

# Grover's Number Rover<sup>TM\*</sup>

## A Basic Skills Game

Grover's Rover is ready to blast off! Hop aboard and help him play with Twiddlebugs – and numbers!

For ages 3 to 6.



*MORE THAN JUST A GAME*

### **TO THE PARENT**

For 13 years Children's Television Workshop (CTW) has successfully demonstrated the philosophy that one of the greatest vehicles for learning is fun. The computer games developed by Children's Computer Workshop (CCW) continue this tradition of combining fun with education.

### **THE GOALS OF CCW GAMES**

CCW's computer games have extended the goals pioneered by CTW in television with **Sesame Street**, **The Electric Company**, and **3-2-1 Contact**. The aim is to create software that is wholesome and engaging, encouraging children to play constructively and learn actively. CCW games allow children to experiment and explore, to think and solve problems, and to practice skills while they are having fun. The games are designed to be a family experience – where children and parents play together and learn 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 our games responsive to children 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 CHILD RESPONDS TO THE COMPUTER, THE COMPUTER RESPONDS TO THE CHILD.

CCW has developed three groups of games for children ages 3-13. Each group stresses important goals for children within its target age range.

- The series for ages 3-6 presents "Basic Pre-School Skills"
- The series for ages 7-10 focuses on "Cooperation and Strategy"
- The series for ages 10 and older stresses "Creative Exploration"

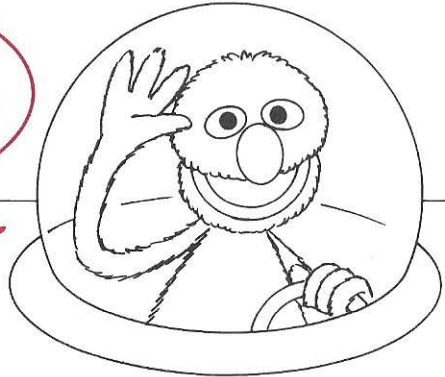
### **BASIC SKILLS SERIES**

The "Basic Skills Series" of games focuses on four important pre-school skill areas: working with numbers, working with letters, matching shapes and colors, and classifying objects.

**GROVER'S NUMBER ROVER** lets your child play with numbers in an engaging and fun environment. Each of the six activities is designed to provide increasing levels of challenge while allowing the child to explore numbers, number operations, and number facts. In **GROVER'S NUMBER ROVER 3** to 6 year olds can play with the basic operations that form the foundation of later mathematic skills.

# Grover's Number Rover

**HELLO EVERYBODY!**  
**Let's play with numbers!**



You're going to like playing **GROVER'S NUMBER ROVER**. It's a game made just for kids like you.

At Children's Computer 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 that go with it.

So, if you're ready for fun, read on . . .

## **PARENTS:**

We have tried to describe each activity as clearly as possible in the hope that you will read this booklet with your child.

Whenever you see a red paragraph with this symbol, you will find additional notes to parents to help you guide your child into Grover's **Number Rover**.





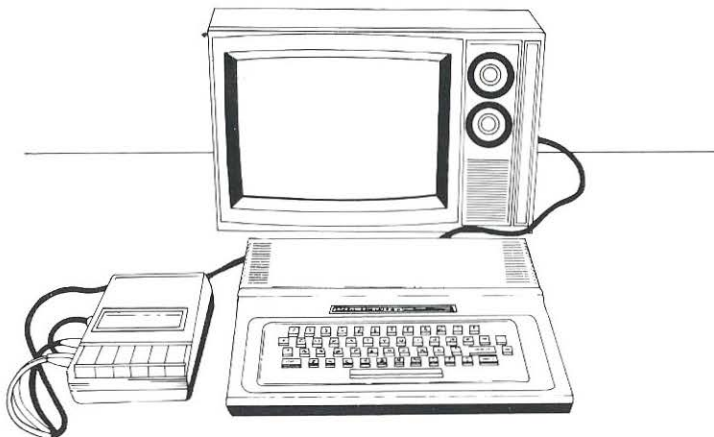
# GET READY

Here is the equipment you will need:

- TRS-80 Color Computer with Extended BASIC
- Radio Shack CCR-81 Cassette Recorder (or equivalent)
- Standard Color TV Receiver

First, make sure that your television and cassette recorder are correctly connected to the computer. If you have any questions about this, check the chapters on “installation” and “operation” in your copy of the TRS-80 Color Computer Operation Manual.

When you're finished, your set-up should look like this:



**Note: This program will not run without Extended Color BASIC.**

# GET SET

1. Turn on your TV set. Tune to channel 3 or 4.
2. Now find the channel select switch on the back of your computer and set it on the same channel.
3. See the switch marked **POWER** near the channel select switch? Press it to turn on your computer.

This message will appear on the screen:



EXTENDED COLOR BASIC V.R.  
COPYRIGHT 1981 BY TANDY  
UNDER LICENSE FROM  
MICROSOFT

OK

4. If your screen isn't in focus, experiment with the sharpness, brightness, and contrast controls on your television until you can read the words easily. If the screen still isn't clear, try switching channels (*from 3 to 4, or 4 to 3*) – but make sure your TV and computer channels match.
5. Insert your cassette into the recorder.
6. Set the tape recorder volume control at 5.
7. Press **REWIND** on the recorder. When the tape is completely rewound, press **STOP**.
8. Now press **PLAY**. **Make sure this button stays down!**
9. Type **N E W** on the computer, then press the **ENTER** key.
10. Now, type **C L O A D**. Press **ENTER** again.

When your screen shows **S**, the computer is Searching for your game. When it shows **F GROVER**, that means the computer has found your game on the tape and is loading it into the computer's memory.

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11. When you see the word **OK**, type **R U N**. Then press **ENTER**. **GROVER'S NUMBER ROVER** will appear on your screen.

## Problems???

1. Having problems loading your program? Check these things:
  - Does your computer have Extended Color BASIC? (*The program will not run without this feature.*)
  - Is your equipment correctly connected?
  - If you have a disk drive, is it unplugged? (*This program will not work if the disk drive is connected.*)
  - Is your tape recorder volume adjusted properly? (*You may need to turn the volume up or down a little.*)
  - Is your tape completely rewound?
2. Does your screen say “**I/O ERROR**”?
  - Press **STOP** on the tape recorder, and rewind the tape to the beginning.
  - Then start over at Step **8** in the instructions.
3. Did your game stop in the middle?

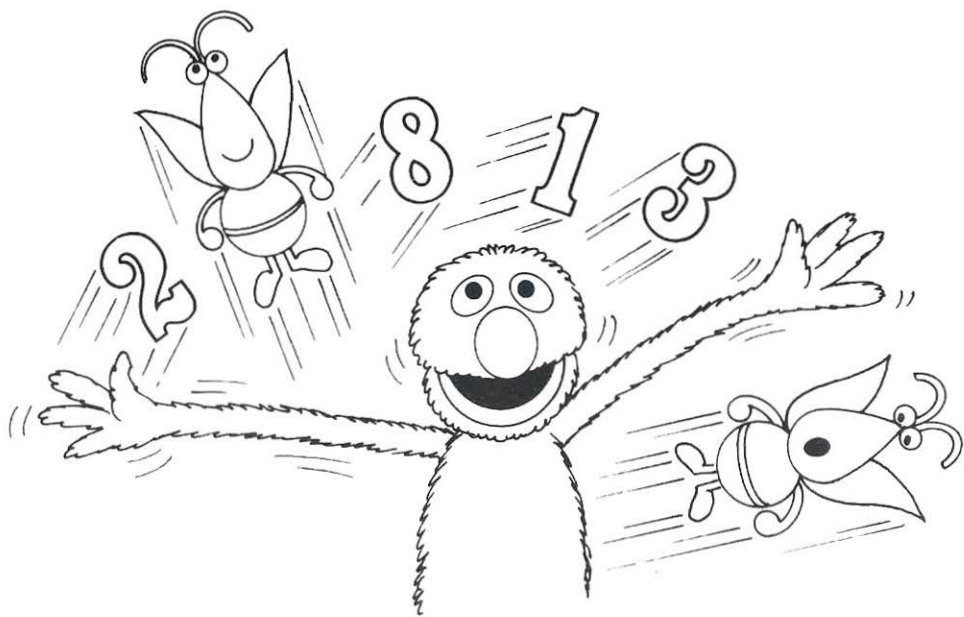
If your game stops for any reason while you are playing, stop the tape, and start over at Step **7**.

If you've tried everything and are still having problems, there is a backup copy of **GROVER'S NUMBER ROVER** on the second side of the tape. Turn the tape over and start again at Step **7**.

# PLAY!






*Grover's Rover is on its way.  
Bringing six new games to play,  
With Twiddlebugs  
and numbers too.  
Ready, set, here's what to do!*

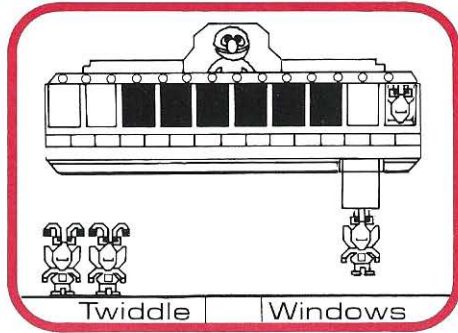



There are 6 activities listed on the opening menu. Each activity has its own instructions. By reading and doing the instructions along with your child, you can help the child learn to play each game. Once a child knows how to play a game, there are two levels to choose from. Level 1 deals with the numbers 1-6 only. Level 2 presents the numbers 1-10.

**CLEAR** may be pressed to end any game and return to the menu.


## 1. Twiddle Windows

Grover's Rover is ready to pick up Twiddlebugs. How can you tell? Grover has opened one window for each Twid on the ground. But it's up to you to help the Twids get on board. How can you do that? Press the  key. Each time you press  you move a Twiddlebug into a window on the Rover. Press  one time for each Twid you see.



When you've moved all the Twids into the Rover, press  and see what happens.



In *Twiddle Windows* and in the other Rover games, your child must press the  key when he finishes a problem. This signals the computer to check the child's answers.

If you missed a Twid, Grover will shake his head “No” and you can try again.

If you filled all the windows, a number will pop up on the side of the Rover that tells you how many Twids are on board. Then, Grover will flash his Rover lights and the Rover windows will close. Before you know it, it will be time to pick up some new Twiddlebugs!



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## 2. Twiddle Numbers

Grover's back again, with a number matching game for you. Look at the number on the side of Grover's Rover, then look at your keyboard. Can you find the number key that is the same as the number on the Rover? Press that key. Your number will pop into the box at the bottom of the screen.



The number box at the bottom of the screen helps the child check his answer before pressing **ENTER**. Point to the number in the box and ask your child, "Is this the same as Grover's number?"

*NOTE:* If the answer to a problem is 10, the child must first press the **1** key, then press the **0** key.

Does your number match Grover's number? If "no," press a new number. If "yes," press **ENTER** and watch that number scoot into the Rover.

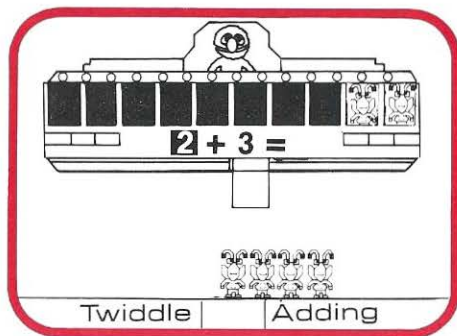


## 3. Twiddle Counting

It's time to help Grover count Twiddlebugs. How many do you see? Count the Twids and press the number key that tells how many Twiddlebugs you see. Then press **ENTER**. If you've counted right, the Twids will zip up and your number will pop on the Rover. You can count on it!

## 4. Twiddle Adding

Grover is waiting for some Twiddlebugs. Can you tell how many? Add the numbers on his Rover to find out.



**There are two ways to play!**

Press the **→** key

Each time you press **→** you will bring one Twiddlebug on the screen. You can use the **→** key to add one number at a time.


If the Rover says  $2+3=?$ , you might start by adding 2 Twiddlebugs. Press **→** two times and two Twids will run onto the screen. If you press **ENTER** the Twids will zip up into the Rover, and the number **2** on the Rover will change color. Now you're ready to add the next number.

To add three more Twiddlebugs, press **→** three times. then press **ENTER**. If you counted right, the Twids will zip up into the Rover and you'll see the total answer.  $2+3=5!$   
Grover was waiting for **5** Twiddlebugs!


Oh no! The Twiddlebugs ran back off the screen! That means you goofed and brought out the wrong number of Twids. Don't worry, you can try that number again.

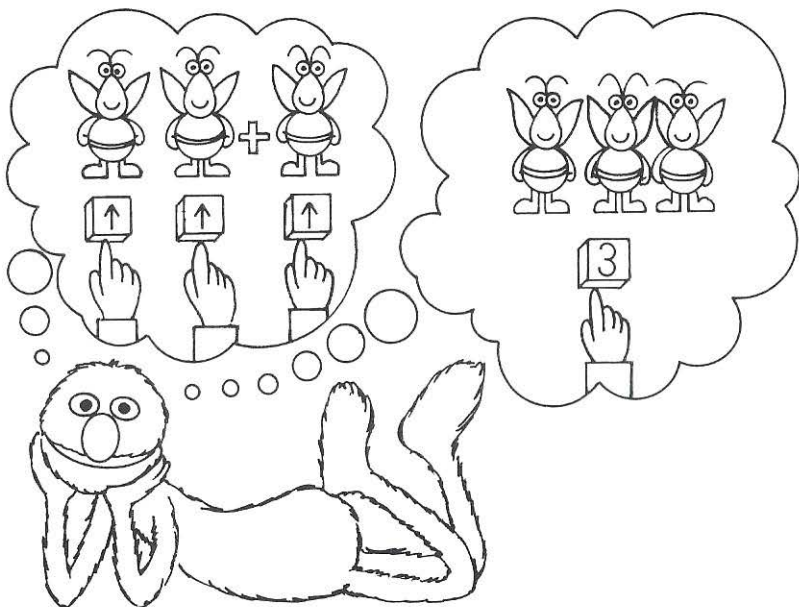
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## Press a Number Key

If you think you know how the numbers add up, and you don't want to use the  key, there's another way to play. You can press a number key!

How many Twids belong in Grover's Rover? Find the key that tells the total answer. Press it, and your number will pop into the number box at the bottom of the screen. Then press **ENTER**. If your answer is right, that number of Twids will scoot on the screen and into the Rover. It's as easy as 1-2-3!

It's up to you. Use the  key to do the adding problem in parts or a number key to type in the answer. Any way you play, it all adds up to fun!





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## 5. Twiddle Away

It's time for some Twiddlebugs to hop off Grover's Rover and scoot home. How many Twids want to get off? The problem on the Rover will tell you. If the problem is  $5-2=$  , you know that there are 5 twids in the Rover and 2 want to get off. It's up to you to figure out how many will be left on board. As in Twiddle Adding, there are two ways to play.

### Press the key

Each time you press , you will drop off – or **subtract** – one Twiddlebug from the Rover. If there are 5 Twids in the Rover, and you want to subtract 2 of them, press  two times.


Press **ENTER** and the Twids will scoot off the screen. Then the number 3 will pop up in the answer space on the Rover. That means there are 3 Twiddlebugs left. Count them.  $5-2=3!$

You don't want to use the  key? Okay, here's another way to do the problem.

### Press a Number Key.

If you're a speedy subtractor, and think you know the answer to a problem right away, press that number on your keyboard.

For the problem  $5-2$ , you'd press **3** and a 3 would appear at the bottom of your screen. Then, you'd press **ENTER** and two Twids would zip off the Rover and run away. Next the answer, 3, would pop on Grover's Rover.  $5-2=3!$

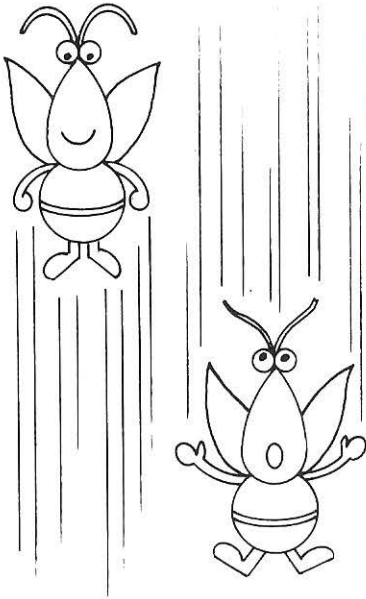
You can decide which way to play. Press  or a number key. Now, take it away!







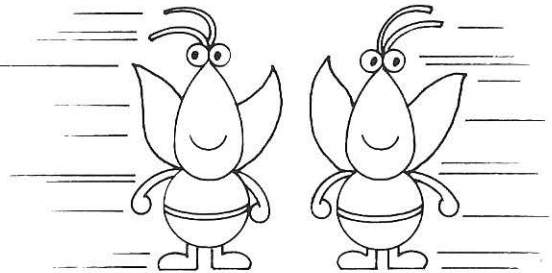
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## 6. Twiddle Play

Here's a game where you make up the rules. You can always use up to ten Twiddlebugs when you play, and all you have to remember is this:



- Press  to bring Twiddlebugs onto the screen.
- Press  to make Twiddlebugs scoot off the screen.
- Press  to zip Twiddlebugs into the Rover.
- Press  to drop Twiddlebugs down to the ground.



Move a few Twids and see what happens.

If you watch the number boxes on the Rover and on the ground, you'll see the numbers change each time you move a Twid. The numbers tell you how many Twids are in the Rover and how many are on the ground after each move you make.

You decide when to bring Twids on and off the screen. You decide when to move them in and out of the Rover.

Play by yourself or with a friend. Make up games you can play together. Try a counting game or an adding game, or play the game on the next page.

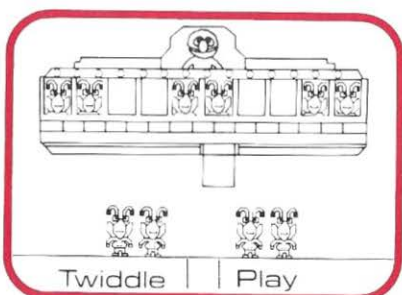
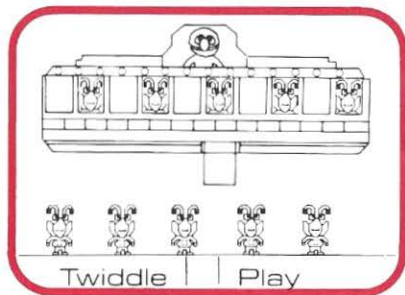
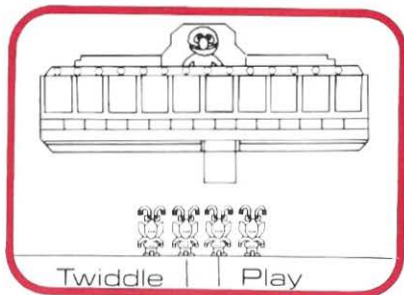
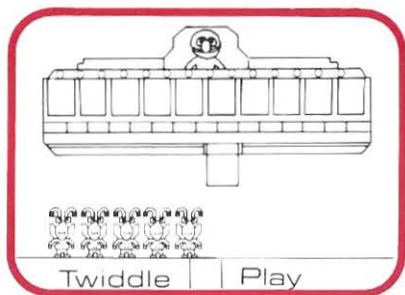
# GROVER'S ACTIVITIES

## Twiddle Around

All Aboard! Wait! Don't clear that screen!  
Here's another game to Twiddle Play!



*You've moved them up,  
You've moved them down,  
You've moved those bugs all around!  
Now Grover's Rover is here to stay,  
Can you make your Rover look this way?*



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## Spin and Stretch

Here's a game you can play with your whole body.  
1, 2, 3, or even 4 people can play.

You'll need:

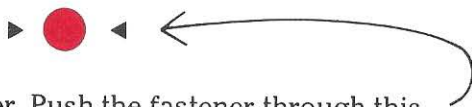
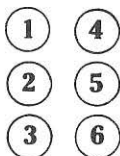
*6 Paper Plates (9" size)*  
*Masking Tape*  
*Magic Markers or Crayons*

*1 Paper Fastener*  
*The Number Spinner*  
*on the next page*

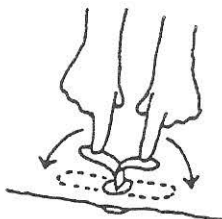
### Warm Up

Before you play:

- Mark each paper plate with a number from one through six.
- Use masking tape to stick the plates to your floor or rug like this:



- Now make the spinner. Push the fastener through this red dot. Open the points like this:




## Play Time!

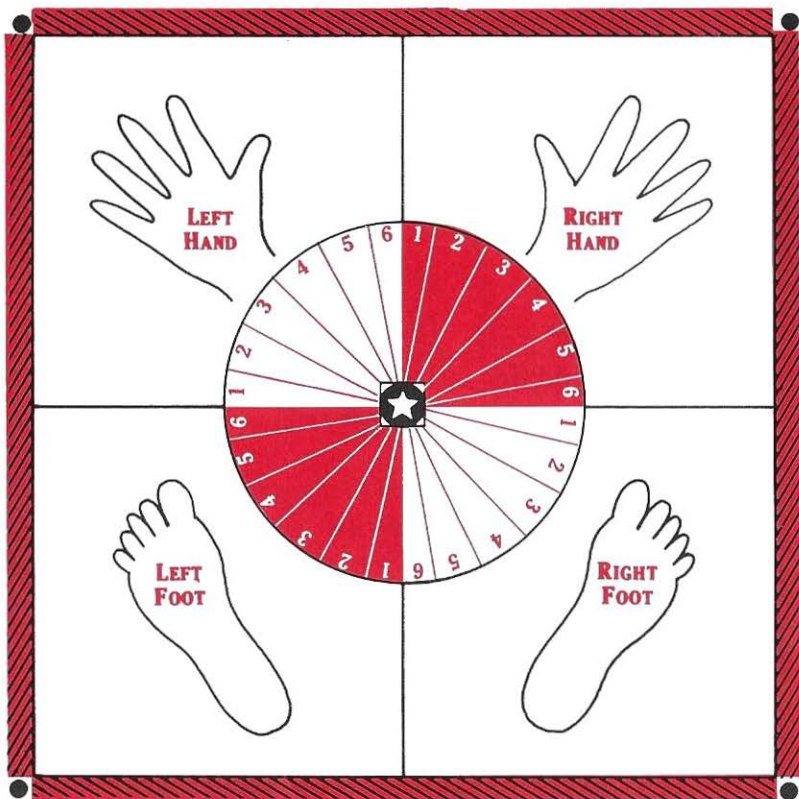
Choose one player to be the caller. All the rest will take turns being stretchers.

To start, the caller spins the spinner.

If the first spin looked like this,



*“Put your right foot in the 3 – ”*  
and the first Stretcher would do just that.

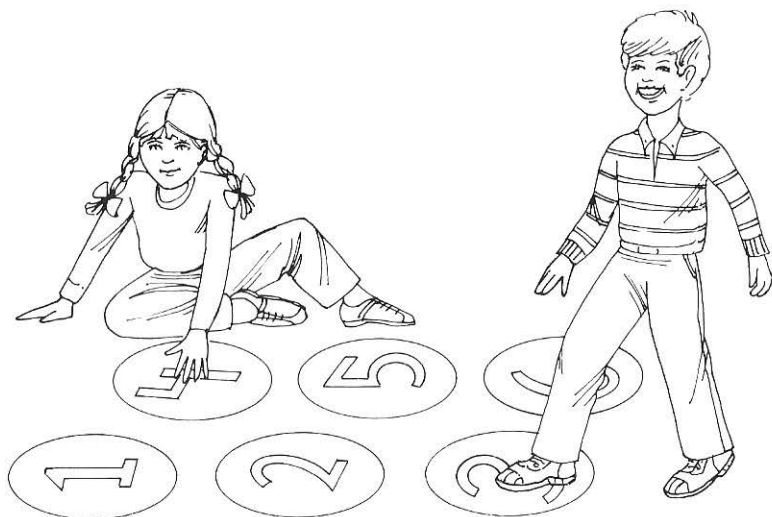


SPINNER



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Here comes the hard part! Once you put your hand or foot on a number, you have to keep it there until the caller tells you to move to a new number. So, Stretcher One **keep your right foot on the 3** while the caller spins again for Stretcher Two.



“Stretcher Two” says the caller, “**put your left hand on the 5!**” Make your move, Stretcher Two!

Now, if only two Stretchers are playing, it’s Stretcher One’s turn again. (*Hold it, Stretchers: don’t move until the caller tells you to!*)

Keep twisting and turning and stretching for numbers. When you topple or can’t reach your number, you’re out of the game. The last stretcher left wins!

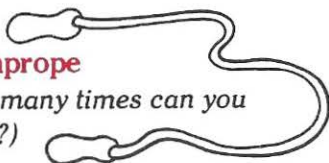
## Rover All Over!



Now that you've played with  
the Twids and Grover,  
You can be a number rover!  
Find each of these around the house –  
and see what you can do,  
If you can find all 10 – yippee!  
We'll be so proud of you!

### 1 jumprope

(How many times can you jump?)

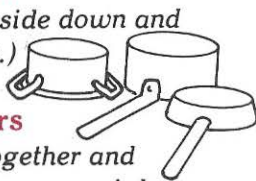


### 2 pairs of socks

(Roll them into balls and try to juggle!)

### 3 pots or pans

(Turn them upside down and make drums.)



### 4 pipecleaners

(Twist them together and make your own special animal!)

### 5 flower seeds

(Plant them in the ground or in a pot and see if you can help them grow!)



### 6 raisins

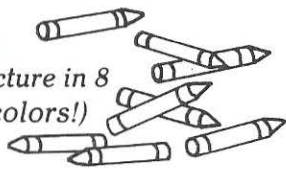
(Put them in a paper cup or juice can, tape some paper or silver foil on the top – now shake! You made a music maker!)

### 7 blocks

(Build a tower if you can!)

### 8 crayons

(Draw a picture in 8 different colors!)



### 9 leaves

(Trace them and make a nature book.)

### 10 pieces of macaroni

(Find a piece of yarn – then string together the macaroni to make a necklace!)



**CCW Development Team  
For Grover's Number Rover™\***

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**GROVER'S NUMBER ROVER™\***

*Featuring the JIM HENSON MUPPETS™ from SESAME STREET™*

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