

Ages 5-9

I SPY

Brain-Building
Games for Kids!



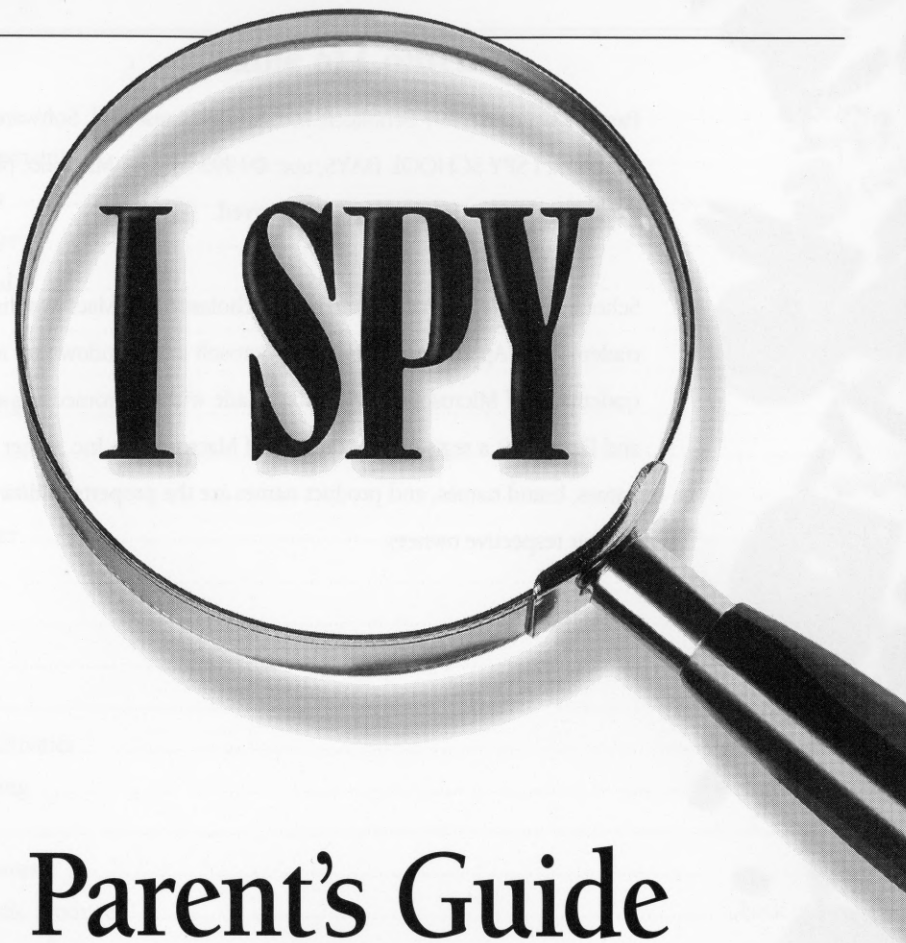
SCHOLASTIC

WIN/MAC CD-ROM

About Scholastic

Many of today's parents grew up with Scholastic. For more than 75 years, Scholastic has been committed to creating quality educational materials for children, teachers, and families. You might already be familiar with some of Scholastic's well-known titles, such as *Clifford the Big Red Dog*, *The Magic School Bus*, *Goosebumps*, and *The Baby-Sitters Club*. You might also be familiar with Scholastic's book clubs and software clubs. Now Scholastic, one of the leading publishers and distributors of children's books, classroom and professional magazines, and core curriculum materials, is expanding its presence in educational consumer software with the release of new CD-ROM titles, targeted to children ages three to 12.

Scholastic's aim is always to offer your children materials that create opportunities for optimal educational, emotional, and social development. All software and book titles from Scholastic begin with a respect for developmental principles and for your child's unique style of learning. Scholastic's software sparks children's innate curiosity, sense of fun, search for mastery, and love of an absorbing experience. The creative teams at Scholastic are confident that learning is inevitable when children are excited about and engaged in what they are doing.



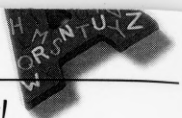


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Welcome players to the world of *I SPY*!

There are riddles to solve so give it a try.

With eight different games, there's lots to be done.

So pick a place to begin the fun!

These brain-building games challenge you to solve intriguing puzzles in eight areas, which are virtual theme parks for your imagination. *I SPY* develops thinking skills, an essential building block for success in school and throughout life!

I SPY is inspired by the best-selling *I SPY* book series, text by Jean Marzollo, pictures by Walter Wick. Here, for the first time is the interactive extension of the books. Solve riddles by searching for objects in *Nature*, *Wood Block City*, or *Chalkboard*. Crack secret codes in *Codebreaker*! Where does it go? Figure it out in *Oops Hoops*! Find the missing pieces to get the *Balloon Popper* working again. And now, make your own *I SPY* picture riddles—and challenge friends or family members to solve your riddles!

System Requirements

Check the **System Requirements** below to make sure your computer is compatible with *I SPY*. 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®:

- 486DX 66 MHz or faster processor
- Microsoft® Windows 3.1x or Windows 95
- 8 MB RAM (16 MB recommended)
- 5 MB hard disk space available
- 640 x 480 display with 256 colors
- Double-speed CD-ROM drive
- Windows-compatible sound card
- Mouse

Macintosh®:

- 33 MHz 68LC040 or faster processor
- System 7.1 or later
- 7000 KB available RAM
- 5 MB hard disk space available
- 640 x 480 display with 256 colors
- Double-speed CD-ROM drive

Microphone and printer are optional.

Note: The microphone and printer can be used in **Make Your Own I SPY** and the printer can be used in **Balloon Popper**. See those sections for instructions.

Installing *I SPY*

Windows 3.1x:

1. Insert the *I SPY* CD-ROM into the CD-ROM drive.
2. From the Program Manager, choose **Run** from the File menu.
3. Type **D:\SETUP**. (On most computers, the CD-ROM drive is "D." If your CD-ROM drive is not "D," type the appropriate letter.)
4. Follow the on-screen instructions for installation.

Windows 95:

1. Insert the *I SPY* CD-ROM into the CD-ROM drive.
2. If the *I SPY* start-up screen appears, click **Install**.
If the start-up screen does not appear, choose **Run** from the Start menu, and type **D:\SETUP**. (On most computers, the CD-ROM drive is "D." If your CD-ROM drive is not "D," type the appropriate letter.)
3. Follow the on-screen instructions for installation.

Macintosh:

1. Insert the *I SPY* CD-ROM into the CD-ROM drive.
2. If the *I SPY* start-up screen appears, click **Install**.
If the start-up screen does not appear, double-click the *I SPY Installer* icon within the *I SPY* CD-ROM window.
3. Follow the on-screen instructions for installation.

Launching *I SPY*

Windows 3.1x:

1. Insert the *I SPY* CD-ROM into your CD-ROM drive.
2. From the Program Manager, double-click the *I SPY* icon in *Scholastic's I SPY* program group.

Windows 95:

1. Insert the *I SPY* CD-ROM into your CD-ROM drive and wait for the AutoPlay window to open.
2. Click **Play**.

Note: If you do not have AutoPlay enabled, select *I SPY* from *Scholastic's I SPY* menu within the Programs menu of the Start menu.

Macintosh:

1. Insert the *I SPY* CD-ROM into your CD-ROM drive and wait for the AutoStart screen to automatically open on your desktop.
2. Click **Play**.

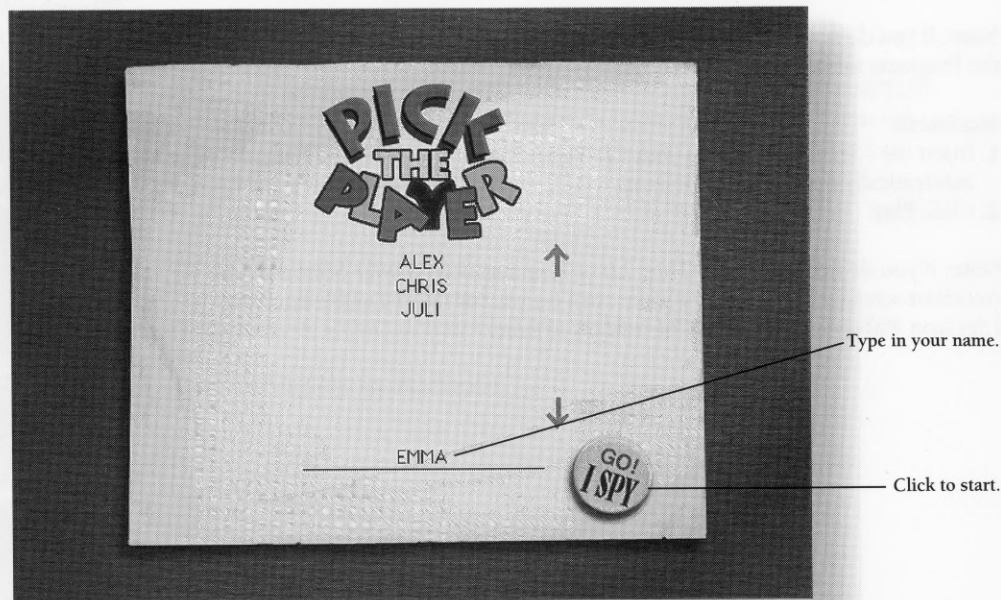
Note: If you do not have QuickTime 2.0 or later installed on your computer, the AutoStart screen will not automatically open on your desktop. Double-click the *I SPY* icon within the *I SPY* CD-ROM window to start.



Getting Started

Pick the Player

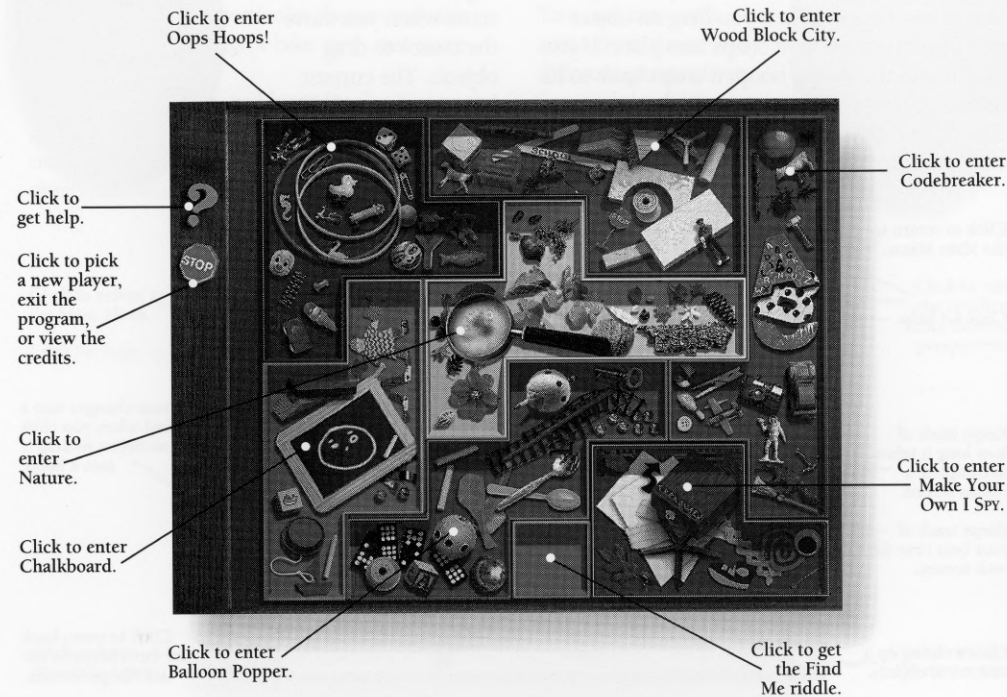
Sign in by typing your name on the line. Click the **Go! I SPY** button to begin the program. When you enter your name, the program will automatically save your game. Your name will appear in surprising places throughout the program. To delete a name from the list, click the name, then press **control+shift+D**.



Main Menu

The Main Menu graphically represents each area of the *I SPY* CD-ROM. Click on the bin that represents the game you want to play.

Note: To bypass the instructions and voice-overs, click the mouse.



Oops Hoops!

Game Play

Play Oops Hoops! by looking for objects with shared characteristics, then moving them into the appropriate hoops. Objects that fit into two categories should be placed within the intersection of two hoops. When you drag an object into the correct hoop, it snaps into place. If you drag it into the wrong hoop, it snaps back to its original position. When you complete a screen, click **Play Again** to get a new set of objects, or click the skip arrows to get a new Hoops screen.

Time Record

Keep track of how long it takes to complete a Hoops screen by watching the timer. The timer starts when you move the cursor to drag objects. The current best time for each Hoops screen appears beneath the timer.

School Connection:
Math/Logic

Skills Connection:
Visual discrimination
Classifying & sorting
Associative thinking
Strategic thinking

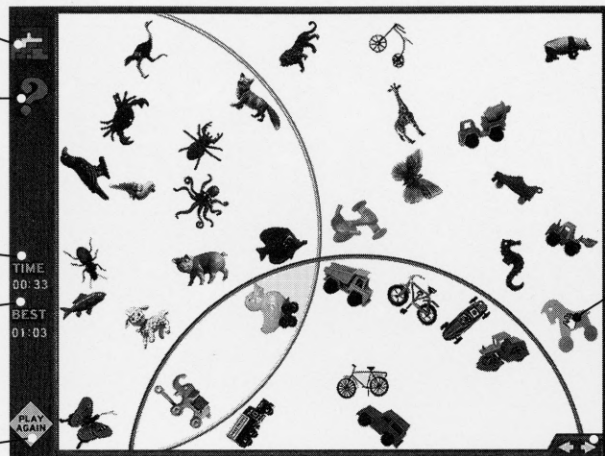
Click to return to the Main Menu.

Click for help.

Keeps track of how long it takes to complete a Hoops screen.

Keeps track of your best time for each screen.

Click to bring up a new set of objects.



Cursor changes into a hand when you click an object to drag it into a hoop.

Click to move back and forth between the six Hoops screens.

Wood Block City

Game Play

In Wood Block City, you play an active part in a constantly evolving city environment while solving picture riddles. Wood Block City consists of six scenes, each with two riddles. Each scene is based on a particular theme or event: a boat festival, a circus, a bike race, and more.

Listen to the riddle, and hunt for the objects the riddle asks for. Click any word or phrase in the riddle to hear it read aloud. After you find an object, the word in the riddle highlights. A new

riddle will automatically appear when the riddle is solved.

Multiple Perspectives

You can view each scene from three different perspectives. Some of the riddle objects can only be seen from one perspective.

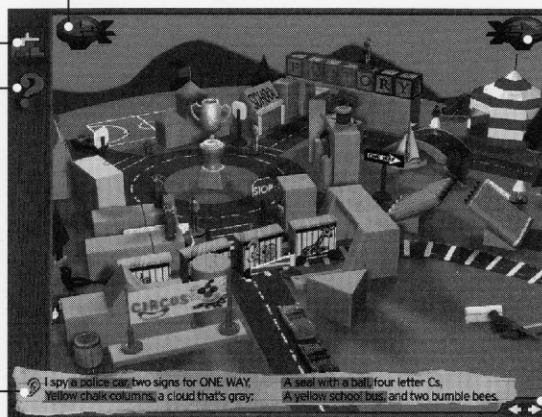
School Connection:
Language Arts

Skills Connection:
Visual discrimination
Vocabulary
Rhyming
Reading
Visual memory
Cause & effect

Click to return to the Main Menu.

Click for help.

Click to hear the riddle again.



Click to view the city from three different perspectives.

Click to move to the next screen.

Codebreaker

Game Play

Decipher three "clue" codes to solve an "answer" code. Thinking about how the three clues are related will help you discover the answer.

Clues

Click an object in the clue box in any order. Search the alphabet screen to find the same object and click it. You can also click the letter the object stands for or type the letter on the keyboard. The letters associated with the objects will appear above them in the clue box spelling out a word. Once you have broken the code for all three clues, you can solve the "answer" code the same way.

Sometimes the same object can "stand for" different letters in different parts of the game. A zebra, for example, can appear next to Z (for zebra) or S (for stripes).

Time Record

Watch the timer to find out how long it takes to complete a Codebreaker set. The timer will begin when the first clue appears.

School Connection:
Language Arts

Skills Connection:
Visual discrimination
Vocabulary
Spelling
Visual memory
Classifying & sorting
Associative thinking
Strategic thinking

Click to return to the Main Menu.

Click for help.

Keeps track of how long it takes to crack the clues and discover the answer.

Keeps track of your best time for this set of codes.

Click to hear the clues again.



Click the arrow to move up and down to see the alphabet.

Click to skip to the next set of clues.

Make Your Own I SPY

Game Play

To make your own I SPY picture riddles, first click a bin to open it. Click an object and drag it onto the screen. To remove an object from the screen, click and drag it back in to any bin. A warning will tell you when you have reached the limit of objects you can place on the screen.

Spinning Objects

Click the spin button. Then click the object you want to spin. To be able to drag objects, click the spin button again.

Writing Riddles

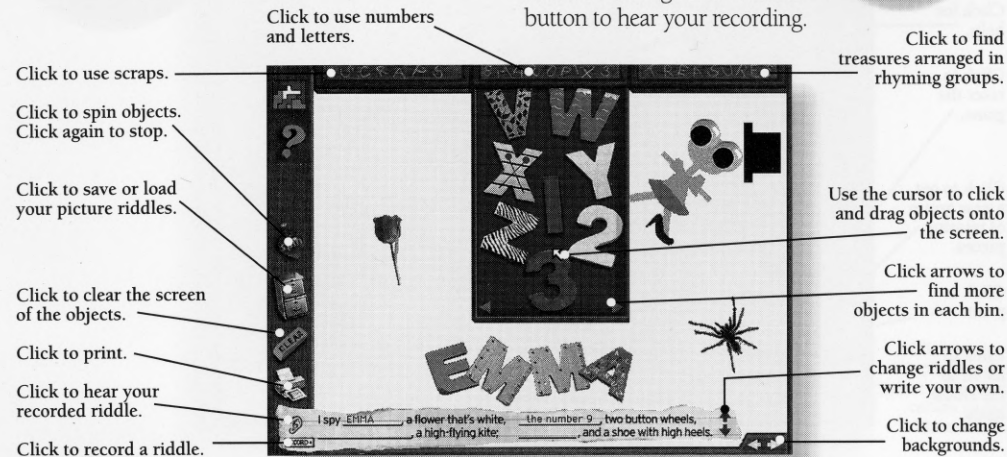
To write your own riddles, click the blank spaces on the riddle paper and type. There are several riddle samples to get you started.

Recording Riddles

If you have a microphone, click the **Record** button, speak, then click to finish recording. Click the **Ear** button to hear your recording.

School Connection:
Language Arts and
Creative Arts

Skills Connection:
Visual discrimination
Vocabulary
Spelling
Rhyming
Reading
Creative writing
Creativity



Click to use numbers and letters.

Click to use scraps.

Click to spin objects. Click again to stop.

Click to save or load your picture riddles.

Click to clear the screen of the objects.

Click to print.

Click to hear your recorded riddle.

Click to record a riddle.

Click to find treasures arranged in rhyming groups.

Use the cursor to click and drag objects onto the screen.

Click arrows to find more objects in each bin.

Click arrows to change riddles or write your own.

Click to change backgrounds.

Balloon Popper

Game Play

Missing pieces keep the Balloon Popper from working. Click the **boot** to get the ball rolling. A riddle will appear that gives a clue about what missing object allows the contraption to work properly.

Levels

The Balloon Popper has three tracks or levels of difficulty. Click the numbered flaps near the boot to change tracks. Track three is the hardest.

School Connection:
Physical Science

Skills Connection:
Visual discrimination
Vocabulary
Rhyming
Reading
Visual memory
Problem solving
Cause & effect
Associative thinking

Click to return to the Main Menu.

Click to get the ball rolling.

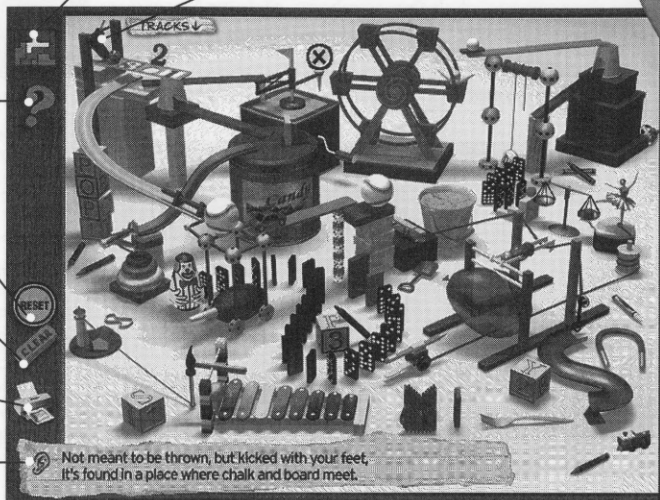
Click for help.

Click to reset the game.

Click to get a new group of missing pieces.

Click to print.

Click to listen to the riddle again.



Balloon Popper

Missing Pieces

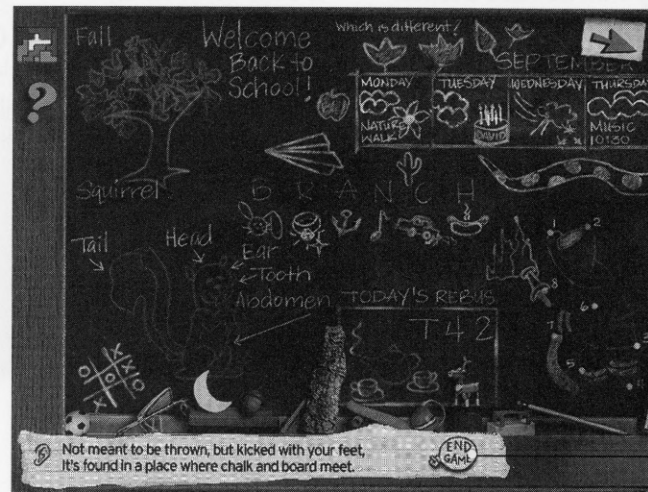
You will find the missing piece for track one on the Balloon Popper screen.

The missing pieces for tracks two and three are found in other *I SPY* games—Chalkboard, Nature, and Wood Block City. The riddle will tell you what the missing piece is and where to find it. After listening to the riddle, click the **Main Menu** icon. Click on the area you wish to

search, then on the object needed. You will be returned to the Balloon Popper screen to place the object in position.

End Game

If you are searching for missing pieces in other games and want to stop playing the Balloon Popper game, click the **End Game** icon on the riddle paper to end the game and return to the Main Menu.



Click to stop playing the game and return to the Main Menu.

Chalkboard

Game Play

Chalkboard consists of nine layouts, each with two to three riddles. Each layout represents a month of the school year. The activities and artwork for each Chalkboard layout relate to the monthly theme.

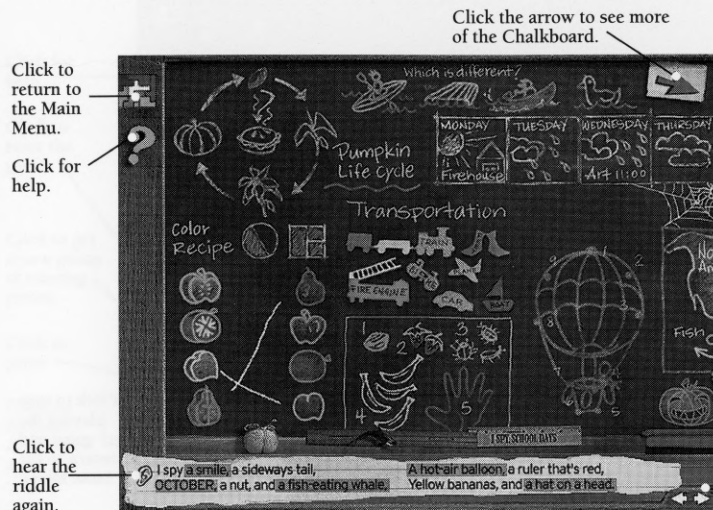
Listen to the riddle and hunt for the objects the riddle asks for. Click any word or phrase in the riddle to hear it read aloud. After you find an object, the word in the riddle highlights. A new riddle will automatically appear when the riddle is solved.

Activities on the Chalkboard

Individual objects in the riddles may be part of matching games or connect-the-dot activities on the Chalkboard. Complete the activities to locate riddle objects.

Cursor

Your cursor changes to a hand with chalk when you pass over a matching game or connect-the-dots activity. This hand allows you to complete the activity.



School Connection:
Language Arts

Skills Connection:
Visual discrimination
Vocabulary
Rhyming
Reading
Visual memory
Problem solving
Cause & effect
Associative thinking

Click to skip to the next screen.

Nature

Game Play

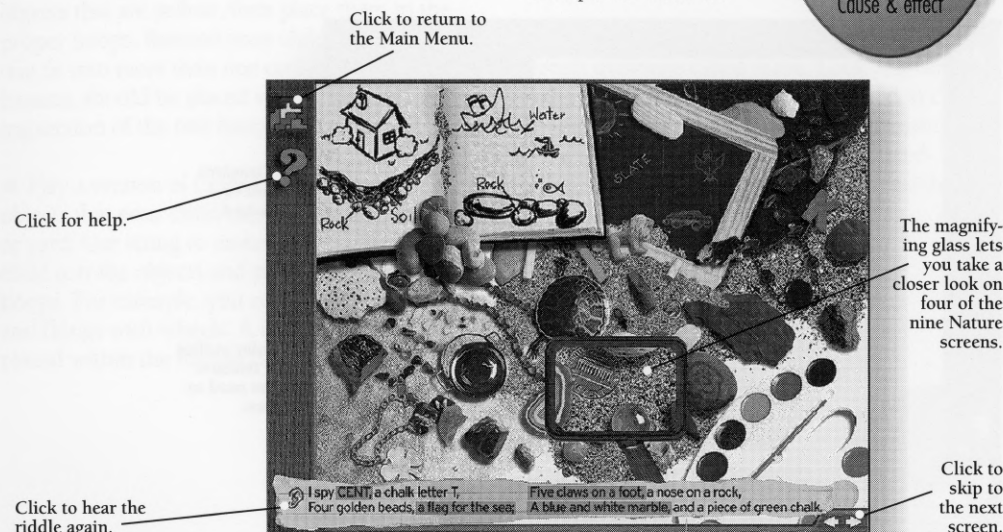
Nature consists of nine layouts, each with two or three riddles. Each layout is tied to specific nature themes: beach, desert, insects, and more. Listen to the riddle and hunt for the objects the riddle asks for. Click any word or phrase in the riddle to hear it read aloud. After you find an object, the word in the riddle highlights. A new riddle will automatically appear when the riddle is solved.

Cursor

The cursor changes to a hand when you can move an object to a different part of the screen. For example, you may need to drag an object onto the pages of the open Guidebook in order to solve part of a riddle.

School Connection:
Life Science

Skills Connection:
Visual discrimination
Vocabulary
Rhyming
Reading
Visual memory
Cause & effect

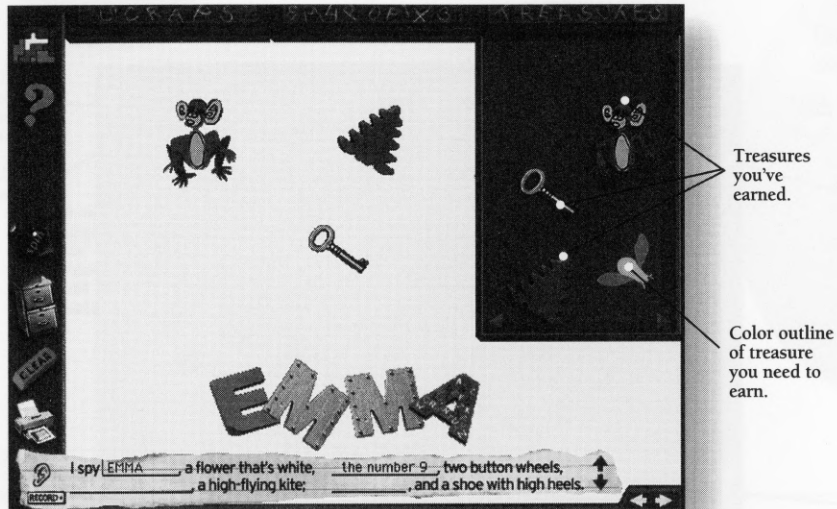


Find Me

Click the empty bin on the Main Menu screen to play Find Me. A riddle will tell you to find 12 of a certain special object hidden throughout the different *I SPY* games. Click anywhere on the riddle paper to close it. When you find the correct object, click it. Return to the Main Menu, click the empty bin, and a tally mark on the riddle paper will darken for each object found.

Treasures

After successfully solving riddles in Chalkboard, Nature, and Wood Block City, you earn treasures for your Make Your Own *I SPY* treasure bin. Use the treasures you collect to create picture riddles in Make Your Own *I SPY*.



Fun Family Activities!

Enjoy activities inspired by *I SPY* away from the computer. Here are some fun activities that kids (and parents!) can try together.

If you liked Oops Hoops!, try these activities:

- Invite your child to draw two intersecting hoops on a large piece of paper. Have them label the two hoops, for example, food and objects that are yellow. Using old magazines, your child can cut out pictures of food and objects that are yellow, then place them in the proper hoops. Remind your child that objects that fit into more than one category, like a banana, should be placed within the intersecting section of the two hoops.

- Play a version of Oops Hoops! using toys or objects that your child can locate in the house or yard. Use string to make hoops. Help your child sort the objects and place them into the hoops. For example, you could sort red things and things with wheels. A red toy car would be placed within the intersection of the hoops.

If you liked Wood Block City, try these activities:

- Together, plan and create a "wood block city" from blocks, empty milk cartons or cereal boxes, and other materials. Encourage your child to plan the city around a theme. Possibilities include a parade, car race, or street fair. Take photographs of their creation from different perspectives. Help your child write a short story depicting the activities taking place in the photographs.

- Explain that another way to portray a city is through drawings called maps. Look at a variety of maps together. Work with your child to create simple maps of your town or neighborhood. Your child can include and label local landmarks, such as parks, stores, schools, and their own house.



Fun Family Activities! (continued)

If you liked Codebreaker, try these activities:

- Your child can create his or her own codes. Possibilities include substituting numbers or pictures for letters, or spelling words backwards. Your child can write words or messages in code and ask others to solve them.

- Look back at some of the clues and answers given in the Codebreaker area. For example, *bird*, *jungle*, and *talks* are the clues to the answer, *parrot*. Help your child think of similar relationships. He or she can write or draw three clues on 3 X 5 cards to exchange with a friend. The friend must decode the clues to figure out the answer.

If you liked Make Your Own I SPY, try these activities:

- Help your child print out the picture riddles they create in Make Your Own I SPY. Friends can solve the riddles, using colored pencils or playing chips to mark off the objects as they find each one.

- Your child can write their own rhyming riddles using objects in the house. Riddles can be read aloud to you while you point to the objects. Help your child grasp the “a-a-b-b” rhyme scheme used in *I SPY*: the first and second lines rhyme, the third and fourth lines rhyme. You may wish to point out other rhyme schemes to your child, such as “a-b-a-b” and “a-b-c-b.”



If you liked Balloon Popper, try this activity:

- Help your child build his or her own Balloon Popper using toys and objects from around the house. Try building toys, blocks, dominoes, toy train tracks, and things with wheels to pop a balloon. The construction can be as simple or elaborate as your child wants. To insure success, figure out what would pop the balloon and work backwards from there.

If you liked Chalkboard, try these activities:

- Remind your child of the matching games he or she played on the CD-ROM, then have him or her create their own. Brainstorm ideas for the games including matching pictures to words, animals to their homes, words with the same initial sounds, rhyming words, or opposites. Your child can illustrate the words or objects, or cut pictures out of magazines.

- Your child can use the pictures they see on the Chalkboard screens as inspiration for their own diagrams and drawings. They can draw and group objects into categories (sweet foods/salty foods), create *Which is Different?* or *Which Comes First?* puzzles, and make their own labeled drawings, like a diagram of an insect with the parts labeled.

If you liked Nature, try these activities:

- Your child can start a collection of natural objects. Collect objects on trips to the beach, the mountains, the park, or your own yard. Set up an area where he or she can assemble, categorize, and display the collection. Provide a magnifying glass, collection jar, labels, etc. You might wish to suggest that your child categorize their collections based on the themes of the Nature screens: fruits and vegetables, the desert, flowers, insects, leaves, nuts, and the beach.

- Your child can use objects from nature as art materials. Brainstorm different ways natural objects can be used in illustrations, pictures, sculptures, and collages. For example, make a house from twigs and leaves, make leaf prints with paint, or create a natural dye by boiling onion skins!



Troubleshooting (Windows)

PROBLEM	POSSIBLE CAUSE	SOLUTION
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 the File Manager (Windows 3.1) or Windows Explorer (Windows 95).
The CD-ROM cannot be seen from the Windows Explorer (in Windows 95) or cannot be seen from the File Manager (in Windows 3.1).	The CD-ROM drivers are not installed properly. (Other CD-ROMs also cannot be seen from the File Manager).	In Windows 95, open the Add New Hardware control panel and follow the instructions. In Windows 3.1, please see the instructions for the software that came with your CD-ROM drive.
<i>I Spy</i> is running slowly.	Other programs are running. Windows 3.1 is not running in 386 Enhanced Mode, or there is no permanent swap file.	Quit any other running programs. Go to the Program Manager and open the 386 Enhanced control panel in the Main program group. Make sure "386 Enhanced Mode" is turned on and virtual memory is set up as a permanent swap file of at least 8 MB. (Use the recommended swap file size if it is more than 8 MB.)
You see this message: " <i>I Spy</i> is not optimized for monitor settings above 8 bit (256 colors). Please set your monitor to 256 colors and start <i>I Spy</i> again."	Your video card is not properly set. <i>I Spy</i> will only work if the screen is set to display 256 colors.	On Windows 95, open the Display control panel. Select the Settings tab and change the color palette to 256 Colors. On Windows 3.1 see the software that came with your video card.
The magnifying glass in the Nature screens is jerking and moving slowly.	You have 8 MB of total memory.	Expand your RAM to the recommended 16 MB for better performance.

Troubleshooting (Macintosh)

PROBLEM	POSSIBLE CAUSE	SOLUTION
You see this message: "There is not enough Memory to open <i>I Spy</i> ."	Other applications are running. There is not enough available memory because system extensions are using too much of it. There is not enough available memory even after disabling unnecessary extensions.	Quit any other running applications. Turn off any unnecessary system extensions (possibly using Extensions Manager) and restart your Macintosh. Only Sound Manager and your CD-ROM extensions are necessary to run <i>I Spy</i> . Add more RAM to your computer. Enough total memory to leave 7000 KB available is required.
<i>I Spy</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. There is not enough memory for fast performance.	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 at least 512K. See solution to problem above. (Performance will improve with more available RAM for <i>I Spy</i> .)

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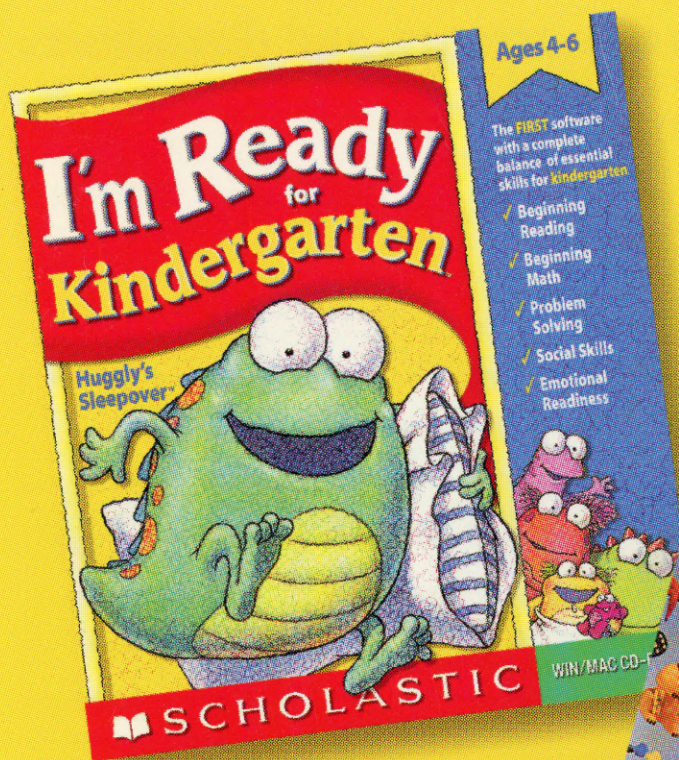
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