Moptown Hotel™

Author/Designer: Leslie M. Grimm
Graphics Artist: Corinne Grimm, age 10
Manual by: Teri Perl

The Learning Company
545 Middlefield Road
Menlo Park, CA 94025

Moptown Hotel

Moptown Hotel runs on:
- ☐ ATARI©, 48K

With:
- ☐ Basic
- ☐ Disk Drive
- ☐ Color Monitor or TV

For:
- ☐ Ages 9 and up

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OVERVIEW

MOPTOWN HOTEL FEATURES:

- ☐ Seven attribute games . . . easy to hard
- ☐ Cast of 16 characters
- ☐ 'How to play' enactments
- ☐ Player choice of challenge level
- ☐ Graphic and musical feedback

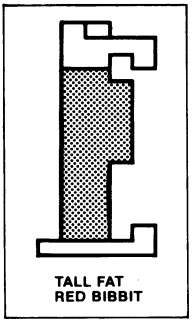
DESCRIPTION:

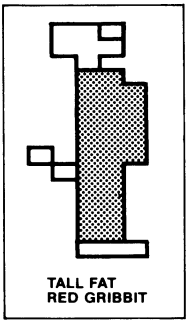
Sixteen moppets, all different, are featured in the Moptown games.

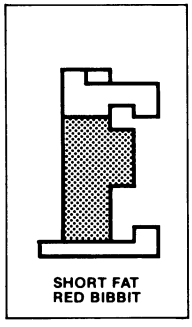
Moppets are:	TALL	or	SHORT
	FAT	or	THIN
wear	RED	or	BLUE
are types	BIBBIT	or	GRIBBIT

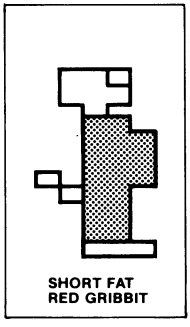
Who's next door? Who's my secret pal? Whose birthday is it? Choose the moppet that fits the rule.

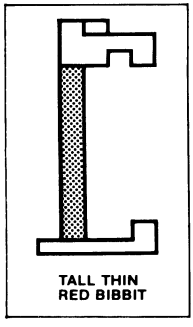
MOPPET PORTRAITS

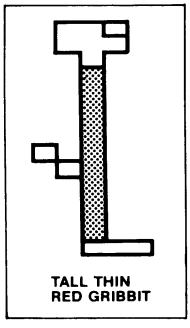

TALL FAT
RED BIBBIT

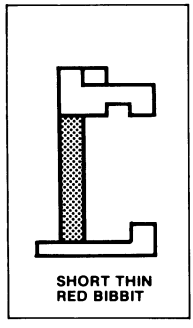

TALL FAT
RED GRIBBIT

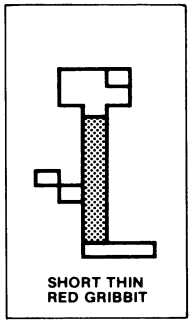

SHORT FAT
RED BIBBIT

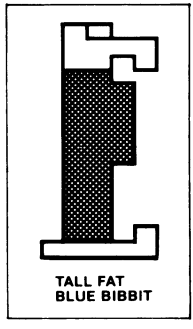

SHORT FAT
RED GRIBBIT

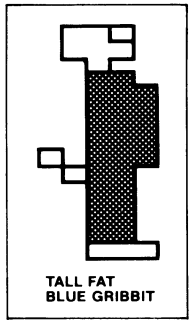

TALL THIN
RED BIBBIT

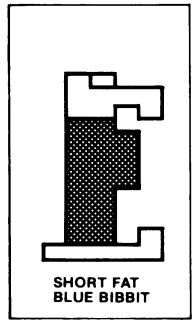

TALL THIN
RED GRIBBIT

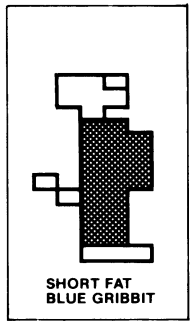

SHORT THIN
RED BIBBIT

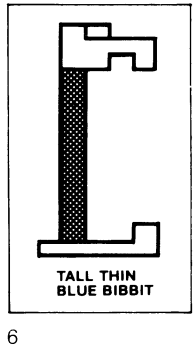

SHORT THIN
RED GRIBBIT

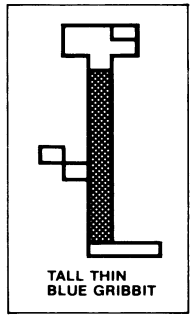

TALL FAT
BLUE BIBBIT

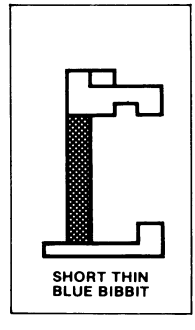

TALL FAT
BLUE GRIBBIT

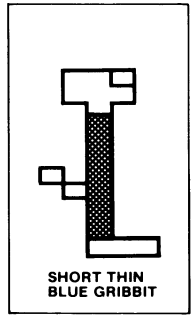

SHORT FAT
BLUE BIBBIT


SHORT FAT
BLUE GRIBBIT


TALL THIN
BLUE BIBBIT


TALL THIN
BLUE GRIBBIT


SHORT THIN
BLUE BIBBIT


SHORT THIN
BLUE GRIBBIT

WELCOME TO MOPTOWN

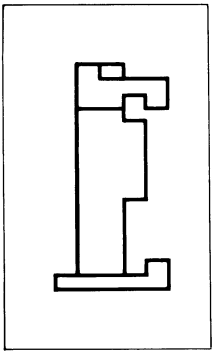
Welcome to Moptown, home of the shy friendly creatures called moppets.

There are only sixteen moppets in Moptown, and each one is different. Half are tall, the other half short. Half are fat, and the other half are thin. There are two kinds of moppets. There are Bibbits who have big noses and big feet, and there are Gribbits who have curvy tails.

Moptown sheep are red or blue so half the moppets wear red clothes; the other half wear blue. Except for their look-alike cousins, who sometimes come from out-of-town to join in their games, there are no two moppets that are exactly alike.

Life in Moptown runs smoothly, perhaps because Moppets seem to have rules for everything. Moppets don't seem to mind. They like to turn all these rules into interesting games. They are aware and proud of their similarities and differences. They are particularly proud that each of them is unique.

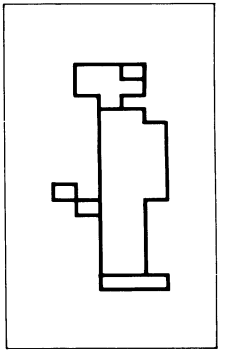
Welcome to Moptown. Come join the games.



I AM A BIBBIT.

BIBBITS HAVE BIG FEET.

[Think of B for Bibbit,
B for Big feet.]



I AM A GRIBBIT.

GRIBBITS HAVE TAILS.

GETTING STARTED

Turn on the disk drive. When the second light goes out, insert the Moptown diskette into the disk drive and turn on the computer. (See DOS Manual for help.)

When the program is loaded into the computer the title screen will appear.

A few seconds later the MENU SCREEN will appear. Listed are the seven games on the diskette.

The games are arranged in order of difficulty:

1 WHO'S NEXT DOOR is one of the easiest.
7 MOPTOWN HOTEL is one of the hardest.

TO USE THE MENU

- ☐ Type a number to choose a game.
- ☐ Type [8] to stop.

SPECIAL KEYS FOR GAMES

ESC	Press ESC to stop a game before it ends. When you see "Do you want to stop? (Y or N)." Type Y for YES or N for NO. If you type Y, you will be returned to the menu where you can stop or choose another game. If you type N you will return to the game.
SHIFT - ?	Press SHIFT with ? to return to the instructions.
RETURN	Press RETURN only when asked.
DELETE BACK S	Press DELETE BACK S to erase when entering the four traits that describe a moppet.
↑ ← → ↓	In some games, the arrow keys are used to move a cursor (small white square). The cursor moves in the direction of the arrows. When it reaches an edge it will "wrap around".
SPACEBAR	Press SPACEBAR to enter a moppet after moving with arrow keys.

Use the following keys in Moptown Hotel:

P	Press P to PASS (skip your turn). Play passes to the other player.
Q	Press Q to STOP. It is not always possible to fill all the rooms. When you have filled all that you can, pressing Q will allow you to stop and see your final score. Both players must be willing to stop, however.

REMEMBER to press SPACEBAR after you have selected a room, and before you have selected a moppet.

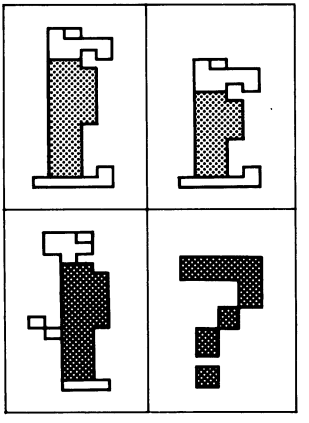
THE GAMES

1. WHO'S NEXT DOOR?

This is an analogy game; HAT is to HEAD as SHOE is to FOOT.

In the upper left room is a TALL, Fat, Red Bibbit. Alongside is a SHORT, Fat, Red Bibbit. Only the HEIGHT (Tall/Short) is different between these floormates.

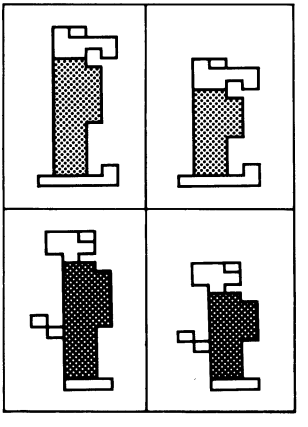
To find out who lives in the empty room below, change the same trait that was changed in the rooms upstairs.



Change the Gribbit from TALL to SHORT. Don't change anything else.

In this case you change the TALL Fat Blue Gribbit to a SHORT Fat Blue Gribbit.

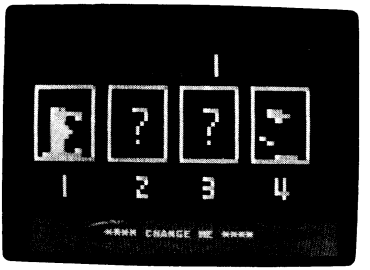
You've found out who's next door!



2. CHANGE ME

Make moppet #1 into moppet #4 by changing one trait at a time.

If the rule at the top of the screen is "1", change one trait each step. If the rule is "2", change two traits each step.



The moppet in position one is a SHORT, FAT, RED BIBBIT. The moppet in position 2 could be a SHORT, THIN, RED BIBBIT. (FAT changes to THIN.)

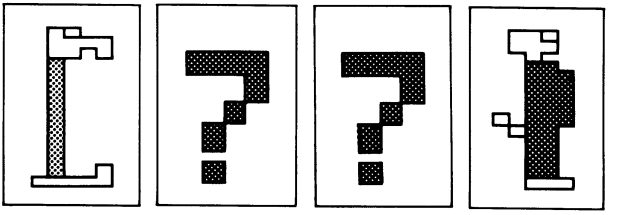
The next moppet must have one trait different from the moppets on either side.

A SHORT, THIN, BLUE BIBBIT will do it! (RED changes to BLUE.)

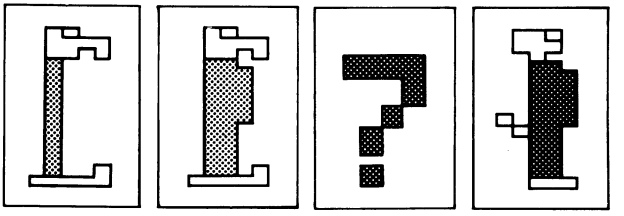
Sometimes you will see RULE: 2 at the top of the screen. That means you must change two traits each time.

In all games the THIRD MOPPET MUST BE DIFFERENT FROM THE FOURTH MOPPET.

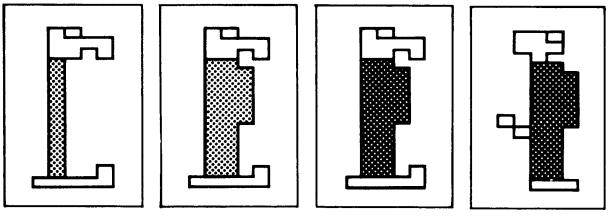
EXAMPLE: 1 RULE GAME



1. Change T (THIN) to F (FAT)

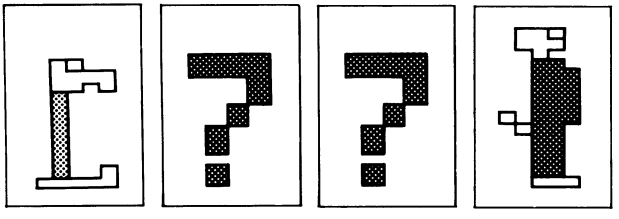


2. Change R (RED) to B (BLUE)

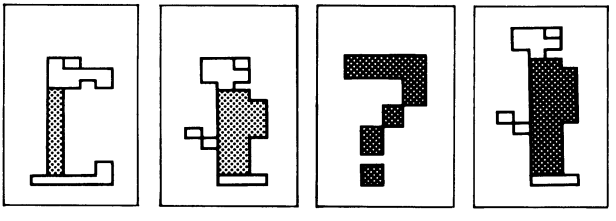


and YOU WIN!!
Each moppet now differs from the moppet on either side, in one way.

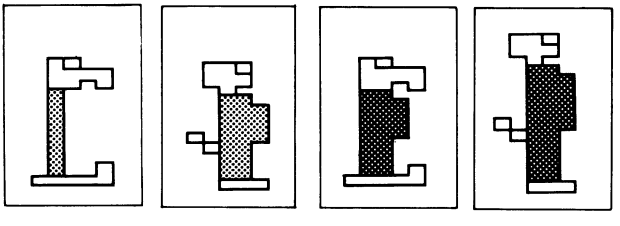
EXAMPLE: 2 RULE GAME



1. Change T (THIN) to F (FAT), and B (BIBBIT) to G (GRIBBIT)

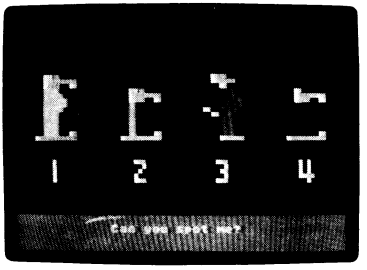


2. Change R (RED) to B (BLUE), and G (GRIBBIT) to B (BIBBIT)



and YOU WIN!!
EACH moppet now differs from the moppet on EITHER side in two ways.

3. SPOT ME



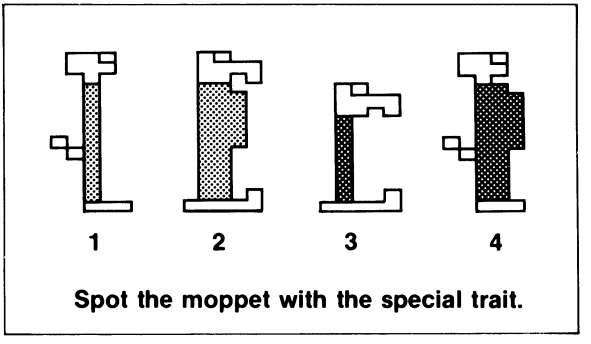
You will see four moppets. Choose the one that is most different from all the rest and type the number below it.

After you choose who is most different you will need to say what trait is different about the moppet you chose.

The traits to choose from are:

1. TALL	2. SHORT	3. FAT	4. THIN
5. RED	6. BLUE	7. BIBBIT	8. GRIBBIT

EXAMPLE:



DESCRIPTION:

Two are THIN (1 and 3) and two are FAT (2 and 4).

Two are BLUE (3 and 4) and two are RED (1 and 2).

Two are GRIBBITS (1 and 4) and two are BIBBITS (2 and 3).

Three are TALL (1, 2, and 4) and ONLY ONE (3) is SHORT.

Computer asks: SPOT THE MOPPET WITH THE SPECIAL TRAIT. Type 1, 2, 3, or 4.

You choose 3 as special. It is shorter than all the others.

Computer asks: WHAT SPECIAL TRAIT DOES IT HAVE? (1-8).

You choose '2' for SHORT.

YOU'VE GOT IT!

4. *WHOSE BIRTHDAY?*

Guess which moppet is having the birthday party.

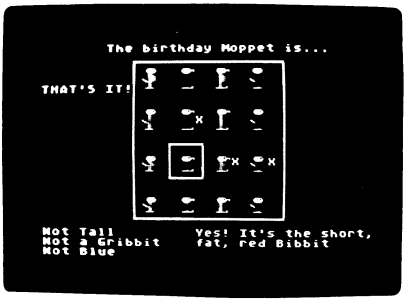
Use the arrow keys ([↑], [←], [→], [↓]) to move the small square. (See page 9 for details.) When the square is alongside the moppet you guess, press [SPACEBAR].

If the moppet you guess is not the birthday moppet, a clue will appear. Now move the square until it is alongside the next moppet you guess.

Press [SPACEBAR] again to guess.

Did you guess the birthday moppet?

HAPPY BIRTHDAY TO YOU!!!



This screen shows a party where the SHORT FAT RED BIBBIT is the birthday moppet. The player guessed right on the fourth guess.

The first guess was the TALL, THIN RED BIBBIT. The clue was 'not tall.'

The second guess was the SHORT FAT RED GRIBBIT. The clue was 'not a gribbit.'

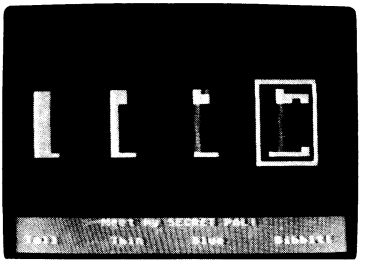
The third guess was the SHORT FAT BLUE BIBBIT . . . The clue was 'not blue.'

The fourth guess was the SHORT FAT RED BIBBIT and the party was on!!

5. SECRET PAL . . . a 'GUESS MY ATTRIBUTES' game.

My secret pal has four attributes:

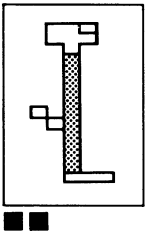
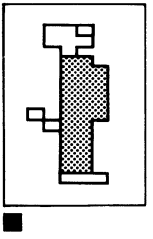
TALL or SHORT
FAT or THIN
RED or BLUE
BIBBIT or GRIBBIT

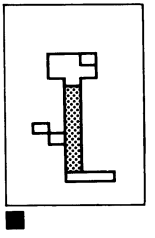
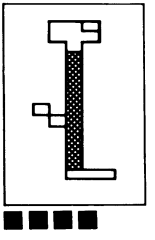


To find out who my secret pal is, guess whether it is tall or short, fat or thin, red or blue, bibbit or gribbit.

When your figure is complete, marks will appear underneath. These marks tell you how many traits you have guessed correctly. However, you do not know which specific traits are correct. For example, if you see two marks you know you have guessed two traits correctly, but you do not know which two of the four are the correct ones.

Can you invent a strategy to guess the Secret Pal in four tries or less?

YOU TYPE	*COMPUTER SHOWS*	*THAT MEANS*
1. TTRG		Two attributes are correct. You don't know which two.
2. TFRG		Changing THIN to FAT reduces the number correct. Therefore you know that FAT is wrong and THIN is correct.

YOU TYPE	*COMPUTER SHOWS*	*THAT MEANS*
3. STRG	 ■	Changing TALL to SHORT reduces the number correct. Therefore you know that TALL and THIN are correct and that the remaining two are incorrect.
4. TTBG	 ■■■■	FLASH!! That had to be right!

You will have nine chances to guess the secret pal. If you don't guess it, the computer will show you who it is and ask if you want to play again.

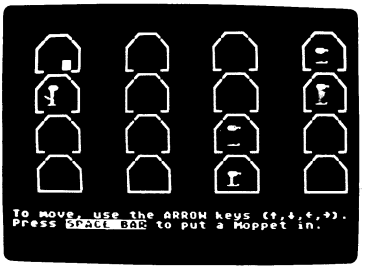
6. MOPTOWN MAP

There is one house for each moppet in Moptown.

To win the game, put each moppet in its own house according to the secret rules.

Each row and column has two secret rules for who can live there.

For example, a rule could be 'only TALL and RED moppets in this row.'



Five moppets will be at home, at the start, to give you a clue. Notice the traits that moppets in the same row (or column) share.

TO PLAY, put a moppet in an empty house. Note that each moppet appears only once on the map.

If the moppet you choose doesn't belong, an 'X' will tell you to try another moppet there. You can put a new moppet on top of a wrong moppet.

Use the arrow keys ([↑], [←], [→], [↓]) to move the square marker to different houses. See page 9 for details.

Press [SPACEBAR] to put a moppet into a house. After you press [SPACEBAR] type the four letters that describe the moppet you think could live there.

TO START A NEW GAME:

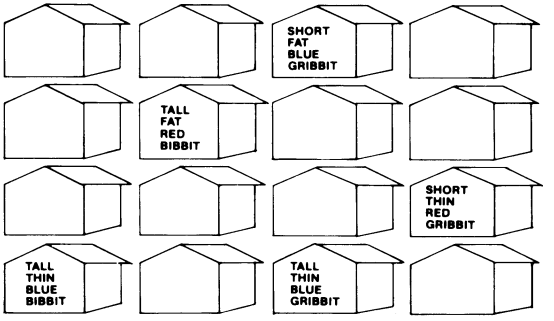
press [ESC].

Computer asks "DO YOU WANT TO STOP?" (Y or N)
Type N.

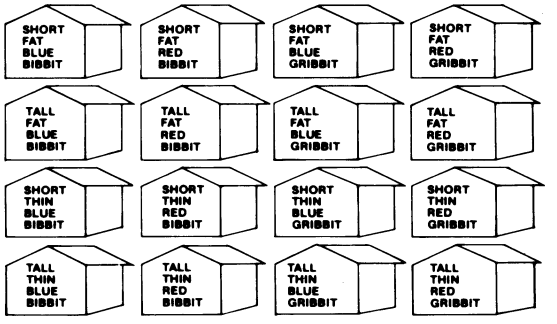
Computer prompts "TYPE N TO START A NEW GAME" or C TO CONTINUE THIS GAME (N OR C)" Type N for new.

This can be done anytime in the game.

EXAMPLE 1



Five moppets are placed as shown above.



This is a solution to the game above.

Notice:

ROW 1 moppets are SHORT and FAT.
ROW 2 moppets are TALL and FAT.
ROW 3 moppets are SHORT and THIN.
ROW 4 moppets are TALL and THIN.

COLUMN 1 moppets are BLUE BIBBITS.
COLUMN 2 moppets are RED BIBBITS.
COLUMN 3 moppets are BLUE GRIBBITS.
COLUMN 4 moppets are RED GRIBBITS.

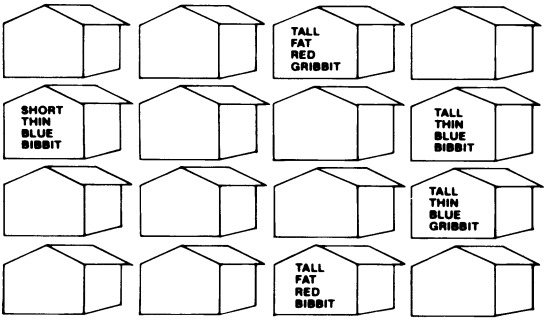
Another way to think about this:

All moppets in the top two rows are FAT.
All moppets in the bottom two rows are THIN.
All moppets in the left two columns are BIBBITS.
All moppets in the right two columns are GRIBBITS.

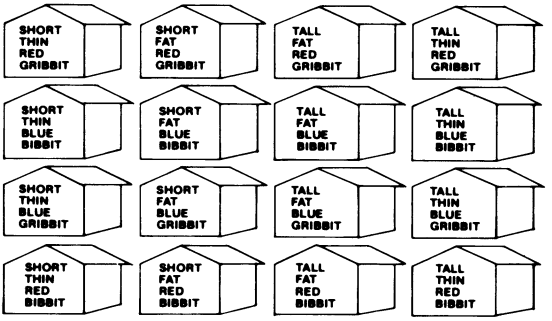
Learn to recognize these kinds of patterns and your score will improve.

EXAMPLE 2

START UP:



SOLUTION:



Notice here, the 1st two columns are SHORT,
the 2nd two columns are TALL,

the 1st and 4th columns are THIN,
the 2nd and 3rd columns are FAT,

the 1st and 4th rows are RED,
the 2nd and 3rd rows are BLUE,

the 1st and 3rd rows are GRIBBITS,
the 2nd and 4th rows are BIBBITS.

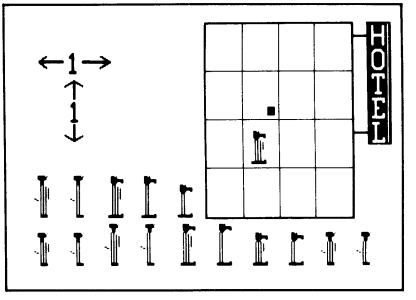
7. MOPTOWN HOTEL

- ☐ This is a TWO PLAYER game.
- ☐ Players score points.
- ☐ Choose a row, column difference rule.

In this game players are hotel clerks. Each player tries to put the most moppets into the hotel, following the rules on the upper left part of the screen.

One rule says how many traits must differ between rooms on the same floor (i.e. rooms beside each other).

The other rule says how many traits must differ between floors (i.e. rooms above or below each other).



One or both rules may be changed at the start of each game. For some combinations of rules, it won't be possible to fill all the rooms.

Each moppet placed must be NEXT TO or ABOVE or BELOW another moppet in the hotel. When the game starts, the computer puts a moppet in one of the rooms.

Move to different rooms by using the arrow keys (see page 9).

When you are in position and ready to choose the moppet, press SPACEBAR first; then choose.

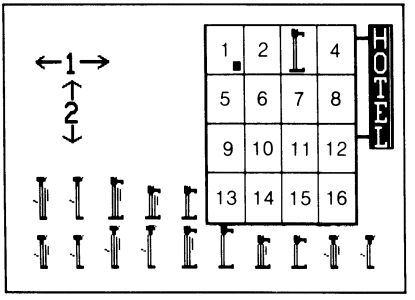
Players earn money:

$10 to place a moppet in a room next to only one moppet.
$20 to place a moppet in a room next to two moppets.
$30 to place a moppet in a room next to three moppets.

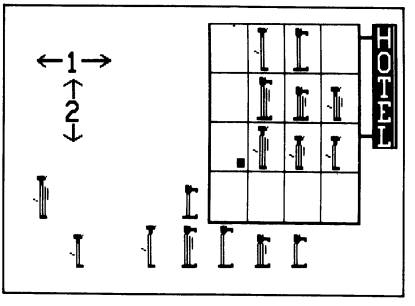
Score extra points for cooperation!

If you cooperate and fill all the rooms there is a BIG BONUS for both players.

This game between Leslie and Corinne started like this:



This is how the game looks after 7 moves:



L: TALL THIN BLUE GRIBBIT in 2. (10 points)
(one difference from #3)

C: SHORT FAT BLUE BIBBIT in 7. (10 points)
(2 differences from #3)

L: TALL FAT BLUE BIBBIT in 6. (20 points)
(1 difference from #7, 2 differences from #2)

C: TALL FAT RED GRIBBIT in 10. (10 points)
(2 differences from #6)

L: SHORT FAT BLUE GRIBBIT in 8. (10 points)
(1 difference from #7)

C: SHORT THIN RED GRIBBIT in 12. (10 points)

L: SHORT FAT RED GRIBBIT in 11. (30 points)

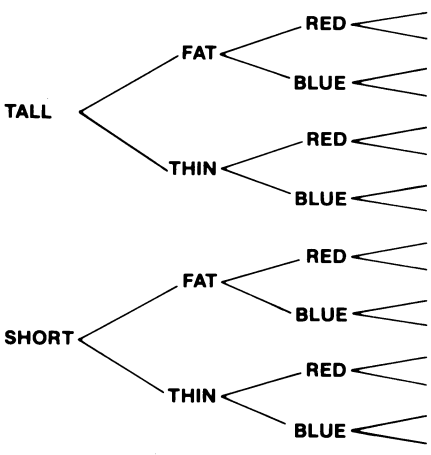
etc.

GAME SUPPLEMENT and CLASSROOM APPLICATIONS

MORE ABOUT MOPPETS:

Moppets have four attributes. Each attribute has two values. Altogether, two times two times two times two equals sixteen moppets.

Think about it this way.



1.	TALL	FAT	RED	BIBBIT
2.	TALL	FAT	RED	GRIBBIT
3.	TALL	FAT	BLUE	BIBBIT
4.	TALL	FAT	BLUE	GRIBBIT
5.	TALL	THIN	RED	BIBBIT
6.	TALL	THIN	RED	GRIBBIT
7.	TALL	THIN	BLUE	BIBBIT
8.	TALL	THIN	BLUE	GRIBBIT
9.	SHORT	FAT	RED	BIBBIT
10.	SHORT	FAT	RED	GRIBBIT
11.	SHORT	FAT	BLUE	BIBBIT
12.	SHORT	FAT	BLUE	GRIBBIT
13.	SHORT	THIN	RED	BIBBIT
14.	SHORT	THIN	RED	GRIBBIT
15.	SHORT	THIN	BLUE	BIBBIT
16.	SHORT	THIN	BLUE	GRIBBIT

ONE COMPUTER! EVERYONE PLAYS!

- ☐ Make a set of moppet cards.

  ADULT: Xerox the set of moppets and attribute cards in Appendix B; one set for each child.

  CHILDREN: COLOR moppets RED or BLUE. Perhaps paste on cardboard. Perhaps laminate. Cut out individual moppet cards. Cut out attribute cards.
- ☐ Set up the computer and monitor so all children can see the screen.
- ☐ Load the diskette and choose a game.
- ☐ Everyone play!

Children hold up cards to show their response.

One child types the response on the computer.

(Note: In games 2 and 7 there are many possible correct answers.)

Consider the game *WHO'S NEXT DOOR?*

For example, on page 10, each child holds up a picture of the moppet they think is next door.

Leader selects a child holding up a SHORT, FAT, BLUE GRIBBIT. Child types S F B G on the computer.

SMALL GROUPS OR PAIRS OF STUDENTS PLAY

MOPTOWN HOTEL GAME BOARD

HOW?

Make a game board like the diagram in MOPTOWN HOTEL, page 22.

Play the game using the cards provided. Throw a die to choose the rules. (Throw again if 5 or 6 comes up.)

Variation: Allow use of multiple sets of cards, and see if players can fill the whole hotel.

APPENDIX A EDUCATIONAL SKILLS

LOGIC SKILLS

GAMES	ANALOGIES	CLOSED SEQUENCES	DIFFERENCES/ UNIQUENESS	NEGATION	FORMULATE AND TEST HYPOTHESES	STRATEGIC PLANNING
WHO'S NEXT DOOR?	X					
CHANGE ME		X				
SPOT ME			X			
WHOSE BIRTHDAY?				X		
SECRET PAL					X	
MOPTOWN MAP					X	
MOPTOWN HOTEL						X

Chart shows the primary emphasis for each game. All games also overlap into other skill areas.

LANGUAGE SKILLS

The consistent use of the language sequence of three adjectives followed by a noun provides training in language skills. The adjectives are arranged in the correct linguistic pattern of height first, girth second, and color last. The consistent repetition of this sequence throughout the games will make this language use automatic.

APPENDIX B
MOPPET PLAYING CARDS

Xerox this page, mount on sturdy board if desired, then cut apart along lines to form cards.

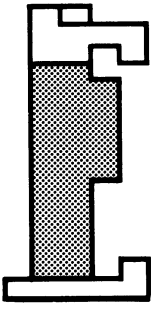
TALL/SHORT (HEIGHT)	**FAT/THIN (GIRTH)**	**RED/BLUE (COLOR)**
BIBBIT/ GRIBBIT (TYPE)	**TALL**	**SHORT**

(more cards on next page)

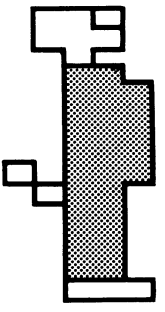
ATTRIBUTE CARDS

FAT	**THIN**	**RED**
BLUE	**BIBBIT**	**GRIBBIT**

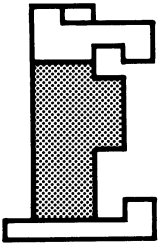
RED MOPPETS



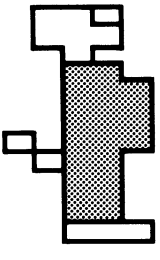
TALL FAT RED BIBBIT



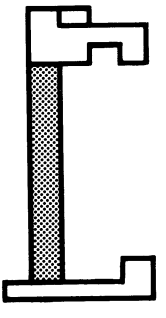
TALL FAT RED GRIBBIT



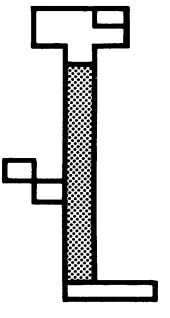
SHORT FAT RED BIBBIT



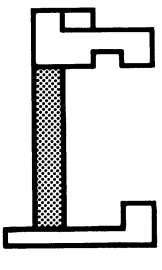
SHORT FAT RED GRIBBIT



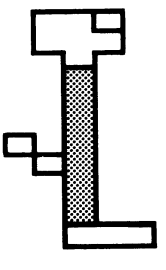
TALL THIN RED BIBBIT



TALL THIN RED GRIBBIT



SHORT THIN RED BIBBIT

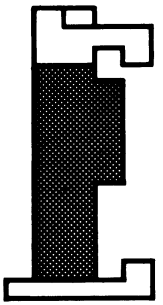


SHORT THIN RED GRIBBIT

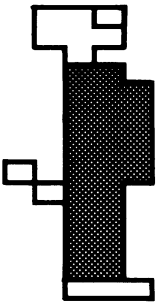
Xerox this page, mount on sturdy board if desired, then cut apart along lines to form cards.

(more cards on next page)

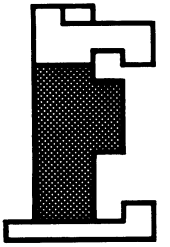
BLUE MOPPETS



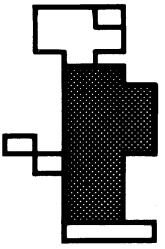
TALL FAT BLUE BIBBIT



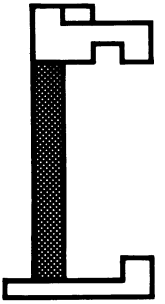
TALL FAT BLUE GRIBBIT



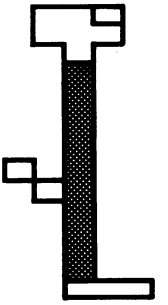
SHORT FAT BLUE BIBBIT



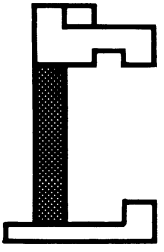
SHORT FAT BLUE GRIBBIT



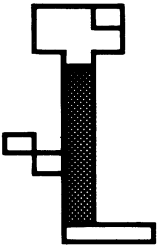
TALL THIN BLUE BIBBIT



TALL THIN BLUE GRIBBIT



SHORT THIN BLUE BIBBIT



SHORT THIN BLUE GRIBBIT

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