The Learning Company®

Reader Rabbit®

User's Guide

ABOUT THE LEARNING COMPANY

Since 1980, The Learning Company has consistently produced the highest quality educational software available. Our award-winning products help develop your child's underlying thinking skills and creativity, while reinforcing important areas of the basic curriculum, such as reading, writing, and mathematics.

Every product under the Reader Rabbit brand undergoes extensive research and testing, with input from parents, children, and professionals in education. Each product features a precise balance of educational content and entertainment value, so your child has fun while learning!

How do we do it? Enchanting characters. Challenging situations. Rich game environments. State-of-the-art graphics and sound. Progressive skill levels and game segments that can be customized to meet your child's individual needs.

As parents and educators, we recognize that education is a continuous process. So we developed a complete system of age-appropriate programs. Carefully sequenced by age groups, this system makes it easy for you to confidently choose the right products for your children at each stage of their educational development. As an integral part of The Learning Company's system, each of our products addresses a specific age group and subject area with appropriate themes to heighten your child's interest in learning.

*QED Technology Purchasing Forecast 2000–2001 6th Edition, Installed Base 1999–2000 and Plan to Purchase 2000–2001 for The Learning Company line of products.

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HARDWARE AND SYSTEM REQUIREMENTS*

Windows® version

Runs on: IBM® PC and compatibles—Pentium® 166 MHz or faster

With:

- 32 MB of memory (RAM)
- Hard disk with 100 MB of free disk space**
- 8x or faster CD-ROM drive
- 16-bit color monitor capable of 640 x 480 resolution
- Windows 95, 98, Me, 2000,*** and XP***
- Windows-compatible sound card
- Windows-compatible mouse

Recommended:

- Browser, such as Netscape® Navigator® 4.75 or Microsoft® Internet Explorer 5.0 or higher
- 28.8 Kbps or faster modem
- Printer (color preferred)

Macintosh® version

Runs on: PowerPC® Macintosh computers—180 MHz or faster

With:

- 32 MB of memory (RAM)
- Hard disk with 100 MB of free disk space**
- 8x or faster CD-ROM drive
- Thousands color display, 13" or larger
- System 8.6 to System 9.1, OS X
- Mouse

Recommended:

- Browser, such as Netscape Navigator 4.75 or Microsoft Internet Explorer 5.0 or higher
- 28.8 Kbps or faster modem
- Printer (color preferred)

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

**An additional 7 MB of disk space may be required to install Adobe® Acrobat® Reader.*

***If you are running Windows 2000 or Windows XP, you must have administrative privileges to install this program correctly.*

SETTING UP AND STARTING THE PROGRAM

Reader Rabbit 1st Grade runs from your CD-ROM drive. However, you need 100 MB of free hard disk space to store some program files.

Installing the Program

Some program files for *Reader Rabbit 1st Grade* will be installed on your computer. If needed, the TLC Learning Launcher will also be installed on your computer. (See *Using the TLC Learning Launcher*.)

Windows

AutoPlay is usually enabled when you install Windows on your computer. (See your Windows documentation for more information.)

To install the program with AutoPlay on:
1. Insert the program CD into your CD-ROM drive.
2. Follow the onscreen instructions to complete the setup process. Once you've completed the setup, the program will run automatically any time you insert the program CD into the CD-ROM drive.

To install the program with AutoPlay off:
1. Insert the program CD into your CD-ROM drive.
2. Double-click on **My Computer**.
3. Double-click on the CD-ROM icon.
4. Double-click onPlay.
5. Follow the onscreen instructions to complete the setup process.

MACINTOSH®

To install the program with the AutoPlay extension on:
1. Insert the program CD into your CD-ROM drive.
2. Follow the onscreen instructions to complete the setup process.

To install the program with the AutoPlay extension off:
1. Insert the program CD into your CD-ROM drive.
2. Double-click on the Reader Rabbit Preschool icon in the open window.
3. Follow the onscreen instructions to complete the setup process.

Starting the Program

WINDOWS®

To start the program with AutoPlay on:
1. Insert the program CD into your CD-ROM drive.
2. At the TLC Learning Launcher, click on **Play**.

There are two ways to start the program with AutoPlay turned off. You can choose to follow either set of instructions.

To start the program with AutoPlay off (Option 1):
1. Insert the program CD into your CD-ROM drive.
2. Double-click on **My Computer**.
3. Double-click on the CD-ROM icon.
4. Double-click on Play.
5. At the TLC Learning Launcher, click on **Play**.

To start the program with AutoPlay off (Option 2):
1. Insert the program CD into your CD-ROM drive.
2. Click on the **Start** button. Then choose **Programs**, **The Learning Company**, **Reader Rabbit**, and **Capers on Cloud Nine!** in that order.
3. At the TLC Learning Launcher, click on **Play**.

MACINTOSH®

To start the program with the AutoPlay extension on:
1. Insert the program CD into your CD-ROM drive.
2. At the TLC Learning Launcher, click on **Play**.

To start the program with the AutoPlay extension off:
1. Insert the program CD into your CD-ROM drive.
2. Double-click on the program icon.
3. At the TLC Learning Launcher, click on **Play**.

Click here to access this program's user's guide.

Click here to begin your adventure.

Click here to turn background music on or off.

Click here to turn the sound effects on or off.

Click here to uninstall this product.

Click here to exit the program.

Click here to go to Learning Creations.

Click here to go to the TLC Home area.

Click here to go to the New! area.

Click here to get technical support help.

Click here to learn about other programs from The Learning Company.

USING THE TLC LEARNING LAUNCHER

The TLC Learning Launcher is your gateway to *Reader Rabbit 1st Grade* and other programs from The Learning Company.

If you are not yet ready to begin playing *Reader Rabbit 1st Grade*, take some time to explore the other areas of the TLC Learning Launcher. The TLC Learning Launcher provides an innovative interface with convenient tools to update and organize your Learning Company educational software through The Learning Company's secure server. On the Automatic setting, the launcher will ask if you would like to receive an update. On the Manual setting, you can click on the *New!* button any time you want to receive the latest updates.

Note: The online services advertised as part of this product may be changed or discontinued at any time.

Click here to go to the Parents area.

Click here to go to the My CD-ROMS area.
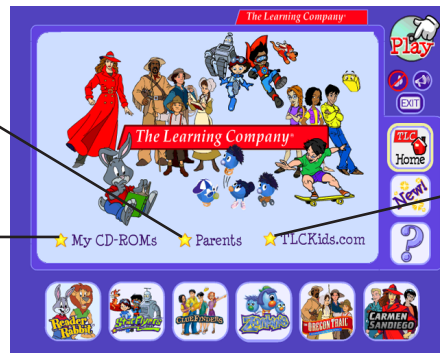
Click here to visitTLCKids.com on the Web.

MY CD-ROMs AREA

If you have purchased and installed other products from The Learning Company, you may be able to access those products in the My CD-ROMs area.

PARENTS AREA

Go to the Parents area to learn more information about the TLC Learning Launcher. Here you can change the Launcher setting to manual. You can also find out which products from The Learning Company are appropriate for different age groups.

TLC KIDS.COM

In the TLC Kids.com area, be on the lookout for fun movies and demos of new products. You may also find updates that you can download for your program.

EDUCATIONAL FOCUS

In *Reader Rabbit 1st Grade* children embark on a fun and challenging educational adventure that is customized to meet a child's unique and growing needs. The eight activities introduce basic first-grade content in the curricular areas of language arts, mathematics, and science. The activities focus on important skills in a variety of contexts, including:

• Open-ended activities that allow for creative expression
• Games that support comprehension through multiple approaches
• Activities with real-life applications
• Playful and captivating arcade-style challenges
• Problem-solving activities that encourage multiple solutions
• Exploration and imaginative play using animation, drawing, and music

Auto-adjusting Skill Levels

The activities in *Reader Rabbit 1st Grade* provide three skill levels so that players may progress from basic to more complex concepts at their own pace. *Reader Rabbit 1st Grade* carefully monitors each child's performance at every level of an activity and automatically adjusts to his or her skill level. As each activity is leveled up or down independently from the others, a child can work on each skill at an appropriate level so that he or she will maintain a sense of accomplishment and feel confident to move on to further challenges.

The skill levels can be manually adjusted at the program options screen. (See *Accessing the Program Options*.) A Practice Mode is also available to allow parents and children direct access to specific activities.

Activities — Concepts and Learning Outcomes

Reader Rabbit 1st Grade provides eight unique and engaging activities that focus on mathematics, language arts, and science concepts introduced in a first-grade curriculum. In this game, players will travel to three different areas: Cloud Nine, Irvin's House, and Raingear Forest.

Activity	Skills
Cloud Spelling Challenge	Spelling; developing phonic skills (sound and letter relationships, letter blends, digraphs); developing vocabulary
Amazing Art Gallery	Creating pictures, animating pictures
Gumball Science	Reading comprehension; identifying animal traits and habitats; predicting direction and position of a falling object
Musical Marble Patterns	Extending color and sound patterns
Raingear Forest Math	Adding (using counters), subtracting (using counters), creating equivalent equations

Silly Sandwich Shop	Recognizing and using coins; adding coins (to reach a target amount)
Flowerpot Phonics	Developing phonic skills (sound and letter relationships); developing phonemic awareness (word families, onsets, and rhymes); developing vocabulary
Raingear Rescue	Sorting by multiple attributes; identifying and comparing common geometric shapes

CLOUD NINE

There are two activities on Cloud Nine: Cloud Spelling Challenge and Amazing Art Gallery.

Children practice spelling and phonics skills in Cloud Spelling Challenge. Players apply knowledge of consonant and vowel sounds, digraphs, consonant blends, and letter patterns to spell or complete the spelling of words ranging from three to seven letters.

Skills: Spelling; developing phonic skills (sound and letter relationships, letter blends, digraphs); developing vocabulary

Level 1   Find the missing letter in a 3- to 4-letter word.
Level 2   Find two missing qualities (letters, blends, or digraphs) in a 4- to 7-letter word.
Level 3   Spell a 4- to 7-letter word by arranging letters, blends, and digraphs.

The Amazing Art Gallery provides children with a unique way of expressing their creativity. Through demonstration and oral directions, children are taught to create a simple animation. This activity requires children to plan their artwork and use predictive and anticipatory thinking skills.

Skills: Creating pictures, animating pictures

There is no leveling for this activity.

IRVIN'S HOUSE

There are two activities in Irvin's House: Gumball Science and Musical Marble Patterns.

Gumball Science incorporates a variety of science, reading, and problem-solving skills as the player positions multiple ramps to create a path for a falling token to hit a correct word.

Skills: Reading comprehension; identifying animal traits and habitats; predicting direction and position of a falling object

Level 1   Position 9 ramps to create a path to the word that correctly completes a sentence about basic animal traits.

Level 2   Position 13 ramps to create a path to the word that correctly completes a sentence about animal traits and habitats.

Level 3   Position 10 ramps and navigate 3 obstacles to create a path to the word that correctly completes a sentence about animal traits, habitats, and life cycles.

In Musical Marble Patterns, children use visual and auditory cues to help identify and extend music and color patterns. Recognizing and completing patterns can help children identify patterns in other contexts such as language arts (spelling and sentence patterns) and mathematics (number patterns and functions).

Skills: Extending color and sound patterns

Level 1   Complete patterns made of two notes.
Level 2   Complete patterns made of three notes.
Level 3   Complete patterns made of chords.

RAINGEAR FOREST

There are three activities in Raingear Forest: Raingear Forest Math, Silly Sandwich Shop, and Flowerpot Phonics.

In Raingear Forest Math, children practice math skills by creating and solving addition and subtraction equations. This activity inspires creative problem solving as the player finds numbers that will create equivalent equations. Each number is presented both in numeral form and as a colorful "umbrella sprout" for the child to use as a counter.

Skills: Adding (using counters), subtracting (using counters), creating equivalent equations

Level 1   Add two numbers (sums up to 10).
Level 2   Add three numbers (sums up to 10).
           Subtract numbers (differences up to 10).
Level 3   Add three numbers (sums up to 20).
           Subtract numbers (differences up to 20).

In Silly Sandwich Shop, children use coins to purchase items and create a silly sandwich. Counting with coins helps develop number sense and teaches children to count by multiples, which is a first step in multiplication.

Skills: Recognizing and using coins; adding coins (to reach a target amount)

Level 1   Purchase items that cost up to 50 cents. (A running total is shown.)
Level 2   Purchase items that cost up to $1.00. (No running total is shown.)
Level 3   Purchase items that cost up to $1.50. (No running total is shown.)

In Flowerpot Phonics, children change the beginning, vowel, or ending sounds of words to match a target word and/or picture. This practice in

connecting sounds to letters improves reading and spelling ability. It also strengthens phonemic awareness.

Skills: Developing phonic skills (sound and letter relationships); developing phonemic awareness (word families, onsets, and rhymes); developing vocabulary

Level 1   Change one sound to match the target word with a picture.

Level 2   Change two or three sounds to match the target word with a picture.

Level 3   Change one, two, or three sounds to match the target picture. (The word is not shown.)

Capers on Cloud Nine! ends with Raingear Rescue, an exciting arcade challenge. Children must think quickly to sort objects based on multiple attributes including shape, color, and type. Sorting and classifying based on common attributes is an important thinking and math skill.

Skills: Sorting by multiple attributes; identifying and comparing common geometric shapes

Level 1   Sort objects based on one attribute (color, shape, or type of object).

Level 2   Sort objects based on two attributes (color and type of object).

Level 3   Sort objects based on two attributes (type of object and shape; or color and shape).

LEARNING CREATIONS™ ACTIVITIES

Educating with music and art nurtures the imagination, addresses multiple styles of learning, and gives children a unique means of understanding themselves and the world around them. There are three Learning Creations activities: Create a Calendar!, Paint a Picture!, and Make Some Music!

Calendars are wonderful tools to strengthen a child's knowledge of time, seasons, months of the year, and days of the week. In Create a Calendar!, children can acquire organization and observation skills through keeping track of extracurricular activities or charting the weather. Children can also build vocabulary skills as they customize habitat scenes with plant and animal stickers.

In Paint a Picture!, children can express themselves as they design pictures, build words with alphabet stamps, and experiment with numbers and shapes. In addition, this activity fosters hand-eye coordination and can strengthen a child's fine motor skills. Children can also mix colors and may even invent new shades to complete their scenes from around the world.

Make Some Music! helps children experiment with and explore the language of music. Just as children learn to build sentences, they can also build musical phrases by clicking on the keyboard or by dragging whole notes, half notes, quarter notes, or rests onto the musical staff. Listening skills are strengthened as children compare the sounds of different instruments while playing their musical compositions.

RAINGEAR KEEPS FALLING ON MY HEAD

While watering his garden in Wordville, Sam the Lion wishes for rain. Just then, something falls out of the sky and hits him on the head. Instead of raining raindrops, the sky is raining raingear! So Sam the Lion and Reader Rabbit climb into their fabulous Dreamship and soar up into the sky. They follow the path of falling raingear to Cloud Nine, where they meet Queen Cumulus, queen of the Cloud People.

Queen Cumulus explains that a steady stream of raingear is being thrown onto Cloud Nine. The raingear has formed a pile so tall that it is starting to topple over—causing raingear to fall down onto Wordville. The queen thinks the raingear is coming from a funny island below Cloud Nine. So Reader Rabbit and Sam the Lion zoom to the island in the Dreamship to check it out.

Reader Rabbit and Sam the Lion discover that the island is full of strange trees that grow raingear. The island is called Raingear Island, and it's the home of Irvin the Inventor. Irvin hates rain, so he invented a machine that throws raingear at the clouds to make them go away. But when Irvin hears how much trouble the raingear is causing, he agrees to turn off his machine.

There's just one problem. To turn off his machine, Irvin needs three things—a big, round, purple hoop; a bag of extra-stretchy, jumbo rubber bands; and an extra-soft, double-stuffed feather pillow. But he doesn't have any of the three.

Can you help Reader Rabbit and Sam the Lion explore Cloud Nine and Raingear Island in search of the things that Irvin needs? If you find the three items and bring them back to Irvin, he will turn off his machine and stop the avalanche of raingear. But don't delay—the pile of raingear is getting bigger by the minute. If you wait too long, it might topple over and bury Wordville!

Signing In

Before you can begin your adventure with Reader Rabbit and Sam the Lion, you'll have to sign in. First, click on **NEW PLAYER**. Type your name onto the sign-in list, and then click on **START**.

Click here to sign in a new player.

Click here to practice solving problems. (See *Practice Mode*.)

Click here to begin your adventure.

Click here to exit the program.

Click on a name in the sign-in list to choose it.

Click here to delete a letter.

Click on the arrows to scroll through the sign-in list.

Click on the letters of your name to sign in.
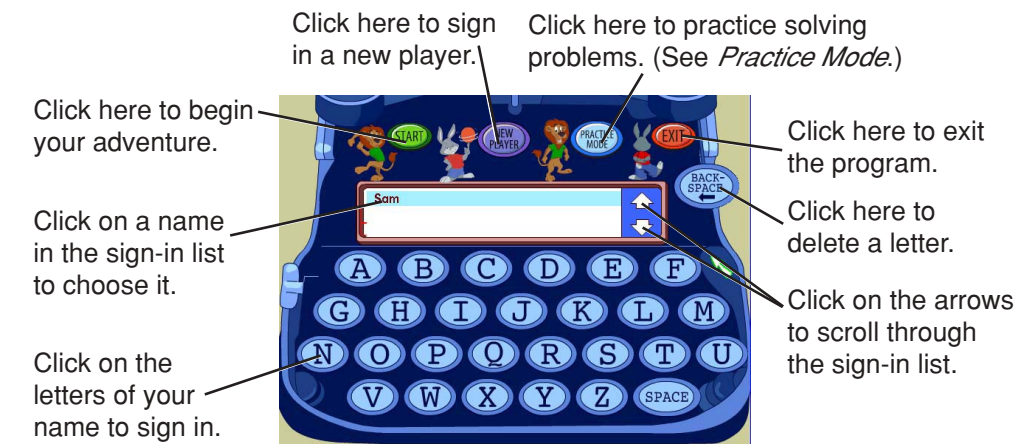
To pick up the adventure where you left off, find your name on the list and click on it. If you don't see your name, just click on the arrows on the side of the list until you find it. Then click on **START** to continue on your way.

When the sign-in list has 99 names, it is full. You'll need to remove a name before you can enter a new one. Click on the name you want to remove. Then press **Ctrl+R** (Windows) or ⌘**+R** (Macintosh). This will permanently erase that player's adventure information from the hard disk.

If you want to take some time away from exploring Cloud Nine to practice playing different activities, click on **PRACTICE MODE** at the sign-in screen. Work on the problems for as long as you like, and then return to your adventure whenever you're ready. (For more information, see *Practice Mode*.)

Exploring Cloud Nine and Raingear Island

After signing in, you're ready to start exploring Cloud Nine and Raingear Island. Remember, your job is to find the three items that Irvin the Inventor needs to turn off his Raingear-Throwing Machine. As you explore, you will meet interesting characters and find challenging puzzles. If you solve these puzzles, you can collect various objects. When you do, be sure to keep an eye out for the three items that Irvin needs!

COLLECTING AND USING OBJECTS

To help Irvin the Inventor turn off his Raingear-Throwing Machine, you must find three things—a big, round, purple hoop; a bag of extra-stretchy, jumbo rubber bands; and an extra-soft, double-stuffed feather pillow. However, you may have to collect other objects before you can find the items Irvin needs.

You will find different objects to collect as you play the activities on Cloud Nine and Raingear Island. If you find an object that Irvin doesn't need, you should still collect it because it will be useful somewhere else in the program.

Click on an object to store it in Chester—your handy treasure chest from the Dreamship. If you ever want to see what you have collected so far, just click on Chester, and he will open up.

To use an item:
1. Click on the item.
2. Click anywhere on the screen.

Click anywhere on the lid to close Chester.

As you play, you may need to use a certain object to move on in the game or to exchange for something Irvin needs. If you have not yet found that object, look for it as you explore Cloud Nine and Raingear Island. When you find the object, simply go back to the scene where you needed that item and use it. (**Note:** If you want to know where to find a certain object, see *Gameplay Hints.*)

USING THE MAP

If you are ever lost in Cloud Nine or Raingear Island, you can always click on the map to find out exactly where you are.

Small icons mark the different locations on the map, and a yellow circle highlights your current location. You can find out what place each icon represents by looking at the descriptions in this user's guide. (**Note:** The map only shows the locations that you have already visited.)

To go to a place on the map, simply click on its icon. You can also use the map to access the various program options.

Click on a location icon to go there.

The yellow highlight shows your current location.

Click here to close the map and go back to where you were.

Click here to go to the program options.

Click here to quit the program. (Your game will be saved.)

The marble indicates that you can earn singing marbles of this color by playing this activity.
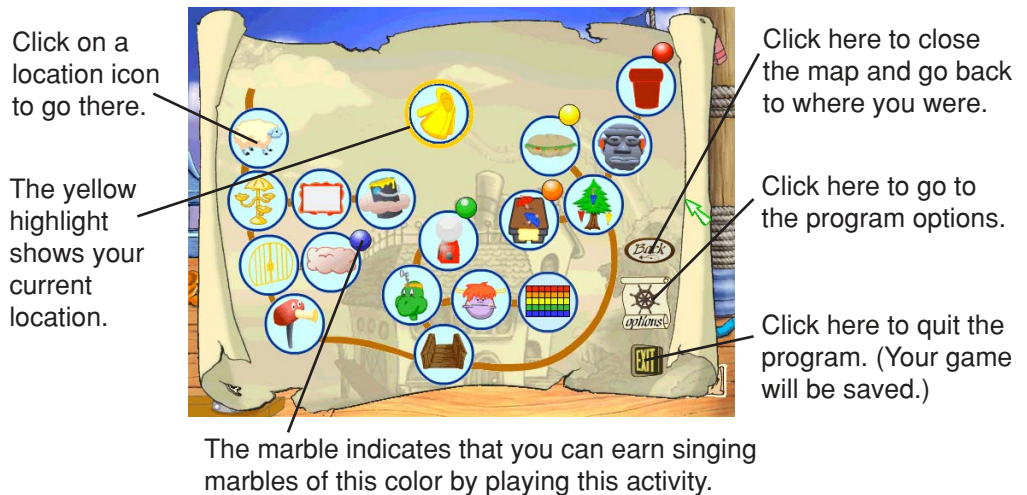
ACCESSING THE PROGRAM OPTIONS

At the program options screen, you can click on different buttons to access the following options:

■ Click on **progress report** to check your progress on each activity in the program.

Click on a button to go directly to that activity.

Look here to see your progress for each activity.

Click here to go back to the program options screen.

Click here to print your progress report.

Click here to go to the leveling screen.
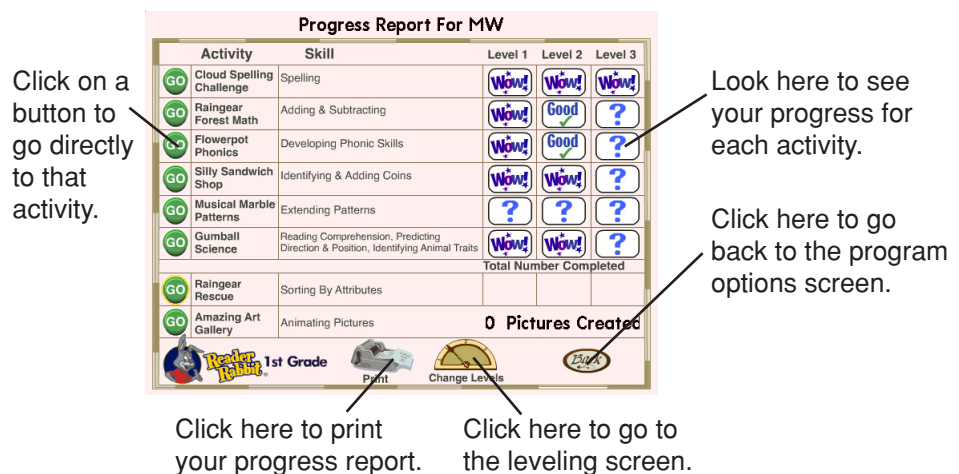
■ Click on **sign in** to go back to the sign-in screen.

■ Click on **change levels** to adjust the difficulty level for each activity in the program. You can also turn auto-leveling off or on for any activity. If you turn auto-leveling off for an activity, the difficulty level for that activity will not change unless you manually adjust it at this screen.

Click on a button to go directly to that activity.

Click on a button to change the difficulty level for an activity in the program.

Click on an auto-leveling button to turn auto-leveling off or on for that activity.

Click here to go to your progress report.

Click here to go back to the program options screen.

■ Click on **music** to turn off/on the background music in the program. When music is turned off, the button becomes a lighter color.

■ Click on **print** to turn off/on the printing features in the program. When printing is turned off, a slash mark appears across the button.

■ Click on **movies** to replay a movie that you have seen in the program. (**Note:** This button is not available when you are playing in Practice Mode.) **For Macintosh users, the movie icon is only available when you are *not* in an activity.**

■ Click on **exit** to leave the program.

■ Click on **credits** to see the creative team that designed and produced *Capers on Cloud Nine!*

Getting Help

As you travel throughout Cloud Nine and Raingear Island, there are many ways to get help.

■ Some of the **characters** that you meet will give you specific directions about what to do. Click on them if you need to hear the directions again.

■ **Paige**, the flying book, is always with you on your travels. Click on Paige to hear helpful hints about how to solve the different puzzles.

■ **Reader Rabbit** and **Sam the Lion** can also give you helpful information. Click on them to hear what they have to say.

PLAYING THE GAME

When you begin your adventure at the entrance of Raingear Island, you can choose to travel to one of three places—Cloud Nine, Irvin's House, and the Raingear Forest.

Click here to fly to Cloud Nine on the Dreamship.

Click here to go to Irvin's House.

Click here to go to the Raingear Forest.

Click here to go to the map.

Cloud Nine

Cloud Nine is the home of two activities—Cloud Spelling Challenge and Amazing Art Gallery. But before you can play these activities, you must first travel from the Edge of Cloud Nine to Cloud Nine Gateway.

EDGE OF CLOUD NINE

Collectible: bell (to be used in Cloud Nine Gateway)

The first time you enter the Edge of Cloud Nine, you will see a bell on the ground. Click on the bell to store it in Chester. You will need this bell to enter the gates at Cloud Nine Gateway. (See *Cloud Nine Gateway*.)

Click here to go to Cloud Nine Gateway.

Click on the bell to collect it. (You need this bell in Cloud Nine Gateway.)

Click on the Dreamship to fly back to the entrance of Raingear Island.

CLOUD NINE GATEWAY

To enter the Cloud Nine Gateway, you need to collect the bell from the Edge of Cloud Nine and ring it. Once you have entered, you can choose to either play the Cloud Spelling Challenge activity or go to Downtown Cloud Nine.

Click here to go to Downtown Cloud Nine.

To ring the bell:
1. Click on Chester.
2. Click on the bell that you collected at the Edge of Cloud Nine.
3. Click anywhere on the screen.

Click here to go to Cloud Spelling Challenge.

Click here to go back to the Edge of Cloud Nine.

Click on the sign to hear it read aloud.

CLOUD SPELLING CHALLENGE

Activity focus: spelling; developing phonic skills (sound and letter relationships, letter blends, digraphs); developing vocabulary
Collectibles: ladder (to be used in Rock Head), blue singing marbles (to be used in Musical Marble Patterns)

That giant pile of raingear on Cloud Nine just keeps on growing! So a Cloud Person named Wally is building a wall around the pile to keep the raingear from falling down. Wally wants to add some cloud bricks to the wall. But the words on his brick transport machine are missing some letters, so the bricks keep falling through the gaps.

Can you help Wally build the wall by filling in the missing letters on his machine? If you send three cloud bricks up to Wally, he will let you take his ladder, which you can then use to climb the cliff at Rock Head. (See *Rock Head*.) If you send Wally more bricks, you will collect some blue singing marbles to use in Musical Marble Patterns. (See *Musical Marble Patterns*.)

Click on an object to hear that object's name.

Click here to go back to Cloud Nine Gateway.

To fill in the missing letters:
1. Look at an object in Wally's machine.
2. Click on the letter(s) that complete the object's name.
3. Click on the space(s) where those letters belong.
4. Keep filling in letters until the cloud brick reaches the top.

DOWNTOWN CLOUD NINE

Take a stroll in Downtown Cloud Nine, where you can enter the Cloud Nine Art Gallery or go to Cloud Sheep Crossing. You can also chat with Queen Cumulus, who will ask you about your adventure and give you helpful hints.

Click here to go to Cloud Sheep Crossing.

Click on Queen Cumulus to hear helpful hints about your adventure.

Click here to go to the Cloud Nine Art Gallery.

Click here to go back to Cloud Nine Gateway.

CLOUD NINE ART GALLERY

Collectible: hat (to be given to the Rock Head)

Inside the Cloud Nine Art Gallery, you will meet a cloud artist named Miss Cirrus. Queen Cumulus has asked Miss Cirrus to prepare an art show to cheer up the Cloud People. Miss Cirrus has already created three animations, but she needs at least one more for the show. So she is wearing a big hat as a thinking cap to help her think of new ideas for her art.

Can you help Miss Cirrus create another animation by going to the Amazing Art Gallery and making your own animated picture sequence? If you do, Miss Cirrus will no longer need a thinking cap and will let you take her hat. You can then give the hat to the Rock Head in exchange for the big, round, purple hoop. (See *Rock Head*.)

Click on a blank picture frame to go to the Amazing Art Gallery and create a new animation.

Click here to go back to Downtown Cloud Nine.

Click on a picture to go to the Amazing Art Gallery and edit an existing animation.

Click on the hat to collect it. You can give this hat to the Rock Head. (**Note:** Miss Cirrus will let you take the hat only if you have created a new animation with at least four pages in the Amazing Art Gallery.)

AMAZING ART GALLERY

Activity focus: *creating pictures, animating pictures*

At the Amazing Art Gallery, you can use your imagination to create a new animation for the art show. To create an animation, you need to paint a series of pictures. Each picture will become one page of your animation. The pictures should show the same general scene, but each one should be slightly different from the one before. Your animation can have up to 18 pages.

Once you finish your animation, go back to the Cloud Nine Art Gallery where it will be displayed. And if your animation is at least four pages long, Miss Cirrus will let you take her thinking hat. (See *Cloud Nine Art Gallery*.)

Click here to print out your animation.

The greyed-out figure shows your picture from the previous page.

Click here to play or stop your animation.

Look here to see which page you are working on.

Click on either side of the easel to go back to the Cloud Nine Art Gallery.

Click here to undo your last change.

Click on the recycling bin to clear everything on the page. (**Note:** If you click on the bin while changing an animation created by Miss Cirrus, her original animation will be restored.)

Click on a shape to choose it. Then click on the place in your picture where you want to put that shape.

Click here to go to the next page.

Click here to go back one page.

Click on a color from your palette to choose it.

Click on the paintbrush to use it to paint your picture.

Click on the paint bucket. Then click on an enclosed area (for example, a shape) to fill it with color.

Click on the eraser. Then click on the parts of your picture that you want to erase.

To create an animation:
1. Paint a picture with the art tools.
2. Click on **Next**.
3. Paint another picture that looks almost exactly like your first one, except that it has a small change.
4. Keep painting new pictures for your animation. Remember, each new picture should differ just slightly from the one before.
5. When you are finished with your animation, click on **Play** to view your creation!

To print out and put together a flip book of your animation:
1. Click on **Print** to print out all the pages in your animation. (Multiple pages from your animation will be printed on a single sheet of paper.)
2. Cut the sheets of paper along the dotted lines.
3. Put the pages of your animation in order, and staple them together to create a flip book.

CLOUD SHEEP CROSSING

Cloud Sheep Crossing connects Downtown Cloud Nine and the Newspaper Carrier Scene. But a parade of cloud sheep is blocking the entrance to the Newspaper Carrier Scene! To reach the Newspaper Carrier Scene, you need to find a whistle and blow it. This will stop the cloud sheep parade, and you can then pass by. You can collect this whistle by playing the Gumball Science activity at Irvin's House. (See *Gumball Science*.)

Click on the sign to hear it read aloud.

Click here to go to the Newspaper Carrier Scene. (**Note:** You must first blow a whistle to stop the cloud sheep parade.)

To blow the whistle:
1. Click on Chester.
2. Click on the whistle that you collected by playing the Gumball Science activity.
3. Click anywhere on the screen.

Click here to go back to Downtown Cloud Nine.

NEWSPAPER CARRIER SCENE

Collectible: bag of extra-stretchy, jumbo rubber bands (to be given to Irvin)

Once you make it across Cloud Sheep Crossing, you will meet Carrie, the newspaper carrier for Cloud Nine. Carrie is busy wrapping up newspapers with extra-stretchy, jumbo rubber bands so that the newspapers will fit in her bag. If you give her a wagon to hold her newspapers, then she won't need to wrap them up and she'll give you the bag of rubber bands. You can collect a wagon by playing the Flowerpot Phonics activity in the Raingear Forest. (See *Flowerpot Phonics*.)

To give the wagon to Carrie:
1. Click on Chester.
2. Click on the wagon that you collected by playing the Flowerpot Phonics activity.
3. Click anywhere on the screen.

Click here to slide down the Rainbow Slide to the Raingear Forest.

Click here to go back to Cloud Sheep Crossing.

Irvin's House

From Irvin's House, you can either go to the Gumball Science activity or take a peek at the Raingear-Throwing Machine, which is on the way to the Musical Marble Patterns activity. If you find the items that Irvin needs to turn off his machine, be sure to come back to his house and give them to him.

Click here to go to Gumball Science.

Click here to go back to the entrance of Raingear Island.

To give an item to Irvin:
1. Click on Chester.
2. Click on the item that you wish to give Irvin.
3. Click anywhere on the screen.

Click here to go see the Raingear-Throwing Machine.

GUMBALL SCIENCE

Activity focus: reading comprehension; identifying animal traits and habitats; predicting direction and position of a falling object
Collectibles: whistle (to be used in Cloud Sheep Crossing), green singing marbles (to be used in Musical Marble Patterns)

One of Irvin's greatest inventions is Geraldine the Gumball Machine. Geraldine wants to be the smartest gumball machine in the world, so she has gathered some sentences describing science facts. But each sentence is missing a word. If you fill in the words for three sentences, Geraldine will give you a whistle that you can use at Cloud Sheep Crossing. (See *Cloud Sheep Crossing*.) If you complete more sentences, you can collect green singing marbles for the Musical Marble Patterns activity. (See *Musical Marble Patterns*.) Be careful—to select a word for a sentence, you must guide a token down a series of ramps so that it slides into the slot for that word.

Click here to let the token fall.

Click on a ramp to change its position. (**Note:** Locked ramps show a red circle and can't be moved.)

Click here to go back to the entrance of Irvin's House.

Click on a word or sentence to hear it read aloud.

To choose a word to complete the sentence:
1. Figure out which word correctly completes the sentence.
2. Click on the ramps so that the token will fall into that word's slot.
3. Click on the token to lock the ramps, and watch the token fall. (**Note:** If the token doesn't fall into the correct slot, try moving some ramps. Then click on the token to let it fall again.)

RAINGEAR-THROWING MACHINE

Come take a look at the Raingear-Throwing Machine! You can even ride the machine as a shortcut to Downtown Cloud Nine. But there's one problem— Irvin's pet, Fluffy, is in the way. So each time you want to ride the machine, you'll have to feed Fluffy a sandwich from the Silly Sandwich Shop. (See *Silly Sandwich Shop*.) If you don't have a sandwich for Fluffy, you can go to Musical Marble Patterns. You can also return to the entrance of Irvin's House.

To feed Fluffy a sandwich:
1. Click on Chester.
2. Click on the sandwich.
3. Click anywhere on the screen.

Click here to go back to the entrance of Irvin's House.

Click on the machine to take a ride to Downtown Cloud Nine. (**Note:** You must first feed Fluffy a sandwich from the Silly Sandwich Shop.)

Click here to go to Musical Marble Patterns.

MUSICAL MARBLE PATTERNS

Activity focus: extending color and sound patterns
Collectible: extra-soft, double-stuffed feather pillow (to be given to Irvin)

One of the items that Irvin needs is an extra-soft, double-stuffed feather pillow. This pillow is kept safe and secure behind a series of locked doors. To unlock these doors, you need to complete nine marble patterns by using the colored singing marbles that you collected from the other activities.

To place your marbles in the tray:
1. Click on Chester.
2. Click on the marbles.
3. Click anywhere on the screen.

Click here to go back to the Raingear-Throwing Machine.

To move a marble to the grid:
1. Click on the marble that you want to move from the tray.
2. Click on the space on the grid where you want to move that marble.

To complete a marble pattern:
1. Look at the pattern of marbles on the grid.
2. Move marbles from the tray to the grid so that they follow the colored, musical pattern. (**Note:** The top row shows the pattern you're making.)
3. Click on **Play** to check your pattern.

Note: You need at least four marbles of each color to play this activity. To collect marbles of a certain color, play Flowerpot Phonics (red), Raingear Forest Math (orange), Silly Sandwich Shop (yellow), Gumball Science (green), or Cloud Spelling Challenge (blue). (See *Flowerpot Phonics*, *Raingear Forest Math*, *Silly Sandwich Shop*, *Gumball Science*, or *Cloud Spelling Challenge*.)

Raingear Forest

At the Raingear Forest, you can choose from two activities—Raingear Forest Math or Silly Sandwich Shop. You can also visit the Rock Head, which is the gateway to the Flowerpot Phonics activity.

Click here to go to Raingear Forest Math.

Click here to go back to the entrance of Raingear Island.

Click here to go to the Silly Sandwich Shop.

Click here to go to the Rock Head.

RAINGEAR FOREST MATH

Activity focus: adding (using counters); subtracting (using counters); creating equivalent equations

Collectible: orange singing marbles (to be used in Musical Marble Patterns)

Irvin gathered so much raingear for his Raingear-Throwing Machine that he damaged many trees in the Raingear Forest. Volunteer tree workers have offered to carry umbrella tree sprouts to the damaged areas so that they can be replanted. But first the workers need to load their branches with sprouts.

Can you help load the sprouts onto the workers' branches? If you do, you will earn orange singing marbles that you can use in the Musical Marble Patterns activity. (See *Musical Marble Patterns*.) But be careful—each worker can only carry a certain number of sprouts on each branch, so make sure the number of sprouts on each branch equals the number on the worker's trunk.

To move sprouts to or from the tree worker's branches:

1. Click on the group of sprouts that you want to move.
2. Click on the place where you want the group of sprouts moved.
3. Keep moving groups of sprouts until the total number of sprouts on each branch matches the number on the tree worker's trunk.

Look here to see how many sprouts should be on each branch.

Click here to go back to the Raingear Forest.

These equations show how many sprouts are currently on each branch.

SILLY SANDWICH SHOP

Activity focus: recognizing and using coins; adding coins (to reach a target amount)
Collectibles: sandwich (to be given to Fluffy in Raingear-Throwing Machine), yellow singing marbles (to be used in Musical Marble Patterns)

At the Silly Sandwich Shop, you can choose from lots of fun toppings to make your own silly sandwiches. Each time you choose a topping, take a look at the item's price. Then pay the lizard cashier with the correct coins, and place that topping on your sandwich. For every sandwich that you make, you can collect a yellow singing marble to use in the Musical Marble Patterns activity. (See *Musical Marble Patterns*.)

Whenever you finish making a sandwich, be sure to collect it and store it in Chester. You can use your sandwiches to feed Irvin's pet, Fluffy, so that you can ride on the Raingear-Throwing Machine. (See *Raingear-Throwing Machine*.) (**Note:** Chester can hold up to 99 sandwiches. After that, you'll have to feed some sandwiches to Fluffy before you can collect some more.)

Click on the arrows to see more toppings.

Click here when you have finished making your sandwich.

Click on a coin, and then click on the counter to pay the cashier.

Place your toppings here (between the two parts of the sandwich bun).

Click on the bell when you have finished giving coins to the cashier.

Click here to go back to the Raingear Forest.

To make a silly sandwich:

1. Click on the topping that you want to buy. (Click on the arrows to see more items that you can use as toppings.)

2. Pay the cashier for that topping.

3. If you have paid the correct amount, you can add it to your sandwich. First click on the topping. Then click between the two parts of the sandwich bun to place the topping in your sandwich. (**Note:** If you wish, you can place each topping on your sandwich multiple times.)

4. Keep adding toppings to your sandwich. (**Note:** Each sandwich must have at least three different toppings.)

6. When you finish making your sandwich, click on the top sandwich bun. Your sandwich will then be stored in Chester.

To pay the cashier:

1. Look at the cost of the topping that you want.

2. Figure out which coins will add up to that amount.

3. Give each coin to the cashier by clicking on the coin and then clicking on the counter in front of the cashier.

4. Click on the bell to see if you have paid the correct amount.

5. If you have not paid the correct amount, count your coins, and try paying again.

ROCK HEAD

Collectible: big, round, purple hoop (to be given to Irvin)

You can go to Flowerpot Phonics from this part of Raingear Forest. You can also visit the Rock Head, but you need the ladder from the Cloud Spelling Challenge to climb up the cliff. (See *Cloud Spelling Challenge*.) If you give the Rock Head a hat from the Cloud Nine Art Gallery, he'll give you the big, round, purple hoop that he wears on his head. (See *Cloud Nine Art Gallery*.)

Click here to visit the Rock Head. (**Note:** You must first place the ladder from Cloud Spelling Challenge against the cliff.)

To place the ladder:
1. Click on Chester.
2. Click on the ladder, and then click anywhere on the screen.

To give the hat to the Rock Head:
1. Click on Chester.
2. Click on the hat from the Cloud Nine Art Gallery.
3. Click anywhere on the screen.

Click here to go back to the Raingear Forest.

Click here to go to Flowerpot Phonics.

FLOWERPOT PHONICS

Activity focus: developing phonic skills (sound and letter relationships); developing phonemic awareness (word families, onsets, and rhymes); developing vocabulary
Collectibles: wagon (to be given to Carrie in the Newspaper Carrier Scene), red singing marbles (to be used in Musical Marble Patterns)

When Irvin has items that he doesn't want, he sends them to Mr. Bloom. Mr. Bloom has special flowerpots that change items into new ones by switching a beginning, vowel, or ending sound in the item's name. But Mr. Bloom has too much to do, so he needs your help. He will tell you what Irvin wants each item to become. Your job is to figure out which flowerpot(s) will make that change happen. If you help Mr. Bloom, he will let you have his wagon, which you can give to Carrie, the newspaper carrier, in exchange for rubber bands. (See *Newspaper Carrier Scene*.) He will also give you some red singing marbles that you can use in Musical Marble Patterns. (See *Musical Marble Patterns*.)

To move an item:
1. Click on the item.
2. Click on a flowerpot or box to move that item there.

Click here to go back to the Rock Head.

Change beginning sounds here.

Change vowel sounds here.

Change ending sounds here.

To change an item:
1. Look at the item's name.
2. Figure out which letters to change so that the item becomes what Irvin wants.
3. Move the object to the flowerpot(s) that will change the name in that way.
4. When the object becomes what Irvin wants, move it to Mr. Bloom's box.

Move items here when you have finished changing them.

Final Activity — Raingear Rescue

Activity focus: sorting by multiple attributes; identifying and comparing common geometric shapes

If you have found the three items that Irvin needs to turn off his machine and have given him all three items, then you're ready to play Raingear Rescue! The huge pile of raingear has finally toppled over, and it's your job to catch and sort all of the falling raingear. After you finish sorting the raingear, you can head home to Wordville with Reader Rabbit and Sam the Lion in the fabulous Dreamship.

Before you can fly back to Wordville, you must successfully complete six rounds of Raingear Rescue by correctly sorting and catching at least 10 pieces of raingear in each round. You can tell how many rounds you have successfully completed by looking at the flags on the Dreamship. After each round, a white flag will turn blue only if you have sorted and caught at least 10 pieces of raingear.

While playing a round of Raingear Rescue, you can keep track of how many pieces of raingear you have caught by looking at the bottom of the screen. If you have not caught 10 pieces of raingear by the end of the round, you can always play another round and try again.

To sort the falling raingear:
1. Look at the barrels to see what kind of raingear each barrel should hold.
2. Look at the falling raingear, and decide which barrel should collect each piece of raingear.
3. Move Reader Rabbit and Sam the Lion so that each piece of raingear falls into the correct barrel. (**Note:** There will be some pieces of raingear that should not be collected in any of the barrels. Let those pieces of raingear fall to the deck of the Dreamship.)

To move Reader Rabbit and Sam the Lion:
■ Use your mouse to move left or right.

The blue flag(s) show how many rounds you have successfully completed.

Look here to see how many pieces of raingear you have caught in the current round.

The label on each barrel shows what kind of raingear it should hold.

Note: Once you begin playing Raingear Rescue, you cannot go back to any of the other locations in the program. To visit these locations or to play the other activities, you will need to sign in as a new player and start a new adventure.

Gameplay Hints

If you can't find an object that you need, or if you can't go to a certain part of Cloud Nine or Raingear Island, take a look at some of the hints below:

What Irvin Needs:	**How to Get It:**
A big, round, purple hoop	Give the Rock Head a hat from the Cloud Nine Art Gallery.
Bag of extra-stretchy, jumbo rubber bands	Give Carrie, the newspaper carrier, the wagon from Flowerpot Phonics.
Extra-soft, double-stuffed feather pillow	Play Musical Marble Patterns.

What You Want to Do:	**How to Do It:**
Enter Cloud Nine Gateway.	Ring a bell from the Edge of Cloud Nine.
Cross Cloud Sheep Crossing.	Blow a whistle from Gumball Science.
Ride the Raingear-Throwing Machine.	Feed Fluffy a sandwich from the Silly Sandwich Shop.
Play Musical Marbles Patterns.	Collect four singing marbles of each color from Cloud Spelling Challenge (blue), Gumball Science (green), Raingear Forest Math (orange), Silly Sandwich Shop (yellow), and Flowerpot Phonics (red).
Visit the Rock Head.	Place the ladder from Cloud Spelling Challenge against the cliff at Rock Head, and climb up.

Practice Mode

If you would like to take some time away from the adventure in Cloud Nine and Raingear Island to work on the activities in the program, you can choose to play the activities in Practice Mode.

Simply click on **PRACTICE MODE** at the sign-in screen. The map of the program will appear. Choose an activity to practice by clicking on the small icon for that activity. (See *Using the Map*.)

You can select the difficulty level for each activity that you practice by clicking on **change levels** at the program options screen, clicking on a difficulty level button, and turning off autoleveling for that activity. You can also click on **progress report** at the program options screen to view your progress in each activity. (See *Accessing the Program Options*.) However, once you leave Practice Mode, your work and progress will not be saved.

While in Practice Mode, you can work on any of the activities for as long and as often as you'd like. However, you will not collect any items. You also will not be able to watch the program's movies or listen to the program's songs.

When you are ready to return to your adventure with Reader Rabbit and Sam the Lion, click on **SIGN IN** from the program options screen. Then choose your name, and click on **START**.
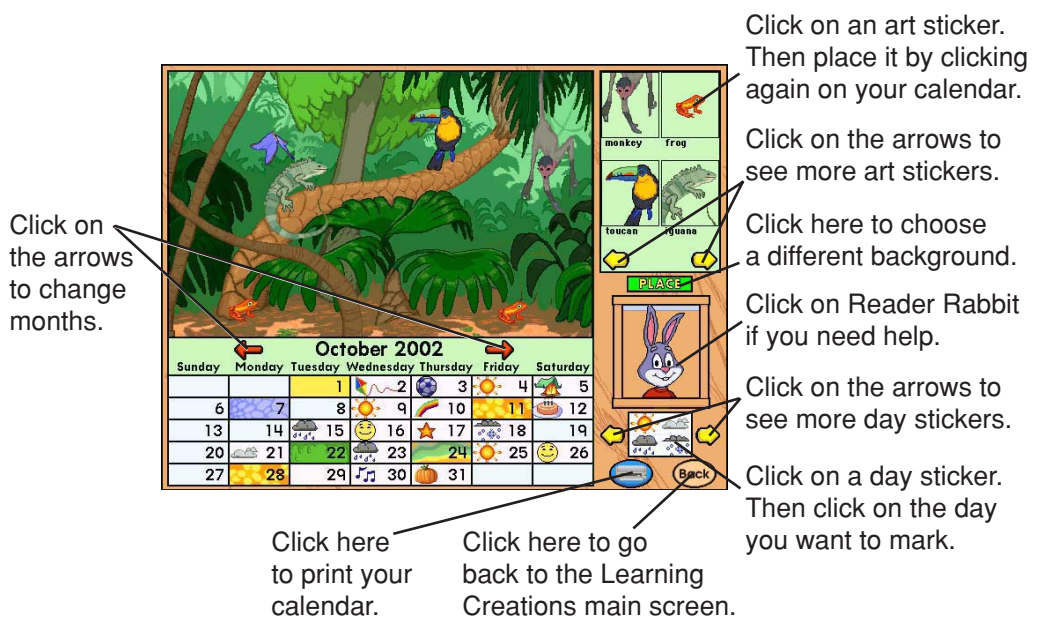
PROGRAM EXTRAS — LEARNING CREATIONS™

Don't forget to check out the extra learning activities that are included on the *Reader Rabbit 1st Grade* program CD. As you play and learn with Reader Rabbit and his friends, the Learning Creations activities will stretch your imagination in many ways. You can create and personalize your own calendar; paint pictures; and experiment with music. And if you ever need help while playing any of the Learning Creations activities, just click on Reader Rabbit!

Click here to go to Paint a Picture!

Click here to go to Make Some Music!

Click here to go to Create a Calendar!

Click here to go back to the introductory screen for *Capers on Cloud Nine!*

Create a Calendar!

Have you ever wished that your calendar listed the dates that are important to you? With Create a Calendar!, you can design and print out a calendar that keeps track of special events—like birthdays, school holidays, music recitals, and sports activities. You can also make calendars for your family and friends.

Click on the arrows to change months.

Click on an art sticker. Then place it by clicking again on your calendar.

Click on the arrows to see more art stickers.

Click here to choose a different background.

Click on Reader Rabbit if you need help.

Click on the arrows to see more day stickers.

Click on a day sticker. Then click on the day you want to mark.

Click here to print your calendar.

Click here to go back to the Learning Creations main screen.

Paint a Picture!

Use your imagination along with Reader Rabbit's art supplies to paint a beautiful picture. You can draw your own picture or complete scenes from around the world. Choose from the many colors that are provided, or mix your own shades. Add words to your pictures by using the alphabet stamps. Or use the other stamps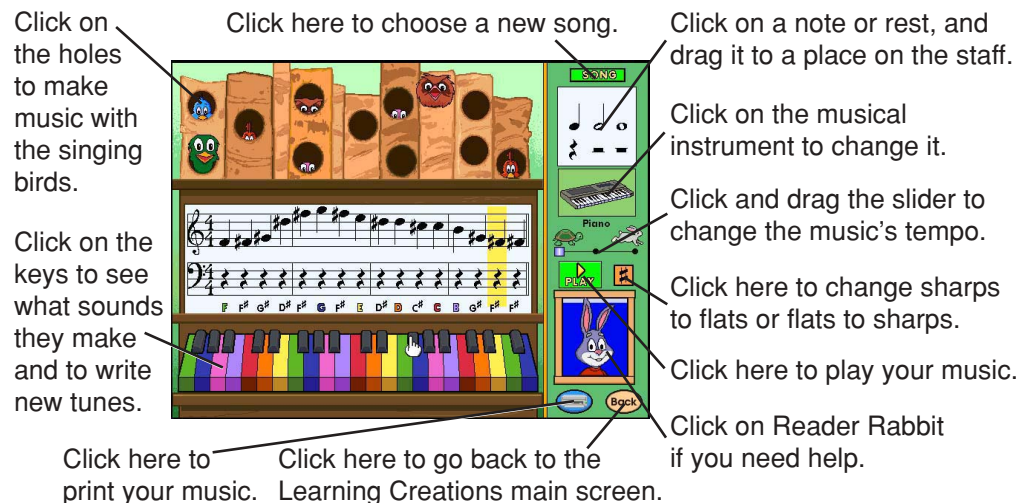 for additional decoration. When you have completed your picture, be sure to print it out so you can share it with your friends!

Click on a color to choose it.

Click here to mix your own colors.

Click here to undo your last move.

Click on a fill, paint, smudge, spray, or erase tool to choose it.

Click on the arrows to see more letter and number stamps.

Click here to print your picture.

Click here to choose a different scene.

Click on a stamp, and drag it to your picture.

Click on the arrows to see more stamps.

Click on Reader Rabbit if you need help.

Click here to go back to the Learning Creations main screen.

Make Some Music!

Do you know what sounds are made by different musical instruments? With Make Some Music!, you can listen to the same song played on different instruments and then decide which one you like best. You can also write your own music. Just click on the onscreen keyboard or the bird holes. Or click and drag the note and rest stickers onto the musical staff to create a beautiful melody. When you finish your composition, be sure to print it out to play for your family and friends.

Click on the holes to make music with the singing birds.

Click on the keys to see what sounds they make and to write new tunes.

Click here to choose a new song.

Click on a note or rest, and drag it to a place on the staff.

Click on the musical instrument to change it.

Click and drag the slider to change the music's tempo.

Click here to change sharps to flats or flats to sharps.

Click here to play your music.

Click on Reader Rabbit if you need help.

Click here to print your music.

Click here to go back to the Learning Creations main screen.

Dreamship Tales™ CD!

The *Dreamship Tales* CD features 104 printable activities that can be done away from the computer. The CD also offers additional Reader Rabbit games to play, and music videos to watch. These songs from the adventures of Reader Rabbit and friends can also be played on an audio CD player.

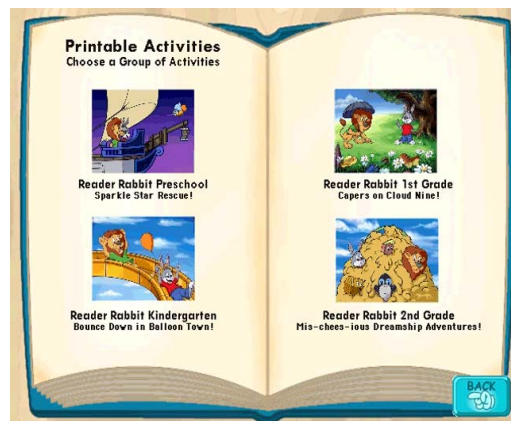Click here to watch music videos!

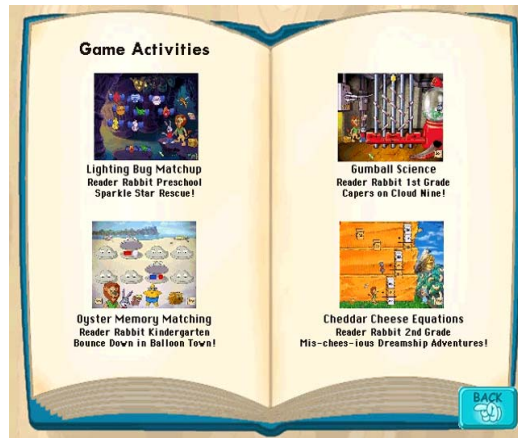Click here to print activities to do away from the computer!

Click here to play additional activities!

Click on a song to watch a music video!

Choose a group of printable activities themed to each adventure!

Choose a game activity to play from each adventure.

ACCESSING THE SONGS ON THE *DREAMSHIP TALES* CD

The songs on the *Dreamship Tales™* CD can be played on an audio CD player or on a computer. It may be necessary to advance the CD to Track 2 if the audio CD player does not do so automatically.

To play the songs on a computer:

WINDOWS®

1. Insert the program CD into your CD-ROM drive.
2. Click the Start button. Then choose **Programs**, **Accessories**, **Entertainment**, and **CD Player** in that order.
3. At the CD Player, click **Play.**

MACINTOSH®

1. Insert the program CD into your CD-ROM drive.
2. Choose the Apple CDAudio Player in the Apple menu if it is not already visible.
3. At the CD Player, click **Play.**

TROUBLESHOOTING

Try this first! If you have problems running the program, try cleaning the CD. Gently remove any fingerprints and dust using a clean, soft, lint-free cloth dampened with water or a CD-cleaning solution. Avoid using materials such as tissue, which may scratch the CD.

Windows®

1. **The *Reader Rabbit 1st Grade* program icon does not appear on the desktop or in the Start menu.**
    *   Reinstall the program.

2. **You see a message telling you that there is not enough available space on the hard disk.**
    Reader Rabbit 1st Grade requires 100 MB of hard disk space for the program's data and executable files. (Additional hard disk space will be required to save player information for more than five players.)
    *   Create some free hard disk space by removing some files after backing them up.

3. **You see a message telling you that there is not enough memory to run the program.**
    Reader Rabbit 1st Grade needs at least 32 MB of installed memory (RAM) to run. Your computer's memory may be filled with other programs that are running in the background.
    *   Close any other applications that are running, and restart the program.

4. **The mouse doesn't seem to work.**
    There are times in the program when the animation or sound cannot be interrupted. You will see the hourglass cursor on the screen, and any key presses or mouse clicks will be ignored.
    *   Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.

5. **Program speed is very slow.**
    Reader Rabbit 1st Grade needs at least a Pentium 166 MHz computer with a 8x CD-ROM drive for basic performance.
    *   Close any other applications that are running.
    *   Make sure that you have the latest Windows video drivers for your graphics card. (Contact the video card manufacturer for the latest drivers.)

6. **You do not hear music, sound, or speech.**
    *   Check that the speakers are properly connected to your computer.

Make sure that they are getting power and are turned on, and that the volume is turned up.

- Make sure that your sound card is Windows compatible and is properly installed for Windows. Be sure that the sound card is specifically designed to work with the version of Windows that you are using. Also check that the volume is properly set. See the manufacturer's documentation for information relating to your sound card.

- Make sure the mixer level setting is correct.
Click on the **Start** button. Choose **Programs** from the Start menu. Next choose **Accessories**. Then choose **Multimedia** (Windows 95) or **Entertainment** (Windows 98, Me, XP), and choose **Volume Control**. Make sure that the sliders on the mixer control panel are all the way up and that no mute buttons are selected.

7. **Strange graphics appear; the game action stops unexpectedly.**
   - Try using the 800 x 600, 16-bit color display mode driver that came with your video card. (See your Windows documentation for more information.)
   - Make sure you have the latest Windows video drivers installed. (Contact your video card manufacturer for more information.)

8. **Colors don't look right.**
   - Adjust your monitor's color and brightness.
   - Make sure your color display is set to 16-bit.
   - Turn off your screensaver.
   - Close any other applications that are running.
   - Make sure you have the latest graphics drivers installed. (Contact your video card manufacturer for more information.)

9. **The program window seems small.**
   The program window may not fill the entire screen.
   - For maximum window size, make sure the display mode is set to 800 x 600. (See your Windows documentation.)

10. **Nothing prints.**
    - Make sure the printer is plugged in and switched on.
    - Check the indicator light on the printer to be sure the printer is "online" or "selected."
    - Make sure the printer cables are connected tightly.
    - Make sure you have selected at least one print item from the Printing area. Where applicable, make sure you have selected either **Colored In** or **Outlined**.

11. **When you print, pictures or text look faint, blurred, or streaky.**
    - Check your print quality settings. (See your printer documentation.)
    - Replace your printer's ink cartridge.

12. **The printer displays an "out of memory" message.**
    - Make sure your printer has at least 1 MB of memory.

13. **You are not able to connect to our online Web sites.**

    This feature requires an Internet browser.
    - Make sure that you have a browser properly installed. (See your browser and Windows documentation for more information.)
    - Make sure that the files with an .HTM extension (for example, "bookmark.htm") are associated with the browser of your choice. To check this, double-click on any .HTM file. If the browser does not launch, create an association from the File Manager. (See your Windows documentation for more information.)

Macintosh®

1. **You do not see the *Reader Rabbit 1st Grade* program icon.**
    - Make sure the program CD is inserted in the CD tray, printed side up.
    - Try restarting your computer and/or rebuilding your desktop.
    - Make sure that the CD-ROM drivers are correctly installed.

2. **You see a message that there is not enough space on the hard disk.**

    Reader Rabbit 1st Grade requires 100 MB of hard disk space for program data files. (Additional hard disk space will be required to save player information for more than five players.)
    - Create some free hard disk space by removing some files after backing them up.
    - Adjust the Virtual Memory setting to take less hard disk space. (See your Macintosh documentation for more information.)

3. **You see a message telling you that there is not enough memory to run the program.**

    Reader Rabbit 1st Grade requires at least 32 MB of installed memory (RAM) to run. Try to increase available memory and then start the program again. (Depending on which Internet browser you use, you may not be able to run both your browser and the program with only 32 MB of RAM.)
    - Quit any programs that you may be running.
    - Turn off or remove from the System Folder non-Apple® control panels.
    - Reduce the size of the disk cache in the Memory control panel. (See your Macintosh documentation for more information.)
    - Turn off AppleTalk®.

4. **The mouse doesn't seem to work.**

    There are times in the program when the animation or sound cannot be interrupted. You will see the watch cursor on the screen, and any key presses or mouse clicks will be ignored.

- Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.

5. **The music and voice in the game are too loud or too soft.**
   - Choose **Volumes** from **Control Panels**. Adjust your system's speaker volume as needed by selecting the Volume setting.

6. **You do not hear music, sound, or speech.**
   - Make sure that the Volumes setting in the Sound control panel in Control Panels is not set to zero.
   - If you have external speakers, make sure they are turned on and getting power and that they are properly connected to your computer. Also check the speaker volume.
   - Turn off or remove from the System Folder non-Apple control panels and extensions. (Leave the CD-ROM drivers.) Restart your computer.

7. **You hear popping noises in the game sounds and character voices.**
   If you are running System 8.6 or higher, installing the Apple Sound Manager (included on your program CD) should eliminate this problem. Sound Manager changes how the system handles sound and improves the program's sound quality. To install Sound Manager, follow the instructions below:
   a. Insert the *Reader Rabbit 1st Grade* CD into your CD-ROM drive. In the open *Reader Rabbit 1st Grade* window, scroll down until you see two icons: Sound Manager and Sound.
   b. Drag the Sound Manager and Sound icons into your active System Folder icon. (Do not open the System Folder first.) The active System Folder has a picture of a small computer on it.
   c. Click on **OK** in the dialog box that appears.
   d. Restart your Macintosh.

8. **The program window seems small.**
   The program window may not fill the entire screen.
   - For maximum window size, make sure the display mode is set to 800 x 600 in the Monitors control panel.

9. **Program speed is very slow, or sounds and animations do not play smoothly.**
   Reader Rabbit 1st Grade needs at least a 180 MHz Power Macintosh computer with a 8x CD-ROM drive for basic performance.
   - Make sure Virtual Memory is turned off in your Memory control panel.

10. **Nothing prints.**
    - Make sure the printer is plugged in and switched on.
    - Check the indicator light on the printer to be sure the printer is "online" or "selected."

- Make sure the printer cables are connected tightly.
- Make sure you have selected at least one print item from the Printing area. Where applicable, make sure you have selected either **Colored In** or **Outlined**.

11. **When you print, pictures or text look faint, blurred, or streaky.**
    - Check your print quality settings. (See your printer documentation.)
    - Replace your printer's ink cartridge.

12. **The printer displays an "out of memory" message.**
    - Make sure your printer has at least 1 MB of memory.

13. **You are not able to connect to our online Web sites.**

    This feature requires an Internet browser.
    - Make sure that you have a browser properly installed. (See your browser and Macintosh documentation for more information.)

CONTACTING THE LEARNING COMPANY

Technical Support

If you have questions about your *Bounce Down in Balloon Town!* program, please refer to the Troubleshooting section. If you do not find an answer to your question, visit our Web site at: **http://www.riverdeep.net/ learningcompany/support**. Click Product Support. Select the product name from the alphabetical list and check to see if the problem you are experiencing is listed among the FAQs. If you need to speak to a technical support representative, click Contact Us and scroll down to the Technical Support area for the appropriate number.

You may be asked to provide the following information:

✔ Your contact information (name and email address, plus phone or mailing address if you wish)
✔ Description of the problem you're having
✔ Product name and version number (The version number is often printed on the CD label.)
✔ Brand of computer
✔ Operating system (for example, Windows 98 or Mac® OS 8.6)
✔ Processor type and speed
✔ RAM memory (in MB or megabytes)
✔ Video card manufacturer
✔ Sound card manufacturer
✔ Printer type
✔ Hard disk space remaining
✔ Background programs (antivirus programs or screensavers)

Customer Support

SMILES GUARANTEED!

If you are not completely satisfied with this product, The Learning Company will gladly refund your purchase price. Return the complete package to us at The Learning Company, Dock Door #9, 120 Hidden Lake Circle, Duncan, SC 29334, within 30 days of purchase. Include a copy of the sales receipt, packing slip, or invoice showing the store name and location. Please enclose an explanation for the return. Allow 4-6 weeks for refund. Limit 1 per household. Dealers, wholesalers, and their immediate families are not eligible.

Credits

DESIGN TEAM

Chris Hoge
Kari Ann Imamura
Gina Morimoto
Tony Villador
Michelle Woods

ART

Lead Artist
Tony Villador

Artists
Annette Bowman
Ann Horowitz
Krista Hubbard
Joy Steuerwald
Roberta Lee Woods

Ink & Paint Artists
Arnel Domingo
Tim Nelson
Craig Wong

Animator
Pam Stalker

Art Manager
Fred Butts

Animation
KnowWonder
Lightsource Studios

Movie Animation
Animotion
Waahoo

Movie Compiler
Mike Gray

Backgrounds
Fluent Solutions
Johnny Karwan

AUDIO

Lead Audio Lead
Jeff Gordon

Lead Sound Designer
Andrew Kawamura

Musical Producer
David Nowlin

Sr. Composer & Songwriter
Alan Nu

Composer
Daniel Ward

Casting & Directing
Jim Foote

Dialogue Editing & Sound Design
Mike Morales

Sound Design
Jamie Hert

Audio Manager
Brian Burge

Production Specialist
Jenny Nguyen

Director of Creative Development
Drayson Nowlan

Vocal Coach
Kelly Burge

DESIGN

Design Manager
Chris Hoge

Art Director
Nick Stern

Creative Director
Kenny Dinkin

EDITORIAL

Editorial Manager
Gabriele Rennie

Editor
Elizabeth Robinson

Contributing Writer
Alon Kaplon

User's Guide Writer
Emmeline Chen

EDUCATION

Education Designers
Gina Morimoto
Susan Fryer Patrick

Child Test Coordinators
Maureen Shumway
Shelly Hall

Teacher Software Reviewers
Christine Chellino
Kim Dukes
Quynh Vu

ENGINEERING

Lead Sr. Software Engineers
Kari Ann Imamura
Brian Saunders

Sr. Software Engineers
Jack Martinelli
Cuong Nguyen

Assoc. Software Engineer
Will Gayer

Staff Software Engineer
Brian Tepper

Principal Software Engineer
Darrell Fetzer

Production Engineers
Lyn Bernabe
Midori Mizuba
John Varela

Engineering Director
Peter Fokos

Vice President, Engineering
Hugo Paz

PROJECT MANAGEMENT

Development Producer
Michelle Woods

Development Director
Sid Weber

QUALITY ASSURANCE

QA Lead
Kevin Douglas

QA Lead
Tracy Gibson

QA Testers
James Cooper
Dean Coronado
Lana Freund
Kenneth LeVie
Wali Rahmani
Anthony Wickizer
Shane Wright

QA Supervisor
Carlos Molina

QA Manager
Dan Mizuba

VOICE TALENT

Reader Rabbit
Marina Cashmark

Sam the Lion
Terry McGovern

Paige
Julissa Aguirre

Queen Cumulus
True Heitz

Irvin the Inventor
Charles Martinet

Miss Cirrus
Elaine Clark

Wally Nimbus
Les Hedger

Lizard
Greg Hubbard

Mr. Bloom
Greg Hubbard

Carrie the Newspaper Carrier
Alexene Farol

Marvin the Musical Pattern Lock
Wally Fields

Geraldine the Gumball Machine
Andrea Satin

Squirrel
Jenny Rae

Rock Head
Adam McArthur

Loudspeaker
Sylvia Mullally

Fluffy
Tony Villador

READER RABBIT BRAND MANAGEMENT

Sr. Brand Producer
Bill Romer

Assoc. Brand Producer
Marc Goodman

Sr. Marketing Manager
Tom Craven

Assoc. Marketing Manager
Shannen Root

DESIGN SERVICES

Design Services Manager
Sally Mark

Assoc. Design Services Manager
Lisa Wilson

LEGAL

Sr. Contract & IP Administrator
Sara Guinness

OPERATIONS

Operations Manager
Carole Kochan

Operations Specialist
Patricia Aparicio

PUBLIC RELATIONS

Media Manager
Evelyn Dubocq

Assoc. Public Relations Manager
Debbie Galdin

ADMINISTRATIVE

Contract Administrator
Ganean De La Grange

Executive Assistant
Sallee Green

SPECIAL THANKS

Tedd and Patsi Anasti
Malinda Maynor
Ellis Weiner
All the kids who helped us test our product!

TLC, EDUCATION DIVISION

Controller
Lisa Thomas

Vice President, Marketing
Mark Hittie

Vice President, R & D
Derek Miyahara

Sr. Vice President, GM
Eric Stone