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LET'S MAKE A
WORD!TM
User's Guide

CREATIVE
WONDERSTM
abc | ELECTRONIC ARTS

Expert's Corner

Dear Parent:

At Children's Television Workshop, we began educating children with technology twenty-five years ago. Back then the technology was television. The show, Sesame Street, was designed to use television to help children learn, and to help them see that while learning takes effort, it can be quite fun. Twenty-five years later we have extended the vision of Sesame Street to CD-ROM technology. Now, children don't just watch Sesame Street, they interact with it. Children learn more by doing than just watching, and *Sesame Street®: Lets Make A Word!*[™] reflects that principle by making children active partners in its learning activities.

When children use *Sesame Street: Lets Make A Word!*, they get to explore the Sesame Street neighborhood and visit their Muppet friends in their homes. They can play games, listen to songs and stories, watch video segments from the show, or call the Muppets on the phone. The games and other activities on the disc were designed so that children of all ability levels can find something enjoyable and educational to do.

Our mission at CTW is to bring meaningful learning to children's lives. Interactive media like CD-ROMs present entirely new ways to accomplish this goal. We're excited to bring this new media to young children, and think you will be too.

Dr. Erik Strommen, Ph.D.
Director of Research-Interactive Technology
Children's Television Workshop

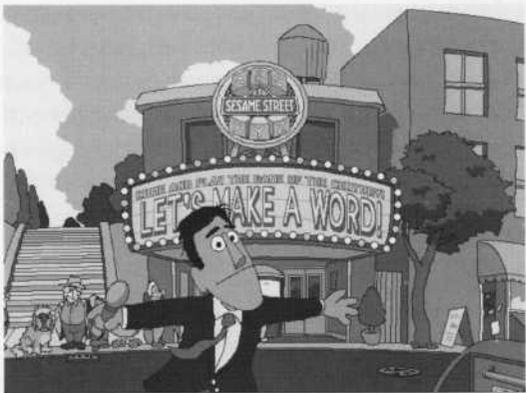
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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Become a Word Expert!

Hey, Kids! Come on down to the exciting, sparkling game show — *Let's Make A Word!* You'll be joining Guy Smiley, everyone's favorite host, and six Muppet pals on the studio set. Choose a Muppet celebrity as your partner, then choose a place to play—there are four different places to choose from. This is one game show that doesn't happen only in the studio! You'll be going on location! There are six different games in the program, and plenty of surprises in each location. Get ready to enter the television studio and take your place among the panel of distinguished Word Experts!



Guy Smiley welcomes you!

System Requirements

Let's Make A Word! is easy to install and operate. Once installed, the game requires that you always play with the CD in your computer's CD drive. Please take a moment to verify that your system complies with the requirements listed below, then move on to the installation instructions. If you have problems installing or running the game, see the *Troubleshooting* section starting on page 29 of this manual.

Windows Systems

- Hard Drive: 2 MB of free hard disk space for program
- CD-ROM drive: double-speed or faster
- VGA 256 colors
- Mouse
- 4 MB RAM
- CPU: 486 or greater
- Operating system: MS-DOS® 5.0 or higher **and** Windows® 3.1, OR Windows® 95
- Windows-compatible sound card

Macintosh Systems

- CD-ROM drive: double-speed or faster
- Monitor: Minimum 256 colors, 640 x 480 resolution (min. 13" screen)
- Memory: 4MB total RAM; 2300K free
- Macintosh Models: 68030 (25MHz or faster), 68040, Power PC CPU Macintosh models
- System software: System 7.0 or later

Getting Started

Windows Systems

INSTALLING THE GAME

Let's Make A Word! installation requires 2 megabytes of free hard disk space. If you don't have this much space available on your hard disk, delete some unnecessary files before installation. Consult your Microsoft Windows documentation for more information on freeing up space.

1. Turn on your computer and start Microsoft Windows.
2. Insert the *Let's Make A Word!* CD into your CD drive.
 - For Windows 3.1 systems, from the Program Manager, open the FILE menu and select RUN.
 - For Windows 95 systems with AutoPlay, skip to Step 4.
 - For other Windows 95 systems, press the START button on the Taskbar and select RUN.
3. In the Command Line box, type d:\setup. (If your CD drive isn't drive d:, substitute the appropriate drive letter.)
4. The *Let's Make A Word!* Options screen appears. Click INSTALL to begin installation. For more information on the Options screen, see the section that appears later in this manual.
5. The installation process, when completed, creates two permanent icons in the Creative Wonders Program Group. The *Let's Make A Word!* Demos & Options icon can be double-clicked at any time to bring up the Options screen.

6. After installation, select PLAY from the Options screen, or simply click on the Guy Smiley icon to start the game.

LAUNCHING THE GAME AFTER INSTALLATION

1. Insert the *Let's Make A Word!* CD into your CD drive.

NOTE: We recommend quitting any other programs before launching *Let's Make A Word!*

- For Windows 3.1 systems, from the Program Manager, open the CREATIVE WONDERS Program Group, then double-click on the Sesame Street: *Let's Make A Word!* icon.
- For Windows 95 systems with AutoPlay, the *Let's Make A Word!* Options screen appears. Click PLAY to start the game.
- For other Windows 95 systems, press the START button on the Taskbar and select PROGRAMS, then CREATIVE WONDERS, then SESAME STREET LET'S MAKE A WORD!

2. Start playing!

NOTE: This CD includes free Sesame Street product demos! Don't forget to click on the *Let's Make A Word!* Demos & Options icon to view the free Sesame Street product previews included on this CD.

Let's Make A Word! Options Screen

The *Let's Make A Word!* Options screen makes it easy to access all the options on your *Let's Make A Word!* CD-ROM. Use it to start, install or un-install the game, view updated technical help, and get previews of other Creative Wonders products.

INSTALL

Clicking on INSTALL will install the *Let's Make A Word!* game. (See Getting Started above for specific information on installation.)

PLAY

Click on PLAY to start *Let's Make A Word!* The program must have been previously installed in order to be played.

PRODUCT DEMOS

Clicking on PRODUCT DEMOS will bring up the Demos screen from which you can preview a variety of Creative Wonders products. To preview a product, click on the PLAY button next to its name. When you're finished with the demos, click EXIT to return to the Options screen.

UN-INSTALL

Click on UN-INSTALL to remove all *Let's Make A Word!* files and icons (Program Items) from your computer.

HELP

Click on HELP to view updated information not included in the manual.

**QUIT**

Click QUIT to quit the Options screen and return to Windows.

Macintosh Systems**INSTALLING THE GAME**

The first time you play *Sesame Street: Let's Make A Word!*, you must launch the Installer.

Note: The game runs best if it is the only open program running on your computer. We recommend that you quit all other applications before starting the game.

1. Insert your *Sesame Street: Let's Make A Word!* CD into the CD-ROM drive. (If you're not sure how to insert the CD or operate your CD drive, refer to your CD drive documentation.)
2. The disk icon opens automatically to reveal Guy Smiley—the *Sesame Street: Let's Make A Word!* game icon, the *Sesame Street: Numbers* demo folder, the *Sesame Street: Letters* demo folder, and the Installer icon.
3. Double-click the INSTALLER icon. The Creative Wonders Installer screen appears.
4. Click CONTINUE on the Creative Wonders Installer screen. The program determines which software your system needs to run *Sesame Street: Let's Make A Word!* Click INSTALL for easy installation.

Note: *Sesame Street: Let's Make A Word!* requires Sound Manager 3.1 or later. Some Power Macintosh users will also be required to install the file "ObjectSupportLib" in the Extensions folder. You will be offered the option of installing these items if they are not already installed.

5. When installation is complete, you may be prompted to click the RESTART button. (Some systems eject the CD when the computer is restarted. If so, reinsert the CD.)
6. After the disk icon opens, double-click the Guy Smiley icon to start the game.

LAUNCHING THE GAME AFTER INSTALLATION

When you play *Sesame Street: Let's Make A Word!* again, you do not need to launch the Installer. Simply insert the CD into your drive and click on the Guy Smiley icon when it appears on your screen.

Note: If you're having a hard time hearing Guy Smiley's instructions or any of the other Muppets on your Macintosh, you can adjust the volume by pressing the Up or Down Arrow keys on your keyboard. After quitting the program, the volume returns to its original setting.

Parent's Guide

In *Let's Make A Word!*, there are two different ways your child can play:

FREE PLAY MODE: During free play, children can explore the entire game area, clicking on sparkling objects to reveal fun sounds and animation. The Muppet host also joins in by making helpful comments about the items the child has selected.

GAME PLAY MODE: When the young player clicks on the Muppet host, a special game related to that host begins. These more structured games are specifically designed to highlight certain areas of language development.



Look for this Big Bird symbol throughout the manual for a description of the educational content and goal of a particular activity. It's our hope that this information will allow parents to make well-informed decisions about the games their children play, and even join in for the learning fun!

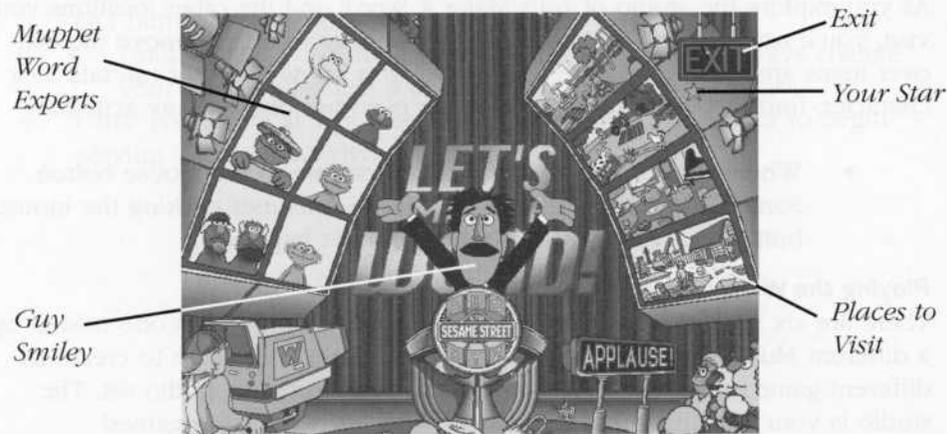
Parent's Guide to Games and Skills

AGE RANGE	CHARACTER	GAME	SKILLS
3-5 years	Big Bird	The Hunt and Peck Game	Object, Letter, and Sound Identification
3-6 years	Oscar the Grouch	Make A Mudsterpiece	Classification or Category Identification
3-6 years	Zoe	Rhyme Time Game	Rhyming Skills
4-6 years	Rosita	The Spanish Name Game	Spanish Word Recognition
4-6 years	The Two- Headed Monster	The Sound it Out Game	Word Identification Phonics Word Sounds
4-6 years	Elmo	The Spin and Spell Game	Letter Identification Spelling Skills

Note: All age ranges listed are presented as general guidelines. Individual children display a wide range of abilities and skill levels.

At the Studio

All the fun begins on the set of Let's Make A Word!, the thrilling game show hosted by your favorite emcee, Guy Smiley. At the studio, you'll meet the six Muppet celebrities you'll be playing with, and you'll get a view of the four exciting places you can visit! Be sure to check out the game show orchestra, the audience and crew.



Moving Around

You'll notice a white Star on the game screen of Let's Make A Word! This is your cursor. When you move the mouse, the white Star moves, too. You can move the Star anywhere you want in the studio and the other places in the game.



- To move around, move the mouse in the direction you want to go. The Star moves in the same direction.

Look for the Sparkles

As you explore the studio of Let's Make A Word! and the other locations you visit, you'll notice sparkles. These sparkles appear when you move the Star over items and characters. The sparkles let you know that you can talk to a character, find out more about an item, or play one of the many activities.

- Whenever you see the sparkles, click (press) the mouse button. Something exciting is sure to begin! Sometimes clicking the mouse button again makes something different happen.

Playing the Word Games

There are six special word games in Let's Make A Word!, each one hosted by a different Muppet word expert. You can mix and match them to create 24 different game experiences. You start each game from the studio set. The studio is your launching pad to a whole world of words and games!

- To play a game, you must first select a Muppet word expert and a place to play.

TO PLAY AN ACTIVITY

1. Click on one of the six Muppet contestants. A green highlight box appears around the Muppet you have chosen.
2. Move the Star to one of the four places displayed on the right of the set. Click on the place you want to go. A green highlight box appears.
3. After you have chosen the Muppet and the place, a green GO button comes down from the ceiling above Guy Smiley's head. Click on the GO button to go to the place you chose.
 - Until you click on the green GO button, you can always change your mind and select a different Muppet or place to go.
4. Once you arrive at a place, click on the Muppet character to begin playing a special activity!

Muppet “Word Expert” Games

There are six Muppet celebrity contestants to help you play the games in Let's Make A Word! Each contestant has a special game to play with you. The contestants and their games are:

Big Bird

Big Bird knows a lot about letters and the sounds letters make. When you choose Big Bird as your Word Expert, you can play the Hunt and Peck Game with him.



Big Bird's game challenges children to solve a broad array of word and letter games suitable for several different ages. Following the learning path taken naturally by children, each game touches on a progressively more complex element of language acquisition. The primary skills developed are identifying objects by name, initial letter, and the sound of the initial letter. This strategy reinforces the idea that there are different ways that words can be thought of, remembered, and identified. Throughout the game, Big Bird offers steady, clear guidance. Correct answers are warmly praised, while incorrect answers prompt encouragement and additional help. Finally, all verbal cues are followed by a word balloon to build an association between the sound and the text.



Big Bird Playing Hunt and Peck Game

TO PLAY THE HUNT AND PECK GAME:

1. At the studio, select Big Bird as your Muppet partner, then select a place to play. If you're not sure how to do this, see Playing the Word Games on page 12.
2. When you reach the new location, you can click on anything that sparkles to hear Big Bird comment on it.
3. When you are ready to begin Big Bird's game, click on him.
 - Before the game begins, the EXIT sign changes into a STOP sign. If you want to stop, click on this to end the game.

4. Big Bird asks you to find three different things for him. Look all around the area for the items he wants. You can choose from anything that sparkles. Click on the item you think matches Big Bird's request.
- If you don't get it the first time, you can keep on trying. After several tries, a spotlight turns on to light your way.
 - If you need to hear the clue again, just click on Big Bird—he'll repeat the clue.
 - When you've finished playing, click on the EXIT sign to return to the studio, or click on Big Bird to play the game again.

Elmo

Elmo is an expert speller! When you choose him as your Muppet partner, he plays his famous Spin-and-Spell game with you! In this game, you and Elmo learn to spell all kinds of different words!



Elmo's game focuses on the spelling process rather than just memorization. An item is highlighted and Elmo encourages the player to spell the word by sounding it out. Carefully putting one letter sound after another, the child creates a new and greater whole—an entire word. Always offering positive encouragement, Elmo gradually increases the difficulty as the child's skill improves. Three letter words are succeeded by four, five, and six letter words and more difficult two-letter combinations, as the child becomes a more confident speller.



Elmo's Spin-and-Spell Game

TO PLAY THE SPIN-AND-SPELL GAME:

1. At the studio, select Elmo as your Muppet partner, then select a place to play. If you're not sure how to do this, see *Playing the Word Games* on page 12.
2. When you reach the new location, you can click on anything that sparkles to hear Elmo spell it for you.
3. When you're ready to begin the game, click on Elmo. A spotlight appears highlighting an item for you to spell. At the same time, a box opens up with three or more blocks in it and a yellow bell. A green highlight appears around the first block.

- Before the game begins, the EXIT sign changes into a STOP sign. If you want to stop, click on this to end the game.
4. Elmo tells you the name of the item he wants you to spell and how to play the game. Click on the first block. The block turns to reveal different letters. Keep clicking on the block until you find the letter that starts the word you want to spell.
 5. When you've found the letter you want, click on the yellow bell. If it's the correct letter, you can move to the next block. If it's not the correct letter, Elmo gives you a hint and you get to try again.
 - To hear the clue again, click on Elmo at any time.
 - To hear the sound of a letter, hold the Star over it and wait for Elmo to give you the sound..
 6. Keep clicking on the blocks, then the bell, until the word is complete! You're a great speller!
 - When you've finished playing, click on the EXIT sign to return to the studio, or click on Elmo to play the game again.

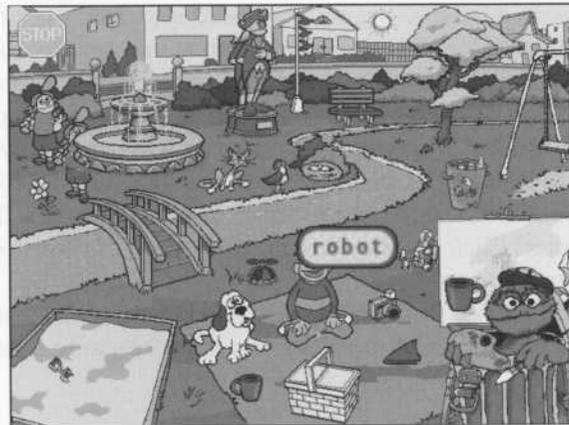
Oscar the Grouch

Oscar wants to paint a "Mudsterpiece" with you! To help him with his creation, you learn about what words mean. He'll describe an item, and from his clues, you pick out an item to place on his canvas. Each time you play, a new picture emerges!



Oscar's free-wheeling, cranky personality is the perfect complement to an open-ended game that focuses on word meaning and classification. Children select items for Oscar's easel based on a definition he gives them; first by color, then by function, and finally through a prominent characteristic.

The diversity of definitions and the many possible solutions to Oscar's request emphasize the multiplicity of meanings operating in our everyday world. The game helps children see that one question can have many correct answers, and that creative thinking is critical for successful problem-solving.



Oscar's Mudsterpiece Game

TO CREATE A MUDSTERPIECE WITH OSCAR:

1. At the studio, select Oscar as your Muppet partner, then select a place to play. If you're not sure how to do this, see *Playing the Word Games* on page 12.
2. When you reach the new location, you can click on anything that sparkles to hear Oscar comment on it.
3. When you're ready to begin the game, click on Oscar. He will ask you to find three things for his Mudsterpiece. Oscar describes each thing one at a time, and waits for you to find the thing he wants.
 - Before the game begins, the EXIT sign changes into a STOP sign. If you want to stop, click on this to end the game.
4. After Oscar describes an item, move the Star all over the game screen. Click on anything that sparkles that matches his description.
 - If you're right, the item ends up on Oscar's canvas.
 - If it's not the thing that Oscar wants, you can keep trying. After several tries, a spotlight turns on to light your way.
 - If you need help, click on Oscar to hear the description again.
5. When you've finished the painting, you get to add a final touch—the Grouchifier! Click on the tomato, pie, or jar of mud to add that special something!
 - When you've finished playing, click on the EXIT sign to return to the studio, or click on Oscar to play the game again.

Rosita

Rosita is the one to pick to learn about a whole new language—Spanish! When you play Rosita's game, she gives you the Spanish word for something and you must find the item. Listen carefully to her clues; she gives you hints that help!



Awareness of multiple languages can be a strong benefit in an increasingly diverse world. Children acquire language at an incredible pace and can often learn a second language more easily than adults. Rosita's game offers young players early exposure to Spanish words, both written and verbal. Rosita begins by asking children to identify items based on the spoken Spanish words. Correct answers are warmly praised, while incorrect answers prompt Rosita to give more specific directions. With this method, even the youngest player can quickly build associations between an item and its Spanish signifier.



Rosita's Spanish Game

TO LEARN ABOUT SPANISH WITH ROSITA:

1. At the studio, select Rosita as your Muppet partner, then select a place to play. If you're not sure how to do this, see Playing the Word Games on page 12.
2. When you reach the new location, you can click on anything that sparkles to hear Rosita say its Spanish name.
3. When you're ready to begin the game, click on Rosita. She asks you to find an item for her. She says the name of the item in Spanish, and gives you a clue.
 - Before the game begins, the EXIT sign changes into a STOP sign. If you want to stop, click on this to end the game.

4. Move the Star all over the game screen and click on a sparkling item that matches Rosita's word and clue.
 - If it's not the thing that Rosita wants, keep trying. She'll help you with more clues. After several tries, a spotlight turns on to light your way.
 - If you need to hear a clue again, click on Rosita.
 - When you've finished playing, click on the EXIT sign to return to the studio, or click on Rosita to play the game again.

The Two-Headed Monster

The Two-Headed Monster needs your help with sounding out words! When you select him (them!) as your partner, you get to build words in the "Sound it Out Game."



The Two-Headed Monster's word game offers more complexity for older, more advanced players, while simultaneously giving all kids a fun and relaxed introduction to words and their sound components. Children can pre-test and evaluate three different word combinations, sounding out the possibilities presented and arriving at combinations that create words they know. By learning about letter sounds and combinations, children gain the knowledge required to sound out and understand unfamiliar words. With plenty of help from Guy Smiley and the Two-Headed Monster, children learn to experiment and play freely with words, while being exposed to the underlying linguistic rules.



Two-Headed Monster Game

TO PLAY THE SOUND IT OUT GAME:

1. At the studio, select the Two-Headed Monster as your Muppet partner, then select a place to play. If you're not sure how to do this, see *Playing the Word Games* on page 12.
2. When you reach the new location, you can click on anything that sparkles to hear the Two-Headed Monster comment on it.
3. When you're ready to begin the game, click on the Monster.
 - Before the game begins, the EXIT sign changes into a STOP sign. If you want to stop, click on this to end the game.
4. An item on screen comes alive, then the name of that item appears.

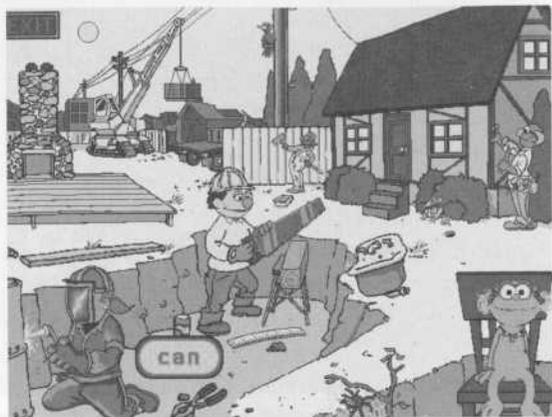
The Two-Headed Monster sounds out the name. Now it's your turn to make a word!

- Guy Smiley makes either the word ending or beginning disappear! Three new endings or beginnings pop up and you must choose one with which to make a new word.
5. Look at the three new choices. When you see one you think will make a word when added to the letter(s), click on it.
 - Click on the Two-Headed Monster or the original word part to hear the Monster sound it out.
 - Move the Star over any of the word parts and keep it placed there without clicking. The Two-Headed Monster will sound the word parts out.
 - When you've finished playing, click on the EXIT sign to return to the studio, or click on the Monster to play the game again.

Zoe

Zoe loves to make rhymes out of every word she hears! Sometimes she can find a match, and sometimes she can't. When you play the *Rhyme Time* game with Zoe, you get to make rhymes, too!

The process of rhyming offers dual challenges: breaking a word down into its sound components and learning to recognize words that rhyme based on their similar sounds. Zoe guides children through this process using one and two syllable spoken words. Zoe makes jokes and offers encouragement for both correct and incorrect responses.



Zoe's Rhyme Time Game

TO PLAY ZOE'S RHYME TIME:

1. At the studio, select Zoe as your Muppet partner, then select a place to play. If you're not sure how to do this, see *Playing the Word Games* on page 12.
2. When you reach the new location, you can click on anything that sparkles to hear Zoe make a rhyme.
3. When you're ready to begin the game, click on Zoe.
 - Before the game begins, the EXIT sign changes into a STOP sign. If you want to stop, click on this to end the game.

4. Zoe will say a word, and you must find something in the area that rhymes with the word. Sometimes there is more than one item that rhymes. Move the Star all around until you see something that might rhyme, then click on it.
 - If you want Zoe to repeat the word, click on her.
5. Keep trying until you find the thing that Zoe wants. After several tries, a spotlight turns on to light your way.
 - When you've finished playing, click on the EXIT sign to return to the studio, or click on Zoe to play the game again.

Exiting the Game

There is an EXIT sign in the studio and each location you visit.

- Whenever you want to leave a location, just click on the EXIT sign in the upper left corner of the screen, and you return to the studio.
- When you want to end the game altogether, click on the EXIT sign in the upper right corner of the studio.
- Windows users can also press ALT+F4 to quit the game at any time. If you're running *Let's Make A Word!* on a Macintosh, press Command+Q to quit the program at any time.

Note: Never try to exit the program by ejecting the *Let's Make A Word!* CD from the CD drive. Only eject the CD after you've exited the game.

Take a Look at Other Award-Winning Sesame Street products on this CD!

Windows users

From the Let's Make A Word! Options screen, you can access Creative Wonders demos by pressing the PRODUCT DEMOS button. For more information, read the Let's Make A Word! Options Screen section earlier in this manual.

Macintosh users

You'll see Elmo on the Sesame Street: Numbers Demo folder and Oscar on the Sesame Street: Letters Demo folder. Double-click the folder of the demo you want to see. Double-click the icon inside the folder to play the demo and preview another great product from the folks at Creative Wonders.

PC Troubleshooting

If you are having trouble playing Let's Make A Word!, the information in this section may help you get going again. First, make certain your system meets the requirements listed at the beginning of this manual.

PROBLEM

POSSIBLE CAUSE

SOLUTION

"A serious CD problem has been detected."

Let's Make A Word! CD may have been removed from the CD-ROM drive.

The Let's Make A Word! CD must be in your CD-ROM drive whenever you're running the program. Insert the CD and select "Okay to Quit". We recommend that you then restart Windows.

"System Error: Drive D: not ready."

Your *Let's Make A Word!* CD may be dirty or defective.

Check the bottom of the CD for scratches or smudges. Clean gently with a soft cloth if needed.

"Error reading from CD-ROM."

To replace your CD, see Technical Support on page 37.

"UGFT.STR (or other letters) does not exist."

Let's Make A Word! CD may have been removed from the CD-ROM drive.

Insert the CD. Select OK. Press the ALT+F4 keys to quit *Let's Make A Word!* immediately. Restart Windows before launching the game again.

PROBLEM	POSSIBLE CAUSE	SOLUTION
"An error has occurred during the sound card initialization."	Your sound card may be installed incorrectly.	Check the documentation that came with your sound card. Make sure it's installed properly.
No Sound	Speakers may not be attached properly.	If you have external speakers, make sure they're plugged in correctly and that the volume is turned up.
	Your sound card may be installed incorrectly.	Check the documentation that came with your sound card. Make sure it's installed properly for use with Windows.
	Your sound card volume may be turned down.	If you don't hear any other sounds from Windows, check the volume control on the back of your sound card. Many sound cards also supply a mixer or volume control program that runs under Windows. Check the volume settings there, too. See your sound card documentation for more information.
"There are some files missing that are necessary to run <i>Let's Make A Word!</i> . Please run SETUP again."	Some files copied to the hard drive by <i>Let's Make A Word!</i> have been deleted or damaged.	From the Program Manager File menu (or the START button in Windows 95), select RUN... Type in d:\setup, and press enter. (If your CD drive is not d:, substitute the correct letter.)

PROBLEM	POSSIBLE CAUSE	SOLUTION
Random audio dropouts.	Let's Make A Word! sound files may be conflicting with audio-enhanced screensavers.	Turn off any audio-enhanced screensavers.
	The size of your sound buffer may need to be increased in Windows 3.1.	From the Program Manager in Windows 3.1, access CONTROL PANEL in the Main group. Choose the DRIVERS icon and scroll down to the [MCI] Sound driver. Click the SETUP button, then increase the sound buffer to 8 seconds or more.
	Windows 3.1 users may need to increase the amount of memory available to run the program.	Turn on and/or increase the amount of Virtual Memory allocated to Windows 3.1 using the 386 ENHANCED option from the Control Panel. Consult your Windows 3.1 documentation for more information.
Performance is slow.	Video resolution may be set to more than 640x480, and/or video colors are set to more than 256.	Set your display to 640x480 resolution and set colors to 256. Consult your video card documentation for more information.
<i>Let's Make A Word!</i> appears in a small area of the screen surrounded by a black border.		

PROBLEM	POSSIBLE CAUSE	SOLUTION
The Windows 95 Start button menu appears on top of <i>Let's Make A Word!</i>	The CTRL and ESC keys were pressed.	Place the cursor over the <i>Let's Make A Word!</i> background and click to clear the menu. Don't press the CTRL and ESC keys while playing.
Your star cursor changes into another icon.	You are using Microsoft Plus! custom cursors in Windows 95.	If you don't want the cursor to change from a star, deactivate the custom cursors. See your Plus! documentation for more information.
Graphics glitches—there are lines or parts of the screen that appear garbled.	You may have an outdated Windows driver for your video card.	Obtain the most current Windows drivers from the manufacturer of your video card for more information.
An error message referring to your video driver appears at startup.		
" <i>Let's Make A Word!</i> requires at least 256 colors."	Your video card is set to less than 256 colors.	Set your display to 640x480 resolution and set colors to 256. Consult your video card documentation for more information.

PROBLEM	POSSIBLE CAUSE	SOLUTION
Sound quality is poor.	You may have an outdated Windows driver for your sound card.	Obtain the most current Windows drivers from the manufacturer of your sound card.
Let's Make A Word! requires more memory than is currently available.	Other programs may be running. You have 4 MB RAM and don't have Virtual Memory activated in Windows 3.1.	Close any other Windows programs that are running before starting Let's Make A Word! . Turn on and/or increase the amount of Virtual Memory allocated to Windows using the 386 ENHANCED option from the Control Panel. Consult your Windows 3.1 documentation for more information. (Let's Make A Word! requires 3525KB free memory to run. To see how much free memory you have, select ABOUT PROGRAM MANAGER from the Help menu in Program Manager.)

INSTALLING SMARTDRIVE

If the program is running slowly, you may wish to install a disk-caching program such as SMARTDrive. (SMARTDrive is included in MS-DOS.)

To load the SMARTDRV.EXE file:

1. Exit Windows.
2. From DOS, type the following command at the C: prompt:
c:\dos\smartdrv, then press ENTER.

-or-

- To load the SMARTDRV.EXE command into your AUTOEXEC.BAT file, please refer to your Windows manual and MS-DOS documentation.

Macintosh Troubleshooting

If you're having trouble playing Sesame Street: Let's Make A Word! on your Macintosh, the information in this section may help you get going again. First, be certain your system meets the requirements listed at the beginning of this manual.

PROBLEM	POSSIBLE CAUSE	SOLUTION
Program runs slowly, or sound sometimes stops working.	You're using System 7 in 24-bit addressing mode.	In the MEMORY Control Panel, turn on 32-bit addressing, then restart your computer.
	There may be a conflict with your screen saver.	Turn off your screen saver before running <i>Let's Make A Word!</i>
	The Macintosh you are using may have a slower processor.	Copy Guy Smiley, the "Let's Make A Word!" icon, to your hard drive. Double click on the icon and run the program from your hard drive.
You can't find the program icon on the desktop after inserting the CD.	Your CD-ROM player may not be attached correctly to your computer.	Check your Macintosh and CD-ROM manuals in both instances.
	The software driver for your CD-ROM may not be installed.	

PROBLEM

POSSIBLE CAUSE

SOLUTION

You see the message, "Insufficient memory to run Let's Make A Word! Please free up more RAM."

There is not enough free memory on your Macintosh.

Close all open applications before launching the game.

Sound is jerky or choppy.

You may be running with virtual memory or have too much memory reserved in your RAM cache.

Turn off virtual memory and restart your computer.

Quit any open applications.

Lower your RAM cache and launch the game again.

The program will not start.

You have not installed the required extensions.

Double-click the INSTALLER icon before trying to run Let's Make A Word!

The message appears, "This program requires extensions that are not installed on your system".

You see the message, "The application Let's Make A Word! could not be opened because "ObjectSupportLib" could not be found."

PROBLEM**POSSIBLE CAUSE****SOLUTION**

Movement of the mouse is too fast or too slow.

Mouse tracking speed is set too fast or too slow.

Open the MOUSE Control Panel and adjust the tracking setting.

The message appears, "This program requires 256 colors."

The main monitor of your Macintosh has a resolution of less than 640x480 pixels (usually 13 inch or larger), or can't display 256 colors.

If you have two monitors connected to your Macintosh, make sure that the 640x480 monitor is set to be the main monitor.

Select MONITOR from your Control Panels and change the setting to 256 colors.

The computer freezes during game play.

This problem is usually caused by lack of memory.

Quit any open applications. To disable your system's extensions, you must temporarily remove them from your System Folder and restart.

You're running a Power Macintosh with Modern Memory Manager turned off.

Open the MEMORY Control Panel. Turn on MODERN MEMORY MANAGER and restart your computer.

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Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Creative Wonders

P.O. Box 7532

San Mateo, CA 94403-7532

Or contact us via electronic mail at: cwsupport@ea.com

Or you can visit our customer support page on the worldwide web at:
<http://www.ea.com/crwonders.html>

Please be sure to include the following information when you contact us:

- Product name
- Model and configuration of your computer
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Operating system version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 573-7111 Monday through Friday between 8:30am and 4:30pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

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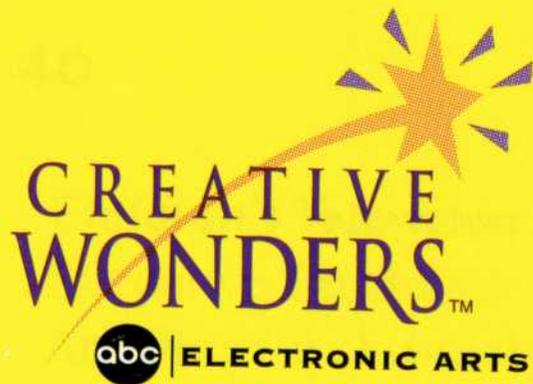
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Starring the Sesame Street Puppet Characters:
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 Caroll Spinney as Big Bird and Oscar the Grouch
 Dan Reardon as Guy Smiley
 Carmen Osbhar as Rosita
 Jerry Nelson and Adam Hunt as The Two-Headed Monster
 Fran Brill as Zoe

Selected Sound Effects on this disc used under license from Bainbridge
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*And most of all... special thanks to Jim Henson whose imagination & vision
 continue to inspire us all!*



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