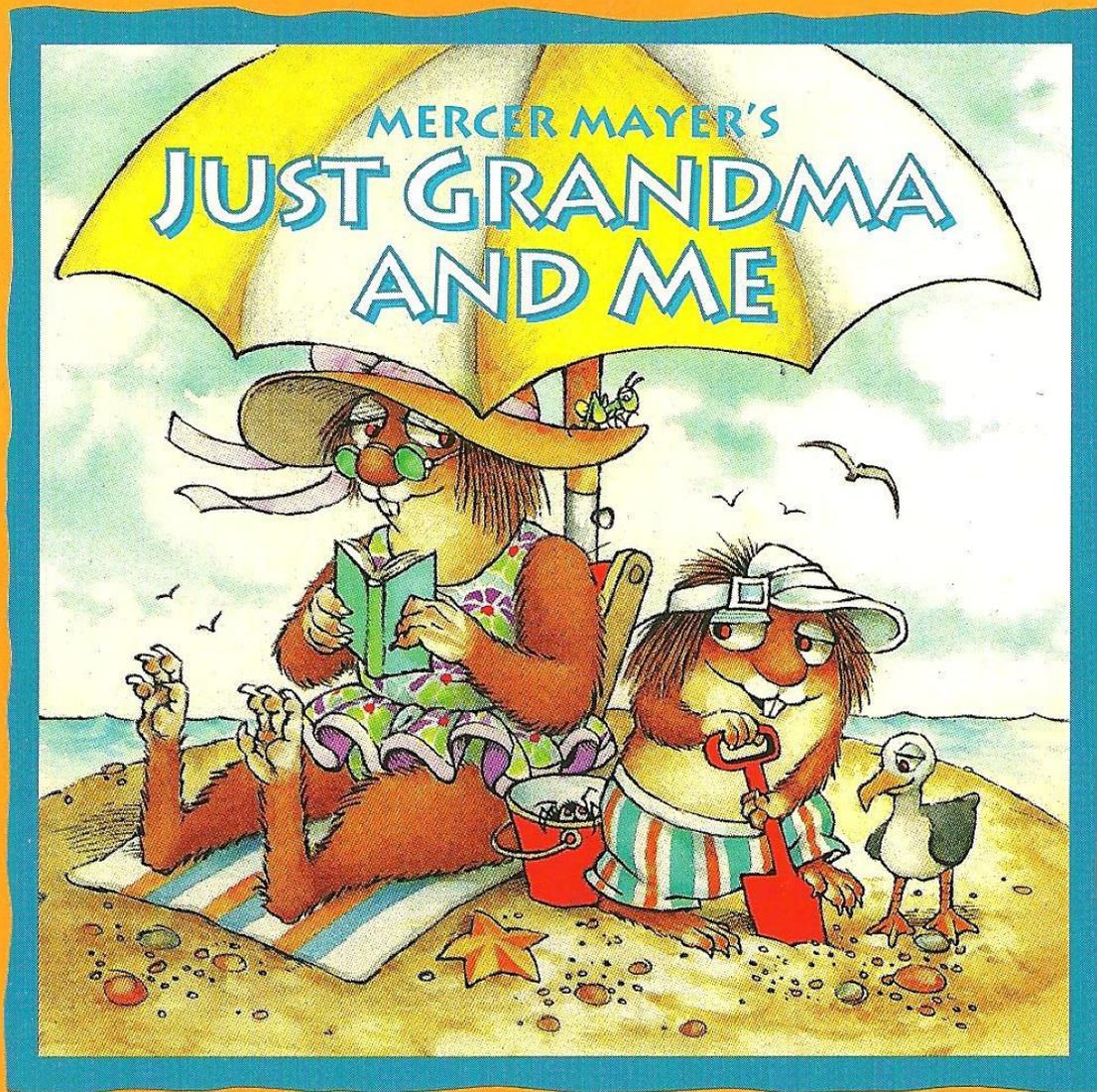


Living Books®

A Random House/Broderbund Company



User's Guide

MERCER MAYER'S JUST GRANDMA AND ME

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.

Start Up Instructions for Macintosh

To play this Living Book, simply insert the CD-ROM disc (located in the protective case in your package) into your CD-ROM drive (using a disc caddy if appropriate). Double-click the icon that appears on your desktop labeled "Grandma and Me," then click the icon in that window labeled "Just Grandma and Me" to begin playing.



Just Grandma and Me

Start Up Instructions for Windows

To play this Living Book, begin at the Windows Program Manager. If you are not familiar with the Program Manager, consult your Windows manual. You must have at least Windows 3.0 (with Multimedia Extensions) or Windows 3.1 to play *Just Grandma and Me*. Insert the CD-ROM disc (located in the protective case in your package) into your CD-ROM drive (using a disc caddy if appropriate).

To run our installer program:

Choose "Run" under the "File" menu. Type the following in the line labeled Command Line:

x:\install.exe (where 'x' is the designation of your CD-ROM drive).

Just Grandma and Me program item will be installed in a window called "Living Books." Double-click on the icon to run the product.

To install the icon yourself through Windows:

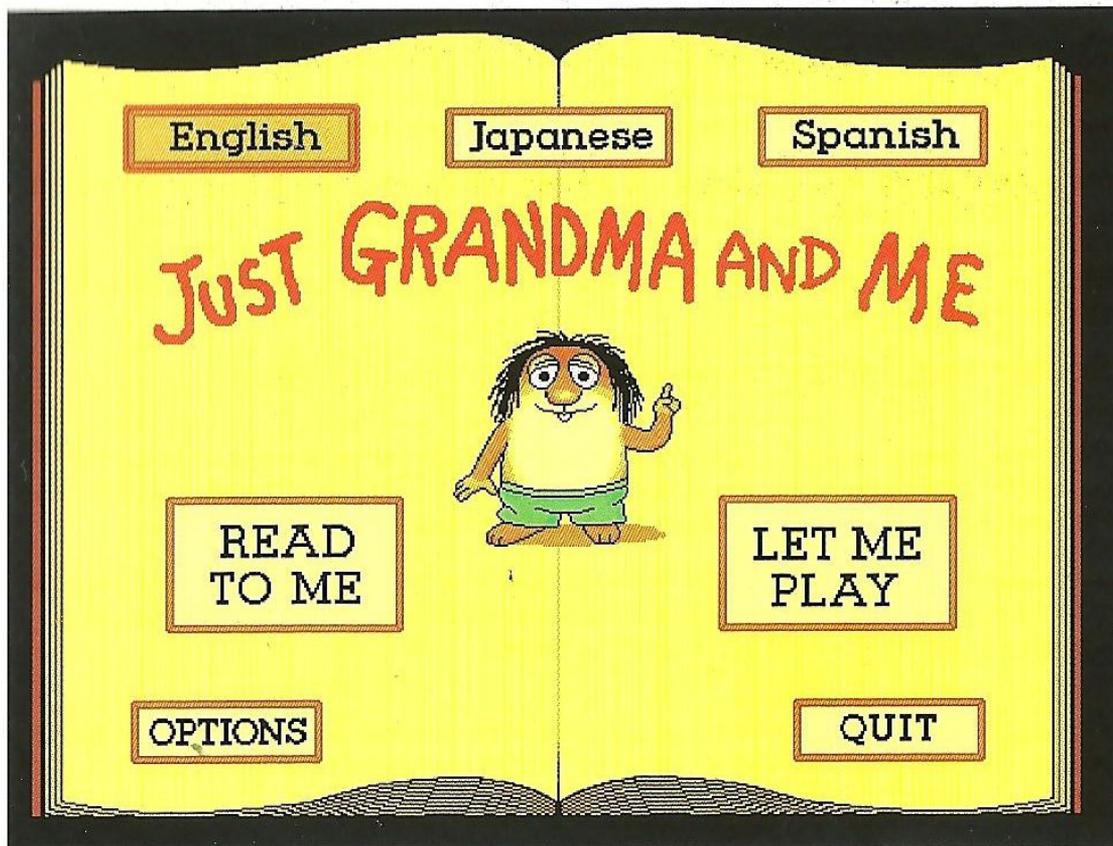
Create a new icon for *Just Grandma and Me* by choosing the "New" option under "File," or just run the program by selecting the "Run" option under "File." In either case, type the following in the line labeled "Command:"

x:\Grandma.exe (where "x" is the designation of the CD-ROM drive).

If you chose to create a program item, a new icon will appear in the program group of your choice. Double-click on that icon to begin playing. If you chose to run the program, the book will begin playing. You can also run the program from the File Manager.

Choose a Language

First, select the language you would like to use from those listed at the top of the main selection screen. Once you start the story, all the words – written and spoken – will be in the language you've selected. The selection screens and introduction, though, will always be in English. After you've chosen a language, you can begin by selecting "Let Me Play" to play within the story (interactive mode) or selecting "Read to Me" to have the story read to you (passive mode).



You can also press "1," "2" or "3" on your keyboard at any point in the story to change the language (to English, Japanese or Spanish, respectively) of the page you are on.

READ TO ME

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

LET ME PLAY

When you click on this 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 screen. There are many hidden buttons on every page, so be sure to search carefully before turning each page. For example, be sure to click on the mailbox. You can switch to "Read to Me" by pressing "R" on your keyboard.

OPTIONS

Clicking on this button takes you to the option page where you can go directly to any page in the book in interactive ("Let Me Play") mode. You cannot jump into the story in passive ("Read to Me") mode. To go directly to a page, click the forward and back arrows until you see the page number you want. Then click "OK" to go to that page.

OK

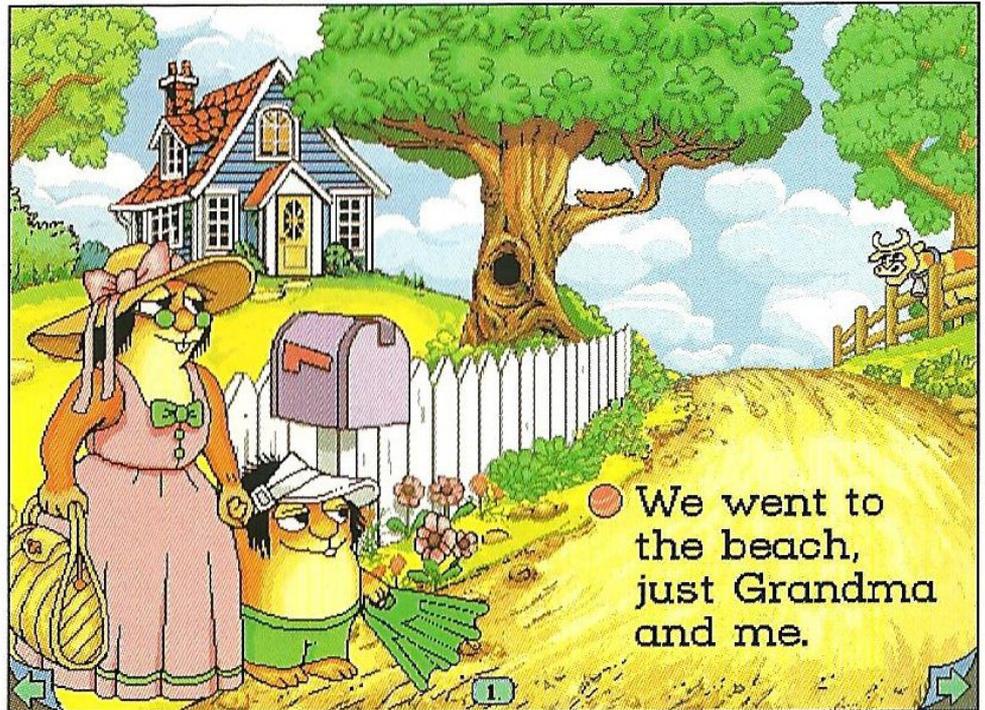


1



Turning Pages

To turn pages, select the forward or backward arrow 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 centered at the bottom of the screen or press the space bar.



Macintosh™ Technical Notes

Living Books are designed to use the full abilities of your computer. It is highly recommended that you not use other programs while playing any Living Books (with MultiFinder), or that you keep other windows open during play. Doing so may significantly affect the performance of Living Books. In addition, Living Books' performance may vary according to the capabilities of your CD-ROM drive (as well as your other hardware).

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.

Memory

Living Books are designed to use 2500K 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 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 this Living Book to avoid its interruption.

Virtual memory

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

Macintosh LC, System 6.0.x and sound

Due to problems inherent in pre-7.0 system software and the Macintosh LC sound hardware, Macintosh LC users with pre-7.0 system software may notice occasional sound dropouts.

Launcher and At Ease Users

Launcher and *At Ease* (both products by Apple) are both designed to provide a simplified interface for you and your child can use to start programs. If *Launcher* or *At Ease* programs are enabled when you try to use Living Books, they may cause performance or sound problems. We recommend that you turn off *Launcher* or *At Ease* before using Living Books. 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 **Windows Trouble Shooting Guide** supplied with this product for more detailed technical information.

Living Books are designed to use the full abilities of your computer. It is highly recommended that you not use other programs while playing any Living Books or that you keep other windows open during play. Doing so may significantly affect the performance of Living Books. In addition, Living Books' performance may vary according to the capabilities of your CD-ROM drive (as well as your other hardware).

Video Boards

Some accelerated video boards with special device drivers or boards made by specific manufacturers cause sporadic problems with Living Books. We suggest you use the **640 x 480 x 256 color** device driver designed for your video board. See your Windows manual or the **Windows Trouble Shooting Guide** supplied with this product for tips on changing video drivers and other tips.

Audio Tracks

We have included audio tracks of the music from this Living Book on the CD-ROM disc. They can be played through a CD-ROM audio-playing utility supplied with your CD-ROM drive, or on late model home CD-Audio players. **Be sure to have the volume of your headphones or amplifier turned down before listening to the disc to avoid harming your ears and/or audio equipment.**

Credits

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Product Manager: Todd Power and Robert Martyn

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Programming Project Lead: Stewart Apelzin

Marketing Manager: Angela Gyetvan

Packaging Designer: Ronni Valenti

Assistant Marketing Manager:

Dexter Chow

Additional Sounds: Tom Rettig, Jonelle Adkisson, Michael Barret, Jeanne Parsons

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Marketing Director:

Susan Lee-Merrow

Executive Publisher: John Baker

Voice Talent: *English:* Critter—Aaron Schlichting; Grandma—Mark Schlichting; Other—Michael Barrett, Donna Bonifield, Michael Dashow, Rod Nelson, Tracy Tandy, and Barbara L. Webster. *Spanish:* Critter—Carlos C. Rivera Jr.; Grandma—Patricia Norris; Other—Lucha Miller. *Japanese:* Critter—Toshiko Fujita; Grandma—Haru Endo; Other—Hikaru Midorikawa, Hinako Kanamaru.

Special Thanks: Sandra Ball, Tony Fardella, Matthew Leeds, Mickey Mantle, Stew Apelzin, Scott Aronian, Jessica Switzer, Nancy Bulette, David Kessler, Christa Beeson, Dorothy Cribbs, Lynn Ross, Kathleen Jones, Judy Barnett, Bryan Ludwig, Glenn Coats, Sue Hansen, Shannon Ward and all the folks at Brøderbund who make our work possible, and, of course, Mercer.

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If you believe you have found any such error or defect in the program during the warranty period, call Living Books' Technical Support Department at 415/382-7818 between the hours of 7 a.m. and 5 p.m. (Pacific Time), Monday through Friday. Living Books' technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided, Living Books will inform you how to obtain a corrected program disk (or, at Living Books' option, Living Books may authorize a refund of your purchase price).

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The New Kid on the Block

Arthur's Teacher Trouble

The Tortoise and the Hare

Demo versions of these products are included on this CD-ROM disc.

To order more Living Books call: 800-776-4724.

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disc
DIGITAL DATA

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