

Ages 4-7

The Learning Company[®]

Reader Rabbit[™]

Critics'
Choice
Award

Builds Early Reading & Thinking Skills



Apple II Series **5.25"**
IIC and IIE **disk**
Requires: 5.25" disk drive
Optional: Joystick
Color monitor not required

188RR **64K**

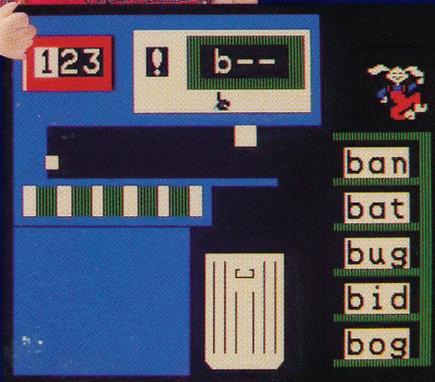
Reader Rabbit

Ages 4-7



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

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*

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...:

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!	
Advanced Problem Solving			Rocky's Boots

The Learning Company

Customer Service

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

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The Learning Company

V1.4RRA-2157



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RR-APPLE



The Learning Company

Reader Rabbit

Early Reading & Thinking Skills

Agges 4-7

Apple[®]

IIc/IIe

5.25" disk



Agges 4-7

Reader Rabbit

Early Reading & Thinking Skills

The Learning Company

The Learning Company[®]

...helping young minds grow

6493 Kaiser Drive

Fremont, CA

94555

(800) 852-2255

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Fill out this card today to register your software. You will receive valuable updates, product information and "special offers" from The Learning Company.

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

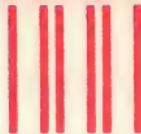
8. Did he/she demonstrate the program for you: Yes No

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 _____

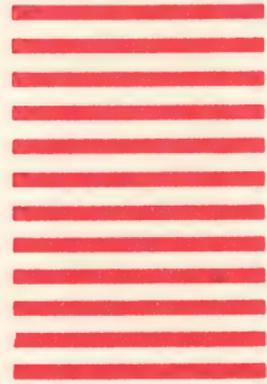


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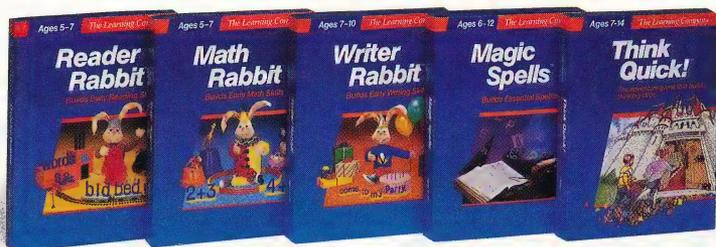
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Fremont, CA 94555-9985



Parent/Teacher Guide
to Selecting Software for
Children Ages 4-14

The Learning Company

Helping young minds grow.



The Five Secrets to Selecting Educational Software for Children

Your child's education is an important investment. Be sure the software you buy passes this test:

1. Does it have **proven educational value**? The software should have been developed by a team of qualified educators using a sound learning approach.
2. Does it develop **thinking skills**? The right software will provide more than drill and practice. It should also enrich your child's thinking skills and develop his or her problem-solving abilities. This prepares children for future learning success.
3. Is it **motivating**? Children love to learn-in the right environment. Good software stimulates a child's natural curiosity and provides positive reinforcement. The software should provide several levels of play and options to customize it to the child's current level and specific needs. Above all, your child should enjoy it.
4. Is it **easy-to-use**? You and your child should not be spending time trying to figure out how to use the software. A simple set of commands and consistency from one product to the next lets you get straight to the fun.
5. Is it part of a **family of products** that are **guaranteed**? Look for a line of products that covers your child's needs across several subject areas. Make sure the company stands behind its products and will guarantee your satisfaction.

Build Reading, Math and Early Thinking Skills for Ages 4-7

Reader Rabbit™

(Ages 4-7)

Builds Early Reading Skills



Four animated games help develop fundamental reading, spelling and thinking skills. Children improve word recognition, vocabulary and memory skills in Reader Rabbit's fabulous word factory.

- ▶ **Uses positive reinforcement** to motivate children and reward correct solutions
- ▶ **Carefully sequenced games** increase in difficulty as your child's skills grow
- ▶ **New "talking" version** for the Apple IIGs™ uses high-quality digitized speech for an even more exciting and rewarding learning experience.

"Reader Rabbit is a highly motivational game...well designed and easily used by young children."

—The Computing Teacher

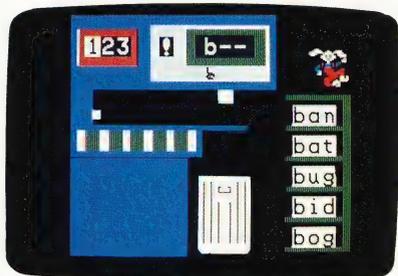
"Parents' Choice Gold Award"

—Parents' Choice

"Critics' Choice Award"

—Family Computing

Apple II Series, IBM/Tandy and
Compatibles (5.25" disk) \$39.95
Special "Talking" version for Apple IIGs
and Tandy 1000 (3.5" disk) \$59.95
Macintosh (3.5" disk) \$59.95
Commodore 64/128 also available.



Math Rabbit™

(Ages 4-7)

Builds Early Math Skills



Introduce your child to the fascinating world of numbers! Four games teach children how to add and subtract one- and two-digit numbers, and recognize number patterns and relationships. Math Rabbit develops children's early thinking skills while teaching them math.

- ▶ **Many options** let you customize games to child's learning level.
- ▶ **Builds a solid foundation** for future work in multiplication

"Rich in educational content and fun to play."

—Dr. Carol Wilder, Parent and Educator

Apple II Series, IBM/Tandy and
Compatibles (5.25" disk) \$39.95
Apple II Series, IBM/Tandy and
Compatibles (3.5" disk) \$39.95

Gertrude's Secrets®

(Ages 4-7)

Builds Early Thinking Skills



Seven entertaining games build a child's early thinking and problem-solving abilities. Children move colorful playing pieces to learn important classification, grouping, sequencing and organizing skills.

- ▶ **Fascinating puzzles of increasing difficulty** enrich and reinforce skills essential to math
- ▶ **Children develop creative problem-solving skills** as they test solutions

"Best Software of the Year"

—Learning Magazine

Apple II Series, IBM/Tandy and
Compatibles (5.25" disk) \$39.95
Apple II Series, IBM/Tandy and
Compatibles (3.5" disk) \$39.95
Commodore 64/128 also available.

Develop Writing, Spelling and Thinking Skills for Ages 6-12

Writer Rabbit™

(Ages 7-10)

Builds Early Writing Skills



The best learning-to-write program available. In six carefully sequenced games, children join Writer Rabbit at a sentence party and learn to create complete sentences and stories. Each game builds important reading comprehension skills while developing writing skills.

- ▶ **Can be customized to child's ability** by selecting vocabulary level, sentence length and game speed.
- ▶ **Develops creativity** as children make up their own stories and letters
- ▶ **Prints out** over 70 stories and letters, plus an "Award Certificate"

"A must for every child who is beginning to write. A natural step before introducing the child to word processing"

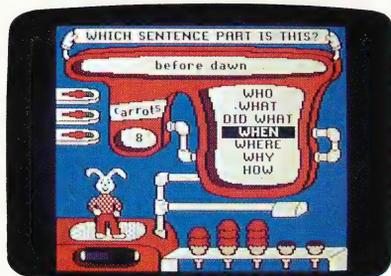
—Dr. Ariella Lehrer, Child Psychologist and Software Evaluator

"Critics' Choice Award"

—Family Computing Magazine

Apple II Series, IBM/Tandy and Compatibles (5.25" disk) \$49.95

Apple II Series, IBM/Tandy and Compatibles (3.5" disk) \$49.95



Magic Spells®

(Ages 6-12)

Builds Essential Spelling Skills



Sharpen spelling skills by unscrambling words and spelling flashed words in a magical kingdom. Magic Spells enriches a child's understanding of letter relationships as it provides spelling practice.

- ▶ **Includes sample word lists** with hundreds of words at many levels
- ▶ **Enter weekly spelling words** with the easy-to-use "Spells Writer" editor
- ▶ **Rewards and motivates children** with captivating graphics and amusing sound effects

"We only wish that spelling drills had been this much fun when we were kids."

—Apple II Review

Apple II Series, IBM/Tandy and Compatibles (5.25" disk) \$39.95

Apple II Series, IBM/Tandy and Compatibles (3.5" disk) \$39.95

Commodore 64/128 also available.



Strengthen and Enrich Problem-Solving Skills for Ages 7-14

Think Quick!™

(Ages 7-14)

The animated adventure game that builds thinking skills

This fast-paced adventure game helps children develop important thinking skills needed for future learning. Players overcome increasingly difficult challenges as they race through over 100 rooms in the magical Castle of Mystikar.

- ▶ **Helps build skills in logical thinking**, developing strategies, decision making and problem solving
- ▶ **Six increasingly difficult game levels** provide endless hours of learning fun
- ▶ **Several play options** let children explore at their own pace, race against the clock or create their own games
- ▶ **Secret panels, magical objects, maps, clues, Slime Worms and an enchanted Knight** all add up to a delightful exploration for children.

"An exciting and very motivational program that enhances many areas of learning, including problem solving and decision making."

—Judy Cato, Teacher

"Parents' Choice Gold Award"

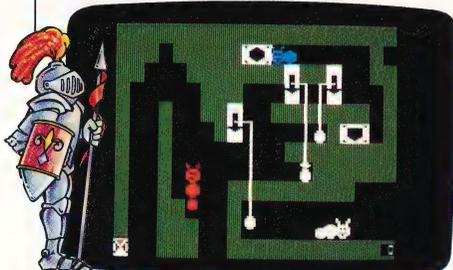
—Parents' Choice

"A+ All Stars"

—A+ Magazine

Apple II Series, IBM/Tandy and
Compatibles (5.25" disk) \$49.95

Apple II Series, IBM/Tandy and
Compatibles (3.5" disk) \$49.95



Rocky's Boots®

(Ages 9-up)

Builds Problem-Solving Skills



This widely acclaimed program develops logical thinking and problem-solving skills that are important in math and science. Children learn to create increasingly powerful "logic machines" in 40 fun, interactive games.

- ▶ **Each game introduces new logic concepts** while building on skills learned in earlier games
- ▶ **40 games and a variety of options** provide countless hours of entertainment

"Software of the Year"

—Parents' Choice and Learning Magazine

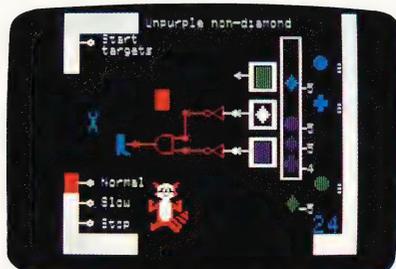
"Rocky's Boots is as much fun as the computer itself!"

—Time Magazine

Apple II Series, IBM/Tandy and
Compatibles (5.25" disk) \$49.95

Apple II Series, IBM/Tandy and
Compatibles (3.5" disk) \$49.95

Commodore 64/128 also available.



Build and Develop Written Communication Skills

The Children's Writing & Publishing Center™

(Ages 9 and up)



Educators recognize an intimate relationship between writing and thinking. This product is a tool that helps build and develop written communication skills. Designed for ease-of-use, it stimulates the natural creativity of young people and makes the process of writing both fun and rewarding. It combines powerful features in word processing, picture selection, and page design to help children produce first-class illustrated reports, letters, stories, newsletters and more.

► What makes it unique

- More features than any other children's word processing or desktop publishing program. It combines words and pictures effortlessly—words automatically wrap around pictures that are placed on documents.
- Easy-to-follow instructions and colorful screen displays coach new users every step of the way.
- Does everything your child will want to do for school or home: reports, letters, stories, newsletters, and more.

► Special Features:

- Multiple font styles and sizes
- Words automatically flow around pictures
- Over 150 pictures—Also compatible with Print Shop™ and other graphics libraries
- "What you see is what you get" display
- One or two column formats
- Top-notch printouts in black and white or color (with a color printer)
- Colorful, easy-to-read menus
- Easy to read screens
- Online help and page format
- Cut and paste text

"My students' excitement and pride in their new found power over the written word has added a new dimension to reading and writing instruction. Thank you!"

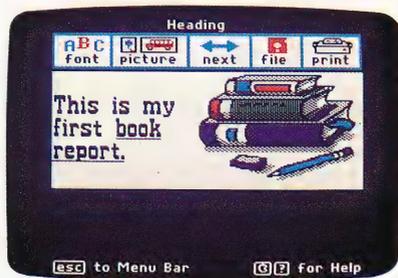
—Lynn Murphy, Teacher, Laurel School

Now available for:

Apple IIGS, IIC Plus (3.5" disk) \$59.95

Apple IIe, IIC (5.25" disk) \$59.95

Tandy, IBM and Compatibles available early 1989.



About The Learning Company

A leader in educational software, The Learning Company is unique in its focus on building children's underlying thinking skills while reinforcing the important basic curriculum subjects. Since its founding in 1979, the company has been written up by Harvard Business School, Stanford University and other institutions. Its single-minded focus on quality is reflected in extensive pre-market testing in homes and schools, and a rich product line with which a child can grow with additional subjects and with age.

Fun and ease-of-use are central elements of The Learning Company's programs. Cheerful and intriguing characters, challenging situations and environments are combined to provide captivating and entertaining programs that a child can enjoy for hours. The multiple skill levels and easy-to-follow directions make each program easy to use—no frustrations, no complicated procedures. And, your satisfaction is guaranteed.

Choose from our family of quality software

SUBJECTS	AGES:	4 to 7	7 to 10	10 to 14
Reading/Writing		Reader Rabbit	Writer Rabbit	
Writing/Publishing			The Children's Writing & Publishing Center	
Math		Math Rabbit		
Spelling			Magic Spells	
Thinking/Problem-Solving		Gerrude's Secrets	Think Quick!	
Advanced Problem-Solving			Rocky's Boots	

Check the Reference Guide Below for Your Hardware Requirements

Programs (Ages)	APPLE® IIgs/IIc Plus/IIe/IIc		IBM®/TANDY® & Compatibles*	
Reader Rabbit (4-7)	64k	1,6	256k	1,3,7
“Talking” Reader Rabbit (4-7)	256k	1,5	256k	1,3,7
Math Rabbit (4-7)	64k	1,8	128k	1,4,7
Gertrude’s Secrets (4-7)	48k	2,8	256k	2,3,7
Writer Rabbit (7-10)	64k	1,8	256k	1,4,7
Magic Spells (6-12)	64k	1,8	256k	1,3,7
Think Quick! (7-14)	64k	1,8	128k	1,4,7
Rocky’s Boots (9 & up)	48k	2,8	128k	2,3,7
The Children’s Writing & Publishing Center (9 & up)	128k	1,8,9	256k	1,4,7

Notes on system requirements:

1. Color monitor not required
2. Color monitor or color TV **required**
3. Color graphics adapter **required**
4. Color graphics or Hercules mono-chrome graphics adapter required
5. **Apple IIgs only – 3.5” Disk Drive required**
6. **Apple Macintosh** format available. Runs on Mac SE, Mac Plus, and Mac 512k with 800k disk drive.
7. 3.5” Disk or Hard Disk Installable Version available (see below)
8. 3.5” Disk for **Apple IIgs, IIc Plus** also available.
9. Dot matrix, black and white, or color printer required

*IBM/Compatible Information

Requirements: IBM and compatible products require PC-DOS 2.0-3.3 or MS-DOS 2.0-3.2
Tandy 1000 products require MS-DOS 2.1-3.2

Systems tested for complete compatibility:

IBM PS/2; IBM PC/XT/AT/jr.; TANDY 1000 EX/SX/ HX/TX/3000; COMPAQ 286/
PORTABLE; LEADING EDGE D; EPSON EQUITY 2/3; HP VECTRA; AT&T 6300;
COLUMBIA; PANASONIC FX 600; TOSHIBA t-1100/3100; ZENITH 148/158/248/ 258.

- ▶ **3.5” Disk Version** for the Apple IIgs, IIc Plus and for the Tandy 1000, IBM PS/2™ and other compatible 3.5” disk drives are available. Call us.
- ▶ **Hard Disk Installable Version:** A special format that can be installed and run on a hard disk is available by mail with the purchase of any IBM or Tandy 1000 version of The Learning Company’s programs. See package or call us for details.
- ▶ **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.

Hop over to your nearest Learning Company
Dealer or call us toll free: 1-800-852-2255.



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Ages 4-7

The Learning Company®

Apple®

**Reader
Rabbit™**
Builds Early Reading Skills

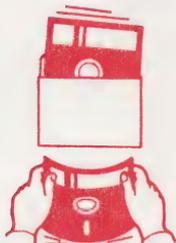
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Insertar con cuidado
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10°C → 52°C
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V1.4

Ages 4-7

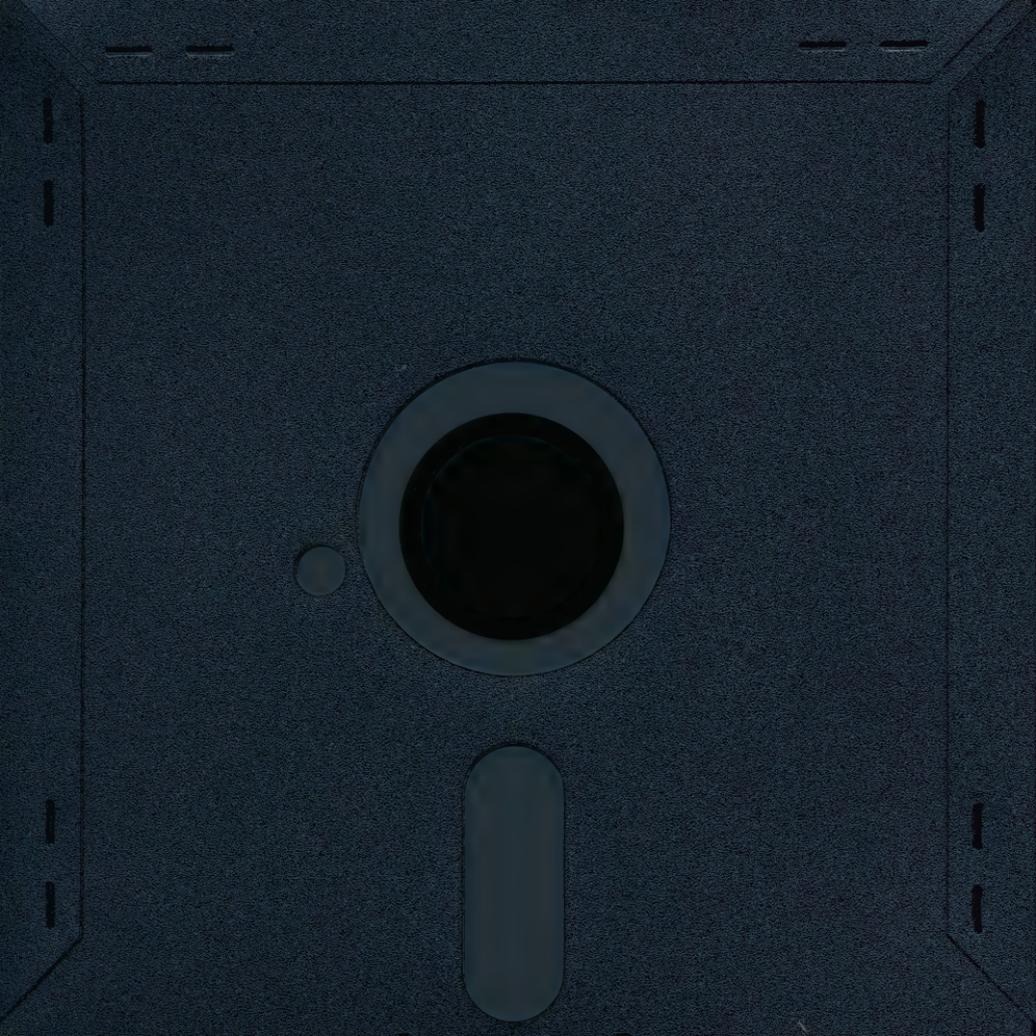
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Apple®

**Reader
Rabbit™**
Builds Early Reading Skills

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Do Not Duplicate.





The Learning Company®

Tandy®/IBM®/Apple® Version

Reader Rabbit™

Builds Early Reading Skills



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

Quick Start

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.)
- Press any key to go on to the menu.
- Select a game by pressing a number.
- 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, letters and pictures.

Reader Rabbit™

For ages 4 - 7

Product Compatibility Information

Reader Rabbit runs on:

- Apple® II +, Apple IIc or Apple IIe with 64k
Apple IIgs™ with 256k¹
Apple IIc® PLUS with 128k**

Requirements: 5.25" Disk Drive, 64K
3.5" Disk Drive, 128K
Color monitor recommended but not required

Optional: Joystick or Mouse

- IBM® PS/2, PC, XT, AT and compatibles with 256k**

Requirements: Either 5.25" or 3.5" disk drive
DOS 2.0 - 3.3
Color Graphics Adapter
Color monitor recommended but not required

Optional: Joystick

- Tandy® 1000 HX, EX, SX, TX and Tandy 3000 with 256k**

Requirements: Either 5.25" or 3.5" disk drive
DOS 2.1 - 3.2
Color monitor recommended but not required

Optional: Joystick

¹ A separate special "talking" version of Reader Rabbit which takes full advantage of the digitized speech capabilities and enhanced graphics of the Apple IIgs™ is available.

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

Leslie Grimm

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, Think Quick!, 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. Dr. Grimm is recognized for her creativity, technical expertise, and commitment to education.

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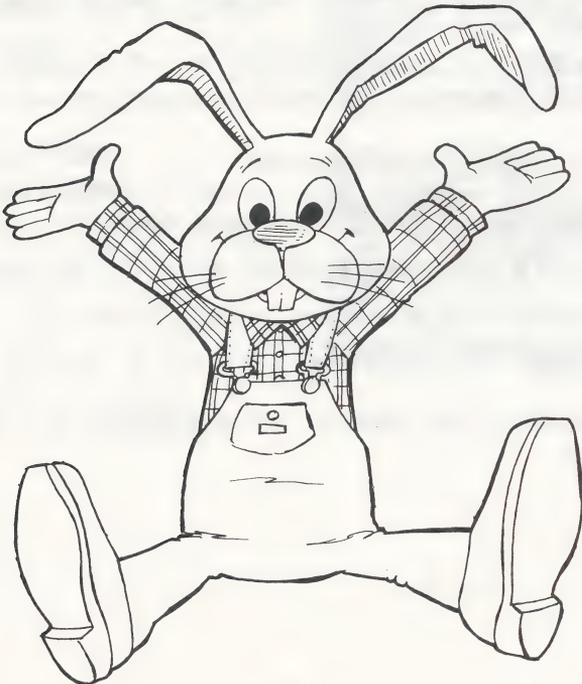
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Welcome To Reader Rabbit

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. And with the help of Reader Rabbit and his marvelous machines, learning to read is the most wonderful thing of all.



Getting Started

To load your Reader Rabbit program on an Apple Computer:

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

To load your Reader Rabbit program on an IBM, Tandy 1000 or other IBM compatible computer:

Before you use Reader Rabbit for the first time, you might want to install DOS on the Reader Rabbit disk. Please refer to Appendix A for instructions on installing DOS.

You can also play Reader Rabbit without installing DOS by following these instructions.

If you boot up from a floppy disk drive:

- Put your PC-DOS® or MS-DOS® system disk into drive A.
- Turn on your computer.
- When you see `A >`, remove your DOS disk and put your Reader Rabbit disk into drive A.
- Type **RABBIT** and press or to begin the game.
- After the title screen appears, press any key to go on to the menu.

If you boot up from a hard disk drive:

- Turn on your computer, booting up from your hard disk drive.
- When you see `C>`, put your Reader Rabbit disk into your floppy drive A, type **A:** and press or , or put your disk into floppy drive B, type **B:** and press or .
- Type **RABBIT** and press or to begin the game.
- After the title screen appears, press or to go on to the menu.

CHOOSING A GAME

Once you've reached the main menu, choose a game by pressing its number.

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



1. Sorter Game

Pick words that have the same letter in the same place as the one shown on the Sorter Machine.



2. Labeler Game

Unscramble letters to spell out picture labels.



3. Word Train Game

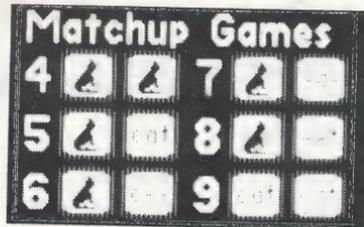
Make a train of words that differ by only one letter from the last word on the train.



4-9. Matchup Games

Match pictures, words, or letters in a memory card game. There are six different games — the first is the easiest:

4. Match a picture with a picture.
5. Match a picture with a word.
6. Match a picture with a beginning letter.
7. Match a picture with a middle letter.
8. Match a picture with an ending letter.
9. Match a word with a word.



TURNING SOUND ON OR OFF

The highlighted "on" shown in the menu means the sound is on in the games. Press **S** to turn the sound off. Press **S** again to turn the sound back on.



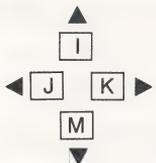
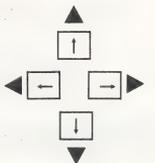
USING A JOYSTICK

If you have an Apple, IBM, or Tandy 1000 computer, you can play Reader Rabbit using a self-centering joystick.

- Press J from the main menu for IBM or Tandy 1000 computers to turn the joystick on. Press J again to turn it off.
- Press the button on the joystick instead of **RETURN** or **ENTER** to select a letter, word, or picture, or to start a game or clear away a game.

Special Keys

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

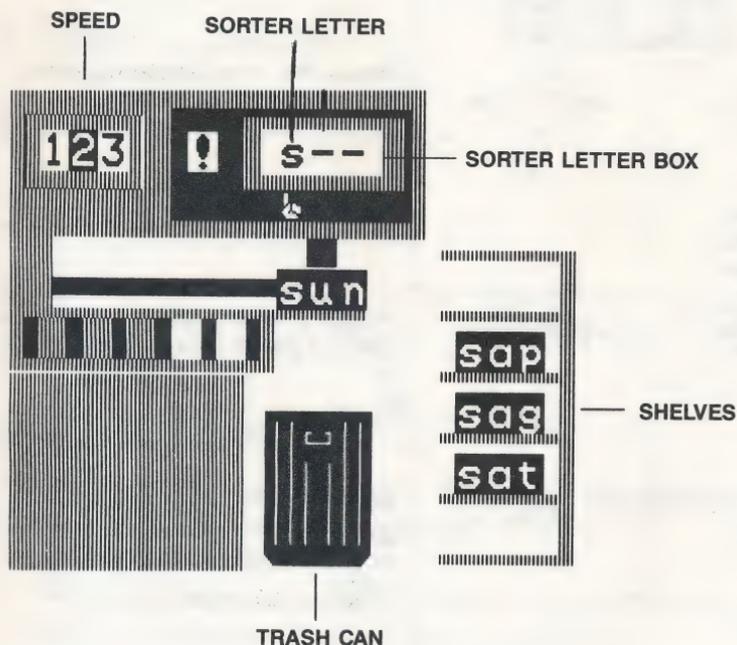
KEYS		FUNCTION
<p>APPLE</p>  <p>or arrow keys when available⁴</p> <p>RETURN</p> <p>ESC</p> <p>?</p> <p>*</p>	<p>IBM/ TANDY 1000</p>  <p>ENTER</p> <p>or</p>  <p>ESC</p> <p>?</p> <p>*</p>	<p><i>Moves the hand pointer up, down, left, and right.</i></p> <p><i>Selects a letter, word, or picture. Starts a game. Clears away a game.</i></p> <p><i>Returns you to the menu from a game or to the game from a help or options screen. You can press ESC at any time.</i></p> <p><i>Gives you instructions for each game. You can press ? at any time.</i></p> <p><i>Lets you change options in the Sorter, Labeler, and Matchup games.</i></p>

⁴ 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 3x5 card with arrows and place it near the computer.

The Games

1. SORTER

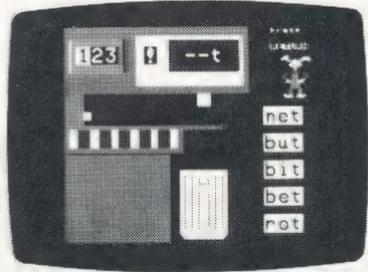
To run the Sorter machine, you need to pick words that have the same letter in the same place as the letter shown in the sorter letter box. Let the other words fall into the trash can. Try to fill all five shelves with words that have the same letter in the same place as the sorter letter.



Fill the shelves with words that have letters that match the SORTER LETTER. Here, pick words that **begin** with "s."

How To Play

- Press **RETURN** or **ENTER** to start the game.
- Watch a word slide out of the machine.
If it has the same letter in the same place as the sorter letter:
Press **RETURN** or **ENTER** to save the word onto 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 **RETURN** or **ENTER**).
- Press **RETURN** or **ENTER** to clear away the game so you can play again.

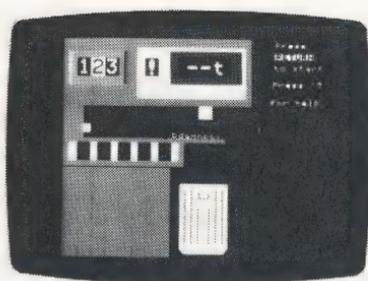


If an incorrect word is saved or a correct word is thrown away, it will change color. Then, in the next game you'll get the same letter in the same place.

How To Change The Game

Before you press **RETURN** or **ENTER** to start a game, you can change:

- the speed of the game.
- the sorter letter position.
- the sorter letter.



SPEED

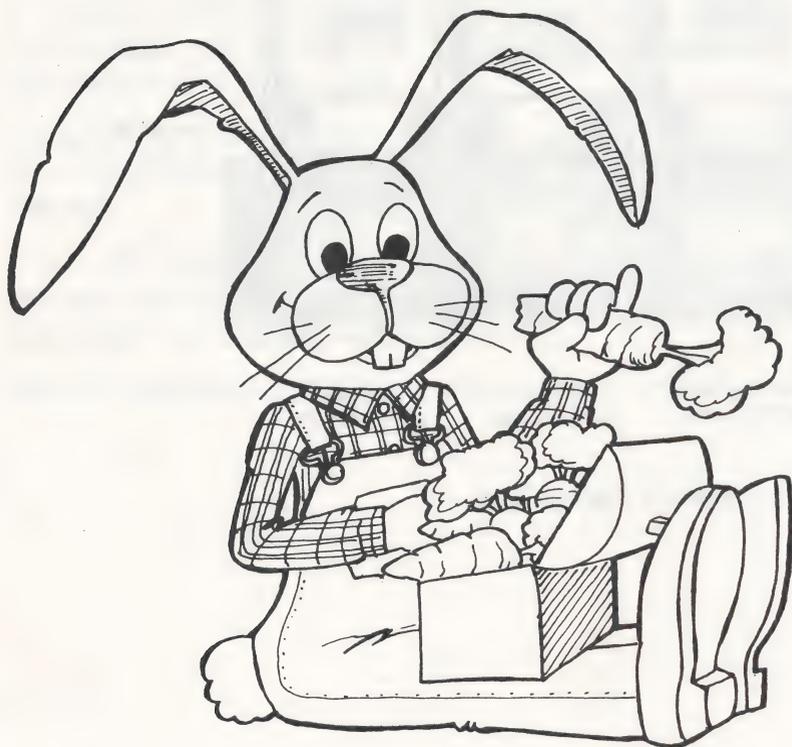
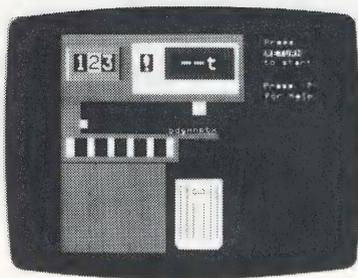
Change the speed before starting a new game from slow (**1**), to medium (**2**), or fast (**3**) by pressing the number you want. When the speed is set for slow, you can make the words drop even sooner into the trash can by pressing **↓** or **M** so you won't have to wait.

SORTER LETTER POSITION

The game chooses letters and letter positions at random when the hand pointer is under the exclamation point (!). To set the position of the sorter letter to a beginning, middle or ending letter, use the **←** and **→** keys or the **J** and **K** keys to move the hand. A random letter will appear in the selected position.

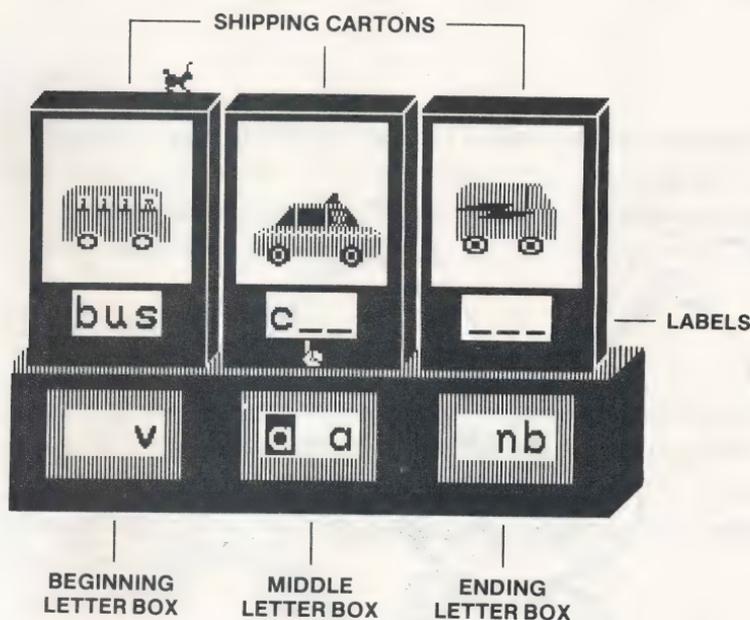
SORTER LETTER

After you've selected a letter position, press * and a set of letters will appear from which you can choose. Type the letter you want and it will appear in the sorter letter box. (NOTE: You cannot select a letter if the hand pointer is under "!".)



2. LABELER

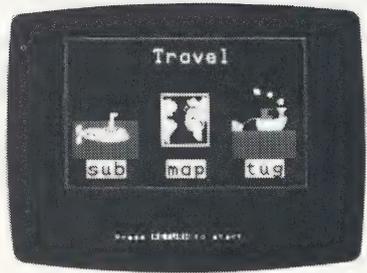
Label the pictures on the shipping cartons by moving the letters from the letter boxes to the labels. The letters in the left box are beginning letters. They belong on the first lines on the labels. The letters in the middle box belong on the middle lines. The letters in the right box belong on the last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



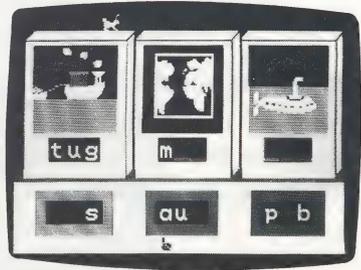
Make a label for each picture.

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 **RETURN** or **ENTER** to start the game.



- Use the **←** and **→** keys or **J** and **K** keys to move the hand pointer to a letter you want.
- Press **RETURN** or **ENTER** 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 **RETURN** or **ENTER** 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.

When you do everthing correctly, Reader Rabbit will perform a dance, and you'll see new pictures for your next game. (He will stop dancing if you press **RETURN** or **ENTER**.) Reader Rabbit will rearrange the same cartons and letters for the next game when there is an incorrect answer.

How To Change The Game

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

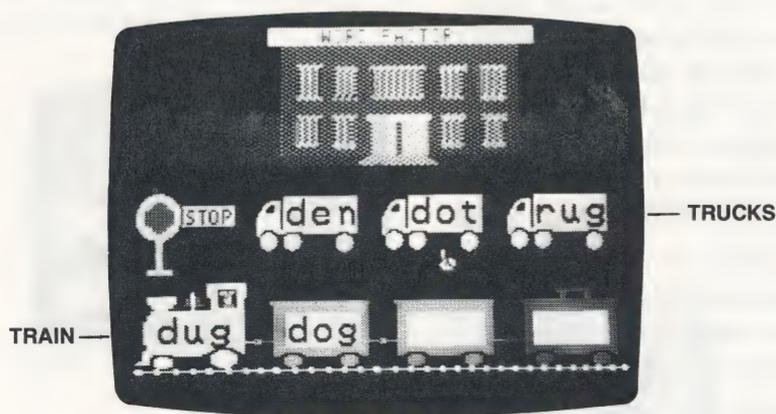
- Press ***** to see the list of picture sets.
- Press the number of the picture set you want.

Each picture set has six or more different pictures. There are over 70 pictures in all. (See the Picture-Word List on page 25.)

3. WORD TRAIN

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

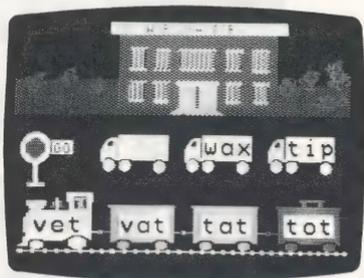
Each word you put in a train car must differ by just one letter from the word in front of it.



Make a train of words that differ by only one letter from the last word on the train.

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 or 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 or 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, the two incorrect words will change color and won't go in the train car. Press or and the loaded cars will roll off. Then you can play again with a new set of words.

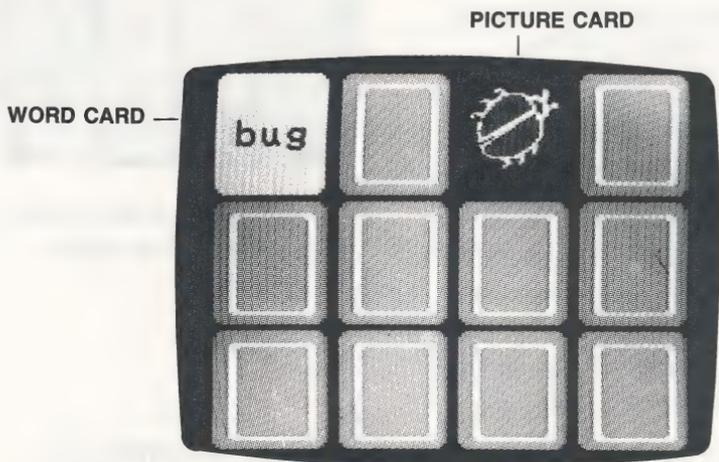
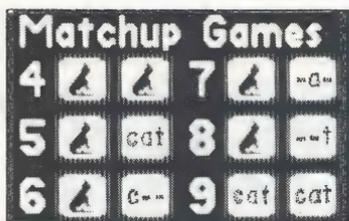
If you get stuck, ask yourself these questions about each word in the trucks:

- 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?

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

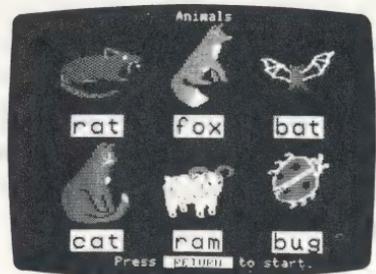
4. MATCHUP

Matchup is a memory game where you match pairs of cards. By choosing different games from the menu, you can match pictures to pictures (4), pictures to words (5), pictures to parts of words (6, 7, 8), or words to words (9). Matchup is a good game to play with friends.



How To Play

- Take a good look at the first screen. It shows the pictures, words, or letters that are used in the game.
- Press **RETURN** or **ENTER** to start the game.
- Use the arrow keys **↑**, **←**, **→**, **↓**, or **I**, **J**, **K**, **M** to move the hand pointer to any card you want.
- Press **RETURN** or **ENTER** to turn the card over and see the picture, word, or letter.
- Move the hand to another card and press **RETURN** or **ENTER** 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 5—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 pictures and change the game.

- Press to see your choices.
- Press the number of the picture set you want.
- Press the letter of the match-up game you want.
- Press or to return to the game.



The Learning List

Reader Rabbit provides children with a playful and exciting way to learn important reading skills and to 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 Matchup games reinforce 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 six games give children an opportunity to apply their visual discrimination skills while they improve their memory and concentration.

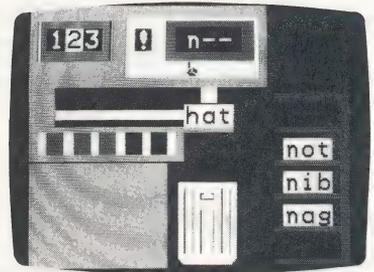
The program options that change the games add variety to the visual presentations and allow for selectivity in choosing particular word recognition skills to practice. The flexibility of the program provides challenging games for nonreaders, as well as for more advanced beginning readers.

Note to Teachers: If you are using Reader Rabbit in your classroom, call us for information on our Reader Rabbit School Edition which includes: game disk and backup disk, 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

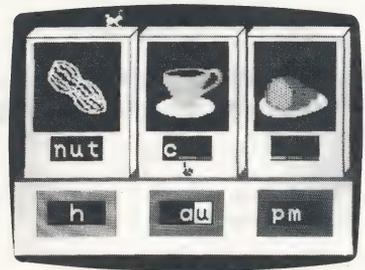
1. **SORTER**

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



2. **LABELER**

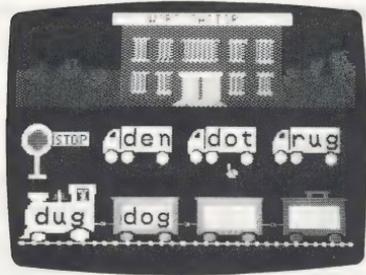
- Locating letters in their beginning, middle, and ending locations in C-V-C words.
- Noticing middle vowel location in C-V-C words.
- Developing spelling skills.
- Associating words with pictures.



*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 25. 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 23 and 24 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 23 and 24 and the Picture-Word List beginning on page 25.

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 and Tandy 1000 program, the bat is part of the "OUTDOORS" group.

PEOPLE



dad



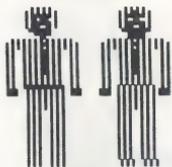
leg



lip



man



men



mom



rib



vet

HOUSE



bed



fan



mat



mop



pad



pen



rug



tub

CONTAINERS



bag



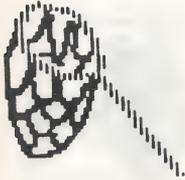
box



keg



lid

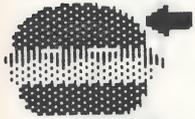


net



pot

KITCHEN



ham



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



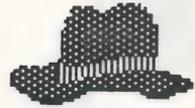
bat



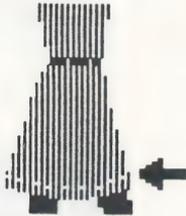
bib*



cap



hat



hem



peg



top



wig

VARIETY



cot



dot



fan



pin



rod*



six



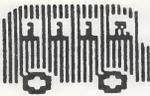
tag



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.

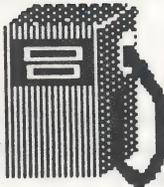
TRAVEL



bus



cab



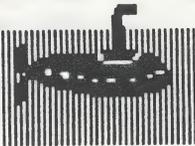
gas



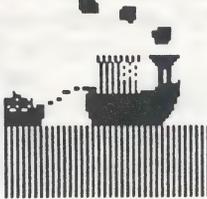
jet



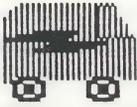
map



sub



tug

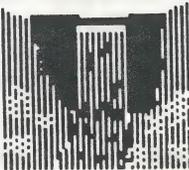


van

OUTDOORS



bud



dam



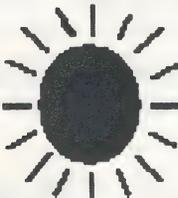
fin



hut



log



sun



web

Customer Service

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

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 call The Learning Company's Customer Service Department at the above toll-free number and a replacement disk will be sent within 24 hours. 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.

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
6493 Kaiser Dr.
Fremont, CA 94555
Attention: Disk Return Dept.

Appendix A

Installing DOS on your Reader Rabbit Disk

The purpose of the INSTALL file is to transfer your DOS system files onto the Reader Rabbit disk. By installing the DOS system files onto your Reader Rabbit disk, you can start up your computer with the Reader Rabbit disk in drive A and go directly into the game without using a separate system disk.

If you have one disk drive:

- Put your DOS disk into the drive.
- Turn on your computer. Wait.
- When you see **Enter new date:**, press **ENTER** or **↵**.
- When you see **Enter new time:**, press **ENTER** or **↵**.
- When you see **A >**, remove your DOS disk and put your Reader Rabbit disk into the drive, and press **ENTER** or **↵**.
- Follow your on-screen prompts.

If you have two disk drive:

- Put your DOS disk in drive A.
- Put your Reader Rabbit disk in drive B.
- Turn on your computer.
- When you see **Enter new date:**, press **ENTER** or **↵**.
- When you see **Enter new time:**, press **ENTER** or **↵**.
- When you see **A >**, type **B:** press **ENTER** or **↵**.
- When you see **B >**, type **INSTALL**, press **ENTER** or **↵**.
- Follow your on-screen prompts.

If you have a floppy disk drive and a fixed disk drive:

- Turn on your computer, booting from the fixed drive.
- When you see **Enter new date:**, press **ENTER** or **↵**.
- When you see **Enter new time:**, press **ENTER** or **↵**.
- Put your Reader Rabbit disk into a floppy drive.
- If you put the disk in drive A, type **A:**, press **ENTER** or **↵**.
If you put it in drive B, type **B:**, press **ENTER** or **↵**.
- Type **INSTALL**, press **ENTER** or **↵**.
- Follow your on-screen prompts.

If installing with MS-DOS 3.2 or above, you may see "No room for system files on destination disk" while TRANSFERRING SYSTEM FILES. You can still use your Reader Rabbit disk by booting your MS-DOS disk and typing **RABBIT** to run Reader Rabbit.

