USER'S GUIDE

ABOUT RIVERDEEP – THE LEARNING COMPANY

Riverdeep – The Learning Company provides highly motivating, dynamic, curriculum-based Internet and CD-ROM learning experiences for the K–12 market. Our products feature interactive, problem-solving approaches and real-world applications that help develop your child's underlying thinking skills and creativity, while reinforcing important areas of the basic curriculum, such as reading, writing, and mathematics.

Since 1980, The Learning Company's award-winning titles have consistently produced the highest quality of educational software available. 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!

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HARDWARE & SYSTEM REQUIREMENTS

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

	IBM & Compatible	**Macintosh**
Processor	Pentium II 300 MHz or better	G3 350 MHz (500 MHz recommended for OSX)
Operating System	Windows 98SE; ME; XP Pro; XP Home; 2000 Service Pack 4;	Mac OS 9.2.2; OSX 10.2.8 or later
Hard Disk	120MB Hard Disk Space	120MB Hard Disk Space
RAM	64MB RAM (recommend 128MB for 2000 and XP)	64MB RAM, virtual memory enabled 128MB RAM for OSX
CD ROM	16x CD-ROM drive or better	16x CD-ROM drive or better
Video	800 x 600 high color 16-bit (thousands of colors)	800 x 600 16-bit (thousands of colors)
Audio	Sound-Blaster® 16 or compatible sound card with headphones optional	Standard Macintosh sound with headphones optional
Network Servers	Printer	Printer

SETTING UP & STARTING THE PROGRAM

Reader Rabbit Reading Learning System Interactive Storybook runs from your CD-ROM drive. However, you need 120 MB of free hard disk space to store some program files.

INSTALLING THE PROGRAM

Some program files for *Reader Rabbit Reading Learning System Interactive Storybook* will be installed on your computer, including the TLC Launcher.

WINDOWS®

AutoPlay usually is 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 MY COMPUTER.

3. Double-click the CD-ROM icon.

4. Double-click PLAY.

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 the READER RABBIT 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 Launcher, click 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 MY COMPUTER.

3. Double-click the CD-ROM icon.

4. Double-click PLAY.

5. At the TLC Launcher, click PLAY.

To start the program with AutoPlay off (Option 2):

1. Insert the program CD into your CD-ROM drive.

2. Click the START button. Then choose PROGRAMS, THE LEARNING COMPANY, READER RABBIT, and READING LEARNING SYSTEM INTERACTIVE STORYBOOK in that order.

3. At the TLC Launcher, click 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 Launcher, click PLAY.

To start the program with the AutoPlay extension off:

1. Insert the program CD into your CD-ROM drive.

2. Double-click the program icon.

3. At the TLC Launcher, click PLAY.

TLC LAUNCHER

Click Play and join Reader Rabbit and his friends in *Reader Rabbit Reading Learning System Interactive Storybook*.

Launcher screen

HIGH FLYING ACT

Reader Rabbit and Sam the Lion are at the Wordville Fair to perform their High Flying Act. Unfortunately, their plank breaks during their performance.. They are going to need a new one in order to avoid disappointing the audience. Ratbeard, the Pirate, has the plank they need, but he wants to trade it to Reader and Sam for prizes from the fair. Reader and Sam have a fun day at the fair playing games and gathering prizes. They need to win just enough to trade with Ratbeard for a new plank. Once Reader and Sam have their new plank, they can perform their *High Flying Act*.
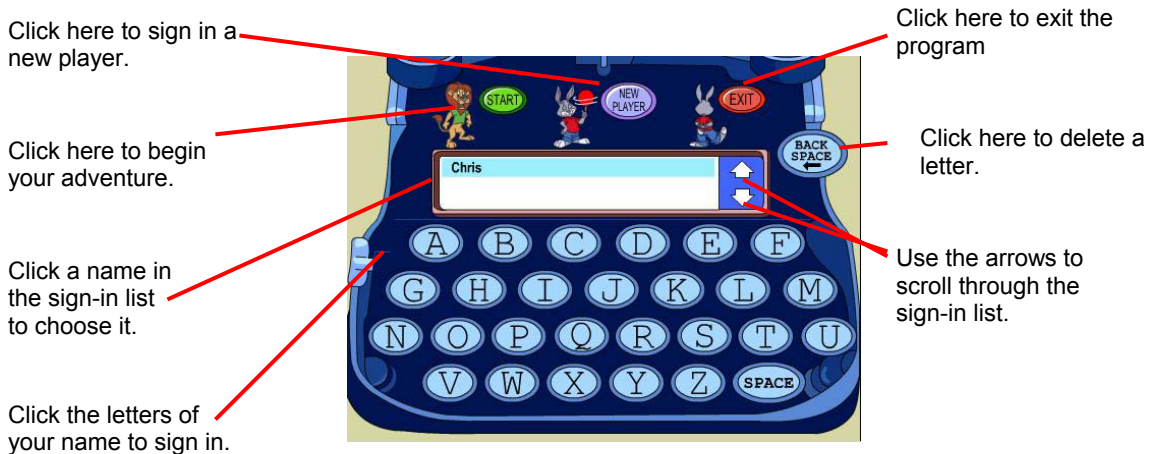
INTRODUCING THE PROGRAM

Join Reader Rabbit, Sam the Lion and their friends at the Wordville Fair. Listen and read along to the story of their day at Wordville Fair. Take part in the fun by playing activities as you listen and read.

The Interactive Storybook invites you to participate in activities that help build your spelling and reading skills. These educational and entertaining activities will help you to develop your reading comprehension skills systematically. After reading with Reader and Sam, undertake a challenge to see how much you can recall from the story.

Get ready for an exciting, educational adventure with Reader Rabbit and Sam the Lion in *Reader Rabbit Reading Learning System Interactive Storybook.*

SIGNING IN

To begin your adventure with Reader Rabbit and Sam the Lion, you must sign into the program. First, click NEW PLAYER. Type your name into the sign-in list, then click the START button.

Click here to sign in a new player.

Click here to begin your adventure.

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

Click the letters of your name to sign in.

Click here to exit the program

Click here to delete a letter.

Use the arrows to scroll through the sign-in list.

Sign-in screen

To rejoin the fun where you left off when you last played, find your name on the list and click it. If you don't see your name, click the arrows on the side of the list until you find your name. Then click START to continue on your way.

When the sign-in list contains 99 names, it is full. To enter a new name, you must first remove a name. Click the name you want to remove, then press Ctrl + Backspace. This will permanently erase that player's adventure information from the hard disk.

THE INTERACTIVE STORYBOOK

READING THE STORY

After signing in you are taken to the first page of the story. As the text is read to you the sentence or clause being read is highlighted. You can play the activities on each of the pages by choosing one of the buttons below.

Thinking Question: When you click on the Light Bulb you'll hear a Thinking Question. These questions are for you to think about while you look at the page and will help you to recall the story later.

Play a Game: Click on the Star Button to play an educational game associated with the page you are on. Each of the games is fun and helps develop your memory, word-building and spelling skills.

Play Music: If you click on the Musical Note, you'll hear a nice song played by the critters at Wordville Fair.

Hear a Word: Click on the Speak Button and then click on any word from the text read aloud.

Sound Out a Word: Click on the Ear Button to hear certain words or parts of words from the text sounded out for you. You can choose any of the highlighted words or parts of words.

Spell Word: Click on the Spell Button and then click on any word from the text to have it spelled out for you.

Read Text: Click on the left Read Button to have the text on the left page read aloud. Click on the right Read Button to hear the right page read aloud.

Next Page: Click on the Next Page button to navigate forward through the worksheets one at a time.

Previous Page: Click on the Previous Page button to navigate backwards through the worksheets one at a time.

Exit: Click this button to exit the interactive storybook.

STORYBOOK PAGES

Whenever you arrive at a new page in the story, the words on that page are read aloud to you. As each sentence or clause is read, it is highlighted in blue so you can read along with the narrator.

PLAY A GAME

Click the Button. Then listen as the narrator tells you what you have to do to play the game.

{Note the color of the Button.}

"Hello!" says Spike. "Now here's the deal. To win a prize, just spin my wheel!"

Sam spins the wheel and picks a prize. "Hey look! I won a snake," he cries.

HEAR A WORD

From here, from there, from everywhere, the critters come to Wordville fair.

"Step right up," calls Babs, "Come quick! It's time for Reader Rabbit's trick!"

Click the Button. Then click on any word to hear it sounded out for you.

{Note the color of the Button. When a button is selected, it changes colors. The speak button is automatically selected when you arrive at a new page.}

SOUND OUT A WORD

Click the ⬤ Button. Then click on any word or part of a word highlighted in blue to hear it sounded out for you.

{Note the color of the ⬤ Button.}

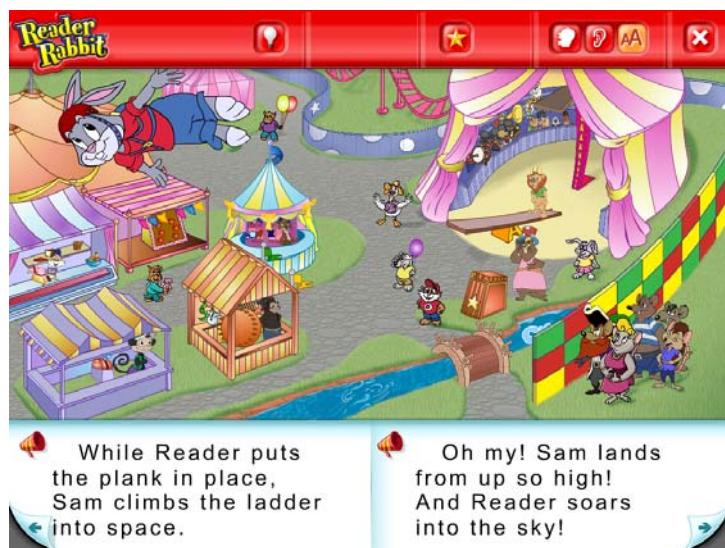## SPELL A WORD

Click the AA Button. Then click on any word to hear the word spelled out for you.

{Note the color of the AA Button.}

LET'S TAKE A TEST!

Show Reader Rabbit and Sam the Lion how great you are! When you have finished the interactive storybook, you will be invited to take a test. Here is where the "Thinking Questions" will come in handy. There are a total of ten tests, TEST A through TEST J. Each test consists of five questions, which are read aloud. The tests will assess your reading comprehension, phonics and vocabulary skills.

For some questions the featured letter combination or word is displayed at the top.

Each question has four choices from which you choose your answer.

Exit:
Click the Exit Button at any time to leave the test.

OK:
Click OK after you have made your choice. The button is 'inactive' until you have made a choice.

Megaphone:
Click the Megaphone Button to have the question repeated.

RESULTS PAGE

When you have finished the test you will be able to see how you did on the Results Page. The Results Page will tell you which questions you got right and where you need to improve. You will be given an overall score for the test. You can also print the Results Page either for yourself or to share with family and friends.

The Results Page shows you how you did on each question.

The Results Page gives you an overall score for the test.

Megaphone:

The Megaphone button is inactive when viewing the Results Page.

Print:

Click the Print Button if you want to print your Results Page.

Exit:

Click the Exit Button when you have finished reviewing your Results Page.

READING TIPS

Children learn to read in a variety of ways. You can use the following tips and activities to extend and encourage your child's learning while away from the computer.

- Read books aloud to your child every day or as often as possible on a regular basis.

- Read other things aloud—cartoons, signs, labels, cereal boxes— anything at all!

- Model reading behavior. Make sure your child sees you reading and understands how important this activity is in your life.

- Talk with your child. Talk about activities, funny things, television shows. Listen closely. Talking helps children learn to use language.

- Invite your child to make up stories from pictures in storybooks and elsewhere.

- Take your child to the local library often. Take advantage of reading hours with the librarian. Have your child pick out books even if he or she can't read them.

- Tape-record favorite stories—or find books on tape or CD—so your child can listen to them over and over.

- Put letter magnets on your refrigerator and encourage your child to practice naming letters, identifying sounds, and putting letters together to form words.

- Have your child write letters in all kinds of ways and places—for example, in the sand, with their fingers on your back, or by using his or her body to create the shapes.

- Make an alphabet book. Have your child dedicate one page to each letter and create a book that shows letters and pictures of things that start with the letter's sound.

- Encourage your child to draw pictures that tell stories and to "read" the pictures.

- Help your child make up silly songs and poems that use a specific letter or letter sound.

Play with rhyming words and non-words. Say a word such as *cat* and ask your child to come up with rhyming words, both real and imaginary. Write down the words, or have your child write them down.

Play letter games with your child, such as finding objects with names that begin with specific letters, or guessing games where you try to guess a word from its beginning letter.

Encourage your child to name letters and read words out in the world. You'll see your child gaining confidence and recognizing the importance of reading in daily life.

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 can scratch the CD.

If you have additional questions, please visit The Learning Company Web Site at
http://support.broderbund.com

WINDOWS®

1   *The Reader Rabbit Reading Learning System Interactive Storybook program icon does not appear in the Start menu.*

   ❖   Make sure the product is already installed. Reinstall the program if necessary.

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

   Reader Rabbit Reading Learning System Interactive Storybook requires 120 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 Reading Learning System Interactive Storybook needs at least 64 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.

   ❖   Check that the mouse is properly connected to the computer.

   ❖   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 Reading Learning System Interactive Storybook needs at least a Pentium II 300 MHz computer with a 16X CD-ROM drive for basic performance.

   ❖   Close any other applications that are running.

   ❖   Remove non-essential applications from your Startup folder.

   ❖   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 the START button. Choose PROGRAMS from the Start menu. Next choose ACCESSORIES. Then choose ENTERTAINMENT 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.*

❖ Make sure you have the latest Windows video drivers installed. (Contact your video card manufacturer for more information.)

❖ Remove non-essential applications from your Startup folder.

8 *Colors don't look right.*

❖ Adjust your monitor's color and brightness.

❖ 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 *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.

❖ Make sure you have the latest printer drivers installed. (Contact your printer manufacturer for more information.)

10 *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.

11 *The printer displays an "out of memory" message.*

❖ Make sure your printer has at least 1 MB of memory.

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

This feature requires an Internet browser. In some cases, you may need to start the Internet connection before you run the program.

❖ 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.

MACINTOSH®

1   *You do not see the Reader Rabbit Reading Learning System Interactive Storybook program icon on the desktop.*

❖   Make sure the program CD is inserted in the CD tray, printed side up.

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

Reader Rabbit Reading Learning System Interactive Storybook requires 120 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 Reading Learning System Interactive Storybook requires at least 64 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 64 MB of RAM.)
❖   Quit any programs that are 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®.
❖   Increase virtual memory.

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.
❖   Check that the mouse is properly connected to the computer.
❖   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.*
❖ Check the speaker connection to the computer.
❖ Close all other applications.

8 *The program window seems small.*

The program window may not fill the entire screen.
❖ Some monitors are not able to display the program at the optimum display setting, so the program may not fill the entire screen.

9 *Program speed is very slow, or sounds and animations do not play smoothly.*

Reader Rabbit Reading Learning System Interactive Storybook needs at least a G3 350-MHz (500 MHz Recommended for OSX) Power Macintosh computer with a 16X CD-ROM drive for basic performance.
❖ Close all other applications.
❖ If you must have virtual memory on, reduce the amount of virtual memory allocated.

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

This feature requires an Internet browser. You may need to start your Internet connection before running the program.
❖ Make sure that you have a browser properly installed. (See your browser and Macintosh documentation for more information.)

CONTACTING RIVERDEEP – THE LEARNING COMPANY

TECHNICAL SUPPORT

If you have questions about your *Reader Rabbit Reading Learning System Interactive Storybook* program, please refer to the Troubleshooting section. If you do not find an answer to your question, visit our Web site at: http://support.broderbund.com

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 e-mail 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 98SE or Mac® OS 9.2.2)
- 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
100% SATISFACTION GUARANTEED!

If you are not completely satisfied with this product, Riverdeep–The Learning Company will gladly refund your purchase price. Return the complete package to us at Broderbund; Returns Department; 120 Hidden Lake Circle; Dock Door #9; Duncan, S.C. 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. The refund schedule for shippable product is 90 days and 60 days for downloads or unlocks. Limit 1 per household. Dealer, wholesalers, and their immediate family are not eligible.