're 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 players 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 player responds to the computer, the computer responds to the player.*

PEANUT BUTTER PANIC is more than a playful exercise in physics. Players are encouraged to plan, cooperate and explore to reach a common goal. Sharing information as well as sandwiches is the recipe for success in this game. There are no winners or losers in PEANUT BUTTER PANIC—just players having fun while actively exploring an exciting computer environment.

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.
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PEANUT BUTTER PANIC™

Are you ready to spring for stars? THE SKY'S THE LIMIT!

You're going to like playing **PEANUT BUTTER PANIC.** It's a game made for kids just 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 in this manual.

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

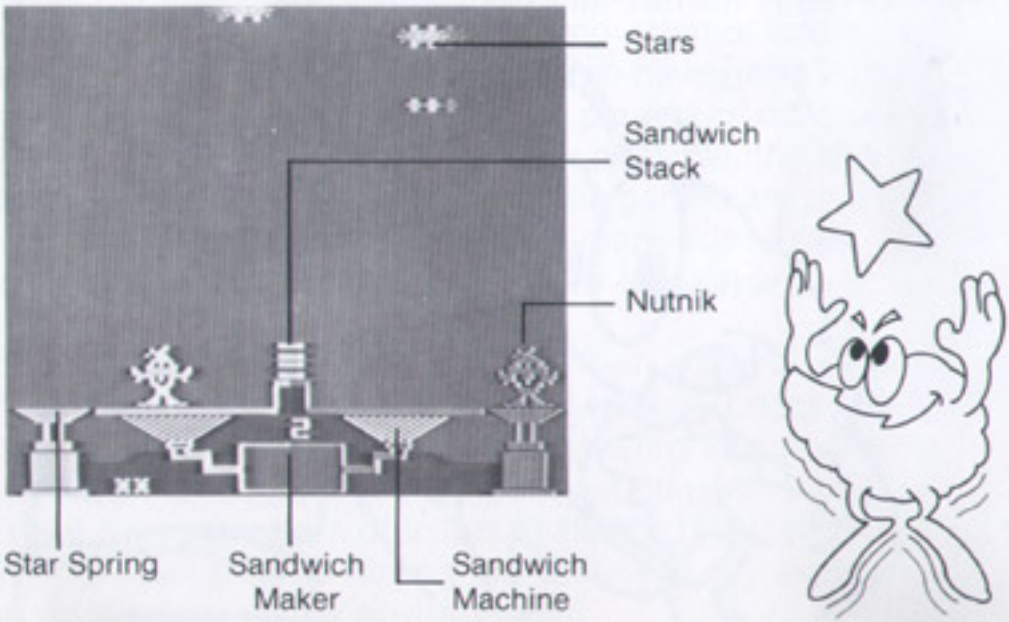
GET READY

The Reference Card included with PEANUT BUTTER PANIC 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 later for the rest of the details.

NIBBLE ON THIS!

Hi there, Nutniks! You look hungry. We know how much you love peanut butter sandwiches—so this game is for you!

Your job is to work together to make as many sandwiches as you can, by catching stars to feed your Sandwich Machine.
How can you catch stars?
By jumping, of course!



REACH FOR THE STARS!

You can jump from any place on your side of the Sandwich Machine. Use your Joystick* to move left and right, and if you think you can catch a star, press the red button on the Joystick to jump. TWINK! You caught it!

*IBM-PCjr. users have the option of using the keyboard instead of a Joystick. Refer to your Reference Card.

When you land, your star will pop into the sandwich maker. The bigger the star, the more energy it feeds into your machine. When you've built up enough energy, a perfect peanut butter sandwich will pop on your stack. And remember, there's only one stack of sandwiches—so share your supply. Now, hop to it!

SPRINGING INTO ACTION

What's this? When you jump by yourself, you can't reach the biggest stars! That's why you need your **Star Spring!**

Using the Star Spring is the only way to snag those high-flying stars—but there's a catch! You can't use it alone. It takes two to spring for stars. Both Nutniks must move to their launching pads at the edges of the Sandwich Machine and decide who will launch and who will fly.

Okay, launcher, time your jump and when you think your partner can catch a star, press your red button.

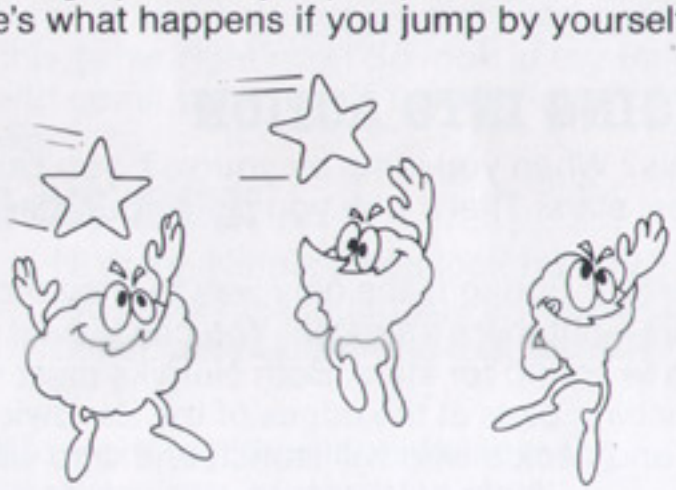
TWINK! You caught it—together!
(No Twink? That's okay, keep on trying; you'll get the hang of it soon.)

TAKE A SANDWICH BREAK

You can bet that all that jumping will make you hungry! Each time you jump, you use some energy—*and* lose some weight. You'll soon find that if you get too thin, you can't catch any stars when you jump. What to do? Zip over to your sandwich stack and gobble a snack. See what happens? Your sandwich pile shrinks, but you grow—and you're ready to jump again!

SIZING THINGS UP

Speaking of growing, Nutniks grow and shrink to three sizes. Your size depends on how much you jump and eat. *And*, how high you can jump depends on how big you are. Here's what happens if you jump by yourself:



Of course, when you use the star spring you'll have to watch your own weight and your partner's, because *both* your weights will affect your springing powers. When you weigh more than your partner, you can launch him to the highest stars. When your partner weighs more than you, let him launch you.

SNARF ATTACK!

By the way, you're not the only ones around who like peanut butter sandwiches. **Snarfs** do, too! Every now and then one of those Snarfs will sneak onto your screen and try to snatch a snack from your sandwich stack. How do you stop it? Jump up and catch the Snarf before it reaches the stack. Then your sandwich supply will be safe for a while . . . But keep your eyes and ears open, because those sneaky Snarfs can appear at any time!

WHAT'S THE SCORE?

Looks like it's you against the Snarfs! Your score is based on the number of sandwiches you make. The Snarfs get points for each sandwich they snatch. So keep jumping for stars, but look out for those tricky critters!

Each time you clear all the stars from the sky, a marker will pop up on the left side of your Sandwich Machine. You'll get a new level and a new screen. There will be more stars in each new level . . . and more Snarfs, too!

CTW Software Group Development Team for Peanut Butter Panic

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