



**Knowledge Adventure®**

DISCOVER. LEARN. EXCEL.™

**Ages  
5-7**



**JUMP START**  
**1st Grade®**

Windows® 98/95  
Power Macintosh®  
CD-ROM

**User's Guide**



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# Getting Started

## Minimum System Requirements

### Windows® 98/95

Pentium® 90

Quad-speed CD-ROM drive

16 MB RAM available

15 MB available on hard drive

SVGA 256-color graphic adaptor

MPC-compatible sound card

Mouse

### Macintosh®

PowerPC®

Quad-speed CD-ROM drive

11 MB RAM available

15 MB available on hard drive

256-color graphics capability

13" or larger color monitor

System 7.5 or higher

## Installing the Program

### Windows 98/95

If you are using the AutoPlay feature of Windows 98/95, simply insert the *JumpStart 1st Grade 2000* CD into the CD-ROM drive and close the drive door. Click **Install** when the dialog box appears and follow the prompts. If you are not using AutoPlay, follow these steps after inserting the CD.

1. Click **Start**, move the cursor to **Settings**, and click on **Control Panel**.
2. Double-click on **Add/Remove Programs**.
3. Click **Install**, then click **Next**. Follow prompts to complete installation.

**Macintosh:** The Macintosh version does not require installation. However, performance is greatly improved if the program is copied to the hard drive.

## **Uninstalling the Program Under Windows 98/95**

1. Click **Start**, move the cursor to **Settings**, and click on **Control Panel**. Double-click on **Add/Remove Programs**. Click on *JumpStart 1st Grade 2000*, then click **Add/Remove**. Click **Yes** to complete the uninstall.

### **Running the Program**

Insert the *JumpStart 1st Grade 2000* CD into your CD-ROM drive.

## **Windows 98/95**

If you are using the AutoPlay feature of Windows 98/95, simply click **Play** when the dialog box appears. If you are not using AutoPlay, follow these steps:

1. Close all running Windows applications.
2. Click **Start**, move the cursor to **Programs**, then **Knowledge Adventure**, then the **JumpStart** folder.
3. Click on the *JumpStart 1st Grade 2000* icon.

## **Macintosh**

Close all running Mac applications and double-click the *JumpStart 1st Grade 2000* icon. If you have copied the *JumpStart 1st Grade 2000* folder onto your hard drive, double-click the *JumpStart 1st Grade 2000* icon in the folder located there.

## **Other JumpStart Features**

**Help** – In addition to this booklet, a complete User's Guide is available on your *JumpStart 1st Grade* CD-ROM. Click on **Help**, which you will view through your local Web browser. If you do not have a Web browser, Help will be available in a text file format.

**Parent Resource Center** – Click here to evaluate your child's learning progress within the JumpStart Learning System.

**Assessment Test** – Click here to customize the product to your child's specific skill levels.

**JumpStart Demos** – Click here to see samples of other products in the JumpStart Learning System.

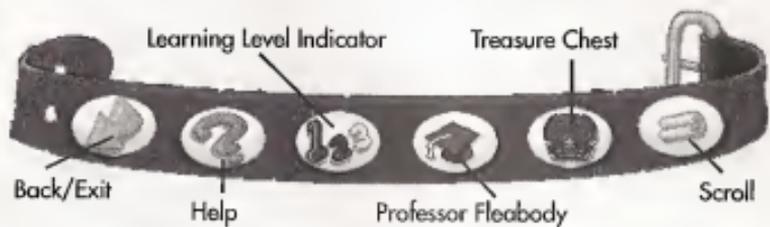
**JumpStart Web Site** – Click here to go on-line to [JumpStart.com](http://JumpStart.com) or [KnowledgeAdventure.com](http://KnowledgeAdventure.com) (Requires Internet access).

## **Join Frankie on a Wonderful Treasure Hunt Adventure!**

Ms. Nobel, your teacher, has devised a fun-filled treasure hunt for you and Frankie. First, you and Frankie gather clues while helping out the school staff! Floyd, the hall monitor, can be found watching the hallway and keeping track of hall passes. Mrs. Wilder is taking care of the playground. Sarge will enlist your help in the lunchroom. Make music with

Mr. Ditty and paint with Camille. Once you've earned three clues, you'll set sail with Frankie in search of fun, adventure and treasure!

## What's on the Toolbar?



**Back/Exit** – Click the back arrow to leave any activity. Click the door to leave the program.

**Help** – Don't know quite what to do next? Click here for some quick help!

**Learning Level Indicator** – Click here to adjust the learning level in each skill from easy to hard.

**Professor Fleabody** – Click here to pay a visit to Professor Fleabody. She'll help you get the answers. You can also see how you're doing by taking a look at the progress report.

**Treasure Chest** – Check here to see the treasure you've collected on your adventure.

**Scroll** – Here you'll see just how much farther you'll need to go before you set sail in search of treasure!

## **What's in the Classroom?**

### **Beanbag Shooter**

Science is exciting! You'll shoot beanbags at the tiles that match the clue. You win when you get four correct tiles in a row!

### **Lost and Found**

The lost and found is out of control! You will reunite the children with their lost items by pairing up the right words.

### **Book Club**

Join the book club! You select the story and then read along as it is read to you. Next you will answer a question about the story.

## **What's in the Hallway?**

### **Hall Pass**

Hall passes are Floyd's life! He checks each one very carefully. You can help him out by filling in the missing times.

## **What's on the Playground?**

### **Sandbox**

The sandbox is full of bones! No problem! You'll use the school's new bone-finder. When you find a bone, match the word on the bone with the correct category.



## **Pogo Stick Drill Teams**

The pogo stick drill teams are all mixed up! Sort them out by picking the child whose number answers the math equation. Once they're separated, you'll put each team in order.

## **What's in the Lunchroom?**



### **Alphabet Soup**

As letters bubble up in the soup, put them in the right order to spell words. Then arrange the words in alphabetical order.

### **Snack Machine**

Help Sarge buy snacks from the snack machine! You'll put coins in the slot and then push the right buttons.

## **What's in the Kitchen?**

### **Pizza Maker**

Everyone loves pizza, especially Chef Gumbo! As the orders come in, you'll make pizzas with all sorts of good toppings.

### **Food Machine**

This gizmo bakes up all sorts of recipes! All you need to do is put in the right ingredients in the proper amounts.

## **What's in the Art Room?**

### **Painting**

You'll have lots of fun painting or using Camille's backgrounds and stickers to enhance your work.

## **What's in the Music Room?**

### **Music Machine**

It's a guitar, flute, trumpet, violin, and organ all rolled into one. Listen to music or record and play back your own songs!



## **Let's Go on a Treasure Hunt!**

Once you've earned three clues, it's time to search for treasure! You'll join Frankie in the front yard to answer a quiz question. Next, you and Frankie will hop on the boat and navigate to an island. Finally, you'll get the clue that will lead you to the treasure hunt item. Click on the right spot, and you'll collect your prize!

## **It's Time for the Awards Ceremony!**

Once you've found six items, the school staff joins you to celebrate your success! You're a winner! And with *JumpStart 1st Grade 2000*, you can play again and again!

# Before You Call Technical Support

Please have the following information ready when you call:

## Windows® 98 or 95

1. Product name and version number printed on the CD.
2. The processor and clock speed (e.g., Pentium® 90) of your computer.
3. Your operating system's version number.
4. The brand name of the sound device installed in the computer.
5. The amount of RAM on your computer.
6. The complete and exact error message reported by the program (if any).

## Macintosh®

1. Product name and version number printed on the CD.
2. The model name of your Macintosh and the system version number.  
(See About This Computer on the Apple Menu.)
3. The complete and exact error message reported by the program (if any).

## Technical Support

Support outside U.S. and Canada via fax, mail, and World Wide Web only.

Phone: (800) 556-6141 • Fax: (818) 246-5604

World Wide Web: <http://www.KnowledgeAdventure.com>

Mail: Knowledge Adventure, Inc.

4100 W. 190th St., Torrance, CA 90504

030299

# JUMP Start 1st Grade

Don't Forget  
To Register  
This Product!

## Where To Get Help

In addition to this printed User's Guide, this program contains a detailed User's Guide on the CD-ROM disc. To access the User's Guide, click on the *JumpStart 1st Grade Help* icon.

## Knowledge Adventure Gives You T.L.C.

**T**OLL-FREE  
TECHNICAL SUPPORT

**L**ARRY'S 1-YEAR  
GUARANTEE

**C**USTOMER SERVICE  
TOLL FREE,  
365 DAYS A YEAR

See online user's guide for details.

## Internet

[www.KnowledgeAdventure.com](http://www.KnowledgeAdventure.com)

- technical support
- product information
- e-mail
- product sales

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*(Before calling, please be seated at your computer)*

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