

Contents

Welcome to Arthur's Preschool: Arthur's Afternoon Adventure! (version 1.1)

Arthur's been hanging out in his tree house all by himself, but now it's time for some fun with friends. Join Arthur as he checks out what his friends are up to on this sunny afternoon!

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Minimum System Requirements

Windows®

Pentium 75 MHz processor or faster

Windows 95/98

16 MB of RAM

40 MB free hard disk space

4x CD-ROM Drive

256-color display

SoundBlaster or compatible sound card

Mouse

Browser—Netscape Navigator 4.0 or Microsoft Internet Explorer 4.0 or higher

28.8 Kbps or faster modem (optional)

Recommended: color printer

Macintosh®

60 MHz PowerPC, 16 MB RAM

System 7.5 to System 9.1

40 MB free hard disk space

4x CD-ROM Drive

256-color display

Sound Manager 3.1

Mouse

Browser—Netscape Navigator 4.0 or higher

28.8 Kbps or faster modem (optional)

Recommended: color printer

In the interest of product improvement, information and specifications represented here are subject to change without notice.

Installation Instructions

NOTE: One of the Arthur CDs must be in your computer's CD drive at all times during installation and game play.

Windows Installation

1. Insert one of the Arthur CDs into your CD drive. Note, you can install from either disc, Disc 1 or Disc 2.
2. For systems with AutoPlay, skip to step 4.
3. For systems without AutoPlay, choose RUN from the Start menu and type d:\setup in the command line box, then click OK. (If your CD drive is not d: substitute the correct drive letter.)
4. You will be asked if you want to install. Select YES and follow the on-screen prompts.
5. When installation is complete, the Options Screen appears. Select PLAY to begin the game.

Starting the Program

1. Insert one of the Arthur CDs into your CD drive.
2. On systems with AutoPlay, the Arthur Options Screen appears. Click PLAY to begin the game.
3. On systems without AutoPlay, go to the Start menu, select PROGRAMS, then THE LEARNING COMPANY, then Arthur, and finally, ARTHUR'S PRESCHOOL. The Option Screen will appear. Click on the PLAY button to begin the game.

Macintosh Installation

One of the Arthur discs must be in your computer's CD drive at all times during installation and game play.

1. Insert the disc into the CD-ROM drive. The CD window will open.
2. Double-click the Arthur icon and follow the on-screen prompts. The installer will install any extensions needed by your operating system. (You will not need to install again unless you remove the installed files.)
3. You can install from either Disc 1 or Disc 2.

Starting the Program

1. To play Arthur's Preschool, again double-click on the Arthur icon. The same icon installs and launches the program.
2. There are additional applications on these discs. To run any of these programs, double-click on their icons.

The Options Screen

Windows®

An Options screen will appear on your desktop when you choose to run the program. (On machines with AutoPlay, this screen will appear automatically when the disc is inserted, once the program has been installed.)

Play Button

Play the game currently in your computer by clicking on the Play button.

Visit Arthur Online

Click here to extend your CD-ROM experience to the online world. With the click of a button, learn even more about Arthur and his friends!

Options

Select your Internet connection and click here to register this product after it has been installed.

Install/Uninstall

Reinstall the program files to a different location on your hard drive or uninstall the program by clicking here. The uninstaller automatically removes the Arthur program files from your computer.

Help Button

Open the Help file by clicking on the Help button.

Quit

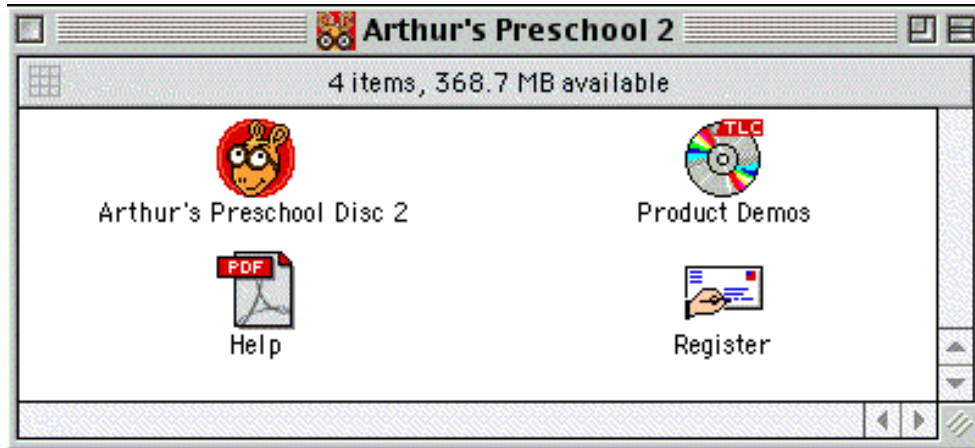
Click on the Quit button to close the program Options Screen and return to Windows.

Product Demos (located on Disc 2)

Preview a full line-up of products from The Learning Company.

Macintosh®

After inserting the Arthur CD into your Macintosh, the CD Window will automatically open. You can access all of the following options from the CD Window.



Arthur Program Icon

Double-click on this program icon to install the program to your hard drive.

Once the game is installed, double-click on the program icon to start the main program.

To uninstall the program from your hard drive, delete the Arthur's Preschool folder (located in the Arthur folder in the folder called The Learning Company) from your hard drive. To do this, click on that folder, drag it to the Trash, and choose Empty Trash from the Special menu.

Product Demos

Double-click on the Product Demos icon to preview a full line-up of products from The Learning Company.

Register

Double-click on the Register icon to register the program by modem, fax, or mail.

Help

Double-click on the Help icon to open the Help file.

Getting Around in the Program

This section describes the different screens you'll see in the program—and how to get to them. Arthur and his friends are your child's learning buddies in this adventure. The program has several features to help kids stay engaged, motivated, and challenged: Personalization, Autoleveling, SmartHelp, a Goal Checker for kids, and a Progress Checker for parents.

Personalization



Right from the start, Arthur wants to learn a little about your child, asking the child's name, birthday, favorite pet, and favorite color. Playful, dancing ladybugs help the child express these preferences. Then, during game play, the activities use these preferences in fun and surprising ways. (For example, in Digging with Baby Kate, Arthur asks the child to find the first letter of his or her name, and then displays the child's name on screen.) Such personal touches sometimes look like magic!

SmartHelp

Arthur and his friends provide positive reinforcement, keeping children challenged and entertained. If a child is struggling with a particular activity, Arthur offers special hints to help the child get to the right answer. Sometimes, Arthur presents a short lesson pertinent to the activity. By providing different kinds of hints depending on how well a child is doing, SmartHelp prevents frustration and keeps each child engaged.

Real Life Skills

These programs emphasize not only academic skills such as reading, geography, and arithmetic, but also real-life skills: good habits, social skills, safety, organization, creativity, logic, and critical thinking. Arthur and his friends model these skills and habits throughout the adventure.

Arthur's Treehouse

You'll use this screen to choose your next activity or to view and change Preferences. You can go to any activity in the program from Arthur's Tree house—just by clicking on the character pictures!



Preferences

To set program preferences or check how close you are to earning your certificate, use the Preferences screen. To get to the Preferences screen, click on the star icon.

Progress Checker

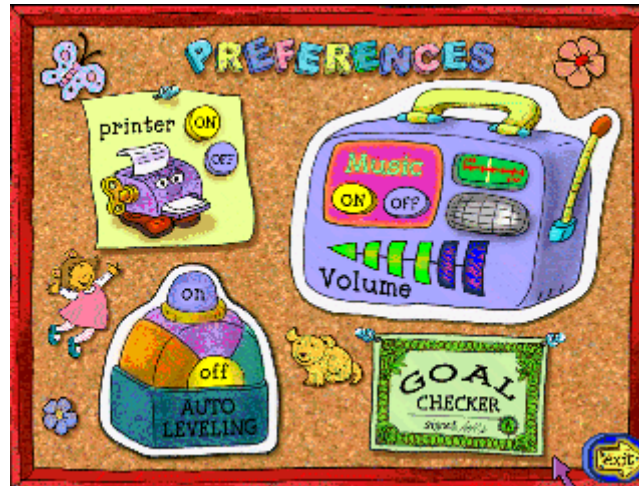
Click here to go to the Progress Checker screen.

Certificates

After your child completes any activity, he or she earns a personalized certificate. If the Printer preference is turned on (on the Preferences screen), these certificates can be printed.

Preferences Screen

To set program preferences or check how close you are to earning your certificate, use the Preferences screen. To get to the Preferences screen, click on the star icon on Arthur's Tree house screen.



Printer On/Off

Turn printing on or off.

Music On/Off

Turn background music off or on.

Volume Control

Choose a volume level.

Autoleveling

This program keeps track of how well your child is doing at a particular level—and responds accordingly. The program has two tracking modes:

- Autoleveling on
- Autoleveling off

When autoleveling is on, the program automatically moves your child up to the next level when he or she is doing well—or moves a child down when the content becomes too challenging.

When autoleveling is off, the program lets your child stay at the same level as long as he or she wants. In this mode, when the child is doing very well Arthur merely reminds the child that he or she can move up a level. To move up a level, just click on the level selector buttons located in the upper-right corner of the screen.

To switch between the two modes, click on the Autoleveling On/Off button, located on the Preferences screen.

Turn auto leveling on or off.

Goal Checker Button

Click here to view the chart that shows the player's progress in each of the activities.

Goal Checker

The Goal Checker, available from the Preferences screen, is a chart that shows the player's progress through the activities. If several children play the program at different times, the Goal Checker keeps track of how close each child is to the goal.



Child's Name

After signing-in, your child's name will appear here. This screen is specific to every player!

Activities

These are the names of the activities. The colored bars show how many rounds you've finished in each activity—and how close you are to completing the activity.

Progress Checker

Parents can get more detailed information about children's progress and performance in the various activities by looking at the Progress Checker. The Progress Checker is a chart, accessible by clicking on the Progress icon on Arthur's Treehouse screen. By looking at this chart, parents can see how much work the child has completed and what percentage of the child's answers was correct.

GAME:		Questions Answered:					
		LEVEL 1		LEVEL 2		LEVEL 3	
	Lady Bug Bridge	Correct = 11 Total = 11	100%	Correct = 0 Total = 1	0%	Correct = 0 Total = 1	0%
	Mr. Rabbit's Day Off	Correct = 3 Total = 3	100%	Correct = 0 Total = 3	0%	Correct = 0 Total = 3	0%
	Shape Shadow Game	Correct = 6 Total = 6	100%	Correct = 0 Total = 1	0%	Correct = 0 Total = 1	0%
	Francine's Getting Practice	Correct = 1 Total = 1	100%	Correct = 0 Total = 1	0%	Correct = 0 Total = 1	0%
	Building Robots	Correct = 4 Total = 4	100%	Correct = 0 Total = 1	0%	Correct = 0 Total = 1	0%
	D.W.'s Banks	Correct = 4 Total = 4	100%	Correct = 0 Total = 1	0%	Correct = 0 Total = 1	0%
	Mount Rushmore	Correct = 2 Total = 2	100%	Correct = 0 Total = 1	0%	Correct = 0 Total = 1	0%
	Digging With Baby Kate	Correct = 1 Total = 1	100%	Correct = 0 Total = 1	0%	Correct = 0 Total = 1	0%

Child's Name

After signing-in, your child's name will appear here. This screen is specific to every player!

Game

These are the names of the activities.

Questions Answered

For each activity and level, the chart shows the number of correct answers, the total number of answers, and the number correct as a percentage of the total.

Skills

Click here to see the skills practiced in each activity.

Character Descriptions

Arthur



The hero of dozens of stories, Arthur is a shy, thoughtful, bespectacled 8-year-old. Who but Arthur would think to get a Christmas gift for Santa Claus? Arthur's no goody-goody, but he's persistent and hardworking, and he takes his responsibilities seriously. Sensitive and reflective, he is often worried about what others will think of him, but he usually solves his own problems. He loves soccer and TV's Bionic Bunny, and his favorite foods include cheeseburgers, pizza, and chocolate cream pie.

D.W.



D.W. (short for Dora Winifred) is Arthur's precocious, wisecracking little sister. She's independent and not afraid to speak up—especially when giving Arthur advice! Though she often gets on Arthur's nerves, it is D.W. to whom he usually turns first when he needs to borrow money. When D.W. does not have all the answers, she turns to her imaginary friend Nadine to discuss her feelings (and claims it is Nadine who needs the night light on at bedtime).

Francine



One of Arthur's best friends, Francine has a not-so-secret crush on him. (Her birthday present to him was a "Spin the bottle" game.) She enjoys teasing Arthur and embarrassing him in public—and in general has a reputation for mischief. Her nickname "Slugger" is well deserved: she's the best hitter on the school softball team. Brash and bright, she's an explorer and a doer—and pushes Arthur to do things he'd never dream of doing otherwise! Francine likes pistachio ice cream and scary movies.

Muffy



The daughter of the owner of Crosswire Motors, Muffy arrives at school in a limousine and brings her mink coat to summer camp. Used to getting her own way, Muffy can be manipulative. (She threatens that anybody who doesn't come to her party won't be her friend anymore.) She gets along well with adults, though, and is sometimes the teacher's pet. Muffy loves shopping, and, like her best friend Francine (with whom she shares a middle name), enjoys pistachio ice cream and scary movies.

Buster



Arthur's best friend, Buster, is a practical joker who likes to play tricks on friends and teachers—and has been known to spend time at the principal's office. Buster laughs easily and is always ready for fun. His asthma hasn't kept him from enjoying soccer—or from playing the tuba in the school orchestra! An only child, Buster is often embarrassed by his very protective mother.

The Brain



The smartest student in Arthur's class, the Brain is much admired by the other kids. He reads dictionaries for fun, and, upon discovering frogs in his bed at camp, reacts with academic interest: "Amphibians. How fascinating." The Brain loves to eat and once dressed up as a baked potato for Halloween. He's also good at sports, to which he brings his superior knowledge of psychology and physics. The Brain is colorblind, left-handed, and plays the cello in the school orchestra.

Binky



A year older than the other kids in Arthur's class, Binky is a professional class bully. His favorite sport is professional wrestling. Binky's a bit awkward about his size, and has a sensitive side he's careful to hide. Despite his threats to pulverize Arthur, Binky becomes a friend when Arthur embarrasses him in public.

Baby Kate



Arthur's baby sister and the smallest member of the Read family. Baby Kate eats, makes strange noises, and sometimes disappears and needs to be found! D.W. has taken charge of Baby Kate's education, proclaiming, "She's going to be just like me."

Mr. Ratburn



Mr. Ratburn is Arthur's impeccably dressed, demanding teacher. Though the kids think he's too tough (he's been known to give a spelling test on the last day of class before summer vacation!), he really just respects the kids enough to push them. He's also a quirky and creative teacher, taking the kids out to the lake for a life science lesson or dressing up as a historical figure they're studying. Though willing to be goofy, Mr. Ratburn always keeps a professional distance between himself and the kids—and doesn't let anybody know what's in his desk's secret drawers!

Playing Disc 1 Activities

This section describes the different activities you'll play in the program.

Shape Shadow Game

Buster is playing make-believe, acting like Bionic Bunny on one of his adventures. With a towel as a cape and a flashlight as the sun, even an ordinary blanket can be an ancient temple wall! When the light casts a shadow on the wall, a hidden treasure appears—but only if the right shapes are in place. Can you help Buster finish each shadow by moving the right shapes and objects to the right spots?

Listen to Buster's instructions, such as "Put the red square under the circle." Click on the shape or object Buster names, and move it to the correct spot on the temple wall. Listen to Arthur for help.



Skills

- Shapes
- Colors
- Orientation words
- Listening

Levels

Level 1—Use 2 shapes of the same color.

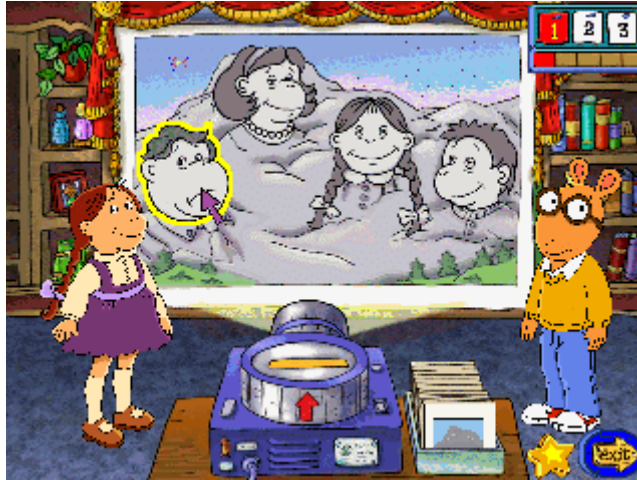
Level 2—Use 2 to 5 shapes of the same color.

Level 3—Use 2 to 5 shapes of different colors.

Mount Blushmore

Wow—Muffy's family's portraits will be carved into Mount Blushmore! The sculptor has made some slides, some of which show a face whose mood doesn't match the others. It's up to you to help Muffy choose which face doesn't belong.

Click on the slide projector to start. Look at the faces in the sketch, and listen to Muffy's question. When you know which face answers the question, click on that face. Listen to Arthur for help.



Skills

- Noticing differences
- Recognizing emotions

Levels

Level 1 - Help Muffy determine which face is different.

Level 2 and Level 3 - Help Muffy recognize a specific mood.

Mr. Ratburn's Day Off

When he's not teaching, Mr. Ratburn likes to make puppets in his workshop. When Arthur drops by for a visit, the puppets are done but their tops and bottoms need to be matched up.

Click on a puppet top from the boxes and move it to the matching bottom on the puppet stage. Keep going until you've matched all the tops and bottoms. Listen to Arthur for help.



Skills

- Matching
- Patterns
- Vocabulary

Levels

Level 1—Match the animal puppet tops with the animal bottoms.

Level 2—Match the clown puppet hats with the clown bottoms.

Level 3—Match the professional puppet hats with the professional bottoms.

Francine's Batting Practice

Francine didn't become the Slugger without lots of practice! As she works on her batting skills, help Arthur keep track of how many baseballs she hits.

Watch Francine hit several balls in a row. When Arthur asks how many balls she hit, count the balls at the bottom of the screen. Then click on that number on the scoreboard behind Francine to choose the answer. Listen to Arthur for help.

Be careful on Level 3! Arthur will ask you to count two groups of balls and add them together.



Skills

- Numbers
- Counting
- Simple arithmetic

Levels

Level 1—Francine hits 1 to 4 balls.

Level 2—Francine hits 1 to 10 balls.

Level 3—Francine hits 1 to 10 balls; answers involve addition.

D.W.'s Banks

D.W.'s smart with her money (and with Arthur's, too!). She even has a separate toy bank for each kind of coin. Put each coin into the right bank to see that bank's little dance. But don't be fooled if you see a button or a bottle cap—all those trinkets belong in the junk basket.

Look at the coins Arthur has put in front of the banks. Click and move each coin to its correct bank. Big coins go through the big slots, and small coins go only in the small slots. If you see a piece of junk, click on it and move it to the basket. Listen to Arthur for help.



Skills

- Classification
- Money identification
- Sorting

Levels

Level 1—Each round uses 3 coins.

Level 2—Each round uses 4 coins.

Level 3—Each round uses 4 coins and 2 trinkets.

Digging with Baby Kate

When Baby Kate plays in her sandbox, you never know what she'll dig up! Today the sand piles contain letters of the alphabet. Dig up the letter from the sandbox that matches the letter Baby Kate has in mind.

Look at the letter Baby Kate has in her thought bubble, and listen to Arthur's clue. Look at the sand piles to see which might contain the right letter, and click on it to dig some of the sand away. If the letter still looks right, keep clicking until you've dug out the whole letter. If the letter looks wrong, try another sand pile. Listen to Arthur for help.



Skills

- Letter matching
- Letter names
- Part-whole relationships

Levels

Level 1—Match uppercase to uppercase letters.

Level 2—Match lowercase-to-lowercase letters.

Level 3—Match uppercase to lowercase letters.

Building Robots

The Brain has a new robot kit. He could put together the robot himself, but doing it with you and Arthur is more fun! As Arthur reads the assembly instructions, give the Brain the boxes Arthur calls out.

Look at the boxes on the table, each marked with a letter. Listen to Arthur's instruction, such as "Hand the Brain the box with the letter A." Then click on the right box and move it toward the Brain. Listen to Arthur for help.



Skills

- Letter identification
- Letter sounds
- Phonics

Levels

Level 1—Arthur asks for letters by name; the boxes show uppercase letters.

Level 2—Arthur asks for letters by name; the boxes show lowercase letters.

Level 3—Arthur asks for letters by sound; the boxes show uppercase and lowercase letters.

Ladybug Bridge

Binky and Arthur have found a rain puddle in the park! Help them build bridges so that the ladybugs can get across safely.

Look at the position of the two ladybugs on screen to figure out where your bridge should start and end. Click and move the different game pieces to the puddle to make a bridge. You can only connect two pieces if they share at least one side. When you think that you've created a bridge that the ladybug can cross, click on her to see what happens.



Skills

- Problem solving
- Shape recognition
- Vocabulary

Levels

Level 1 - Build a bridge on a 3x3 grid using straight pieces.

Level 2 - Build a bridge on a 3x3 grid using straight and angled pieces.

Level 3 - Build a bridge on a 4x4 grid using straight and angled pieces.

Playing Disc 2 Activities



Music Machine

Make your own song using different instruments. After you compose the song, you can play it back!



Play Song

Click here at any time to play the song you are currently working on.

New

Click here to clear your song and start a new one.

Song Window

Place your song parts here! Up to 4 instruments can play at the same time in your song, with up to 8 parts for each instrument.

Instrument Button

Click on one of these buttons to start working with that instrument.

Song Parts

Hold the cursor over a song part to hear that part of the song.

Colored Harmony Buttons

Click on one of these buttons to see more song parts by the same instrument. Your song will sound the best if the instruments above and below each other in a column are the same color.

Stop

Click here to stop the song.

Speeds

Click on one of these buttons to change the song's speed. You can do this only when the song is stopped.

Save/Open

Click here to save your current song, or to retrieve a song you saved earlier.

How to Play

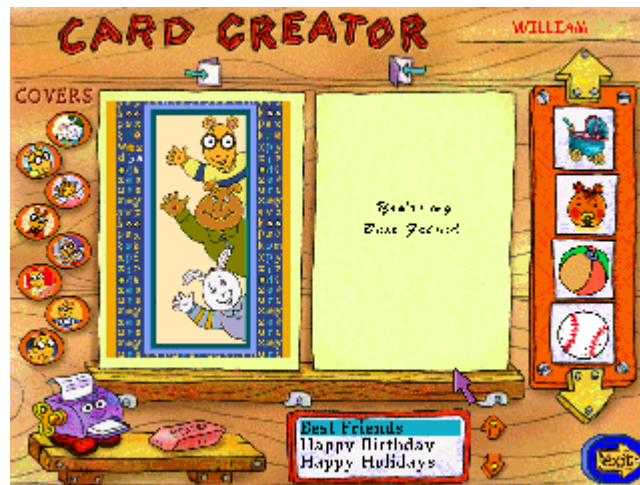
1. Click on the instrument you want to start with.
2. Notice the 8 different song parts for that instrument below the song window.
3. To hear that instrument's song part, move your cursor over the part and hold it.
4. When you hear a song part you like, click and move it into a box in the song window. (If you want to remove a song part from a box, just click and move it out of the song window.)
5. To see more song parts for the instrument you're working with, click on the red, yellow, or blue harmony buttons. Your song will sound the best if the instruments above and below each other in a column are the same color.
6. To work with a different instrument, click on the new instrument.
7. To preview your song, click on the Play button.
8. To change the song's tempo, click on the Slow, Medium, or Fast button.
9. If you want to start over, click on the new button in top left corner of the screen.
10. To save your work, click on the Open/Save button in the lower right. Just type a name for your song and click on OK.
11. To hear a song you've saved, click on the Open/Save button. Then click on the name of the song you want to listen to and click on OK.

Skills

- Listening
- Music appreciation
- Creativity
- Problem solving
- Sequencing

Card Creator

Decorate a greeting card and choose a message for it!



Card Cover Choices

You can choose from these different card covers.

Decorations

To decorate the inside of your card, click and move one of these pictures to a corner of the card.

Print Options/Message Scroll Box

If you are in Write Mode, you can choose the type of print for your message.

If you are in Choose Mode, you can select from this list of ready-made messages.

Eraser

To erase a decoration, click on this eraser and then click on the picture you want to erase.

Printer

When you're done with your card, click on the Printer to print it out.

How to Play

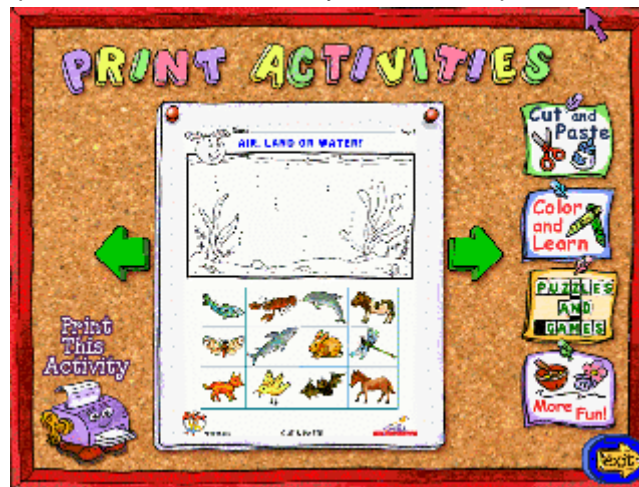
1. To choose the picture that will appear on the front of your card, click on a picture on the left side of the screen. If you change your mind, just click on a new picture.
2. If you want to choose from a list of messages, do the following:
 - Click on the Choose button at the bottom of the screen.
 - Click on the messages on the bottom of the screen to choose the one you like.
 - Click on the arrow buttons to see more messages.
3. To decorate your card, click on the up and down arrows to choose a picture.
4. Click and move the picture you like to the corner of the card where you want to put it.
5. If you want to erase a picture, click on the eraser button and then click on the picture.
6. When you're done with your card, click on the printer button to print it out.
7. Fold the printout to make a card.

Skills

- Categorizing
- Keyboarding
- Creativity

Print Activities

Choose fun things to print out and do when away from the computer!



Activity Area

Preview the activity to decide whether you want to print it.

Scrolling Arrows

Click here to scroll through all of the activities in each category.

Category Buttons

Click one of these categories to see a list of activities available for the category.

Printer Button

Click on the Printer Button to print out the activity that appears on the screen.

How to Play

1. Click on the name of the category to choose what type of activity you want to play. You can choose from four categories: Cut & Paste, Color & Learn, Puzzles & Games, and More Fun!
2. Click on the up and down arrows next to the activity area to see all of the fun activities that you can print out.
3. When you find an activity that looks interesting, click on the Print button to print it out.

Skills

- Listening
- Logic and critical thinking
- Noticing differences
- Creativity
- Matching
- Science and nature
- Shapes and colors
- Cutting and pasting
- Following directions
- Simple spelling
- Compare and contrast
- Shapes and figures
- Simple story-making
- Sorting

Troubleshooting

If one of our CDs is causing you problems, try the general troubleshooting tips below. If you still have problems, please contact our Technical Support Department at <http://support.learningco.com>

Note: This program requires that the disc be in the CD-ROM drive at all times when in use.

Windows® Troubleshooting

Problem: Your computer is having trouble reading the CD-ROM.

Symptoms: There are sudden changes in performance, or error messages such as the following appear:

- "Cannot read from drive 'D:'"
- "Error reading from CD-ROM"
- "A serious CD error has occurred"

Possible Cause: The disc may be damaged or dirty.

Solution: Check your disc for fingerprints, scratches, or smudges. To check your disc, hold its shiny side up to a bright light. If you find your disc is dirty, you can clean it with a soft cotton cloth. If necessary, you may also use a damp cloth. If your disc becomes damaged, refer to our replacement policy in the warranty section of the user's guide.

Problem: You are experiencing difficulty installing the program.

Possible cause: Other programs may be running while attempting to install this product.

Solution: First, make sure there are no other programs running. Press ALT+TAB to check for other programs running. If there are other programs running, please quit them before proceeding with installation.

Possible cause: Some problems may be specific to the setup screen used for installation.

Solution: Try avoiding that aspect of the installation by using your computer's RUN command to manually install the product:

1. Click on START.
2. Click on RUN.
3. Type the following command: D:\install_setup.exe (substitute the correct letter if your CD drive is other than "D").

Problem: The video or display of one of our activities does not seem right, or you are getting an error message concerning display or video.

Possible Cause: Your computer has out-dated or corrupted video drivers.

Solution: Re-install the video drivers using the discs that came with your computer and/or video card. If you do not possess discs with the video drivers you require, contact your computer or video card manufacturer, as they are most qualified to help you update your video drivers.

Possible Cause: Your monitor's color depth setting is not set to 256 colors, or your screen's resolution is not set to 640x480 pixels.

Solution: Adjust your monitor's display settings. Try the following:

1. Click the right mouse button on your Windows' Desktop screen.
2. Select PROPERTIES.
3. Click on the SETTINGS tab. This will show the current color and screen settings.
4. Change your color depth setting to 256 colors, and/or your screen resolution depth to 640x480. Click OK.

Finding out who makes your video card:

1. Locate the My Computer Icon on your desktop.
2. Click once to highlight it, and then click one time on the right mouse button.
3. Select PROPERTIES.
4. Click on the DEVICE MANAGER tab.
5. Double-click on the Display Adapters line. The name of your video card will appear below the Display Adapters line.
6. To find out more about your video drivers, click on the name of your video card and then click on the PROPERTIES button at the bottom of the screen.
7. Please contact the manufacturer. Never attempt to change these settings unless you know how to do so.

Problem: There is no sound, or there is distorted sound.

Possible cause: Your sound card's settings are improperly set.

Solution: First, check the following setting. If that fails to help, you will need to contact your sound card manufacturer. It may help to increase the size of your sound buffer:

1. Go to START, then SETTINGS, then CONTROL PANEL.
2. Double-click on the MULTIMEDIA icon.
3. Click on the Advanced tab, then double-click on MEDIA CONTROL DEVICES.
4. Double click on WAVE AUDIO DEVICE.
5. Click on the SETTINGS button; turn the dial so that the sound buffer is set to 8.

Possible cause: There is no sound card present.

Solution: Our programs require a sound card. If you do not currently have one, see your local computer retailer for a compatible sound card.

NOTE: Should you need to contact your sound card manufacturer, the following information will help you get the information you need, as well as supply the information they will need.

1. Your sound card IRQ (Interrupt Request) should be set to either 5 or 7.
2. Our programs are designed to recognize these settings first. Your sound card manufacturer can help you change your IRQ setting.
3. Make sure you are working with the most current sound driver available for your sound card. Your computer or sound card manufacturer can help you update your sound driver.

Problem: You are experiencing problems printing.

Possible cause: There is not enough virtual memory for the program to print. You may need to allocate more virtual memory.

Solution: To allocate more virtual memory to your computer, please do the following:

In Windows 95, hard drive space is automatically used by the operating system for virtual memory use. If you run out of virtual memory, free up more hard drive space on your computer.

For best performance, wait until your system has finished printing before using other parts of the program, or printing other print jobs from this program.

Macintosh® Troubleshooting

If you have trouble with your software, make sure your computer meets the System Requirements and check the troubleshooting information below for advice. If you still need help contact our TLC Support Department at <http://support.learningco.com>

Note: This program requires that the disc be in the CD-ROM drive at all times when in use.

Problem: The sound is choppy or the program's performance is slow.

Possible Cause: Virtual Memory may be turned on, or RAM Doubler may be installed.

Solution: Open the Control Panels Folder in your System Folder and double-click on the "Memory" icon. Turn virtual memory off by clicking on the "off" button and restart your computer. If your RAM Doubler is enabled, remove the RAM Doubler extension from the Extensions Folder in your System Folder. You may also disable RAM Doubler by holding down the Escape key (Esc) while your system is booting. (The next time you restart your system, RAM Doubler will load again.)

Problem: You get an error message saying there is not enough memory to run the program.

Possible Cause: You do not have enough memory available to run the program.

Solution: Make more memory available by disabling certain System Extensions in your System Folder. Please consult your Macintosh documentation for instructions on how to do so.

Possible Cause: Applications other than this Arthur application are running.

Solution: Quit the program and exit all other programs, including screen savers. Then try launching the program again.

Problem: You get the error message: "Error Type 11".

Possible Cause: You do not have enough memory available to run the program.

Solution: Make more memory available by disabling certain System Extensions in your System Folder. Please consult your Macintosh documentation for instructions on how to do so.

Possible Cause: In Macintosh operating systems that use Modern Memory Manager, this control panel may not be allocating enough memory to the program to allow it to play.

Solution: Quit this Arthur program and exit all other programs. Turn Modern Memory Manager off in your Memory control panel. Please consult your Macintosh documentation for instructions on how to do so.

Problem: You receive the error message: "The disk could not be put away, because it contains items that are in use."

Possible Cause: You have opened the Help file and the QuickHelp application is still running from the CD.

Solution: Click on the Mac icon in the upper right corner of your screen. Select "QuickHelp 4.3.5" from the menu that appears. Then click on the File menu in the upper left corner of your screen. Select "Quit" from the menu. You may now drag your Arthur CD icon to the Trash to eject it.

Problem: On System 8.5 and above, field names do not appear on the electronic registration form screens.

Possible cause: Registration program not compatible with newer Apple operating systems.

Solution: Click on the form near the radio buttons for each question. The text will appear.

Credits

Produced by The Learning Company

Executive Producer Greg Long	Sound Designers Jim Foote Dan Ward Audio Engineer Andrew Kawamura	Legal Dan Guggenheim Sara Guinness
Producer Maryann Duringer	Voice Talent Kelly Burge Jessica Burge Marissa Bates Brittany Standish Muriel Greenaway Kirsten Meyers Monika Pittman	Educational Consultants Irene Barnett Sarah Shank
Associate Producer Craig Bocks	Software Engineering Manager Hugo Paz	Technical Writer Marina Krakovsky
Assistant Producer William E. Chea	Production Engineers Gregory Kitamura Angela Rumbaoa	Interactive Help Sarah Tilton
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Associate Brand Manager Nancy Lee	Creative Services Manager Barbara Ashbaugh	Child/Field Testing Jenny Nguyen
QA Lead Engineer Natasha Humphries	Creative Services Tim Nelson	Administrative Support Jeanette Jolliff Cheryl Archer Jana Wilson Wade
QA Testers Tracey Holmes Melanie Prestidge Gina Shelley Darvin Vida	Public Relations Manager Debbie Galdin	Special Thanks To Marc Brown Tolon Brown Sunny Macmillan
Audio Lead Jim Foote		
Voice Casting Director Ned Lott		
Senior Composer Brian Burge		

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Associate Producer Tomoko Ferguson	Satoe Haile Armand Tam Cheyenne Beck	Scriptwriters Derek Sorrentino
Lead Programmer Steve Ohmert	Patricia Ross	Educational Consultant Elaine Cromwell
Programmer Brian Tepper	Art and Processing Technician Chris Thacker	Special Thanks Steve Snyder Bill Holt Ed Murphy Josine La Monica Kelly Free Capri Justin Fred Royal Ariane Teply Jessica Ohmert Amanda Ohmert Cindy McSherry Danny Darkoski
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Art Directors Jana Yeakel Laura Goode	Voice Direction Derek Sorrentino	
Artists Jana Yeakel Laura Goode Shawn Brownell Susan Stanley Kate Peper Cheyenne Beck Satoe Haile Armand Tam Greg Cutler Patricia Ross	Additional Audio Production Russian Hill Recording Doug Nichols Daryn Roven Kerri Rose	
Background Design Jana Yeakel	Music and Sound Design Paul Gorman, Duff Studios	
Background Artists Jana Yeakel Susan Stanley Greg Cutler	Voice Talent Ben Ellis – Arthur Shoshana Bush – D.W., Baby Kate Remy LeBoeuf – The Brain Nikki Rapp – Muffy Robin Arthur – Binky Christina Muhlker – Francine, Tree House voices John Walters – Mr. Ratburn Derek Sorrentino – Buster, Ladybugs, Tree House voices	

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