The Adventures of *Pinocchio*

The Adventures of Pinocchio

inocchio is an extraordinary new addition to the celebrated **Talking Storybook Series**™ for **CD-ROM**. The 270 frames are adorned with unique full-color illustrations and hand-wrapped text, creating a warm, storybook look and feel that readers of all ages can appreciate. The freshly adapted text is fully narrated by a cast of talented characters that vividly bring the story to life. Amusing animations reinforce the action taking place in the storyline, while sound effects and music subtly intertwine, drawing readers into this classic fairy-tale world.
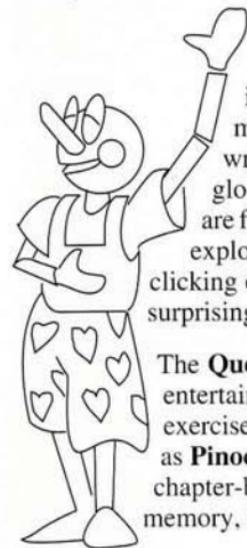
Pinocchio is a full-length storybook on disc, with hours of narration. The tale is divided into 20 chapters, each of which is introduced and accompanied by authentic Italian mandolin music from the time in which Carlo Collodi's original tale was written. Special features in this storybook include an on-screen glossary with over 450 definitions and "Living Pages," which are full-screen pictures offering viewers the opportunity to freely explore scenes from the story. Users interact with the program by clicking on areas or objects arousing their curiosity. Chances are, a surprising animation awaits!

The **Questions** section is a pictorial reading "quiz" that is far more entertaining than the usual dry comprehension exercise. Though optional, it is recommended, as **Pinocchio** is a long story, and these brief chapter-by-chapter segments help refresh the memory, clarify meaning, and increase retention.

The Talking Storybook Series
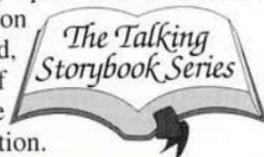
Quickstart

1. Turn on your CD-ROM drive and Macintosh computer.
2. Insert the **Pinocchio** CD into your CD-ROM drive.
3. Double-click on the **Pinocchio** CD icon that appears on your screen to launch the program.

Pinocchio

● **System Requirements:** *This program requires an 8-bit color Macintosh with 2MB RAM, System 6.0.7 or greater and a compatible CD-ROM drive.*

The Main Menu (as shown to the left) will appear, offering the selections shown. The quickest way to begin is to click on *Start Story*. The Chapters menu will then appear. You will see frames depicting scenes from each of the 20 chapters. Move the mouse cursor over these 20 vignettes and you will see the pictures dim and chapter numbers appear over them. Click on chapter 1, the first square in the upper left corner.

Main Menu

| Read | Action | ← | → | Control |

On each screen, you will see a control panel. Click on *Read* to begin the narration. When the first page is finished, the narration will stop. Click on the → to turn the page. Click on *Read* to hear the narration continue. If you want the story to read straight through, without without having to click on *Read* or manually turn the page, click on *Control*. A window will appear with various options. Click on the button to the left of the words *Read Entire Story*. Then click *OK*. To stop the story at any point, click on *Control* again and either change the setting back to *Read Page by Page* or choose *Return to Menu* or *Quit the Program*. Additional control options are explained in greater detail in the pages that follow.

Program Description

Control Window

The control window is where you may choose how to control the program and adjust certain settings. You may access the window from any screen in the story by clicking on *Control*. The window shown here appears, providing you ways to control the volume, page number, and reading pace, as well as options to return to the menu or quit the program.

Page Number:
Volume ← → Test
○Read Page By Page Go To Page
○Read Entire Story
Return To Menu
Quit Program OK
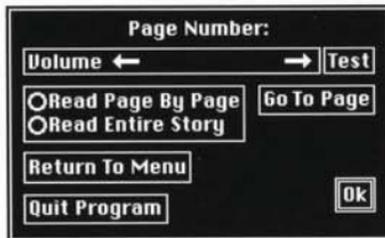
The initial volume setting will correspond to the volume set in the Control Panel on your computer. Click *Test* to check the current sound level. To raise the volume, click on the → button to raise it one increment at a time, or click on the numerical setting, hold the mouse button down, and drag to the right to increase over several increments at once. To decrease the volume click on the ← and follow the same procedure, clicking, or clicking and dragging to the left.

Page Number: 173
Cancel OK
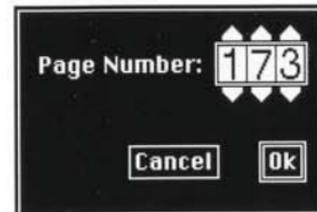
The current page number appears at the top of the control window. If you wish to quit the program at a certain point, bring up this window to check your page number before quitting. To return to that page another time, simply call up the control window by clicking on *Control* in the control panel, then click on *Go to Page*. The window to the left appears. Input the desired page number by clicking on the up and down arrows above the numbers to set each digit. Click *OK* when finished. From this control window you may also access the *Return to Menu or Quit Program* features.

Action Button

When the *Action* button is visible on the control panel, animation is available for that page of the story. Click on the *Action* button to activate the animation. When this button appears dimmed, no animation is available. If you have chosen the *Read Entire Story* option, the program will automatically activate animations. If you are reading page by page, you must click on the *Action* button. When you do so, the control panel will display a play symbol and you will view the animated sequence When the animation stops, a rewind symbol will appear, then the *Action* button will be active again, should you wish to view a particular animation more than once.

Definitions

There are over 450 words for which definitions are available. These words are easily identified as they are colored differently from the rest of the text on the screen. To see and hear a definition, click on the highlighted word. The word is defined as it is used in the context of **Pinocchio**. Click *OK* to return to the story. Users of all ages may increase their vocabulary in a fun, effortless way as they read through **Pinocchio**.

"Now then," said the cricket, "you've had quite a day. What mischief are you planning next?"

"All I wanted was a bit of fun. It wasn't *my* fault Papa was taken away; what could I have done to stop it in my condition?"

"Running away after taking your first breath was not a very gracious way to greet the day. You have been given an extraordinary opportunity, Pinocchio, but I fear you will waste it if you continue on this ill-chosen course," warned the cricket.
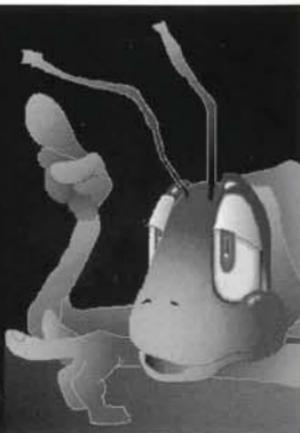
Living Pages

Living Pages are full-screen pictures with hidden animations that are activated when you click on an object or portion of the screen. There are three **Living Pages** occurring in the story that are labeled as such when they come up. You may go to them directly, however, by selecting *Living Pages* from the Chapters menu. A screen similar to the one shown below will appear. Click on the **Living Page** of your choice and

you will be brought to that screen in the story. There are a several animations on each of these pages. For example, in the living screen at the right, clicking on the candle will light the wick. Click on the candle again, and the flame will be snuffed out, leaving smoke trailing. There are eight such animations hidden on this page. Explore the scene with your mouse until you discover them all!

Program Description

Questions

The **Questions** section is a reading comprehension quiz offering four multiple-choice questions per chapter. Select **Questions** from the Main Menu. The Questions menu will then appear, similar to the Chapters menu with 20 pictures depicting scenes from the story. Click on any chapter to answer the questions pertaining to that portion of the story.

The boys were taken to the island by a nasty...

| chicken | robin | vulture |

On the island Pinocchio met a funny...

| juggler | magician | sailor |

Pinocchio spoke to a judge who was a...

| monkey | mammoth | moth |

Much to his surprise, Pinocchio turned into a...

| dancer | donkey | stallion |

If Chapter 15 is selected, for example, the screen shown here will appear, displaying pictoral clues and sentences that must be completed by clicking on one of the three choices given. If your answer is correct, you will hear the voice of the Cricket character say, "Excellent choice!" and the other choices disappear, leaving the correctly completed sentence. If the word chosen is incorrect, the Cricket says, "No, that's not it," and all choices will disappear, leaving the sentence incomplete. When all four questions have been answered, click on *Exit*, and Pinocchio will display the score. You may then select **Questions** for another chapter, or return to the chapter or page from which you left off.
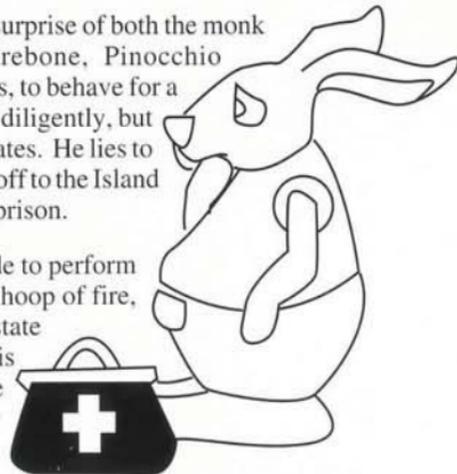
Program Description

The Story

Pinocchio is a timeless tale of self-discovery. This new adaptation departs from Carlo Collodi's original dark tale (in which Pinocchio squashes the cricket!). Pinocchio meets some new characters in this adventure. He discovers that gambling doesn't pay when he finds himself caught up in a game of poker with a bullfrog, tortoise, and chameleon, then is robbed by the sly fox and cat in disguise. Pinocchio is saved by a pious monk who happens upon him and calls for the good Dr. Harebone to cure the puppet.
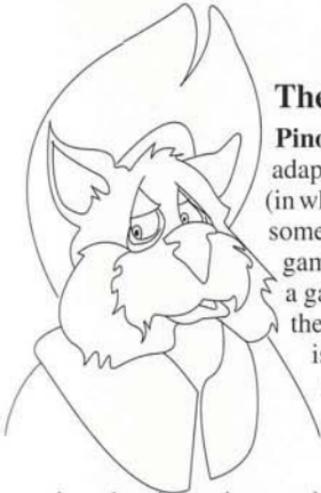
Much to the surprise of both the monk and Dr. Harebone, Pinocchio miraculously revives and tries, as always, to behave for a short time. He learns to read, and studies diligently, but soon finds himself tempted by his classmates. He lies to the monk by feigning illness, then sneaks off to the Island of Illusion, where he ends up thrown in prison.

Pinocchio turns into a donkey and is made to perform in a circus act. Forced to leap through a hoop of fire, Pinocchio is terrified and ashamed at the state in which he finds himself. He escapes his captors and leaps into the sea, where he regains his senses, as well as his former appearance.

Program Description

Pinocchio finds himself adrift in a fishing net with a few other unfortunates and is pulled into the depths to an ogre's underwater cave. With the help of an octopus, Pinocchio narrowly escapes being eaten and saves a baby whale, as well. This unselfish act is a major turning point in Pinocchio's quest for humanity. From this point on, his goal is to find and save Geppetto, who has been swallowed by a giant dogfish. Pinocchio learns to work to earn his supper, helps teach a man how to catch more fish for his family, and is given a small boat in return. Pinocchio sets sail and soon finds himself at the mercy of the same shark that swallowed his poor father.

Reunited with Geppetto at last, Pinocchio is determined to escape from the shark's stomach. Enlisting the aid of the baby whale whose life he'd saved, Pinocchio manages to formulate a plan, and he and Geppetto escape in the adventure's exciting climax.

Pinocchio carries Geppetto on his back all the way home. The cricket is there on the hearth to greet the weary travelers; content at the outcome, the cricket concludes, "I must say, I do love a happy ending," and a final animated scene brings **The Adventures of Pinocchio** to a satisfying close.
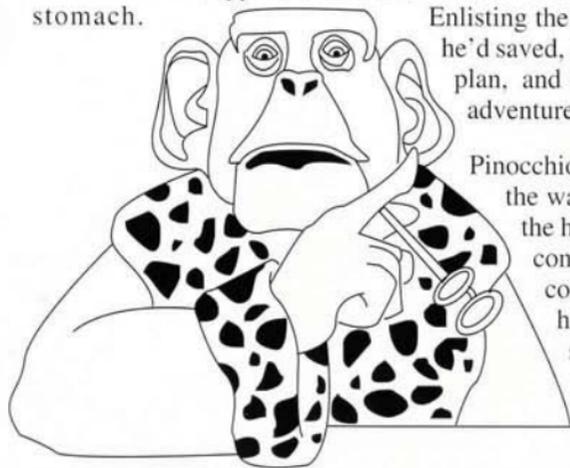
The Adventures of
Pinocchio
Original Story by Carlo Collodi
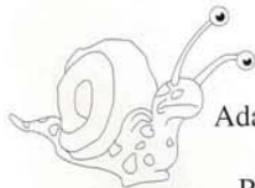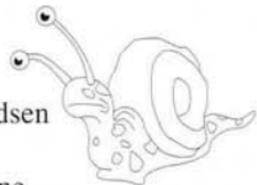
Production Staff

Adapted and Edited by Kathryn Madsen
Illustrated by Roger L. Phillips
Programmed by Dylan T. Gladstone
Animation and Sound by Roger L Phillips and Dylan T. Gladstone
Text Wrapping and Additional Sound Editing by Kathryn Madsen
Guide Written and Designed by Kathryn Madsen and Roger L. Phillips

Vocal Talents

Van Ritchie as the narrator
Nick Vazzana
Kathryn Madsen
Rory Kelsch
Roger L. Phillips
Tim Howland
and
Georgette Vrany as the voice of Pinocchio