

APPLESOFT
DOS 3.3 • 48K RAM

THE LEARNING CO.

COMPUTER LEARNING GAMES

FOR KIDS AGED
FOUR TO NINE

GERTRUDE'S SECRETS MANUAL



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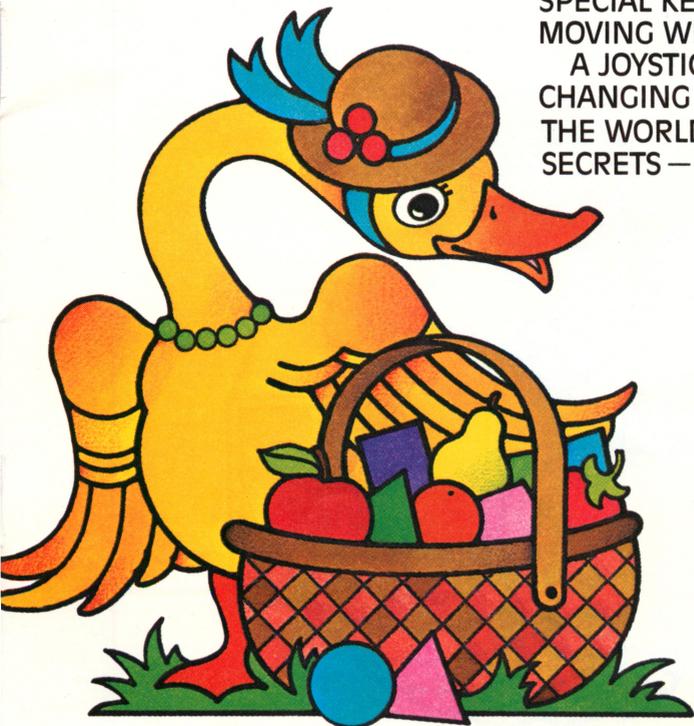
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GETTING STARTED

Welcome to Gertrude's Secrets.

Learn to become a sharp thinker as you solve Gertrude's secrets with many different sets of shapes or a set you make yourself.

To Start

Put your disk in the disk drive. Then turn on your computer. If you want to skip the title picture, press the space bar.



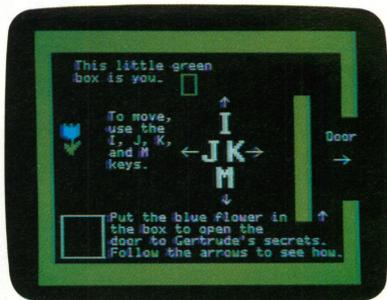
MOVING AROUND

When the program begins this is what you will see.

To learn how to move around, go through the open door on the right. Follow the arrows and you will learn how to move, pick up, drop and carry objects.

If you know how to move around, put the flower in the box to open the door.

Gertrude says: It may take some work to learn to move around in my puzzle world, but all my friends say, "It's worth it!"



THE WORLD OF GERTRUDE

Two-difference Train Puzzle

This puzzle is a train of boxes connected by double lines.

Put one piece in each box. Each piece must be a different shape and a different color from the one in the box before it.

Gertrude says: TWO LINES!
TWO DIFFERENCES!

One-difference

This puzzle is a train of boxes connected by single lines.

Put one piece in each box. Each piece must be a different shape or a different color from the one in the box before it.

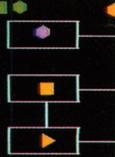
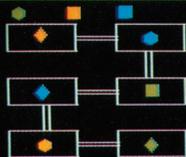
Gertrude says: ONE LINE!
ONE DIFFERENCE!

Mixed-difference Train Puzzle

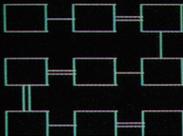
In this puzzle, some boxes are connected by single lines and some are connected by double lines.

Put one piece in each box.

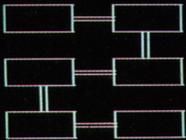
Gertrude says:
ONE LINE, ONE DIFFERENCE!
TWO LINES, TWO DIFFERENCES!



How to
Play ↗



How to
Play ↗



GERTRUDE'S MAP

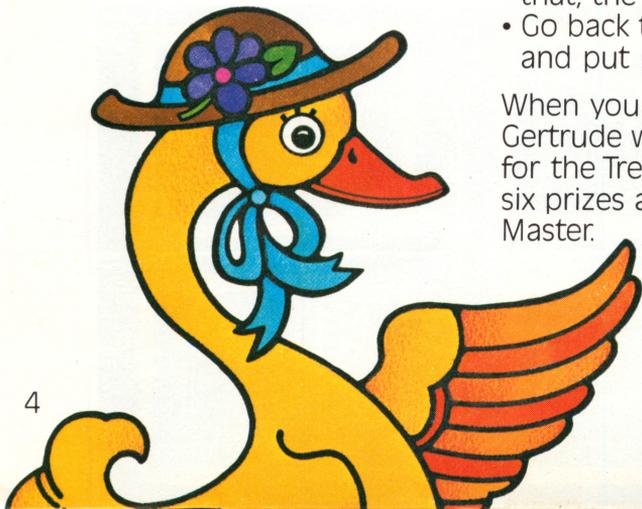
Unfold the map in the center of this manual and see Gertrude's world.

The rooms with empty boxes are the puzzle rooms. There are two array puzzle rooms, three train puzzle rooms, and two loop puzzle rooms.

To Try a Puzzle

- Find Gertrude.
- Pick her up.
- Take her to a puzzle room.
- Let her go.
- Watch her fly off and return with a set of shapes.
- Go through the door marked "How to Play" to see the sample puzzle room, and after that, the rule room.
- Go back to the puzzle room and put pieces in the boxes.

When you solve a puzzle Gertrude will bring you a prize for the Treasure Room. Win six prizes and become a Secret Master.



You are here where

to
GERTRUDE
Pick up Gertrude's puzzle room. She set of shapes to when she puzzle. Fly in with a trapezoid. Pick her up and vanish to the room to play again. d any puzzle room.

3x3 Array Puzzle

Put one piece in each box to complete Gertrude's pattern.
The pattern can be "all one shape" or "all one color" in any row (→) or column (↓).
You will know you are right when a piece will stay.

to
GERTRUDE
Pick up Gertrude's puzzle room. She set of shapes to when she puzzle. Fly in with a trapezoid. Pick her up and vanish to the room to play again. d any puzzle room.

4x4 Array Puzzle

■	▶	●	
■	▶	●	
■	▶	●	
■	▶	●	

4x4 Array Puzzle

Put one piece in each box to complete Gertrude's pattern.
The pattern can be "all one shape" or "all one color" in any row or column.
You will know you are right when a piece will stay.

←ARRAYS
GERTRUDE
How to play ↑

How to play ↑

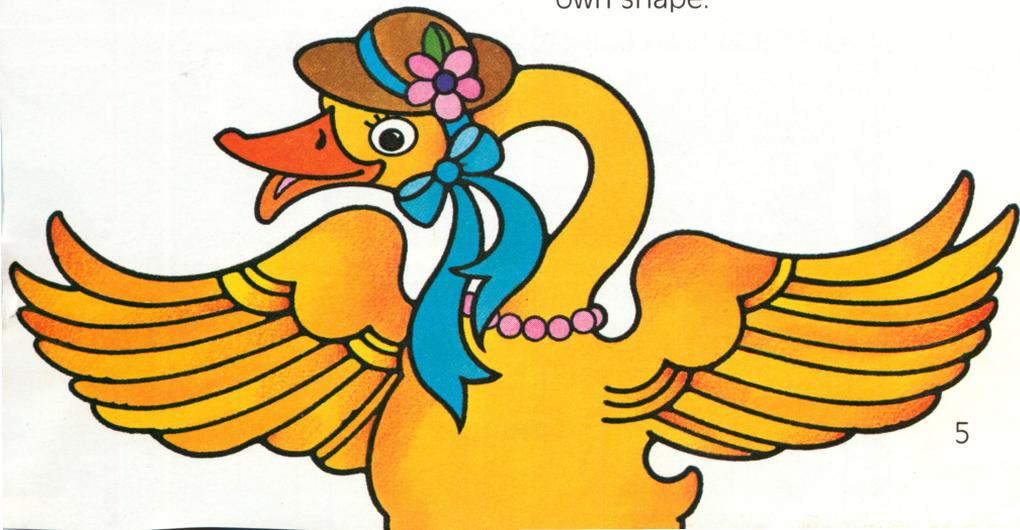
How to play ↑

SPECIAL FEATURES

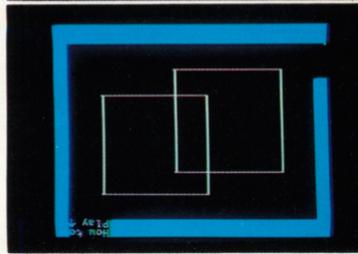
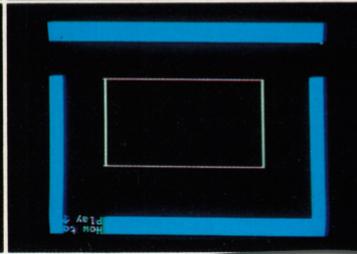
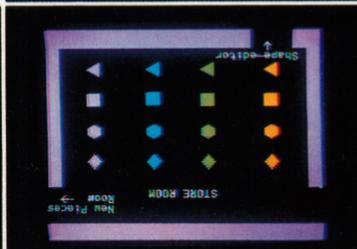
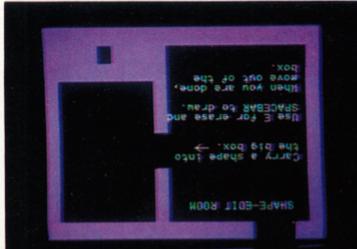
Look for these rooms on Gertrude's map:

- **Rule Rooms** tell how to work each puzzle. You will recognize these rooms; they are mainly text. There are seven rule rooms.
- **Sample Puzzle Rooms** show completed puzzles. There are three sample puzzle rooms.

- The **New Puzzle Piece Room** shows different shapes to play with. Go there to find out how to use them.
- The **Shape-Edit Room** has an editing chamber where you can make your own shapes. Pick up a shape, carry it there, and read how to make your own shape.



the door opens.



SPECIAL KEYS



- | | | | |
|-------------------|--|--------------------|--------------------------------------|
| I, J, K, M | Move Up , move Left , move Right , move Down . | REPT | With I, J, K, M: Move Fast . |
| SPACEBAR | Pick Up or Drop objects. | CTRL G | Turn Sound On or Off . |
| CTRL | With I, J, K, M: Move Slowly . | ? (SHIFT /) | Get Help . |
| | | ESC | Leave the program. |

MOVING WITH A JOYSTICK

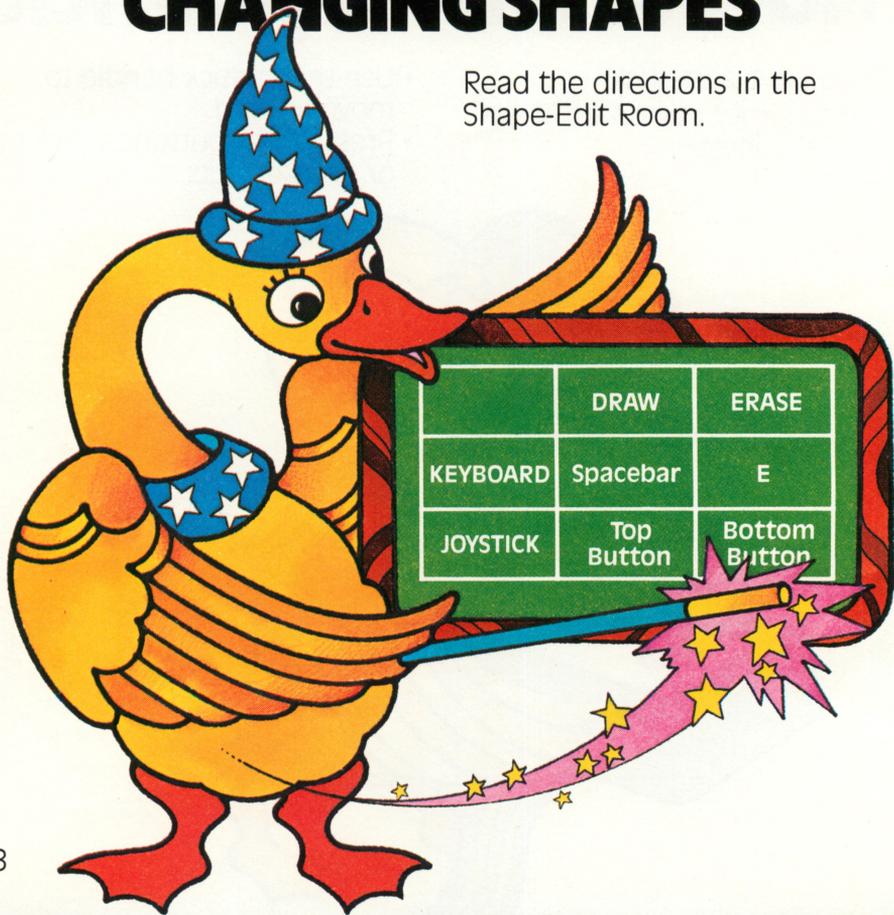
If you have a joystick:

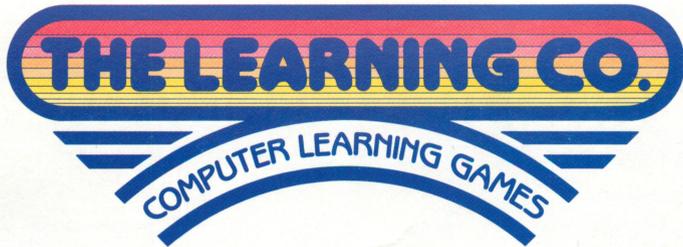
- Press either button to “wake up” the joystick.
- Use the joystick handle to move around.
- Press either button to pick up or drop objects.



CHANGING SHAPES

Read the directions in the Shape-Edit Room.





The Learning Company, 4370 Alpine Road
Portola Valley, CA 94025 (415) 851-3160

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Ages: Four to Ten

Six enchanting and colorful games that teach the essentials of graphing positive numbers.

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Ages: Eight to Thirteen

All the fun and learning of Bumble Games as graphing skills grow to include negative numbers.

JUGGLES' RAINBOW

Ages: Three to Six

A series of games that let children playfully explore the concepts of left and right, above and below.

The Apple Education Foundation awarded Juggles' Rainbow a prize for Program and Design Excellence.

***MOPTOWN**

Ages: Four and Up

Kids have fun as they sharpen their thinking skills with the colorful inhabitants of Moptown.

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An exciting spelling and word unscrambling game that can be tailored for all ages.

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Ages: Six and Up

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Here's a fascinating simulation where kids build machines using logic elements — the basic building blocks of computers — in an arcade-like setting.

LOGIC GATORS

Ages: Seven and Up

A fast-moving game that lets children use modern computer circuit logic to construct increasingly complex machines.

*Moptown and Magic Spells are available through Apple's Special Delivery Software. All others are available from Local Dealers or through The Learning Company Write us for an order form and catalog.