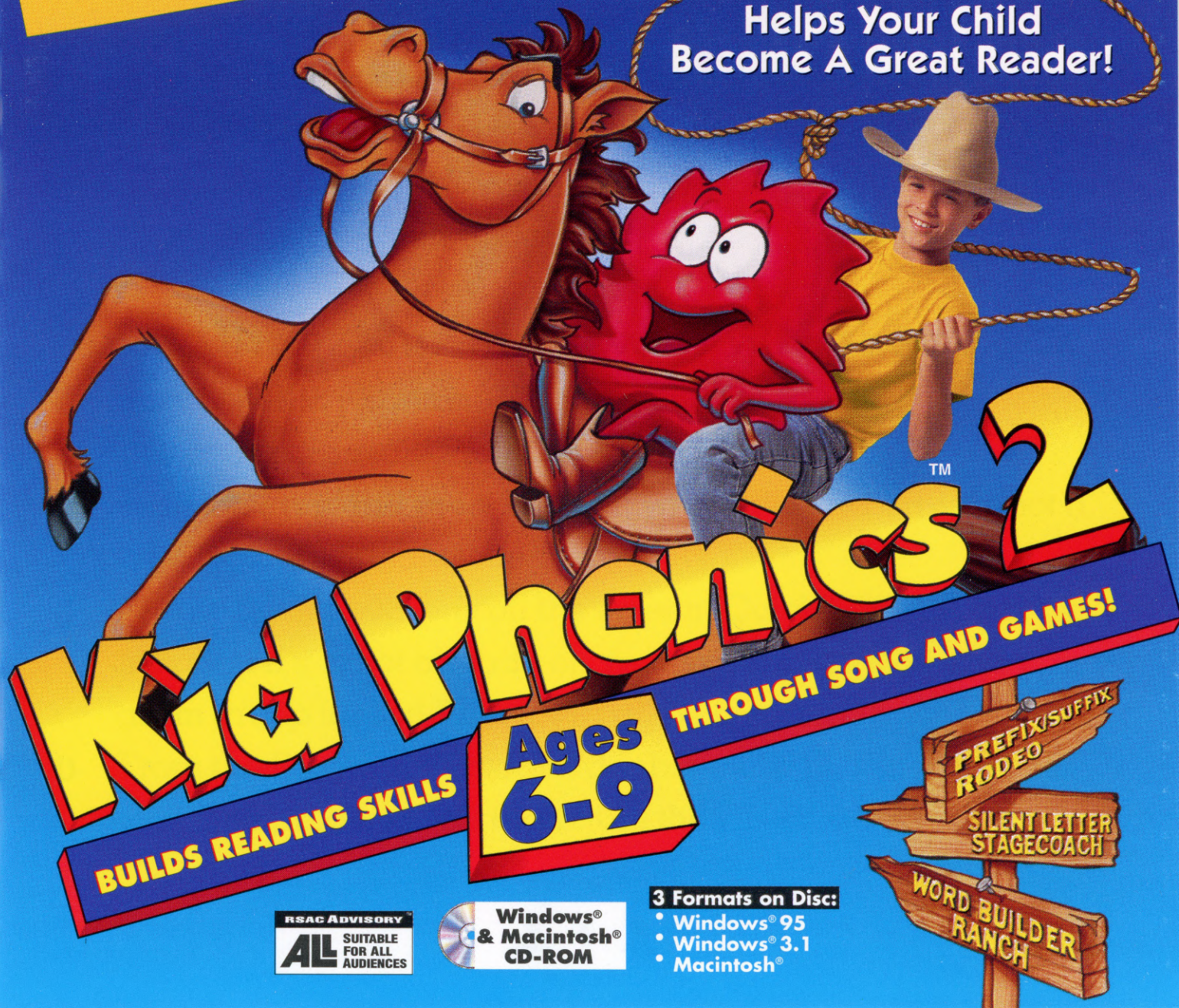


D Davidson.

THE EDUCATIONAL ADVANTAGE

Helps Your Child
Become A Great Reader!



Kid PhonicsTM 2

BUILDS READING SKILLS

Ages
6-9

THROUGH SONG AND GAMES!

RSAC ADVISORY
ALL SUITABLE
FOR ALL
AUDIENCES

Windows®
& Macintosh®
CD-ROM

3 Formats on Disc:

- Windows® 95
- Windows® 3.1
- Macintosh®



Minimum Requirements – Windows® 3.1x

- ★ 486/33 MHz computer with hard disk and 8 MB RAM
- ★ Windows® 3.1x
- ★ Double-speed CD-ROM drive
- ★ Windows®-compatible sound card
- ★ 256-color/SVGA video card
- ★ Printer recommended

Installing/Running with Windows® 3.1x

- U Insert the Kid Phonics 2 CD into your CD-ROM drive.
- U Select **Run** from the Program Manager's File menu.
- U Type **d:\setup** and press ENTER. (If your CD-ROM drive is not d, type the appropriate letter.)
- U Follow the instructions on the screen. QuickTime® 2.1 will be installed if it is not already on your system. An icon and program group for Kid Phonics 2 will be created.
- U From the Program Manager, double-click the Kid Phonics 2 icon. The program will read from the CD-ROM.

Minimum Requirements – Windows® 95

- ★ 486/33 MHz computer with hard disk and 8 MB RAM
- ★ Windows® 95
- ★ Double-speed CD-ROM drive
- ★ Windows®-compatible sound card
- ★ 256-color/SVGA video card
- ★ Printer recommended

Installing/Running with Windows® 95

- U Insert the Kid Phonics 2 CD into your CD-ROM drive. Setup will start automatically if AutoPlay is enabled.

Note: If Autoplay is not enabled, select **Start** and then **Run** from the Windows 95 Taskbar. Type **d:\setup** and press ENTER.

(If your CD-ROM drive is not d, type the appropriate letter.)

- U With the CD in the drive, select **Run Kid Phonics 2** from the main option screen if AutoPlay is enabled. (If it is not enabled, click **Start** on the Windows 95 Taskbar.)
- U Select **Programs** and then **Kid Phonics 2**. The program will be read from the CD-ROM.

Minimum Requirements – Macintosh®

- ★ Power Mac® or 68040 processor
- ★ 8 MB RAM (5 MB free)
- ★ Double-speed CD-ROM drive
- ★ System 7.1 or higher
- ★ 256-color system
- ★ 14" monitor
- ★ Printer recommended

Running on a Macintosh®

- U Insert the Kid Phonics 2 CD into your CD-ROM drive.
(If you do not already have QuickTime™ on your system, drag the QuickTime icon into your System Folder. If you have a PowerMac, also drag in the QuickTime PowerPlug icon.)
- U To start the program, double-click the Kid Phonics 2 icon. The program will be read from the CD-ROM.



Welcome to Kid Phonics 2!

Hitch up your wagon
and come on down to
Phonics Flats for some
rootin'-tootin' phonics
fun as you learn new
words and improve
your reading skills.



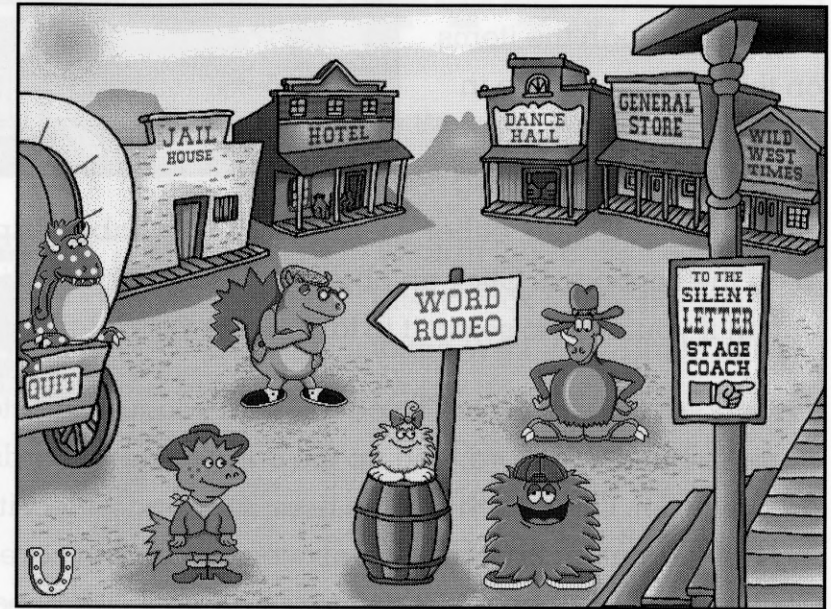
Getting Started



Register as a new student (type
your name) or a continuing stu-
dent (select your name from the
list). Kid Phonics 2 will keep track
of your progress as you have fun
with the activities.

Main Street

The main street of Phonics Flats serves as the main menu for the
program. The six Sound Busters are there to greet you. To access
an activity or program feature, click one of the buildings or a sign.
To return to Main Street from anywhere in the program, click the
covered wagon that you'll see at the lower right of the screen.



To exit the
program,
click the
Quit sign
on the
covered
wagon.

General Store

At the General Store are shelves stocked with over 200 items you can take to the Word Builder Ranch.

Click the large red arrows to scroll through the items on the shelf. Items are in alphabetical order; to move to items beginning

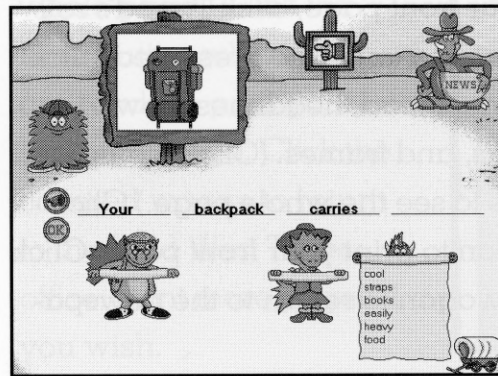
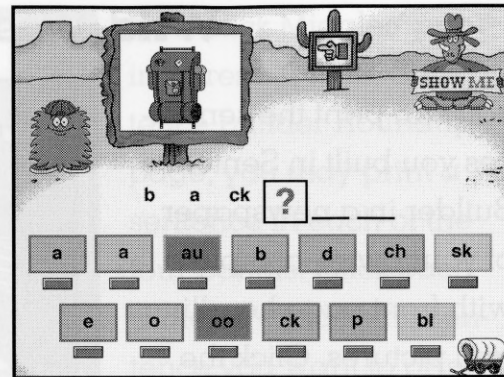
with **m**, for example, either click **m** on the alphabet strip or press **m** on the keyboard. Click an object to hear its name; click its red button if you wish to select it to take to the Word Builder Ranch.

Arriving at the ranch, you'll see the item you just selected from the store. To build this word, line up the correct sound cards in the proper order. Click each card to hear its sound; select it by clicking the red button beneath it. Only correct answers are accepted. Click Mumpher's Show Me sign to get a hint. Click Boogie to hear



the activity directions again. Click the pointing hand to go back to the General Store.

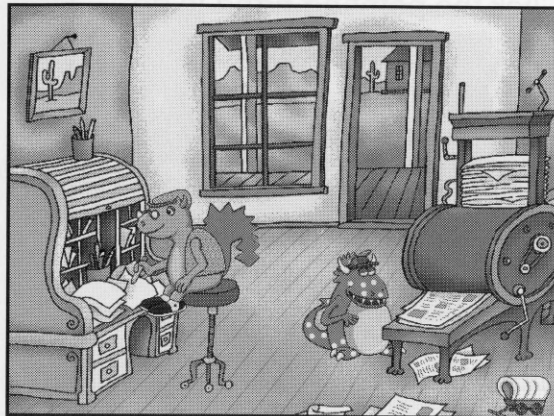
After the word is correctly built, build a sentence to go with it. Click Tweed's scroll to select a sentence starter, click Rhyma's scroll to choose a verb, then click Miggles' scroll for a word to finish the sentence. Sentences may be sensible or silly—there are lots of possibilities!



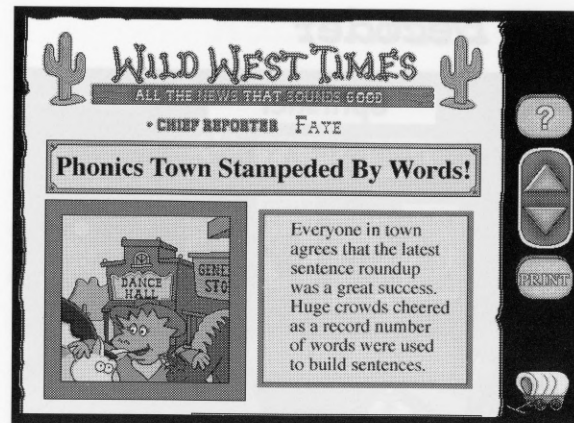
To print the sentence immediately, click Mumpher and go to the Wild West Times newspaper. (You can print your sentences at any time by clicking the Wild West Times newspaper building on Main Street.)

Wild West Times

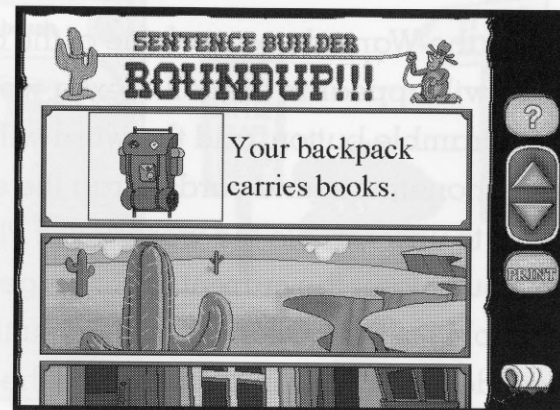
You can print the sentences you built in Sentence Builder in a newspaper of your own—complete with front page headlines and pictures. Click the Wild West Times newspaper office on Main Street.



To design your front page, click Tweed's roll-top desk. From the template presented, click to choose a masthead, headlines, news items, pictures, and frames. (Click the up and down arrows to see the whole page.) Click the Print button to print your front page. Click the covered wagon to return to the newspaper office.



Now click Miggles' printing press. On the Sentence Builder Roundup page, you may print a sentence in each of the four panels. Click each panel to choose the sentence you want to print. If you have built fewer than four sentences, select art for the other panels. (Click the up and down arrows to view the whole page.) Click the Print button when you are ready to print your Roundup page. Click the covered wagon to return to the Wild West Times office. Print more pages if you wish.



Jailhouse Decoder

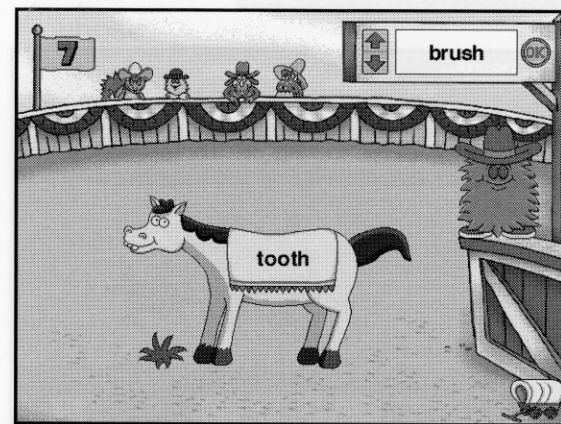
Mumpher is the temporary "honorary" sheriff in charge, and he has a problem with four characters in desperate need of phonics rehabilitation.



Select the Wanted poster of one of the characters, and that character will appear in the cell. Next a word will be presented. Click the Scramble button, and the word will be scrambled into separate phonemic sound cards. Drag the sound cards into the correct order to unscramble the word. Click Play to hear the sounds pronounced in the current order. To get a hint, click the lamp on Mumpher's desk. Click OK when you think the word is correct. Decode four words in a row to free the desperado from the jail cell. Then click another poster to continue the game.

Word Rodeo

Follow the signpost on Main Street to get to the rootin'-tootin' Word Rodeo. Build compound words, and see what happens when prefixes and suffixes are added to root words. Study the root word on the blanket of the bronco in the rodeo ring. Click the arrows to cycle through the prefixes, suffixes, or compound word parts on the signpost. Click OK when you find a match, and watch the word come together. Build eight words and then watch Boogie or Rhyma take a wild ride on the bucking bronco.

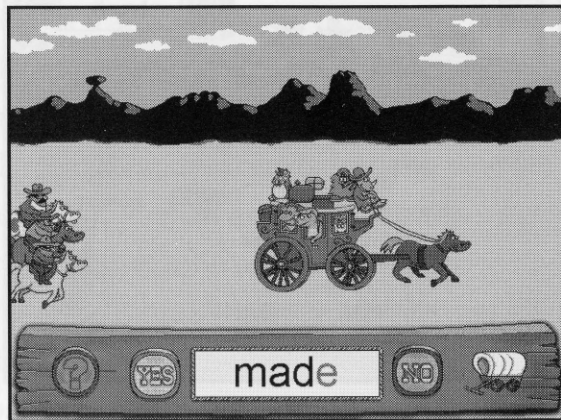


Silent Letter Stagecoach

Click the signpost on the main screen to take a ride on the Silent Letter Stagecoach. There's just one catch—the stagecoach is being pursued by a passel of bandits, and your help is needed so that the Silent Letter Stagecoach can reach Fort Phonics safely. To keep the bandits at bay, decide whether or not the word presented can be changed into another word with the addition of a silent "e." Click Yes or No to give your answer, and hear the word pronounced. On another level of the program, identify the silent letter in the presented word by clicking it.

Click the Help Button (?) at the bottom of the screen if you wish to hear the instructions again.

Answer carefully, or the stagecoach will be surrounded before it ever gets to Fort Phonics!



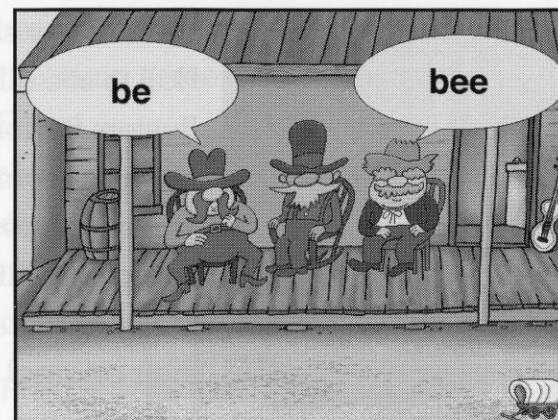
Homonym Hotel

there
their

know
no

whose
who's

for
four



to
two
too

sea
see

our
hour

Click on the hotel to visit the three Old-Timers who are always sitting there on the porch. Click on any of them and listen to their conversations. You'll see that they are sometimes confused about homonyms—words that sound the same but look different. Just watch the text bubbles as they talk, though, and you'll keep things straight.

Dance Hall



Be sure to visit the Dance Hall to see all the Sound Busters perform. Each phonics-themed music video features a different character. Click on each of the Sound Busters to hear their original toe-tapping tunes.

Song lyrics will be displayed so that you can sing along. If you go to the Dance Hall after you've finished all the activities, you'll be treated to the big finale, featuring all the Sound Busters in action!

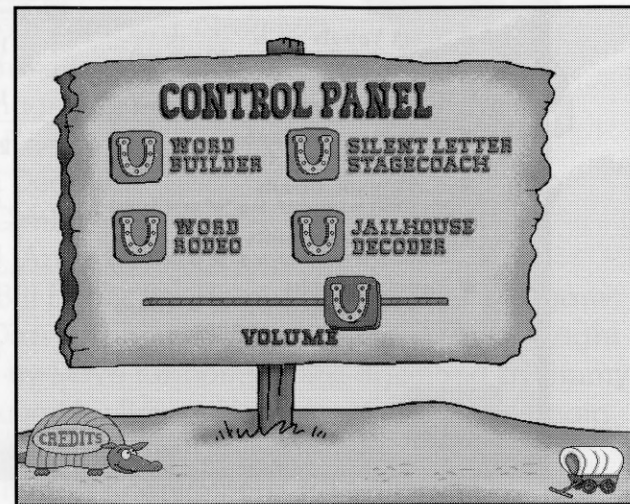


The Control Panel

To go to the parent/teacher Control Panel, click the horseshoe at the bottom of the main screen. Select an activity—Word Builder, Word Rodeo, Silent Letter Stagecoach, or Jailhouse Decoder; you'll be taken to the chart for that activity.

For the Word Rodeo chart, you may select compound words, prefixes, or suffixes for emphasis. The Silent Letter Stage-

coach chart offers a choice between a silent "e" and other silent letters. Each of the activity charts also shows a record of the student's progress. Click More Info on any chart to learn about the phonics principles that the program is based on. Click the Print Record button to print a complete student record.



Word Builder			More Info ?
Current Skills	Words Built This Session	Words Built Past Sessions	
☒ Short Vowels 105 Words in Category - (e.g. "a" as in pan)	10	0	
☒ Long Vowels 80 Words in Category - (e.g. "a" as in cake)	15	0	
☒ Consonant Digraphs 64 Words in Category - (e.g. "ck" as in check)	20	0	
☒ Consonant Blends 101 Words in Category - (e.g. "cr" as in crown)	0	0	
☒ Double Consonants 34 Words in Category - (e.g. "tt" as in butter)	0	0	
☒ Vowel Digraphs 63 Words in Category - (e.g. "au" as in sauce)	0	0	
☒ Vowel Diphthongs 21 Words in Category - (e.g. "oi" as in coin)	0	0	

The charts for Word Builder and Jailhouse Decoder are similar, allowing you to select which phonemic elements you want your student to concentrate on—short vowels, long vowels, consonant digraphs, consonant blends, double consonants, vowel digraphs, or vowel diphthongs. Any or all of these may be selected.

Kid Phonics 2 Team

Senior Producer: Faye Schwartz

Associate Producer: Tammy Post

Executive Producer: Mike Albanese

Developed by FUNNYBONE Interactive

Design: Susan Decker, Seth Feinberg, Greg Izzo,

Chris Lewis, Faye Schwartz

Art Director/Product Manager: Seth Feinberg

Executive Producer: Joel Fried

Creative Director: Susan Decker

Senior Supervisor: Lisa Conlin

Programming: Greg Izzo, Andy Keplinger

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Smith, Elaine Tabol, Darryl Thompson, Jim Valentino, Amy Wright

Music: Words and music by Dave Kinnoin; music arranged by Jimmy

Hammer; music produced by Jimmy Hammer and Dave Kinnoin

Singers: Ellie Baer, Randy Crenshaw, Dave Kinnoin

Sound: Edgar Gresores, Robert Koenigsberg, Ed Saltzman

Voices: Deborah Cherlin, Lisa Conlin, Seth Feinberg, Edgar Gresores,

Bill Gusky, Bill Healy, David Lovelace, Norma Roberts,

Angelo Scalise, Mark Schwarz, Elaine Tabol, Joan Zei

Quality Assurance: Tuan Trinh (lead tester), Christine

Barr, Steve DeRossett, T.J. Higgins, Louis Mutter

Manual: Faye Schwartz and Cathy Johnson



The Davidson Company Charter

At Davidson, we are committed to excellence in education. We strive for excellence in the products we create; we strive for excellence in the service we provide to our customers; we strive for excellence in the way in which we conduct our business. We believe that education enhances the quality of life and that our contribution to the enhancement of education will enrich the customers we serve.

Our Guiding Principles:

- Quality is our first priority.
- Customers are the focus of all our efforts.
- Seeking a better way is essential to our success.
- Employee involvement is our way of life.
- Dealers and suppliers are our partners.
- Integrity cannot be compromised.

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Mail: Technical Support, Davidson & Associates, Inc.,

P.O. Box 2961, Torrance, CA 90509

Before You Call Technical Support...

Please have the following information ready if and when you call:

Windows

1. *Product name* and *version number* (on the CD) of the product.
2. The *processor* and *clock speed* (e.g., 486/66) of your computer.
3. Your *operating system's version number*. At the DOS prompt (c:\), type **ver** and press ENTER. The number will appear.
4. The *brand name* of the *sound device* installed in the computer.
5. The *amount of free memory* (memory available to run the program) you have. (In Windows 3.1x, go to the Program Manager and select About Program Manager from the Help menu; in Windows 95, open Explorer on the desktop and select About Windows 95 from the Help menu. From the dialog box that appears, write down Memory and System Resources values.)
6. The complete and exact *error message* reported by the program (if any).
7. A printout of your *config.sys* and *autoexec.bat* files.

Macintosh

1. *Product name* and *version number* (on the CD) of the product.
2. The *model name* of your Macintosh and the *system version #* you're using. (See About This Macintosh on the Apple Menu.)

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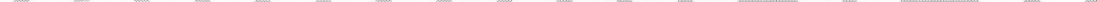
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APT./SUITE NO.

CITY

STATE

ZIP / POSTAL CODE

**PHONE NUMBER**

COUNTRY

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Monday	100	0
Tuesday	100	0
Wednesday	100	0
Thursday	100	0
Friday	100	0
Saturday	100	0

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 Other _____

CHILDREN IN HOUSEHOLD?

CHILD'S FIRST NAME

SEX
M/F

BIRTH DATE

	M	M	/	D	D	/	Y	Y
	M	M	/	D	D	/	Y	Y
	M	M	/	D	D	/	Y	Y

	PRIMARY PROGRAM USER'S AGE
0-17	68%
18-29	12%
30-49	12%
50-64	6%
65+	2%

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TO
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Reading Blaster™ Jr.	Ages 4-7
Coming Soon! Reading Blaster™ 2000	Ages 6-9
Kid Works™ Deluxe	Ages 4-9
Spell It® Deluxe	Ages 6-Adult
Grammar Games™	Ages 9-Adult
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One software drawing is held on the last day of each month. You are only eligible to win once. Davidson employees and their families are ineligible to participate. Offer expires December 31, 1996. Winners will be notified by phone no later than 30 days after drawing. Odds of winning will depend upon number of entries received. Void where prohibited.

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User's Manual Inside

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See Rules Inside.

Fill Out Card Inside

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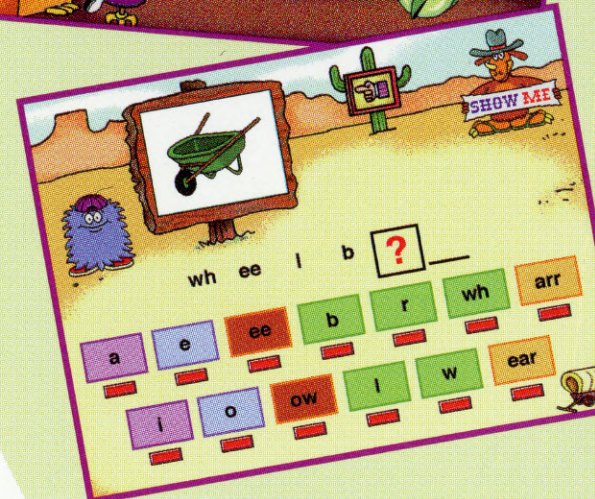
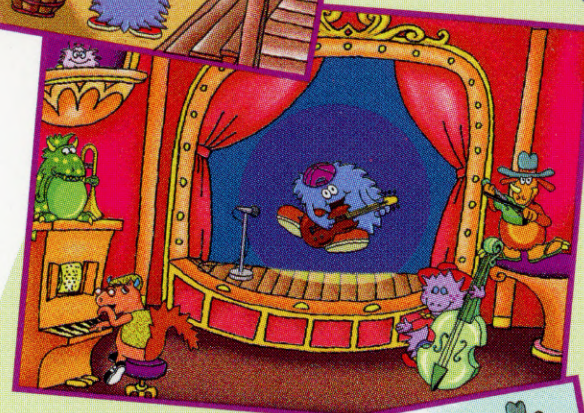
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Kid Phonics™ 2

BUILDS READING SKILLS THROUGH SONG AND GAMES!

User's
Manual
Inside



Saddle up for learning fun!

With **Kid Phonics 2**, your child will confidently progress from sounding out words to building whole sentences. Seven engaging activities teach everything from reading basics to advanced concepts such as prefixes, suffixes, silent letters, homonyms and more! Interactive multimedia games, an advanced new word list, and a host of captivating characters, songs and surprises will provide your child with a rip-roaring reading experience.

Highlights:

- Over 1000 new words
- Clear, digitized speech
- Seven original musical compositions (Also play on your audio CD player!)
- Customizable activities allow you to focus on specific phonics skills
- Hundreds of fun, animated click-and-explore surprises
- Wild West Print Shop prints sentences and graphics newspaper-style

Your child will become a better reader by:

- Differentiating among letter sounds
- Connecting sounds to clusters of letters
- Building clusters of letters into words
- Using words in context sentences
- Understanding the uses of prefixes and suffixes
- Identifying silent letters and discovering their effects on words
- Understanding homonyms

Windows® 95, Windows® 3.1 & Macintosh® CD-ROM

Windows® CD-ROM Windows® 95 or Windows® 3.1 or higher • 33 MHz 486 or faster with 8 MB RAM • 256-color Super VGA graphics • CD-ROM (double-speed or higher recommended) • Mouse • Hard drive • Windows®-compatible sound card

Macintosh® CD-ROM Power Mac® or 68040 machine with a 256-color system and minimum 14" monitor • 5 MB RAM • System 7.1 or higher • CD-ROM (double-speed or higher recommended)



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