Granny's Garden

for Acorn 32 bit computers
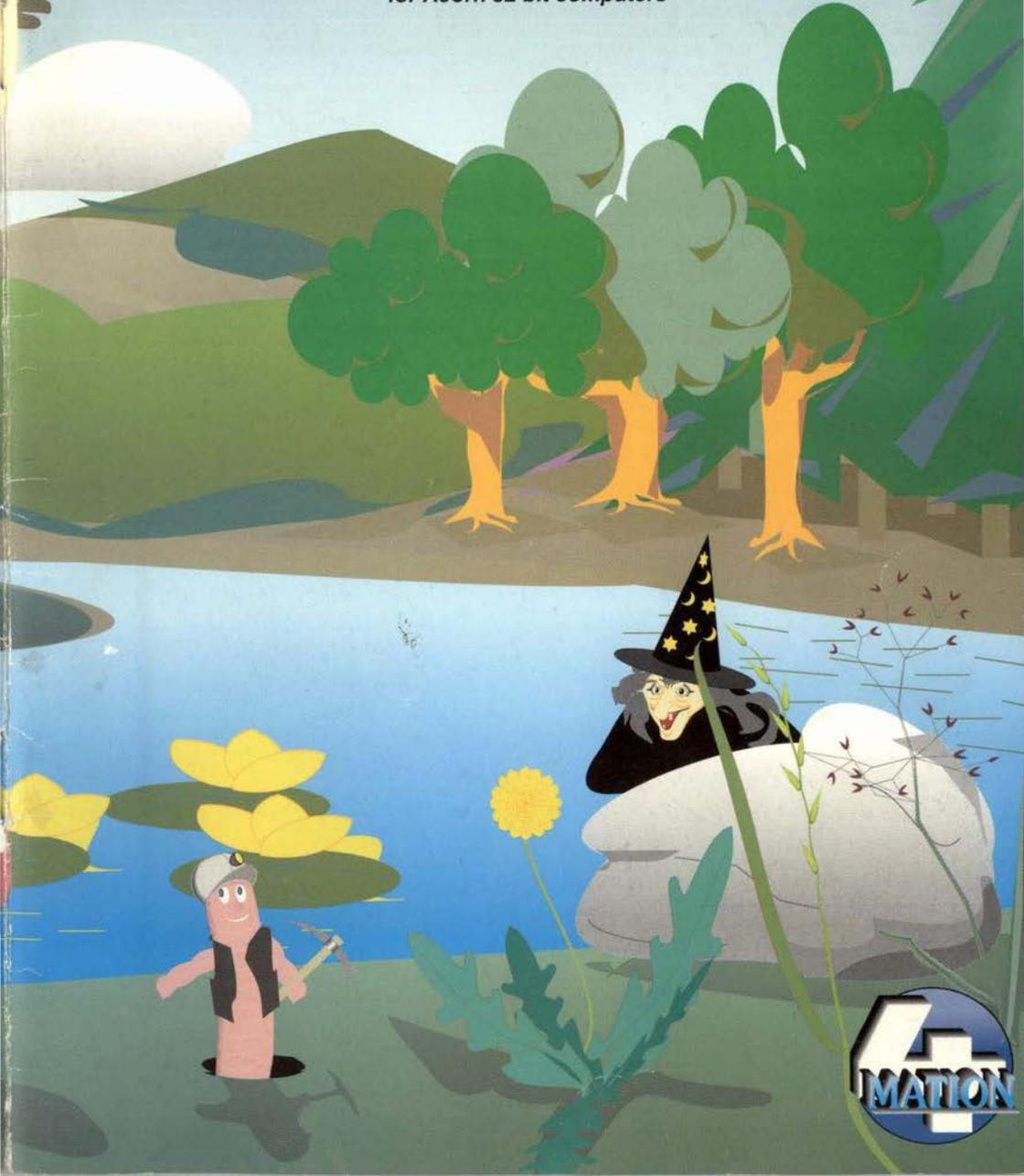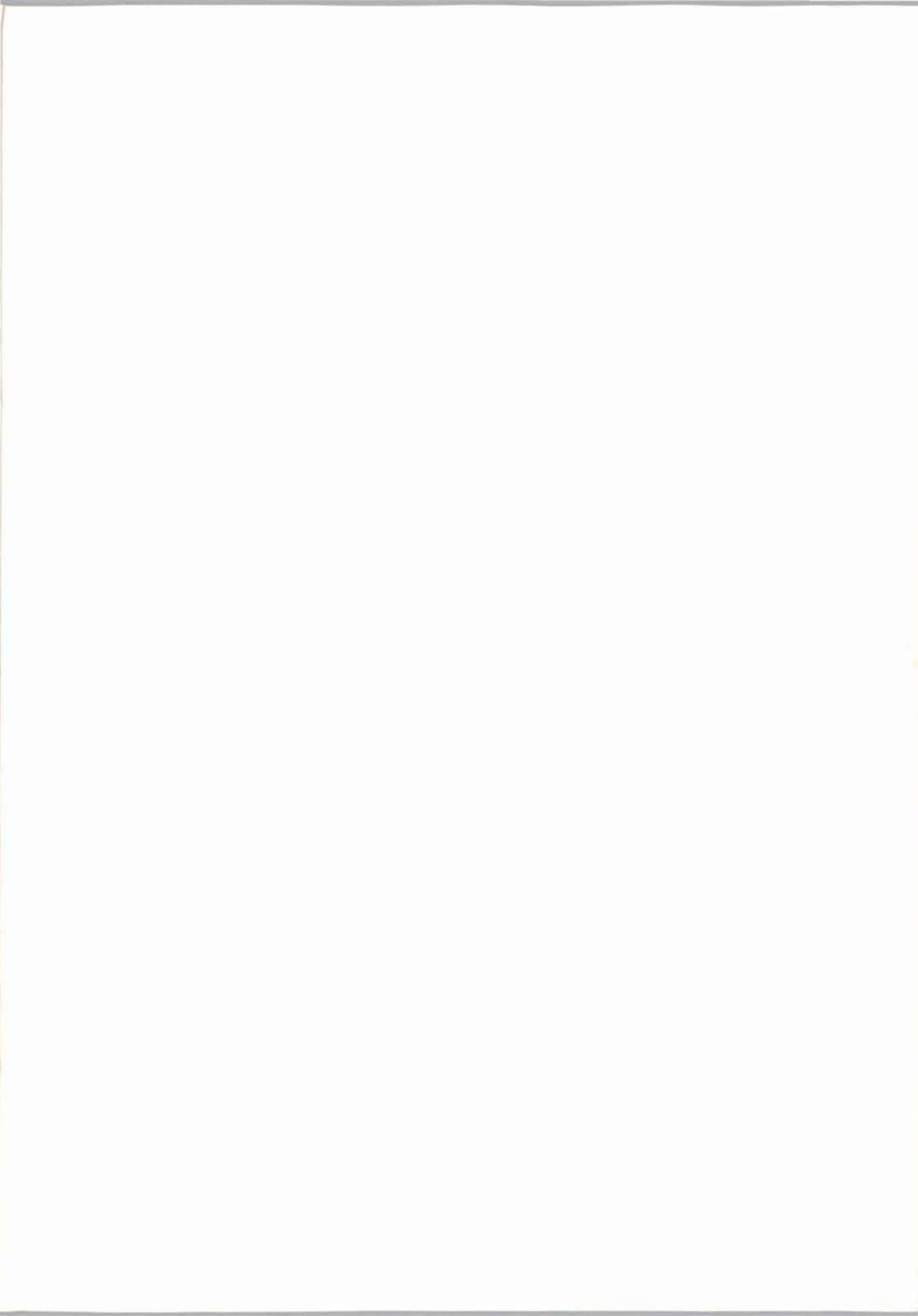
Granny's Garden

Production:	Rob McKay
	Dave Caughley
	Paul LeBeau
	Mike Matson
Artwork:	Don Slaven
Manual:	Mike Matson
Original BBC version:	Mike Matson

Registration Card Details

Name		Date obtained
Address		Supplier
		If purchased direct from 4Mation:
Post code		Invoice no.
Disc ID		

Contents

BEFORE STARTING

Your Granny's Garden discs are protected. You will not be able to run the
software or install it onto a hard disc until it has been initialised. To do this,
insert Disc 1 in the drive and double-click on *!Granny*. You will be asked
to enter a name (minimum of 8 characters). You will then be asked to insert
each of the other discs. Once this has been done your discs may be used
and/or copied to a hard disc. You will still, however, need to insert Disc 1
in order to use Discs 2-4 or load Granny's Garden from your hard disc.

Please fill in the registration card and return it to 4Mation. Only registered
users will be eligible for technical support. The details may be copied on
the page opposite.

Author's introduction

I wrote the original version of Granny's Garden in 1983. The BBC micro was beginning to establish itself in many schools and Granny was my first real attempt to counter the influence of those who thought computers were for computing and nothing else. I wanted to prove that a cold logical machine could be used to create a fantasy world which would encourage children to use their imaginations. Just as importantly, I wanted to produce something which would allow teachers an easy access to the new world of technology.

For the next nine years I tried hard to forget about Granny's Garden. It wasn't easy. For reasons which I still don't understand, the program acquired a sort of cult status. While I wasn't looking, Granny spread far and wide. It has been versioned for ten different makes of computer. It has been described as the program which, more than any other, convinced teachers that the computer could play a useful role in the primary classroom.

I have lost count of the number of times I have heard the question, "When will you be producing a version of Granny's Garden for the Archimedes?" My usual reply was that a new version wasn't necessary because schools could carry on using Granny on their old BBCs. This, of course, did not satisfy those teachers and parents who had no BBCs. Granny's tenth birthday was looming. I was persuaded to give my blessing to the creation of a completely new version of Granny for the Acorn range of 32 bit computers. Having seen the result, I'm glad that I did.

I remember feeling rather pleased with myself when, in 1983, I managed to get some of Granny's characters to move about on the screen. If I had had any inkling of the quality of the graphics which Don Slaven would be able to achieve ten years later, I think I would have given up. I wonder what the 2003 version will look like!

I hope that you are as impressed by this version of Granny's Garden as I am.

Mike Matson

PS Unfortunately, although the music has been revised, it is still just as aggravating as in the original version. Look at page 10 to find out how to turn it down.

Granny's Story

Granny put the phone down, picked up the cat, and danced around the room. The cat pretended to enjoy having its sleep disturbed. If cats could speak you might have heard it say to itself, "I wonder why she's in such a good mood? I'd much rather be snoozing in the sunshine than having my brain rattling round in my head while she pretends that she's a ballerina. But never mind. When she has that silly grin on her face I usually get an extra special treat for my tea. I wonder what it will be. Salmon probably. I wish she'd find out how to cook stewed mouse in sparrow gravy. Even a bit of hamster would be tasty."

Exhausted from her dancing, Granny finally collapsed into her rocking chair. The cat made its escape and raced off to the garden. "Don't run off Arnold! I wanted to tell you my good news." Too late. The cat was finding a comfortable spot amongst the trees where it could sleep undisturbed all afternoon and dream about the meals it would order if it ever found a restaurant for pussies. Granny rocked gently backwards and forwards.

"I'll just have to talk to myself about my good news. When you get to my age you're allowed to talk to yourself. My grandson, Charlie, has just called to say that I'm going to be a great grandmother. Can you believe it? I'm going to be a great granny! It's such a long time since I had any children playing in my garden. How long has it been? Ten years? I'm so excited. I'm going to think up a story to tell my new great grandchild when she, or it might be he, is old enough to sit on my lap and listen.

Now what was that story that the children used to tell me when they played in the garden all those years ago? I must get myself a piece of paper and write it down. I wonder if my great grandchild will be a girl or a boy. For now I'll imagine she's a girl called Kirsty.

Granny began to write.

The garden had once been part of an ancient forest. Hundreds and hundreds of years ago the forest had been the home of fairies and elves and goblins and other creatures which humans never see these days. There were some very special places in the forest which were like magic doors. If you touched a certain tree, or stepped into a particular clearing, you found yourself in other worlds quite different from our own. When the forest was cut down to make room for houses and roads and shops and schools, some of the trees were left standing. In the garden are not only some of the trees but one of the magical doorways. At certain times of the year this doorway opens, and anyone who is lucky enough to know when and where to be can step through into a land of dragons and witches and talking insects.

Kirsty was one of the lucky children who did know when and where to be. On her birthday she made her way though the overgrown garden to the tallest oak tree. There she placed her cheek against the rough old trunk, closed her eyes, stretched her arms as far round the tree as she could, and squeezed hard. Slowly, the hard bark of the tree began to grow softer. The trunk of the tree began to shrink. Smaller and smaller grew the tree until, finally, Kirsty could hold the trunk between her hands. She opened her eyes. The house was gone. The garden had vanished.

Granny's Garden

*Everything looked so bright, so clean, so colourful. It was as if
someone had covered the whole world with a rainbow. There were
clear tinkling streams, musical waterfalls, dancing flowers, and
thousands of raindrops hanging from the trees like sparkling
jewels. It was the most beautiful place that Kirsty had ever seen. It
was perfect, apart from one thing. In the distance she could see
some mountains. They were grey, dark grey, and the sky above the
mountains was almost completely black. Kirsty shivered. "I don't
think I would want to go there," she thought to herself.*

*"Grib ulla wik wok?" asked a voice from somewhere amongst the
flowers.*
"Pardon?" replied Kirsty. "Is someone talking to me?"
*"Grib ulla wik wok ninny ninny?" came the voice, this time a little
louder.*
*"I don't know who you are, where you are, or who you're talking
to, but if you're talking to me I'm afraid that I cannot understand
a word you are saying."*
*"Much sorry. Think you be a boogle. Wrong. Not a boogle. Must
be human. Sorry, sorry. Know things I say now?"*
*"Well, I think I can understand you. I just wish that I could see
you. Are you hiding from me?"*
"Hiding no. Here I be. Watch. I move."
*Kirsty stared very hard at the flowers. At first she couldn't see
anything moving but, just as she was about to say "I think you
must be invisible", she saw something bobbing backwards and
forwards. She bent down and looked closely at the thing, which
was on a leaf. It was a bright purple caterpillar. "Are you a
caterpillar?" she asked, feeling rather silly in case it wasn't the
caterpillar who was talking to her.*

"Caterpillar now. Next day butterfly. Much better. Fed up eating this plant all time. When butterfly, fly to oozie flowers. Yum, yum. Oozie tasty. You eat oozie flower?"

"I don't think I've ever tried them, but they sound very nice. I've never spoken to a caterpillar before, either. Do you have a name?"

"Name Floop. Nice name?"

"It's a very nice name. I've never met a Floop before."

"What name you?"

"My name is Kirsty. Actually it's Kirsten, but everyone calls me Kirsty. Daddy sometimes calls me Thirsty Kirsty because I can drink glass after glass of orange juice. In fact I'm feeling rather thirsty now. Do you know where I can get a drink Floop?"

"Orinj joos not know. Water know. Drink water in stream."

"Is it safe to drink? At home we are told never to drink from streams in case we become ill."

Kirsty walked the few steps to the stream. She knelt down and scooped up some water in her hand. It tasted so wonderful that she thought she could drink the stream dry. "Who needs orange juice when water tastes this good?" she thought to herself. When she had finished drinking she spent a moment gazing at the mirror world of the stream. She could see herself gazing upwards. She could see the flowers, the trees, the white fluffy clouds and, in the distance, those dark mountains. Except that now they weren't dark! She jumped to her feet and looked at the real mountains. It was true. They no longer looked dangerous and evil. Kirsty walked back to the flowers and called to the caterpillar, "Floop. Do you know anything about those mountains?" There was no answer. In fact there was no caterpillar. But there was a rather large bird hovering overhead and gazing down at the flowers.

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"Oh no!" shouted Kirsty. "Go away you nasty bird. If you've eaten my friend I'll do something horrible to you. I'll bend your beak you horrid creature." The bird blinked at Kirsty and, very slowly, started to fly away. Kirsty began to chase after the bird. If she hadn't been in such a hurry she might have thought it strange that the bird was following a path which made it easy for her to keep up. She might also have seen a little head peep out from under a leaf and she might even have heard a tiny voice call out "Hey! Where you go?" But Kirsty was so cross that she just ran and ran without thinking. It was only when she had run out of puff, and had to stop for a moment, that she realised she was getting very close to the mountains.

The rocking chair rocked suddenly as Granny awoke from a deep sleep. The telephone was ringing. "Oh no," said Granny, "Don't tell me I'm going to have another grandchild! She got to her feet, placed her pen and paper on the table, and went to answer the phone. "I'll write some more of my story tomorrow," she said to the cat who had come indoors looking for his tea.

If you can't wait until tomorrow to find out what happens to Kirsty when she goes to the mountains – you had better sit down at your computer and play...

Granny's Garden

Operating instructions

Getting Granny going

If you are using the discs for the first time please read **Before Starting** on page iii.

① Insert the Granny's Garden disc in the drive.
② Click on the floppy disc drive icon on the icon bar to open a directory display.
③ Double-click on !Granny and the program will start.
④ Open the Palette menu (on the icon bar) and ensure that you are in a 256 colour mode such as mode 15.

You can close the Granny window at any time by clicking on the close icon (in the top left corner of the window). This does not remove Granny, however. Clicking on the icon bar icon will re-open the window and you can carry on where you left off.

The Granny menu

The Granny menu is opened by pressing the Menu button while the pointer is over the Granny window.

```
          Granny
Info                ⬦
Save            F3 ⬦
Full screen     F5
Remote control...
```
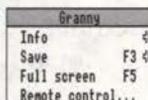
Remote control

Clicking on this option displays a control box which allows you to control the animation (if there is one) and the sound.
After pressing **pause** you can press **forward** or **backward** to go through the frames one at a time.

```
          Granny control
play       ▶        volume
pause      ‖‖
forward    ▶‖
backward   ◀‖
```

Click on the **play** button to continue the animation at the normal speed.
The **volume** control is a slider which can be dragged up and down to change the sound level (which, of course, you will want to do).

Save

If you follow the Save arrow a Save as: box opens. This allows you to save any picture as a sprite which can then be used in other applications.

Full screen

When you click on this option, Granny takes over the whole screen. You can also choose full screen mode by pressing **F5**. Any other applications which are running are not harmed. To return to the desktop, press **Escape** or **F5**.

The icon bar menu

This is opened by pressing Menu over the icon bar icon. The Quit option allows you to remove Granny from your machine and Restart takes you back to the beginning of the adventure.

```
Granny
Info      ♦
Choices ♦
Restart
Quit
```

Choices

Font name / Font size

These options allow you to choose the font style for the text which is displayed at the bottom of the Granny window. Do not choose too large a font size, however, or the text may not fit the window.

```
Choices
Font name          ♦
Font size          ♦
Full screen default
Try to use memory
✓ Always use files
Load choices
Save choices
```
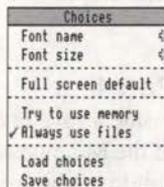
Full screen default

If this option is chosen, Granny will always take over the whole screen when a file is loaded. (See **Full screen** above.)

Try to use memory / Always use files

If the first option is chosen, Granny will load a complete file if there is sufficient memory available. This means that pictures will appear more quickly. If there is insufficient memory, or the second option is chosen, each picture will be loaded from disc before being displayed.

Load choices / Save choices

Any changes which you make to the choices can be saved as the defaults. Temporary changes to the choices (not saved) can be cancelled by loading the saved choices.

The program

There are four parts to Granny's Garden. Upon completion of each of parts 1, 2 and 3 a password is given which allows you to go on to the next part.
Upon successful completion of each of the first three parts a password is issued allowing access to the next part. (These are different from those used in the original version of Granny's Garden.)

To make your way through the adventure two types of input are required.

When this icon is displayed you can move on by either clicking on the icon, or pressing any key or mouse button.

When you need to type in a word you can usually just type in the initial letter (and press Return). Where two allowed words have the same initial letter you will need to type in the first two letters. For example, in part 4 you can type in "F" for "Forest", "L" for "Lake", "H" for "Hill", "Ca" for "Castle" and "Co" for "Cottage".

Part 1
Inside a cave in the mountains you are given a brief introduction i.e. the King and Queen of the Mountains have been imprisoned by a wicked witch and you have to find their six children who have been hidden. The search starts in the Woodcutter's house where the first child has been hidden. To move around the house it is necessary to type in the name of the location e.g. "upstairs" or "u".

Part 2
The second child has been hidden on the other side of a giant's garden. There are five obstacles to cross and five creatures who can help. Each creature can help only once.

Part 3
Two children are hidden in the City of the Dragons. One is found immediately but, before the other one can be found, four baby dragons must be tempted out of their cave and then collared. This problem does require a fair amount of effort. It is essential that a record is kept.

Part 4
In the Land of Mystery the two remaining children can be found by exploring the environment and discovering the problems and their solutions. Several visits will be required to complete the section.

Using the program

The way in which Granny's Garden is used depends entirely upon where it is used and by whom. However, the following suggestions can be applied to most circumstances.

In the home situation the adventure can be a wonderful opportunity for a shared experience. It is, perhaps, one of the few activities where adult and child are on an equal footing. The danger, however, is that the adult can be too helpful and deny the child the opportunities to solve the problems on her own. The aim is not to get to the end of part 4 as quickly as possible but to enjoy and, hopefully, benefit from the journey. There are plenty of opportunities on the way for a parent to make the experience more educational. For example, the giant's enthusiasm for giving away boulders to anyone who happens to be passing by is an opportunity to think about whether presents have to be either practical or valuable. Could it be that stones represent wealth or is it just a ruse to clear a bit of hillside rubble cheaply?

In the classroom it is essential that the teacher has travelled through Granny's Garden before the children are allowed to explore. The whole class can then be introduced to the adventure. The story at the beginning of this book could be used or the teacher could create her own introduction. Assuming that it is possible for the whole class to get close enough to the computer to see the screen, it is sensible to run through the first few scenes, perhaps up to the point where the woodcutter's house is displayed. It is also worth mentioning to the children that they will not solve all the problems in one go but will have to visit Granny's Garden many times, and probably have to solve some of the problems away from the computer.

Usually, groups of 2 or 3 children use the computer at a time. This is not for purely practical reasons but because it does allow for co-operation, discussion and corporate decision making. Note taking should be encouraged. The fact that Granny is a multi-tasking program does mean that a note-taking program can be run at the same time (if your computer has sufficient memory). Acorn's !Edit is ideal for this. At the end of a session the notes can be saved to disc and or printed out. It should be emphasised that the passwords which are issued should be kept secret. It has been known for passwords to be used as currency by some entrepreneurs!

Most activities, of course, take place away from the computer. The following section gives some ideas.

$\mathfrak{S}$uggestions for other activities

Although playing Granny's Garden on a computer may have some educational benefit in itself, it would be a shame if the Granny experience was restricted entirely to a computer screen. It is hoped that the ideas in this section will help you to capitalise on the enthusiasm generated by the adventure.

If you want to prepare your own worksheets and activity cards you may wish to purchase the Granny's Garden Resource Pack (available as a separate item). In addition to a set of photocopiable activity sheets, it contains a large number of Draw files which can either be printed on their own or combined with text in a desktop publishing package. For further information see page 19.

Art and Craft

Make models of locations which are seen in the adventure e.g. mountains, cave, woodcutter's house, giant's garden, pond, City of Dragons, castle, forest.

Make models of locations which are not seen but are implied or referred to e.g. worm's tunnel, giant's house, bee's hive, Ah-Choo's home.

Create the characters (from papier-mache) and then design a wardrobe for each. The raven in the program has a smart waistcoat and bow tie.

Make puppets of the characters and then perform a play which, of course, does not need to have the same plot as the program.

Make a spider's web by winding wool around pins in a board.

Design a snail's shell.

Design and create a Granny's Garden board game (either with or without snakes).

Pompom trees are fictitious. Produce a tree of your own with some unusual characteristics.

English

Imagine that you are a reporter. Write out the questions that you wish to ask different characters and then ask someone else to write the responses.

Write an account of what Grandad is doing while Granny is dreaming up her story.

Look at some natural history books to find out how the information is organised and presented. Prepare similar information about the fantasy creatures such as dragons, Redhorn and Redhorn's brother.

Write a letter to the witch asking her to mend her wicked ways and explaining that she would be much happier if she helped people instead of harming them.

Write an "Adults' Guide to Granny's Garden" designed to allow busy parents and teachers to complete the adventure quickly.

Write a history of the Kingdom of the Mountains explaining how the witch managed to establish herself as the national nuisance.

Write a gardening guide for giants with special tips on how to overcome such problems as backache and trampling on plants.

Imagine that you are trapped in the forest when it catches fire. Describe how you manage to survive.

Music

Use different instruments to try to play the theme tune and then, if possible, write out the music. Writing words for the music may not be easy but it's certainly worth a try.

Use different instruments to provide a musical accompaniment and/or sound effects while the story of Granny's garden is either recited or dramatised.

Environmental issues

How important are forests to us?
How can forest fires be prevented and controlled?
What happens to wildlife when forests burn?
What species of tree can be found near your home or school? Find out which ones are native to the country and the origin of those which are not.
In the original version of Granny's Garden the snake could be killed. Can you think why this isn't allowed to happen in this version?

Science

The raven, bee and butterfly are able to fly. How are creatures able to fly? In addition to birds and insects, what other creatures have a flying capability?

The dragons eat a variety of foods which are not part of their natural diet and Redhorn eats keys. What is a natural diet? Should we be careful about what we eat? How far do animals in the wild rely on humans to provide their food?

In the adventure all the creatures are anthropomorphous; they are blessed (cursed?) with human qualities. What relationships, if any, would exist between the creatures if they were real? How are creatures classified? Do any of the creatures in the adventure fall into the same category?

Ah-Choo seems to have an allergy. What is an allergy? How many allergies do we know about?

Some castles have a drawbridge. How does a drawbridge work? Think of, and experiment with, different ways of raising heavy objects.

Mathematics

Make a list of creatures which have symmetrical patterns (e.g. butterfly) and another list of those which have asymmetrical patterns (e.g. snail).

Work out the vertical distance between the highest and lowest points on the map.

Make a scale for the map and work out the distances between the different locations (a) as the crow flies and (b) following the paths.

Overlay the map with a grid and write down the grid references of each of the locations.

A giant is larger than a normal person but is there a correlation between height and other bodily dimensions? By taking measurements and drawing graphs it is possible to reach some conclusions.

A fantastic miscellany

In gratitude for the safe return of their children, the King and Queen invite all the characters (including a reformed witch) to a celebration party on top of the tallest mountain in the kingdom. You will need to:
1. Design invitations.
2. Make seating arrangements for guests of different sizes (making all feel equal).
3. Organise transport to the top of the mountain. (Can bees fly in thin air?)
4. Create costumes for the guests.
5. Plan a menu to suit all tastes and dietary requirements. (The giant could be difficult!)

Granny's Garden

You are a social worker. The witch has been sent to you for counselling. You must try to find out why she is such a bad old girl and persuade her that she could use her powers to bring love and happiness to the world.

Newspapers are always full of gloomy stories. Produce a special edition of the *Kingdom of the Mountains Gazette* which tells the story of the kidnap and the rescue, and has interviews and life stories of the principle participants. A desktop publishing package would be ideal for this.

Now that the Kingdom of the Mountains has become well known throughout the world, the KM Tourist Bureau is established to bring some much-needed foreign currency into the land. You will need to design brochures and itineraries for organised holidays as well as persuade woodcutters and castle owners to make space available for tourists until some hotels have been built.

You are a fire prevention officer with special responsibilities for ensuring that the fire hazards in the City of the Dragons are kept to a minimum. Make a list of the things which would have to be adapted or completely changed to prevent fires occurring. You could start by thinking about toothbrushes and newspapers.

Help notes (for adults)

Part 1

Do take the apple when you enter the Woodcutter's house.
If you go up the stairs throw the apple, not the stick, at the snake.
Do not take the red broomstick from the cupboard.
Visit the cupboard a second time and take the green broomstick.

Part 2

Password: *icicle*
Ask:
the butterfly to take you over the pond
the snail to protect you from the nuts
the worm to keep the ants away
the bee to sting the dog and
the spider to help you climb the tree.

Part 3

Password: *dewdrop*
(If there are no children about you can think of some very interesting things to make Ah-Choo sneeze.)
There are several ways in which the baby dragons can be fed but if you're in a hurry try Buns, Lollies, Oranges, Chips.

Part 4

Password: *rainbow*
Visit the locations in this order:
Forest. Remember the name of the trees.
Cottage. Enter and take cake.
Hill. Offer to get eaten and take stone.
Cottage. Take key.
Hill.
Castle. The name to give is "Redhorn".
Lake. Give key.
Forest. Enter tower.
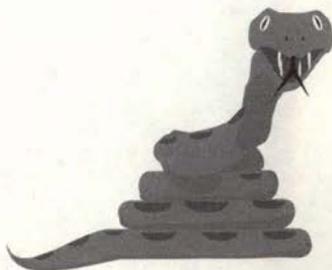
Available from 4Mation, this pack contains a disc of Draw files and a set of photocopiable activity sheets, some of which are illustrated on this page and the following page. The Draw files are of scenes and characters from the adventure. They are supplied in a highly-compressed format along with a utility to decompress them.

The utility can also be used to compress your own Draw files. Compressed files can be loaded directly into Vector, Poster and Chameleon without decompression.

Kingdom of the Mountains — Tourist Authority
Map and Distance Chart — To help you plan your journeys

Sleepy time — Find a bed for each of the creatures

Kingdom of the Mountains Po...
Have you seen these children?

Kingdom of the Mountains
Ministry of Red Tape
Personal Information File

KoM101

File No.

Photograph

Name
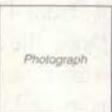
Species

Address

Language

Date of birth

Education | Occupation | Diet

Family | Medical history

Criminal record (if any) | Other information

Arabella (Witch)
Hidden Cottage
A Secret Place
Somewhere

Dear Que___ and King of the Mountains,

The raven has grabbed my nose and says he will
not let go of it until I write you a lett___ to tell
you that I am ~~sorry~~ for the ~~lovely~~ wicked things
that I did to you and your ~~nasty ugly~~ beau___ ___
children; I did enjoy hiding them and I ~~can't~~
think wha___ ___ade me do such a thing. I expect it was
something that I ate. I'm ~~you yay~~ ~~usly~~ usually
ever so careful abou___ not eating ~~payz palenes~~
poisonous things like toads' hearts ~~and~~ bats' t___s
and ~~lizzards~~ lizards' gizzards.

Ra___ says I must pro___ ___se not to do anyth___ ___g like
that ever again. Ouch! So I do promise that I
will be ever so careful in ~~fyecher~~ future.
~~Raven has~~ I have decided to be a good ___ ___tch from
now on so if you c___ ___hink of any good things
that I can do plea___ let me know. ~~Purrhaps~~
Pe___ ___ps you have some ~~enem enemiz~~ enemies ___
that I could turn into frogs or you mig___ ___want
some ra___ to make your garden grow.

~~Yors~~ Yours sincerely
Good
Arabella (Witch)

PS Sorry about the
splashes but Raven
made me sneeze.

A Selection of Very Useful Spells for Turning People into Animals

These are some of my favourites.
You can buy my complete book of spells at most bookshops.

Cool Off

THIRSTQUENCHERS

cool drinks for really thirsty dragons

Even if you're not a dragon we know
you'll really love our amazing drinks.
Choose one from this selection:

4Mation
14 Castle Park Road
Barnstaple
Devon
EX 32 8PA