

Ages 3-7

The Learning Company[®]

Math Rabbit[™]

Parents'
Choice
Award

Builds Early Math and Thinking Skills

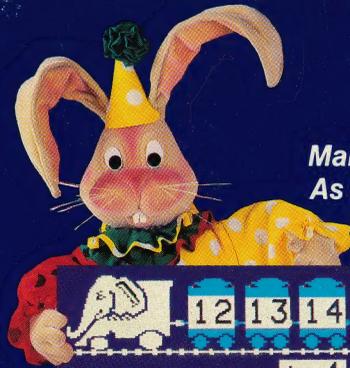


Apple IIgs/IIe/IIcPlus
& Compatibles

3.5"
disk

Supports: Hard Disk Installation on IIgs
Requires: 3.5" disk drive, 128K memory
Optional: Joystick

The Learning Company



Makes Early Math
As Easy as 1,2,3!

Math Rabbit

Ages 3-7

**Build Your Child's
Early Math Skills
at Math Rabbit's
Circus Spectacular!**

"Rich in educational content and fun to play — bound to be a classic that will be enjoyed by parents, teachers and children alike."

— Dr. Carol Wilder, Parent and Educator

Teaches Important Early Math Skills

- Introduces key math concepts in a series of four imaginative games that can be played many different ways, many times over
- Builds a solid foundation for future work in multiplication using The Learning Company's unique educational approach
- Develops skills in counting, adding, subtracting, recognizing number relationships and identifying equalities and inequalities
- Provides the flexibility to grow and adapt with your child's abilities

Valuable Features Provide an Enriched Learning Experience

- Entertains and motivates children with animated graphics, playful music and the colorful dancing Math Rabbit
- Offers an extensive array of special options for customizing your child's learning experience
- Includes four progressive game levels
- Develops important underlying math concepts as children play and explore the world of numbers

Compare... Math Rabbit is easy to use, fun to play and provides an excellent early math foundation. It is the perfect way to introduce your child to the fascinating world of numbers!

Try these other award-winning programs from The Learning Company...

Subjects	Ages 4 to 7	Ages 7 to 10	Ages 10 to 14+
Reading/Writing	Reader Rabbit	Writer Rabbit	
Writing/Publishing			Children's Writing & Publishing Center
Math	Math Rabbit		
Spelling		Magic Spells	
Thinking/Problem Solving	Gertrude's Secrets	Think Quick!	

The Learning Company

Customer Service

6493 Kaiser Drive • Fremont, CA 94555 • (800) 852-2255

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The Learning Company

Math Rabbit

Early Math and Thinking Skills

Ages 3-7

**Apple®
IIgs/IIe/
IICPlus**

3.5" disk

The Learning Company

Math Rabbit

Early Math and Thinking Skills

Agess 3-7

**Apple[®]
IIGs/Ile/
IICPlus**

3.5" disk

The Learning Company[®]

...helping young minds grow

6493 Kaiser Drive

• Fremont, CA

• 94555

• (800) 852-2255

The Learning Company

The Learning Company®

3.5" disk version
Apple IIgs/IIc Plus

Ages 4-7

Math Rabbit™

**Builds Early Math
and Thinking Skills**

V1.3



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MADE IN U.S.A.

IF0673

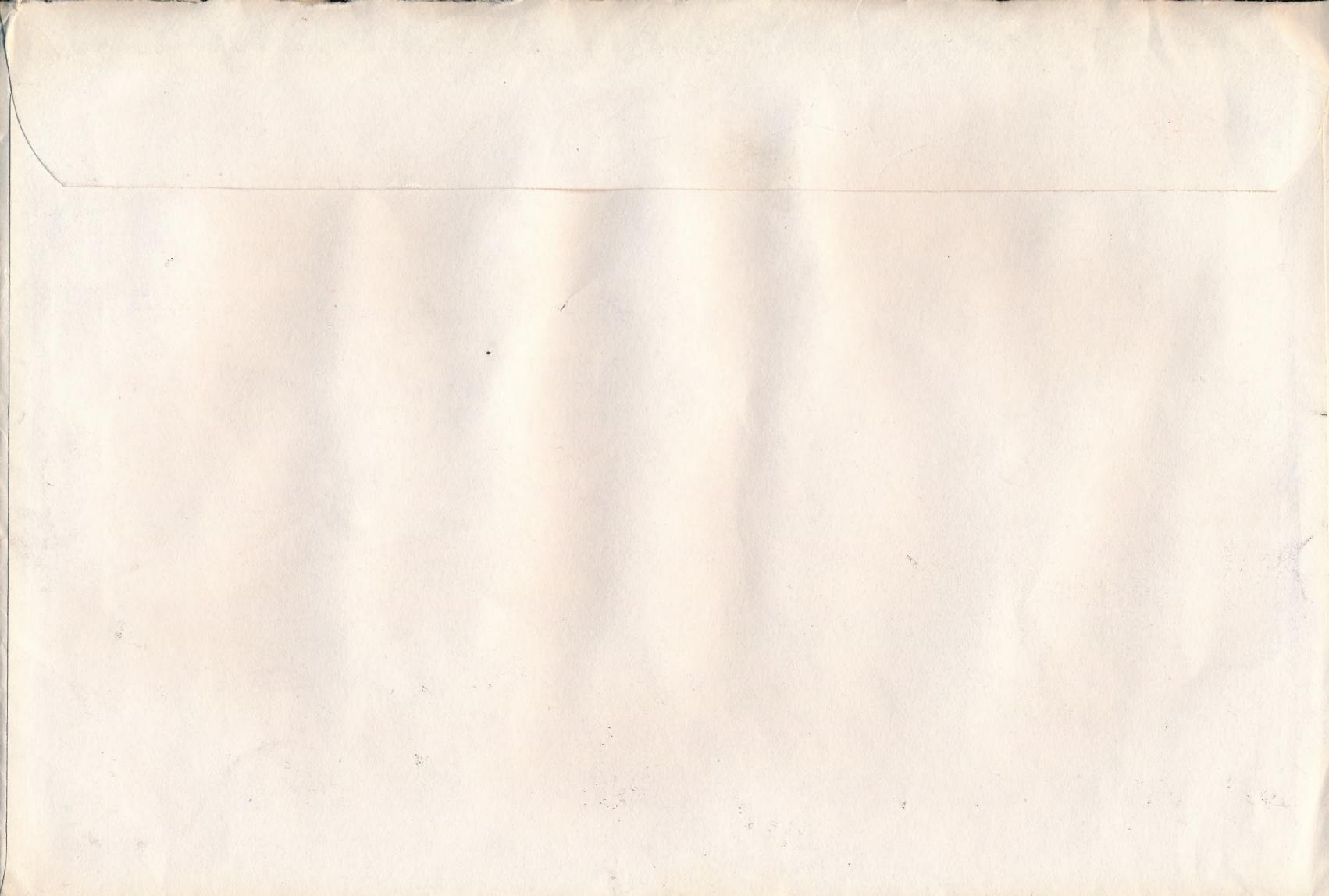


The
Learning
Company



Exciting News!

6493 KAISER DRIVE FREMONT CALIFORNIA 94535





Dear Mr. Badur,

It was nice talking with you today about your hard drive installation. I have enclosed the instruction for hard disk installation (it is the same for the CMS and the Vulcan installation). I have also enclosed our fall catalog containing our educational software, and can give you \$10 off on any of our programs.

If you have any more questions, or would like to place an order, feel free to call me at (800) 852-2255 and ask for Ed.

Sincerely,

A handwritten signature in cursive script that reads "Ed Hoskins".

Ed Hoskins

The Learning Company
6493 Kaiser Drive
Fremont, CA 94555

The Learning Company
6493 Kaiser Drive
Fremont, CA 94555
(415) 792-2101
(800) 852-2255

TECHNICAL SUPPORT BULLETIN

For owners of Apple IIs computers equipped with a **Vulcan** hard drive:

Hard disk installation procedures for:

Talking Reader Rabbit
Math Rabbit
Think Quick
Magic Spells
Gertrude's Secrets
Rocky's Boots

The installation programs on these titles look for a particular value in a hardware register on the hard-disk controller in order to identify the hard disk drive. Since the Vulcan hard-disk controller does not return this value, installation will not proceed.

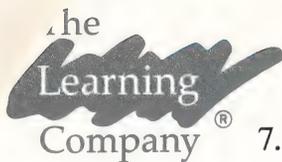
However, it is possible to circumvent this problem with the following procedure:

Step I. Modify a file on the **TLC** diskette. (For **Rocky's Boots**, skip this step and move on to Step II.)

1. Insert the **TLC** diskette into a 3.5" drive.
2. Double-click on the *hard-disk* icon to make it active.
3. Double-click on the "**BASIC.SYSTEM**" icon from the hard-disk window.
You will now be in BASIC, with a "]" prompt.
4. From BASIC, type:

PREFIX /READER.RABBIT	for TRR
PREFIX /MATH.RABBIT	for MR
PREFIX /THINK.QUICK	for TQ
PREFIX /MAGIC.SPELLS	for MS
PREFIX /SECRETS	for GS

5. Press return.
6. Type **BLOAD MISC.RTNS** and press return.



7. Type **CALL -151** and press return. You will now be in the Apple Monitor, with a "*" prompt.
8. Type **6003:2** and press return.
9. Hold down the Control key and press the letter **c**.
10. Press return. You will now be back in BASIC.
11. Type **BSAVE MISC.RTNS** and press return.
12. Type **BYE** and press return. You will now go back to the desktop.

Step II. Create a new folder on the hard drive and copy *all* of the icons from the **TLC** diskette to the new folder:

1. From the IIgs desktop, double-click on the *hard-disk* icon to make it active.
2. Under the "File" pull-down menu, select "New Folder."
3. Rename the folder to whatever you like by positioning the mouse pointer at the end of the new folder name (which is "Untitled"), pressing the Delete key, typing the new name and pressing Return.
4. Double-click on the new folder to open it.
5. Insert the **Rocky's Boots** diskette and double-click on its icon.
6. From the "Edit" pull-down menu, select "Select All."
7. Drag the icons from the **TLC** diskette's window to the new folder's window.
8. Adjust the size and location of the new folder's window as necessary.

To start the program, open the appropriate folder and double-click on the icon listed below:

Talking Reader Rabbit	READER.SYSTEM
Math Rabbit	MATH.SYSTEM
Think Quick!	THINK.SYSTEM
Rocky's Boots	LOAD.SYSTEM
Magic Spells	MAGIC.SYSTEM
Gertrude's Secrets	SECRETS.SYSTEM

If you have any questions or problems, please do not hesitate to call our Technical Support department toll-free at **800-852-2255**. Thank you for choosing software from **The Learning Company**.

Get on Our "Head of the Class" Mailing List!

Just take a few minutes and register your software today and you will receive valuable updates, product information and "special offers" from The Learning Company. Send it today!

The Learning Company[®] Software Warranty Registration

1. NAME _____ PHONE (_____) _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____
2. Name of program: _____
3. Age of child(ren) using program: (circle appropriate ages) 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14 & up
Number of children using program: 1 child 2 children More than 2
4. This program will be used at: Home School Both Other (Specify): _____
5. Machine version: Apple IIGS Apple IIc Plus Apple IIe/c/+ Macintosh Tandy
 Other (Specify): _____
6. Which of the following do you own (Check all that apply):
- 5.25" drive 3.5" drive Hard disk Mouse Joystick
 - Memory: 48K 64K 128K 256K 384K 512K More than 512K
 - Color monitor Monochrome
 - Printer: Dot Matrix Monochrome Dot Matrix Color Daisy Wheel Other None
 - Printer Brand/Model: _____
 - Interface card/model for Apple _____ Don't know
7. How long have you owned a computer?
 Less than 6 months Less than 1 year Less than 2 years More than 2 years
8. Store where software was purchased: Babbages Egghead Electronics Boutique/Games & Gadgets
 Software, etc./B. Dalton Mail order Other
9. Do you also own a Nintendo, Sega, or Atari system? Yes No

APPLE

The Learning Company[®]



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PERMIT NO. 92

FREMONT, CA

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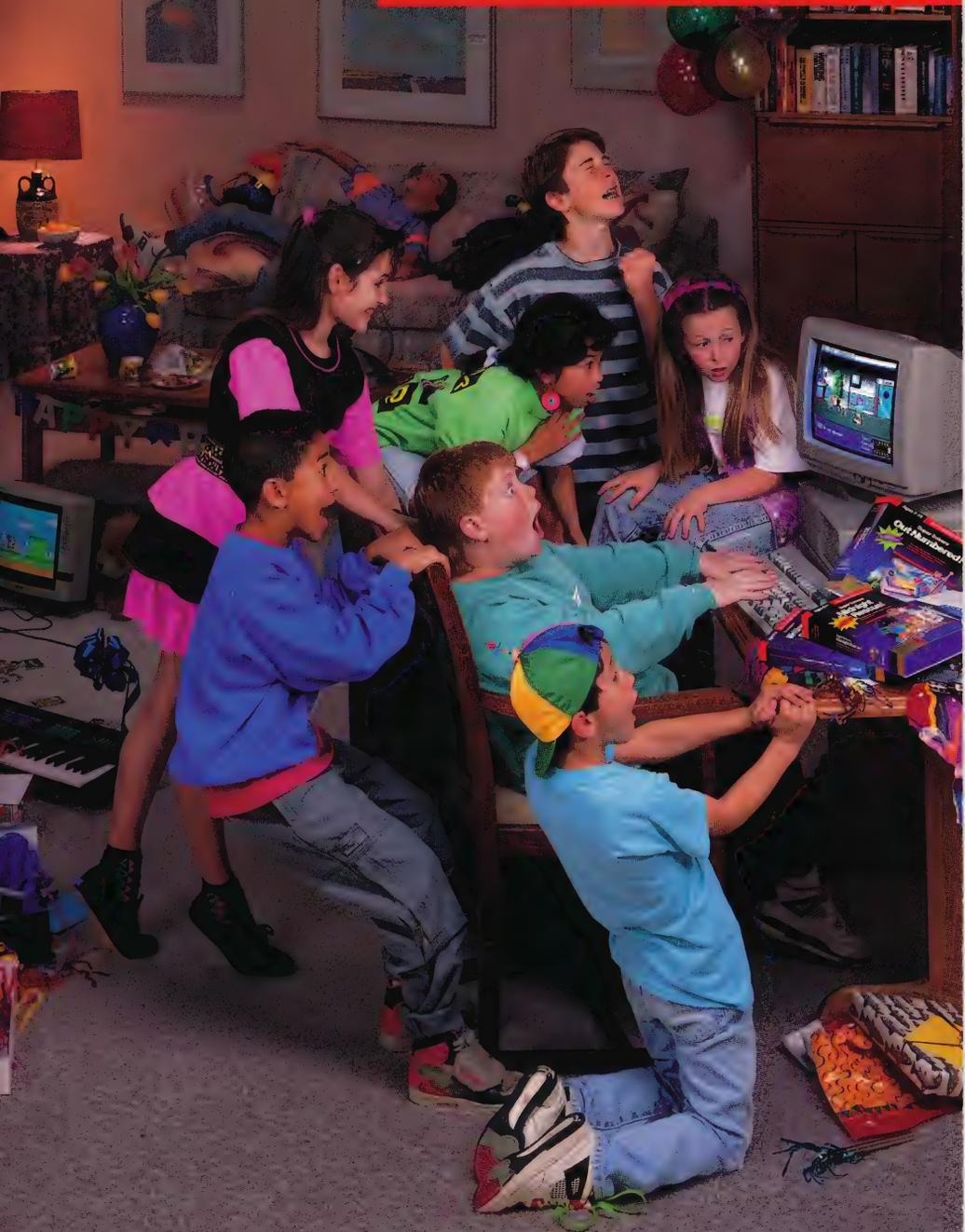
The Learning Company

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Fremont, CA 94555-9985



The Learning Company®



Software Catalog

Fall 1991

Five Tips on Selecting Software that Helps Young People Learn

Make an investment in your child's learning. Be certain that the software you buy passes this test:

1. Does it have **proven learning value**? The software should have been developed by a team of qualified learning experts using sound approaches.
2. Is it **fun**? Given the right environment, young people love to learn. Good software stimulates young people's natural curiosity and provides a rich, rewarding experience. It should also offer several levels of play to motivate continued use and provide options to customize content to individual learning needs.
3. Is it **easy to use**? You and your child should not have to spend time figuring out how to use the software. A simple set of commands and consistency from one product to the next should allow you to get straight to the fun.
4. Does it develop **thinking skills**? The right software will provide more than drill-and-practice work. It should also enhance your child's thinking and problem-solving abilities, paving the way to future learning success.
5. Is it part of a **family of products** that is **guaranteed**? Look for a line of products that covers all of your child's learning needs. Make sure the company stands behind its products and guarantees your satisfaction.

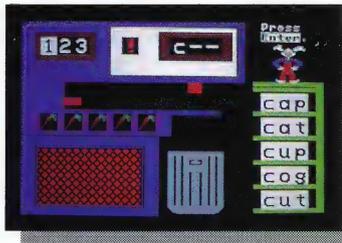
Ages 3-8

Build Early Reading and Math Skills

"Program of the Decade!"

Reader Rabbit® (Ages 3-6)

In this early journey of Reader Rabbit, the animated word factory helps children build early reading, spelling, and vocabulary skills. Whether sorting boxes, labeling pictures, or loading the word train, your child will be delighted by Reader Rabbit's entertaining antics! Four carefully sequenced games develop skills in word recognition, concentration, memory, and thinking. Lively colorful graphics and charming animation combine with early reading curriculum to create a playful learning experience.



IBM/Tandy & Compatibles
(5.25"/3.5" disks in one box)\$49.95

Special "Talking" version for Apple IIgs and Tandy 1000
(5.25"/3.5" disk available)\$59.95
Special "Talking" version for Macintosh **New! In color!**\$59.95
Apple II Series (5.25"/3.5" disk versions)\$39.95

NEW!

Reader Rabbit® 2 (Ages 5-8)

The journey continues ... as Reader Rabbit and his friends take a fantasy railroad trip through Wordville's crystal word mine, vowel pond, match patch, and alphabet dance. Discover a world filled with sights, sounds, and meanings of words.



Specifically designed to test and motivate first- and second-grade children to read on their own, this program helps develop reading skills such as word building, vowel sounds, word concepts, and early dictionary skills. Enchanting graphics, animation, and sounds hold young readers' interest through four carefully sequenced games and levels of difficulty.

*"An excellent way station on the Reader Rabbit trail! The clever combination of whimsy and word skills enchants and educates kids and grownups alike."
- Peter Scisco, father and Editor, Compute Magazine*

IBM/Tandy & Compatibles
(5.25"/3.5" disks in one box)\$59.95

Math Rabbit®

Builds early math and problem-solving skills for ages 3-7.

IBM/Tandy & Compatibles (5.25"/3.5" disks in one box)\$39.95
Special "Talking" version for Macintosh\$59.95

Ages 5-12

Develop Core and Thinking Skills

Super Solvers **Treasure Mountain!**TM

(Ages 5-9)

The fantasy exploration game that enriches reading, thinking, math, and science skills

To win back the crown from the Master of Mischief Super Solvers must find treasures hidden along the trail and lock them safely away in the treasure chest at the top of the mountain. Mischievous elves will try to use tricks to outwit you along the way.



IBM/Tandy & Compatibles
(5.25"/3.5" disks in one box)\$49.95

Super Solvers **Spellbound!**TM

(Ages 7-12)

Builds fundamental spelling and thinking skills

The Master of Mischief has challenged you to a spelling bee. Outspell him and reach the White House. This program features digitized speech and allows players or parents to create customized spelling lists.



IBM/Tandy & Compatibles
(5.25"/3.5" disks in one box)\$49.95

Super Solvers **Midnight Rescue!**TM

(Ages 5-9)

The arcade-action, deductive thinking, and reading game

The Master of Mischief and his five robots are trying to make the school disappear before your very eyes! Use your official club camera to find the facts and your best reading comprehension and deductive thinking skills to collect clues as you try to stop the Master of Mischief.



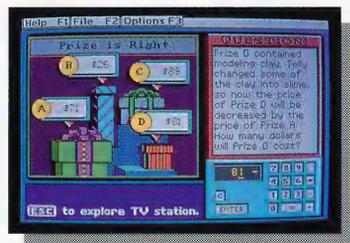
IBM/Tandy & Compatibles
(5.25"/3.5" disks in one box)\$49.95

Super Solvers **OutNumbered!**TM

(Ages 7-10)

Builds math, thinking, and problem-solving skills

The Master of Mischief is changing all of Shady Glen's TV programs to his own boring shows! Use your own TV zapper, basic math skills, and best problem-solving skills to determine which room conceals the Master of Mischief's hideout.



IBM/Tandy & Compatibles
(5.25"/3.5" disks in one box)\$49.95
Macintosh **NEW! In Color!**\$59.95



Operation Neptune™

Chilling deep sea adventure game requiring careful calculation and nerves of steel

As captain of the high-tech mini-sub *Neptune*, your mission is to save the world from a mysterious toxin from space that threatens all life. Taking calculated risks, you'll face dangerous and menacing sea creatures as you navigate near violent volcanoes and through deep ocean trenches. To navigate your mini-sub and complete your mission, you must rely on your math skills and more. Good Luck! We're counting on you!



- Unique game design combines real-life math problems, hints, and strategies with a fast action, adventure game.
- Multiple levels of challenge to play.
- Customize math problems to fit your own level.

IBM/Tandy & Compatibles (5.25"/3.5" disks in one box)\$59.95

Ancient Empires!™

The action-adventure that challenges your strategic thinking

Famous treasures from the ancient civilizations of Greece, Rome, Egypt, the Near East, and China are hidden in caverns deep beneath the desert sands. Hoarded centuries ago by a thieving band of pirates, these priceless artifacts provide a valuable link to the past. Players must maneuver their way through intricate underground passageways, solve intriguing puzzles, fend off menacing cave creatures, and overcome many difficult obstacles in their mission to bring cultural riches to the light of day. To recover the treasures, they must use their high-tech tools as well as logic, problem-solving, and decision-making skills to discover the information they need about ancient civilizations.



IBM/Tandy & Compatibles (5.25"/3.5" disks in one box)\$49.95

Think Quick!®

The adventure game that builds thinking skills for ages 7 & up.

IBM/Tandy & Compatibles (5.25"/3.5" disks in one box)\$49.95

Writing Tools

Ages 7 & up

The student's easy-to-use programs for writing reports, outlines, newsletters, and more...

NEW!

The Writing Center™

Create high-impact output with a program that has been specifically designed to meet the writing and publishing needs of students, families, and social groups. Rich word-processing capabilities matched with powerful page layout features and over 220 color pictures facilitate the delivery of A+ results. This program will enhance reports in history, English, science, social studies, math, and more.

- Pictures can be easily picked up and placed anywhere on a document.
- Pictures resize, crop, rotate, and flip
- 100,000-word spelling corrector
- Imports ASCII text and PICT picture files
- Prints in color from any Macintosh, including black & white
- "Free" research/writing guide included

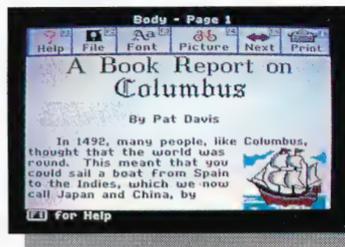


Macintosh.....\$89.95

"Program of the Decade!"

The Children's Writing & Publishing Center™

Designed for ease of use, this program stimulates the natural creativity of young people, and makes the process of writing both fun and rewarding. Now young people can write, design, edit, and publish reports, letters, stories, and newsletters at home or at school with a program specially designed for them. Easy-to-use instructions and screen displays guide new users with each step. Combine text and pictures effortlessly—watch words automatically wrap around pictures that are placed in documents. Over 150 pictures can be added to beautifully illustrate documents. You can also import Print Shop and other compatible graphics.



IBM/Tandy & Compatibles (5.25"/3.5" disks in one box).....\$69.95
Apple II Series (5.25" or 3.5" disk versions).....\$59.95

Writer Rabbit®

Builds reading & early writing skills for ages 7-10.

IBM/Tandy & Compatibles (5.25"/3.5" disks in one box).....\$49.95

About The Learning Company

The Learning Company is dedicated to producing high-quality software products that enrich the education of young people ages three and up. The Learning Company is unique in its focus on building young people's underlying thinking skills, while reinforcing important areas of basic curriculum. Its single-minded focus on quality is reflected in the extensive pre-market testing conducted in homes and schools and in a rich line of award-winning products.

Entertainment and ease of use are premier qualities of The Learning Company's products. Intriguing characters, challenging situations, and rich game environments are the ingredients for captivating programs that young people can enjoy for hours. Multiple skill levels and easy-to-follow directions broaden the appeal of each program to a wide audience. With software from The Learning Company, you'll experience no frustrations or complicated procedures. And, your satisfaction is guaranteed.

Choose the award-winning series of programs from The Learning Company . . . rich, entertaining programs that build basic curriculum skills and **develop underlying thinking skills.**

Subjects	Ages 3 to 7	Ages 7 to 9	Ages 9 & Up
Pre-Reading/Thinking	Reader Rabbit		
Reading/Thinking		Reader Rabbit 2	Super Solvers Midnight Rescue!
Math/Problem Solving	Math Rabbit	Super Solvers OutNumbered!	Operation Neptune
Reading/Math/Science		Super Solvers Treasure Mountain!	
Spelling		Super Solvers Spellbound!	
Thinking/Problem Solving		Think Quick!	Ancient Empires!
Writing/Publishing		The Writing & Publishing Center The Writing Center (Mac Only)	

Check the Reference Guide Below for Your Hardware Requirements

Programs (Ages)	IBM®/Tandy & Compatibles	Macintosh®/Apple®
Reader Rabbit (Ages 3-6)	3,8	5,8,9,10,11
Reader Rabbit 2 (Ages 5-8)	1,6,7,14,15	N/A
Math Rabbit (Ages 3-7)	4,8	5,11
Treasure Mountain! (Ages 5-9)	1,6,7,14	N/A
Spellbound! (Ages 7-12)	1,6,7,14,15	N/A
Midnight Rescue! (Ages 7-10)	1,6,7	N/A
OutNumbered! (Ages 7-10)	1,6,7	5,8,10
Think Quick! (Ages 7 & up)	4,8	N/A
Operation Neptune (Ages 10-Adult)	1,6,7,14,15	N/A
Ancient Empires! (Ages 9-Adult)	1,6,7,14	N/A
The Writing Center (Ages 7-Adult)	N/A	5,8,10,13
Children's Writing & Publishing Center (Ages 7-14)	2,8,12	4,9,12
Writer Rabbit (Ages 7-10)	3,8	N/A

Notes on system requirements:

- | | |
|--|---|
| 1. 512K required | 9. Apple IIe/IIgs versions available |
| 2. 384K required | 10. Hard Disk required |
| 3. 256K required | 11. Talking version available |
| 4. 128K required | 12. Dot matrix printer, black & white or color, required |
| 5. 1MB required Macintosh | 13. Supports all printers in black & white or color |
| 6. Requires 640K for Tandy | 14. Supports Ad Lib and Sound Blaster sound cards |
| 7. Color monitor and graphics card required | 15. Supports Roland sound card |
| 8. Supports monochrome and all color monitors | |

- ▶ All of the Learning Company's MS-DOS products are hard-disk installable and fully compatible with the IBM family, Tandy 1000 series, and other PC compatibles. Also note that both 5.25" and 3.5" disks are enclosed in each box and you can back up your program disk.
- ▶ **Satisfaction Guaranteed!** All programs from The Learning Company carry a no-risk, 30-day money-back guarantee.
- ▶ **Special Note to Educators:** The Learning Company also offers a complete line of School Editions. Call our School Division for more information.

Visit your nearest Learning Company dealer
or call us toll free: **1-800-852-2255.**

6493 Kaiser Drive, Fremont, CA 94555 (510) 792-2101



The Learning Company®

IBM/Tandy & Compatibles Version
and
Apple Version

Math Rabbit[®]

User's Guide



*Children learn early math skills by
joining Math Rabbit at the circus.*

Quick Start

With a little help in the beginning, even very young children can have fun with Math Rabbit immediately. Parents or helpers should spend a few minutes with first-time players and read through the game instructions on the screen. Players should be encouraged to press whenever they need help during the program. Once children learn which keys to press to make things happen in the games, they'll be on their own for hours of fun.

Although there are many ways to change the games, all game options are preset so you can begin playing right away. Here's how:

- Load the program into your computer. (See page 2.)
- Select a level for the games that is appropriate for your child. Press for help. Follow the prompts on the screen.
- Choose one of the four games from the main menu by pressing its number.
- When you see the game menu, choose "Learn how to play" to read the game instructions. Then choose "Play standard game" from the game menu or, for the Clowns' Counting Games, press the number of the game you want to play.
- Refer to this user's guide for more information on playing the games and changing game options.

Math Rabbit[®]

For

- Ages 4-7

Runs On:

- IBM PC, XT, AT, PS/2 and compatibles with 128K Tandy 1000 HX, EX, SX, TX, SL, TL, and Tandy 3000 with 256K

With:

- 3.5" drive or 5.25" drive
- DOS 2.0 or higher
- VGA, EGA, MCGA, TGA, CGA (all in 4-color CGA mode); Hercules or compatible monochrome graphics adapter (color monitor recommended but not required)

Optional:

- Joystick

- Apple II+, Apple IIe, Apple IIc, IIc Plus and Apple IIgs

With:

- 5.25" drive, 64K
- 3.5" drive, 128K
- Monitor or TV (color monitor recommended but not required)

Optional:

- Joystick

A School Edition of this product is available for classroom teachers. Contact our School Division for more information.

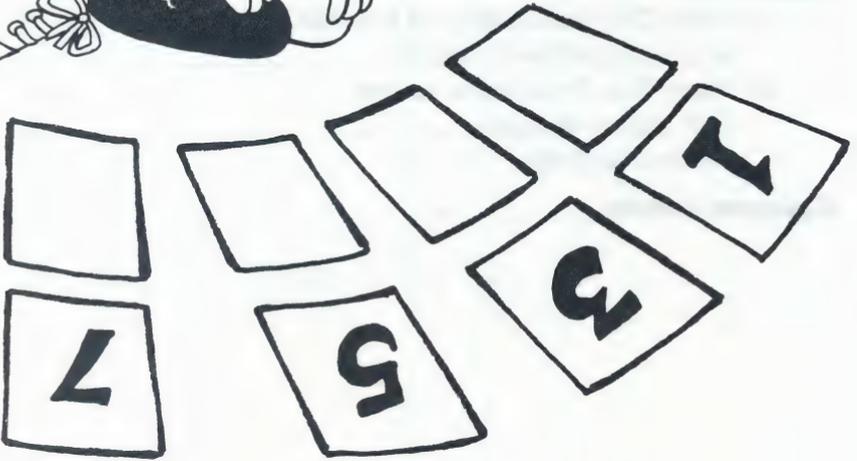
THE LEARNING COMPANY

The Learning Company is a leading publisher of children's educational software with a unique focus: we develop products that build children's underlying thinking skills while reinforcing the important basic curriculum subjects such as reading, writing, and math. To create a rich product line that grows with the child, we focus single-mindedly on quality, taking care to test our programs in homes and schools before we market them.

The Learning Company's best-selling line of software for children ages 4 to 14 includes *Reader Rabbit* (ages 4-7), *Math Rabbit* (ages 4-7), *Gertrude's Secrets* (ages 4-7), *Magic Spells* (ages 6-12), *Writer Rabbit* (ages 7-10), *Think Quick!* (ages 7-14), and *The Children's Writing & Publishing Center* (ages 8-14). Online help makes each program uncomplicated, and multiple skill levels allow children to advance at their own pace.

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Welcome to Math Rabbit

Come join the fun at the circus! Discover the wonder of numbers with a circus full of games—from a music maker to an elephant train! By playing the games, children learn all about numbers—how to count, add and subtract, and make all sorts of interesting number patterns. Count on Math Rabbit to make it as easy as 1, 2, 3!

The fun begins with the Clowns' Counting Games where learning to count is combined with making music. Go on to join Math Rabbit in the Tightrope Game and match sets of objects, numbers, or math problems to target numbers in a hot air balloon. Then it's on to the Circus Train Game to practice adding and subtracting while exploring number patterns. Load the train with numbers and head to the big top for the Mystery Matching Game. There, the fortune teller has plenty of surprises in store. Match pairs of number cards to see what the future brings.

There are many different ways to play the Math Rabbit games. With over 30 options to choose from, the games can be made hard or easy and provide practice on lots of different math skills. Parents or teachers can fine-tune the games—by changing the grade level, range of numbers, game speed, and specific math operations—to focus on specific learning goals. This user's guide shows you how.

With Math Rabbit there to help, learning about numbers is like a day at the circus. And what's more fun than a circus?

Getting Started

Running the Math Rabbit Program on an IBM/Tandy or Compatible Computer

Before you start the program for the first time, it's best to make a backup copy of the disk. For instructions on how to make a backup copy of a disk using the DOS (Disk Operating System) command DISKCOPY, see your DOS manual.



The most efficient way to run the program is to install it on your hard disk (or fixed disk), if you have one. See Appendix A on page 25 of this user's guide for instructions.

To run the program from the Math Rabbit floppy disk:

1. Put your DOS disk (version 2.0 or higher) in drive A of your computer and close the disk drive door. Turn on the monitor and then the computer. (If DOS is in your computer's permanent memory or on a hard disk, or if your computer is already up and running, you don't have to insert the DOS disk.)
2. If you see the prompts for entering a new date and time, just press **ENTER** on your keyboard twice.
3. When you see A:> on the screen, remove the DOS disk and insert the Math Rabbit disk (label side up) in drive A. (If you see C: > on the screen, type **A:** and press **ENTER**.)
4. **If this is the first time you are running Math Rabbit**, type **SETUP** and then press **ENTER**. Follow the onscreen instructions. This procedure lets you tell the program what graphics adapter (color or monochrome) your computer system has. You only have to do this procedure once.
5. Type **MR** and press **ENTER**.
6. In a few moments, the title screen will appear.

Running the Math Rabbit Program on an Apple Computer

To run the program from the Math Rabbit floppy disk:

1. Put the Math Rabbit disk in the disk drive, Side 1 up, and close the door.
2. Turn on your computer.



If you have a hard disk and the 3.5" disk Apple version of Math Rabbit, you can install (copy) the program onto your hard disk. See Appendix B on page 26 of this user's guide for instructions.

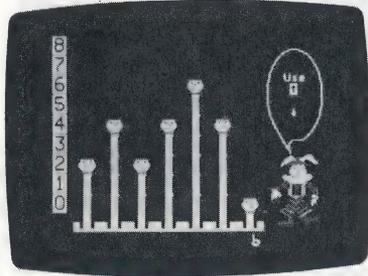
CHOOSING THE LEVEL

After the opening picture, a window will appear asking you to choose the level you want for the games. For all games except the first one, the level determines the math skills and number ranges to be used in the games. Level 1 corresponds to preschool and early kindergarten. Levels 2, 3, and 4 span late-kindergarten through first-grade curriculum. (For more information on levels, see the chart on page 23 and the individual games.) When you choose a level, the main menu will appear—your invitation to join the circus!

To choose a game, press its number. To find out more about the games, press **[?]**. You can play the games in any order you wish. When you're ready, you may change the level of a game (except the first one) to make it more challenging.

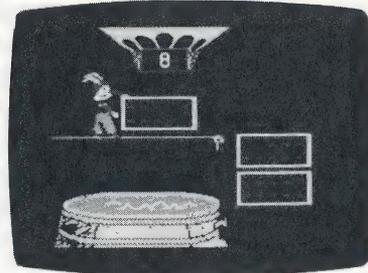
1 Clowns' Counting Games

Learn to count by moving clown faces up and down. Then play the tune you've made!



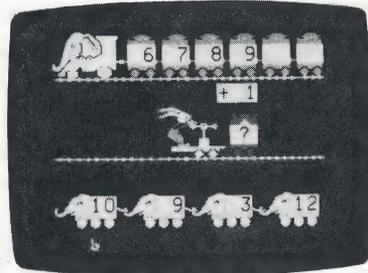
2 Tightrope Game

Match sets of objects, numbers, or math problems to a target number and watch Math Rabbit dance a tightrope jig!



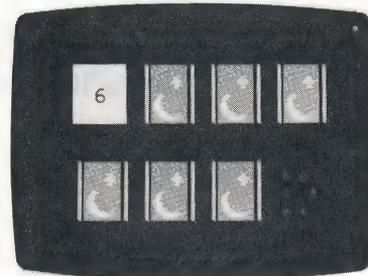
3 Circus Train Game

Load the circus train with numbers that increase or decrease by the same amount.



4 Mystery Matching Game

Match numbers, sets of objects, and answers to math problems in a memory card game. Win prizes as you go.



*The screen shots in this User's Guide are taken from the Apple Version.

To change the level of the games, the sound setting, or choose keyboard, joystick, or KoalaPad:*

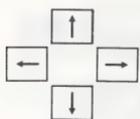
- Press **C**. A menu will appear listing the available options.
- Use the ARROW keys to move the highlight bar to the option you want.
- Press **SPACEBAR** to select the option you have chosen.

KEYBOARD/JOYSTICK/KOALAPAD*

If you want, you can use a joystick or KoalaPad instead of the ARROW keys and **SPACEBAR**. You will need to press numbers on the keyboard to choose games and **?** to get help.

Keyboard

Use these keys to move in the games, make selections, get help, and return to the previous menu. See page 18 for a complete list of all the keys used in Math Rabbit.



Moves the highlight bar in the game menus or the pointer in the games up, down, left, and right. (On the Apple Version **I**, **M**, **J**, and **K** work like the up, down, left, and right arrow keys. On keyboards without up and down ARROW keys, **←** moves the bar in the game menus up, **→** moves it down.)

SPACEBAR

Makes selections in games and menus.

?

Gives you help almost anywhere in the program.

ESC

Returns you to the previous menu.

CONTROL

S

Turns sound on or off any time.

*There is no KoalaPad Option on the IBM/Tandy & compatibles version.

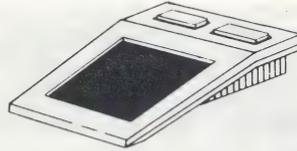
Joystick

- Plug a self-centering joystick into the joystick port on your computer.*
- Press the lever in the direction you want to move and let it return to the center position. The highlight bar or pointer on the screen will move to the next position.
- Press either button on the joystick instead of **SPACEBAR** to make selections in games and menus.



KoalaPad (Apple only)

- Plug the KoalaPad into the joystick port on your computer.
- Copy the overlay on page 19 and tape it to the KoalaPad.
- Tap the arrow that points in the direction you want to move. One tap moves the highlight bar or pointer on the screen to the next position.
- Press either button on the KoalaPad instead of **SPACEBAR** to make selections in games and menus.



GETTING HELP

You can get help at any time from almost anywhere in the program by pressing **[?]**. A help window will appear that explains how to play a game. Just follow the prompts on the screen to go to the next help message or to go back to the game or menu where you started.

* On a Tandy 1000SX use the left port. On a Tandy 1000EX use the back port. On a Tandy 1000 use the right port.

The Games

When you choose a game from the main menu, you'll first see a picture of the game. Then the game menu will appear in a window. All the games except the first one have the four following options. (See page 8 for choosing options in the Clowns' Counting Games.)

- Play standard game** starts the game using the default game settings.
- Play customized game** lets you change the game settings before playing the game.
- Learn how to play** gives you instructions on playing the game.
- Return to Main Menu** takes you back to the main menu.

To choose an option, use the ARROW keys to highlight your choice and press **SPACEBAR** to select it.

Before you play a game, choose "Learn how to play" and read the game instructions. Then when you're ready to play, choose "Play standard game" first. Later, you can choose "Play customized game" to change the game.

When you select "Play customized game," a menu of game options will appear with the default game settings for the level you've chosen. These options let you control the difficulty of a game and determine which math skills to practice. To choose an option, use the ARROW keys to highlight your choice and press **SPACEBAR** to select it.

To change levels from within a game:

You can change levels when the game menu is up. If the game has already started, press **ESC** to go back to the game menu. Then press **CONTROL** or **CTRL** and **L** together; then the number of the level you want (1, 2, 3, or 4). You will hear a beep (unless the sound is off) indicating the level has changed.

1 CLOWNS' COUNTING GAMES

Make music while you learn to count by playing with Math Rabbit's music maker. To play the games, you need to count numbers from 1 to 8.

When you choose the Clowns' Counting Games, a game menu will appear with three different games to choose from. Press **[?]** to see the game instructions, then press the number of the game you want to play.

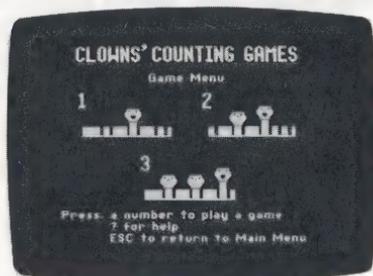
Game 1: Discovery Play

lets you count any numbers you want to. This is the easiest game.

Game 2: Flashing Number

lets you count up to a flashing number that Math Rabbit gives you. This game is a little harder.

Game 3: Target Number lets you count up to a number that Math Rabbit names. The 8 target numbers will not show. This game makes you a master number counter!

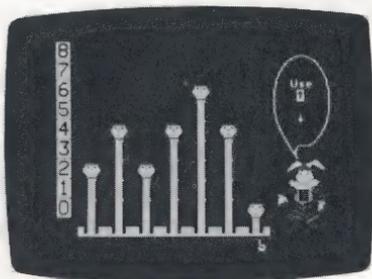


To play Game 1:

Use the up and down ARROW keys to count up to any number. The clown face will move up as you count. Then press **[SPACEBAR]** to select the number. Math Rabbit will move you to the next clown.

Continue counting numbers until you've moved all the clown faces. Then listen to the clowns sing your tune and watch Math Rabbit tumble.

Press **[SPACEBAR]** to hear your tune again as many times as you like. Then press **[ENTER]** or **[RETURN]** when you're ready to make a new tune.



To play Games 2 and 3:

- Use the up and down ARROW keys to count up to the number that Math Rabbit gives you. The clown face will move up as you count. Then press **SPACEBAR** to select the number. If your clown face isn't at the right number, you'll see an arrow and get a hint telling you your number is too high or too low. Just try again. When your answer is correct, Math Rabbit will give you the next number.
- Continue counting numbers until you've moved all the clown faces. Then listen to your tune and watch Math Rabbit tumble!
- Press **SPACEBAR** to hear the clowns sing again as many times as you like. Then press **ENTER** or **RETURN** when you're ready to make a new tune.

2 TIGHTROPE GAME

Help Math Rabbit practice the tightrope act by matching sets of objects, numbers, or math problems to a target number in the balloon basket. When you see a match, put it on a shelf. When something doesn't match, let it fall into the water barrel. Then when you get everything sorted out on the shelves, watch closely!

The kind of matches you make in this game depends on the level you selected.

Level 1 lets you match sets of objects to a target number.



Level 2 lets you identify numbers that are greater than or less than a target number.



Levels 3 and 4 let you match addition or subtraction problems to a target number.



To play:

- Press **SPACEBAR** to start the game. You'll see the balloon basket descend with the target number inside. Then Math Rabbit will appear on the tightrope holding a card with a set of objects, a number, or a math problem.
- Does Math Rabbit's card match the target? If it does, press **SPACEBAR** to put the card on a shelf. If it doesn't, *do nothing* and the card will drop into the barrel by itself. (Or, press the down **ARROW** key to make it drop sooner.)
- Continue making matches until all four shelves are filled. If all your matches were right, keep your eye on Math Rabbit! (You can press **SPACEBAR** to make Math Rabbit stop so you can start a new game sooner.)

If you make a wrong match or throw away a good match, the card will change color and your shelves won't be filled with good matches. But don't worry. Just play the game again and you'll get another chance with the same target number.

Customizing the Game

In the Tightrope Game, you can:

- Set the target numbers in a game.
- Change the speed of the game from Medium, to Slow, or Fast.
- Choose addition, subtraction, or both in Levels 3 and 4.

Select "Play customized game" from the game menu to see the options for changing the game and the default settings. To choose an option, use the **ARROW** keys to highlight your choice and press **SPACEBAR** to select it. Be sure the check is next to the option you have selected.

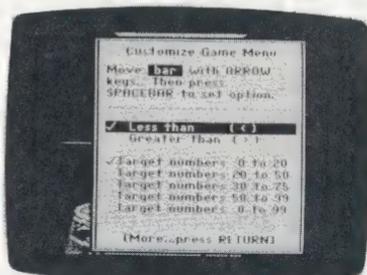


The target numbers you can choose for a game are different for different levels.

Level 1 Choose a number from 1 to 9 to be the target number.



Level 2 Choose the “greater than” (>) or “less than” (<) sign and target numbers within five ranges from 0 to 99.



Levels 3 and 4 Choose addition or subtraction problems or both.

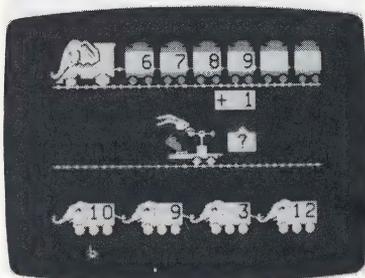


When you choose a customized target number, inequality sign, or math operation, it will stay the same each time the game is played until you change it again or go back to the standard game. In the standard game, the targets will vary each time the game is played. For details, see Game Levels and Options on page 20.

To change levels from the Tightrope Game menu, see page 7.

3 CIRCUS TRAIN GAME

A circus wouldn't be a circus without an elephant train! So join the fun and help Math Rabbit load the train with numbers that get bigger or smaller by the same amount. Pick the right numbers from the elephants below the train to solve addition or subtraction problems. Watch the number patterns grow from car to car.



To play:

- Read the math problem above Math Rabbit's loading cart. Find the answer in one of the elephants at the bottom of the screen.
- Use the left and right ARROW keys to move the pointer until it is below that number and press **[SPACEBAR]**. If you picked the right number, you'll see it jump into Math Rabbit's cart and pop into the train.
- Continue choosing numbers to solve all five problems. Do you see a pattern in the numbers in the train?
- Press **[SPACEBAR]** when you're done looking and watch Math Rabbit keep time to the music. Then watch the train move off to the big top! (Press **[SPACEBAR]** again to stop all the activity and start a new game sooner.)

If you put a wrong number in Math Rabbit's cart, the wrong number will fall back to the elephant, and the correct number will pop into the cart. When you press **[SPACEBAR]**, the train will break and the right numbers will chug off the screen. Then you can play the game again with the same starting number.



Customizing the Game

In the Circus Train Game, you can:

- Choose to add or subtract to make the numbers in the train increase or decrease.
- Choose specific numbers to add or subtract in Levels 2, 3, and 4.
- Choose to make the starting number an odd number, an even number, a multiple of the number being added or subtracted, or any number.

Select "Play customized game" from the game menu to see the options for changing the game and the default settings. To choose an option, use the ARROW keys to highlight your choice and press **SPACEBAR** to select it. You will see the number or operation change on the game screen.

The numbers you can choose to add or subtract in a game are different for Levels 2, 3, and 4.

Level 2 Choose either 1 or 2.

Level 3 Choose 1, 2, 4, 5, 8, or 10.

Level 4 Choose any number from 1 to 10.



When you choose a customized starting number, increment, or math operation, it will stay the same each time the game is played until you change it again or go back to the standard game. In the standard game, the numbers in Levels 2, 3, and 4 will vary each time the game is played. For details, see Game Levels and Options on page 20.

To change levels from the Circus Train Game menu, see page 7.



4 MYSTERY MATCHING GAME

Pay a visit to the circus fortune teller and try your luck at cards! To find out what the future holds for you, search the gameboard for cards that match.

When the game starts, you'll first see the fortune teller in her tent. In Levels 1 and 2 you'll even get a look at the cards in the game beforehand. To play the game, you need to match pairs of cards that show objects, numbers, or math problems. What is shown on the cards depends on the level you selected.

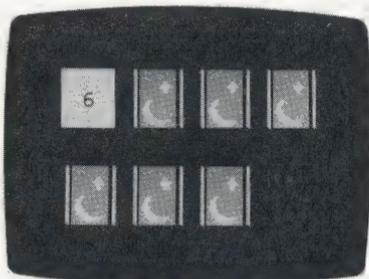
Level 1 lets you match sets of objects and numbers.

(See page 15.)

Level 2 lets you match numbers, math problems, and number names. (See page 16.)

Levels 3 and 4 let you solve addition and subtraction problems and match them to sums and differences.

(See pages 16-17.)



To play:

- Press **SPACEBAR** to start the game after you've looked at your cards.
- Use the **ARROW** keys to move the hand pointer to any card you want.
- Press **SPACEBAR** to turn the card over. If the card shows a vertical math problem, type in the answer and press **ENTER** or **RETURN**. (Use the **ARROW** keys to move the hand pointer to the position you want on the card before typing the answer.)
- Move the hand pointer to another card and press **SPACEBAR** to turn that card over. If the card shows a vertical math problem, type in the answer and press **ENTER** or **RETURN**. If the two cards match, they will disappear. If they don't match, the cards will flip over again.
- Continue turning cards over and keep trying to match them up. When you've matched all the cards, you'll see all the pairs side by side and get a chance to collect prizes.

Customizing the Game

In the Mystery Matching Game, you can:

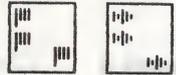
- Change the kind of matches in a game.
- Change the number of cards in a game to either 8 or 12 cards for Levels 2, 3, and 4.

Select "Play customized game" from the game menu to see the options for changing the game and the default settings. To choose an option, use the ARROW keys to highlight your choice and press **SPACEBAR** to select it.

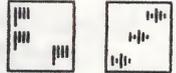
The kind of matches you can choose in a game is different for different levels.

Level 1 Choose from four options to match sets of objects to numbers or to other sets that show objects in the same card layouts or in different card layouts, and to match numbers to numbers.

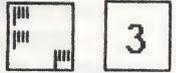
Set to Set: same layout



Set to Set: different layout



Set to Number



Number to Number



Level 2

Choose from seven options to match numbers to addition and/or subtraction problems, to number names, or to match addition and subtraction problems to equivalent problems.

Number to Addition

3

 $2+1$

Number to Subtraction

3

 $4-1$

Number to Addition or Subtraction

3

 $2+1$

Addition to Addition

 $2+1$ $3+0$

Subtraction to Subtraction

 $4-1$ $3-0$

Addition to Subtraction

 $2+1$ $4-1$

Number to Number Name

3

Three

Level 3

Choose from six options to match numbers with answers to addition and/or subtraction problems, or to match answers to addition and subtraction problems with answers to equivalent problems.

Number to Addition

3

 $\begin{array}{r} 2 \\ +1 \\ \hline \end{array}$

Number to Subtraction

3

 $\begin{array}{r} 4 \\ -1 \\ \hline \end{array}$

Number to Addition or Subtraction

3

 $\begin{array}{r} 2 \\ +1 \\ \hline \end{array}$

Addition to Addition

 $\begin{array}{r} 2 \\ +1 \\ \hline \end{array}$ $\begin{array}{r} 3 \\ +0 \\ \hline \end{array}$

Subtraction to Subtraction

 $\begin{array}{r} 4 \\ -1 \\ \hline \end{array}$ $\begin{array}{r} 3 \\ -0 \\ \hline \end{array}$

Addition to Subtraction

 $\begin{array}{r} 2 \\ +1 \\ \hline \end{array}$ $\begin{array}{r} 4 \\ -1 \\ \hline \end{array}$

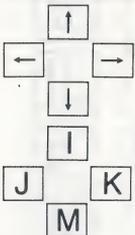
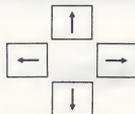
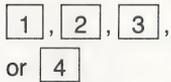
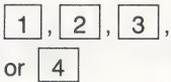
Level 4 Choose from six options to match numbers with answers to addition and/or subtraction problems, or to match answers to addition and subtraction problems with answers to equivalent problems.

Number to Addition	$\begin{array}{r} 37 \\ \hline \end{array}$	$\begin{array}{r} 13 \\ +24 \\ \hline \end{array}$
Number to Subtraction	$\begin{array}{r} 37 \\ \hline \end{array}$	$\begin{array}{r} 49 \\ -12 \\ \hline \end{array}$
Number to Addition or Subtraction	$\begin{array}{r} 37 \\ \hline \end{array}$	$\begin{array}{r} 13 \\ +24 \\ \hline \end{array}$
Addition to Addition	$\begin{array}{r} 13 \\ +24 \\ \hline \end{array}$	$\begin{array}{r} 21 \\ +16 \\ \hline \end{array}$
Subtraction to Subtraction	$\begin{array}{r} 49 \\ -12 \\ \hline \end{array}$	$\begin{array}{r} 68 \\ -31 \\ \hline \end{array}$
Addition to Subtraction	$\begin{array}{r} 13 \\ +24 \\ \hline \end{array}$	$\begin{array}{r} 49 \\ -12 \\ \hline \end{array}$

When you choose a customized match or number of cards, it will stay the same each time the game is played until you change it again or go back to the standard game. For more information on setting specific game options, see Game Levels and Options on page 20.

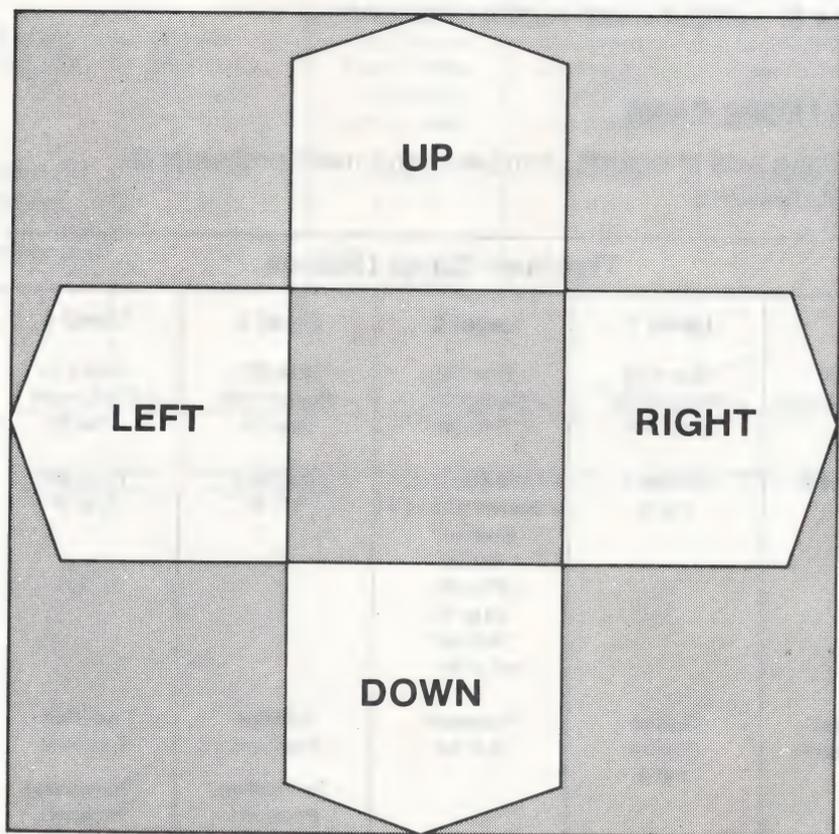
To change levels from the Mystery Matching Game menu, see page 7.

Special Keys

Apple	IBM/Tandy and Compatibles	Function
 SPACEBAR	 SPACEBAR	<p>Moves the highlight bar in the game menus or the pointer in the games up, down, left, and right. (On keyboards without up and down ARROW keys,  moves the bar in the game menus up,  moves it down. On an Apple, in both games and menus you can use  and  to move up and down.)</p> <p>Makes selections in games and menus; replays a tune in the Clowns' Counting Games; stops an animation at the end of a game so you can start a new game sooner.</p>
		<p>Gives you help almost anywhere in the program.</p>
		<p>Returns you to the previous menu.</p>
	 or 	<p>Clears a game and lets you start over in the Clowns' Counting Games; enters answers to math problems in the Mystery Matching Game; elsewhere, use this key when prompted.</p>
 or  and 	 or  and 	<p>Lets you change the game level from the game menu. Press  or  and  at the same time. Then press the number of the level you want.</p>

KoalaPad Touch Tablet Overlay (Apple Only)

Photocopy this overlay and tape it to your KoalaPad Touch Tablet. To use the touch tablet, tap the arrow that points in the direction you want to move. One tap moves the highlight bar or pointer one space. Press either button on the touch tablet to make selections in games and menus.



Game Levels and Options

CLOWNS' COUNTING GAMES

Counting from 1 to 8

Game 1: open-ended

Game 2: with visual number reference

Game 3: without visual number reference

TIGHTROPE GAME

Matching sets of objects, numbers, and math problems to target numbers

Tightrope Game Options				
	Level 1	Level 2	Level 3	Level 4
Speed (Seconds)	Slow (20) <input checked="" type="checkbox"/> Medium (15) Fast (10)	Slow (12) <input checked="" type="checkbox"/> Medium (8) Fast (4)	Slow (20) <input checked="" type="checkbox"/> Medium (12) Fast (6)	Slow (12) <input checked="" type="checkbox"/> Medium (8) Fast (5)
Targets	Numbers 1 to 9	<input checked="" type="checkbox"/> Less Than (<) <input checked="" type="checkbox"/> Greater Than (>) Numbers 0 to 20 20 to 50 30 to 75 50 to 99 <input checked="" type="checkbox"/> 0 to 99	Numbers 0 to 9	Numbers 0 to 15
Object to Match	Sets of Objects 1 to 9	Numbers 0 to 99	Addition Problems Subtraction Problems <input checked="" type="checkbox"/> Both	Addition Problems Subtraction Problems <input checked="" type="checkbox"/> Both

Indicates default game option for standard game. When more than one check mark appears, the program chooses randomly between the checked options.

CIRCUS TRAIN GAME

Solving addition and subtraction problems to create number patterns

Circus Train Game Options				
	Level 1	Level 2	Level 3	Level 4
Operation	<input checked="" type="checkbox"/> Addition <input type="checkbox"/> Subtraction	<input checked="" type="checkbox"/> Addition <input checked="" type="checkbox"/> Subtraction	<input checked="" type="checkbox"/> Addition <input checked="" type="checkbox"/> Subtraction	<input checked="" type="checkbox"/> Addition <input checked="" type="checkbox"/> Subtraction
Starting Number	Odd Number Even Number A Multiple <input checked="" type="checkbox"/> Any Number	Odd Number Even Number A Multiple <input checked="" type="checkbox"/> Any Number	Odd Number Even Number A Multiple <input checked="" type="checkbox"/> Any Number	Odd Number Even Number A Multiple <input checked="" type="checkbox"/> Any Number
Number Range	Numbers 1 to 12	Numbers 1 to 18	Numbers 1 to 70	Numbers 1 to 99
Increment	(1 only)	1 2 (Add only)	1 <input checked="" type="checkbox"/> 2 4 <input checked="" type="checkbox"/> 5 8 <input checked="" type="checkbox"/> 10 (Add only)	1 6 <input checked="" type="checkbox"/> 2 7 <input checked="" type="checkbox"/> 3 8 4 9 <input checked="" type="checkbox"/> 5 <input checked="" type="checkbox"/> 10

Indicates default game option for standard game. When more than one check mark appears, the program chooses randomly between the checked options.

MYSTERY MATCHING GAME

Matching sets of objects, numbers, and math problems

Mystery Matching Game Options				
	Level 1	Level 2	Level 3	Level 4
Kind of Matches	Number to Number Set to Set: same layout Set to Set: different layout <input checked="" type="checkbox"/> Set to Number	Number to Addition Number to Subtraction <input checked="" type="checkbox"/> Number to Both Addition to Addition Subtraction to Subtraction Addition to Subtraction Number to Number Name	Number to Addition Number to Subtraction <input checked="" type="checkbox"/> Number to Both Addition to Addition Subtraction to Subtraction Addition to Subtraction	Number to Addition Number to Subtraction <input checked="" type="checkbox"/> Number to Both Addition to Addition Subtraction to Subtraction Addition to Subtraction
Number Range	Numbers 1 to 9	Numbers 1 to 18	Numbers 1 to 18	Numbers 1 to 99
Problem Format	N/A	Horizontal	Vertical	Vertical
Number of Cards	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 8 12	<input checked="" type="checkbox"/> 8 12	<input checked="" type="checkbox"/> 8 12
Solve the Problem	N/A	No	Yes	Yes

Indicates default game option for standard game. When more than one check mark appears, the program chooses randomly between the checked options.

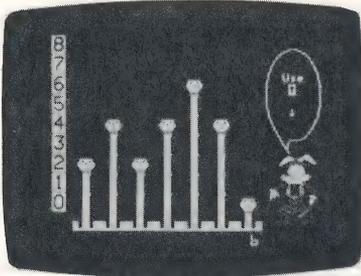
The Learning List

Math Rabbit is a delightful way to introduce children to number concepts and help them develop basic counting and arithmetic skills. Through the four carefully sequenced games, players first learn to count and associate numerals and numbers with counts, then build these basic skills as they recognize number relationships, identify equations and inequalities, and discover that numbers may be expressed in many different ways. As these skills build to adding and subtracting one- and two-digit numbers, children also learn broader mathematical concepts while they experiment with number patterns and match equivalent mathematical expressions.

The first game can be played in three ways that increase in difficulty. The other three games have four skill levels to choose from with a range of options for customizing each level. The flexibility of the program, together with its sound instructional approach, make Math Rabbit a powerful teaching tool for building early math skills at home or in the classroom.

Game/Level

Clowns' Counting Games

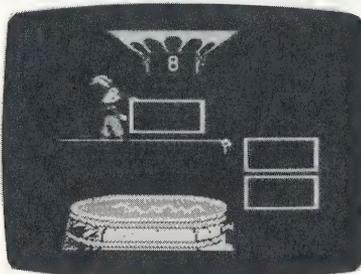


Concept or Skill Presented

- Counting from 1 to 8
- Identifying numerals and recognizing simple number relationships
- Learning simple number concepts with visual and auditory reinforcement

Tightrope Game

Level 1



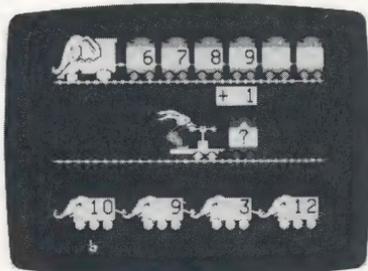
- Recognizing numerals from 1 to 9
- Counting a set of objects
- Associating the numeral with the concept of number
- Associating and matching numbers with groups of objects

Level 2

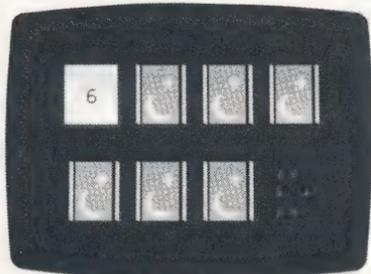
- Understanding the concepts of greater than and less than
- Identifying numbers that satisfy the target inequality
- Understanding the concept of inequality
- Understanding the concept of equivalence
- Adding and subtracting numbers
- Drilling basic number facts
- Discovering different names for a number
- Adding and subtracting numbers
- Recognizing number patterns
- Developing the foundation skills for multiplication

Levels 3 and 4

Circus Train Game



Mystery Matching Game



- Improving spatial awareness (up/down, left/right)
- Improving the ability to concentrate and remember

Level 1

- Recognizing numbers from 1 to 9
- Associating and matching numbers with groups of objects

Level 2

- Associating numbers with their written names
- Drilling basic number facts
- Recognizing equivalent addition and subtraction expressions

Level 3

- Adding and subtracting basic number facts from 1 to 9 vertically
- Matching sums or differences to numbers or other sums and differences

Level 4

- Adding and subtracting two-digit numbers vertically
- Matching sums or differences to numbers or other sums and differences

APPENDIX A:

Hard Disk Installation of the IBM/Tandy and Compatibles Version

If you have a hard disk (fixed disk), it is best to run Math Rabbit from that hard disk.

The installation procedure puts a copy of Math Rabbit on your hard disk. This procedure creates a special storage area, a directory, on your hard disk called TLC (for **The Learning Company**) and another directory within that one called MR (for **Math Rabbit**).

Before you continue, be sure you have made a backup copy of the disk using the DOS command DISKCOPY. (See your DOS manual for instructions.)

To install Math Rabbit on a hard disk:

1. When you see the C:> prompt (or another DOS prompt that identifies your hard disk), insert the Math Rabbit disk in drive A (or another floppy disk drive).
2. Type **A:** (or the letter of the drive you put the disk in followed by a colon), and press . Then type **INSTALL**, and press again.
3. Follow the instructions on the screen.

To start the program once you have installed it on your hard disk: at the C:> prompt, type **MR** and press .

Troubleshooting

1. If you see an onscreen message that says "a hard disk is not available":
 - a. You may not have a hard disk.
 - b. You may have to delete some files to make more room on your hard disk.
 - c. You may have started your computer with a DOS disk and have a hard disk set up by a disk manager program. Be sure to start your computer from the hard disk.
 - d. If your hard disk is a separate unit, check that it is turned on.
2. If your monitor does not display the program properly (blank screen or distorted graphics), you may need to run the SETUP program. See the instructions for getting started on page 2 of this user's guide.

If you have any questions, call our Customer Service Department at 1-800-852-2255.

APPENDIX B:

Hard Disk Installation of the 3.5" Apple Version

If you have a hard disk drive and the 3.5" disk version of Math Rabbit, you can run the program directly from your hard disk and keep the program disk for backup purposes. To do this you will need to install (put a copy of) the program on your hard disk.

To install the program:

1. Put the program disk in a disk drive.
2. Open that drive from your Finder or Launcher. You will then see the contents of the program.
3. Run the program called *INSTALL*. (You may have to scroll to the right or down to find the *INSTALL* program.)
4. Follow the instructions on the screen.

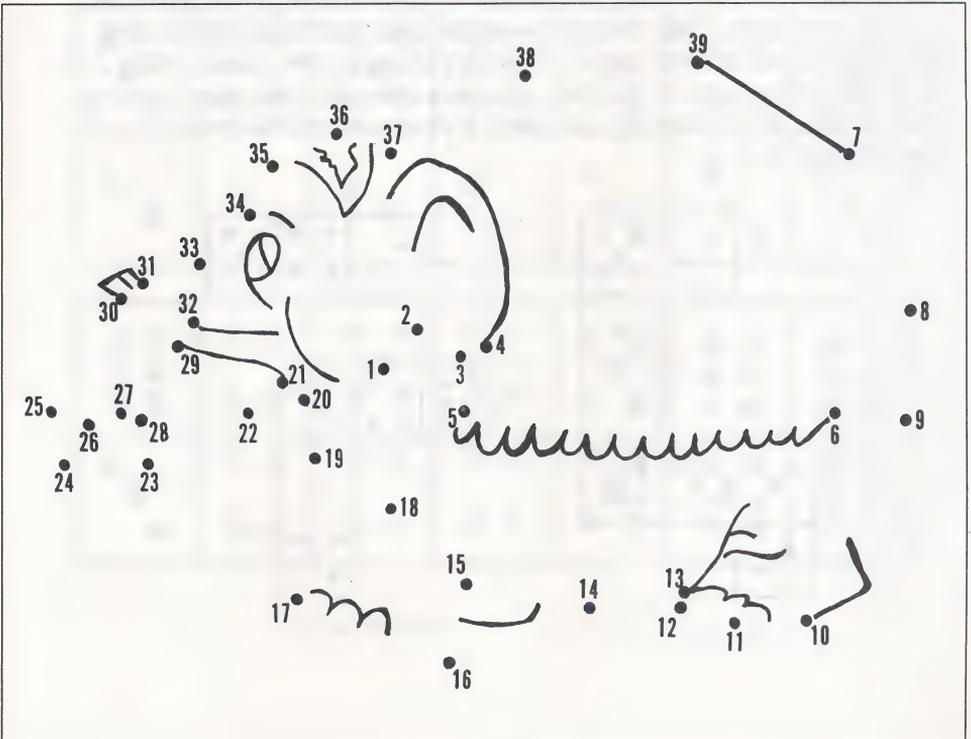
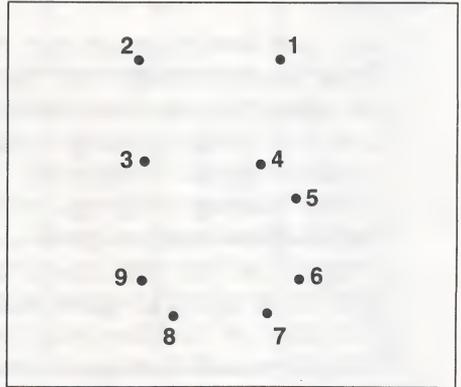
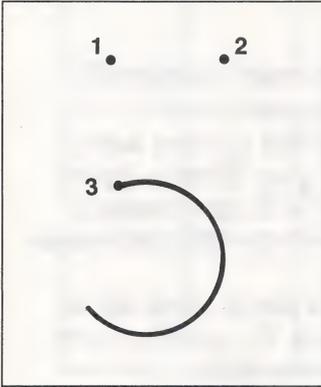
The *INSTALL* program will create a folder on your hard disk with all the files in it. Do not change the name of this folder or the program may not run properly.

APPENDIX C:

Offline Activities

DOT-TO-DOT PICTURES

Make pictures by connecting the dots below. To see what each picture is, connect the numbered dots in order, starting with the lowest number. In Picture 1, add by one. In Picture 2, add by two. Draw straight lines between the dots to make the picture.



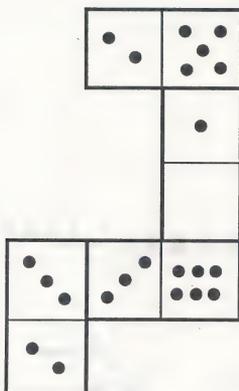
DOMINO MATH

You can play this game with one or more friends and a set of dominoes. If you don't have a real set, make a copy of the dominoes on the next page and cut them out. Then lay all the dominoes facedown in a pile. Decide who will take the first turn by having all players draw one domino. The player who draws the domino with the highest sum takes the first turn. Put the dominoes back to start the game.

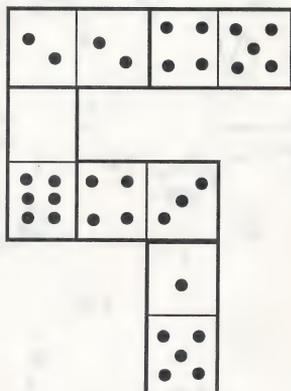
To play:

- Turn one domino up to start the game.
- Draw five dominoes from the pile and keep them hidden from the other players. Have the other players do the same.
- Can you match one of the numbers on the first domino with a number on your dominoes? If you can, lay your domino down so that the two numbers are side by side. If you can't make a match, draw another domino from the pile. If you still can't make a match, let the next player take a turn.
- Take turns trying to make matches. When a player runs out of dominoes or no more matches can be made, the game is over. The player with the least number of dominoes wins.

Variation: You can change this game by matching numbers that add up to a sum. Play the game again and match numbers that add up to 6, as shown below. Then try playing the game using 7, 8, 9, or 10 as the sum. If you like, you can also play the game using subtraction. Try matching numbers that equal a difference of 1, 2 (as shown), 3, or 4.

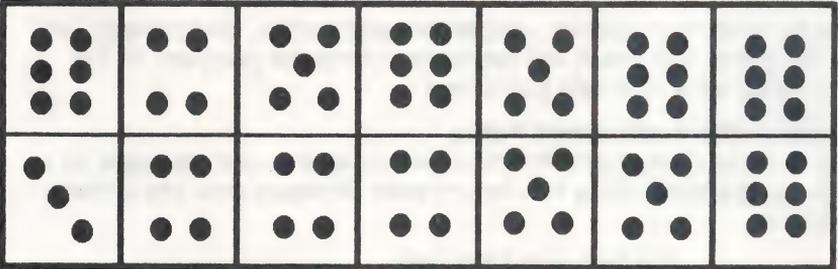
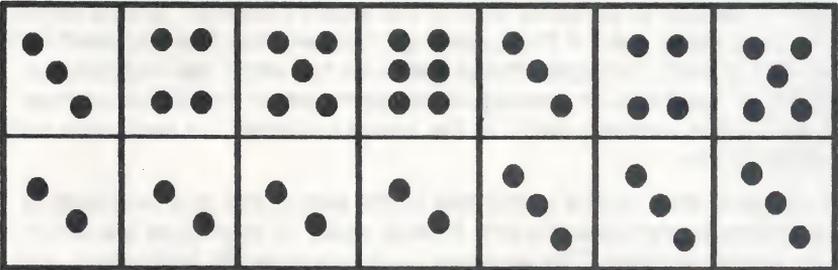
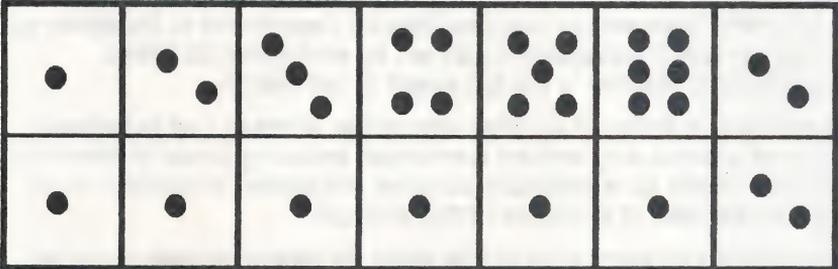
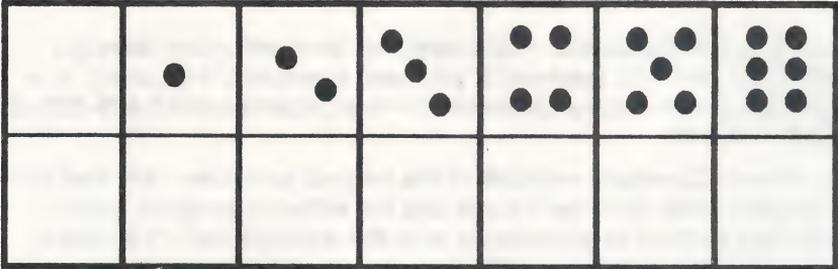


Adding to 6



Subtracting to 2

DOMINOES



Customer Service

We are proud of the special relationship we have with many satisfied parents, children, and teachers. If you have a problem, a question, or a suggestion, please call our Customer Service Department at **1-800-852-2255** or **1-415-792-2101**.

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The Learning Company
6493 Kaiser Drive
Fremont, CA 94555
Attention: Disk Return Dept.

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