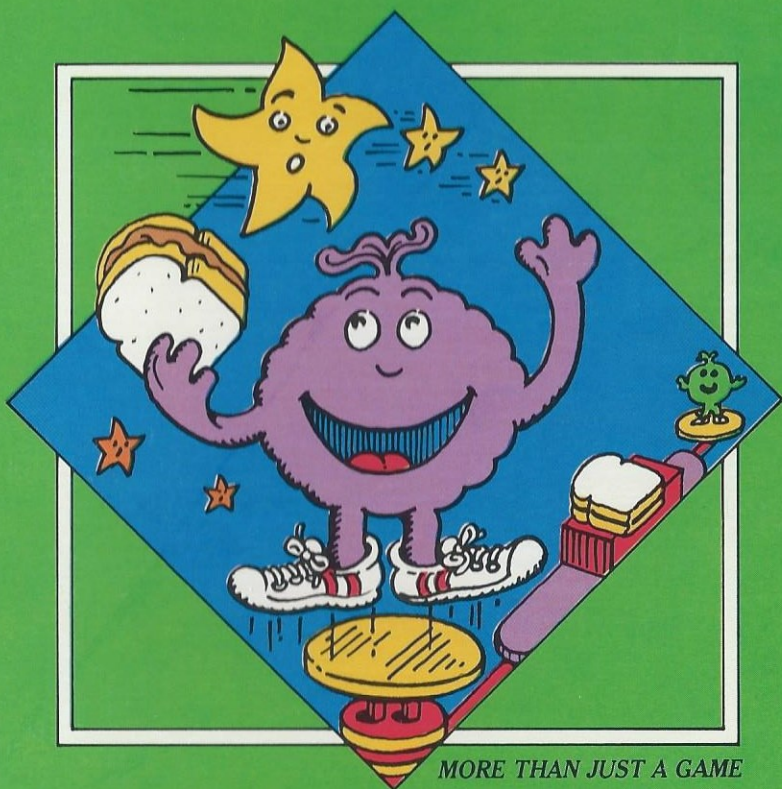


Peanut Butter Panic!^{TM*}

A Cooperation/Strategy Game

Jump for stars to see how many sandwiches you can make – and watch out for those sneaky snarfs!

For ages 7 and older.
Joysticks required.



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"

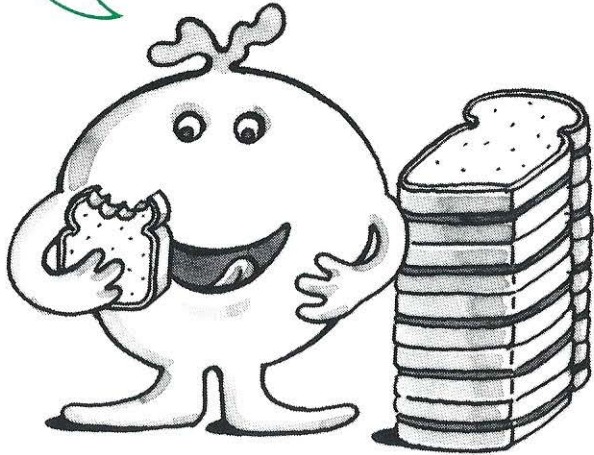
COOPERATION AND STRATEGY SERIES

The "Cooperation and Strategy Series," which includes **PEANUT BUTTER PANIC**, encourages players to work together toward a common goal. Children play in an environment where they may share information, divide responsibilities, and build on one another's strengths.

PEANUT BUTTER PANIC! is a two-player game in which success depends on cooperation. As players jump for stars to make peanut butter sandwiches, they soon find that they must work together to catch the most valuable stars, and – they must share the sandwiches they make. Teamwork develops naturally and is well-rewarded. In addition, player weight, which affects jumping ability, is always changing. Therefore, players must plan their jumps carefully to move to higher levels of the game.

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 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 . . .

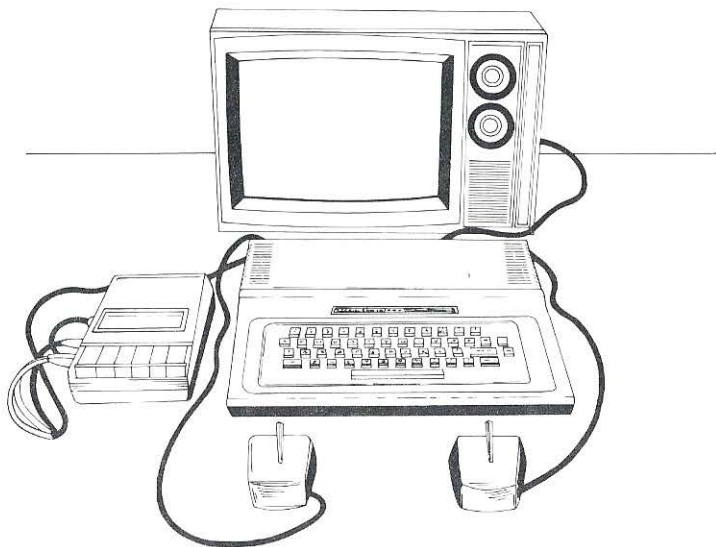
GET READY

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
- Joysticks

First, make sure that your television, cassette recorder and joysticks 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 PEANUT**, that means the computer has found your game on the tape and is loading it into the computer's memory.

-
11. When you see the word **OK**, type **R U N**. Then press **ENTER**. **PEANUT BUTTER PANIC** will appear on your screen.
 12. When you finish your game, press **P** to play again, or **Q** to quit.

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, rewind it, and start over at Step **8**.

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

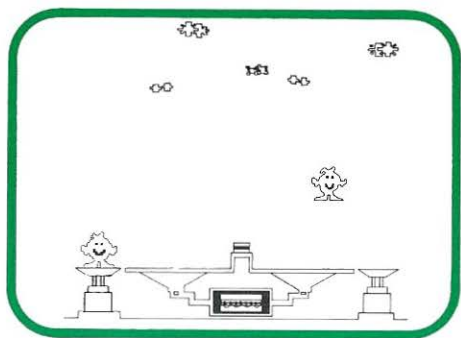
PLAY!

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!



Reach for the Stars

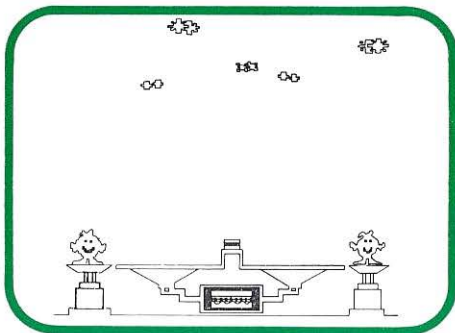
You can jump from anyplace on your side of the sandwich machine. Use the joystick to move left or right, and if you think you can catch a star, press the red action button on the joystick to jump. Twink! You caught it!

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 up 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 action button.



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

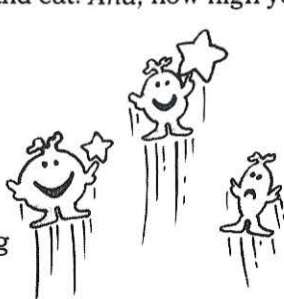
Take a Sandwich Break

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.

Watch Out! 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 to stop it? Jump up and catch it before it reaches the stack. Then your sandwich supply will be safe for a while . . . But keep your eyes open, because those sneaky snarfs can appear at any time!

What's the Score?

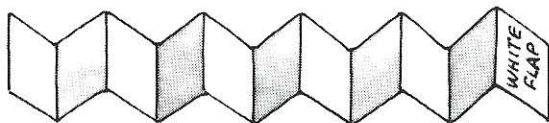
Looks like it's you against the snarfs! Your score is based on the number of sandwiches you make. The snarfs get points for each sandwich they snatch. So keep jumping for stars, but look out for those tricky critters!

Each time you clear all the stars from the sky, a round marker will pop on the side of your machine and you'll get a new screen. There will be more stars . . . and more snarfs!

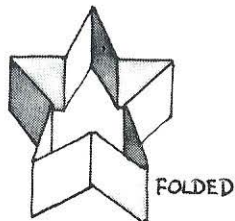
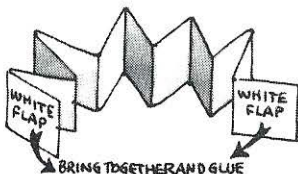
ACTIVITIES

Here are two more ways to play with Nutniks. All you need is scissors and tape and the paper Nutniks and stars on the last page. Here's how to put the pieces together.

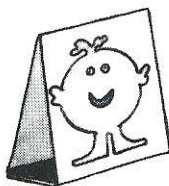
1. Cut out the Star Strips and Nutniks along the ----- lines.
2. Fold the Star Strips along the _____ lines, so they look like stairs.



3. Find the two white boxes on each strip. (They're on different ends.) Tape or glue these boxes together.
4. Pinch the corners together, one at a time.



5. Fold the Nutniks in half along the _____ lines. Then fold the small white flaps down along the _____ lines.
6. Tape or glue the flaps together.



YOU'RE READY TO PLAY!

The Amazing Nut-Mobile

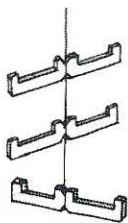
(The Perfect Way to Let Them Hang Around)

You need the Stars and Nutniks, scissors, a piece of cardboard, a piece of thread 18 inches long, and some glue or paste.

1. Cut out the STAR BARS along the----- lines.
2. Glue them to the cardboard. Be sure to let the glue dry!
3. Cut the extra cardboard away from the Star Bars. Then cut out all the white spaces along the * * * * * lines.
4. Take a Star Bar, and tie one end of the thread around the notches in the middle.

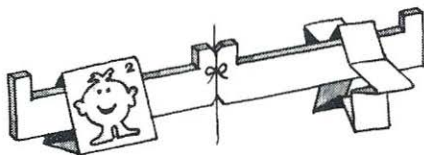


5. Tie on the second bar, about 4 inches up the thread.
6. Then tie on the third bar, about 4 inches further up. You should end up with this:



7. Use the tail of the thread left over to hang up your mobile.
8. Now start hanging the Stars and Nutniks on the Star Bars:

The trick is to make all the Star Bars balance. What kind of Nutnik will balance a fat Star?



What kind of Star will balance a fat Nutnik?
You can only find out by trying . . . and you'll have a neat mobile when you're done.

**CCW Development Team
For Peanut Butter Panic™***

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PEANUT BUTTER PANIC™*

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