

Beginning Readers
Ages 4-7

The Learning Company®

Reader Rabbit's®

Interactive Reading Journey™ 1



Reader Rabbit's Interactive Reading Journey 1

Windows® version

Runs on: IBM® PC and compatibles—
386DX/33 MHz with 8 MB RAM or
486DX/33 MHz with 4 MB RAM

With:

- Hard disk with 1 MB free disk space
(3 MB to run Virtual Memory;
10 MB to save a recorded storybook)
- Double-speed CD-ROM drive
- 256-color SVGA
- DOS 5.0 or higher
- Windows 3.1 or higher, or
Windows 95 with 8 MB RAM
- Windows-compatible sound card
with microphone input
- Mouse
- Microphone (required for
Record & Playback feature)

Macintosh® version

Runs on: Macintosh computers—
68030/16 MHz or better, including the
following models: any Centris®, Quadra®,
Power Macintosh®, color PowerBook®,
Performa® 400 or greater, LC II or greater,
Iix and Iicx or greater, and Color Classic

With:

- 4 MB RAM;
5 MB RAM for System 7.5
- Hard disk with 1 MB free disk space
(10 MB to save a recorded
storybook)
- Double-speed CD-ROM drive
- 256-color display
- System 7.0.1 or higher
- Mouse
- Microphone (required for
Record & Playback feature)

SETTING UP AND STARTING THE PROGRAM— WINDOWS

Reader Rabbit's Interactive Reading Journey 1 runs from your CD-ROM drive. However, 1 MB is required on your hard disk to store some program files. In order to do this, the setup program will automatically create two directories (storage areas) on your primary hard disk (C: drive). One is called TLCWIN. The other, a subdirectory within the first one, is called RRIRJ.

You must start *Reader Rabbit's Interactive Reading Journey 1* from your Windows desktop.

Windows 3.1

To set up the program:

1. At the DOS prompt, type **WIN** and press to start Windows.
2. Insert the *Reader Rabbit's Interactive Reading Journey 1* CD into your CD-ROM drive.
3. From the File menu, choose **R**un....
4. Type **D:\SETUP** (or substitute for **D** the letter of the CD-ROM drive you are using) in the Command Line box. Then press .
5. Follow the instructions on the screen to complete the setup process. The setup program creates a program group called The Learning Company on your Windows desktop and places a **Reading Journey 1** program icon within that group.

To use the program:

- Open the program group called The Learning Company and double-click on the **Reading Journey 1** program icon. (The program CD must be in the same CD-ROM drive as in step 2 above.)

Windows 95

These instructions assume that the AutoPlay feature of Windows 95 is turned on. (This feature is usually enabled when you install Windows 95 onto your computer. For more information about AutoPlay, refer to your Windows documentation.)

To set up and start the program:

1. Make sure Windows 95 is fully launched and running on your computer.
2. Insert the program CD into your CD-ROM drive. After a brief delay (5–20 seconds), a dialog box appears.
3. Click on **Install**.
4. Follow the instructions on the screen to complete the setup process.
5. Click on the **Start** button. Choose **Programs** from the Start menu. Next choose **The Learning Company**. Then choose **Reading Journey 1**.

Once you've completed the setup, *Reader Rabbit's Interactive Reading Journey 1* will run automatically any time you insert the program CD into the CD-ROM drive. (To restart the program after you have quit or to start the program when AutoPlay is turned off, follow the instructions in Step 5 on the previous page.)

To start the program:

1. Make sure Windows 95 is fully launched and running on your computer.
2. Insert the program CD into your CD-ROM drive. After a brief delay (5–20 seconds), a dialog box appears.
3. Click on **Play**.

TIPS FOR RUNNING THE PROGRAM

- Do not run any other programs while running *Reader Rabbit's Interactive Reading Journey 1*.
- Completely exit *Reader Rabbit's Interactive Reading Journey 1* before returning to Windows.
- Make sure that the CD is inserted in the CD tray, printed side up.
- Make sure that the CD-ROM drivers are correctly installed.
- Do not press the Print Screen key.

TROUBLESHOOTING—WINDOWS

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.

1. **The *Reading Journey 1* program icon does not appear on the desktop.**
 - Reinstall the program.
2. **You get a message telling you that there is not enough available space on the hard disk.**

Reader Rabbit's Interactive Reading Journey 1 requires 1 MB of hard disk space for the program's data and executable files or to record and play back a storybook page. At least 10 MB must be available if you want to record and save an entire storybook.

 - Compress some files on your disk, or remove some files after backing them up.
 - Adjust the Windows Virtual Memory setting to take less hard disk space. (See your Windows documentation for information.)
3. **You see a message telling you that there is not enough memory to run the program.**

Reader Rabbit's Interactive Reading Journey 1 needs at least 4 MB of available system memory (RAM) to run. Your computer's memory

may be filled with other programs that are running in the background. Try to increase available memory and then start the program again.

- Close any other applications that are running.
- Turn on Virtual Memory. We recommend that you create at least 4 MB of virtual memory (8 MB if you are running Windows 95). See your Windows documentation for information.

4. The mouse doesn't seem to work.

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

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

5. Program speed is very slow.

Reader Rabbit's Interactive Reading Journey 1 needs at least a 386DX/33 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 manufacturer for your video card to obtain the latest drivers.)
- If your computer has a turbo switch to increase speed, make sure the switch is on. (See the manual that came with your computer.)

6. You do not hear music, sound, speech, or the playback of a storybook recording.

- Check that the speakers are properly connected to your computer. Be sure they are getting power and are turned on, and that the volume is turned up.
- Make sure that the sound is turned on in POP. (See *Appendix A: The POP Buttons* in the *User's Guide* for more information.)
- Make sure that your sound card is Windows compatible and is properly installed for Windows. Also check that the volume is properly set. (See the manufacturer's documentation for additional information relating to your sound card.)
- Check for IRQ or DMA conflicts between your sound card and other add-on peripherals. (See the documentation for your sound card, CD-ROM drive, and other add-on peripherals.)

7. The Record & Playback feature does not work.

- Make sure that the Record & Playback feature is turned on in POP. (See *Appendix A: The POP Buttons* in the *User's Guide* for more information.)
- Check that the microphone is properly assembled, connected to your computer, and turned on.
- You may not have enough hard disk space available to use the Record & Playback feature. See Troubleshooting Item 2 for recommendations on increasing available hard disk space.

8. **Strange graphics appear on screen; 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 information.)
 - Make sure you have the latest graphics drivers installed. (Contact your video card manufacturer for more information.)
9. **Colors don't look right.**
 - 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.)
10. **The game window is too small.**

The program window will not fill the entire screen.

 - For maximum window size, make sure that the display mode is set to 640 x 480. (See your Windows documentation for more information.)

**If you need more assistance or have additional questions,
call our Technical Support Department at 1-800-852-9952.
Outside the U.S., call (USA) + 423-670-2040.
call (UK) + (0) 1923-208400.**

SETTING UP AND STARTING THE PROGRAM— MACINTOSH

Reader Rabbit's Interactive Reading Journey 1 runs from your CD-ROM drive. However, some saved information will be stored on your hard disk. The first time you use the program, it will automatically create a file called **Reading Journey CD Prefs** and a folder called The Learning Company in which to store it. The folder will appear in the Preferences folder inside your active System Folder.

To set up and start the program:

1. Insert the *Reader Rabbit's Interactive Reading Journey 1* CD into your CD-ROM drive.
2. Double-click on the **Reading Journey 1** icon in the open window called Reading Journey.

TROUBLESHOOTING—MACINTOSH

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.

- 1. You do not see the Reading Journey 1 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 get a message telling you that there is not enough available space on the hard disk.**

Reader Rabbit's Interactive Reading Journey 1 requires 1 MB of hard disk space for the program's data and executable files or to record and play back a storybook page. At least 10 MB must be available if you want to record and save an entire storybook.

 - Compress some files on your hard disk, or remove some files after backing them up.
 - Adjust the Virtual Memory setting to take less hard disk space. (See your Macintosh documentation.)

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

Reader Rabbit's Interactive Reading Journey 1 requires 4 MB of available memory (RAM) to run. Your computer's memory may be filled with other programs that are running in the background. 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.
- 4. The mouse doesn't seem to work.**

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

 - Wait until the animation 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 **Sound** from **Control Panels**. Adjust the system's speaker volume as needed.

6. **You do not hear music, sound, speech, or the playback of a storybook recording.**
 - Make sure that the sound is turned on in POP. (See *Appendix A: The POP Buttons* in the *User's Guide* for more information.)
 - Make sure that the Sound control panel in Control Panels is not set to zero.
 - If you have external speakers, be 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.) Then restart your computer.
7. **The Record & Playback feature does not work.**
 - Make sure that the Record & Playback feature is turned on in POP. (See *Appendix A: The POP Buttons* in the *User's Guide* for more information.)
 - Check that your Macintosh microphone is properly assembled, connected to your computer, and turned on.
 - You may not have enough hard disk space available to use the Record & Playback feature. See Troubleshooting Item 2 for recommendations on increasing available hard disk space.

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

**If you need more assistance or have additional questions,
call our Technical Support Department at 1-800-852-9952.
Outside the U.S., call (USA) + 423-670-2040.
call (UK) + (0) 1923-208400.**

Dear Customer,

*Thank you for purchasing a software product from **SoftKey**. We hope you have many hours of entertainment and learning from your new CD-ROM.*

Customer service and support is now available in the USA to all end users. Please contact:

Customer Service: + 617 494-1200

Technical Support: (423) 670-2040