

Reader Rabbit[®]
Playtime for Baby[™]

Onscreen Reference 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 Learning Company brand undergoes extensive research and testing, with input from educational professionals, parents, and children. 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.

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READER RABBIT® PLAYTIME FOR BABY™

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HARDWARE AND SYSTEM REQUIREMENTS

Windows version

Runs on: IBM® PC and compatibles—Pentium® 75 MHz or better

With:

- 16 MB of memory (RAM)
- Hard disk with 20 MB of free disk space*
- Double-speed CD-ROM drive (quad-speed recommended)
- DirectDraw-compatible video card
- Windows 95/98 or higher
- DirectSound-compatible sound card
- Mouse

Macintosh version

Runs on: PowerPC® Macintosh or better

With:

- 16 MB of memory (RAM)
- Hard disk with 20 MB of free disk space*
- Double-speed CD-ROM drive (quad-speed recommended)
- 256-color display
- System 7.5.1 or higher
- Mouse

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

SETTING UP AND STARTING THE PROGRAM

Reader Rabbit Playtime for Baby runs from your CD-ROM drive. However, you need 20 MB of free hard disk space to store some program files. You can also register this product via modem using a toll-free number.

Windows 95/98

These instructions assume that the AutoPlay feature of Windows 95/98 is turned on. (AutoPlay is usually enabled when you install Windows 95/98 on your computer. See your Windows documentation for more information.)

To set up the program:

1. Insert the *Fun & Discovery* CD into your CD-ROM drive.
 2. Click on **Yes** at the install prompt to begin the setup process.
 3. 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 start the program:

1. Insert the *Fun & Discovery* CD into your CD-ROM drive.
2. Click on **Play**.

Whenever you exit the program, you return to the desktop. You can restart the program directly from the desktop as long as the CD is still in the CD-ROM drive. (These instructions also apply if AutoPlay is turned off.)

To start the program from the desktop:

- Click on the **Start** button. Then choose **Programs, The Learning Company**, and **Reader Rabbit Playtime for Baby** in that order.

Macintosh

To set up the program:

1. Insert the *Fun & Discovery* CD into your CD-ROM drive.
2. Double-click on **Reader Rabbit Playtime for Baby Launcher**, and follow the onscreen instructions.

To start the program:

1. Insert the *Fun & Discovery* CD into your CD-ROM drive.
2. Open the *Reader Rabbit Playtime for Baby* folder on your hard drive, and double-click on the *Reader Rabbit Playtime for Baby* program icon.

ACCESSING THIS GUIDE ONSCREEN

You can use Acrobat Reader to view and print out a copy of this reference guide. To install Acrobat Reader, follow the onscreen instructions during the program setup process. To access this guide, click on **Help** in the introductory screen (Windows), or double-click on the Help Guide file in the *Reader Rabbit Playtime for Baby* folder on your hard disk (Macintosh). Then choose **Print** from the File menu to print out the guide.

VISITING US ONLINE

Visit The Learning Company's homepage to learn about our products, get help from our Technical Support Center, and visit our online store.

Windows:

- Insert the *Fun & Discovery* CD into your CD-ROM drive, and click on **Visit Us Online**.

Macintosh:

- Using your Web browser, go to <http://www.learningco.com>.

EDUCATIONAL FOCUS

For small children, there is almost no difference between playing and learning. Toys and other playthings serve as fun tools that babies can use to find out how the world works. Like a baby's other playthings, *Reader Rabbit Playtime for Baby* helps babies learn in a fun way.

Reader Rabbit Playtime for Baby creates a stimulating environment in which your baby creates music; listens to songs, rhymes, and stories; experiments with colors and shapes; and builds language skills. Its ten onscreen activities and related away-from-the-computer activities are carefully designed so that children between 9 and 24 months can grow with the activities. Babies will experience each activity in new ways as they pass through the developmental stages.

Baby Development

Babies change dramatically between their ninth and twenty-fourth months. Nine-month-olds may be just beginning to crawl. Their world is one set firmly in the here-and-now, and they are busy making sense of things around them. By 24 months, babies are moving around in every which way—running, climbing, jumping, pushing, and rolling. These babies have spent time exploring objects for their similarities and differences, and they are now able to classify and sort. They have also learned how to make many things work. And they are talking—many times in short sentences.

Play and Learn

The onscreen activities in *Reader Rabbit Playtime for Baby* provide exciting play experiences and build important skills that babies need for future development. You should sit with your baby on your lap when your child is first learning how to use the computer. The program is designed to allow babies to focus on the activities without having to worry about pinpoint control of the mouse. They can simply move the mouse around the screen, and they don't need to click to play. The activities are designed to encourage babies to visit and play them over and over again.

The activities in *Reader Rabbit Playtime for Baby* will contribute to your baby's growth in the following areas:

Mat Says

Language development
Auditory discrimination
Coordination
Kinesthetic development
Cause and effect

Kaleidoscope Symphony

Sound patterns
Visual patterns
Cause and effect

Rhyme Time

Language development
Kinesthetic development
Sound patterns
Coordination
Cause and effect

My Storybooks

Language development
Beginning literacy
Cause and effect

Musical Drawers

Auditory discrimination
Kinesthetic development

Sound patterns
Cause and effect
Coordination

Peekaboo Bubbles

Language development
Tracking
Predicting
Cause and effect
Beginning literacy

Mat's Faces

Language development
Cause and effect

Shape Slide

Visual discrimination
Tracking
Matching
Cause and effect

Hide-and-Seek Animals

Language development
Cause and effect

Discovery House

Language development
Cause and effect

Tips for Parents

Here are some tips to help your baby get the most out of the experience with *Reader Rabbit Playtime for Baby*.

Help your baby develop healthy habits during the first experiences with the computer.

- Your baby should sit 16 to 20 inches away from the screen.
- Make sure that the volume is not set too high. Young children's ears are sensitive. In addition, babies should not wear headphones when they are at the computer.
- Appropriate lighting is important when sitting at the computer. Soft light, rather than bright or fluorescent light, is best.
- After spending time at the computer, children should pursue activities that do not require them to focus their eyes on objects at close range.

Provide your baby with multisensory experiences away from the computer that complement the developmental concepts presented in *Reader Rabbit Playtime for Baby*.

- Expose your baby to new environments that engage the different senses—sight, sound, smell, taste, and touch.
- Sing songs and act out finger plays with your child. You can print out the words to the *Reader Rabbit Playtime for Baby* songs and sing along with the songs in the program.

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-
- Play games such as Simon Says with your baby. Use simple directions such as “Touch your ears” or “Touch your nose.”
 - Have your child blow bubbles. This develops breath and mouth muscle control helpful for singing and talking.
 - Put simple puzzles together with your child.
 - Help your child use blocks to build structures. Stacking blocks develops eye-hand coordination.
 - Help your baby act out familiar events such as talking on the phone or going to work.
 - Play cleanup games with your child. While you clean up, ask your child to sort toys by shape, color, or texture.

Read out loud to your baby. Reading out loud to children fosters a lifelong love of learning and reading. It unlocks the imagination, encourages creativity, and develops vocabulary.

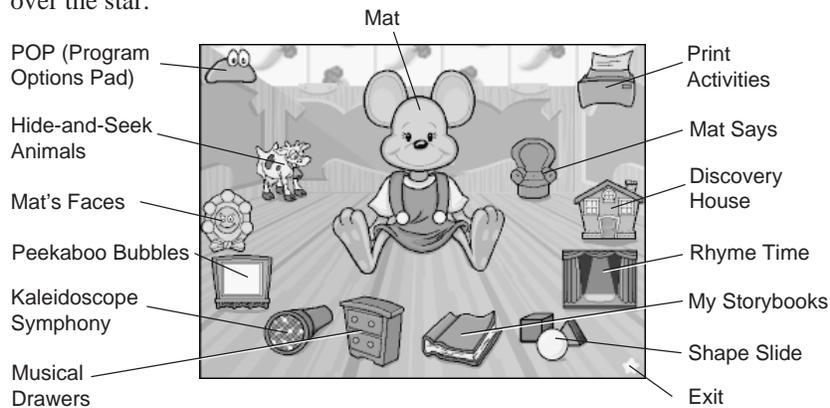
- Read to and with your child every day.
- To increase your child’s interest in a story, substitute your baby’s name for the name of a story character.
- Set a good example by reading on your own. Your child will want to imitate your good habits.

GETTING STARTED

Reader Rabbit and Mat the Mouse are playing hide- and- seek, and Reader Rabbit is IT. Mat races into the house and hides in the big toy chest...and that's where your baby's fun begins.

Main Menu

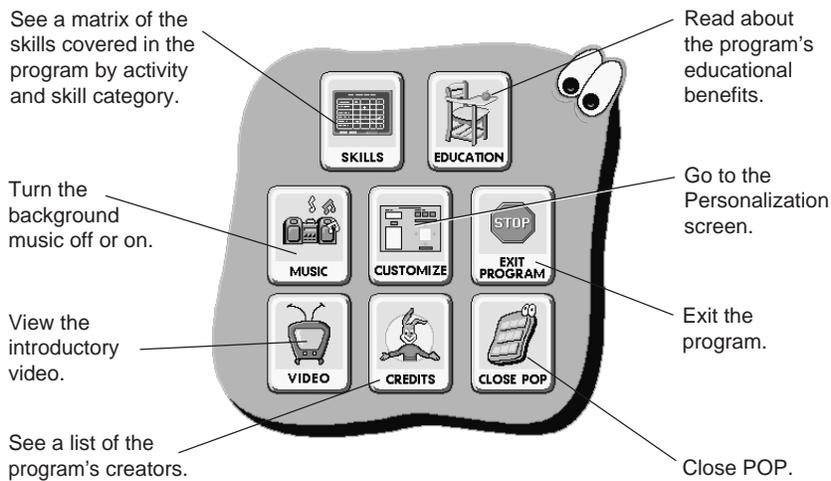
The program's Main Menu is inside the toy chest with Mat the Mouse. To play an activity, click on one of the pictures surrounding Mat, or hold the star cursor over one of the pictures until the points of the star fill in. To exit the program, click on the star in the lower right corner, or move the cursor over the star.



Using POP

The icon for POP, the Program Options Pad, is the purple character located in the top left corner of the Main Menu. POP contains program information and options.

To open POP, press **Ctrl+O** (Windows) or **control+O** (Macintosh). To close POP and return to the Main Menu, click on the **CLOSE POP** button or click on the exit star in the lower right corner of the screen. To choose a button, click on it.



PERSONALIZATION



The **Customize** button in POP takes you to the Personalization screen, where you can supply your baby's name, a scanned photo of your baby, and a recording of your baby laughing, babbling, or making other sounds. Your baby's name will be included in My Storybooks, and your baby's photo and voice will be incorporated into My Storybooks, Peekaboo Bubbles, and Discovery House.

To have your baby's name appear in the program:

- Type the baby's name in the blue box. If you are using the program with more than one child, click on the name of the child currently using the program to have his or her name appear in My Storybooks.

More than 500 of the most popular names in the United States have been prerecorded in the program. If your baby's name is among these and you type it in, it will appear in My Storybooks. You can check the *Appendix* in

the onscreen version of this reference guide to see if your baby's name has been prerecorded. (See *Accessing This Guide Onscreen*.)

To have a scanned photo appear in the program:

1. Scan in a photo as a BMP file (Windows) or a PICT file (Macintosh).
2. Locate the directory in the Directory/File window, and click on the file. The photo will appear in the picture window.
3. Use the framing buttons to frame the part of the picture you would like to see in the program.

You can change the photo whenever you wish. However, only one photo file can be used at any given time.

To record your baby's voice for use in the program:

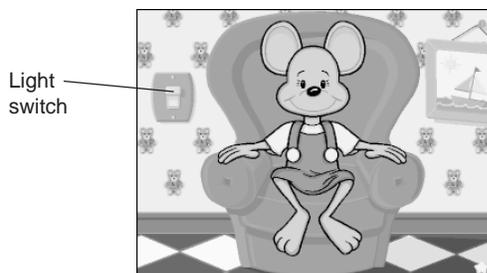
1. Click on **Record**, and encourage your baby to talk into the microphone.
2. Click on **Stop** when you're finished recording.
3. Click on **Playback** to hear what you've recorded.

You can rerecord your baby's voice as often as you like. Any new recording will replace your previous recording.

PLAYING THE ACTIVITIES

Now you and your baby are ready to start playing the activities and learning together! Each onscreen activity in *Reader Rabbit Playtime for Baby* is accompanied by another activity that you can print out and use to help your baby learn away from the computer.

Mat Says



Content: naming body parts, following directions
Developmental focus: language development, auditory discrimination, coordination, kinesthetic development, cause and effect

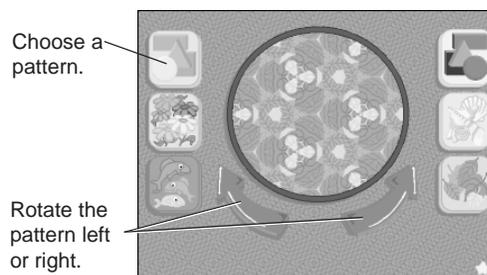
In Mat Says, Mat teaches babies to identify the different parts of the body by touch and name. Each time the baby moves the mouse over a part of Mat's body, Mat touches that part of her body and invites the baby to follow her lead. Alternatively, the baby can press any key on the keyboard, and Mat will select a part of her body at random.

The baby can also move the mouse over the light switch to turn off the light. The onscreen room will become dark, letting the baby focus on different parts of the body using a "flashlight." To turn the light back on, move the mouse over the light switch again.

AWAY-FROM-THE-COMPUTER ACTIVITY

You and your baby can play Mat Says away from the computer. For instructions and materials, go to the Main Menu. Press **Ctrl+P** (Windows) or **control+P** (Macintosh). Then choose **Mat Says**.

Kaleidoscope Symphony



Content: shapes, colors, music

Developmental focus: sound patterns, visual patterns, cause and effect

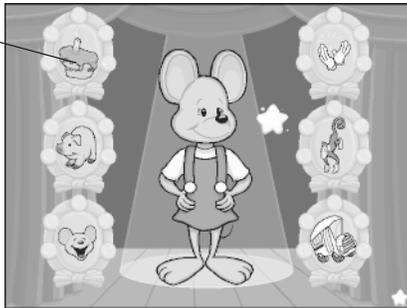
In Kaleidoscope Symphony, you and your baby can observe mesmerizing patterns, color interactions, and shape interplays while manipulating a giant onscreen kaleidoscope. Babies will be exposed to diverse musical traditions as they listen to the music that accompanies the six different kaleidoscope patterns. Each time the baby chooses a new kaleidoscope pattern or rotates the pattern, the music changes, and the baby can experience a new visual and aural world.

AWAY-FROM-THE-COMPUTER ACTIVITY

You can turn your baby's favorite patterns into a mobile. For instructions and materials, go to the Main Menu. Press **Ctrl+P** (Windows) or **control+P** (Macintosh). Then choose **Kaleidoscope Symphony**.

Rhyme Time

Choose
a song.



Content: music and songs, names of body parts

Developmental focus: language development, kinesthetic development, sound patterns, coordination, cause and effect

Rhyme Time engages babies with a group of activity songs. Babies use language, music, rhythm, and body movements as they learn about the world around them. Babies can select a song by moving the mouse over the buttons around Mat. Mat will then demonstrate the song's hand and body movements. Babies can also press any key on the keyboard, and Mat will select a song at random.

AWAY-FROM-THE-COMPUTER ACTIVITY

Sing songs to and with your baby. You can print out the song lyrics by going to the Main Menu and pressing **Ctrl+P** (Windows) or **control+P** (Macintosh). Then choose **Rhyme Time**.

My Storybooks

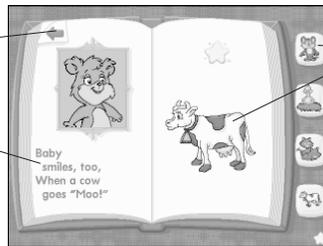
Choose a storybook.



Content: personalized content, food, clothing, simple stories, matching
Developmental focus: language development, beginning literacy, cause and effect

Move the mouse over the arrow or click on it to turn the pages.

Move the mouse over text or click on it to hear it read aloud.



Move the mouse over a picture or click on it to see movements and hear object names and sounds.

Four simple, rhyming books encourage babies and parents to read together. The books also introduce early literacy concepts such as telling a story, page turning, and rhyming. If you have provided your baby's personalization information, your baby's name, picture, and voice will be incorporated into the stories.

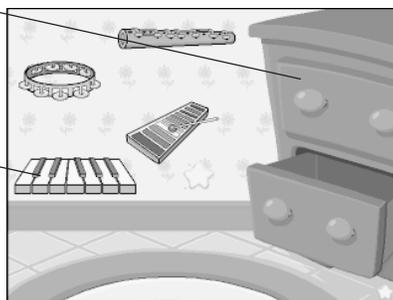
AWAY-FROM-THE-COMPUTER ACTIVITY

To print out the storybooks, go to the Main Menu, and press **Ctrl+P** (Windows) or **control+P** (Macintosh). Then choose **My Storybooks**, go to the cover of the book you want to print, and click on **Print**.

Musical Drawers

Open a drawer and see what's inside.

Move the mouse over an object or click on it to start or stop playing it.



Content: music, kitchen objects, drawers, musical instruments

Developmental focus: auditory discrimination, kinesthetic development, sound patterns, cause and effect, coordination

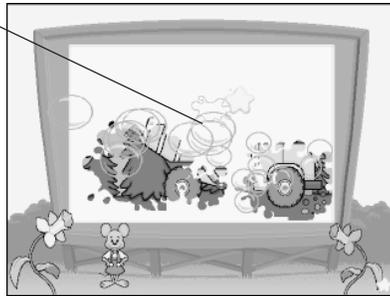
As child development experts and busy mothers can confirm, babies love to explore drawers! In Musical Drawers, babies can explore the carefully selected contents of two kitchen drawers that come alive with sounds. Each drawer contains four different objects.

AWAY-FROM-THE-COMPUTER ACTIVITY

You can make musical objects from objects in your home. For instructions and materials, go to the Main Menu. Press **Ctrl+P** (Windows) or **control+P** (Macintosh). Then choose **Musical Drawers**.

Peekaboo Bubbles

Move the mouse over a bubble or click on it to pop it and reveal part of the picture.



Content: bubbles, familiar scenes, introduction to some letters and numbers

Developmental focus: language development, tracking, predicting, cause and effect, beginning literacy

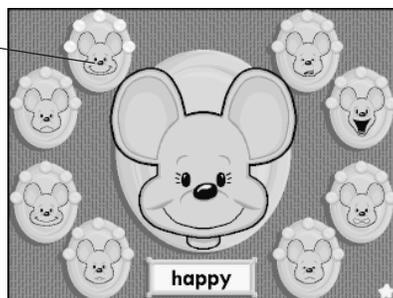
In Peekaboo Bubbles, babies can pop bubbles by moving the mouse over a bubble or by pressing any key on the keyboard. The popped bubbles splatter onto a fence to reveal parts of a picture. When the picture is completely revealed, babies will see an animation that incorporates a letter or number.

AWAY-FROM-THE-COMPUTER ACTIVITY

You can create your own Peekaboo Bubbles coloring book. For instructions and materials, go to the Main Menu. Press **Ctrl+P** (Windows) or **control+P** (Macintosh). Then choose **Peekaboo Bubbles**.

Mat's Faces

Move the mouse over a facial expression or click on it to change how Mat feels.



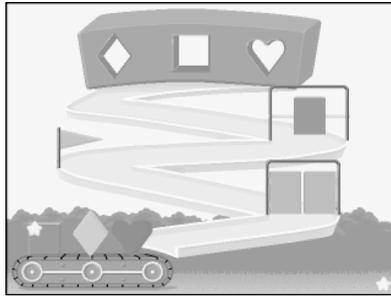
Content: states of being
Developmental focus:
language development,
cause and effect

Babies love to observe people, especially other babies, up close. Interpreting facial expressions is one of their biggest clues to understanding the world and people around them. In Mat's Faces, babies will delight in controlling another character's actions and feelings, over and over again. They will also learn the words that describe each facial expression. This activity lets babies explore how people's faces express how they feel. It also helps babies develop solid language skills.

AWAY-FROM-THE-COMPUTER ACTIVITY

You can play a guessing game with your baby using stickers. For instructions and materials, go to the Main Menu and press **Ctrl+P** (Windows) or **control+P** (Macintosh). Then choose **Mat's Faces**.

Shape Slide



Content: shapes, colors, patterns
Developmental focus: visual discrimination, tracking, matching, cause and effect

The Shape Slide activity combines the best of shapewriter toys and pinball games. Babies place a shape into the correct hole. Then they watch it slide and whirl down one of several different pinball tracks.

AWAY-FROM-THE-COMPUTER ACTIVITY

You can create a shape bowling alley game to play away from the computer. For instructions and materials, go to the Main Menu and press **Ctrl+P** (Windows) or **control+P** (Macintosh). Then choose **Shape Slide**.

Hide-and-Seek Animals

Move the mouse over a partially hidden animal or click on it to see it come out of hiding.



Content: animal names and sounds

Developmental focus: language development, cause and effect

Babies will love to find, identify, and imitate animals in Hide-and-Seek Animals. Help your baby find partially hidden animals. Then move the mouse over the animal or click on it, and watch it pop out. Babies will learn the name of each animal and the sound that it makes.

AWAY-FROM-THE-COMPUTER ACTIVITY

You can make a hide-and-seek toy using stickers of the activity animals. Go to the Main Menu, and press **Ctrl+P** (Windows) or **control+P** (Macintosh). Then choose **Hide-and-Seek Animals**.

Discovery House

Move the mouse over doors and windows or click on them to make them open and close.



Content: familiar people and objects

Developmental focus: language development, cause and effect

In Discovery House, babies discover what is behind the windows and door of a fanciful, nursery-rhyme house. Babies can open and close doors and windows by moving the mouse over them. They can also press any key on the keyboard to open a door or window at random. This activity builds on babies' fascination with opening and closing things.

AWAY-FROM-THE-COMPUTER ACTIVITY

You can create your own Discovery House. For instructions and materials, go to the Main Menu. Press **Ctrl+P** (Windows) or **control+P** (Macintosh). Then choose **Discovery House**.

Print Activities



Reader Rabbit Playtime for Baby provides away-from-the-computer print activities that correspond to every onscreen activity. These paper-based activities extend the social and learning experience begun at the computer, and they provide more opportunities for babies to experience the program content. The activities include suggestions to parents about how to continue the play experience away from the computer, along with stickers that can be pasted onto play objects, and activity sheets.

To reach these activities, go to the Main Menu, and press **Ctrl+P** (Windows) or **control+P** (Macintosh). For more information about the print activities that correspond to each program activity, see the activity descriptions on the previous pages.

THE READER RABBIT PLAYTIME FOR BABY SONGS

As you play *Reader Rabbit Playtime for Baby*, you will hear songs and music in each activity. You can print out the song lyrics by going to the Main Menu and pressing **Ctrl+P** (Windows) or **control+P** (Macintosh). Then choose **Rhyme Time** and click on **Print**.

Deluxe 2-CD-ROM edition: Disc 2, *Baby's Favorite Songs*, includes 17 additional songs that you can listen to with your baby. You can play Disc 2 on your audio CD player.

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.

If you have questions, call our Technical Support Center at **1-319-247-3333**. You can also reach us by e-mail: **help@tlcsupport.com**.

Windows

- 1. The *Reader Rabbit Playtime for Baby* program icon does not appear on the desktop or in the Start menu.**

- Reinstall the program.

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

Reader Rabbit Playtime for Baby requires 20 MB of hard disk space for the program's data and executable files.

- Remove unused programs and files from your hard drive after backing them up. (See your Windows documentation.)

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

Reader Rabbit Playtime for Baby needs at least 16 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 try starting the program again.

4. The mouse doesn't seem to work.

There are times in the program when the animation or sound cannot be interrupted.

- Wait until the animation or sound stops. Then try pressing the keys or clicking the mouse again.
- Make sure that the mouse is properly connected to the computer.

5. Program speed is very slow.

Reader Rabbit Playtime for Baby needs at least a Pentium 75 MHz computer with a double-speed 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 to obtain the latest drivers.)

6. You do not hear music, sound, or speech.

- Check that the speakers are properly connected to your computer. Make sure they are getting power and are turned on, and that the volume is turned up.
- Make sure that your sound card is DirectSound compatible and is properly installed for Windows. Make sure that the sound card is specifically designed to work with Windows 95/98. Also check that the volume is properly set. (See the manufacturer's documentation

for additional information relating to your sound card.)

- Make sure the mixer level setting is correct. Click on the **Start** button and choose **Programs**. Next choose **Accessories**. Then choose **Multimedia** (Windows 95) or **Entertainment** (Windows 98), 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 640 x 480 256-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 the color display is set to 256 colors.
- 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 640 x 480. (See your Windows documentation for information.)
-

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.

11. When you print, pictures or text look faint, blurred, or streaky.

- Replace your printer ribbon or ink cartridge.

12. The printer displays an “out of memory” message.

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

13. You are not able to connect to Visit Us Online.

This feature requires a browser.

- Make sure that you have a browser properly installed.

Macintosh

1. You do not see the *Reader Rabbit Playtime for Baby* program icon.

- Make sure the CD is inserted in the CD tray, printed side up.
- Try restarting your computer.
- Make sure that the CD-ROM drivers are correctly installed.

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

Reader Rabbit Playtime for Baby requires 20 MB of hard disk space for the program’s data files.

- Remove 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 Playtime for Baby requires 16 MB of installed memory (RAM) to run. Try to increase available memory, and then start the program again.

- Quit any programs that you may be running.
- Turn off or remove from your System Folder all non-Apple® control panels and extensions. (Leave your CD-ROM drivers.) Then restart your computer.
- Reduce the size of the disk cache in the Memory control panel. (See your Macintosh documentation for more information.)
- Turn off AppleTalk.
- Turn Virtual Memory on.

4. The mouse doesn't seem to work.

There are times in the program when the animation or sound cannot be interrupted.

- Wait until the animation or sound stops. Then try pressing the keys or clicking the mouse again.
- Make sure that the mouse is properly connected to the computer.

5. The music and voice in the game are too loud or too soft.

- Choose **Sound** from **Control Panels**. Adjust the system's speaker volume as needed by selecting the Volumes 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 your System Folder all non-Apple control panels and extensions. (Leave your CD-ROM drivers installed.) Then restart your computer.

7. 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.
- Check that the system settings on the Print menu match the printer and printer port of your system.

8. When you print, pictures or text look faint, blurred, or streaky.

Black ribbons wear out fairly evenly. Multicolor ribbons wear out unevenly, causing the printout to look streaky or blurred.

- Replace your printer ribbon or ink cartridge.

9. The printer displays an “out of memory” message.

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

APPENDIX

This list contains more than 500 of the most popular children's names in the United States. Some names appear with several variations in spelling. All of these names have been recorded for *Reader Rabbit Playtime for Baby*. If your baby's name is on this list and you type it in the blue box on the Personalization screen, your baby's name will appear and be spoken in each of the four books in the My Storybooks activity.

| | | | |
|-----------|------------|---------|----------|
| Aaron | Alexandria | Andy | Barbara |
| Abigail | Alexis | Angela | Barbie |
| Abigal | Alice | Ann | Barry |
| Adam | Alicia | Anna | Benjamin |
| Adina | Alison | Anne | Bernard |
| Adrian | Allen | Annette | Beth |
| Aki | Allison | Anthony | Betty |
| Al | Allyson | Antonio | Beverly |
| Alan | Alyson | Arlene | Bill |
| Albert | Alyssa | Arthur | Blake |
| Alec | Amanda | Asha | Bob |
| Alejandro | Amber | Ashley | Bobby |
| Alex | Amy | Aspen | Boy |
| Alexander | Andrea | Austin | Bradley |
| Alexandra | Andrew | Baby | Brandon |

| | | | |
|-----------|-----------|-------------|----------|
| Breanna | Carol | Christina | Dakota |
| Brent | Carole | Christine | Dale |
| Brett | Caroline | Christopher | Dalton |
| Brevan | Carolyn | Chuck | Dan |
| Brian | Carrie | Cindy | Dana |
| Briana | Cary | Claire | Daniel |
| Brianna | Caryn | Clarence | Danielle |
| Bridgette | Casey | Claudia | Darin |
| Brittany | Cassandra | Clay | Darla |
| Brittney | Catherine | Clyde | Darlene |
| Brooke | Cathie | Cody | Darrell |
| Bruce | Cathy | Cole | Darren |
| Bryan | Celeste | Colin | Daryl |
| Caitlin | Chad | Colleen | Dave |
| Caleb | Charles | Connie | David |
| Calista | Charlotte | Connor | Dean |
| Calvin | Chelsea | Corey | Deanna |
| Cameron | Cheri | Courtney | Debbie |
| Canaan | Cheryl | Craig | Deborah |
| Candice | Cheyenne | Crystal | Dee |
| Candy | Chloe | Cuong | Deirdre |
| Carey | Chris | Cyndie | Dennis |
| Carla | Christa | Cynthia | Derek |
| Carlos | Christian | Daisy | Derrick |

| | | | |
|-----------|-----------|-----------|------------|
| Destiny | Erika | Genevieve | Harris |
| Devin | Erin | Geoffrey | Heather |
| Diana | Ethan | George | Herbert |
| Diane | Eugene | Georgina | Holly |
| Dick | Eva | Geri | Hunter |
| Dominique | Evan | Gerry | Ian |
| Donna | Eve | Gib | Isabel |
| Dorothy | Fedora | Gibson | Isabella |
| Doug | Felicity | Gina | Ivan |
| Douglas | Fox | Girlie | Jack |
| Duane | Frances | Glades | Jacob |
| Dustin | Francis | Glen | Jacqueline |
| Dylan | Frank | Glenn | Jake |
| Ed | Fred | Glynis | James |
| Edward | Gabriel | Grace | Jamie |
| Eileen | Gabriela | Grant | Jana |
| Elizabeth | Gabriella | Greg | Jane |
| Ellen | Gail | Gregory | Janet |
| Elliott | Garreth | Gustavo | Janette |
| Emily | Garrett | Gwendolyn | Janice |
| Emma | Garth | Gwyneth | Jared |
| Eric | Gary | Hailey | Jasmine |
| Erica | Gatt | Haley | Jason |
| Erik | Gene | Hannah | Jean |

| | | | |
|----------|----------|-----------|-----------|
| Jeffery | Jonathan | Karen | Kirsten |
| Jeffrey | Jordan | Kari | Kris |
| Jenna | Jorge | Karin | Kristen |
| Jennifer | Jose | Karla | Kristin |
| Jeremy | Joseph | Kate | Kristine |
| Jeri | Joshua | Katelyn | Kristofer |
| Jerry | Josiah | Katherine | Kyle |
| Jesse | Joy | Kathie | Kyra |
| Jessica | Joyce | Kathryn | Lane |
| Jessie | Juan | Kathy | Laura |
| Jesus | Judith | Katie | Laurel |
| Jill | Judy | Katrina | Lauren |
| Jim | Julene | Kayla | Laurie |
| Jimmy | Julene | Keagan | Lawrence |
| Joan | Julia | Kelly | Layla |
| Joann | Julie | Kelsey | Leah |
| Joanne | Julio | Ken | Leila |
| Jocelyn | Jun | Kenda | Leona |
| Jodi | June | Kenneth | Lesley |
| Jodie | Justin | Kenny | Leslie |
| Jody | Kaile | Kerry | Lillian |
| Joe | Kaitlin | Kevin | Linda |
| John | Kaitlyn | Kimberly | Lindsey |
| Jon | Kara | Kirk | Lisa |

| | | | |
|-----------|----------|-----------|---------|
| Logan | Mary | Monica | Paul |
| Lori | Mason | Morgan | Paula |
| Louis | Mat | Nancy | Pauline |
| Lucas | Matthew | Naomi | Pete |
| Luis | Mattie | Natalie | Peter |
| Luke | Max | Nathan | Phil |
| Lynn | May | Nathaniel | Philip |
| Mackenzie | Megan | Neal | Phoebe |
| Madeline | Mei | Nelson | Rachel |
| Madison | Melissa | Nicholas | Ran |
| Maile | Mertis | Nick | Raquel |
| Marc | Michael | Nicki | Raymond |
| Marcia | Michele | Nicole | Reader |
| Marco | Michelle | Nolan | Rebecca |
| Marcus | Midori | Noreen | Richard |
| Margaret | Miguel | Novine | Rina |
| Maria | Mikaela | Olivia | Rob |
| Mariah | Mike | Owen | Robert |
| Marian | Mildred | Paige | Robin |
| Mariko | Milton | Pam | Robyn |
| Marissa | Mindy | Pamela | Ron |
| Mark | Miranda | Pat | Ronald |
| Marla | Mitchell | Patricia | Rupert |
| Marsha | Molly | Patrick | Ryan |

| | | | |
|----------|-----------|----------|---------|
| Sabrina | Shirley | Tiffany | Warren |
| Sajid | Sierra | Tim | Wendell |
| Sally | Silvia | Timothy | Wendy |
| Sam | Solveig | Toby | Wesley |
| Samantha | Sophia | Todd | William |
| Samuel | Spencer | Toni | Willie |
| Sandra | Stacey | Tony | Yamini |
| Sandy | Stacie | Tony | Yolanda |
| Sanjay | Stacy | Tracey | Yuki |
| Sara | Stanley | Tracie | Zach |
| Sarah | Stephan | Tracy | Zachary |
| Savannah | Stephanie | Travis | Zoe |
| Scott | Stephen | Trevor | |
| Sean | Steve | Tyler | |
| Seth | Steven | Usa | |
| Shane | Susan | Van | |
| Shannon | Sydney | Vanessa | |
| Sharon | Tala | Vickie | |
| Shawn | Tanner | Vicky | |
| Sheila | Taylor | Victor | |
| Shelby | Terri | Victoria | |
| Sheri | Terry | Vincent | |
| Sherry | Thea | Virginia | |
| Sheryl | Thomas | Wallace | |

