

Ages 5-7

The Learning Company®

# Reader Rabbit™

*Builds Early Reading Skills*

New!  
**TALKING**  
version for  
Apple IIGs



APPLE IIGs™ UniDisk 3.5™ 256K

Power of Speech, Plus 16-Color Graphics

Reader Rabbit pronounces each word, helping children recognize, remember and spell words more effectively.

Enhanced color graphics motivate and delight!

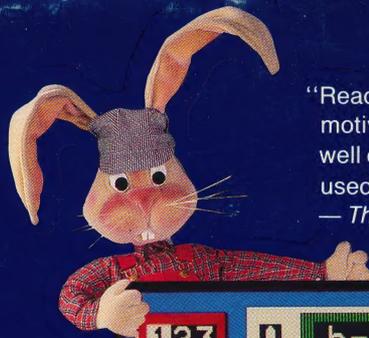
# Reader Rabbit

Ages 5-7

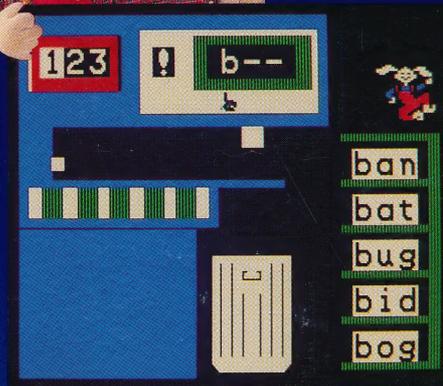
**Build Your Child's Early Reading and Spelling Skills in Reader Rabbit's Fabulous Word Factory!**

"I only know of one reading game that's really worth the money: Reader Rabbit." — Mary Pride, *The Big Book of Home Learning*

"Critics' Choice Award" — *Family Computing*



"Reader Rabbit is a highly motivational game... well designed and easily used by young children."  
— *The Computing Teacher*



### Teaches Children the Fundamentals of Reading

- Reading, spelling, and vocabulary skills are improved through recognition of words and letter patterns
- Concentration and memory skills are developed and tested
- Over 200 three-letter words selected directly from the school reading curriculum
- Sound instructional approach develops and reinforces skills in four fun, animated games

### Special Features Provide an Enriched Learning Experience

- Special options allow you to customize your child's learning experience
- Carefully sequenced games increase in difficulty as your child's skills grow
- 70 high-resolution pictures keep your child's attention
- Concludes with an exciting "concentration" game that reinforces the skills learned in previous games

**Compare...** Reader Rabbit provides more games, more graphics, and more learning than any other reading program. Children discover that learning to read is as much fun as playing a game... and just as easy!

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

Subject	Ages:	5	6	7	8	9	10	11	12	13	14	15 + Adult
Reading/Writing Skills		Reader Rabbit & Writer Rabbit										
Math Skills		Math Rabbit										
Spelling Skills		Magic Spells										
Thinking/Problem-Solving Skills		Gertrude's Secrets & Moptown Hotel										
Advanced Problem-Solving Skills		Rocky's Boots & Robot Odyssey										

### The Learning Company

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*The  
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*...helping young minds grow*

---

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*The Learning Company*®

**Apple IIGS**

11-27-92  
**Ages 3-7**

# **Reader Rabbit™**

***Builds Early Reading  
And Thinking Skills***

***Special "Talking" Version  
for the Apple IIGS***

**V2.3**

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*The Learning Company®*

**Apple II GS**

**Ages 5-7**

# **Reader Rabbit™**

***Builds Early Reading Skills***

***Special "Talking" Version  
for the Apple II GS***

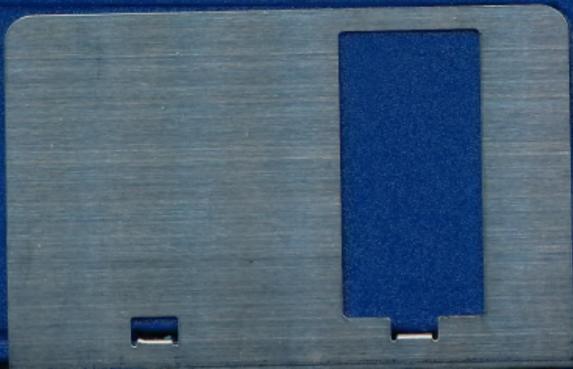
**V2.0**



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WORLDWIDE

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# The Learning Company<sup>®</sup>

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1. NAME \_\_\_\_\_ PHONE (\_\_\_\_) \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

2. Name of program: \_\_\_\_\_ Date Purchased: \_\_\_\_\_

3. Who selected this program:

Teacher     Father     Mother     Other (Specify): \_\_\_\_\_

4. This program will be used at:     Home     School     Both     Other (Specify): \_\_\_\_\_

5. Machine version:  Apple     IBM     Commodore     Other (Specify): \_\_\_\_\_

6. Store where purchased: Name \_\_\_\_\_ Phone (\_\_\_\_) \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_

7. Was your salesperson familiar with the program:     Yes     No

8. Did he/she demonstrate the program for you:     Yes     No

9. Which factors most influenced your decision to purchase this **Learning Company** program:

<input type="checkbox"/> Product Features described on package	<input type="checkbox"/> Salesperson recommended
<input type="checkbox"/> Learning Company reputation	<input type="checkbox"/> Teacher recommended
<input type="checkbox"/> Ad in newspaper	<input type="checkbox"/> Friend recommended
<input type="checkbox"/> Ad in magazine	<input type="checkbox"/> Price
<input type="checkbox"/> Review in magazine	<input type="checkbox"/> Other _____

10. Which two computer/software magazines do you most frequently read:

a \_\_\_\_\_ b \_\_\_\_\_



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## GETTING STARTED

### **Reader Rabbit for the Apple IIGS** An Exciting Learning Experience

This new version of Reader Rabbit has been especially designed for the Apple IIGS. It is the most advanced educational software available for the microcomputer, representing the most effective approach you can use to help young children learn to read. This program offers you and your child many unique and exciting benefits:

- Speech:** Reader Rabbit uses advanced speech technology to pronounce each word as your child plays and learns. Reader Rabbit's voice is as clear and precise as a human voice. Educators know that pronouncing words as the child sees them is the most effective way to learn to read.
- Development of Thinking Skills:** Reader Rabbit shows children how patterns and sequences of letters make up words. In this way, Reader Rabbit develops valuable thinking skills that will help children progress to higher levels of reading success.
- Motivation to Learn:** Reader Rabbit uses advanced 16-color graphics and animation to provide a highly motivating environment for children. The program uses positive reinforcement to create an enjoyable learning experience.
- Easy-to-Use:** Reader Rabbit is designed to be easy for a child to use with a minimum of adult guidance required. Of course, it's also a lot of fun to play along with your child.



## Getting Started

- Put your Reader Rabbit diskette into the 3.5" disk drive and push until it pops into place. Turn on the computer and monitor.
- If the computer is already on, insert your Reader Rabbit diskette and press CONTROL - OPEN APPLE - RESET at the same time. Or, turn off your computer and then turn it on again.

## The Menu Screen

After the title picture, the menu screen will appear. Here, you can choose a game, turn the sound on or off, or choose to use the keyboard or joystick.

## Choosing A Game

To choose one of the four games below, press its number. To select one of the five alternate options on the fourth game, press the letter of the option you want: **A, B, C, D, E, or F**. Or, press **4** to choose the option that is highlighted.

If this is the first time you've played Reader Rabbit, choose the first game (the Sorter game), or the fourth game (the Matchup game). These are the easiest ones for getting started.

**Reader Rabbit runs on the Apple IIGS with:**

- 3.5" Disk Drive
- Keyboard or Joystick
- Color Monitor recommended, but not required

## Choosing A Game (cont.)

### 1. **Sorter**

Match words to a target pattern such as:  
c--, -a-, or --t.

### 2. **Labeler**

Unscramble letters to spell words that name pictures.

### 3. **Word Train**

Load a train with words that differ by one letter from the word before.

### 4. **Matchup**

Match pictures, words, and parts of words in a memory card game. There are six ways to play this game - the first is the easiest:

A - match a picture with a picture

B - match a picture with a word

C - match a picture with a beginning letter

D - match a picture with a middle letter

E - match a picture with an ending letter

F - match a word with a word

## Memory Expansion Option

If you have a 1 megabyte memory expansion card in your Apple IIGS, your Reader Rabbit software can transfer all the data from the diskette into memory at once. This will reduce some delays when playing the game. If you do not have the memory expansion, or it does not have 1 megabyte, your Reader Rabbit will run as usual from the diskette.

## Memory Expansion Option (cont.)

When you see the menu and hear Reader Rabbit say, "Pick a game and we'll have some fun," just wait 90 seconds (until the disk drive light goes out) and all of Reader Rabbit will be transferred into your computer's memory. If you want to start playing a game before the 90 seconds are up, you can, and the next time you come back to the menu the rest of the program will load.

## The Voice and Sound Option

You have a choice of hearing or not hearing either the voice or the sound effects in Reader Rabbit. Each time you press choice on **5** the menu screen, your configuration of options will change in the following sequence:

- "Voice and Sound"... Hear both voice and sound
- "Sound Only"... Hear sound only, no voice
- "Voice Only"... Hear voice only, no sound
- "Quiet"... Hear nothing

## Keyboard or Joystick

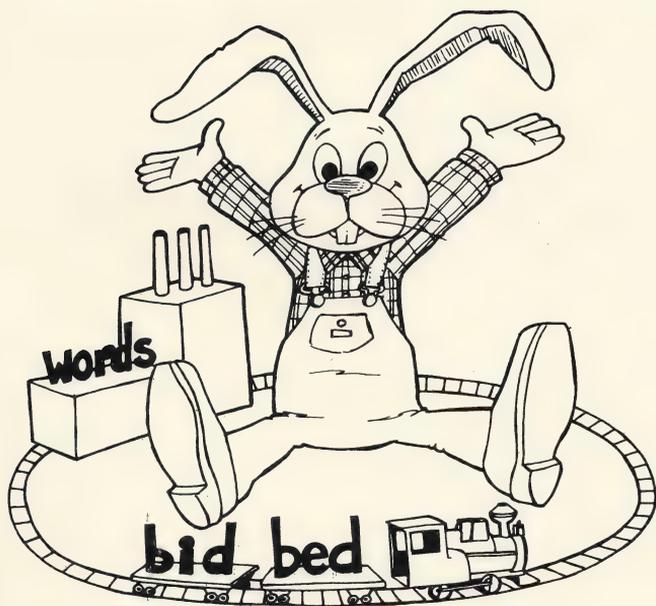
This version of Reader Rabbit lets you use either the keyboard or joystick. Press choice **6** on the menu to select either device. The Apple IIGS mouse is not used.

### **Additional Copyright Notices**

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# **Reader Rabbit™**

**Builds Early Reading Skills**



*Four animated games build fundamental skills  
required for good reading and spelling.*

---

## Quick Start

Although Reader Rabbit is extremely easy for children to use, nonreaders will need a few minutes of help learning which keys to use and how to play each game. This manual is designed to be read by parents or helpers so they can guide children as they learn to play the games. With a little help at the beginning, children will be on their own for hours and hours of fun.

If your child can't wait to play Reader Rabbit, here's all you need to do:

- Load the program into your computer. (See page 2.)
- Select a game from the picture menu.
- Press  to view game instructions on your screen. All the games are played with a few simple keystrokes to move a pointer or select a letter, word, or picture. (See page 5.)
- Spend 5 or 10 minutes with your child until he or she understands the game and knows which keys to use.
- Refer to the manual for more information on playing the games and changing game options, such as speed, target patterns and letters, and word and picture sets.

# Reader Rabbit™

## For:

- Ages 5-7

## Reader Rabbit runs on:

- Apple® II + , 64K
- Apple IIe
- Apple IIc
  
- Commodore® 64
- Commodore 128
  
- IBM® PC, 128K
- IBM, PCjr, 128K
- IBM PC XT
- IBM PC AT
- IBM PC Portable
- Most IBM Compatibles
  
- Atari,® 48K
  
- Tandy® 1000, 256K

## With:

- Disk II
- Color monitor not required
  
- 1541 Disk Drive
- Color monitor not required
  
- Double-sided Disk Drive
- IBM DOS
- BASICA  
(BASIC Cartridge for jr)
- Color/Graphics Monitor  
Adapter (except jr)
- Color monitor not required
  
- Disk Drive
- Color monitor not required
  
- Double-sided Disk Drive
- DOS 2.0 or higher
- Color monitor not required

## Optional:

- Joystick
- KoalaPad™ Touch Tablet
- Muppet Learning Keys™ (Apple IIe and IIc only)

---

# Credits

## **Author**

Leslie Grimm

## **Game Graphics Designers**

Corinne Grimm

Cindy Grimm

Marilyn Andrews

## **Production Coordinators**

Cynthia Bruschi

Diana James-Cairns

## **Manual Writer**

Janet Joers

## **Manual Illustrator**

Bob Larsen

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**Introducing . . .**

## **The Learning Company**

Since its beginning in 1982, The Learning Company has been widely recognized as the leader in educational software. Our innovative products have won “software of the year” awards from *Learning Magazine* and *Parents’ Choice*, “Critics’ Choice” awards from *Family Computing*, and earned the coveted approval of the National Education Association. Developed and evaluated by a team of educators, program designers, and educational software specialists, our programs have set the highest industry standards for educational quality and design excellence. We’ve combined imaginative graphics, the best in animation and program design, and proven educational theory to bring you the finest educational software available today.

---

## Introducing . . .

### Reader Rabbit

Reader Rabbit is an imaginative and challenging educational program that helps children learn important reading skills. Children interact with “machines” to sort words, label shipping cartons, and load trains with words. The games help children:

- develop early reading skills
- increase vocabulary
- improve spelling
- develop spatial awareness
- sharpen memory and concentration skills

Here’s how it works:

Through a series of four carefully sequenced games, children learn to identify letters and sort them into words. Then, by sequencing words using simple logic, children match pictures, words, and parts of words. They learn one concept at a time, at their own pace, and use those skills to master new ones. Since each game can be played in a variety of ways, children are in control of their learning experience and motivation remains high. With over 200 three-letter words and more than 70 pictures, children will continue to enjoy Reader Rabbit even after they’ve learned to read.

---

## Introducing . . .

### The Author

Meet Leslie Grimm, Ph.D., the coordinator and lead designer of Reader Rabbit. In addition to this program, she has designed and programmed other award-winning Learning Company programs, including Writer Rabbit, Magic Spells, and the highly acclaimed Robot Odyssey. Having earned degrees from Stanford University and the University of Washington, Dr. Grimm taught in the classroom for many years, working with children of all ability levels. She then turned her talents to designing and programming educational software — software that was to earn her national acclaim as an innovator of discovery-based learning programs for children. Recognized for her creativity, technical expertise, and commitment to education, Dr. Grimm currently manages all product development for The Learning Company.

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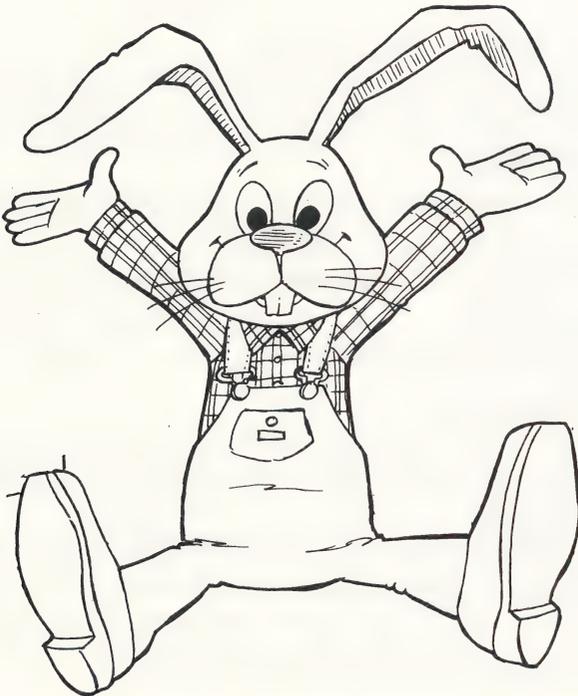
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## Welcome To Reader Rabbit

Meet Reader Rabbit—your tour guide on a trip through the Fabulous Word Factory! It's an exciting place to learn reading skills, and Reader Rabbit has marvelous machines to help you.

Inside the factory, you'll use machines to store words on shelves or drop them into a trash can. You'll get to label cartons for shipping that have colorful pictures on them. And you'll even get to load words onto a train and see it head off to faraway places. Reader Rabbit is there to cheer you on. He'll dance and tumble for you and help you play his favorite card game with words and pictures.

Wonderful things happen inside the Word Factory. But with the help of Reader Rabbit and his marvelous machines, learning to read is the most wonderful thing of all.



---

## Getting Started

### On an Apple Computer:

- Put your Reader Rabbit diskette in the disk drive and close the door.
- Turn on the computer and monitor.

### On a Commodore Computer:

- Turn on your disk drive, then your monitor. Wait until the red light on the disk drive goes out.
- Put your Reader Rabbit diskette in the disk drive and close the door.
- Turn on your computer. If you have a Commodore 128, hold down the Commodore key for a few seconds when you turn on the machine.
- When you see the READY prompt on the screen, type: **LOAD "TLC,"8,1**
- Press **RETURN** . You will see: **SEARCHING FOR TLC  
LOADING**

### On an IBM or Tandy 1000 Computer

Before you use your Reader Rabbit diskette for the first time, you need to add DOS to the game diskette. See page 32 (or your DOS manual) for instructions.

Once DOS is on your game diskette, follow these instructions the next time you want to play Reader Rabbit.

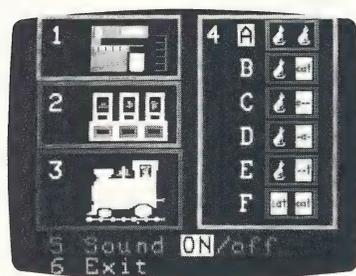
- Put your Reader Rabbit diskette in the disk drive and close the door.
- Turn on the computer and monitor.

### On an Atari Computer:

- Remove the BASIC cartridge if you have one in your computer.
- Turn on the disk drive. Wait for the red light on the disk drive to go out.
- Put your Reader Rabbit diskette in the disk drive.
- Turn on your computer. If you have an Atari 1200XL or 800XL, hold down the **OPTION** key for a few seconds when you turn on the computer to disable the built-in BASIC.

## THE MENU SCREEN

After the title picture, the menu screen will appear. Here, you can choose games, turn the sound on or off, or choose to use the keyboard, a joystick, a KoalaPad, or, on an Apple computer, the Muppet Learning Keys.



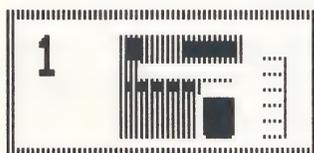
## CHOOSING A GAME

To choose one of the first three games, press its number. To choose the fourth game, press the letter of the option you want—A, B, C, D, E, or F. Or, just press **4** to choose the option that is highlighted.

If this is the first time you've played Reader Rabbit, choose the first game, Sorter **1**, or Matchup **4** A. These are the easiest ones to play.

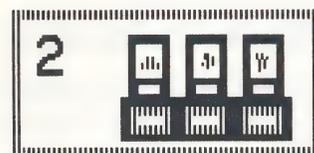
### 1. Sorter

Match words to a target pattern such as: c—, or —a—, or —t.



### 2. Labeler

Unscramble letters to spell words that name pictures.



### 3. Word Train

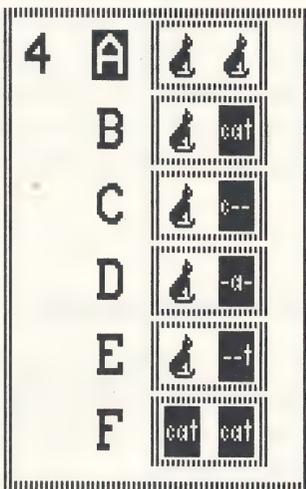
Load a train with words that differ by one letter from the word before.



#### 4. Matchup

Match pictures, words, and parts of words in a memory card game. There are six ways to play this game — the first is the easiest:

- A match a picture with a picture.
- B match a picture with a word.
- C match a picture with a beginning letter.
- D match a picture with a middle letter.
- E match a picture with an ending letter.
- F match a word with a word.



#### CHOOSING OTHER MENU OPTIONS

##### 5. Sound

The highlighted "ON" box means the sound is on in the games. Press  to turn the sound off. Press  again to turn the sound back on.

##### 6. Keyboard/Joystick/KoalaPad/Muppet Learning Keys

If you have an Apple, Commodore, IBM, or Tandy 1000 computer, you can play Reader Rabbit using the keyboard, a joystick, or a KoalaPad. On an Apple computer, you can also use the Muppet Learning Keys\*. Choose the one you want to use by pressing . Each time you press , the next option will appear.

If you have an Atari computer, you won't see this menu option but you can still use the keyboard, a joystick, or a KoalaPad.

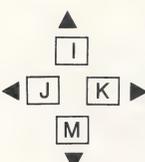
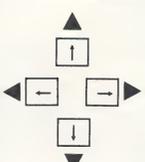
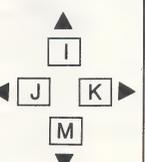
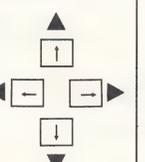
See pages 5 and 6 for more instructions.

\*Muppet Learning Keys work with the Apple IIe and IIc only

# Keyboard/Joystick/KoalaPad/Muppet Learning Keys

## KEYBOARD

This chart shows all the keys used to play the games.

KEYS				FUNCTION
APPLE	IBM/ TANDY 1000	COMMODORE	ATARI	
 <p>or arrow keys when available</p>				Moves the hand pointer up, down, left, and right.
SPACEBAR	SPACEBAR	SPACEBAR	SPACEBAR	Selects a letter, word, or picture. Starts a game. Clears away a game.
ESC	ESC	f1	ESC	Returns you to the menu. You can press this key at any time.
?	?	?	?	Gives you instructions for each game. You can press [?] at any time.
*	*	*	@	Lets you change options in the Sorter, Labeler, and Matchup games.

If your keyboard doesn't have arrow keys, you can mark the I, J, K, and M keys with stickers or tape to help you find them. Or, you can write the letters on a 3 x 5 card with arrows and place it near the computer.

## SELF-CENTERING JOYSTICK



- Plug the joystick into the joystick port on your computer. (On a Commodore, plug it into port #2. On an Atari, plug it into port #1.)
- Press the lever in the direction you want to move and let it return to the center position. The hand pointer on the screen will move to the next position.
- Press the button on the joystick instead of **SPACEBAR** to select a letter, word, or picture, or to start a game or clear away a game.

## KOALAPAD TOUCH TABLET



- Plug the KoalaPad into the joystick port on your computer. (On a Commodore, plug it into port #1. On an Atari, plug it into port #2.)
- Copy the overlay on page 31 and tape it to the KoalaPad.
- Tap the arrow that points in the direction you want to move. One tap moves the handpointer on the screen to the next position.
- Press either button on the KoalaPad instead of **SPACEBAR** to select a letter, word, or picture, or to start a game or clear away a game.

## MUPPET LEARNING KEYS

(Available on Apple IIe and IIc only)

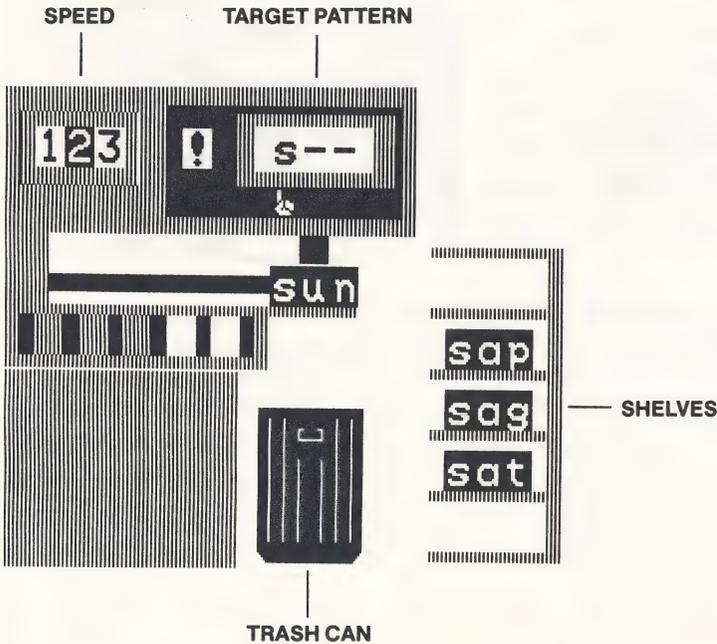
- Plug the Muppet Learning Keys into the game I/O port (joystick port) on your computer.
- After you choose "Muppet Learning Keys" from the menu, wait about two seconds before using the keyboard.
- Use the Muppet keys shown below instead of the keys on the computer keyboard.

<b>GO</b>	instead of	<b>SPACEBAR</b>	and	<b>RETURN</b>	or	<b>ENTER</b>				
<b>STOP</b>	instead of	<b>ESC</b>								
<b>HELP</b>	instead of	<b>?</b>								
<b>ZAP</b>	instead of	<b>*</b>								
<b>Compass keys</b>	instead of	<b>I</b>	,	<b>J</b>	,	<b>K</b>	,	and	<b>M</b>	or the arrow keys

# The Games

## 1. SORTER

To run the Sorter machine, you need to match words to the target pattern shown at the top of the machine. Put words that match on the shelves. Let words that don't match fall in the trash can. Try to fill all five shelves with words that match the target pattern.



*Fill the shelves with words that match the target pattern. Here, match words that begin with "s."*

## How To Play

Press **SPACEBAR** to start the game.

Watch a word slide out of the machine.

If it matches the target pattern:

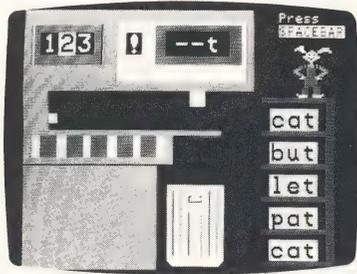
Press **SPACEBAR** to save the word on a shelf.

If it does not match:

**Do nothing** and it will drop into the trash can by itself.

When all five words are safely on the shelves, Reader Rabbit will do a dance. (He will stop if you press **SPACEBAR**).

Press **SPACEBAR** to clear away the game so you can play again.

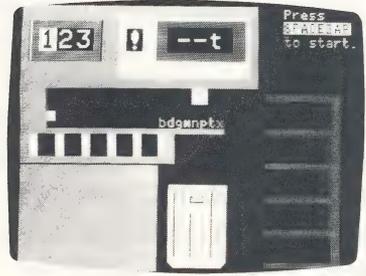


If a wrong word is saved or thrown away, it will change color. Then, in the next game you'll get the same target pattern.

## How To Change The Game

Before you press **SPACEBAR** to start a game, you can change:

- the speed of the game.
- the target pattern.
- the target letter.



### *SPEED*

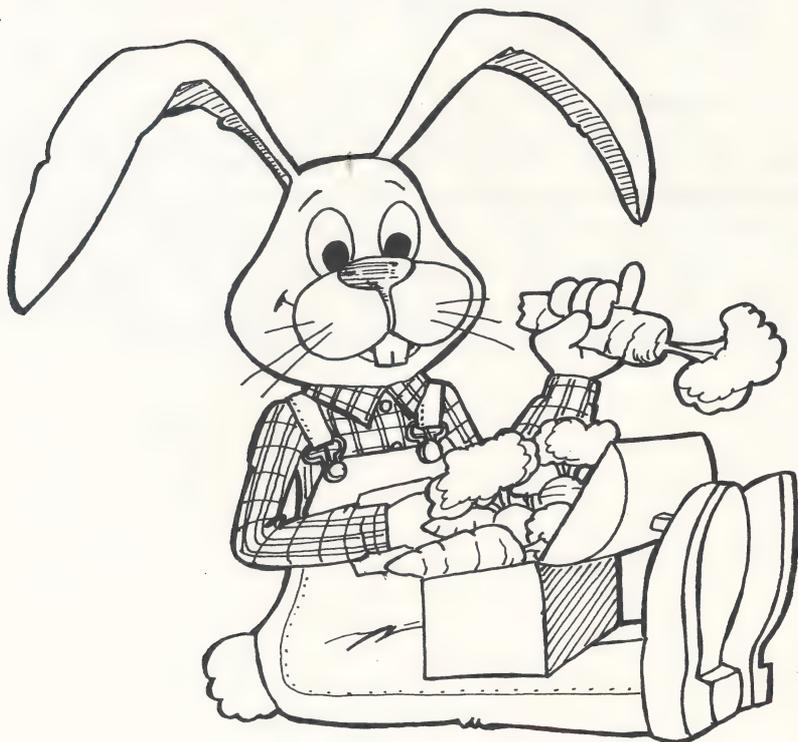
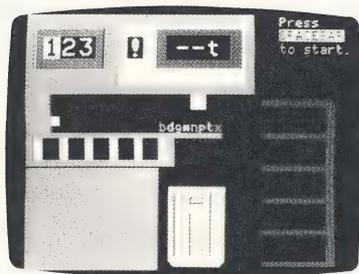
Change the speed from slow (**1**), to medium (**2**), or fast (**3**) by pressing the number you want. When the speed is set for slow, you can make the words drop even sooner into the trash can. Press **↓** or **M** so you won't have to wait.

### *TARGET PATTERN*

The games use random target patterns and letters when the hand pointer is under the exclamation point (!). To set the position of the target letter ("target pattern") to a beginning, middle, or ending letter, move the hand to the position you want under the target box. Use **←** and **→** keys or **J** and **K** keys to move the hand. A random target letter will appear in the selected position.

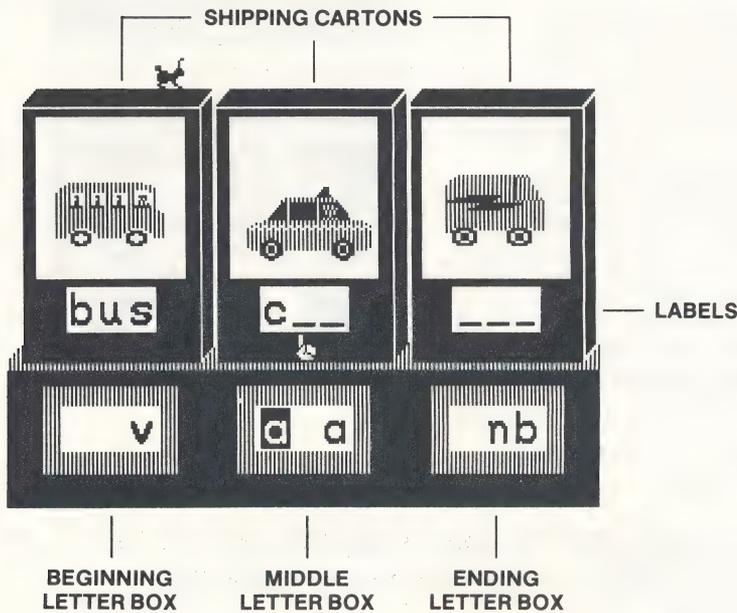
## TARGET LETTER

After you've selected a target pattern, press \* ( @ on an Atari) to see what other letters you can use. These letters will appear. Type the letter you want and it will appear in the target box. (NOTE: You cannot select a letter if the hand pointer is under "!".)



## 2. LABELER

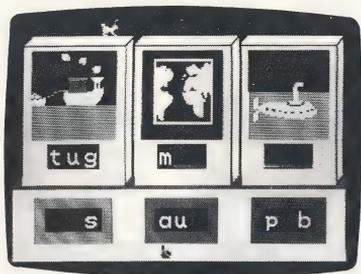
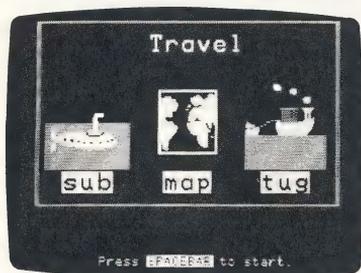
Label the pictures on the shipping cartons by moving the letters from the boxes to the labels. The letters in the left box are beginning letters. They belong on the first lines on the labels. The letters in the middle box belong on the middle lines. The letters in the right box belong on the last lines. When all the letters are in the right places, the labels will spell the words for the pictures on the cartons.



*Make a label for each picture.*

## How To Play

- Take a good look at the first screen of pictures and words. It shows how the words are spelled and where they go.
- Press **SPACEBAR** to start the game.
- Use the **←** and **→** keys or **J** and **K** keys to move the hand pointer to a letter you want.
- Press **SPACEBAR** to choose this letter. It will change color and the hand will move to one of the labels.
- Move the hand to the label where you think the letter belongs.
- Press **SPACEBAR** to put the letter in the label. If the letter belongs there, it will stay put. If not, it will return to the box so you can choose another letter.
- Move all the letters to the labels where they belong. Then press **SPACEBAR** to drop the boxes downstairs to the shipping room.



When you do everthing correctly, Reader Rabbit will perform a tumbling act, and then you'll see new pictures for your next game. (He will stop tumbling if you press **SPACEBAR** .) Otherwise, Reader Rabbit will rearrange the cartons and letters for the next game.

## How To Change The Game

You can choose a different set of pictures at any time.

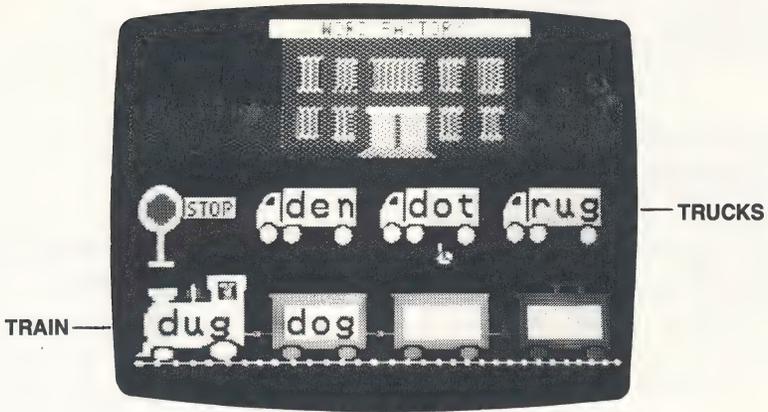
- Press **\*** ( **@** on an Atari) to see the list of picture sets.
- Press the number of the picture set you want.

Each picture set has six or more different pictures. There are over 70 pictures in all!! (See the Picture-Word List on page 26.)

### 3. WORD TRAIN

Fill the train with words from the Word Factory trucks. Follow Reader Rabbit's **One-Difference Rule**:

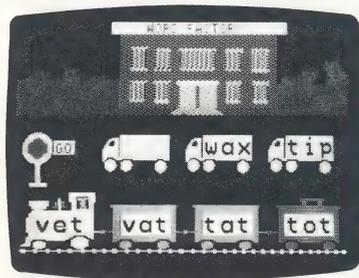
Each word you put in a train car must differ by just one letter from the word in front of it.



*Fill the train with words that differ by one letter from the word before.*

## How To Play

- Look at the word in the locomotive. Find a word in one of the trucks that has only one letter different.
- Use the  and  keys or  and  keys to move the hand pointer under that truck.
- Press  to put the word in the first train car. If it fits the one-difference rule, new words will appear in the trucks.
- Find a new word in the trucks that differs by only one letter from the last word you put on the train. Keep loading words in the train cars until the train is full. Can you make the whole train roll off? (If you press  immediately after the **GO** sign comes on, you can stop the train from rolling off. This lets you get a new set of words more quickly.)



If the word you pick doesn't fit the one-difference rule, it will change color and won't go in the train car. Press  and the loaded cars will roll off. Then you can play again with a new set of words.

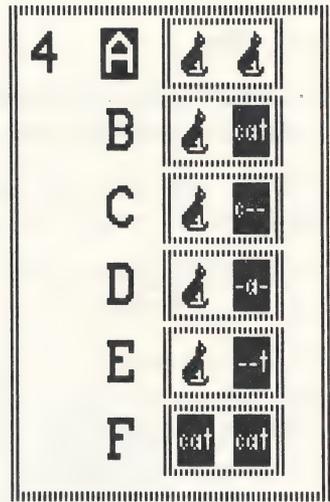
If you get stuck, ask yourself these questions about each word in the trucks:

- Does it have the same beginning letter (as the word in the train)?
- Does it have the same middle letter?
- Does it have the same ending letter?

One "no" means that you've found the word that belongs in the train car.

#### 4. MATCHUP

Matchup is a memory game where you match pairs of cards. By choosing different options from the menu, you can match pictures to pictures (A), pictures to words (B), pictures to parts of words (C, D, E), or words to words (F). Matchup is a good game to play with friends.



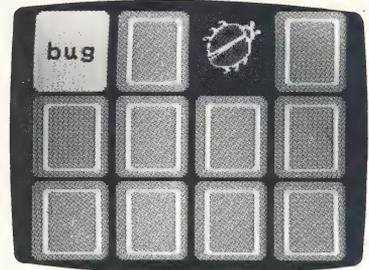
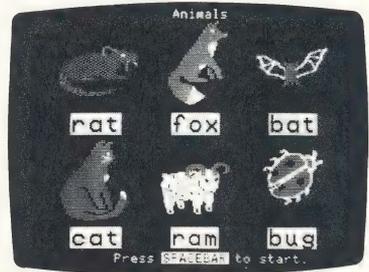
WORD CARD —

PICTURE CARD



## How To Play

- Take a good look at the first screen. It shows the pictures, words, or parts of words that are used in the game.
- Press **SPACEBAR** to start the game.
- Use the arrow keys **↑**, **←**, **→**, **↓**, or **I**, **J**, **K**, **M** to move the hand pointer to any card you want.
- Press **SPACEBAR** to turn the card over and see the picture, word, or part of a word.
- Move the hand to another card and press **SPACEBAR** to turn that card over. 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 word-picture pairs.



*Matchup B—Match pairs of cards until all cards disappear.*

If it took a lot of turns to find the cards, you'll get the same cards in the next game. Otherwise, you'll play the next game with new cards.

## How To Change The Game

At any time you can choose a different set of cards and change the game.

- Press \* ( @ on an Atari) to see your choices.
- Press the number of the card set you want.
- Press the letter of the option you want.
- Press RETURN ( ENTER or ↵ on an IBM or Tandy 1000) to return to the game.



---

## The Learning List

Reader Rabbit provides children with a playful and exciting way to learn important reading skills and increase their vocabulary. Using over 200 three-letter words, each of the first three games builds on the skills from the game before it. The fourth game reinforces those skills in six different ways.

At first, children learn to recognize letters and their locations in consonant-vowel-consonant (C-V-C) words with short vowels. Next, they unscramble letters to spell over 70 words that match pictures. Then, they use logic to compare words and identify those that differ by just one letter. The last game gives children an opportunity to apply their visual discrimination skills while they improve their memory and concentration.

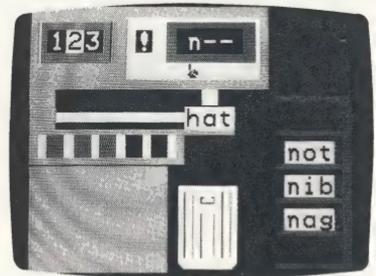
The program options that change the games add variety to the visual presentations and allow for selectivity in choosing particular word recognition skills to practice. The flexibility of the program provides challenging games for nonreaders, as well as for more advanced beginning readers.

**Note to Teachers:** If you are using Reader Rabbit in your classroom, write us for information on our new Reader Rabbit Teacher's Guide and Student Activities package which includes: detailed teacher's guide, scope and sequence chart for easy integration with the curriculum, on-line and off-line activities, and blackline masters.

## Games — Concepts And Skills Presented

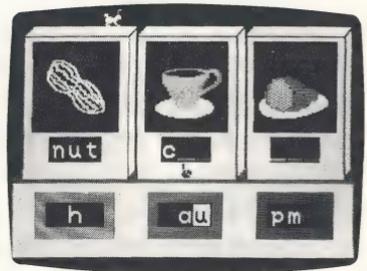
### 1. **SORTER**

- Identifying unfamiliar letters.
- Gaining speed in recognizing letters.
- Locating beginning, middle, and ending letters in C-V-C\* words.
- Recognizing spelling patterns.



### 2. **LABELER**

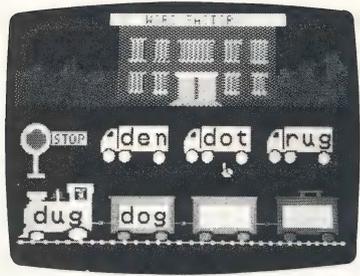
- Locating letters in their beginning, middle, and ending locations in C-V-C words.
- Noticing middle vowel location in C-V-C words.
- Developing spelling skills.
- Associating words with pictures.



\*consonant-vowel-consonant

### 3. WORD TRAIN

- Identifying words that differ by one letter from a given word.
- Using logic to sequence words: holding two variables (letters) constant while a third changes.



### 4. MATCHUP

- Associating and matching pictures with pictures, words, and parts of words.
- Matching words with words.
- Improving spatial awareness (up/down, left/right).
- Improving the ability to concentrate and remember.



## Additional Activities

### Word Search

There are eight words hidden in each puzzle below. All words have three letters. The words may go:

- across →
- down ↓
- diagonally ↗ ↘

Circle the words as you find them. If you can't find all eight words, turn to the Picture-Word List beginning on page 26. The words are listed there.

p	z	d	o	g
i	f	o	x	b
g	r	m	z	u
c	a	t	z	g
r	t	h	e	n

ANIMALS

m	a	t	x	p
y	r	u	g	a
f	z	b	e	d
i	a	m	o	p
p	e	n	c	s

HOUSE

m	e	n	r	y
o	a	l	i	p
m	x	v	b	y
d	a	d	e	z
c	l	e	g	t

PEOPLE

## Word Play

Word Play is a game for two or more players. All you need is the Word List on pages 24 and 25 of this guide.

The first player names a word from the Word List and then says either “beginning,” “middle,” or “ending.” The other player must name the letter in that location. If the first player says “rug” and “ending,” the second player names the letter “g.”

The players take turns naming words, locations, and letters. The player who names all the letters correctly wins.

### VARIATION 1:

This two-player game uses the Word List on pages 24 and 25 and the Picture-Word List beginning on page 26.

The first player names a word from the Word List. The other player identifies the ending letter and names a picture from the Picture-Word List that *begins* with that letter. If the first player says “mat,” the second player may say “tug,” or “tag,” or “tub.”

The players take turns naming words and pictures. The player who doesn’t get stuck or make a mistake wins the game.

Tell your child not to name a word from the word list that ends in “X,” such as fox or box, otherwise he or she will lose the game.

### VARIATION 2:

Use the letters of the alphabet below. Players take turns naming words that begin with each letter. They may name words from the Word List or any word that begins with the given letter.

b c d f g h j k l  
m n p r s t v w

---

## Word List

bad	bag	ban	bat	bed	beg
bet	bib	bid	big	bin	bit
bog	bop	box	bud	bug	bum
bun	bus	but			

cab	can	cap	cat	cob	cod
cog	cop	cot	cub	cud	cup
cut					

dab	dad	dam	den	did	dig
dim	din	dip	dog	don	dot
dub	dug				

fad	fan	fat	fed	fib	fig
fin	fit	fix	fog	fox	

gab	gap	gas	get	gig	gob
got	gum	gun	gut		

had	hag	ham	has	hat	hem
hen	hid	him	hip	his	hit
hog	hop	hot	hub	hug	hum
hut					

jab	jam	jet	jig	job	jog
jot	jug	jut			

keg	kid	kin	kit		
-----	-----	-----	-----	--	--

lab	lad	lag	lap	lax	led
leg	let	lid	lip	lit	lob
log	lop	lot	lug		

mad      man      map      mat      men      met  
mid      mix      mob      mom      mop      mud  
mug

nab      nag      nap      net      nib      nip  
nit      nod      not      nut

pad      pan      pat      peg      pen      pep  
pet      pig      pin      pit      pod      pop  
pot      pun      pup      put

rag      ram      ran      rap      rat      red  
rib      rid      rig      rim      rip      rob  
rod      rot      rub      rug      run      rut

sad      sag      sap      sat      set      sip  
sit      six      sob      sod      sop      sub  
sum

tab      tag      tan      tap      tat      tax  
ten      tin      tip      top      tot      tub  
tug

van      vat      vet      vim

wag      wax      web      wed      wet      wig  
win      wit

---

# Picture-Word List

## ANIMALS



bat \*



bug



cat



dog



fox



hen



pig



ram



rat

\*In the IBM and Tandy 1000 program, the bat is part of the "OUTDOORS" group.

## PEOPLE



dad



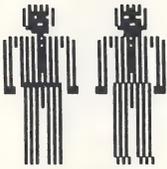
leg



lip



man



men



mom



rib



vet

## HOUSE



bed



fan



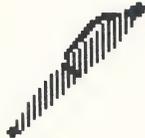
mat



mop



pad



pen



rug



tub

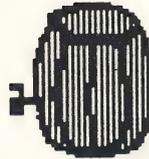
## CONTAINERS



bag



box



keg



lid

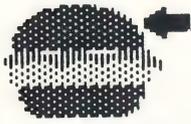


net



pot

## KITCHEN



bun



can



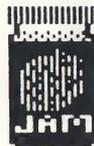
cob



cup\*



ham



jam



nut



pan\*



pot

\*In the IBM and Tandy 1000 program, the cup and pan are part of the "CONTAINERS" group.

**PLAY AND WEAR**



bat



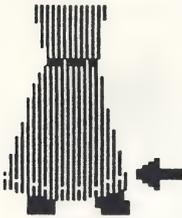
bib\*



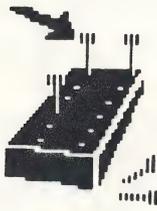
cap



hat



hem



peg



top



wig

**VARIETY**



cot



dot



fan



pin



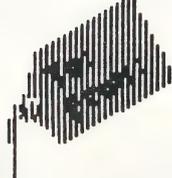
red



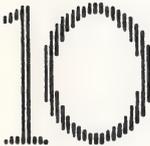
rod\*



six



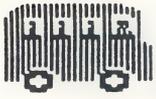
tag



ten

\*In the IBM and Tandy 1000 program, the bib is part of the "KITCHEN" group; the rod is part of the "PLAY AND WEAR" group.

**TRAVEL**



bus



cab



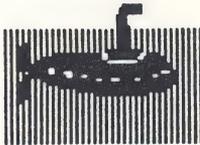
gas



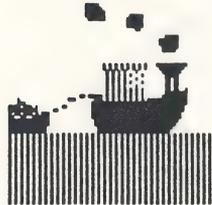
jet



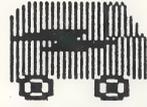
map



sub



tug

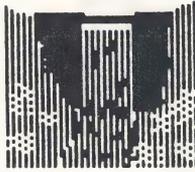


van

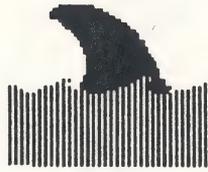
**OUTDOORS**



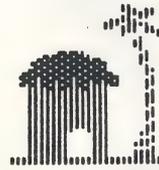
bud



dam



fin



hut



log



sun

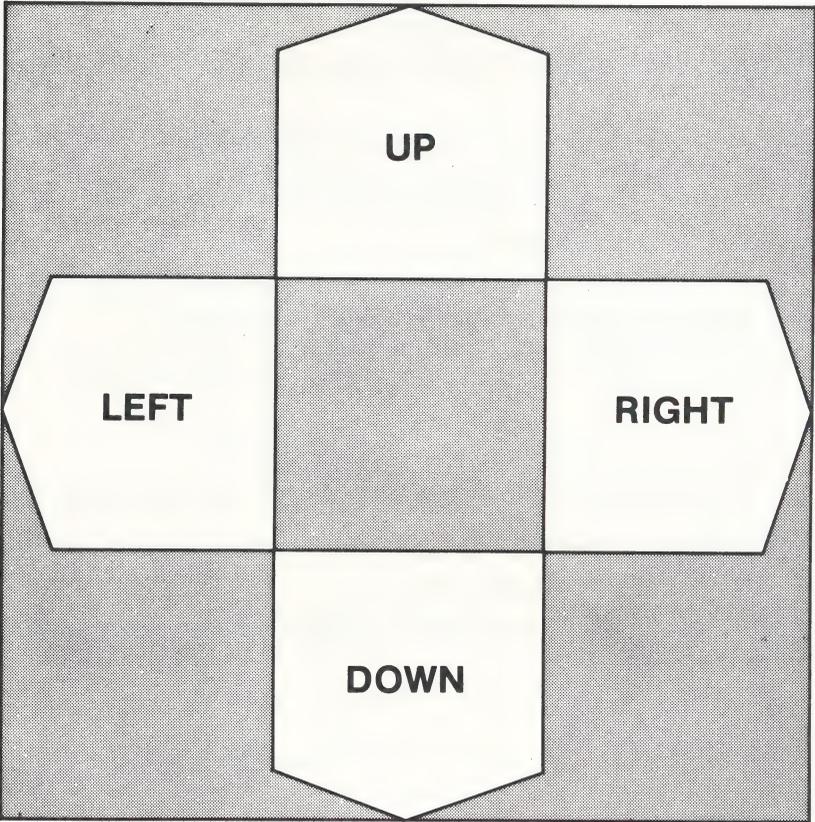


web

---

# KoalaPad Touch Tablet Overlay

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 hand pointer one space. Press either button on the touch tablet to select a letter, word or picture, start a game or clear away a game.



---

## REVISED INSTRUCTIONS ON GETTING STARTED

**For all IBM®, Tandy 1000®, and other IBM® compatible users.**

The procedures for Getting Started and installing DOS as outlined in the manual on pages 2, 32 and 33 have been simplified and replaced by the following:

### IF YOU BOOT-UP FROM A FLOPPY DISK DRIVE:

1. Put your PC-DOS® or MS-DOS® disk into drive A.
2. Turn your computer on.
3. When you see the A> prompt, remove your DOS disk and put your Reader Rabbit disk into drive A.
4. Type RABBIT and press **ENTER** to begin the game.

### IF YOU BOOT-UP FROM A HARD DISK DRIVE:

1. Turn on your computer, booting from your hard disk drive.
2. When you see the C> prompt, put your Reader Rabbit disk into your floppy drive A.
3. Type A:RABBIT and press **ENTER** to begin the game.



---

## Limited Warranty

The Learning Company warrants to the original purchaser only that the diskette provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment. If the program is found defective within 90 days of your purchase, it will be replaced. Simply return the diskette to The Learning Company along with a dated proof of purchase. Replacement of the diskette is the full extent of our liability.

This warranty is in lieu of all other warranties, whether oral or written, express or implied. Any implied warranties, including those of merchantability and fitness for a particular purpose, are limited in duration to 90 days from the date of purchase of this product.

The Learning Company shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury even if The Learning Company has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusion may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

**Warning: Any attempt to duplicate this program may result in a damaged disk. This does not constitute user damage as covered by the warranty.**

The Learning Company grants a special license to school purchasers, permitting the loading of the contents of this disk into multiple computers to be run at the same time for classroom purposes.

**Damaged Disk Replacement Policy:** The Learning Company will replace disks that the user damages for a duplicating and handling fee. Return your damaged disk and a check for \$10.00 to:

The Learning Company  
545 Middlefield Road, Suite 170  
Menlo Park, CA 94025  
Attention: Disk Return Dept.





READING

# Reader Rabbit

and The Fabulous Word Factory

Reading Software for Ages 5-7.

A fast-paced electronic word factory teaches children the basics of early reading. Classroom tested.

Another innovative program from the award-winning educational software company.

The Learning Company



bed bid

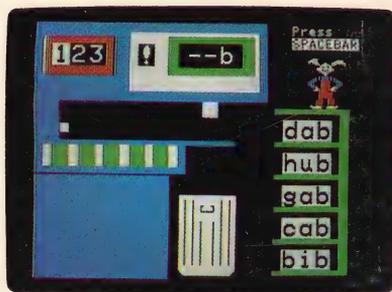
APPLE® II+, IIe, IIc  
Computer, 64K minimum  
Optional:  
Joystick, KoalaPad™ Touch  
Tablet, Muppet Learning Keys™

# Reader Rabbit

An enchanting new game that teaches your child the basics of early reading!

And all in a word factory with a fabulous rabbit! A delightful way to learn!

- Builds basic reading comprehension
- Enhances word recognition
- Increases vocabulary
- Strengthens concentration



"The Learning Company has established a national reputation for quality."

*Scientific American*

*The Learning Company is widely regarded as the pioneer in computer learning software. The company was founded by educational psychologist Dr. Ann Piestrup and the roots of the company remain grounded in educational theory. All TLC software programs are evaluated by its team of educational authorities and are extensively tested with children for their playful format and learning value. The company remains committed to providing children with software that teaches conceptual learning, logic and problem solving — skills that are needed for the computer age.*

*Reader Rabbit and The Fabulous Word Factory, The Learning Company's logo, and The Learning Company are all trademarks of The Learning Company. The Learning Company reserves all rights in the Reader Rabbit character and its name as a trademark and under copyright law.*

The Learning Company  
545 Middlefield Road  
Menlo Park, CA 94025





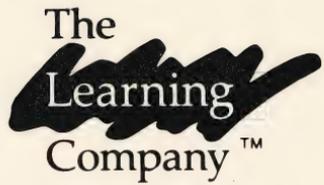
If your child likes *Reader Rabbit* we recommend you try:

- Magic Spells:* Reading/Spelling  
*Bumble Games:* Math/Problem Solving  
*Gertrude's Secrets:* Basic Thinking Skills  
*Rocky's Boots:* Science/Logic

"Computer Games to help your child get ahead"

See reverse side of disk for a preview  
of The Learning Company's

**BEST SELLERS.**



# Reader Rabbit and the Fabulous Word Factory™

*Author: Leslie Grimm, Ph.D.  
Manual by: Janet Joers  
The Learning Company  
545 Middlefield Road  
Menlo Park, CA 94025*

---

## **ABOUT THE AUTHOR**

Leslie Grimm, Ph.D., has designed and programmed many award-winning TLC learning games, among them the Bumble, Gertrude and Moptown series. With more than a decade of experience in working with children, Dr. Grimm began creating learning software to utilize the power of the microcomputer as a child's learning tool. Prior to programming for The Learning Company, Dr. Grimm earned degrees from Stanford University and the University of Washington.

# Reader Rabbit

## and the Fabulous Word Factory

### *Reader Rabbit Runs On:*

- Apple II, 64K
- Apple II+, 48K
- Apple IIe
- Apple IIc
  
- Commodore 64™

- IBM PC, 128K
- IBM PCjr, 128K
- IBM PC XT
- IBM PC AT
- IBM PC Portable

- Atari, 48K

### *Optional:*

- Joystick
- KoalaPad™ Touch Tablet

### *For:*

- Ages 5-7

### *With:*

- Disk ] [
- Monitor or TV  
(color recommended)
  
- 1541 Disk Drive
- Monitor or TV  
(color recommended)
  
- Double-Sided Disk Drive
- IBM DOS
- BASICA  
( BASIC Cartridge for jr)
- Color/Graphics Monitor  
Adapter (except jr and AT)
- Monitor or TV  
(color recommended)
  
- BASIC
- Disk Drive
- Monitor or TV  
(color recommended)

## LIMITED WARRANTY

The Learning Company warrants to the original purchaser only that the diskette provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment. If the program is found defective within 90 days of your purchase, it will be replaced. Simply return the diskette to The Learning Company or its authorized dealer along with a dated proof of purchase. Replacement of the diskette is the full extent of our liability.

This warranty is in lieu of all other warranties, whether oral or written, express or implied. Any implied warranties, including those of merchantability and fitness for a particular purpose, are limited in duration to 90 days from the date of purchase of this product.

The Learning Company shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if The Learning Company has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusion may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

**WARNING: Any attempt to duplicate this program may result in a damaged disk. This does not constitute user damage as covered by the warranty.**

The Learning Company grants a special license to school purchaser, permitting the loading of the contents of this disk into multiple computers to be run at the same time for classroom purposes.

**DAMAGED DISK REPLACEMENT POLICY:** The Learning Company will replace disks that the user damages for a duplicating and handling fee. Return your damaged disk and a check for \$10 to:

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Menlo Park, CA 94025  
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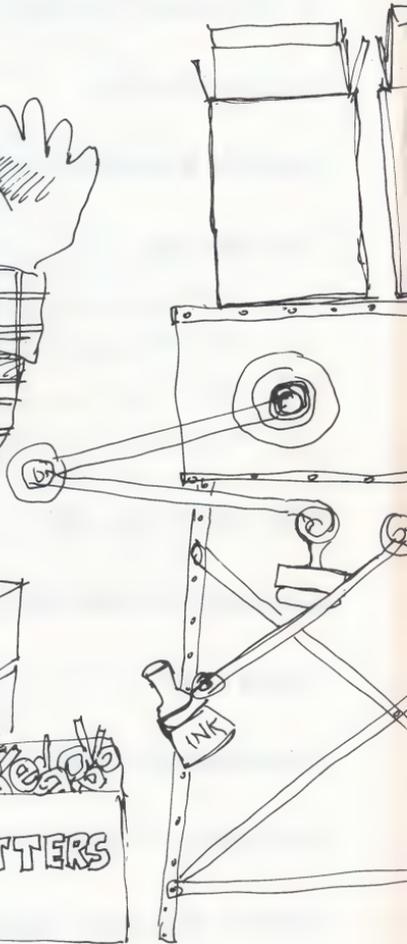
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## WELCOME TO READER RABBIT

Meet Reader Rabbit — your tour guide on a trip through the Fabulous Word Factory! It's an exciting place to learn reading skills, and Reader Rabbit has marvelous machines to help you.

Inside the factory, you'll use machines to store words on shelves or drop them into a trash can. You'll get to label cartons for shipping that have colorful pictures on them. And you'll even get to load words on a train and see it head off for faraway places. Reader Rabbit is there to cheer you on. He'll dance and tumble for you, and help you play his favorite card game with words and pictures.

Wonderful things happen inside the Word Factory. But with the help of Reader Rabbit and his marvelous machines, learning to read is the most wonderful thing of all.

---

## TO PARENTS OR HELPERS

Reader Rabbit is a new approach to helping children develop important reading skills in an enjoyable way. The program is ideal for children who can name at least half of the letters in the alphabet.

The first three games increase in difficulty, so beginners might play them in order. They first learn to identify letters, then sort them into words, and then sequence words according to a special rule. The last game can be played at any time, but there are six ways to play it with the easiest first. Here, children match pictures, words, and parts of words and improve their memory and concentration skills.

To get started with Reader Rabbit, nonreaders will need help learning which keys to use and how to play each game. This manual is designed to be read by parents or helpers so that they can guide children who are learning to play the games. You may want to read the manual and play the games yourself before introducing them to your children. Then, you can guide them as they play each game until they feel comfortable. With a little help at the beginning, children will be on their own for hours of fun.



This symbol marks special hints which can help children with the games. To see what your children are learning, turn to THE LEARNING LIST on page 23.

**Quick Start! Manual pages 7 through 9 give all the basic information for playing the games.**

## GETTING STARTED

### On an Apple Computer:

- Put your Reader Rabbit disk in the disk drive and close the door.
- Turn on the computer and monitor.

### On a Commodore 64 Computer:

- Turn on your disk drive, then your monitor. Wait until the red light on the disk drive goes out.
- Put your Reader Rabbit disk in the disk drive and close the door.
- Turn on the computer.
- When you see the READY prompt on the screen, type:

**LOAD "TLC",8,1**

- Press RETURN. You will see: SEARCHING FOR TLC  
LOADING

### On an IBM-PC:

Before you use your Reader Rabbit disk for the first time, you need to add DOS to the game disk. See page 36 for instructions (or your DOS manual).

Once DOS is on your game disk, follow these instructions the next time you want to play Reader Rabbit.

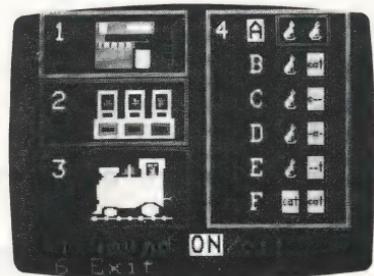
- Put your Reader Rabbit disk in the disk drive and close the door.
- Turn on the computer and monitor.

### On an Atari Computer.

- Turn on the disk drive. Wait for the red light on the disk drive to go out.
- Put your Reader Rabbit disk in the disk drive.
- Turn on your computer.

If you have a BASIC Cartridge in your computer, you must remove it to run this program.\*

After the title picture, the picture menu will appear. Here you can choose games, turn the sound on or off, or exit the program.



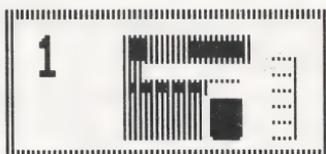
\*If you have an Atari 1200 XL or 800 XL, hold down the option key for the first few seconds while the program is booting.

If you're going to use the keyboard and you have a joystick or paddles installed, set them to a center position before selecting a game.

**If you are using a joystick on a Commodore 64, be sure it is plugged into Port #2.**

### 1. SORTER

Match words to a target pattern such as: c--, or -a-, or --t.



### 2. LABELER

Unscramble letters to spell words that name pictures.



### 3. WORD TRAIN

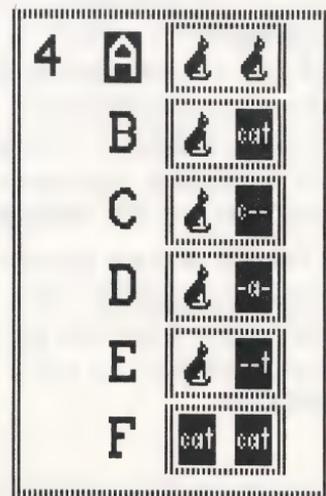
Load a train with words that differ by one letter from the word before.



### 4. MATCHUP

Match pictures, words, and parts of words in a memory card game. There are six ways to play this game — the first is the easiest:

- A match a picture with a picture.
- B match a picture with a word.
- C match a picture with a beginning letter.
- D match a picture with a middle letter.
- E match a picture with an ending letter.
- F match a word with a word.



## HOW TO CHOOSE A GAME

To choose one of the first three games, press its number. To choose the fourth game, press the letter of the option you want — A, B, C, D, E, or F. Or just press **[4]** to choose the option that is highlighted.\*



For first time players, choose the first game, Sorter, or Matchup A. These are the easiest ones to play.

## SOUND

The highlighted "ON" box means the sound is on in the games. Press **[5]** to turn the sound off. Press **[5]** again to turn the sound back on.

## EXIT

Press **[6]** to stop playing Reader Rabbit.

### **On an IBM:**

## KEYBOARD/JOYSTICK/KOALA

Press **[7]** to choose keyboard or joystick or koala pad options. Each time you press **[7]** the next option will appear.

\*Remember, if you're using the keyboard and have a joystick or paddles installed, set them to a center position or zero before selecting a game.

## SPECIAL KEYS/JOYSTICK/TOUCH TABLET

This chart shows all the keys used to play the games.

KEYS				FUNCTION
ATARI	APPLE	C-64	IBM	
    	     or arrow keys when available	    	    	<i>Moves the hand pointer up, down, left, and right.</i>
SPACEBAR	SPACEBAR	SPACEBAR	SPACEBAR	<i>Selects a letter, word, or picture. Starts a game. Clears away a game.</i>
ESC	ESC	f1	ESC	<i>Returns you to the menu. You can press this key at any time.</i>
?	?	?	?	<i>Gives you instructions for each game. You can press [?] at any time.</i>
@	*	*	*	<i>Lets you change options in the Sorter, Labeler, and Matchup games.</i>



If your keyboard does not have arrow keys, you may want to mark the I, J, K, M keys with stickers or tape to help your child locate them. Or you can write the letters on a 3x5 card with arrows and place it near the computer.



**Self-Centering Joystick:** Press the lever a short distance in the direction you want to go and let it return to center. The hand will move one position.

Press the button on the joystick instead of **SPACEBAR** to select a letter, word or picture; to start a game or clear away a game.

**If you are using a Commodore 64, be sure it is plugged into Port #2.**

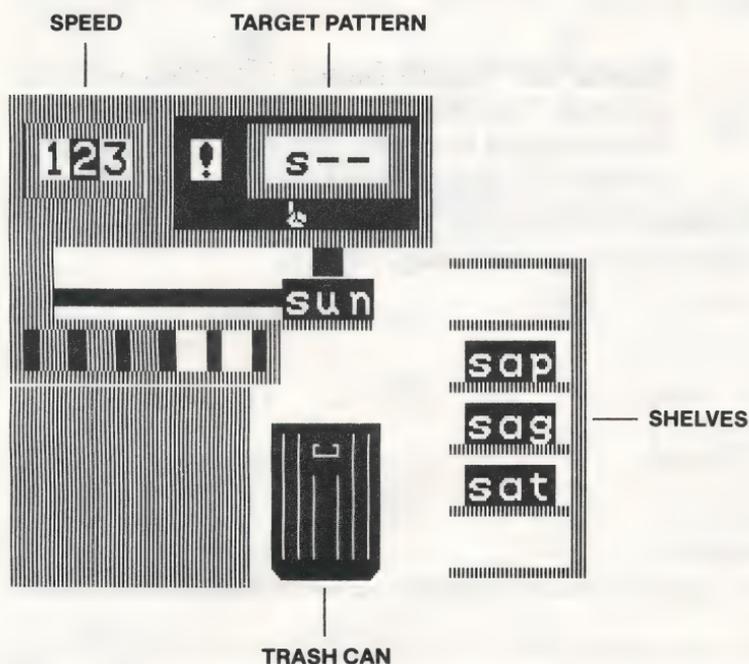


**KoalaPad™ Touch Tablet:** Use the overlay on page 35. Tap the arrow that points in the direction you want to move. One tap moves the hand pointer one space. Press either button on the touch tablet instead of **SPACEBAR** to select a letter, word or picture; to start a game or clear away a game.

# THE GAMES

## 1. SORTER

To run the Sorter machine, you need to match words to the target pattern shown at the top of the machine. Put words that match on the shelves. Let words that don't match fall in the trash can. Try to fill all five shelves with words that match the target pattern.



*Fill the shelves with words that match the target pattern. Here, match words that begin with "S."*

## HOW TO PLAY

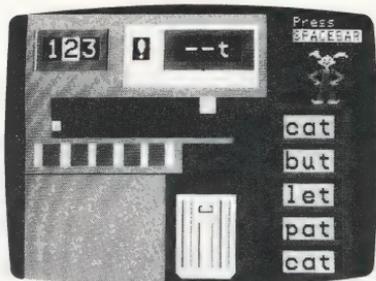
- Press **SPACEBAR** to start the game.
- Watch a word slide out of the machine. If it matches the target pattern:

- Press **SPACEBAR** to save the word on a shelf.

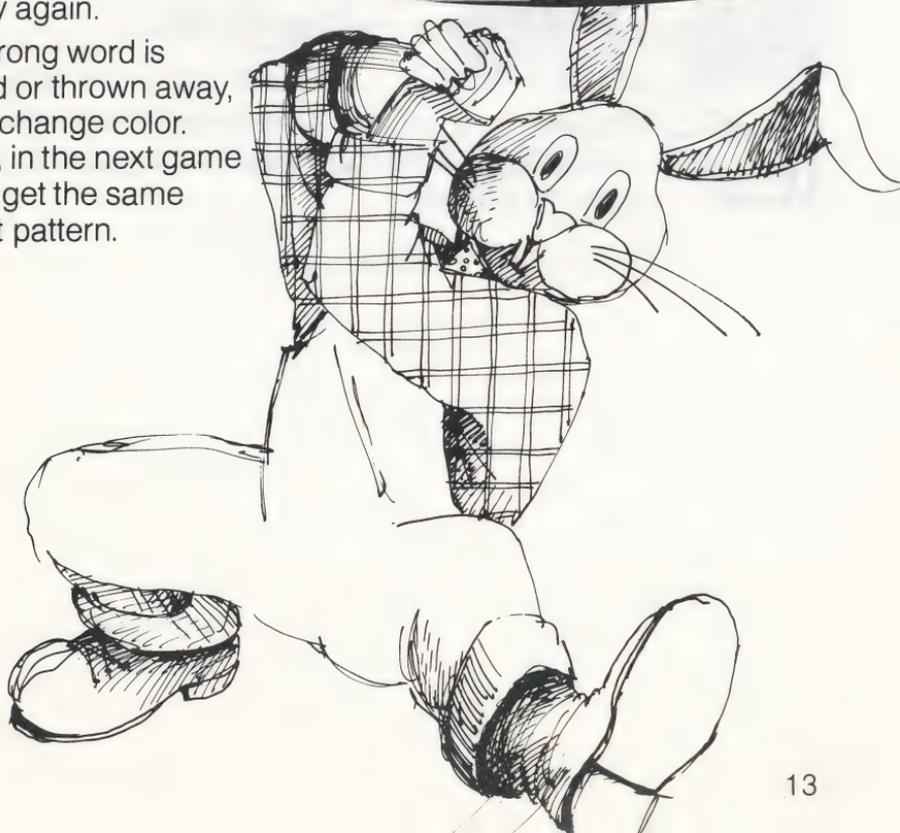
If it does not match:

- **Do nothing** and it will drop into the trash can by itself.

- When all five words are safely on the shelves, Reader Rabbit will do a dance. (He will stop if you press **SPACEBAR** ).
- Press **SPACEBAR** to clear away the game so you can play again.



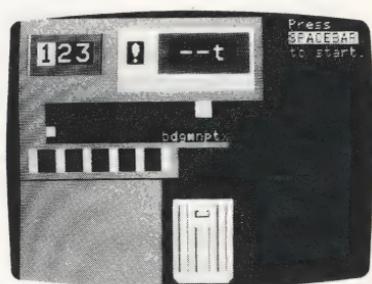
If a wrong word is saved or thrown away, it will change color. Then, in the next game you'll get the same target pattern.



## HOW TO CHANGE THE GAME

Before you press **SPACEBAR** to start a game, you can change:

- the speed of the game.
- the target pattern.
- the target letter.



### *SPEED*

Change the speed from slow ( **1** ), to medium ( **2** ), or fast ( **3** ) by pressing the number you want. When the speed is set for slow, you can make the words drop even sooner into the trash can. Press **↓** or **M** so you won't have to wait.



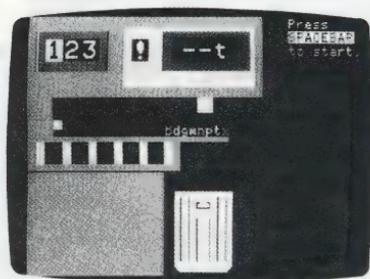
It's best not to show your children how to make the words drop sooner until they are very comfortable with the keyboard.

## TARGET PATTERN

The game uses random target patterns and letters when the hand pointer is under the exclamation point (!). To set the position of the target letter ("target pattern") to a beginning, middle, or ending letter, move the hand to the position you want under the target box. Use  and  keys or  and  keys to move the hand. A random target letter will appear in the selected position.

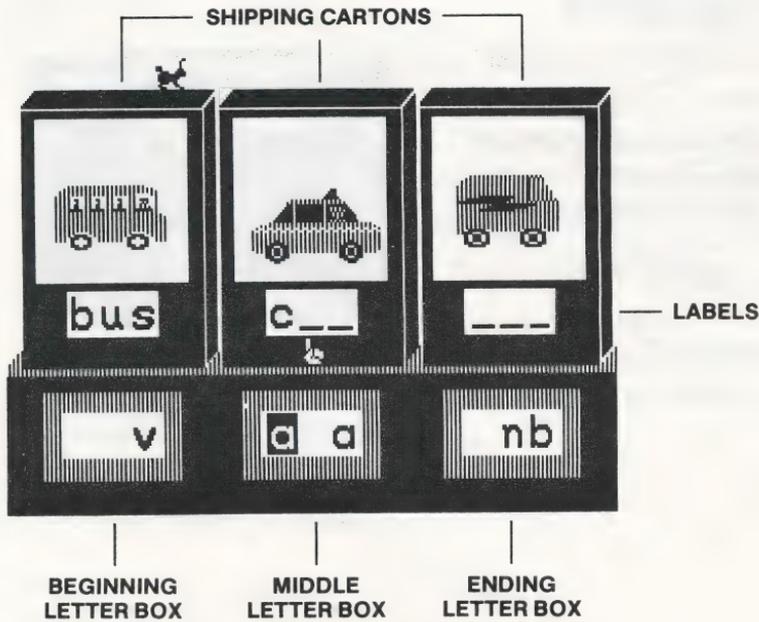
## TARGET LETTER

After you've selected a target pattern, press  (  on an Atari) to see what other letters you can use. These letters will appear. Type the letter you want and it will appear in the target box. (NOTE: You cannot select a letter if the hand pointer is under "!".)



## 2. LABELER

Label the pictures on the shipping cartons by moving the letters from the boxes to the labels. The letters in the left box are beginning letters. They belong on the first lines on the labels. The letters in the middle box belong on the middle lines. The letters in the right box belong on the last lines. When all the letters are in the right places, the labels will spell the words for the pictures on the cartons.



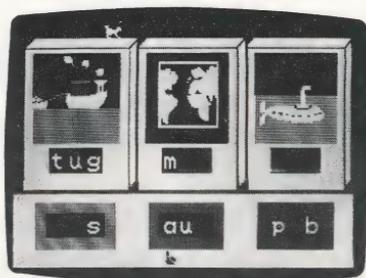
*Make a label for each picture.*

## HOW TO PLAY



Encourage your child to study the first screen of the pictures and words. It shows how the words are spelled and where they go.

- Press **[SPACEBAR]** to start the game.
- Use the **[←]** and **[→]** keys or **[J]** and **[K]** keys to move the hand pointer to a letter you want.
- Press **[SPACEBAR]** to choose this letter. It will change color and the hand will move to one of the labels.
- Move the hand to the label where you think the letter belongs.
- Press **[SPACEBAR]** to put the letter in the label. If the letter belongs there, it will stay put. If not, it will return to the box so you can choose another letter.
- Move all the letters to the labels where they belong. Then press **[SPACEBAR]** to drop the boxes downstairs to the shipping room.



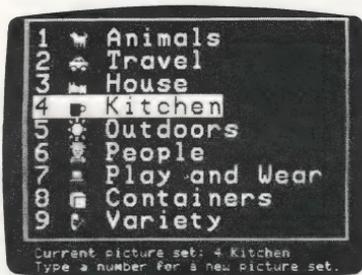
When you do everything correctly, Reader Rabbit will perform a tumbling act, and then you'll see new pictures for your next game. (He will stop tumbling if you press **[SPACEBAR]**.) Otherwise, Reader Rabbit will rearrange the cartons and letters for the next game.

## HOW TO CHANGE THE GAME

You can choose a different set of pictures at any time.

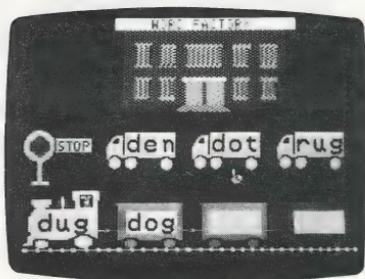
- Press **[\*]** ( **[@]** on an Atari) to see the list of picture sets.
- Press the number of the picture set you want.

Each picture set has six or more different pictures. There are over 70 pictures in all! (See the Picture-Word List on page 30.)



### 3. WORD TRAIN

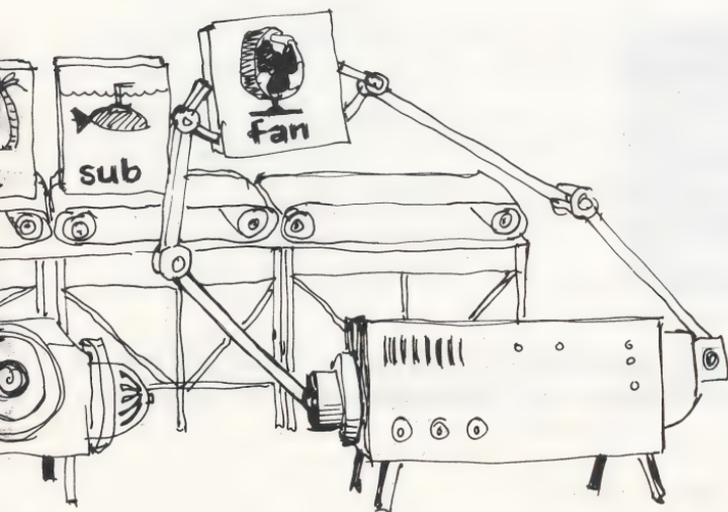
Fill the train with words from the Word Factory trucks. Each word you put in a train car must differ by just one letter from the word in front of it (Reader Rabbit's "one-difference rule").



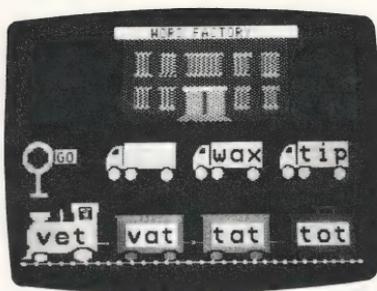
*Fill the train with words that differ by one letter from the word before.*

### HOW TO PLAY

- Look at the word in the locomotive. Find a word in one of the trucks that has only one letter different.
- Use the **←** and **→** keys or **J** and **K** keys to move the hand pointer under that truck.
- Press **SPACEBAR** to put the word in the first train car. If it fits the one-difference rule, new words will appear in the trucks.



- Find a new word in the trucks that differs by only one letter from the last word you put on the train. Keep loading words in the train cars until the train is full. Can you make the whole train roll off?\*



- If the word you pick doesn't fit the one-difference rule, it will change color and won't go in the train car. Press **SPACEBAR** and the loaded cars will roll off. Then you can play again with a new set of words.



Help your child compare the word in the train with the words in the trucks. Point to the words one at a time. Ask these questions about each word in the trucks:

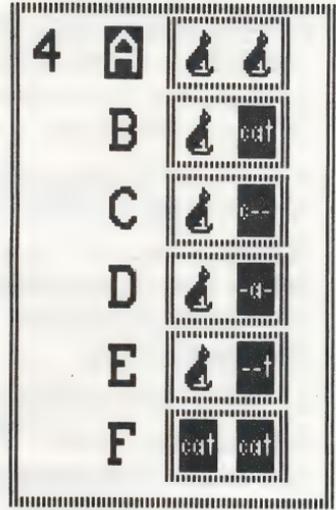
- Does it have the same beginning letter (as the word in the train)?
- Does it have the same middle letter?
- Does it have the same ending letter?

One "no" means that you've found the word that belongs in the train car.

\*You can press **SPACEBAR** after the train is *full* to bypass the song and stop the train from rolling off. This will allow you to start the next game more quickly if you wish.

## 4. MATCHUP

Matchup is a memory game where you match pairs of cards. By choosing different options from the menu, you can match pictures to pictures (A), pictures to words (B), pictures to parts of words (C, D, E), or words to words (F).



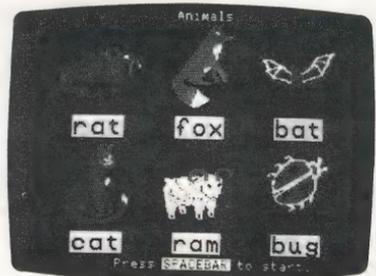
For first time players, choose option A from the menu. This is the easiest way to play the game.

## HOW TO PLAY

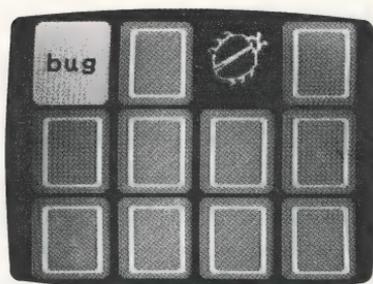


Encourage your child to study the first screen. It shows the pictures, words, or parts of words that are used in the game.

- Press **SPACEBAR** to start this game.
- Use the arrow keys , , ,  or **I**, **J**, **K**, **M** to move the hand pointer to any card you want.



- Press **SPACEBAR** to turn the card over and see the picture, word, or part of a word.
- Move the hand to another card and press **SPACEBAR** to turn that card over. 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 word-picture pairs.



*Matchup B — Match pairs of cards until all cards disappear.*

If it took a lot of turns to find the cards, you'll get the same cards in the next game. Otherwise, you'll play the same game with new cards.



Matchup is a good game to play with friends.

## HOW TO CHANGE THE GAME

At any time, you can choose a different set of cards and change the game.

- Press **\*** ( **@** on an Atari) to see your choices.
- Press the number of the card set you want.
- Press the letter of the option you want.
- Press **RETURN** ( **ENTER** or **←** on an IBM-PC) to return to the game.

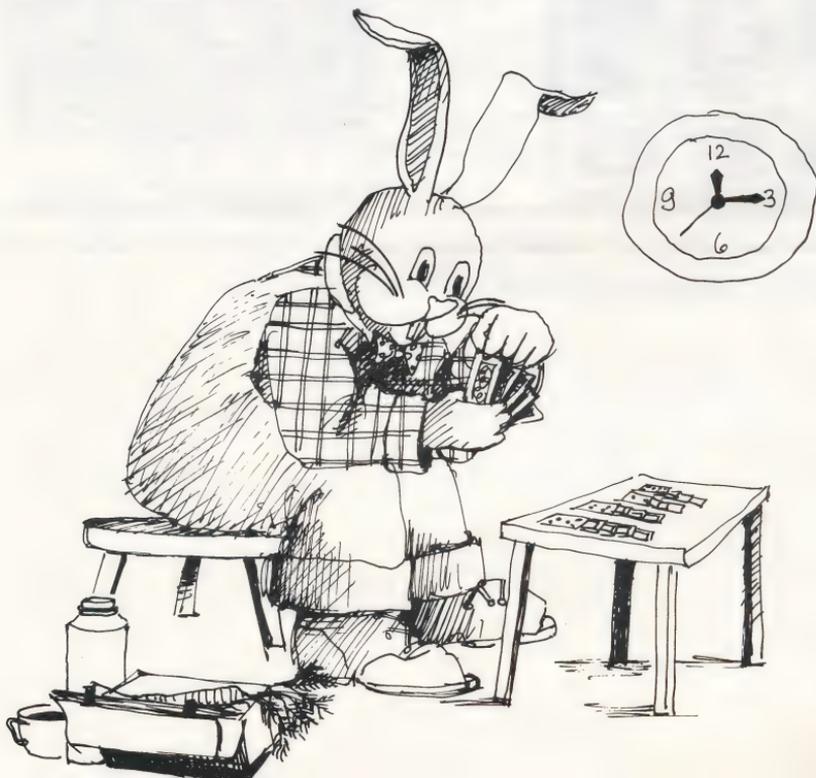


## THE LEARNING LIST

Reader Rabbit provides children with a playful and exciting way to learn important reading skills and increase their vocabulary. Using over 200 three-letter words, each of the first three games builds on the skills from the game before it. The fourth game reinforces those skills in six different ways.

At first, children learn to recognize letters and their locations in consonant-vowel-consonant (C-V-C) words with short vowels. Next, they unscramble letters to spell over 70 words that match pictures. Then, they use logic to compare words and identify those that differ by just one letter. The last game gives children an opportunity to apply their visual discrimination skills while they improve their memory and concentration.

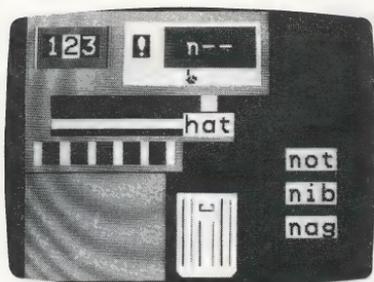
The program options that change the games add variety to the visual presentations and allow for selectivity in choosing particular word recognition skills to practice. The flexibility of the program provides challenging games for nonreaders, as well as for more advanced beginning readers.



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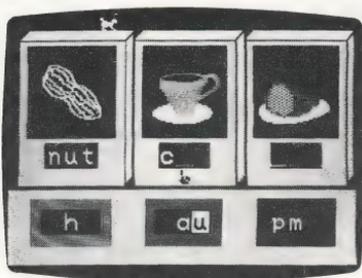
**GAMES****CONCEPTS AND SKILLS PRESENTED**

---

**1. SORTER**

- Identifying unfamiliar letters.
- Gaining speed in recognizing letters.
- Locating beginning, middle, and ending letters in C-V-C\* words.
- Recognizing spelling patterns.

---

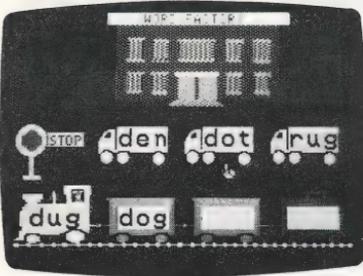
**2. LABELER**

- Locating letters in their beginning, middle, and ending locations in C-V-C words.
- Noticing middle vowel location in C-V-C words.
- Developing spelling skills.
- Associating words with pictures.

---

\*consonant-vowel-consonant

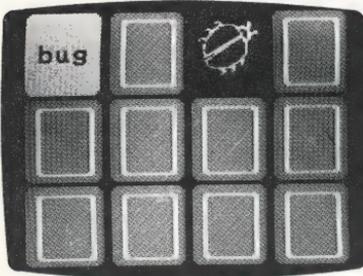
### 3. WORD TRAIN



- Identifying words that differ by one letter from a given word.
- Using logic to sequence words: holding two variables (letters) constant while a third changes.

---

### 4. MATCHUP



- Associating and matching pictures with pictures, words, and parts of words.
- Matching words with words.
- Improving spatial awareness (up/down, left/right).
- Improving the ability to concentrate and remember.

## ADDITIONAL ACTIVITIES

### WORD SEARCH

There are eight words hidden in each puzzle below. All words have three letters. The words may go:

- across →
- down ↓
- diagonally ↗ ↘

Circle the words as you find them. If you can't find all eight words, turn to the Picture-Word List beginning on page 30. The words are listed there.

p	z	d	o	g
i	f	o	x	b
g	r	m	z	u
c	a	t	z	g
r	t	h	e	n

ANIMALS

m	a	t	x	p
y	r	u	g	a
f	z	b	e	d
i	a	m	o	p
p	e	n	c	s

HOUSE

m	e	n	r	y
o	a	l	i	p
m	x	v	b	y
d	a	d	e	z
c	l	e	g	t

PEOPLE

## WORD PLAY



Play this game after your child is familiar with the Reader Rabbit games.

Word Play is a game for two or more players. All you need is the Word List on pages 28 and 29 of this guide.

The first player names a word from the Word List and then says either “beginning,” “middle,” or “ending.” The other player must name the letter in that location. If the first player says “rug” and “ending,” the second player names the letter “g.”

The players take turns naming words, locations, and letters. The player who names all the letters correctly wins.

### **Variation 1:**

This two-player game uses the Word List on pages 28 and 29 and the Picture-Word List beginning on page 30.

The first player names a word from the Word List. The other player identifies the ending letter and names a picture from the Picture-Word List that *begins* with that letter. If the first player says “mat,” the second player may say “tug,” or “tag,” or “tub.”

The players take turns naming words and pictures. The player who doesn’t get stuck or make a mistake wins the game.

Tell your child not to name a word from the word list that ends in “X,” such as fox or box, otherwise he or she will lose the game.

### **Variation 2:**

Use the letters of the alphabet below. Players take turns naming words that begin with each letter. They may name words from the Word List or any word that begins with the given letter.

**b c d f g h j k l**  
**m n p r s t v w**

---

## WORD LIST

bad	bag	ban	bat	bed	beg
bet	bib	bid	big	bin	bit
bog	bop	box	bud	bug	bum
bun	bus	but			

cab	can	cap	cat	cob	cod
cog	cop	cot	cub	cud	cup
cut					

dab	dad	dam	den	did	dig
dim	din	dip	dog	don	dot
dub	dug				

fad	fan	fat	fed	fib	fig
fin	fit	fix	fog	fox	

gab	gap	gas	get	gig	gob
got	gum	gun	gut		

had	hag	ham	has	hat	hem
hen	hid	him	hip	his	hit
hog	hop	hot	hub	hug	hum
hut					

jab	jam	jet	jig	job	jog
jot	jug	jut			

keg	kid	kin	kit		
-----	-----	-----	-----	--	--

lab	lad	lag	lap	lax	led
leg	let	lid	lip	lit	lob
log	lop	lot	lug		

mad man map mat men met  
mid mix mob mom mop mud  
mug

nab nag nap net nib nip  
nit nod not nut

pad pan pat peg pen pep  
pet pig pin pit pod pop  
pot pun pup put

rag ram ran rap rat red  
rib rid rig rim rip rob  
rod rot rub rug run rut

sad sag sap sat set sip  
sit six sob sod sop sub  
sum sun sup

tab tag tan tap tat tax  
ten tin tip top tot tub  
tug

van vat vet vim

wag wax web wed wet wig  
win wit

# PICTURE-WORD LIST

## ANIMALS



bat



bug



cat



dog



fox



hen



pig



ram



rat

\*In the IBM program, the bat is part of the "OUTDOORS" group.

## PEOPLE



dad



leg



lip



man



men



mom



rib



vet

## HOUSE



bed



fan



mat



mop



pad



pen



rug



tub

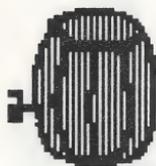
## CONTAINERS



bag



box



keg



lid



net



pot

## KITCHEN



bun



can



cob



cup



ham



jam



nut



pan



pot

\*In the IBM program, the cup and pan are part of the "CONTAINERS" group.

## PLAY AND WEAR



bat



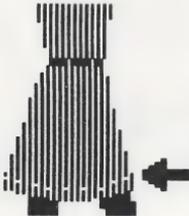
bib\*



cap



hat



hem



peg



top



wig

## VARIETY



cot



dot



fan



pin



red



rod\*



six



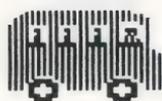
tag



ten

\*In the IBM program, the bib is part of the "KITCHEN" group; the rod is part of the "PLAY AND WEAR" group.

## TRAVEL



bus



cab



gas



jet



map



sub



tug



van

## OUTDOORS



bud



dam



fin



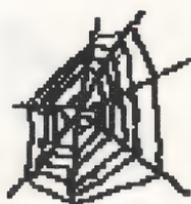
hut



log



sun

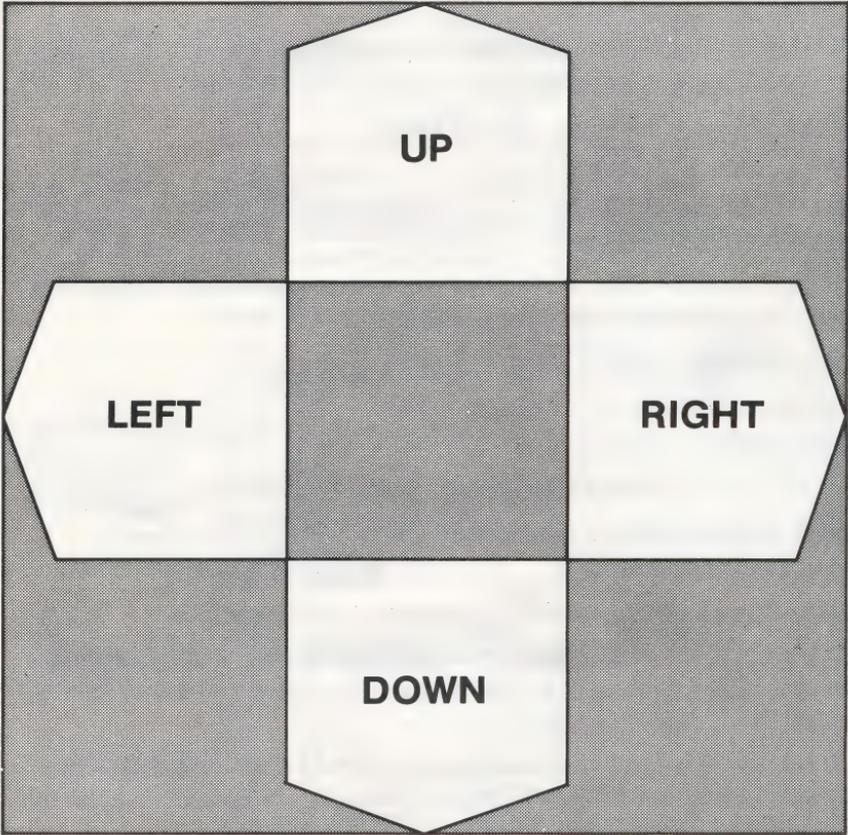


web

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## **KOALAPAD™ TOUCH TABLET OVERLAY**

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 hand pointer one space. Press either button on the touch tablet to select a letter, word or picture, start a game or clear away a game.



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## BEFORE YOU USE YOUR IBM GAME DISKETTE

You need to add DOS to your IBM game diskette before you use it for the first time. Here's how:

### **IF YOU HAVE TWO DISK DRIVES:**

1. Put your DOS diskette in drive A.
2. Put your game diskette in drive B.
3. Turn on the computer.
4. When you see **Enter new date:**, press  or .
5. When you see **Enter new time:**, press  or .
6. When you see **A>**, type **B:INSTALL**.  
Then press  or .
7. When you see **A>REM ..... Completed .....**  
turn off the computer.
8. Insert the game diskette in drive A and turn on the computer. Your game diskette will load automatically.

### **IF YOU HAVE ONE DISK DRIVE:**

1. Put your DOS diskette into the drive.
2. Turn on the computer. Wait.
3. When you see **Enter new date:**, press  or .
4. When you see **Enter new time:**, press  or .
5. When you see the prompt **A>**, type **B:INSTALL**.  
Then press  or .
6. When you see **Insert diskette for drive B: and strike any key when ready**, remove your DOS diskette, put your game diskette in the drive, and strike any key.
7. When you see **Insert diskette for drive A: and strike any key when ready**, remove your game diskette, put your DOS diskette in the drive and strike any key.
8. Keep repeating steps 6 and 7 until you see **A>REM ..... Completed .....**  
Your game diskette will be in the disk drive when this message appears.
9. Turn off your computer.
10. Turn the computer back on. Your game diskette will load automatically.

## MORE FROM THE LEARNING COMPANY

### READING

**JUGGLES' RAINBOW** Children develop reading and math readiness skills by playing with dancing rainbows, butterflies and windmills. Ages 3-6.

**WORD SPINNER** Reading becomes like a ride in an amusement park as children spin through the alphabet and learn the building blocks of reading — making three- and four-letter words. Ages 6-10.

**MAGIC SPELLS** Children sharpen spelling skills through an adventure world of castles, demons and wizards. Ages 6-10.

### MATH

**BUMBLE GAMES** With Bumble, a friendly creature from the planet Furrin, children learn fundamental math skills and create computer graphics. Ages 4-10.

**BUMBLE PLOT** Children learn advanced math skills and create computer graphics by plotting positive and negative numbers. Ages 8-13.

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**NUMBER STUMPER** In the electronic version of a classic 14th century game of chance, children learn to add and subtract and also develop abstract reasoning and strategic thinking skills. Ages 6-10.

### LOGIC AND PROBLEM SOLVING

**GERTRUDE'S SECRETS** While solving playful puzzles with Gertrude, the go-getter goose, children develop logical thinking skills. Ages 4-10.

**GERTRUDE'S PUZZLES** Children develop abstract thinking skills by solving complex logic puzzles in Gertrude's animated world. Ages 8-13.

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**MOPTOWN HOTEL** In the fantasy world of Moptown, children learn to hypothesize and develop strategic thinking skills. Ages 8-13.

**ROCKY'S BOOTS** Learn the basics of computer logic and circuitry by designing machines using simulated logic elements. Play 39 games or create your own. Ages 9 and up.

**ROBOT ODYSSEY I** A revolutionary robot construction kit and adventure game. Learn how to design integrated circuits, burn chips, and build robots. Ages 13 and up.

### ART

**COLORASAURUS** A brand new type of coloring book for young artists — children learn about colors, hues and matching. Ages 3-6.

TLC programs are available for major personal and home computers. Check with your dealer for product availability.

To use the Muppet Learning Keys:

- Plug the Muppet Learning Keys into the joystick port.
- When the menu appears, press **6** three times until the words "Muppet Learning Keys" appear.
- Wait about two seconds (without pressing any keys) while the program calibrates the keyboard.
- Now you may use the Muppet keyboard to select items in the menu and games as described below.

APPLE KEYBOARD	MUPPET LEARNING KEYS	FUNCTION
<p>or arrow keys when available</p>	<p>Arrow keys</p>	<p><i>Moves the hand pointer up, down, left and right.</i></p>
<p><b>SPACEBAR</b></p>	<p>GO</p>	<p><i>Selects a letter, word, or picture. Starts a game. Clears away a game.</i></p>
<p><b>RETURN</b></p>	<p>GO</p>	<p><i>Selects option, returns to game.</i></p>
<p><b>ESC</b></p>	<p>STOP</p>	<p><i>Returns you to the menu. You can press this key at any time.</i></p>
<p><b>?</b></p>	<p>HELP</p>	<p><i>Gives you instructions for each game. You can press <b>?</b> at any time.</i></p>
<p><b>*</b></p>	<p>ZAP</p>	<p><i>Lets you change options in the Sorter, Labeler, and Matchup games.</i></p>

Note: In this manual, all references to the keys used on the Apple keyboard should be interpreted according to the table above. Menu item 6 ("Exit") has been replaced by the input device selection. You may press **STOP** or **ESC** to boot another disk.

# TLC PRODUCT ORDER FORM

545 Middlefield Road, Suite #170  
Menlo Park, CA 94025  
(415) 328-5410

Name: \_\_\_\_\_ Deliver To: \_\_\_\_\_

Address: \_\_\_\_\_ Address: \_\_\_\_\_

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Card Number: \_\_\_\_\_ Signature: \_\_\_\_\_

Credit card orders will be accepted by phone.

Title	Apple Qty	C-64 Qty	IBM Qty	Atari Qty	Total Qty	Price	Total Price
<b>READING</b>							
Juggles' Rainbow™			★	X		29.95	
Reader Rabbit™				•		39.95	
Word Spinner™						34.95	
Magic Spells™						34.95	
<b>MATH</b>							
Bumble Games®			★			39.95	
Bumble Plot™			★	•		39.95	
Addition Magician™				•		34.95	
Number Stumper™		•		•		39.95	
<b>LOGIC</b>							
Gertrude's Secrets®			★	•		44.95 <sup>1</sup>	
Gertrude's Puzzles®			★	•		44.95 <sup>1</sup>	
Moptown Parade™						39.95	
Moptown Hotel™						39.95	
Rocky's Boots™				•		49.95 <sup>2</sup>	
Robot Odyssey I™		•		•		49.95	
<b>ART</b>							
Colorasaurus™	•		•			29.95	

Sub Total

Shipping 3.00

(Calif. residents add sales tax) Sales Tax

Total

- ★ Available through IBM product centers.
- Not available at this time.
- X Available through Atari.

<sup>1</sup>C-64 version \$29.95

<sup>2</sup>C-64 version \$34.95





