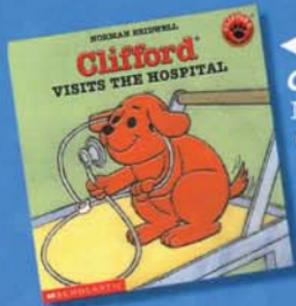
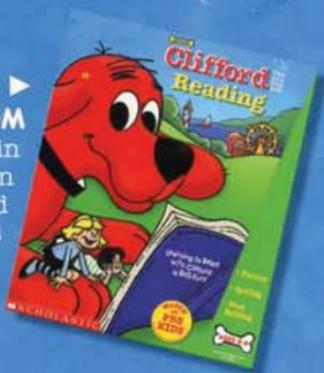


Also Available
from Scholastic:

Clifford Reading CD-ROM

Clifford makes learning to read BIG fun in this CD-ROM for children ages 4-6. Children explore Clifford's fun-filled neighborhood and discover entertaining multi-leveled activities that develop beginning reading skills like phonics, spelling, and word building.

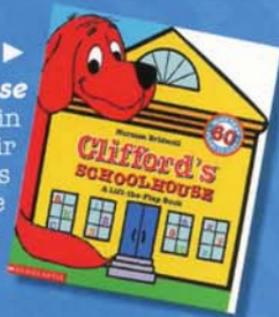


Clifford Visits the Hospital

No dogs allowed! Despite the rules, Clifford the Small Red Puppy visits the hospital, cheers up the patients, and gets into all kinds of mischief.

Clifford's Schoolhouse

Learning is BIG fun when readers join Clifford and Emily Elizabeth in their schoolhouse. Colorfully illustrated pages and more than 60 fun flaps introduce important concepts such as colors, shapes, numbers, and the alphabet.

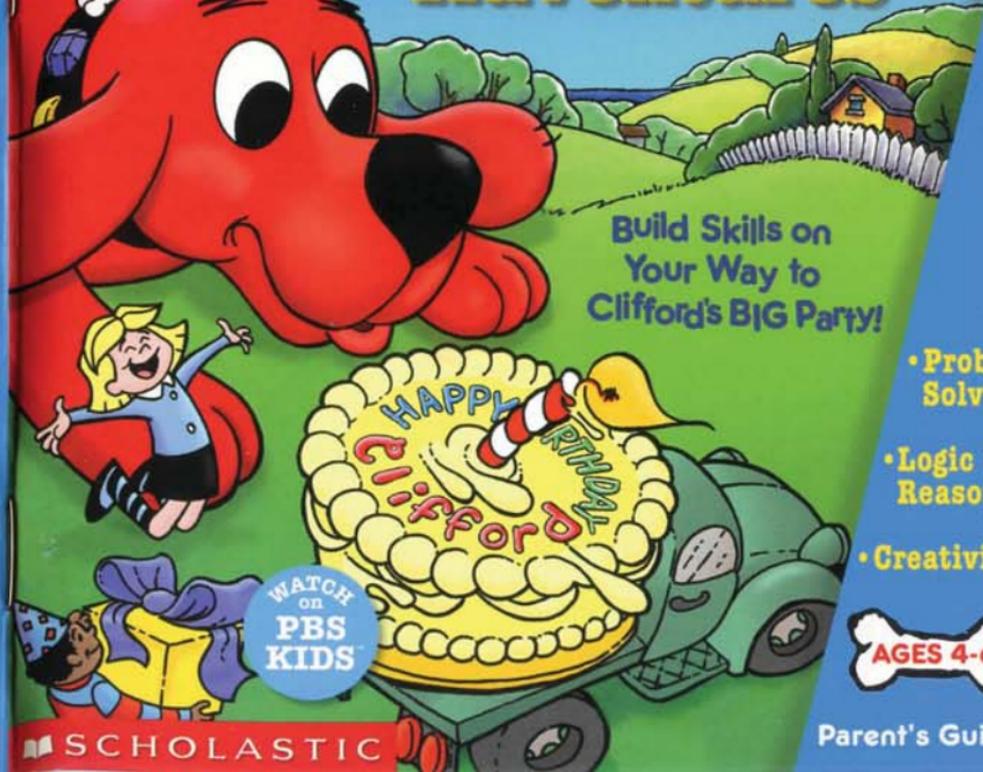


← Pull out this booklet for important user information.

 SCHOLASTIC

Scholastic
Clifford THE BIG REDDOG™

**Thinking
Adventures**



Build Skills on
Your Way to
Clifford's BIG Party!

- Problem Solving
- Logic & Reasoning
- Creativity

 AGES 4-6

Parent's Guide

 SCHOLASTIC

ABOUT SCHOLASTIC

Since 1920, Scholastic Inc., the global children's publishing and media company, has been committed to producing books, magazines, videos, and software that inspire children to read, learn, and grow. By bringing to life beloved stories and characters—such as *Harry Potter*®, Scholastic's *The Magic School Bus*®, Scholastic's *Clifford The Big Red Dog*®, *I Spy*®, and *Animorphs*®—Scholastic helps children develop a love of learning as they build an understanding of the world around them.

As a leading publisher of children's educational materials, Scholastic brings a wealth of expertise to its software production. Each award-winning title offers challenging activities, memorable characters, as well as outstanding animation and sound, designed to spark your child's curiosity and imagination. Scholastic's software products balance important learning skills with engaging activities, resulting in stimulating products your child will enjoy again and again.

Scholastic—The Most Trusted Name in Learning.

www.scholastic.com/clifford

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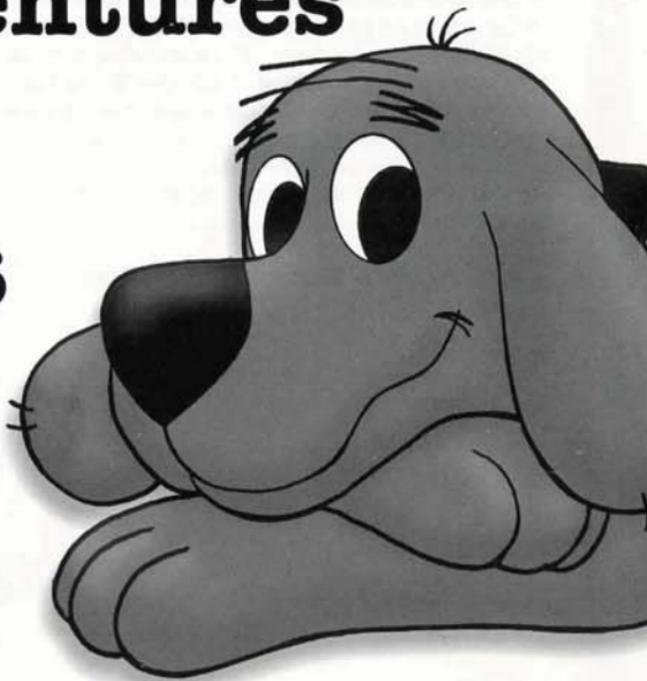
Scholastic

Clifford

THE BIG
REDDOG™

Thinking Adventures

Parent's Guide



WELCOME

Welcome to *Clifford Thinking Adventures* featuring lovable Clifford The Big Red Dog! For nearly 40 years Clifford's big size and even bigger heart have inspired millions of children and families all over the world to adopt him as their own. His irresistible charm is captured in this innovative new CD-ROM where your child participates in amusing predicaments only Clifford could create!

This skill-building adventure begins as Clifford's owner, Emily Elizabeth, enlists your child's help to prepare for his birthday party. Your child is part of the action as he tracks down Clifford's special birthday package, decorates his HUGE cake, and more. While traveling through Clifford's fun-filled neighborhood, your child is challenged to use his problem solving and reasoning skills as well as his imagination. He also practices important skills like memory building, sorting, matching, and counting while completing multi-leveled activities cleverly woven into the story. When the party preparations are complete your child is able to throw a party BIG enough for his favorite big red dog!

Learning with Clifford is BIG Fun!



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SYSTEM REQUIREMENTS

Check the **System Requirements** below to make sure your computer is compatible with *Clifford Thinking Adventures*. If your system meets these requirements and you experience any difficulty installing or using our software, please refer to the **Troubleshooting** section at the end of this manual.

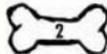
Windows*

- Pentium® 90 MHz or faster processor
- Microsoft® Windows 95, 98, 2000, or later
- 16 MB RAM
- Minimum 35 MB hard disk space available
- 640 x 480 display with 256 colors
- 4X CD-ROM drive
- Windows-compatible sound card
- Printer optional

Macintosh*

- PowerPC, 120 MHz or faster processor
- System 7.5.3 or later
- 16 MB RAM
- Minimum 35 MB hard disk space available
- 640 x 480 display with 256 colors
- 4X CD-ROM drive
- Printer optional

Note: The printer can be used in the **Grooming Activity** (see page 9) and the **Cake Decorating Activity** (see page 12).



INSTALLING CLIFFORD THINKING ADVENTURES

Windows:

1. Insert the *Clifford Thinking Adventures* CD-ROM into the CD-ROM drive.
2. Click **Install** when the start-up screen appears.
Note: If the start-up screen does not appear, double-click the Setup.exe icon on your CD-ROM drive.
3. Follow the on-screen instructions for installation.

Macintosh:

1. Insert the *Clifford Thinking Adventures* CD-ROM into the CD-ROM drive.
2. Click **Install** when the *Clifford Thinking Adventures* start-up screen appears.
Note: If the start-up screen does not appear, double-click the *Clifford Thinking Adventures Installer* icon within the *Clifford Thinking Adventures* CD-ROM window.
3. Follow the on-screen instructions for installation.

LAUNCHING CLIFFORD THINKING ADVENTURES

Windows:

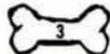
1. Insert the *Clifford Thinking Adventures* CD-ROM into your CD-ROM drive and wait for the start-up screen to appear.
2. Click **Play**.

Note: If the start-up screen does not appear, click the **Start** menu, choose **Program**, click **Scholastic's Clifford** and then click *Clifford Thinking*.

Macintosh:

1. Insert the *Clifford Thinking Adventures* CD-ROM into your CD-ROM drive and wait for the start-up screen to appear.
2. Click **Play**.

Note: If the start-up screen does not appear, double-click the *Clifford Thinking Adventures* icon within the *Scholastic's Clifford Thinking* directory which can be found on the drive of your computer where you installed *Clifford Thinking Adventures*.



SCREEN COMMANDS

Cursor:

The cursor is a big yellow arrow. It sparkles when there is something to click.

Special Cursors:

- In the Puzzle Activity at the Market, the cursor is a bottle of glue.
- In the Digging Activity in Emily Elizabeth's backyard, the cursor is a shovel.
- In the Traffic Jam Activity in Town Square, the cursor is Clifford holding a car in his mouth.
- In the Fire Drill Activity at the Firehouse, the cursor is Clifford riding on top of the fire engine.
- In the Grooming Activity in the Bleakmans' Backyard, the cursor is a pair of scissors, a brush, a bar of soap, or a bottle of hair color.

Click and Stick:

Click something you want to pick up and it sticks to the cursor. Click again to drop it.

Exiting Shortcuts:

To quit the program on a Windows computer, press the Alt+F4 keys.

To quit the program on a Macintosh computer, press the Command+Q keys.

Saving a Game:

Your game is automatically saved when you quit the program. You can return to your saved game by clicking your name in the list on the sign-in screen, and then clicking the **Saved Game** button. Or, to begin a new game using the same name, click the **New Game** button.

Click to quit the game.

This visual list identifies the tasks you need to complete in order to have the party. Each item colors in as you finish each activity.

In a close-up activity, click the button to return to the previous screen.



Store your collected items (e.g., Rope Ladder) here.

Click the map to navigate to all the areas of the program.

In a close-up activity, click the button if you need help completing the activity.



GETTING STARTED

Launching **Clifford Thinking Adventures** activates a short introduction which ends at the sign-in screen. After signing in and starting a new game, choose the level at which you want to play the program: Easy, Medium, or Hard. Next, choose four jewels for Clifford's new collar.

Navigation

There are two ways to navigate through Clifford's neighborhood. You can click the different areas on the map to go to each location directly, or you can move from place to place by clicking on the paths highlighted by a yellow animated arrow.

The map is always available on the main interface.

Check the Park for items you need to prepare for Clifford's party.

At the beach, help Clifford navigate through the ocean to save his friend Rocky.

Clear up a traffic jam in Town Square.

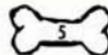
The Grooming Activity takes place in the Bleakmans' Backyard.

Emily Elizabeth's backyard is where the party and soccer game will be held. First, use your memory skills to help fix it up.



Go to the Market to decorate Clifford's cake. First, put fun puzzles together and help the grocer organize his food.

Check the Post Office for Clifford's special package. At the Firehouse, the fire chief may have practice fire drills and you can join in!



DIGGING ACTIVITY

Clifford has made a big mess burying all his belongings in the backyard. Dig up one item that Clifford has buried, i.e., a paint can, and then find the object that goes with it—a paintbrush. Once you've found all the pairs, the backyard will be clear of dirt mounds!

Replay: Click the shovel to dig up more pairs.

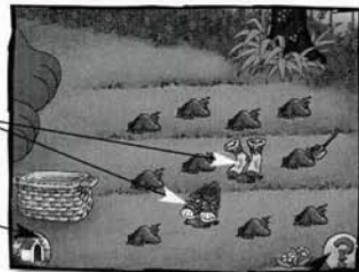


When you are finished cleaning up, click the shovel to play again.

Click the mounds to start the digging activity.

Click each mound to see what Clifford has buried. Pair objects that go together.

Click to return to Emily Elizabeth's backyard.



Click for help.



SKILLS:

Visual Discrimination

- Object recognition

Thinking Skills

- Memory
- Matching
- Following directions

PARK

Why is that hot air balloon stuck in that tree? What is on that lily pad? Explore the Park at different times and see what you find.

Glue: One of the missing jewels for Clifford's birthday collar may be on the lily pad in the pond. Click it to take it with you.

Solution: If you found the rope ladder that was either by the Firehouse or at the Beach, click it in your knapsack to help Clifford rescue Elroy Kibble.

SKILLS:

Thinking Skills

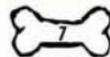
- Problem solving

You need to find the rope ladder to rescue Elroy Kibble.

One of the missing jewels may be on the lily pad in the pond. Click it to take it with you.



If you have the rope ladder, click it in your knapsack to rescue Elroy Kibble.



BLEAKMANS' BACKYARD

This is the place to give Clifford his birthday bath and haircut. Once Elroy Kibble has given you his grooming kit and you have found the correct ice cream for the Bleakmans, you are able to use the pool for Clifford's bath!

Clues:

- One of the missing jewels may be near Horace Bleakman's foot. Click it to take it with you.
- A package for Ramona Diamond may be hidden here among the Bleakmans' pool things. Click it to take it with you.

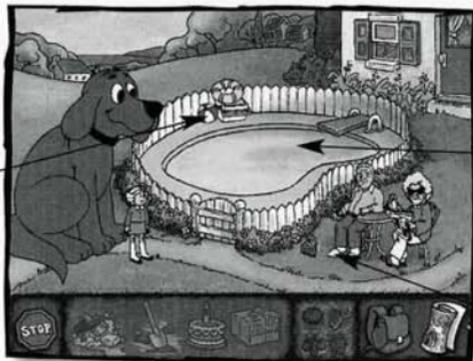
Replay: Click the pool, Clifford, or the grooming kit to groom Clifford again.

Solution: In order for the Bleakmans to let you use their pool, you need to find them a cold treat. Look near the Market to find Sandy the ice cream vendor.

SKILLS:

Thinking Skills

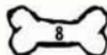
- Logic & Reasoning
- Problem solving
- Following directions



A package for Ramona Diamond may be hidden here. Click to take it with you.

If you already have the grooming kit and have given the Bleakmans their ice cream, click the pool, Clifford, or the grooming kit to groom Clifford.

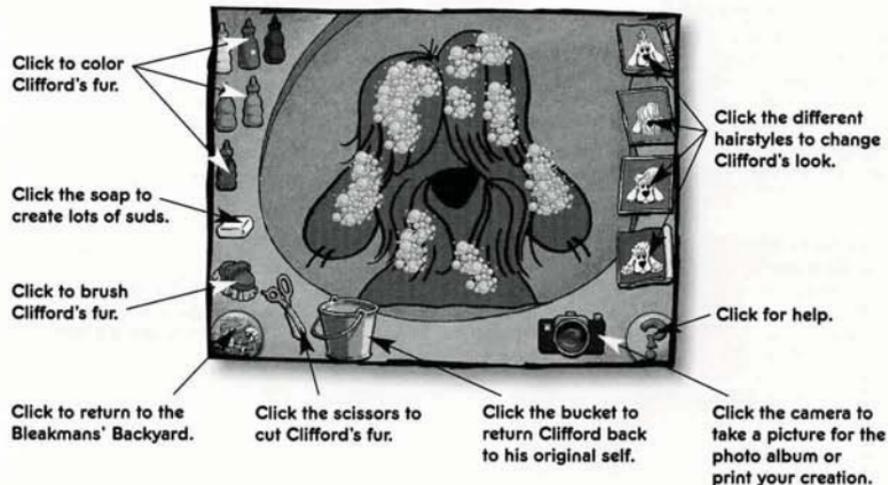
One of the missing jewels may be near Horace Bleakman's foot. Click it to take it with you.



GROOMING ACTIVITY

Cut, brush, and color Clifford's fur or try out different doggie hairstyles. You can take a picture of Clifford, print it out, and even view it in the photo album at his birthday party.

Replay: Click the pool, Clifford, or the grooming kit to groom Clifford again.



Click to color Clifford's fur.

Click the soap to create lots of suds.

Click to brush Clifford's fur.

Click to return to the Bleakmans' Backyard.

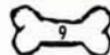
Click the scissors to cut Clifford's fur.

Click the bucket to return Clifford back to his original self.

Click the different hairstyles to change Clifford's look.

Click for help.

Click the camera to take a picture for the photo album or print your creation.



MARKET

This is just the place to get Clifford's birthday cake! Unfortunately, Clifford has knocked over Mr. Hamburger's display. Before you can decorate a cake for Clifford, you will need to help Mr. Hamburger fix his display.

Clues:

- Maybe someone at the Top Dog Salon can give Clifford his birthday haircut and bath. Click the door and find out.
- Sandy's ice cream cart is in the alley between the Market and the Top Dog Salon. Click it and Sandy will give you the ice cream of your choice.

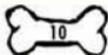
Click to find the dog groomer, Elroy Kibble.

Sandy's ice cream cart is in the alley.

Click the broken display pieces to play the Puzzle Activity.



Click the scattered food to play the Grocery Sort Activity.



MARKET

Grocery Sort Activity

To help clean up, click the items that have fallen off of Mr. Hamburger's display. Put all the foods that are identical within the same compartment. Count out the like items and then find the shelf with the same number of spaces.

Replay: Click the display in front of the Market to sort more groceries.



Click to pick up the items and click to place them on the correct shelf.

Click for help.

Click to return to the Market.

SKILLS:

Visual Discrimination

- Color recognition
- Shape recognition
- Spatial reasoning

Thinking Skills

- Logic & Reasoning
- Following directions
- Classifying & Sorting
- Matching
- Counting
- Fine motor skills

Puzzle Activity

Drag the pieces to their correct places to put together a picture of Clifford with some of his favorite treats.

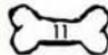
Replay: Click the display in front of the market to put together another puzzle picture.



Click to return to the Market.

Drag the pieces over to the correct location and click to drop.

Click for help.



CAKE DECORATING ACTIVITY

Decorate your very own special cake for Clifford's Birthday. You can decorate as many cakes as you like. Click the camera to save a picture of your cake or to print it out.

Replay: Click Mr. Hamburger to decorate another cake or to go to Cake Viewing Screen.

Click spatula to erase and start over.

Click tab to view different flavors of icing.



Click tabs to view fun items to add.

Click tab to view letters of the alphabet.

Click tab to view numbers.

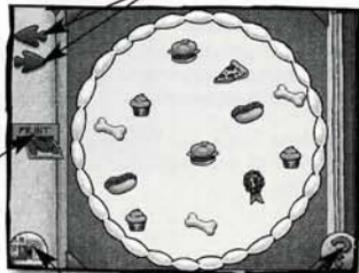
Click for help.

Use the front and back arrows to view the other cakes you have made.

Click to go back to the Market.

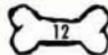
Click the camera to take a picture for the photo album or print your creation.

Click to print.



Click to return to the Market.

Click for help.



TOWN SQUARE

Traffic Jam Activity

Clifford meant well, but in his effort to retrieve a woman's lost scarf, he caused an enormous traffic jam! After you click on Clifford to start the activity, pick one car at a time to help clear the jam. Listen to where each person needs to go and guide Clifford to the correct destination.

Clues:

- One of the missing jewels may be up in the tree across the street. Click it to take it with you.
- Occasionally, instead of a traffic jam in Town Square, you will find mischievous gophers living there. One of the missing jewels is in a gopher hole.

Replay: Click the moving car to play the traffic game again with a new map. Click the gopher holes to play the gopher game again.

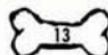
Listen to the directions.



Click for help.

Click to go back to Town Square.

Use your mouse to guide Clifford to the correct destination.



SKILLS:

Visual Discrimination

- Shape recognition
- Color recognition
- Fine motor skills
- Spatial reasoning

Thinking Skills

- Reasoning & Logic
- Following directions
- Memory
- Counting



Follow the gophers as they toss the jewel—click the correct gopher hole to take the jewel with you.

FIREHOUSE

Fire Drill Activity

At the Firehouse, occasionally Pete the Fire Chief has fire drills and needs your help to put out the pretend fire. Listen to his directions and guide Clifford to the correct place on the map.

Clues:

- You may find a package you are looking for at the Post Office.
- The rope ladder (that you need to rescue Elroy Kibble) may be on this street. Click it to take it with you.
- One of the missing jewels may be sitting on the mailbox. Click it to take it with you.

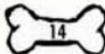
Replay: To put out more pretend fires, click the Firehouse.

Solution: Go to the Beach or the Bleakmans' Backyard to find Ramona's missing package. Bring it here and she will give you Clifford's package in exchange.

To put out more pretend fires, click the Firehouse.



Click to see if Clifford's special package is at the Post Office.



SKILLS:

Visual Discrimination

- Shape recognition
- Color recognition
- Spatial reasoning

Thinking Skills

- Logic & Reasoning
- Following directions
- Memory
- Counting

Listen to the directions.



Click to go back to the Firehouse.

Click for help.

Use your mouse to guide Clifford to the correct destination.

BEACH

Swimming Activity

Swim with Clifford in the ocean to save Loretta's dog, Rocky! Navigate Clifford through the water by moving the mouse from left to right. Hold the mouse button down to speed him up. Try to avoid seaweed and waves that will slow him down and drain his energy. To give him energy, help him eat fish sticks. If Clifford runs out of energy, he will return to the Beach to take a nap. Click him to try saving Rocky again!

Clues:

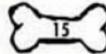
- One of the missing jewels is on the dock next to Rocky. When you save Rocky, you will also get to take the jewel with you.
- A package for Ramona Diamond or a rope ladder might be hidden next to Loretta's Fish Stick Shack. Click either one to take it with you.

Replay: Once you have saved Rocky, a whale will appear in the horizon. Click Clifford if you want to help him swim out to the whale.



Click Clifford to play the Swimming Activity.

Click to take the package for Ramona Diamond or to take the rope ladder.



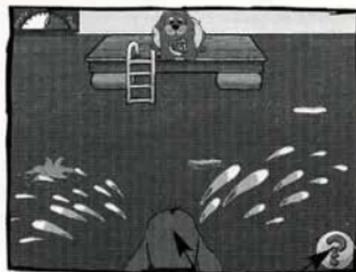
SKILLS:

Visual Discrimination

- Object recognition
- Fine motor skills
- Spatial reasoning

Thinking Skills

- Following directions
- Logic & Reasoning



Click for help.

Use your mouse to guide Clifford through the ocean. Hold the mouse button down to speed him up.

CLIFFORD'S BIRTHDAY PARTY

It's Clifford's Birthday Party! Click Clifford's special package and you will get to play soccer with Clifford's doggie friends. Click Emily Elizabeth or Clifford and she sings him a special birthday song.

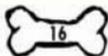
Click Emily or Clifford and she sings him a special birthday song.



Click any party guest to hear their birthday wishes for Clifford.

Click to view the pictures you took of Clifford in the Grooming Activity.

Click Clifford's special birthday package to unwrap it.



SOCCER GAME

Use your mouse to move Clifford from side to side to catch the ball and keep the other team from making a goal. Click to kick the ball. To lob the ball over your opponent's head, hold the mouse button down and release.

Replay: Click the soccer ball at the party to play another game of soccer.

SKILLS:

Visual Discrimination

- Fine motor skills
- Spatial reasoning

Thinking Skills

- Following directions

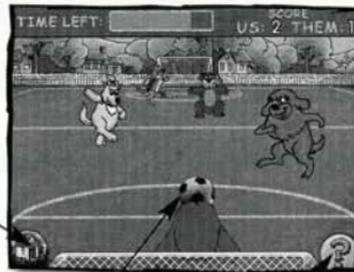


Click to return to the party.

Click to pick your opponents.

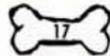
Click for help.

Click to go back to Emily Elizabeth's backyard.



Click to kick the ball. Move mouse back and forth to block the other team from scoring.

Click for help.



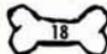
TROUBLESHOOTING WINDOWS

PROBLEM	POSSIBLE CAUSE	SOLUTION
When installing <i>Clifford Thinking Adventures</i> , you see this message: "Cannot find D:\Setup (or one of its components). Check to ensure the path and filename are correct and that all required libraries are available."	The CD-ROM is not inserted in your CD-ROM drive.	Insert the CD-ROM and be sure it is accessible in Windows Explorer.
The CD-ROM cannot be seen from the Windows Explorer.	The CD-ROM drives are not installed properly.	Open the Add New Hardware control panel and follow the instructions.
<i>Clifford Thinking Adventures</i> is running slow.	Other programs are running.	Quit any other running programs.
When launching <i>Clifford Thinking Adventures</i> , you see a message: "Close other Clifford applications."	Clifford Autostart or Installer is already running.	Quit any other open applications and relaunch <i>Clifford Thinking Adventures</i> .
" <i>Clifford Thinking Adventures</i> CD-ROM cannot be found."	<i>Clifford Thinking Adventures</i> CD-ROM is not in the CD-ROM drive.	Verify that the <i>Clifford Thinking Adventures</i> CD-ROM is in the CD-ROM drive.
" <i>Clifford Thinking Adventures</i> installation is incorrect."	<i>Clifford Thinking Adventures</i> file needs to be reinstalled.	Reinstall <i>Clifford Thinking Adventures</i> .

Any other problem: Refer to the ReadMe File for more troubleshooting tips, found in the Scholastic's *Clifford Thinking Adventures* folder on your computer.

To get help using this CD-ROM, please contact:

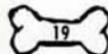
Scholastic Technical Support
 Online: scholastic.com/support
 Phone: 800-946-0131
 E-mail: software@support.scholastic.com



TROUBLESHOOTING MACINTOSH

PROBLEM	POSSIBLE CAUSE	SOLUTION
You see this message: "There is not enough memory to open <i>Clifford Thinking Adventures</i> ."	Other applications are running. Virtual Memory is off. There is not enough available memory because system extensions are using too much of it. There is not enough available memory even after trying all of the above solutions.	Quit any other running applications. Open the Memory control panel and turn on Virtual Memory. Turn off any unnecessary system extensions (possibly using Extensions Manager) and restart your Macintosh. Add more RAM to your computer.
<i>Clifford Thinking Adventures</i> is running slowly.	Other applications are running. File Sharing is on. Calculate Folder Sizes is on. Virtual Memory is on. The Disk Cache is too small.	Quit any other running applications. Open the Sharing Setup control panel and turn off File Sharing. Open the Views control panel and turn off the Calculate folder sizes option. Open the Memory control panel and turn off Virtual Memory. Open the Memory control panel and set the Disk Cache to the default setting option button. If there is no default setting option button, set the Disk Cache to at least 512K.
When launching <i>Clifford Thinking Adventures</i> , you see a message: "Close other Clifford applications."	Clifford Autostart or Installer is already running.	Quit any other open applications and relaunch <i>Clifford Thinking Adventures</i> .
" <i>Clifford Thinking Adventures</i> CD-ROM cannot be found."	<i>Clifford Thinking Adventures</i> CD-ROM is not in the CD-ROM drive.	Verify that the <i>Clifford Thinking Adventures</i> CD-ROM is in the CD-ROM drive.
" <i>Clifford Thinking Adventures</i> installation is incorrect."	<i>Clifford Thinking Adventures</i> file needs to be reinstalled.	Reinstall <i>Clifford Thinking Adventures</i> .

Any other problem: Refer to the ReadMe File for more troubleshooting tips, found in the Scholastic's *Clifford Thinking Adventures* folder on your computer.



HINTS FOR PARENTS

Use the following list as a reference to guide your child through *Clifford Thinking Adventures*.

Rope ladder to save Elroy may be located:

- near Firehouse, or
- at the beach near Loretta's Fish Stick Shack.

Ramona Diamond's package may be located:

- near the Bleakmans' pool, or
- at the beach near Loretta's Fish Stick Shack.

Jewels for Clifford's collar may be located:

- on a lily pad in the Park, or
- in a tree at Town Square, or
- in a gopher hole at Town Square, or
- near Mr. Bleakman's foot, or
- on top of mailbox by the Post Office, or
- on the dock at the beach.

Ice cream for the Bleakmans is located in the alley between the Market and the Dog Groomers.

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Recording Studio
Screen Music

Director and Casting
Ginny McSwain

Voice-over Talent
Emily Elizabeth—Grey Delisle
Clifford and Rocky—
Frank Welker
Horace Bleakman—Earl Boen
Violet Bleakman—Edie McClurg
Mr. Hamburger, Polioeman,
Parrot—Jim Cummings
Loretta—Mitzi McCall
Maude—Valerie Pappas
Baseball Boy—Sam Gifaldi

VOICE-OVER TALENT: NEW YORK

Recording Studio
Nutmeg Recording

Casting
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Peter Fernandez

Voice-over Talent
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Pete—Ezra Knight
Mr. Kibble—Billy Padgett
Ramona Diamond
and Ruby—Terry Porter
Sandy—Michael A. Jackson
Mikey—Chris Vasquez

Traffic People LA and NY

Ezra Knight
Mitzi McCall
Marcia Savella
Earl Boen
Michael Bell
Frank Welker
Edie McClurg

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