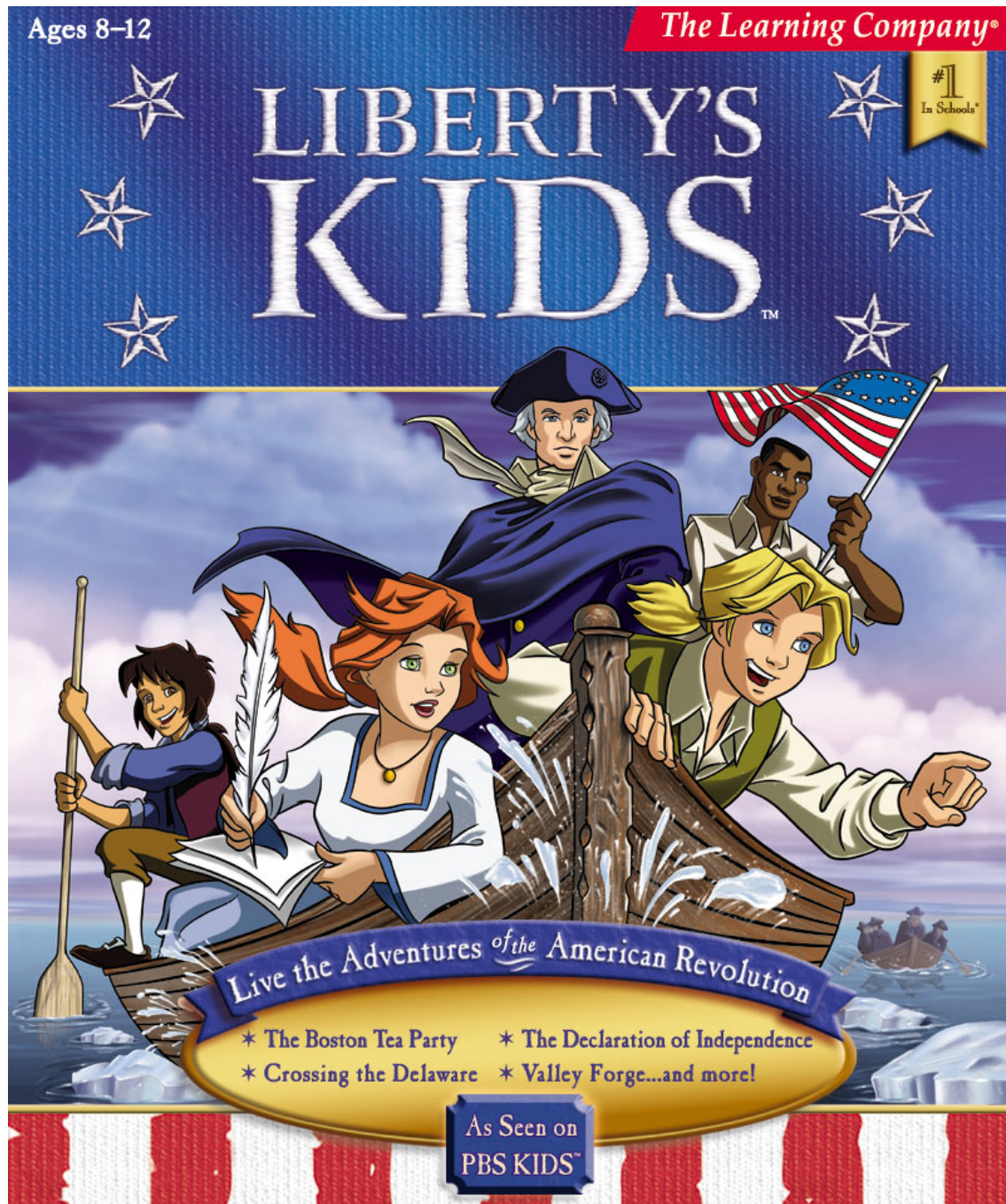




User's Guide



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Table of Contents

About Riverdeep – The Learning Company	1
Hardware and System Requirements	2
Windows® Version	2
Macintosh® Version	2
Installing and Starting the Program	3
Installing the Program	3
Starting the Program	4
Signing In	6
Using the TLC Learning Launcher	6
Educational Focus	8
Reporting on a Revolution	10
In the Print Shop	11
Bulletin Board	11
Editing Desk	11
Layout Area and Printing Press	12
Chalkboard	12
Ben’s Innovations and Inventions	12
Getting the Story	12
Moving Around	13
Toolbar	14
Interviewing Sources	15
Your Notebook and Sketchpad	15
Reference Guide for the American Revolution	17
Finding and Using Objects	17
Editing and Publishing	19
Choosing Quotes	19
Getting Feedback on Your Story	20

Composing the Front Page	20
Publishing and Printing Your Paper	21
Troubleshooting	22
Windows®	22
Macintosh®	24
Contacting Riverdeep – The Learning Company	27
Technical Support	27
Customer Support	28
Credits	29

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 educational software available. Liberty’s Kids has been extensively researched and tested, with input from parents, children, and professionals in education. The product features a precise balance of educational content and entertainment value, so your child has fun while learning!

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

*Hardware and System Requirements**

Windows® Version

Runs on: PC and compatibles, 166 MHz or faster processor, with:

- 32 MB of memory (RAM)
- Hard disk with 60 MB of free disk space[†]
- 8X or faster CD-ROM drive
- 16-bit color monitor capable of 800 x 600 resolution
- Windows 95, 98, Me, 2000,[‡] or XP[‡]
- Windows-compatible sound card
- Windows-compatible mouse

Recommended:

- Browser, such as Netscape Navigator® 4.0 or Microsoft® Internet Explorer 4.0 or later
- 28.8 kbps or faster modem
- Printer

Macintosh® Version

Runs on: PowerPC® Macintosh® computers, 180 MHz or faster processor, with:

- 32 MB of memory (RAM)
- Hard disk with 60 MB of free disk space[†]
- 8X or faster CD-ROM drive
- Monitor capable of displaying thousands colors, 13" or larger
- Mac OS 8.6 to 9.1, Mac OS 10.2
- Mouse

Recommended:

- Browser, such as Netscape Navigator 4.0 or Microsoft Internet Explorer 4.0 or later
- 28.8 kbps or faster modem
- Printer

*In the interest of product improvement, information and specifications represented herein 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.

Installing and Starting the Program

Liberty's Kids runs from your CD-ROM drive. However, you need 60 MB of free hard disk space to store some program files.

Installing the Program

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 in your CD-ROM drive.
2. Follow the onscreen instructions to complete the setup process.

To install the program with AutoPlay off:

1. Insert the program CD in your CD-ROM drive.
2. Double-click **My Computer**.
3. Double-click the CD-ROM icon.
4. Follow the onscreen instructions to complete the setup process.

Macintosh®

To install the program with the AutoPlay extension on:

1. Insert the program CD in 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 in your CD-ROM drive.
2. Double-click the *Liberty's Kids* 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 in your CD-ROM drive.
2. At the Play screen, 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 in your CD-ROM drive.
2. Double-click **My Computer**.
3. Double-click the CD-ROM icon.
4. At the Play screen, click **Play**.

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

1. Insert the program CD in your CD-ROM drive.
2. Click the Start button. Then choose **Programs**, **The Learning Company**, and **Liberty's Kids**, in that order.
3. At the Play screen, click **Play**.

Macintosh®

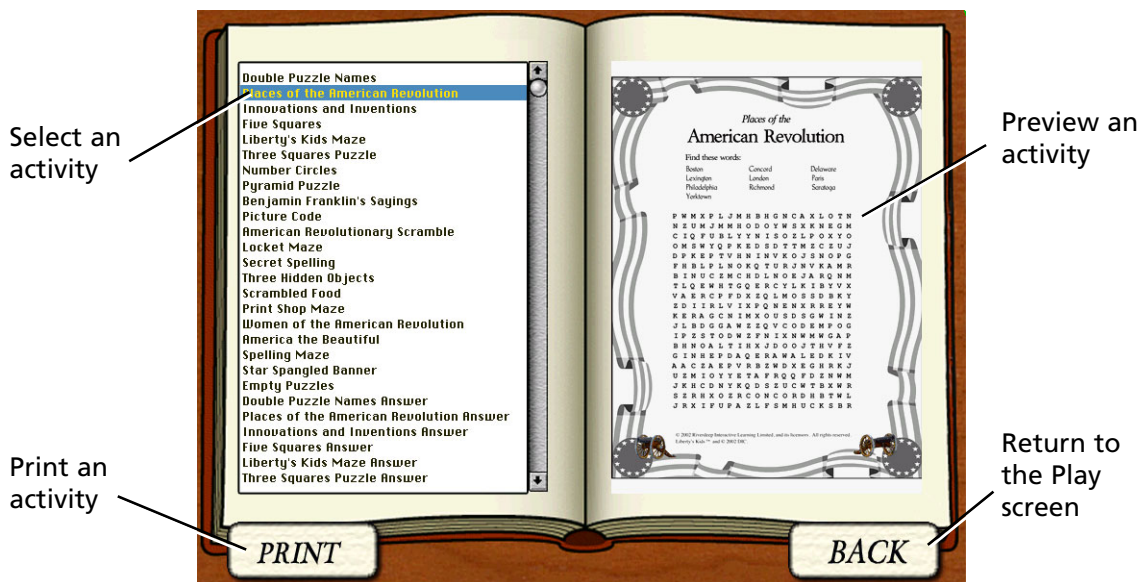
To start the program with the AutoPlay extension on:

1. Insert the program CD in your CD-ROM drive.
2. At the Play screen, click **Play**.

To start the program with the AutoPlay extension off:

1. Insert the program CD in your CD-ROM drive.
2. Double-click the program icon.
3. At the Play screen, click **Play**.

Printables



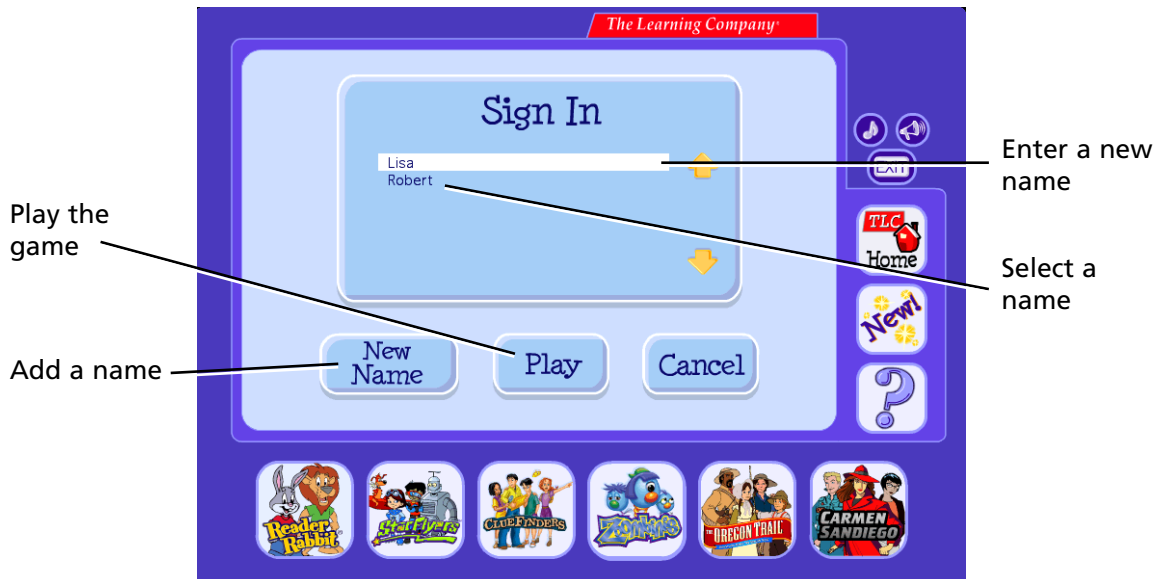
The Printables screen contains more than 20 activities you can print for additional fun away from the computer. Learn more about the American Revolution with these puzzles, games, and brain teasers. Click the name of the activity from the list at left to see a preview at right. Click **Print** to print the selected activity, or click **Back** to return to the Play screen. You can also print the answer page for each activity.

Practice Mode

When you play in Practice Mode, you can access any of the events, in any order, an unlimited number of times. You can switch between events, but only after you have collected the necessary number of quotes and a sketch. (You can, however,

quit in the middle of an event, restart the game, and choose a different event.) Your newspaper editions appear on the bulletin board as usual, but overall scores are not tallied on the chalkboard.

Signing In



If this is your first time playing *Liberty's Kids*, click **New Name** at the Sign-in screen. Type your name in the sign-in list, then click **Play**. If your name is already on the sign-in list, click your name. If you don't see your name, click the arrows on the side of the list until you find it. Then click **Play**. The sign-in list can contain up to 99 names.

Note: If you have inserted the *Liberty's Kids* CD in the CD-ROM drive, clicking **Play** will start the program.

Using the TLC Learning Launcher

The TLC Learning Launcher is your gateway to *Liberty's Kids* and other programs from Riverdeep – The Learning Company. You can access the TLC Learning Launcher by clicking the TLC Home button on the Play and Sign-in screens.

If you are not yet ready to begin playing *Liberty's Kids*, 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 Riverdeep – The Learning Company educational software through our 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 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.



My CD-ROMs Area

If you have purchased and installed other products from Riverdeep – 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 about the TLC Learning Launcher. Here, you can change the launcher setting to Manual. You can also find out which products from Riverdeep – The Learning Company are appropriate for various 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

Liberty's Kids is designed to reinforce children's knowledge of important events surrounding the American Revolution in an absorbing and entertaining way. Players set out as newspaper journalists and get the story behind important historical events of the period. As they do, they encounter famous characters and ask the essential questions relevant to the significance of seven events that outline the quest for American independence.

By meeting and interviewing various characters familiar with the who, what, where, when, and why behind each event, children are exposed to the different perspectives of those involved with the people, ideas, and goals of the time. Rather than dryly collecting facts about each happening, children are placed in the scene of the time and hear the varied reasons and conflicting goals that influenced the birth of a new nation.

As they collect quotes from characters, children decide which is valuable information that should be saved for their newspaper article. Choosing quotes that best answer the who, what, where, when, and why questions focuses children on the relevant information and encourages them to listen and sort between statements that contain specific information and those that are less complete or do not directly speak to the questions at hand. Two statements that pertain to why the event occurred or was significant are required to illustrate the different views of the population. Once players gather a sufficient number of quotes containing information for their article in their notebook, they can return to the print shop to assemble their quotes into a coherent article describing the event. Players can interview any or all of the characters associated with the event, to obtain many points of view.

At the print shop, players read their collected quotes and determine which contain the most complete information as they sort between different opinions and levels of accuracy. Choosing the best quotes translates to better subscription sales, encouraging the player to make thoughtful choices. In addition, players have the option of receiving feedback on their selections, simulating editorial feedback where players can act upon constructive criticism. When requested, feedback about the information contained in the chosen quote appears below each choice. Players can then replace quotes that do not contain complete answers with any other quote they collected during their interviews, and can again ask for feedback on subsequent choices. In this way, players are encouraged to solicit advice on quotes that they believe to be of value, and can repeat this process until satisfied

with their article. They can move on to publish their paper at any time after they have chosen quotes that answer each question. They can then print their finished article or choose to see it again via the bulletin board.

The gameplay through the seven events, featuring the chronology of early unrest in the colonies through the Declaration of Independence and the Revolutionary War, relays important facts from the social studies curriculum, and, more importantly, gives children a sense of the divisions and ideas behind the birth of a nation. The program features engaging and immersive environments with appealing characters, and children can create, personalize, and publish articles using those facts. The seven events are as follows:

- | | |
|---------|--|
| Event 1 | The Boston Tea Party |
| Event 2 | The Battles of Lexington and Concord |
| Event 3 | The Declaration of Independence |
| Event 4 | Crossing the Delaware/Victory at Trenton |
| Event 5 | Surrender at Saratoga |
| Event 6 | Winter at Valley Forge |
| Event 7 | Victory at Yorktown |

Players can choose to play the events in chronological order, or they can play the events in Practice Mode, where the events can be played in any order to accommodate best what is being studied in the classroom or to allow children to choose areas of interest. After players have created articles on all seven events and the game is completed, they can replay each event again as a different quest, interviewing characters and collecting new objects, to further enhance their understanding of the varied thoughts of these important events in American history.

Reporting on a Revolution

Throughout the New World, there's a growing sense of unrest. More and more of the colonists are yearning for greater independence and struggling to be free from British control. What starts out as a protest over unfair taxation escalates into a full-blown revolution that will change the course of history. Your assignment: find the facts and come back with the story! As an apprentice reporter for Ben Franklin's *Pennsylvania Gazette*, you'll be covering the key events of the American Revolution, from the Boston Tea Party to the climactic Battle of Yorktown.

You'll be working with Sarah Phillips and James Hiller, two talented young apprentices at the *Gazette*. Sarah, ever loyal to her king and country, just arrived from London to search for her father. However, the street-smart James is excited by the prospect of greater independence from, and less interference by, the British. Even though their perspectives may be different, Sarah and James are always ready for the challenge of getting the "scoop" that will be tomorrow's front-page news. Sarah and James will be working closely with Moses, Ben's right-hand man in the print shop. Moses learned all about the news business from Ben. They both will be giving James and Sarah a hand.

You'll meet many different people with many different points of view, so you'll need to be careful to separate fact from opinion and find information that is both accurate and detailed. Because it's a time of great uncertainty, not all your sources will be immediately interested in talking to the press. Sometimes, you'll have to find ways to show you can be trusted, or simply do someone a favor to get what you need. When you're finally able to learn the who, what, when, where, and why behind your story, you'll be ready to make front-page news!

In the Print Shop



When you first sign in, you arrive at the print shop, where the *Pennsylvania Gazette* is published. This is where you receive your assignments. You'll return here to put together your story, then to lay out and print the front page. Clicking the Print Shop icon in the toolbar will bring you back to the print shop if you've gathered enough quotes and sketches. (See *Moving Around*.)

Bulletin Board

When you first arrive at the print shop, go the bulletin board to receive your assignment. After you edit your story, Moses posts his comments and suggestions on the bulletin board. (See *Rating Your Story*.) There are seven frames on the bulletin board, one to hold the front page from each story you cover. When you've completed publishing your front page and it's posted on the bulletin board, you see the name of your next assignment in the empty frame beside it. When you click the empty frame, Moses gives you a briefing on the next story and sends you on your way.

Editing Desk

When you've talked to enough witnesses in any of the events and gathered all the quotes and sketches you need, click the editing desk in the print shop. This is where you edit your story. (See *Choosing Quotes*.)

Layout Area and Printing Press

After you've finished editing your story, move to the layout area, where you can add the headlines and other elements that make up your front page. To get an idea of how your page looks on paper, click the Print button to print the page on your printer, if you have one available. When the page is complete, click the Publish button to publish your paper. (See *Composing the Front Page* and *Publishing and Printing Your Paper*.) Then return to the bulletin board to see Moses' comments and to receive your next assignment.

Chalkboard

The chalkboard shows the total number of copies of the *Pennsylvania Gazette* sold. You can go to the bulletin board to see how many copies were sold per event.

Ben's Innovations and Inventions

Along with being a newspaper publisher, Ben Franklin was a successful inventor. You may be surprised to discover how many of his creations are still in use today! Displayed around the print shop are several of Franklin's most popular innovations, including bifocals, a harmonium, a Franklin stove, and the kite and key used in his experiments with electricity. When you click one of them, Moses explains its significance.

Getting the Story

When you cover a story as big as the American Revolution, you need to be where the action is and interview people from many different backgrounds. Your base of operations is the print shop at the *Pennsylvania Gazette*. Here, Moses tells you about your assignment and sends you on your way. The rest is up to you.

As a reporter, your two most important tools are your notebook and your ingenuity. In your travels, you will find quite a few people who seem to have the information you need but are less than willing to part with it. However, if you listen carefully to what they have to tell you, you may find out what you can do to win their trust and cooperation. This may involve finding an object they need or taking an item from one person to another. (See *Finding Objects*.) Sometimes, the most useful information can be the most challenging to track down.

When your source agrees to an interview, your notebook helps you record their quotes and holds the sketches that will illustrate your story. (See *Your Notebook and Sketchpad*.) Not everything they say will be useful, but you'll have the opportunity to pick the best quotes for your story once you return to the print shop. Remember, you are going to be a long way from home, so make sure to get all the information you can before you head back.

Moving Around

Any time you enter a new scene, moving your cursor around the screen shows you where you can move and what you can do.

  When the cursor changes to a large arrow, clicking moves you to that location. A downward pointing arrow takes you back to the previous location.

 When you move your cursor over many of the text and graphics windows, the cursor changes to a curved arrow. Clicking on text or graphics with the curved-arrow cursor cycles through your choices. If you continue to click with the curved arrow, the cycle repeats.

 You can search for items to add to your inventory by moving the cursor over the scene. When the cursor is over an item you can pick up, it changes to a pointing hand. When you click an object with the hand, the toolbar automatically opens to give you access to your inventory slots. (See *Toolbar*.)

 When you move your cursor over a character who has something to say, it changes to a dialogue balloon. Click the character to hear what he or she has to say.

 When you move your cursor over a character you can interview, it changes to a scroll. Click the character to begin the interview. (See *Interviewing Sources*.)

Toolbar



In the bottom-left corner of most screens, you'll see an icon that looks like a rolled-up paper scroll. When you click the scroll, it springs open and displays a set of tools that will help you as you gather information. Click the right edge of the toolbar to close the scroll. The toolbar automatically opens when you click an object that can be added to your inventory.



Clicking the Notebook icon displays the notebook for interviewing characters. The notebook automatically opens to the appropriate page for the event. (See *Interviewing Sources*.)



Click the Make Sketch icon to capture a sketch of your current location or of the person you are interviewing. Sketches are saved in the sketchpad section of your notebook. (See *Your Notebook and Sketchpad*.)



Use the inventory slots to store objects you collect. You can drag objects to and from the slots. When all the slots are occupied, if you drag an object to an occupied slot, you replace the old object with the new one. (See *Finding and Using Objects*.)



Clicking the Ben Franklin icon gives you a brief, helpful message if you get stuck. Clicking the icon while you're in the print shop provides you with some information about what you need to do next.



Clicking the Reference icon opens the Reference Guide for the American Revolution, where you can find information about the important people, places, and dates of the era. (See *Reference Guide for the American Revolution*.)



Click the Print Shop icon to return to the print shop.



Click the Quit icon to exit *Liberty's Kids*.

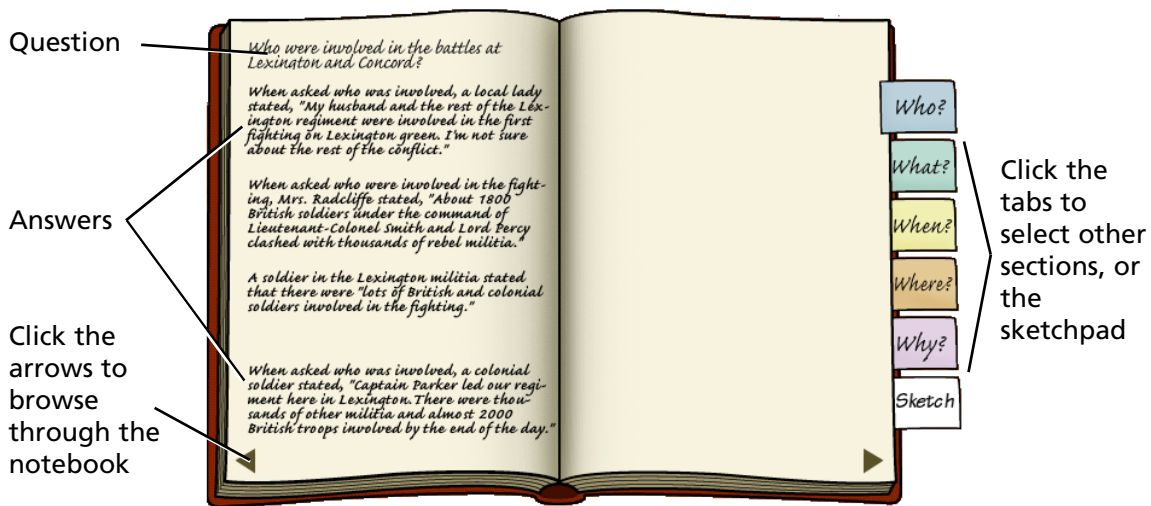
Interviewing Sources

To compile a good story, you need to talk to as many people as you can, asking the questions that will provide the most useful facts for your article.

The best way to do this is to remember the five W's of good journalism: *Who*, *What*, *When*, *Where*, and *Why*. A good news story has concrete answers to all five of these questions. These questions are so important that your notebook is already divided into five sections to hold answers to each. It also contains a section for sketches.

As you interview characters, you'll find that not all their answers are useful. Sometimes, their answers may not provide any useful details or the character may simply offer an opinion about what happened. The most valuable quotes will come from people who are eyewitnesses. When you return to the print shop to edit your story, you can pick the best quotes you've gathered. (See *Choosing Quotes*.)

Your Notebook and Sketchpad



When you click a character you meet, your notebook automatically opens and you can select any of the tabbed pages. Click **Ask** and James or Sarah will ask a question. For example, when you are investigating the Boston Tea Party, the *Who* question will be, "Who do you think destroyed the tea?" After the character gives the answer, you can click **Save** to save the quote. Sometimes, the character may have more information for you; click **Tell Me More** to get more information.

When you have exhausted all of the character's answers, you can click **Ask** to repeat the interview.



Your front-page story needs a good picture. Clicking the Sketchpad icon in the toolbar captures a drawing of the character you are interviewing. You can also use the sketchpad to make a sketch of a particular scene, rather than a character. Your sketchpad can hold up to eight sketches. Sarah or James will tell you when your sketchpad is almost full.



Reference Guide for the American Revolution



Having good background information will always help you put together a better story. Clicking the Reference icon in the toolbar opens the reference guide at the index page. The reference guide is divided into three sections: “People,” “Places,” and “Timeline.” Click the People or Places tab to jump to a list of topics. Clicking one of the topics gives you one or more pages of information on that subject. For example, if you want to learn more about Samuel Adams, click the People tab on the index page, then click the topic, **Samuel Adams**. The Timeline section contains a list of dates of important events.

You can click the triangular arrow icons at the bottoms of pages to go forward or back one page at a time. Clicking the Index link will return you to the index page.

Finding and Using Objects

To convince a character to grant you an interview, you’ll often need to find something for them or bring something to them. As you move from scene to scene, you will discover items that you can pick up and add to your inventory. When the cursor turns into a hand, it is above an item that can be picked up and added to your inventory. A character you are speaking to may offer to give you an item. If the character does, it will appear in the scene and you will be able to pick it up.



To pick up an item, click it when the cursor changes to a hand. The toolbar automatically opens. Then, drag the item to an open inventory slot on the toolbar. Not all items you discover will turn out to be useful.

Be aware that you have a limited number of inventory slots. Dragging the item to one of the slots replaces the item that is already there. (The old item returns to the place you originally found it.) When an item is placed in an inventory slot, a larger view of it appears on the screen, and James or Sarah tells you its name and use. Click anywhere to return to the previous scene.

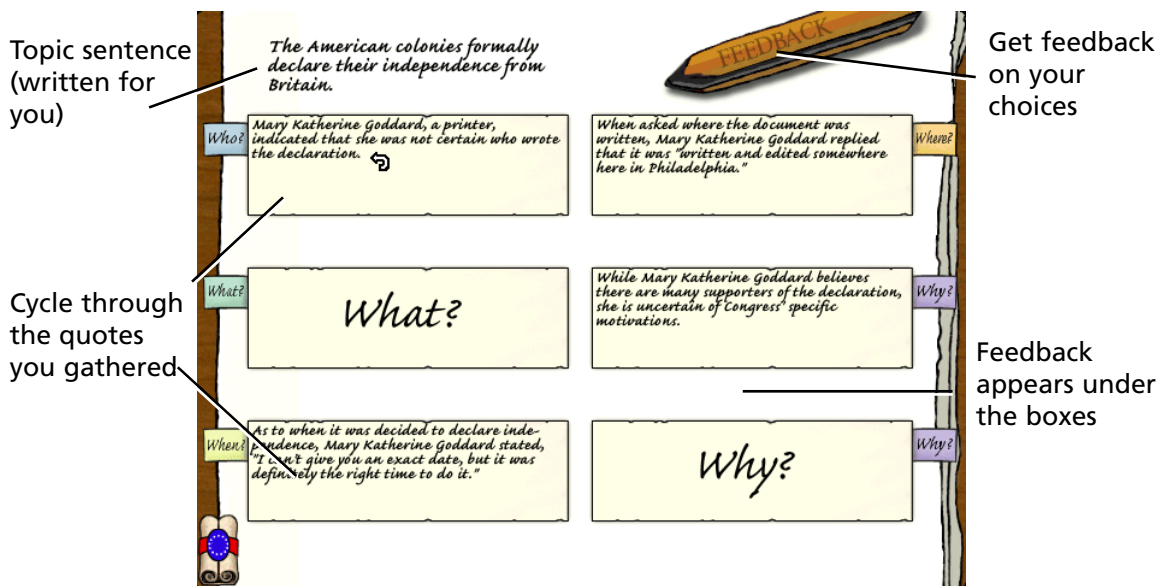
To offer an inventory item to a character, click the character, who will begin to speak. Select an item from the toolbar and drag it from the inventory slot and onto the character. If the character accepts the item, it disappears from the slot. If it is not something the character wants, it returns to the slot.

Editing and Publishing

When you've gathered all the information you need, you can return to the print shop by clicking the Print Shop icon in the toolbar. If you don't have enough usable quotes for your article, or a sketch for your front page, you will be reminded to gather more information. Keep in mind you will need quotes to answer *Who*, *What*, *When*, and *Where*, as well as two quotes to answer *Why*. You also will need at least one sketch to illustrate your story.

Choosing Quotes

When you return to the print shop, click the editing desk (located just below the bulletin board) to begin work on your story.



James and Sarah have written your topic sentence. It appears in the box at the top of the page. Now, it's up to you to choose the best quotes for your story.

Below the topic sentence are six rectangular boxes that hold your quotes. There is one each for the *Who*, *What*, *When*, and *Where* categories, and two boxes for *Why*. Your story must have two *Why* quotes. Clicking in a box with the curved arrow cursor cycles through the quotes you've collected for that category.

You'll find that the most valuable quotes come from characters who are eyewitnesses to events and are willing to provide specific details. Quotes that simply offer opinions or make assumptions are not as important to your story.

Getting Feedback on Your Story

While you are working on your story at the editing desk, you can press the Feedback button at the top of the screen to see Moses' comments on the quotes you have chosen. His comments will appear under the box where each of the quotes appears. After the issue is published, a note containing Moses' feedback is tucked under the front-page frame on the bulletin board. Click the note to expand it to fill the screen, enabling you to reread his comments. Note, however, that once the paper is published, you will not be able to change the quotes you selected.

Composing the Front Page

When all the boxes contain quotes, you can go to the layout area to lay out the front page. Exit the editing desk screen by clicking with the down arrow cursor near the bottom of the screen. Click the paper by the printing press to go to the layout area.

Once you've completed the story, you'll need to design your front page. When you are in the print shop, clicking the paper on the printing press takes you to the layout area. There are a number of ways you can customize your page.



- You can change the decorations on either side of the masthead (*The Pennsylvania Gazette*). Clicking the decorative symbols cycles through several choices.

- Along the left side of the page are several advertisements. Clicking these displays the other ads you can use.
- Click the slogan below the masthead to select one of Ben's sayings. Clicking the sayings cycles through the available quotes.
- Just below the paper's slogan is a space for your headline—the title of your story. Clicking in that area allows you to type the title.
- A space to insert a sketch to illustrate your story appears just below the headline. Clicking the curved arrow cursor in that area cycles through the sketches you've collected. While you are in the layout area, clicking the front-page sketch always gives you the option to select a different sketch from your notebook.

Your story will appear beneath the sketch. If you want to make any changes to the story, go back to the editing desk. Return to the print shop (click near the bottom of the screen with the down arrow cursor), then click the editing desk. When you return to the layout area, the front page is as you left it and the revised story is inserted.

A Print button appears at the top of the layout area screen. If your computer is connected to a printer, you can print a copy of your page to see how it will look on paper.

Publishing and Printing Your Paper

Once you're satisfied with your story and the front-page layout, it is time to publish your paper. Keep in mind that once the paper is published, you won't be able to make any further changes. When you are ready, click the Publish button at the top of the layout area screen. You are asked if you are sure that you are finished editing. Answering *Yes* publishes the paper and returns you to the print shop. The number of copies sold is added to the chalkboard.

Moses uses the chalkboard to keep track of how well the papers are selling. The better your story, the more papers you sell. He updates the numbers each time you complete a front page and publish a paper.

When you publish a paper, a copy is posted in a frame on the bulletin board. Clicking anywhere in the frame displays a close-up view of the page. A Print button at the top of the screen enables you to print a copy of the completed page.

Now that your paper is complete, Moses will brief you on your next exciting assignment.

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 additional questions, please contact our Technical Support department. (See *Contacting Riverdeep – The Learning Company.*)

Windows®

1. **The *Liberty's Kids* program icon does not appear in the Start menu.**
 - Make sure the product is installed. Reinstall the program if necessary.
2. **You see a message telling you that there is not enough available space on the hard disk.**

Liberty's Kids requires 60 MB of hard disk space for the program's data and executable files. (Additional hard disk space is 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.**

Liberty's Kids 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 see the hourglass cursor on the screen, and any key presses or mouse clicks are 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.**
Liberty's Kids needs at least a 166-MHz computer with an 8X 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 **Multimedia** (Windows 95) or **Entertainment** (Windows 98, Me, and 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.**
 - 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.
 - Clean the printer head as directed by the printer’s manufacturer.
11. **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 any .HTM file.

Macintosh®

1. **You do not see the *Liberty’s Kids* 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.**

Liberty’s Kids requires 60 MB of hard disk space for program data files. (Additional hard disk space is 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.**
Liberty's Kids 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®.
 - 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 see the watch cursor on the screen, and any key presses or mouse clicks are 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. **Program speed is very slow, or sounds and animations do not play smoothly.**
Liberty's Kids needs at least a 180-MHz Power Macintosh computer with an 8X CD-ROM drive for basic performance.
 - Close all other applications.
 - If you must have virtual memory on, reduce the amount of virtual memory allocated.
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**.
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.
 - Clean the printer head as directed by the printer's manufacturer.
11. **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.)
 - Make sure you have an Internet connection. You may need to open the connection before launching the program.

Contacting Riverdeep – The Learning Company

Technical Support

If you have questions about your *Liberty's Kids* 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 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 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, Riverdeep – 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. Dealer, wholesalers, and their immediate family are not eligible.

Credits

Riverdeep – The Learning Company

Senior Brand Producer

Craig Bocks

Development Producers

Kristina Higuchi

Lorraine Neira

Star Stephenson

Designer

Pete Shoemaker

Education Designer

Susan Fryer Patrick

Audio Lead

David Nowlin

Editorial Manager

Gabriele Rennie

QA Lead

Andrew Custer

Brand Marketing Manager

Rickelle Burnett

Director of Marketing

Tom Craven

Director of Development

Sid Weber

Creative Development

Director of Creative Development

Drayson Nowlan

Art

Art Manager

Fred Butts

Artist

Krista Hubbard

USA Ink & Paint

Craig Wong

Audio

Audio Production Lead

David Nowlin

Dialogue Editors

David Nowlin

Jamie Hert

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Design

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Nick Stern

Creative Director

Kenny Dinkin

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Stanford University

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Sr. Design Services Manager

Sally Mark

Package Design

Mez Design

Operations

Operations Manager

Carole Kochan

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Patricia Aparicio

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Evelyn Dubocq

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Administrative

Contract Administrator

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Executive Assistant

Sarah Zentner

Contract & IP Administrator

Arlette Labat

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Executive Vice President, GM
Eric Stone

Controller

Lisa Thomas

Vice President, Engineering

Hugo Paz

Vice President, Operations

Gail Anton

Vice President, Marketing

Mark Hittie

Vice President, R&D

Derek Miyahara

**Vice President,
Associate General Counsel**

Dan Guggenheim

Special Thanks

All the kids who helped us test
our product!

Voice Talent and Recording

James Hiller
Sarah Phillips
Moses
Ben Franklin
Henri
James Armistead
Continental Soldier/
Sexton Newman
Baroness von Riedesel
Paul Revere
John Adams
Baron von Steuben/British Sentry
Abigail Adams/Milliner
Colonist Wife/
Mary Katherine Goddard
Mrs. Radcliffe
Lord Cornwallis/Loyalist
Farmer/Thomas Jefferson
Continental Soldier/
Marquis de Lafayette
Loyalist Man
Hessian
Samuel Adams
Horatio Gates
Benedict Arnold
Phillis Wheatley
John Honeyman
Polly Cooper
Iroquois Scout
George Washington/
John Dickinson
John Hancock

Chris Lundquist
Rio Jones
D. Kevin Williams
Terry McGovern
Monica Murray
Adam Harrington
Andrew Chaikin

Barbara Lynn
Brian Vouglas
Bruce Robertson
Charles Martinet
Christen Karle
Christiane Crawford

Christie Ward
David Rosenthal

Derek Sorrentino

Doug Boyd
Gary Martinez
Henry Dardenne
Geoff Arnold
Jeff Kramer
Kathleen Antonia
Kevin Blackton
Laura LeBleu
Michael Goodson
Michael Santo

Sean O'Kane

Voice Casting
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Omaha, NE

Webtone Productions—
Los Gatos, CA

Dialogue Director
Pam Carter
David Nowlin

Character Voices Recorded At:
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The Learning Company, CA
WareHouse Productions, NE
L & R Productions, CT
Glenn Sound, WA

Recording Engineers
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The Learning Company)
Tom Ware (WareHouse)
Marty Fegy (L & R)
Eriz Oz (Glenn Sound)

Dialogue Editing
Jamie Hert

Additional Dialogue Editing
Webtone Productions

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Creative Director
Shannon Keegan

Writer
Karen Beall

Software Engineering
Lead Engineer
Stephen Lamb

Art
Lead Artist
Steven Louie

Lead Animator
Suzanne Smits

Animator
Karen Morgan

Lead Media Coordinator
Dan Eddy

Media Coordinators
Doug Harvey
Margaret Yovan

Quality Assurance
QA Lead
Jim Clarke

Audio
Sound Engineer
Andre Temkin

Music
Brian Jones

Special Thanks
Dwain Fagerberg
Todd Macy
Dwayne Towell
Eric Gibbs

DIC Entertainment

**Creator and Co-Executive
Producer for Liberty's Kids**
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**Sr. Director of Consumer
Products**
Cindy Davis

Creative Director
Mindy Barsky

Licensing Manager
Martin Corcoran

Sr. VP Production
Stacey Gallishaw

Director of Post Production
Shannon Nettleton