

# RANCH™



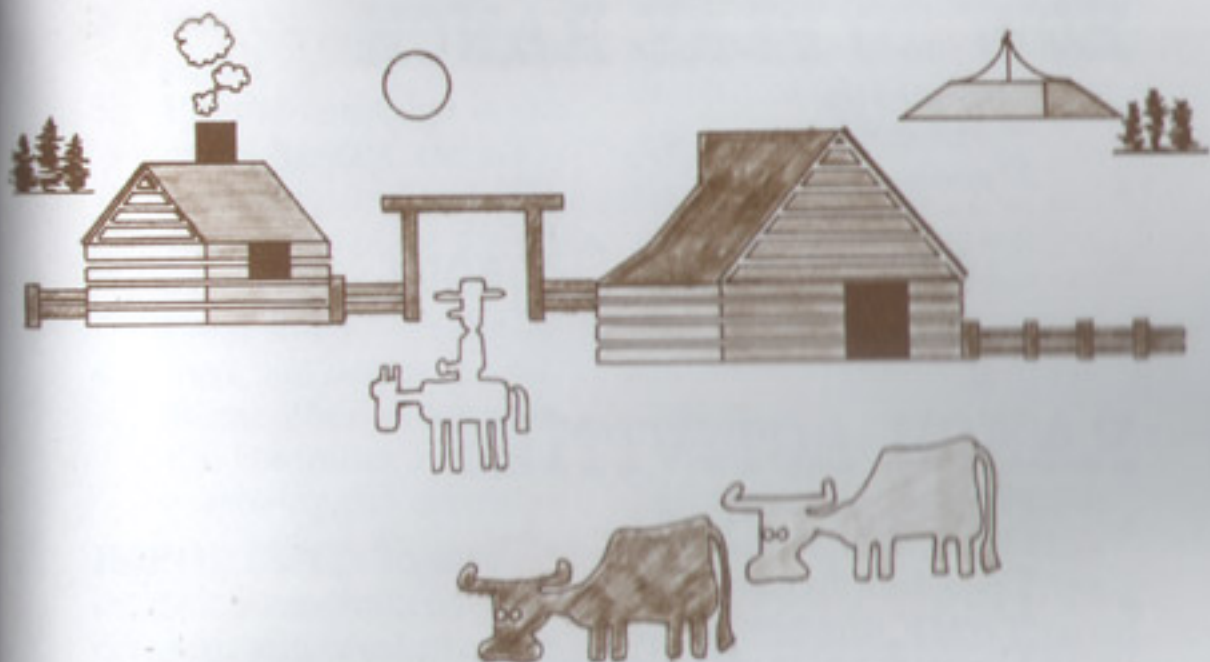
# Note to Parents

**Ranch** encourages players to experiment imaginatively with design and composition in combining the characters and shapes to create different pictures. Players also learn to use a simple but versatile menu of commands to select and manipulate these elements.

In addition, the book sections “How Parents Can Help” and “Telling Tall Tales” encourage players to make up stories about the ranch scenes they create.

**Ranch** will provide players with hours of learning fun.

# RANCH



**HOWDY!** Welcome to **Ranch**, a game that lets you create and animate your own wild west scenes. Start with a blank screen and add cowgirls, cowboys, and critters. Choose some simple shapes to build a ranch house and corral. Color, copy, move, or erase anything on the screen. You can even animate your western scene and pick a western tune to go along with it. When you're finished for the day, save your picture to show to your friends, or to play with later. You'll find it's easy to have fun with **Ranch** in lots of different ways.

# IN THIS BOOK...

## GETTING STARTED

### HOW TO PLAY RANCH

- Cursor
- Screens
- How to Pick Objects
- Options

### RANCH ACTIVITIES

- Cowboy Hat
- Best Vest
- Bandana Tricks
- Ride a Stick Horse
- Western Grub
- Telling Tall Tales

### HOW PARENTS CAN HELP

# GETTING STARTED

## Atari® and Commodore 64™ Computers

1. Turn off the computer.
2. Plug the joystick into port 1.
3. Put the cartridge in the cartridge slot. (If you are using an Atari 800 computer, place the cartridge in the left hand slot.)
4. Turn the computer on. Remember to turn off the computer before removing the cartridge.

**IMPORTANT:** To save on disk a ranch scene you've created, you must prepare the disk. This has to be done before starting to play **Ranch** and before doing steps one through four above.

### COMMODORE

Format a disk in the usual way. If you already have a formatted disk with enough space on it, you can use that.

Once you have a formatted disk, you can insert it in the disk drive at any time during play, with the computer on or off. Just turn on the disk drive, then put in the disk.

### ATARI

Format a disk and then put DOS (Disk Operating System) on it. You can use an already formatted disk with DOS if it has enough space on it.

You must insert the disk before turning on the computer and playing **Ranch**. First turn on the disk drive. Insert the disk. Then turn on the computer.

Go through the same procedure when you want to load a scene you've formerly saved.

For further load and save instructions, see "How To Play Ranch."

# HOW TO PLAY RANCH

When the program begins, you'll see a short demonstration of how to build a ranch scene. If you want, you can keep the demonstration ranch scene and add to it. Press the RETURN key to do this. If you want to build your own ranch scene, wait until the demonstration has finished, then press the joystick button.

## CURSOR



The opening screen is the **building screen**.

Across the bottom of the screen is a row of words and symbols. These are **options**. The square box on the screen is the **cursor**. Move the joystick and the **cursor** moves.

To activate an **option**, move the **cursor** to one of the words or symbols. Press the joystick button. When you've chosen an **option**, you'll hear a tone and the word or symbol changes color.

To turn off one **option**, activate a new **option**.

**EXCEPT:** The **animate** and **music options** are turned off by moving the **cursor** back to their symbols and pressing the joystick button. Turning on **erase** also turns off **animate**.



# SCREENS

There are a number of screens in **Ranch**. By moving the **cursor**, you can see the **character screens** containing the parts used to build ranch scenes.

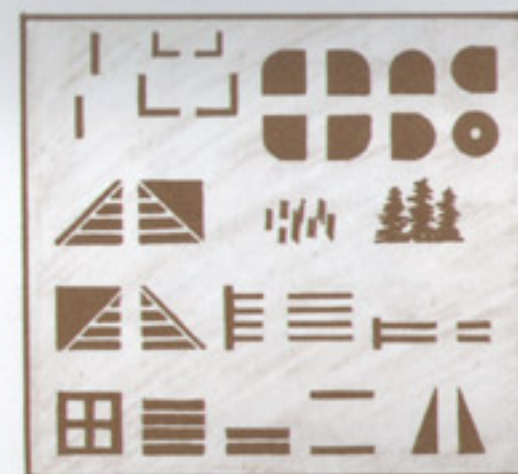
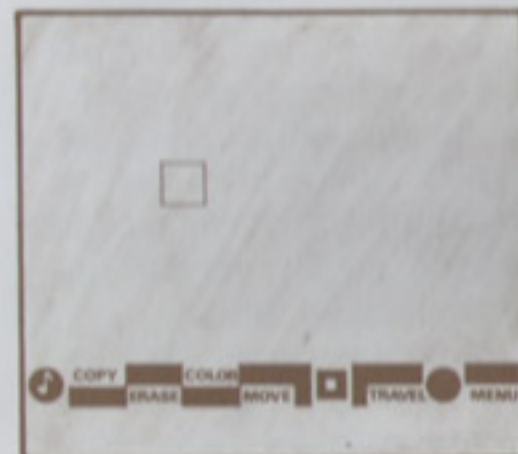
On these screens you will find shapes, letters, numbers, people, animals, and objects like a train and a car.

The **character screens** are located to the left and right of the **building screen**. On Atari, you will also find a **character screen** above the **building screen**.

Just move the **cursor** in the direction of the screen you want until you move onto it. **NOTE:** Move the **cursor** left or right to exit the top **character screen** on Atari.

For a closer look at what's on the **character screens**, turn to pages 18-21.

The last screen in **Ranch** is reached by the **menu** option. You'll find out about it later in these instructions.



# HOW TO PICK OBJECTS



To build a ranch, you will pick up objects from the **character screens** and put them on the **building screen**.

To pick up anything on **character screens**, move the **cursor** to that object. Press the joystick button. You'll hear a tone when the object has been picked up. Move to the next object you want to pick up and press the joystick button. You can pick up objects one at a time or up to twelve at a time.

Move the **cursor** back to the **building screen** after you've picked up what you

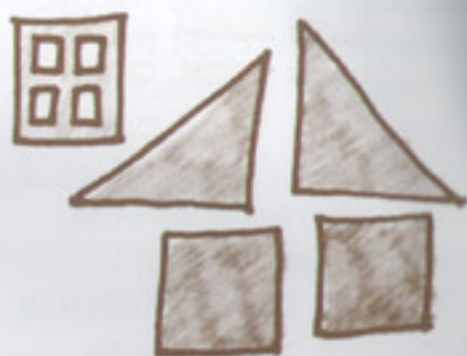
want. To put an object down, press the joystick button. If you have picked up a number of things, press the button once for each item. Be careful not to put objects on top of each other. If the objects are not exactly where you want them, you can move them later.

Remember to drop off everything you picked up, or you won't be able to activate a new option, or go back to the **character screens**.

You can pick up more shapes from the **character screens** any time during play.



*Let's make a house. Pick up some shapes.*



*Put down the shapes on the building screen.*



# MOVE



## MOVE

Use this option to move any object on the building screen.

### building screen.

To activate this option, guide the **cursor** to **move** and press the joystick button. Guide the **cursor** to the object you want to move, then press the joystick button. A tone lets you know

you've picked up the object. Move the **cursor** where you want the object to be. Press the joystick button and the object will be dropped off at that spot. When you're in **move** mode, you can move as many objects as you want, one at a time.



*Build your house by moving the shapes together like this.*

# COPY

**COPY** When an object is on the **building screen**, you can copy it as often as you like.

To activate this option, move the **cursor** to **copy** and press the joystick button. Move to the object on the **building screen** you want to copy, then press the joystick button. Move the **cursor**

where you want the copy to be. Press the joystick button and a copy appears. Every time you press the button, you make another copy of the object. Remember to move to a new space for each copy.

To make copies of another object, go back to the **copy** option and press the joystick button. Now go to the new object and do the same thing you did before.



*Build a fence by copying this shape.*



*Put a herd of cows on your ranch. Get one cow and copy it.*

# ERASE

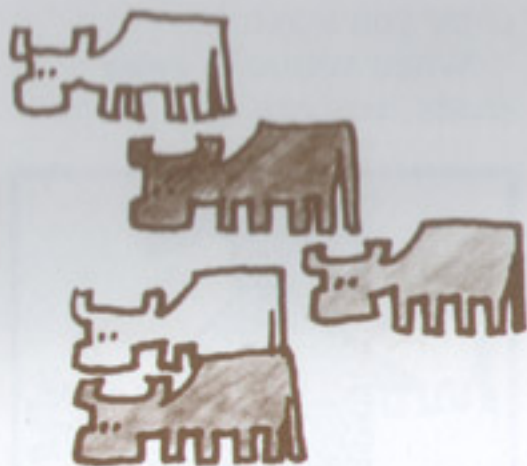
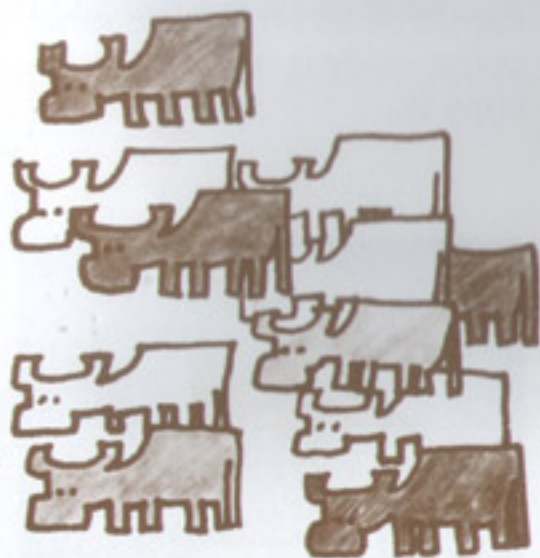


## ERASE

You can remove an object from the **building screen** at any time by using the **erase** option.

To activate this option, guide the **cursor** to **erase** and press the joystick button. Move to the object you

want to erase. Press the joystick button and the object disappears. When you're in **erase** mode, you can erase as many objects as you want. Move to each object and press the joystick button.



*Oops! Too many cows.  
Let's erase some.*

# COLOR

**COLOR** You can color anything on the **building screen**, even the background.

To activate this option, move the **cursor** to **color**, then press the joystick button. Move to an object you want to color. Every time you press the joystick button, the color changes. Stop pressing the joystick button when you've reached the color you want.

When you're in **color** mode, you can change the

color of any object on the **building screen** the same way.

To change the color of the background, move the **cursor** to an empty space on the **building screen** and press the joystick button.

**HINT:** When you copy an object, you copy the color too. If you want all your copies of an object the same color, color it before you copy it.



*Color your ranch.*



*How about a dark night sky?*

# ANIMATE

● This option is used to animate objects. Not everything animates.

To find out which objects animate, activate **animate** by moving to the symbol and pressing the joystick button. Now move the **cursor** to the **character screens**. You'll see all the objects that can animate moving.

You can be in **animate** mode and activate another option at the same time. But you have to activate **animate** first and then the other option you want.

To stop animation, go back to **animate** and press the joystick button. Turning on **erase** also turns off **animate**.



*Cows get hungry. To let them eat, animate them.*

# FREEZE AND CYCLE

**| □ |** This option can freeze an animated object in one of its many positions. It can also let you animate objects that are the same so their movements are out of synchronization.

Before you use **freeze and cycle**, turn **animate** off. To activate **freeze and cycle**, move to the symbol and press the joystick button. Then move to an object that can animate and press the joystick button. As you press the button, the object will cycle through all its positions. Keep pressing until you find the position you want.

Every object that can ani-

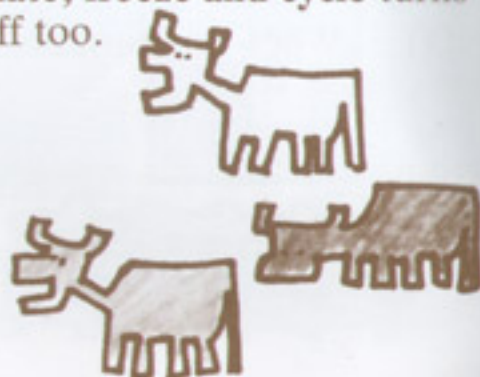


*If you don't want your cows to look like they're playing follow the leader when they're eating,*

mate has two states: animating and non-animating.

**Freeze and cycle** works like an on/off switch. When the joystick button is pressed an odd number of times, it changes the object from its current state to its opposite state, for instance, from animating to non-animating or from non-animating to animating. When the joystick button is pressed an even number of times, it keeps the object in its current state.

If you have **freeze and cycle** and **animate** on at the same time and turn off **animate**, **freeze and cycle** turns off too.



*put each one into a different position.*

# TRAVEL



You can make any object travel across the screen

with this option.

To activate this option, move to **travel**. Press the joystick button. Move to the object you want to make travel. Press the joystick button and the object will travel across the screen. To stop the object traveling, press the joystick button. When you're in **travel** mode, you can make another object travel. Just move to that object and press the joystick button.

Only one object can travel at a time.

**NOTE:** When you turn on **travel**, **animate** turns on too. When you turn **animate** off, you turn **travel** off. **Travel** and **freeze and cycle** cannot be on at the same time.

*You can make a cowboy ride across your ranch.*

# MUSIC



You can choose one of three western tunes as

music for your ranch scene, or you can turn the music off.


To choose a tune, move the **cursor** to the music symbol. Every time you press the joystick button, a new tune plays. You can change the music at any time during the game. The music option can be on while you are using other options.

**NOTE:** To hear the tone used for picking an object, the music must be turned off.



*Choose a slow ballad or music for trotting.*

# MENU

 To use the last screen in **Ranch**,  
**MENU** move to **menu** on the **building screen** and press the joystick button.

You'll see these four options:

LOAD SAVE ZAP RANCH

**Save** This is the way you save your scene on tape or disk, so you can play with it later.

To prepare the disk, review the "Getting Started" section.

To activate **save**, move to this option and press the joystick button.

**COMMODORE:** The following words will appear:

TYPE: "FILENAME",1 TO USE TAPE

TYPE: "FILENAME",8 TO USE DISK

Type a name for your ranch scene in quotes, followed by ,1 for tape or ,8 for disk.

Press RETURN for both tape and disk, then press record and play for tape, and your scene will be saved for future use.

If you have made a mistake, the following words will appear:

OOPS! PRESS TRIGGER TO RETURN TO MENU

Press the joystick button and you'll return to the **building screen**. Then you can start the process over.

There is another kind of mistake that freezes the joystick and joystick button. You may see

PRESS RECORD & PLAY ON TAPE

when you're not saving to tape. If neither the joystick nor the RETURN key works, press the RUN STOP key. Then you'll see

OOPS! PRESS TRIGGER TO RETURN TO MENU.

Proceed as above.



**ATARI:** The following word will appear:

FILENAME

Type D1: and then your filename, or D2: and then your filename, depending on which disk drive you are using. Press RETURN and your scene will be saved.

If you have made a mistake, the following words will appear:

OOPS! PRESS TRIGGER  
TO RETURN TO MENU

Press the joystick button and you'll return to the **building screen**. Then you can start the process over.

**Load** Once you've saved a picture, you can load it to use again.

To activate **load**, move to this option and press the joystick button.

**COMMODORE:** The following words will appear:  
TYPE: "FILENAME",1 TO

USE TAPE

TYPE: "FILENAME",8 TO  
USE DISK

You may either type the filename of the scene you want to load, or you may review the directory of scenes.

To load a scene, follow the same procedure as for **save** on the Commodore.

To see the directory, type "\$",8 for disk. Once you have reviewed the directory, press the joystick button to return to the **menu**.

If you have made a mistake, the following words will appear:

OOPS! PRESS TRIGGER  
TO RETURN TO MENU

Press the joystick button and start the process over.

There is another kind of mistake that freezes the joystick and joystick button. You may see PRESS PLAY ON TAPE when you're not loading from tape. If neither the joystick nor the RE-

TURN key works, press the RUN STOP key. Then you'll see

OOPS! PRESS TRIGGER TO RETURN TO MENU.

Proceed as above.

**ATARI:** To prepare your disk for loading on Atari, review the "Getting Started" section.

The following word will appear:

FILENAME:

You may either type the name of the scene you want to load, or you may see the directory of scenes.

To load a scene, follow the same procedure as for **save** on the Atari.

To see the directory, type

D1:\*. \* or D2:\*. \*

depending on which disk drive you are using. Once you have reviewed the directory, press the joystick button to return to the **menu**.

If you have made a mistake,

the following words will appear:

OOPS! PRESS TRIGGER TO RETURN TO MENU

Press joystick button to return to the **building screen** and start the process over.

**Zap** This option erases everything on the **building screen** at one time. To activate this option, move to **zap** and press the joystick button.

**Ranch** This option is your exit back to the **building screen**. Move to **ranch** and press the joystick button.

Now you know everything there is to know about how to play **Ranch**. Following you will find a summary of what each option does.

# SUMMARY OF OPTIONS

To activate an **option**, move the **cursor** to the word or symbol for the **option** and press the joystick button. Then move to the object you want to use the **option** with, and press the joystick button.

## SCREENS

There is a blank screen for building, with options displayed on it. There are character screens, with people, animals, objects, shapes, letters, and numbers.

## OPTIONS

- |                         |   |
|-------------------------|---|
| <b>Move</b>             | to move characters around on the <b>building screen</b>   |
| <b>Copy</b>             | to copy any character on the <b>building screen</b>   |
| <b>Erase</b>            | to erase any character on the <b>building screen</b>  |
| <b>Color</b>            | to color any character and the background on the <b>building screen</b>                                       |
| <b>Animate</b>          | to animate a selection of characters  |
| <b>Travel</b>           | to make any character travel across the <b>building screen</b>  |
| <b>Freeze and Cycle</b> | to freeze a character that can animate; to cycle a character that can animate through its different positions |
| <b>Music</b>            | to select one of three tunes or silence   |
| <b>Menu</b>             | to get to the <b>options</b> listed below   |
| <b>Load</b>             | to load previously saved disk or tape   |
| <b>Save</b>             | to save a picture on disk or tape   |
| <b>Zap</b>              | to erase the whole <b>building screen</b>   |
| <b>Ranch</b>            | to go back to <b>building screen</b> from <b>menu screen</b>  |

# CHARACTERS

sitting  
lady



sitting  
man



locomotive



pony



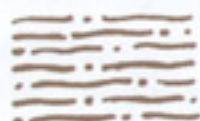
auto



horse



waterfall



water



fish



pig



piglet



rooster



duck



kitty



cat



dog

girl



boy



cowgirl



cowboy



rider



rider



rider



star



wheel



fire



smoke



rabbit



prairie  
dog



hen



cow



coyote



deer



buffalo



bird

# MORE CHARACTERS

A B C D E F G H I J

T U V W X Y Z ●



wheels



lines, outlines  
patterns

cloud parts



roof tops



sagebrush



trees



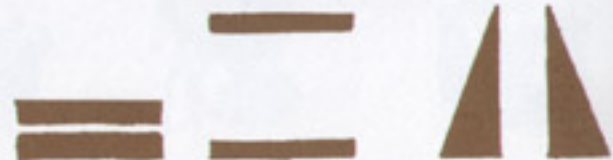
siding



fence



window



K L M N O P Q R S  
0 1 2 3 4 5 6 7 8 9

sky



mesas, mountain tops



fillers



basic building blocks

stairs



roofs, mountains



**RANCH™**  
Proof-of-Purchase

**Joyce Hakansson Associates, Inc.**, creator of Ranch, is a team of artists, musicians, educators, programmers, writers, and game specialists working together to bring excellence and excitement into young people's computer games.

**President:** Joyce Hakansson

**Programmer:** Tim Scully

**Design and Animation:**  
Bud Luckey

**Music:** Ed Bogas

**Technical Director:**  
Ken Leonard

**Educational Research:**  
Sandra Curtis,  
Bobbi Hutcheson

**Book Author:** Fran Christie

**Book Design and Production:**  
Linda Allison, Oona Johnson

**And:** Barbara Bybee,  
Elizabeth Larkam

**Package Illustration:**  
Bill Morrison

This software product is copyrighted and all rights are reserved by Spinnaker Software Corporation. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer for the purpose of executing this program. Copying, duplicating, selling or otherwise distributing this product is hereby expressly forbidden.

All material in this booklet is the property of Joyce Hakansson Associates, Inc. © 1984 Joyce Hakansson Associates, Inc. All rights reserved.

Commodore 64 is a trademark of Commodore Electronics Ltd. Atari is a registered trademark of Atari, Inc.

Ranch computer program is a trademark of Spinnaker Software Corporation.

