

Welcome to the world of Living Books®. You and your child are about to experience a fun and fantastic learning environment where characters and objects come alive and bring a whole new dimension to storytelling.

Installation Instructions for Macintosh® and Windows®

Macintosh or Power Macintosh®

To play Arthur's Reading Race, simply insert the CD-ROM disc into your CD-ROM drive. Double-click the icon labeled "Arthur's Reading Race" to begin playing.

Windows 3.1x

To Install

Begin at the Windows Program Manager to install the program. Place the CD into your CD-ROM drive. Choose Run under the File menu. Type D:\SETUP.EXE in the line labeled Command Line. (If your CD-ROM drive uses a letter other than D, substitute that letter for D.) Click OK to begin the installation. Follow the on-screen instructions to install Arthur's Reading Race.

To Play

A program group titled Living Books will be created in the Windows Program Manager and will contain an icon labeled ""Arthur's Reading Race". Double-click this icon to begin playing.

Windows 95 - Autoplay Instructions

To Install

Start at the Windows 95 desktop to install the program. Place the CD into your CD-ROM drive. The Arthur's Reading Race Startup window will appear. Click on the Install button and follow the on-screen instructions to install the program.

To Play

After successfully installing the program, click the Run button at the Startup window to start the program. The Startup window will appear each time the CD is inserted into the CD-ROM drive. If you prefer not to see this screen and automatically launch Arthur's Reading Race, click on the check box at the bottom of the Startup window marked "Show window next time you insert the CD" so that the check mark is removed. The next time the CD is inserted into the CD-ROM drive, Arthur's Reading Race will automatically launch. (Note: This autoplay feature is not available if the Arthur's Reading Race Startup window

does not automatically appear the first time the CD is inserted.)

Windows 95 - Manual Instructions

To Install

If the Living Books Startup window does not appear automatically on-screen, you can install the program manually by starting at the Windows 95 desktop. Click on the Start button on the task bar and choose Run. Type D:\SETUP.EXE in the line labeled Open. (If your CD-ROM drive uses a letter other than D, substitute that letter for D). Click OK to begin the installation. Follow the on-screen instructions to install Arthur's Reading Race.

To Play

After successfully installing the program, begin at the Windows 95 desktop. Click on the Start button and select Programs, and then select Living Books. Click the "Arthur's Reading Race" menu item to begin playing.

Select a Mode

When you make the Read To Me selection, your cursor will disappear as you see the book unfold page by page. Your cursor will only reappear when you return to the main selection screen after the book is finished. You can also use the space bar on your keyboard to exit the book. Use the right or left arrow key on your keyboard to skip ahead or see an earlier page in the book. You can switch to "Let Me Play" mode by pressing "P" on your keyboard.

When you click on the Let Me Play button, you'll be able to start exploring each page after its introduction. Use the mouse to select different items you would like to see come to life on the screen. There are many hidden buttons on every page, so be sure to search carefully before turning each page. You can switch to "Read To Me" mode while reading the book by pressing "R" on your keyboard.

Turning Pages

To turn pages, click the forward or backward arrows located in the lower right and left corners of the screen, or press the right or left arrow on your keyboard. To return to the main selection-screen, click on the page number at the bottom of each screen, or press the space bar.

Clicking on the Options button will take you to the Options page where you can go directly to any page in the story or to any of the activities linked to the pages. Just click on STORY to activate the pages of the book or GAMES to

activate the activity pages. Then just click on the page you want to go to. The activity pages with the pencil on them will take you to Let Me Write, the ones with the magnifying glass will take you to I Spy. To see demos of other Living Books, click on the Demos button. To see the Credits for Arthur's Reading Race, click on the Credits button. To return to the Panel page, click on the arrow at the bottom left of the page, or hit the space bar.

Activities

Reading Race

Clicking on the Race button on the Panel page will take you to the Reading Race game. Play it with a friend or play against the computer. First pick the character you want to be, set the level by clicking on the traffic light, then click on the Play button. Click on the stack of cards to begin the game. Then click on the word or picture on the left side of the screen that matches the picture or word on the card. The first one to the ice cream store is the winner and gets to pick their favorite ice cream.

I Spy

You can activate I Spy from the Options Page or by clicking on the magnifying glass when it appears at the bottom of a page in the story. Pick the level you want to play by clicking on the traffic light, then click Play. Find the objects DW spies by clicking on them. You can click on the card to get additional clues.



Let Me Write



You can activate Let Me Write from the Options Page or by clicking on the paper and pencil when they appear at the bottom of a page in the story. Click and drag the objects on to the paper to create sentences. You can click on the pencil to hear the whole sentence or click on each word to hear it aloud. Click on the tags to find adjectives and write color words by finding the special color changing object. When you're done, drag the objects around to create fun scenes of your own!

Macintosh Technical Notes

Please see the Troubleshooting Guide supplied with this product for more detailed technical information.

Shortcuts

In either mode of play, you can press the -M combination to display or hide the menu bar, which will be hidden when play begins. To go directly to the Options Page from anywhere in the book use the -B combination. Press the space bar from anywhere in the story to go directly to the main selection

screen. You can use the  and the up or down arrow to adjust your computer's volume level. Press "R" for "Read To Me" and "P" for "Let Me Play" on your keyboard to change from one mode to the other. Press -Q combination from anywhere in the story to quit.

Memory

Living Books products are designed to use 4.5MB of memory in your Macintosh. You may not have that much memory available because of Control Panels or Extensions that are enabled. In order to play, you may need to disable some Control Panels or Extensions and restart your computer to regain the memory needed.

Screen Savers

If your computer has a software screen saver enabled it might interrupt Living Books, especially during the Read To Me mode. Be sure to disable your screen saver software while using Living Books to avoid interruption.

Virtual Memory

Be sure to turn off virtual memory, close other windows and turn off file sharing to allow Living Books products to perform at their intended level. Living Books products are 32-bit clean.

Launcher and At Ease Users

Launcher and At Ease (both products by Apple) are designed to provide a simplified interface for you and your child. If Launcher or At Ease programs are enabled when you try to use Living Books products, they may cause performance or sound problems. We recommend that you turn off Launcher or At Ease before using Living Books products. It is possible to stop Launcher and At Ease from automatically starting up each time you start your computer by dragging them out of the folder "StartUp Items" in your system folder. Please see your Macintosh manuals for more details.

Windows Technical Notes

Please see the Troubleshooting Guide supplied with this product for more detailed technical information.

Video Boards

Some accelerated video boards with special device drivers or boards made by specific manufacturers cause sporadic problems with Living Books products. We suggest you use the product at a resolution of 640 x 480, and 256 colors designed for your video board. See your Windows manual or the

Troubleshooting Guide supplied with this product for information on changing video drivers and other tips.

Shortcuts

Press the space bar from anywhere in the story to go directly to the main selection screen.

Press "R" for "Read To Me" and "P" for "Let Me Play" on your keyboard to change from one mode to the other. Press Ctrl-Q from anywhere in the story to quit.

Credits

Project Director: Kris Moser

Creative Director: Mark Schlichting

Producer: Tami Sloan Tsark

Sound Designer: Bob Marshall

Sound Director: Jane Scolieri

Production Coordinators: Warren Scott, Nancy Nilsen

ANIMATION

Living Books

Senior Animator: Brett Coderre

Animators: OShawn Brownell, Jeff Petersen, Don Albrecht, Pam Stalker, Christine Schnarr, Kim Kerr

Additional Art & Cleanup: Alana Guy Dill, Phillip Bossant, Darren Wong, Anna Blomfield, Taryn Evans

Freelance Animators, Ltd.

Animation Director: Brent Chambers

Animators: Anthony Pohl, Raymond McGrath

Cleanup Artists: Bronwyn Azor, Vanessa Eunson

Computer Technicians: Adrian Buchanan, Matthew Simmonds, Justin Pearce, Andrew McKee, Simon Barr

Production Coordinator: Rose Woodman

Studio Manager: Barry Pearce

Additional Animation:

Six Foot Two Productions

Animation Director: Granger Davis

Animators: Philip Ames, Tom Arndt, Robbin Atherly, Bret Arenson, Greg Araya, Cathy Carlson, Ben Michel, Chris Petrocchi

Computer Graphic Technicians:

Lead Tech: Darren Wong

Support: Robert Hoffman, Warren Scott, Minhee Choe

Manager: Rob Bell

Programmers:

Glenn Axworthy, Dave Lucas, Ed Rose,

Activities Programming: Jeff Mossberg

Dave Cohn, Eyebright Interactive

Activities Production Manager: Warren Scott

Research & Design:

Manager, New Product Development: Barbara Serwin

Activities Prototype & Design: Andy Purviance

Educational Consultation: Karen Hudson

Product Testing: Deb Schwarz, Strategix

Additional Sound Editing:

Liz Stuart, Olivia Raymond, Bryan Myers, Klaudia Promessi

Voice Talent:

Narrator: Colleen Moriarity

Arthur: Ben Ellis

DW: Elizabeth Telefus

Pal: Philo Northrup

Music Composition:

Bob Marshall, Jo-Carol Block, Joey Edelman, Erika Luckett

Vocals:

Jo-Carol Block, Erika Luckett, Robert Johnson II,

Bob Marshall, William Marshall, Jane Scolieri

Musicians:

Drums: Bruce Spencer

Piano: Jo Carol Block

Guitar: Erika Lukett

Pedal Steel: David Phillips

Electric Guitar: Rob Thomure

Violin, Mandolin: Mike Marshall

Soprano Sax: Klaudia Promessi
Alto Sax, Flute, Harmonica: Donna Viscuso

Title Theme: Bob Marshall
Credits Theme: Joey Edelman

Title Dance Choreographer: Sarah Starr Hergenrather

Extra Character Voices:

Don Albrecht, Rob Bell, Jo-Carol Block, Shawn Brownell, Brett Coderre, Michael Dashow, Alana Guy Dill, Lisa Hanauer, RJ11, Stephanie Leahy, Erika Luckett, Bob Marshall, Kris Moser, Bryan Myers, Nancy Nilsen, Laura Norman, Philo Northrup, Spartaco Margioni, Jeff Petersen, Olivia Raymond, Daly Richards, Jane Scolieri, Warren Scott, Ron Seawright, Liz Stuart, Michael Sullivan, Rob Thomure, Tami Sloan Tsark, Donna Viscuso.

Quality Assurance Testing:

Lead Technician: David Jensen

Testers: Kasey O'Keefe, Mario Magliocci, Jason Feldhaus, Jonathan Dixon

Documentation Review: Anne Sete

Marketing:

VP of Marketing: Susan Lee-Merrow

Marketing Communications Manager: Kim Dempster

Senior Product Marketing Manager: Les Lifter

Marketing Communications Specialists: Heath Ames, Kristin Cooper, Kelley Wharton

Public Relations Specialist: Chris Jones

Communications Coordinator: Cynthia Leonard

Product Marketing Coordinator: Carrie Scott

Marketing Assistant: Daniela Jerve

Package Design: Dana Shields

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