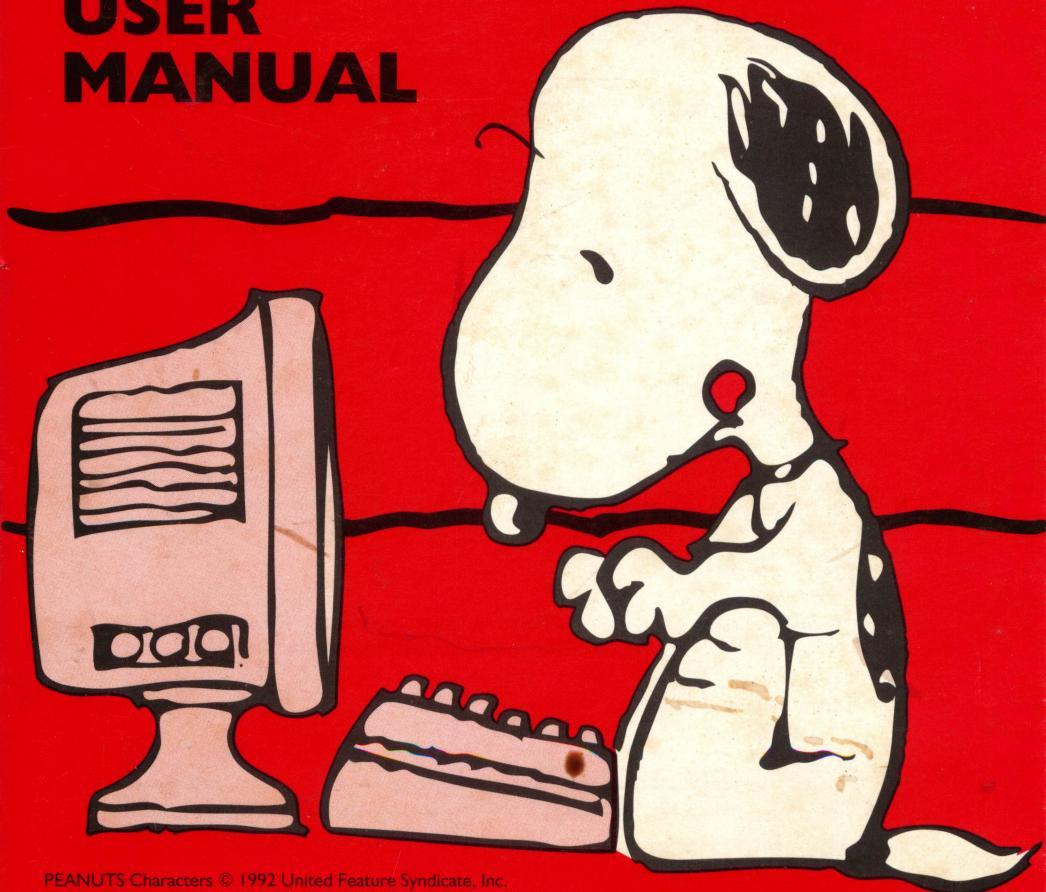


YEARN2LEARN™

PEANUTS

USER
MANUAL



First Edition

12.16.92

Copyright

Copyright ©1992 Image Smith, Inc. All rights reserved. All other company names and product names are the property of their respective holders.

Copyright PEANUTS Characters: ©1992 United Feature Syndicate, Inc.

©Linus and Lucy Theme by Vince Guaraldi Copyright: Lee Mendelson Film Productions, Inc. International Rights Secured. Not for broadcast transmission. All rights reserved.

IMAGE SMITH, INC. has tried to make the information in this manual as accurate as possible. Nevertheless, IMAGE SMITH, INC. disclaims any warranty of any kind as to any matter relating to this manual. The software described in this manual may be revised, and IMAGE SMITH, INC. reserves the right to make such changes without obligation to notify the purchaser. The software may not be copied except to make a recommended backup copy. This exception does not allow copies to be made for others. No part of this manual may be reproduced in any form or by any means without the express written permission of IMAGE SMITH, INC.

Produced By

James R. Myrick ("Oni")

Dominique F. Claessens, VIII ("Big Guy")

John D. Myrick ("Jake the Man")

Product Manager / Senior Animator

Noriko Kamei

Senior Programmer

Gary Manfredi ("A Man Named Gerald")

Art Director

Paul Haubursin ("Mad Dog")

Sound Design

Michael Hauser ("Pudden Head Wilson")

Narration

Dorothy Barton ("Dotty")

Special thanks to:

Deborah Berland ("Debonator")

Lucinda Karstedt, computer teacher at the Sherwood Forest Elementary School of Winston-Salem, North Carolina and all her helpful students.

Peter Sylvester ("PTR")

Additional Voice by : Amy Faust

Tested By

Dominique IX, Kara Beth, Kristopher, Fontine, Gemma, Shanon, Sam, Quin, Team Leslie & Michael, Molly, Warren, Peter, Mary, Bryan, Sally, Walter, Lisa, Jane, Claudia, Georgia, Liz, Team Jeremy, Cindy, Tim,



YEARN 2 LEARN PEANUTS MANUAL UPDATE

Dear Customer,

All of us at Image Smith thank you for purchasing **Yearn 2 Learn Peanuts**. We continuously update our products to insure your satisfaction. The software in this box will run on:

ANY color Macintosh running System 6.0.7 or higher with a minimum of 4 MB RAM and 10 MB of free hard disk space.

This product now includes 12" monitors and the 9" Macintosh Color Classic. All other specifications are as described in the manual. Please ignore the manuals reference to the 13" monitor.

In addition, the hard math game has a level structure. It will become more difficult when either the questions are answered correctly or the program is manually set to a higher level.

Image Smith, Inc. is dedicated to creating educational software that is so much fun, your kids **YEARN 2 LEARN**.

Enjoy Snoopy and the whole gang.

Dominique Claessens (president)



TABLE of CONTENTS

Welcome Letter	i
Getting Started	1
Installation	2
How to use:	
HOME MENU	4
Comic Strips	6
Doghouse button (to HOME MENU).....	6
Playing a Strip	7
Hot Spots	7
Doghouse button (to OVERVIEW).....	7
Math	11
Easy (Woodstock Counting)	12
Medium (Snoopy Bowling)	13
Hard (Pumpkin Patch)	15
Geography	16
Intro	17
Easy	18
Hard	19
Coloring Book	20
Flying Ace	22
Sound Effects	23
Ace I.....	24
Trouble Shooting	25
Technical Support	27
License and Warranty	31



Dear Friends;

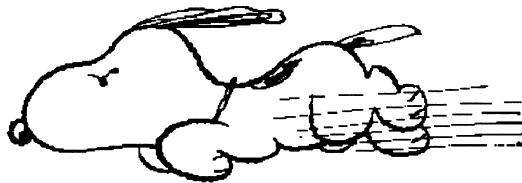
Since computers have invaded our lives, it seems only fair that Snoopy and the PEANUTS Gang should invade computers.

Now they're ready to challenge you to a bunch of games to test your wits and skills. I hope you'll enjoy them... and don't let Snoopy beat you.

Sincerely

Schulz

Charles M. Schulz



GETTING STARTED

Getting started.

"IMPORTANT"

READ THIS MANUAL.

This product is normally shipped with high density floppies (1.4MB). If you only have low density floppy drives (800K), you may not be able to install this product. Please give us a call so we can send you, free of charge, a set of low density floppies. For your free replacement set of low density disks call **1-800-U-SNOOPY (1-800-8-766679)**.

We know you are excited to get your new program up and running. However, please take a few minutes to fill out the registration card and put it in the mail. It is the only way you can get support. After filling out the registration card, make sure you have attached one of the serial number stickers to the Technical Support page in this manual. Please follow the installation guidelines carefully to avoid any problems. Under the license agreement, you are authorized to make one backup copy of this software for your use only. Please store the original and your new backup copy in a safe place.

The basic system requirements are:

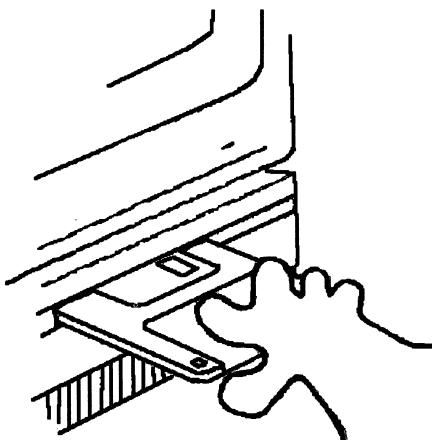
- A Macintosh® II series, the Quadra family, and Performa family.
- System software version 6.0.7 or greater.
- A minimum of 4 megabytes of random-access memory (RAM) with 2,048K of application RAM (minimum) available .
- A 13" color monitor or larger, with 256 colors.
- A minimum of 11 megabytes of available hard disk space.

Your package should contain the following items:

- 1 Sealed package of program disks
- 1 YEARN 2 LEARN PEANUTS User Manual
- 1 Registration Card
- 1 Serial number sticker

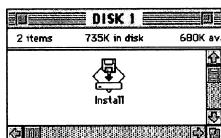
INSTALLATION

Installing YEARN 2 LEARN

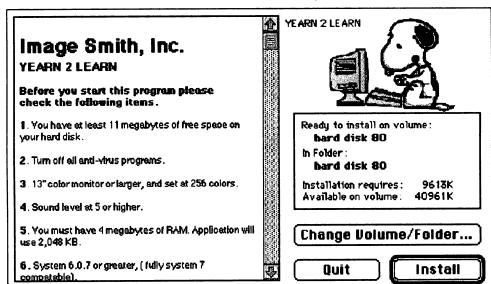


Note: Anti-virus software and MultiFinder should be turned off. Read your anti-virus user manual for the instructions in turning off the software.

1. To install the YEARN 2 LEARN software, insert disk 1 into the disk drive. Now you should see this:



2. Double-click on the install icon to begin the installation process. Now you should see this: (The installer program displays the selected destination in a box just above the Change Volume/Folder button.)

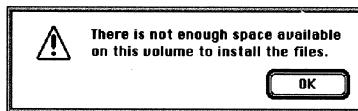


The installation displays the selected destination in a box just above the Install button. By default, the installation program selects the same disk that your system folder resides on. (This is usually your hard disk.) If you want to install elsewhere, use the "Volume/Folder" button to select another destination.

INSTALLATION

3. Now you can click on the "Install" button.

NOTE: If there is not enough space on the hard drive, you will see a note on the screen like this: (If you get this message, quit by clicking on the Quit button. Then, free up additional hard disk space and start at step one again.)



As the files are installed, you will be prompted to insert the various disks 1-2-etc.. When the installation is completed, you will be asked to click on the "OK" button, which lets you know installation was a success.



Before you start the program, make sure the monitor and sound levels are set to the correct levels. To check this, you can pull down the Apple menu, select Control Panel, then select Monitor and highlight 256-color mode. While still in the Control Panel, select Sound and turn up the volume level to 5 or greater. If you are running under MultiFinder, please turn it off. This program will not run under MultiFinder. To get optimum performance and to prevent problems, you may want to turn all unneeded Control Panels and Extensions off.

6. Now you are ready to play PEANUTS. Turn to page 4 Starting up PEANUTS program.

Note: Gaining more speed out of your new program can be achieved by changing the application's memory size. However, you must have more memory available, check your (RAM).

The PEANUTS program has a preset application memory size of 2,048K. If your computer has more than 4 megabytes of random-access memory (RAM), you can improve the program's performance and speed by increasing the application RAM size. (See the Trouble Shooting section for more detail.)

HOME MENU

Starting up the PEANUTS program.

When properly installed, the folder named "YEARN 2 LEARN" should be visible on your system disk. Inside this folder there is a file named "PEANUTS". Simply double-click on the Snoopy Icon (if System 7 or greater) or movie projector icon (if not System 7 or greater) to start up the program. In some cases the file name will appear with the following icon. The first time after installation a registration screen will appear. Please fill in your name, press Tab then fill in the serial number and click OK. The program will not run without your name and serial number.

After an intro animation, you are asked to "click anywhere on the screen" to go to the HOME MENU; if, after 1 minute, you do not click anywhere, the program will go to the HOME MENU automatically.

Note to parents: To skip the intro animation, press the ESC key. This will take you straight to the HOME MENU. The ESC key will always take you to the HOME MENU from anywhere inside the program.

HOME MENU

After the introduction, you will find the HOME MENU with Snoopy's doghouse and five buttons. This menu uses Snoopy's doghouse as a visual representation for home, and the five buttons for five different activities. In the subsequent screens, children quickly learn that the doghouse icon in the upper right hand corner always takes them back.



1. Comic Strips button

This button will take you to the Interactive Comic Strip overview menu. (See page 6, Comic Strips.)

2. QUIT button

This button will quit or end the program. This is the only QUIT button in the program.

3. Math button

This button will take you to the Math Overview menu. (See page 11, Math.)

4. Geography button

This button will take you to the Geography Overview menu. (See page 16, Geography.)

5. Coloring Book button

This button will take you to the Coloring Book. (See page 20, Coloring Book.)

6. Flying Ace

This button will take you to the Flying Ace Overview menu. (See page 22, Flying Ace.)

7. Volume Control

By moving the red slider, you can change the overall volume of the sound throughout the program.

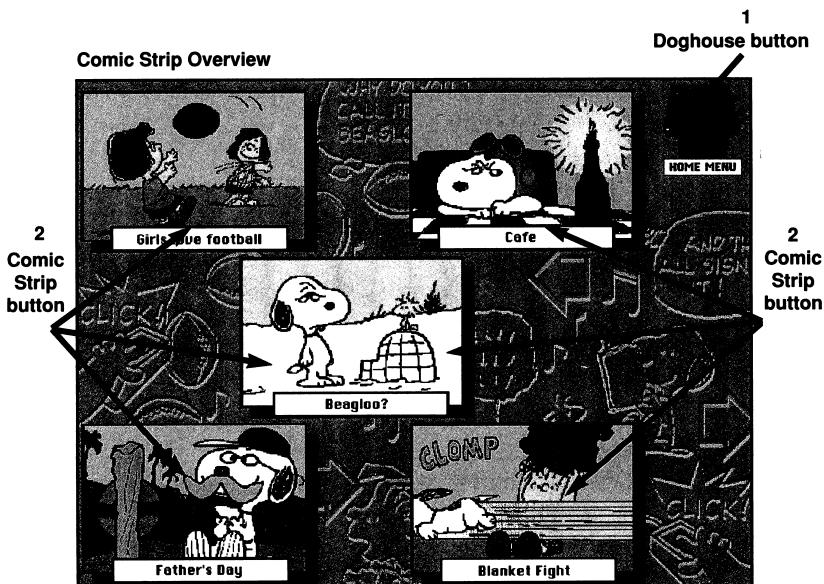


COMIC STRIPS

Overview



This overview menu gives you a selection of 5 different comic strips to choose from. To play a strip, simply click with the mouse button on the picture of the strip you want to play. If the strip you have selected is not the one you want to read, click on the Doghouse icon to return to the Comic Strips Overview to make a new selection.



1. Doghouse button

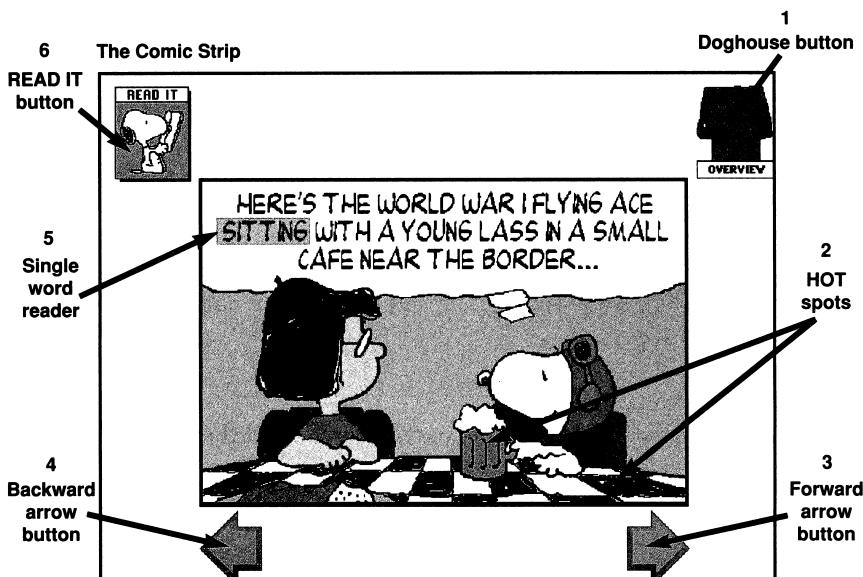
This button will take you back to the HOME MENU. (See HOME MENU on page 4)

2. Comic Strip buttons

Clicking any of these 5 buttons will take you into each of the individual Comic Strips.

Playing a strip

Once you have clicked on the strip you want, the story will start playing. To move on to the next frame, click on the right hand arrow at the bottom of the page. As each frame is played, the words are read and highlighted, just like a storyteller reading to a child. After the words are read the first time, you can have the words read again by clicking once on the "Read It" button. To hear each word individually, click once on the actual word. By selecting single words and clicking on them, you can make up your own sentences, or learn how to pronounce unfamiliar words.



1. Doghouse button

This button will take you back to the Comic Strips Overview.
(See Comic Strips Overview on page 6.)

2. Hot spots

Hot spots are hidden in almost every frame. You do not have to find the hot spots to play the strip and hear the story read out loud. If you click on different areas within the frame, you will find the hidden hot spots. There are several different types of hot spots, including animated and audio effects. Children should be encouraged to find the hot spots by exploring each frame of the strip. Some hot spots may have several different

COMIC STRIPS

Playing a Strip

effects when clicked more than once. When you have found all the hot spots in a given frame, the forward arrow will start to blink. At the end of each strip, Snoopy will add up the number of hot spots you were able to find and give you a percentage of hot spots found.

3. Forward arrow button

Click once on the forward arrow button to go to the next item or frame. This arrow will start to blink once you have found all the hot spots in the given frame. (Note: If you go through the same Strip consecutively, the forward arrow may flash because the program keeps track of the hot spots you found the first time through the Strip.)

4. Backward arrow button

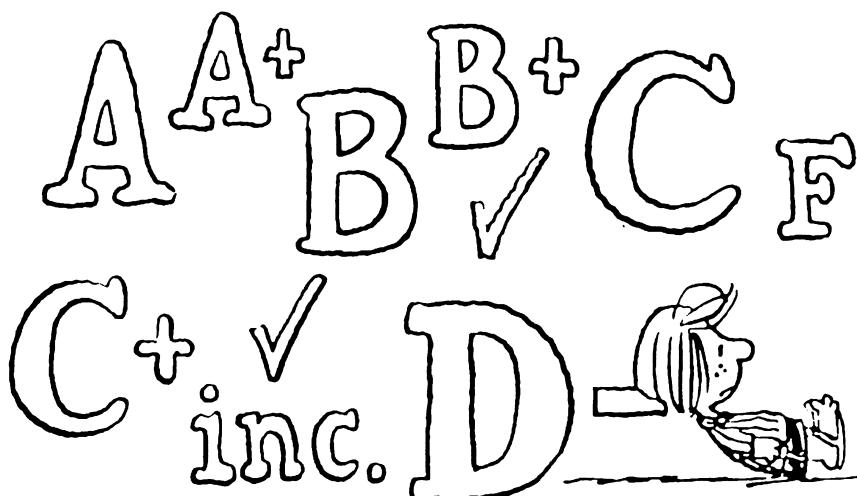
Click once on the backward arrow button to go to the previous frame.

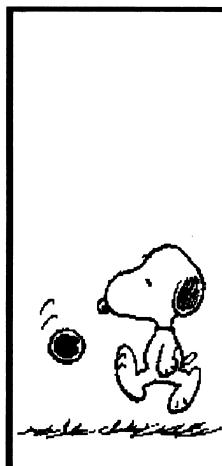
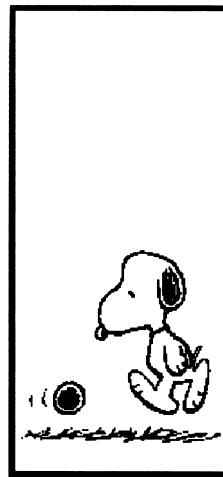
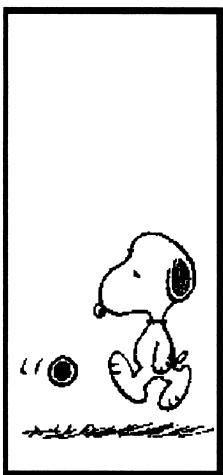
5. Single word reader

If you click on a word in the text balloon the narrator will read that word.

6. READ IT button

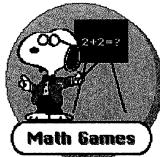
If you click this button the narrator will read the complete sentence.



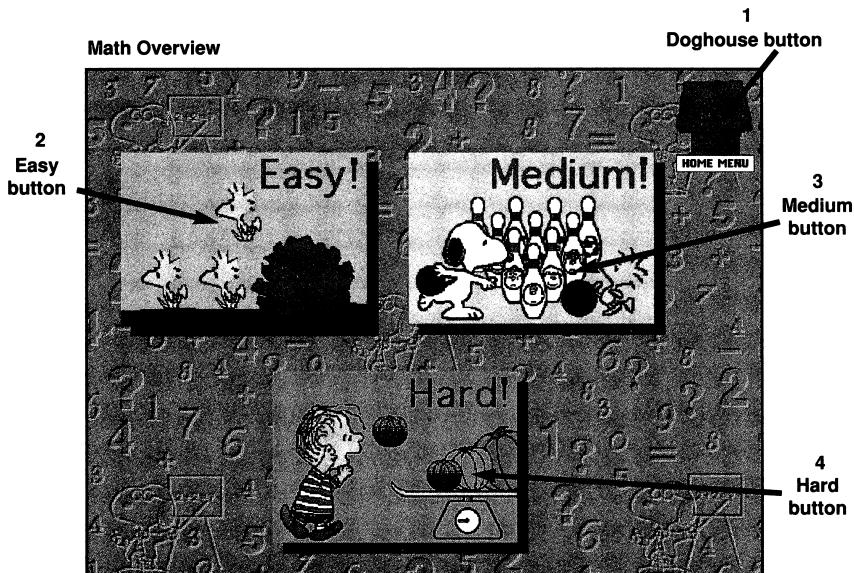


I'M AWAKE!



Overview

The Math Overview provides three choices of math exercises. To select a math exercise, simply click on the button you want and the exercise will start up.

**1. Doghouse button**

Clicking this button will return you to the HOME MENU.
(See HOME MENU on page 4.)

2. Easy button (Woodstock Counting)

Clicking this button will take you into the Woodstock Counting exercise.

3. Medium button (Snoopy Bowling)

Clicking this button will take you into the Snoopy Bowling exercise.

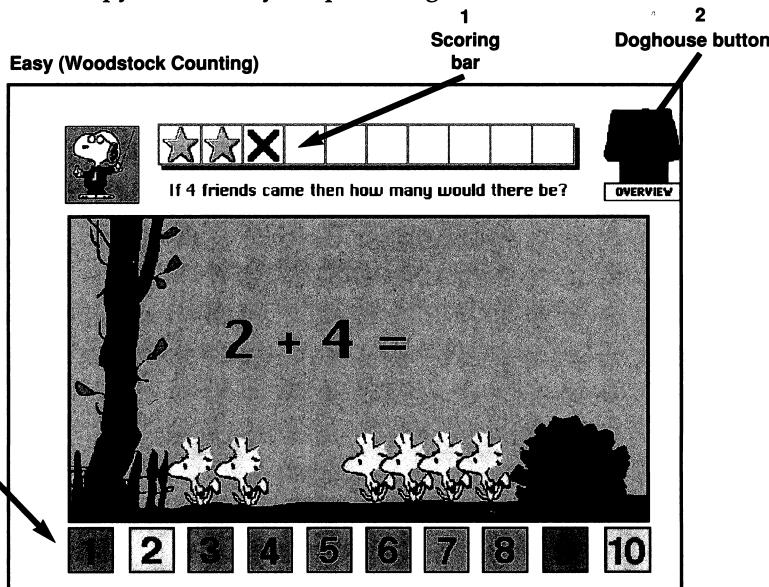
4. Hard button (Pumpkin Patch)

Clicking this button will take you into the Pumpkin Patch.
This is the most difficult math exercise.

MATH

Easy

Woodstock Counting is a simple counting, addition and subtraction exercise. At random, Woodstock and a number of friends will jump out from the bushes. Children are asked how many Woodstock and friends there are on the screen in total. Next, also at random, a number of friends will leave or fly in from the bushes. To answer how many Woodstock and friends are now on the screen, the child chooses a number from one to ten by pointing the mouse arrow on the correct number and clicking once. At the top of the screen is the scoring. A correct answer awards a ★ and a wrong answer will produce a ✘. At the end of 10 questions, Snoopy will show your percentage of correct answers.



1. Scoring bar

The scoring bar has ten boxes for scorekeeping. A correct answer awards a ★ and a wrong answer will produce a ✘. At the end of ten questions, Snoopy will show your percentage of correct answers.

2. Doghouse button

This button will take you back to the Math Games Overview. (See Math on page 11.)

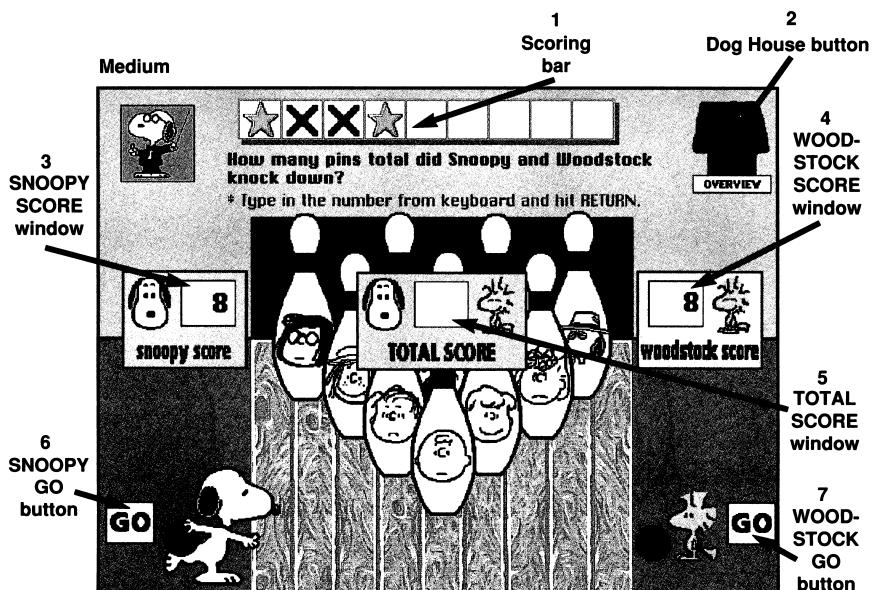
3. Answer bar

To answer, the child chooses a number from one to ten, by pointing the mouse arrow on one of the numbers and clicking once.

Medium

This exercise introduces children to numbers from one to twenty, and teaches keyboard entry skills. By clicking on the "Go" button, Snoopy will release the bowling ball. Once the ball is released it will knock over from one to nine pins. At this point, the child must subtract the number of remaining pins from ten to get the number of pins bowled over. Now the child can type in his/her answer and press Return. The correct answer is cheered, while a wrong answer will be met with a "sad" response. After two tries the child is shown the correct answer; i.e., the incorrect response is replaced with the correct answer.

It's now Woodstock's turn to bowl. The ball is released the same as it was in Snoopy's turn by clicking on the "Go" button. The child must now type in the number of pins bowled over by Woodstock and press Return. After the correct answer is entered and the child is cheered again, the child will be asked to add Snoopy's and Woodstock's scores together. The child is often asked to add numbers past ten, depending on the total number of pins bowled over by Snoopy and Woodstock.



1. Scoring bar

The scoring bar has nine boxes that keep score. A correct answer awards a ★ and a wrong answer will produce a ✘.

MATH Medium

At the end of nine questions, Snoopy will show your percentage of correct answers.

2. Doghouse button

This button will take you back to the Math Games Overview.
(See Math on page 11.)

3. SNOOPY SCORE window

Use the keyboard to enter the number of pins Snoopy has knocked down and then press Return.

4. WOODSTOCK SCORE window

Use the keyboard to enter the number of pins Woodstock has knocked down and then press Return.

5. TOTAL SCORE window

Use the keyboard to enter the number of pins both Snoopy and Woodstock have knocked down in total and then press Return.

6. SNOOPY GO button

Click this button to make Snoopy release the bowling ball.

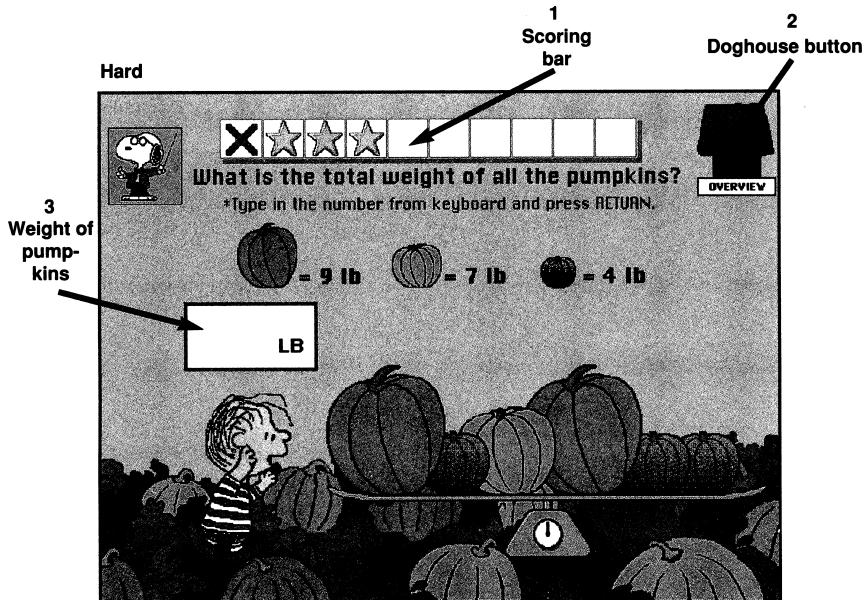
7. WOODSTOCK GO button

Click this button to make Woodstock release the bowling ball.



Hard

In this harder math exercise, children are asked to do basic multiplication and addition. Linus brings a number of varying sized pumpkins to the scale. After he tosses, at random, a few small, medium or large pumpkins on the scale, the child is told the weight of each pumpkin. Given the number of small, medium or large pumpkins on the scale and their various weights, the child must multiply and add these numbers to arrive at the total weight of the pumpkins on the scale.

**1. Scoring bar**

The scoring bar has ten boxes that keep score. A correct answer awards a \star and a wrong answer will produce a \times . At the end of ten questions, Snoopy will show your percentage of correct answers.

2. Doghouse button

This button will take you back to the Math Games Overview.
(See Math on page 11.)

3. Weight of pumpkins window

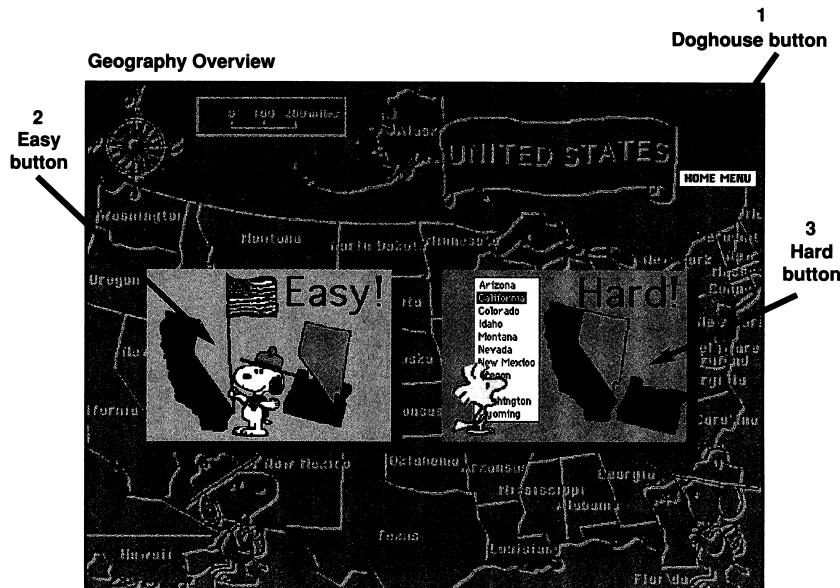
Use the keyboard to enter the total weight of the pumpkins on the scale, then press Return. You are given 3 tries to answer correctly before getting an \times .

GEOGRAPHY

Overview



In this Geography exercise, children are required to use the mouse to drag the different states into their correct locations. This geography puzzle helps children to remember state names and locations in a fun way. The exercise has two levels: easy and hard, and children should progress from easy to hard for the most effective learning.



1. Doghouse button

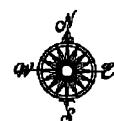
Clicking this button will return you to the HOME MENU.
(See HOME MENU on page 4.)

2. Easy button

Click once on the Easy button to start the easy geography.

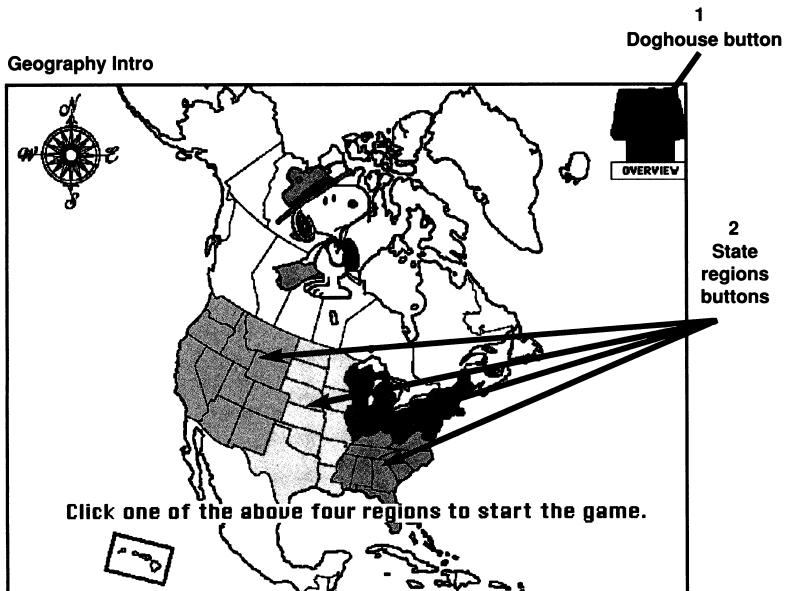
3. Hard button

Click once on the Hard button to start the hard geography.



Intro

From this screen you must choose one of the four regions of the United States that you would like to play "Moveable States" with. Upon clicking once on any one of the four regions, that region selected will appear on the screen and then those states will be scrambled in a random fashion.



1. Doghouse button

Click once to return to the Geography Overview to choose either the Easy or Hard geography exercise.

2. State Regions button

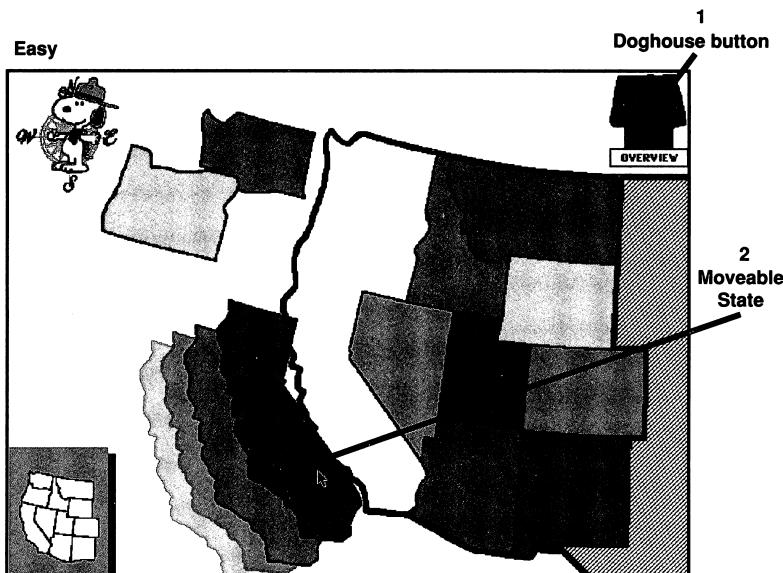
Click once on any region that is flashing to start the game using that region's states. You must click on one of the four regions to continue the game.



GEOGRAPHY

Easy

In the easy version, you simply click and drag each individual state in the proper location using the little region map as a guide. Once you have found the proper location and released the mouse button, the state will snap into place. The state name will be displayed and the narrator will say the name of the state.

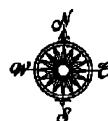


1. Doghouse button

This button will take you back to the Geography Easy Intro. Click it again and it will take you back to the Geography Overview. (See Geography Intro on page 17.)

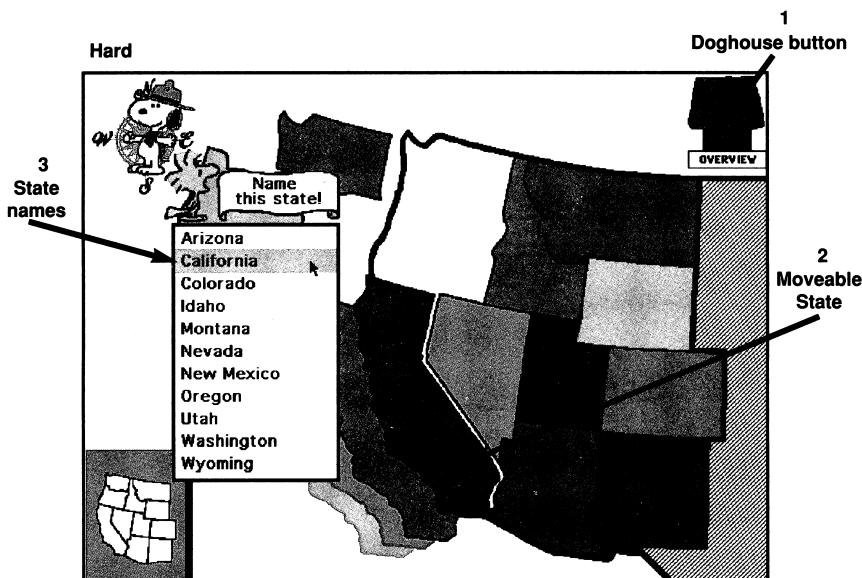
2. Moveable State

Click and drag the state into the correct location on the map. Once the state is in the correct location, let go of the mouse button and the state will snap into the correct position. Then the narrator will say the state name, which will also appear on the screen.



Hard

In the hard version you place the state in the proper location as in the easy version; however, now you must choose the correct state name from the multiple choice menu. By sliding the mouse button up and down or clicking directly on a state name, you can select the correct name for the state you have just placed. If you have selected the correct state name, it is spoken for you; if the name you choose is not the correct state name, then you will hear a negative response like "Nuh-uh." After you have placed the state and named it correctly, you can move it again. Once you place it in the proper location the second time, the state name automatically appears and is spoken, as in the easy version.

**1. Doghouse button**

This button will take you back to the Geography Hard Intro.
(See Geography Intro on page 17.)

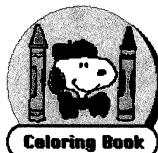
2. Moveable State

Click and drag the state into the correct location on the map.
Once the state is in the correct location, let go of the mouse
button and the state will snap into the correct position.

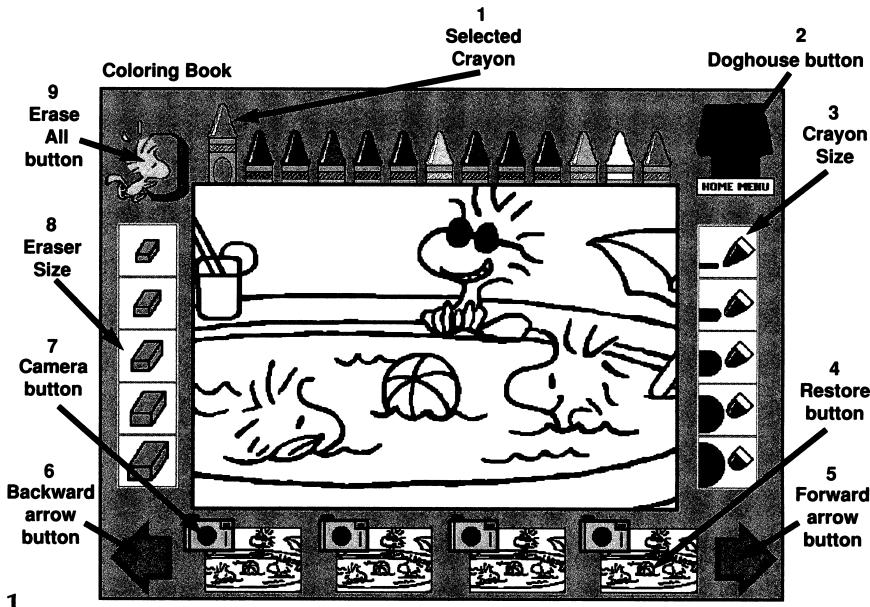
3. Name this state button

Once the state is correctly positioned on the map, you must then
choose the correct name of the state before you can continue.

COLORING



Once the coloring book is started, you'll have 10 black and white pages ready to color. Up to four drawings can be saved per page for a total of 40 saved images. With the Restore button they can be retrieved at any time to be used again or just shown.



1. Selected Crayon

Click once on the color you would like to use. It will pop up to signal the color you have selected. If you would like another color, simply click once on another crayon. The narrator will call out the color.

2. Doghouse button

Clicking this button will return you to the HOME MENU.
(See HOME MENU on page 4.)

3. Crayon Size

Click once on the size you would like to use and start to draw. Click on another size if you would like a smaller or larger size. Helpful Hint: Start with a big crayon to color in large areas, move to smaller crayons as you go, filling in the details.

4. Restore button

One click on the Restore button will load from the disk the picture as shown in the Restore button.

5. Forward arrow button

Click once to go to the next picture. This will also erase the picture you were working on.

Note: By moving forward or backward through the coloring book images you will erase the color in the current image you are working on. To save the image use the Camera button.

6. Backward arrow button

Click once to go backward to previous picture. This will also erase the picture you were working on.

7. Camera button

Use one of the four save buttons to save a drawing that you would like to show or use later. Click once on the camera button to save the picture on the screen. If you have successfully saved the picture, the colors that were in the big drawing now disappear and are shown in the little picture under the camera. To restore this picture, simply click once on the little colored image under the camera, and the colored picture you have saved will reappear in the big picture. You can now continue to color or move on to another picture.

8. Eraser

Click once on the eraser to select eraser size. Once selected, you use the eraser to remove color.

9. Erase All button

This woodstock button will clean the screen of all the colors.

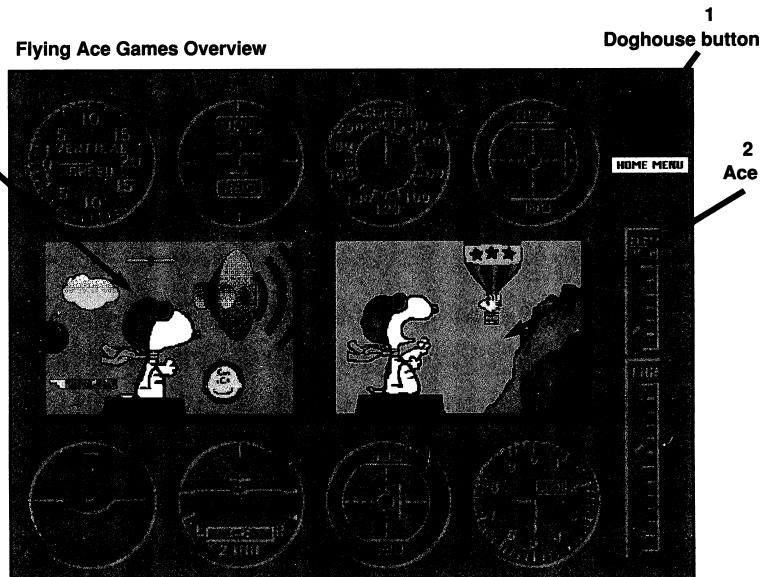
Note to parents: if you have a screen saver on your computer it will erase all the colors on the screen unless it was saved. To prevent this from happening, use the camera button to save the colored image before your screen saver becomes active. If you are running System 7 or later and exit the program through the Finder, this too will erase all the colors on the screen. SAVE! SAVE! SAVE!

FLYING ACE

Flying Ace Games



These games build hand-eye coordination, memory and help children gain control over the mouse by dragging the Flying Ace or clicking on a sound button. These games are also a reward for older children who have spent time on a learning exercise.



1. Doghouse button

Clicking this button will return you to the HOME MENU.
(see HOME MENU on page 4)

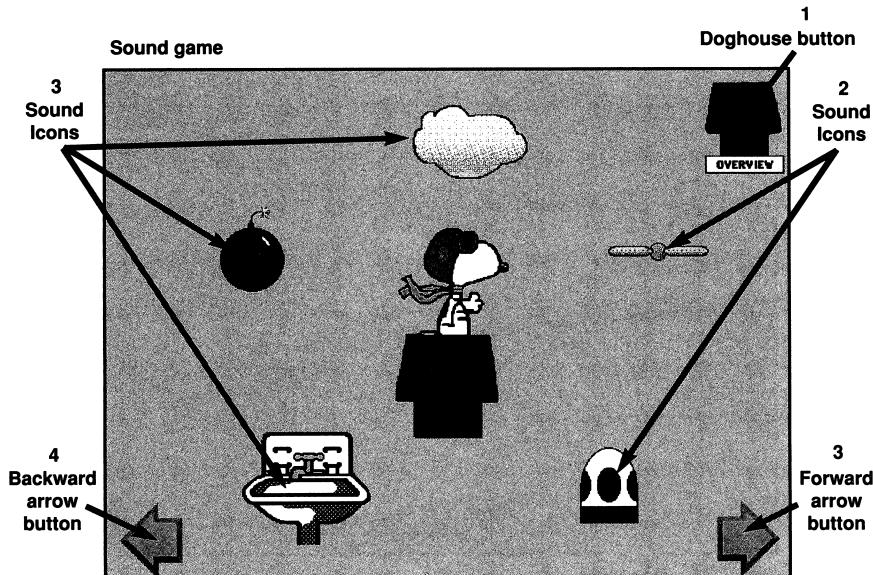
2. Ace I

Click once on the right picture to start up the Ace I game.

3. Sound game

Click once on the left picture to start up the Sound game.

Sound Game



1. Doghouse button

Click once to return to Flying Ace Overview to select a different game.

2. Sound Icons

Click once on any icon to hear sound effects.

3. Forward arrow button

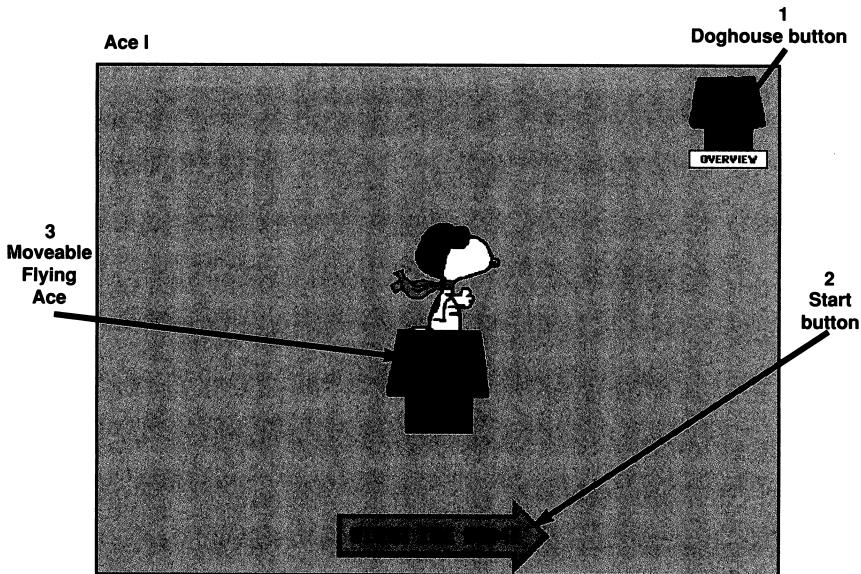
Click once to go to next screen.

4. Backward arrow button

Click once to go backward to previous screen.

FLYING ACE

Ace I



1. Doghouse button

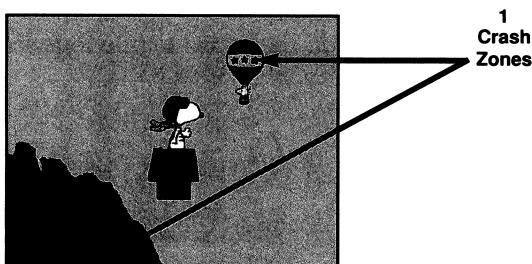
Click once to return to Flying Ace game Overview to select a different game.

2. Start button

Click once to start the game.

3. Moveable Flying Ace

Click and hold down the mouse button to drag Flying Ace around on the screen, trying to avoid hitting the different crash zones. If you hit something, you start over at the beginning.



1. Crash Zones

Throughout the game you will encounter various obstacles. These obstacles, when hit by the Flying Ace, will cause you to crash.

TROUBLE SHOOTING

When you are having problems, run the following checklist.

1. Anti-Virus (For installation)	OFF
2. All Extensions	OFF
3. MultiFinder (System 6.0.7)	OFF
4. System 6.0.7 or higher	CHECK
5. 13" Monitor or larger	CHECK
6. Color set at 256 Colors	CHECK
7. Sufficient free hard disk space	CHECK
8. Minimum RAM available 2,048K	CHECK

Anti-Virus

All Anti-Virus software must be turned off or the Installer software will not work properly. See your Anti-Virus manual.

Extensions and/or Inits

These need to be turned off to avoid conflicts and errors. See applicable manual for your Operating System. This will also free RAM for the PEANUTS program.

MultiFinder (System 6.0.7)

The PEANUTS program cannot run with MultiFinder on. See applicable manual for your Operating System.

System 6.0.7 or higher

The PEANUTS program cannot run on earlier System software.

13" Monitor

The PEANUTS program needs a 13" monitor or larger to run.

Colors

Colors set to "16 colors" or "Millions of colors" is incorrect, set to 256 colors.

Hard disk

The PEANUTS program needs around 11MB of free disk space. Make sure this is available or the Installer will keep prompting you to free up more space. This program will also save the Coloring Book colored images to the hard disk.

RAM Memory

Insufficient RAM Memory will cause problems. The program's standard setup is 2,048K RAM memory.

TROUBLE SHOOTING

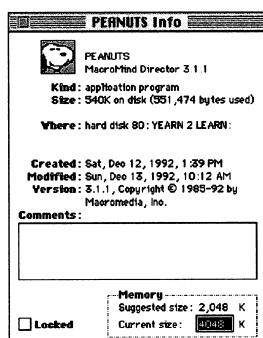
However your computer needs to be set up so the program can assign 2,048K. With System 7 installed, this means you need at least 4MB of RAM. If you have many fonts and/or Extensions installed you may, even with 4MB of RAM, not have sufficient space available. You can check this in the following way:

1. Quit out of all applications running including the PEANUTS program.
2. Choose About The Finder from the Apple menu. (Choose About This Macintosh from the Apple menu when running System 7.) The amount of memory available is shown by The Largest Unused Block value. If this block value is below 3MB do not change set allocation. If it is larger than 3MB of free RAM follow chart below.

In your Macintosh	Program allocation
4MB	2,048 k
5MB	2,648 k
8MB	4,048 k
9MB	4,048 k

3. Open the "YEARN 2 LEARN" folder on your system disk, and click on the file named PEANUTS only once. It should now be highlighted. If the program starts, you have clicked twice; quit the program and start over being careful to only click once.

4. Choose Get Info from the File menu. The Get Info dialog box should appear.
5. In the Application Memory Size box in the lower right hand corner, enter the desired amount of memory that you wish to allocate to the PEANUTS program.



TECHNICAL SUPPORT

stick serial no.
sticker here

Before you call you should first gather the following information. The Image Smith technical staff will not be able to help you without it.

- 1. Product name and version #:** _____
- 2. Your model of computer:** _____
- 3. Monitor name and size:** _____
- 4. Hard disk size amount of free space:** _____ , _____
- 5. Amount of RAM in your computer:** _____
- 6. System version on your computer:** _____
- 7. When does the problem occur?** _____
- 8. If any error messages are given, write them down exactly as they appear on your screen.** _____

When this is filled out to the best of your ability, then write, call, or fax us at Image Smith, Inc. Technical Support. Remember to be in front of your computer and be ready to run through the program with a member of the technical support staff.

By mail:

**Image Smith, Inc.
1313 West Sepulveda Boulevard
Torrance, California 90501**

Technical support number:

**Voice: (415) 292-3542
Fax: (415) 292-6502**

**PLEASE: BEFORE YOU CALL, READ THROUGH THE
TROUBLE SHOOTING PAGE OF THIS MANUAL.**

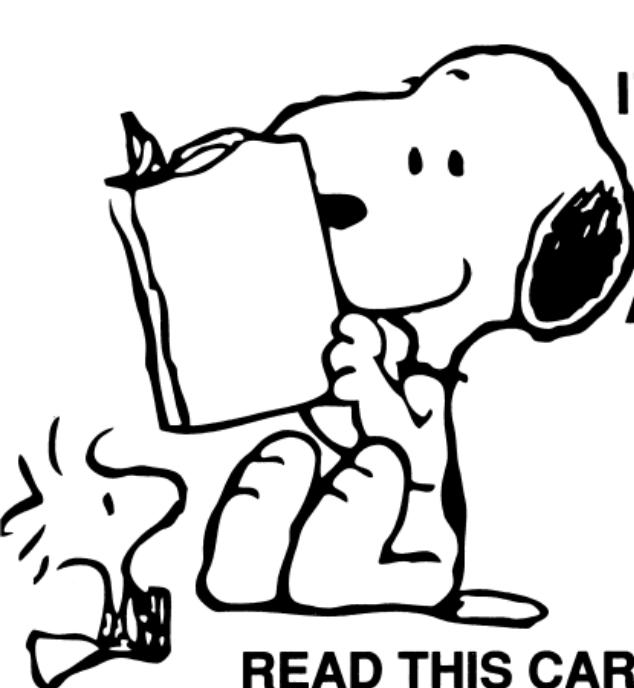


IMAGE SMITH SOFTWARE LICENSE AGREEMENT

READ THIS CAREFULLY

If you do not agree with the license agreement in the manual, do not open this sealed package of disks, and return the product for a full refund to the place of purchase. **By opening this package, you agree to the license agreement in the manual.**

Image Smith Software License Agreement

If you do not agree with the License Agreement stipulated below do not open the sealed package of disks. Return the unopened product for a full refund to the place of purchase.

License Agreement

Image Smith grants you a license to use the software on a single computer. [You may not network the software.] You may not lease or rent the software. If you transfer the software you may not retain a copy and the new owner must agree to this agreement. Disassembling, reverse engineering or decompiling is not allowed. Image Smith, Inc. or its suppliers are the owners of the software. The PEANUTS Characters are the copyrighted works of United Features Syndicate, Inc., N.Y., N.Y. The software is protected by United States copyrights and international treaty provisions. You must treat the software like other copyright material (i.e. book or a recording). You may load the software on one hard disk and make one backup copy. You may not copy the written materials. Image Smith or its suppliers shall not be responsible, in any event, for any consequential damage whatsoever (including but not limited to: loss of business, business interruptions or loss of information or any other loss) arising out of use or inability to use the software, even if Image Smith has been advised of the potential of such damage.

In some states the above does not apply.

This agreement will be governed by the laws of the State of California. This agreement is the entire agreement between us.

Limited Warranty

Image Smith warrants that the software will perform substantially in accordance with the written materials for a period of 90 days from receipt. Any implied warranty is also limited to 90 days if applicable under the law. Your exclusive remedy and Image Smith's entire liability shall be: a repair or replacement of the software or, at the option of Image Smith, return of the price paid of that software that does not meet the Image Smith limited warranty, returned with a receipt to the point of purchase. The Limited Warranty does not apply in case of abuse, misuse or accident. Any replacement software is warranted for the remainder of the original warranty period. These remedies are not available outside of the United States of America.

Except for the above limited warranty, the software is provided "as is." Image Smith disclaims all other warranties, whether expressed or implied, including but not limited to, implied warranties of merchantability and fitness for a particular purpose, with respect to the software and the accompanying written materials.

US Government Restricted Rights

Both software and documentation are provided with RESTRICTED RIGHTS. Duplication, use, or disclosure by the government is subject to restrictions as set forth in FAR 52.227-14 (June 1987) Alternate III (g) (3) (June 1987), FAR 52.227-19 (June 1987), or DFARS 252.227-7013 (c) (1) (ii) (June 1988), as applicable. Contractor/manufacturer is Image Smith, Inc., 1313 W. Sepulveda Blvd., Torrance, CA 90501.

**DO NOT DUPLICATE
NOT FOR RENTAL**

WARNING: "It is a violation of Federal Copyright Laws to synchronize this YEARN 2 LEARN program with video tape or film, or to print this YEARN 2 LEARN program in the form of standard music notation without the express written permission of the copyright owner."



1313 SEPULVEDA BLVD, TORRANCE, CA 90501