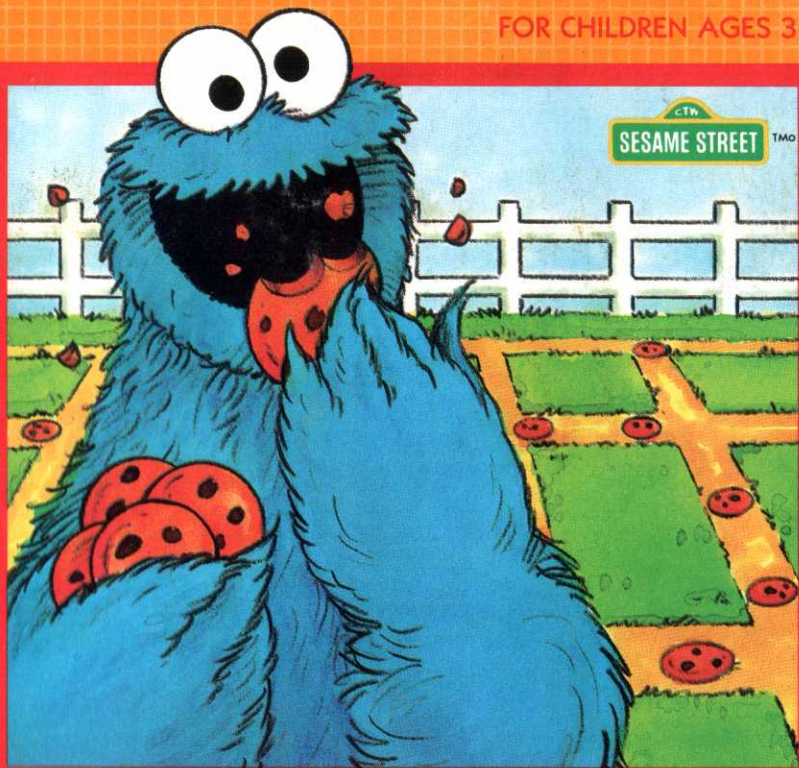


**CTW**  
CHILDREN'S COMPUTER WORKSHOP  
AN ACTIVITY OF  
CHILDREN'S TELEVISION WORKSHOP

**ATARI**® 2600™

# COOKIE MONSTER MUNCH™+

FOR CHILDREN AGES 3-7



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# ATARI AND CHILDREN'S COMPUTER WORKSHOP™ \* PRESENT:

Educational games featuring the lovable Sesame Street Muppets and other wonderful, whimsical characters. The creators of Sesame Street, Electric Company, and 3•2•1 Contact have teamed up with the creators of the world's most popular video games.

**ATARI/CCW™ \*** games are designed by writers, artists, programmers, educators, psychologists, and lots of kids!

## OUR FORMULA:

One Part Creative Magic

+

One Part Technical Wizardry

+

One Part Educational Know-How

=

Dynamic, Child-Appropriate Video Games!

## ATARI/CCW Video Games Provide:

- Family Play
- Continuous Challenge
- Long-Term Fun
- Nonviolent Play
- Opportunity for Cooperative Play, Individual Play, and Competitive Play
- Appeal to Both Girls and Boys

This Video Game Product was developed by ATARI, INC. and the CHILDREN'S COMPUTER WORKSHOP.  
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Featuring the JIM HENSON™ \* SESAME STREET™ \* MUPPET™ + characters.







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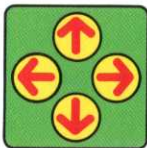


# Note to Parents

The COOKIE MONSTER MUNCH™+ game provides children with a fun way to practice several important prereading skills.



- 1) Tracing a maze pattern while staying within its borders gives children practice with the type of hand-eye coordination that is important for beginning reading and writing.



- 2) Learning to follow directional arrows provides experience with print symbols that young children need to use in school.

- 3) Using the arrows on the controller also helps children become familiar with the relational concepts of *up*, *down*, *left*, and *right*.



When you play COOKIE MONSTER MUNCH with your child you can reinforce these learning goals by talking about the game as you play. Use the words *left*, *right*, *up*, and *down* and encourage your child to use them too. Say things like, "I'm making Cookie Monster go to the *right* to get his cookies," or, "Can you make Cookie Monster go *down* to get to the cookie jar?"

As you read this manual, you will occasionally see this symbol:



The symbol will be followed by suggestions to help you and your child get the most fun out of playing COOKIE MONSTER MUNCH.





# Setting Up

## HOW TO USE YOUR ATARI® KID'S CONTROLLER

Use your ATARI KID'S CONTROLLER to play this game.

Plug the controller into the LEFT controller jack at the back of your ATARI 2600™ Video Computer System™ console. (See **Figure 1.**) In two-player games, the players take turns using the controller as each person's turn comes up. The computer keeps score automatically.



**Figure 1**—Plugging  
in the Controller

You will find one keypad overlay included with this game. This colorful overlay will help your child select and use appropriate buttons during game play. Slip the overlay tabs into the slots at the top and bottom of your ATARI KID'S CONTROLLER, as shown in **Figure 2.**

**Figure 2**—Keypad  
Overlay

**NOTE:** Always turn the console POWER switch OFF before inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI 2600 Video Computer System™ game.



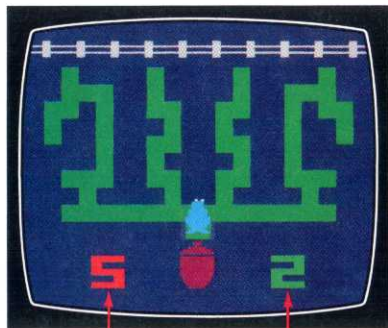
## HOW TO USE THE ATARI 2600 CONSOLE CONTROL SWITCHES

### POWER ON/OFF SWITCH

After you have inserted the Game Program cartridge, press the **POWER ON/OFF** switch to **ON**.

### GAME SELECT SWITCH

**COOKIE MONSTER MUNCH** contains ten delightful game levels. Find the game number you want to play in the **GAME MATRIX** on the back cover. Press the **GAME SELECT** switch until the game number appears at the lower left of the television screen. (See *Figure 3*.) The number on the right indicates the number of players for that game. For a detailed description of each game, see **GAME PLAY**.



Game Number    Number of Players

*Figure 3—Selecting a Game*

### GAME RESET SWITCH

After you have chosen the game level you want to play, press **GAME RESET** to begin the game. You can also press **GAME RESET** during game play or after a game ends if you want to start the game over.

### DIFFICULTY SWITCHES

**RIGHT** and **LEFT DIFFICULTY** switches are not used in this game.

### TV TYPE SWITCH

Set the **TV TYPE** switch to **COLOR** to play the game on a color TV. Set this switch to **B/W** to play on a black and white TV.



# A Read-Aloud Story

## THE KIE GARDEN



Cookie Monster was taking his morning walk in the park when he remembered he had not eaten a single cookie since breakfast. He was hungry!

“Me want cookie!” he thought.

Suddenly, Cookie Monster stopped. In front of him was an enormous cookie jar.

“What this?” he asked out loud. “It look like giant cookie jar! Must have cookies inside.”

He shook the jar, “Me no hear cookies.”

He stuck his furry fist down in the jar, “Me no feel cookies.”

He peered into the jar, “Me no see cookies.”

Cookie Monster sat down beside the jar. He felt bluer than his blue fur.





"Nothing make me sadder than empty cookie jar!" he sighed, "except empty Cookie Monster."

Just then, a warm, sweet smell floated toward Cookie Monster. He sat up and sniffed the air.

"That smell like — cookies!"

Cookie Monster jumped to his feet and followed the delicious smell up a garden path and straight to a freshly-grown chocolate chip cookie.

"Cowabunga!" he shouted. "Me discover magical cookie garden where cookies grow like flowers!"

Cookie Monster was just about to munch the delicious cookie when he saw another one growing a little way up the path.



"Look! Another cookie!" He ran and picked it. Then he saw another. He ran and picked that one up too.

Cookie Monster ran all around the garden, picking every cookie in sight. Soon his arms were loaded with a towering pile of his favorite food.



"Me need someplace to put cookies, so me can eat them. But where?" Then Cookie Monster remembered the empty cookie jar. He ran as fast as his furry legs could carry him. When he reached the jar, he put all the cookies inside.



"Me hungry from all this work. Time for a snack," he said.

Crumbs flew in all directions as Cookie Monster crunched down every wonderful cookie he had collected.

The next morning Cookie Monster had one thought: to get to his cookie garden. But, when he arrived at the garden fence, he peeked over and saw a terrible sight. There was someone else collecting **his** cookies!





"Hey kid!" Cookie Monster shouted, "This **my** garden. These **my** cookies. Go away!"

"Me want cookies!" Cookie Monster yelled as he jumped over the fence and chased the kid.

"But Cookie Monster, I—"

But before the kid could finish explaining, Cookie Monster snatched the cookies away from the kid and ate them.



As soon as the kid picked another cookie, Cookie Monster ran over and tried to grab it. But this time the kid raced to the cookie jar and was able to put the tasty treasure inside before Cookie Monster could catch up.



"Why you taking my cookies?" the blue monster asked.

"I'm not taking your cookies!" explained the kid. "I'm the Cookie Kid™+ and I planted this garden just for you. I'm saving these cookies for a special Cookie Monster party!"

"A party for me?" asked Cookie Monster. "That the nicest thing me ever heard. Me want party now!"

And Cookie Monster was so happy he even shared the cookies with his new friend, the Cookie Kid.





# Game Play



## NOW PLAY THE GAME . . . HERE'S HOW:

Cookie Monster is very hungry—he needs cookies fast! You can help.

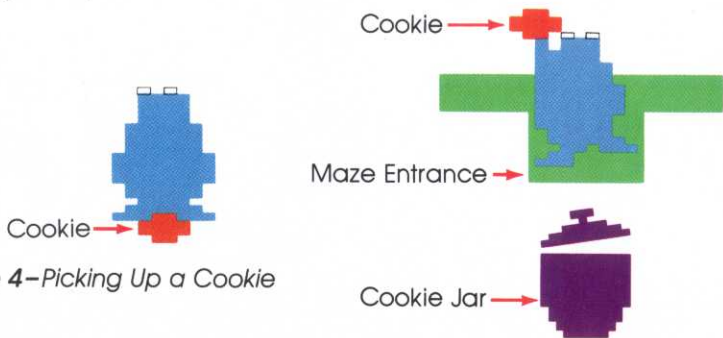
### OBJECT OF THE GAME:

Pick up as many cookies as you can and put them in the cookie jar.

### GET READY TO PLAY:

Follow the directions in **SETTING UP**, to plug in the **KID'S CONTROLLER**, to use the keypad overlay, and to select a game level.

To move through the garden mazes, press the arrow on your keypad overlay that points in the direction you want to go. To pick up a cookie, press the cookie on the keypad overlay. You must be standing over a cookie to pick it up. (See **Figure 4**.) You must follow the path back down to the cookie jar to put cookies in the jar. (See **Figure 5**.)



*Figure 4—Picking Up a Cookie*

*Figure 5—Putting Cookies in the Jar*



Positioning Cookie Monster over the cookie may require some practice. If your child has difficulty, say “Look carefully. Is the cookie between Cookie Monster’s feet?”



## GAME VARIATIONS

In some games, you are the Cookie Monster. In other games, you are the Cookie Kid, and Cookie Monster will chase you. **COOKIE MONSTER MUNCH** contains ten levels of game play. Below are general descriptions of the games. For specific details see the **GAME MATRIX** on the back cover.



Each new game level is designed to be more difficult than the last. Encourage your child to start playing the easiest game first and to practice the skills that will lead to the next level of difficulty.



### GAMES 1, 2, AND 3: BEGINNING GAMES

In each of these games, you guide Cookie Monster through as many garden mazes as you want and help him gather cookies. (See **Figure 6**.) The score resets after every maze. The easy **Game 1** mazes contain one to three cookies; the medium **Game 2** mazes contain four to six cookies; and the difficult **Game 3** mazes contain seven to nine cookies. After picking up each cookie, go to the cookie jar and drop it in. Remember, you can only pick up one cookie at a time.

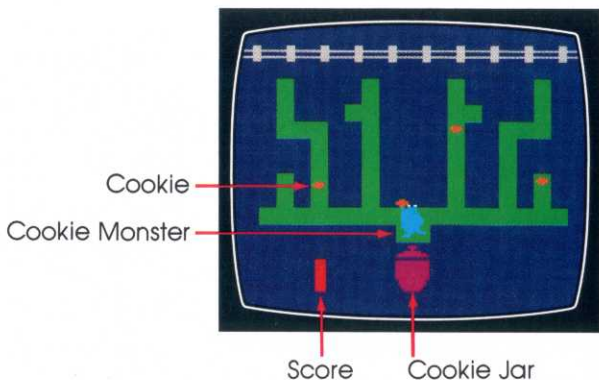


Figure 6—Beginning Game

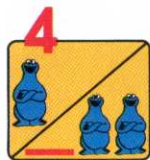
Take as much time as you need. Once you have picked up every cookie in the maze and have put each one in the jar, Cookie Monster will eat the cookies, one at a time. (See **Figure 7.**) Watch the crumbs fly and count the cookies that Cookie Monster eats.



*Figure 7—Cookie Monster Eats Cookies*

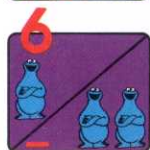


In beginning games young children might need some help getting started. Say to your child, "Point to the cookie you want to get and show me how you want to move in the maze to get it." Tell your child to trace the path on the screen with his or her finger.



#### **GAMES 4, 5, AND 6: ONE-PLAYER AND TWO-PLAYER TIMED GAMES**

Help Cookie Monster pick up as many cookies as he can before time runs out. When a maze is cleared, a new one will appear. Cookie Monster may bring **one or more cookies** at once to the cookie jar or may pick up all the cookies before returning to the jar. Although you will only see one cookie in Cookie Monster's hand, your score will increase by the correct number when you drop the cookies in the jar. One to three cookies will appear in the easy **Game 4** mazes, four to six cookies will appear in the medium **Game 5** mazes, and seven to nine cookies will appear in the hard **Game 6** mazes.

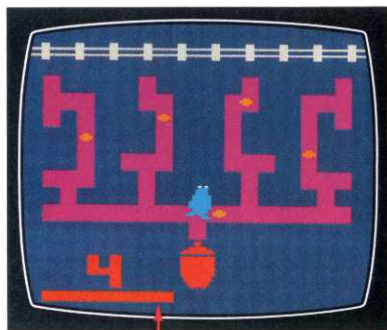


You have five minutes to collect cookies in **Game 4**, four minutes in **Game 5**, and three minutes in **Game 6**. Watch the time bar at the bottom of the screen. (See **Figure 8**.) It will slowly become smaller as time goes by. When the time bar completely disappears, your time is up. As soon as this happens, Cookie Monster will eat every cookie you collected. Yum!



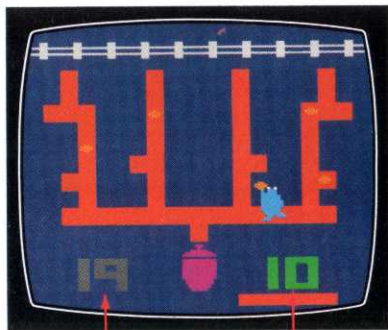
You may want to draw your child's attention to the time bar and explain its purpose the first time he or she plays a timed game. Note that it moves right-to-left for player 1 and left-to-right for player 2. The color of the time bar also matches the score color of the player who is playing.

In two-player games, pass the controller to player 2 when time runs out for player 1. After Cookie Monster eats player 1's cookies, player 2 collects as many cookies as possible before time runs out. Player 1's score will appear at the lower left side of the screen and player 2's score will appear at the lower right side of the screen, as shown in **Figure 9**. When the time is up for player 2, Cookie Monster will eat those cookies and you can compare scores. Who collected the most cookies?



Time Bar

**Figure 8—Timed Game**



Player 1's Score    Player 2's Score

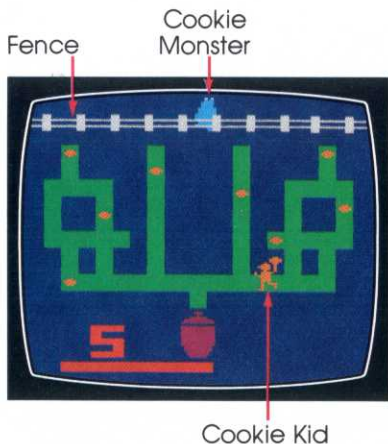
**Figure 9—Two-Player  
Timed Game**



## GAMES 7, 8, AND 9: COOKIE KID VS. COOKIE MONSTER

Now things really get exciting! In these games you are the Cookie Kid collecting cookies. But watch out for Cookie Monster because he will chase you and try to take away every cookie you pick up. Cookie Monster guards the cookie garden by walking back and forth behind the fence, as shown in *Figure 10*. As soon as you have a cookie in hand, Cookie Monster jumps over the fence and runs after you. If he catches you before you get to the cookie jar, he will eat every cookie you carry. While chasing you, Cookie Monster will also stop and gobble any cookies in his path. After Cookie Monster takes your cookies, or when you have safely put them in the cookie jar, he returns to his guard post behind the fence until you pick up another cookie. If you pick up another cookie before Cookie Monster gets all the way back to the fence, he will start to chase you again.

There are nine cookies in each maze. The mazes are easy in **Game 7**, medium in **Game 8**, and hard in **Game 9**. For added excitement, the games are timed! You have five minutes to collect as many cookies as possible in **Game 7**, four minutes in **Game 8**, and three minutes in **Game 9**. At the end of your time period, Cookie Monster will eat all the cookies you saved. Watch his eyes roll around happily. What a party!



*Figure 10*—Cookie Kid Game



Two-player Cookie Kid games are played just like one-player games, except, when time is up for the first player, the second player takes the controller.

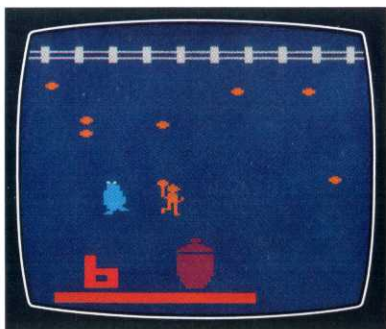


### GAME 10: SUPER CHALLENGE GAME

Are you ready for a super challenge? Try collecting cookies in invisible, difficult mazes! (See *Figure 11.*)

Played just like **Game 9**, **Game 10** gives you three minutes to pick up cookies in as many mazes as you can. Nine cookies are scattered throughout each maze. Every time you pick up a cookie, the maze will flicker briefly so you can see how it looks. Try to remember the shortest path back to the cookie jar so you can quickly and safely put your sweet treasure in the jar before Cookie Monster grabs it.

In two-player Super Challenge games, each player has three minutes to pick up cookies in invisible mazes. When time runs out for player 1, player 2 takes over the controller. At the end of each player's time period, Cookie Monster gobbles every cookie in the jar.



*Figure 11 - Invisible Maze Game*

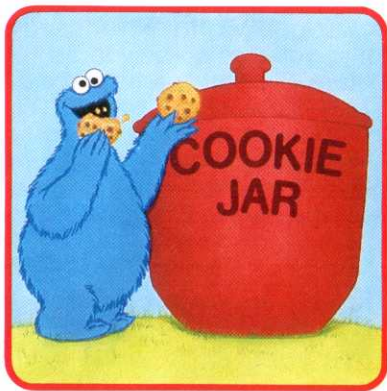


# More Fun with Cookie Monster

## What Happened First?

Here are some pictures of Cookie Monster. What happened in each picture?

Can you find what happened first? What happened next? What happened last? Now tell the story.



# Cowabunga, it's Cookie Monster!!

Draw your favorite cookie in Cookie Monster's hand. Color the picture.



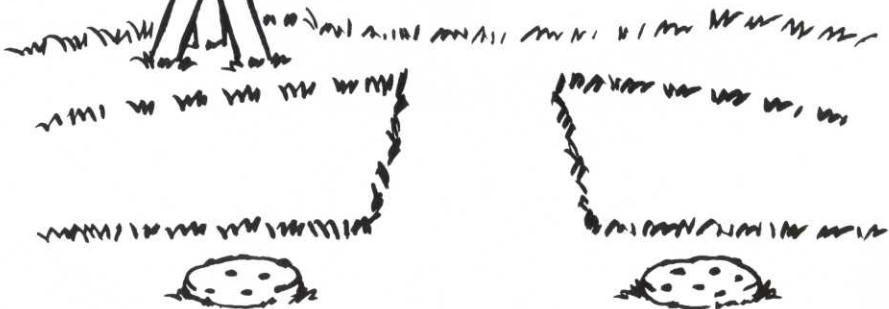






# The Cookie Kid Saves the Day

Cookie Kid wants to save a cookie for later. Draw a picture of a cookie jar to put the cookie in. Color the picture.

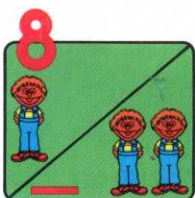
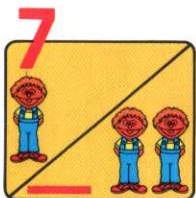
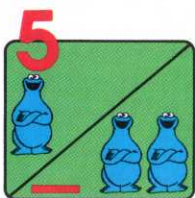
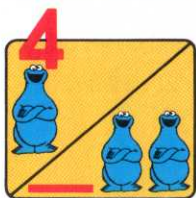


## Put the Cookie in the Cookie Jar

Draw a picture of a big cookie jar and tape it to the wall. Then draw your favorite cookie and cut it out. Now blindfold your friend, brother, sister, or parent. Spin the blindfolded person around three times. Lead him/her to the wall and help him/her put the cookie in the cookie jar by giving directions. Say things like, "Move your hand **up**. Move your hand **down**. Move your hand **right**. Move your hand **left**."



# Game Matrix



GAMES 1-3: ONE-PLAYER GAMES ONLY  
GAMES 4-10: ONE-PLAYER & TWO-PLAYER GAMES



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