



# Reader Rabbit

and the Fabulous Word Factory™

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## **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)

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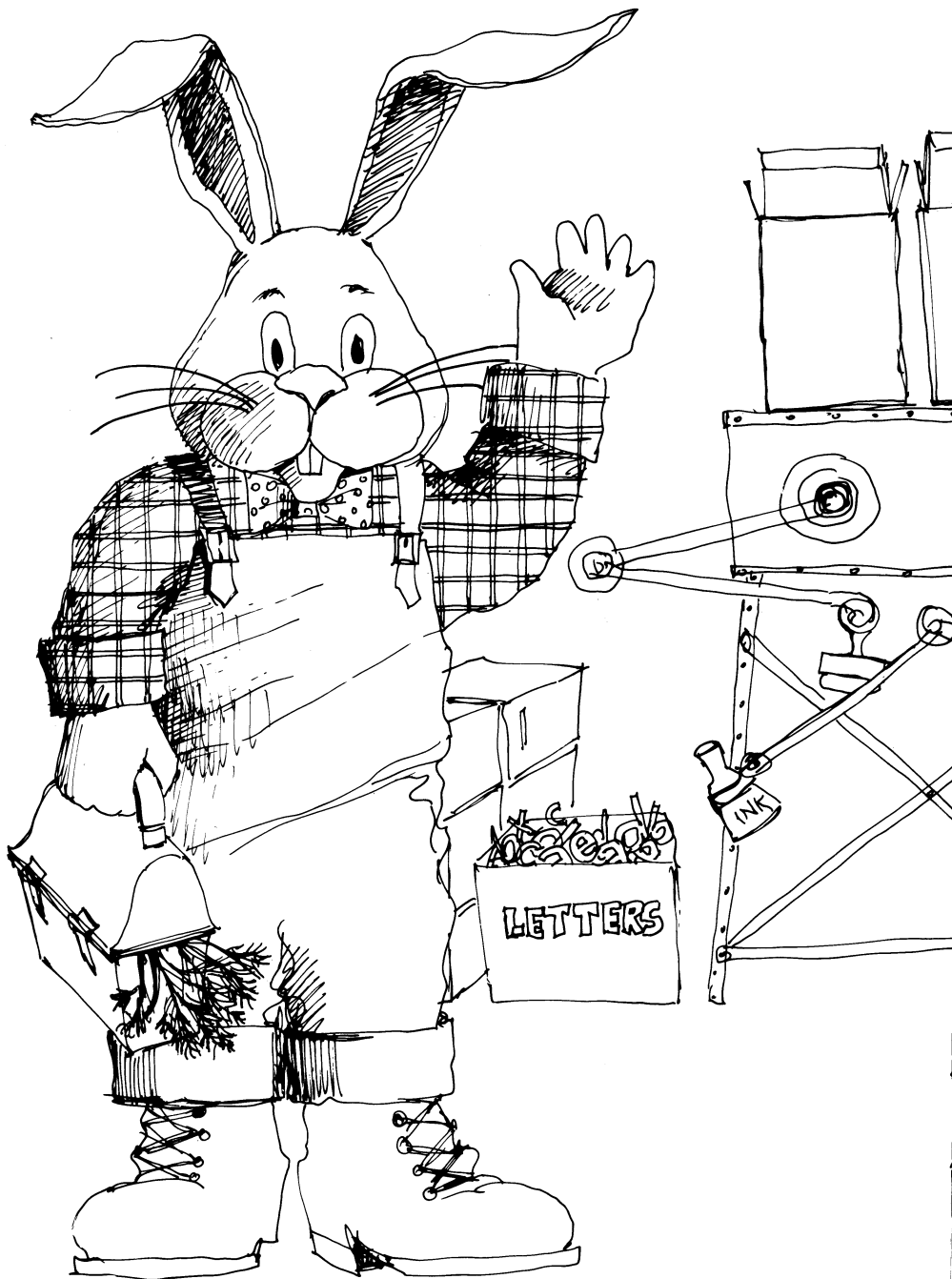
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## **WELCOME TO READER RABBIT**

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.

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## 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.**



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## 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.

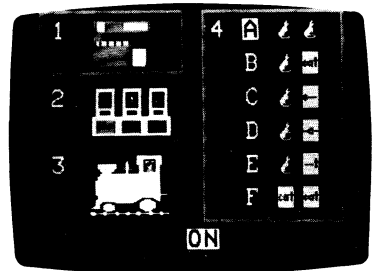
- Put your Reader Rabbit disk in the disk drive and close the door.
- Turn on the computer and monitor.

### 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.**

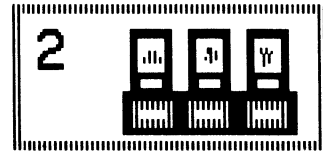
### 1. SORTER

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



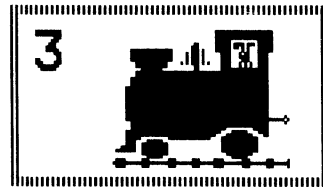
### 2. LABELER

Unscramble letters to spell words that name pictures.



### 3. WORD TRAIN

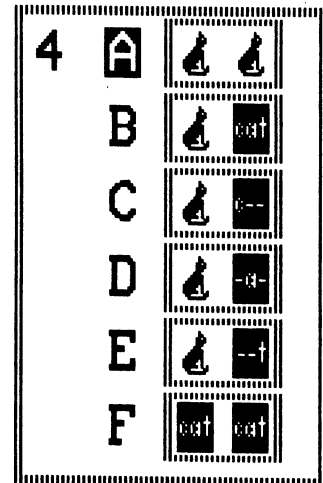
Load a train with words that differ by one letter from the word before.



### 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:**

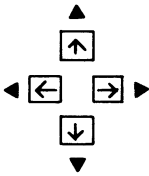
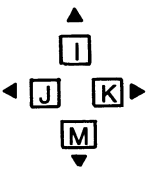
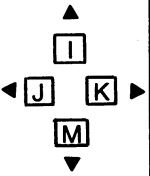
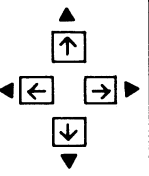
## KEYBOARD/JOYSTICK/KOALA

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.**

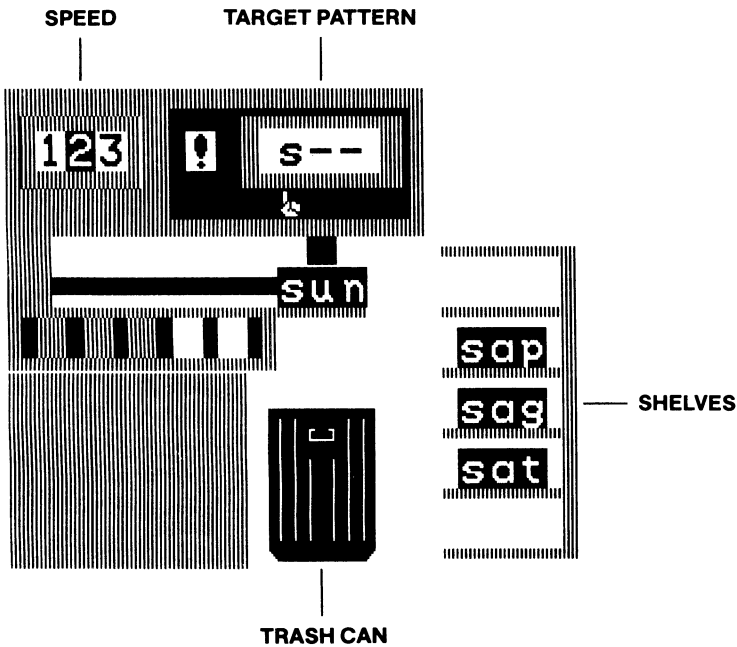


**KoalaPad™ Touch Tablet:** Use the overlay on page 35. Tap the arrow that points in the direction you want to move. One tap moves the hand pointer one space. Press either button on the touch tablet instead of **SPACEBAR** to select a letter, word or picture; to start a game or clear away a game.

# THE GAMES

## 1. SORTER

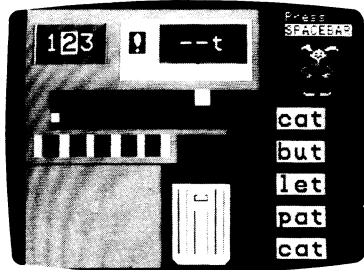
To run the Sorter machine, you need to match words to the target pattern shown at the top of the machine. Put words that match on the shelves. Let words that don't match fall in the trash can. Try to fill all five shelves with words that match the target pattern.



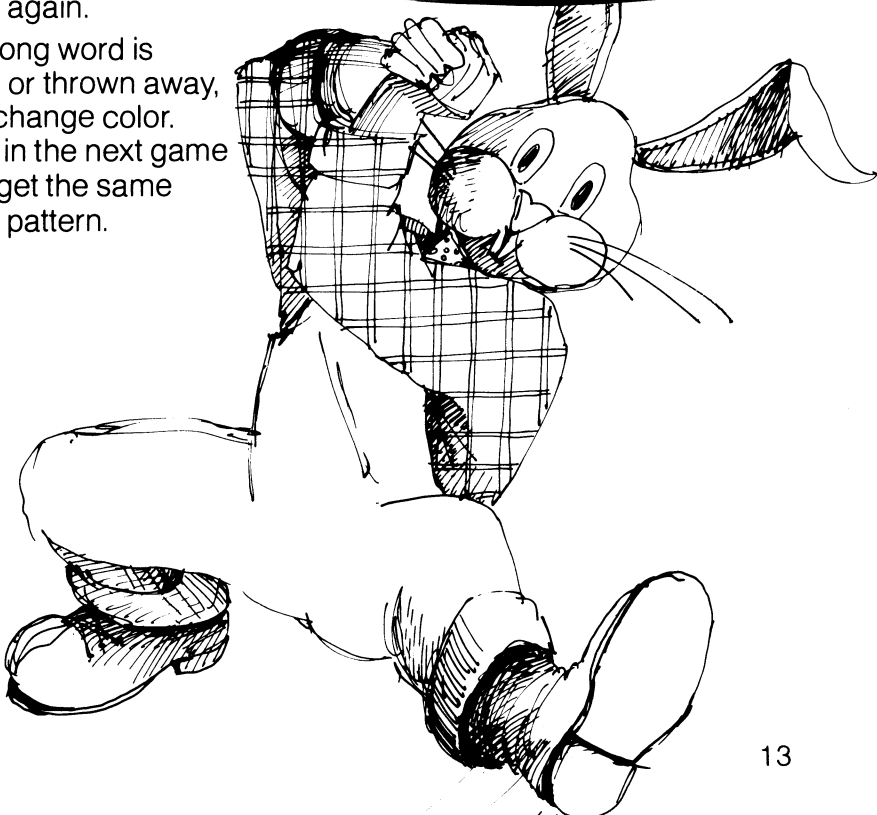
Fill the shelves with words that match the target pattern. Here, match words that begin with "S."

## 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.



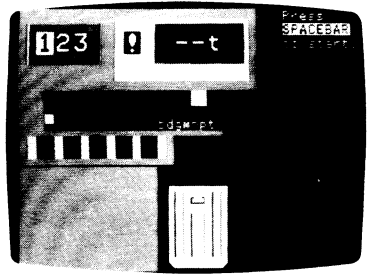
If a wrong word is saved or thrown away, it will change color. Then, in the next game you'll get the same target pattern.



## 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.

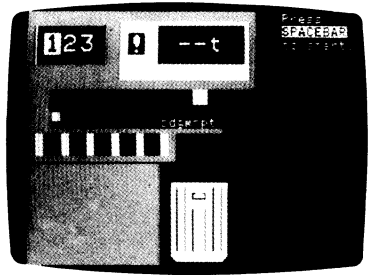


## TARGET PATTERN

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.

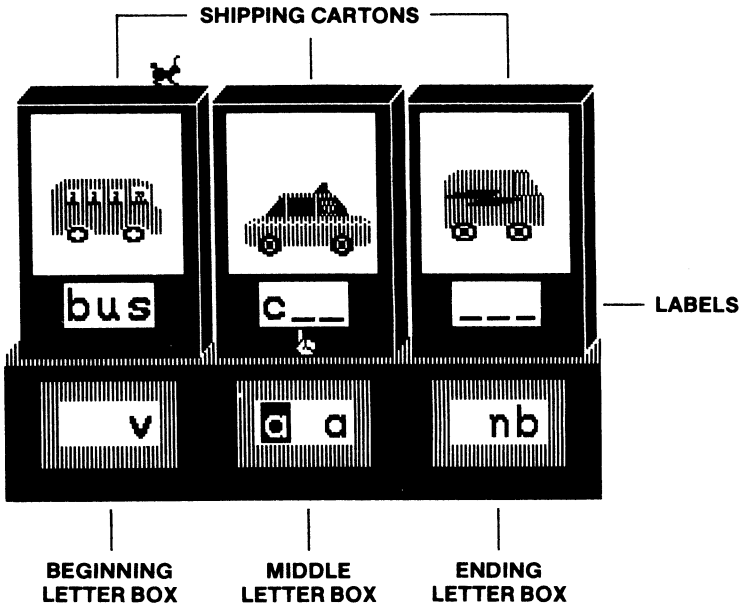
## TARGET LETTER

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.



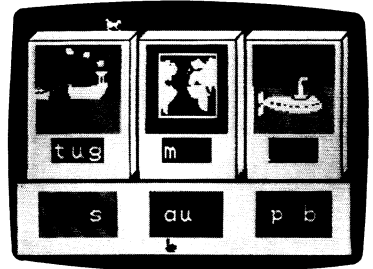
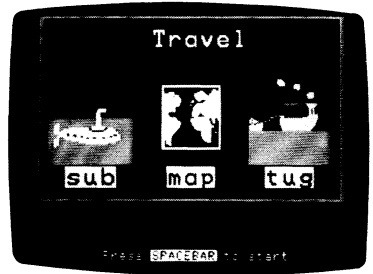
*Make a label for each picture.*

## 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.



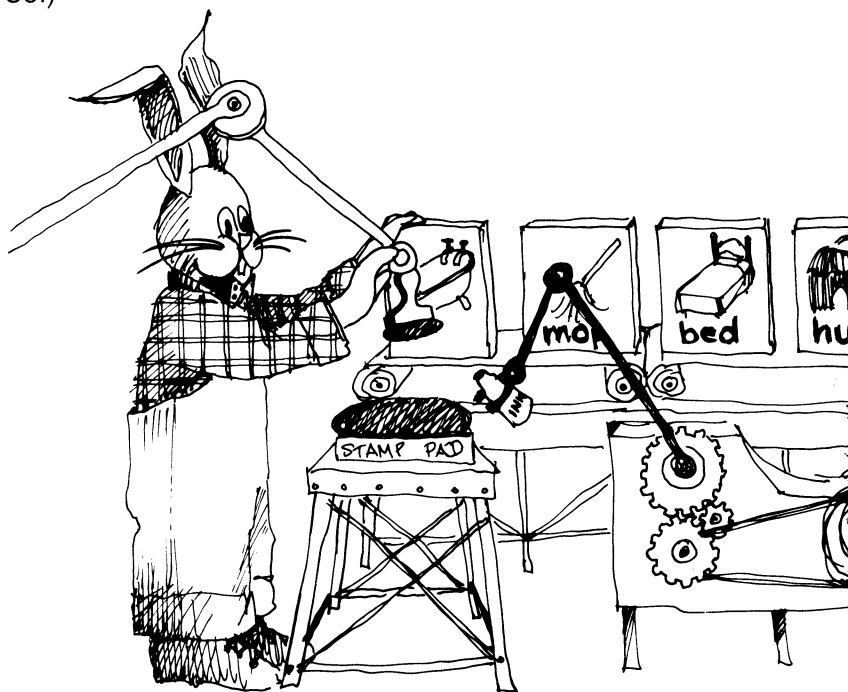
When you do everything correctly, Reader Rabbit will perform a tumbling act, and then you'll see new pictures for your next game. (He will stop tumbling if you press **[SPACEBAR]**.) Otherwise, Reader Rabbit will rearrange the cartons and letters for the next game.

## HOW TO CHANGE THE GAME

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

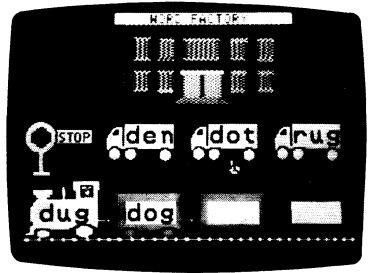
- Press **[\*]** ( **[@]** on an Atari) to see the list of picture sets.
- Press the number of the picture set you want.

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

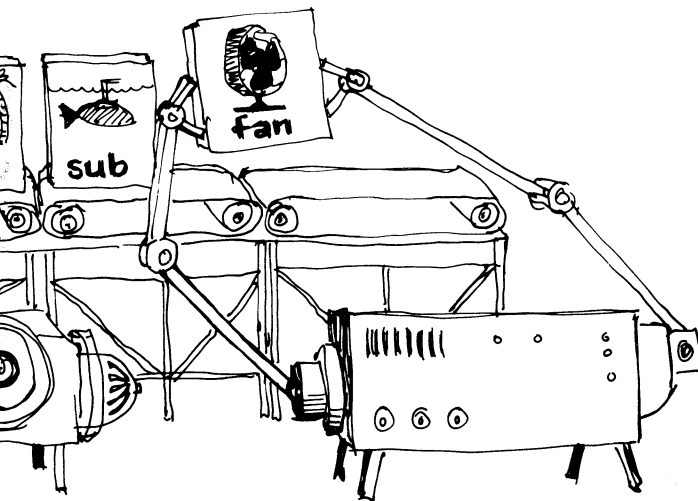
Fill the train with words from the Word Factory trucks. Each word you put in a train car must differ by just one letter from the word in front of it (Reader Rabbit's "one-difference rule").



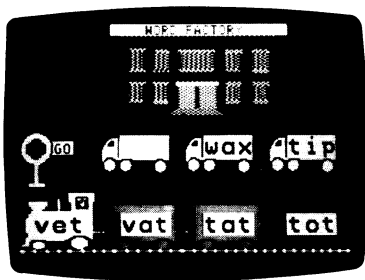
*Fill the train with words that differ by one letter from the word before.*

### 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:

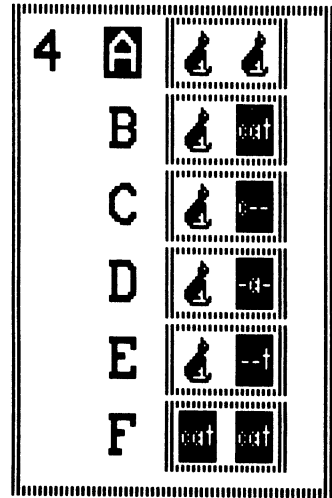
- Does it have the same beginning letter (as the word in the train)?
- Does it have the same middle letter?
- Does it have the same ending letter?

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).







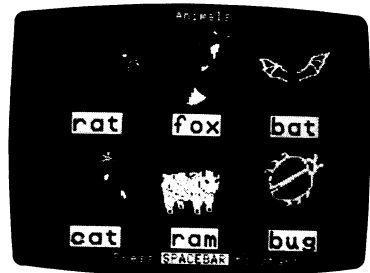
For first time players, choose option A from the menu. This is the easiest way to play the game.

#### HOW TO PLAY

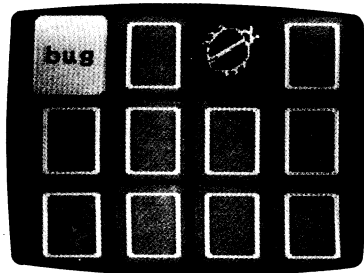


Encourage your child to study the first screen. It shows the pictures, words, or parts of words that are used in the game.

- 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.

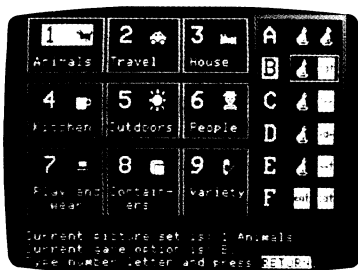


Matchup is a good game to play with friends.

## 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.





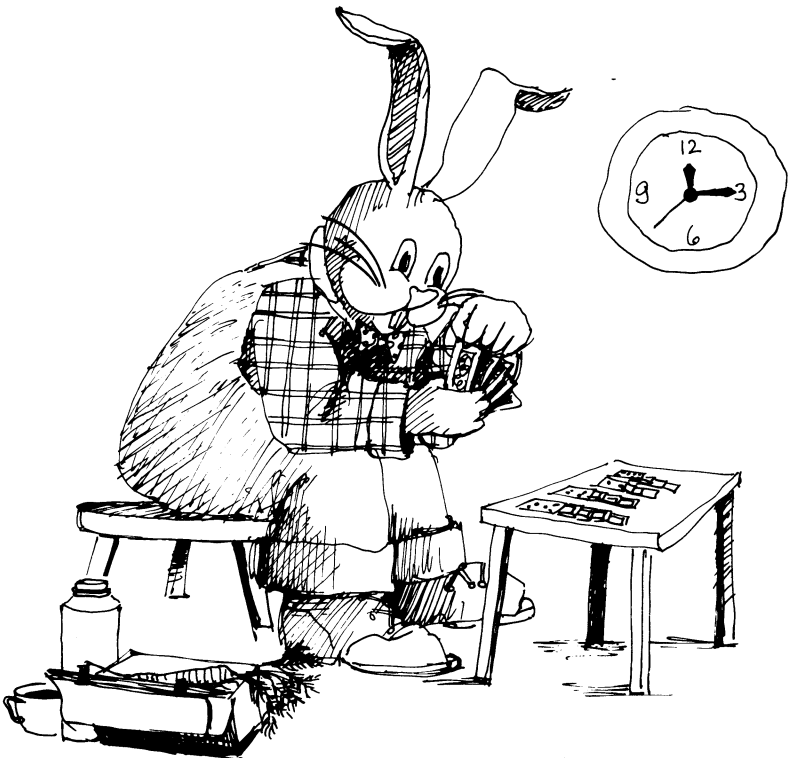
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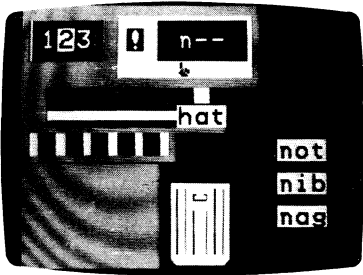
## THE LEARNING LIST

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.

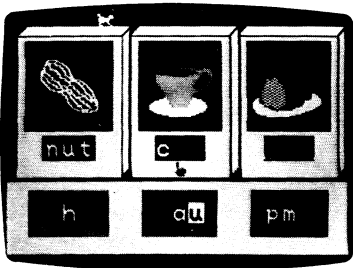
The program options that change the games add variety to the visual presentations and allow for selectivity in choosing particular word recognition skills to practice. The flexibility of the program provides challenging games for nonreaders, as well as for more advanced beginning readers.



**1. SORTER**

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

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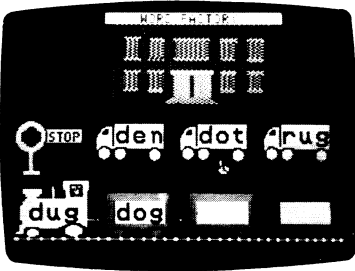
**2. LABELER**

- 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.

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\*consonant-vowel-consonant

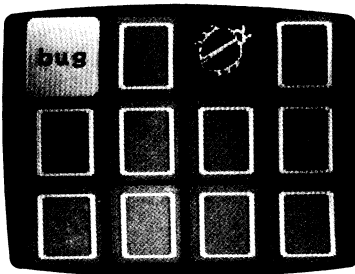
### 3. WORD TRAIN



- 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	i	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

<b>bad</b>	<b>bag</b>	<b>ban</b>	<b>bat</b>	<b>bed</b>	<b>beg</b>
<b>bet</b>	<b>bib</b>	<b>bid</b>	<b>big</b>	<b>bin</b>	<b>bit</b>
<b>bog</b>	<b>bop</b>	<b>box</b>	<b>bud</b>	<b>bug</b>	<b>bum</b>
<b>bun</b>	<b>bus</b>	<b>but</b>			
<b>cab</b>	<b>can</b>	<b>cap</b>	<b>cat</b>	<b>cob</b>	<b>cod</b>
<b>cog</b>	<b>cop</b>	<b>cot</b>	<b>cub</b>	<b>cud</b>	<b>cup</b>
<b>cut</b>					
<b>dab</b>	<b>dad</b>	<b>dam</b>	<b>den</b>	<b>did</b>	<b>dig</b>
<b>dim</b>	<b>din</b>	<b>dip</b>	<b>dog</b>	<b>don</b>	<b>dot</b>
<b>dub</b>	<b>dug</b>				
<b>fad</b>	<b>fan</b>	<b>fat</b>	<b>fed</b>	<b>fib</b>	<b>fig</b>
<b>fin</b>	<b>fit</b>	<b>fix</b>	<b>fog</b>	<b>fox</b>	
<b>gab</b>	<b>gap</b>	<b>gas</b>	<b>get</b>	<b>gig</b>	<b>gob</b>
<b>got</b>	<b>gum</b>	<b>gun</b>	<b>gut</b>		
<b>had</b>	<b>hag</b>	<b>ham</b>	<b>has</b>	<b>hat</b>	<b>hem</b>
<b>hen</b>	<b>hid</b>	<b>him</b>	<b>hip</b>	<b>his</b>	<b>hit</b>
<b>hog</b>	<b>hop</b>	<b>hot</b>	<b>hub</b>	<b>hug</b>	<b>hum</b>
<b>hut</b>					
<b>jab</b>	<b>jam</b>	<b>jet</b>	<b>jig</b>	<b>job</b>	<b>jog</b>
<b>jot</b>	<b>jug</b>	<b>jut</b>			
<b>keg</b>	<b>kid</b>	<b>kin</b>	<b>kit</b>		
<b>lab</b>	<b>lad</b>	<b>lag</b>	<b>lap</b>	<b>lax</b>	<b>led</b>
<b>leg</b>	<b>let</b>	<b>lid</b>	<b>lip</b>	<b>lit</b>	<b>lob</b>
<b>log</b>	<b>lop</b>	<b>lot</b>	<b>lug</b>		

**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**



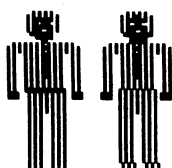
**leg**



**lip**



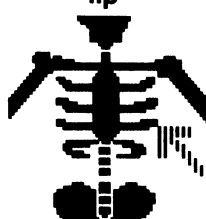
**man**



**men**



**mom**



**rib**



**vet**

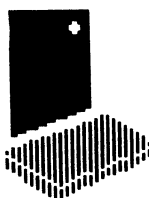
## HOUSE



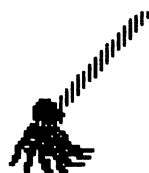
**bed**



**fan**



**mat**



**mop**



**pad**



**pen**



**rug**



**tub**

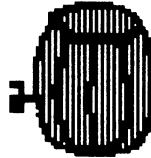
## CONTAINERS



bag



box



keg



lid

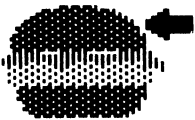


net



pot

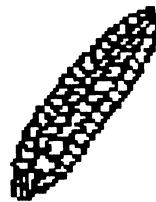
## KITCHEN



bun



can



cob



cup



ham



jam



nut



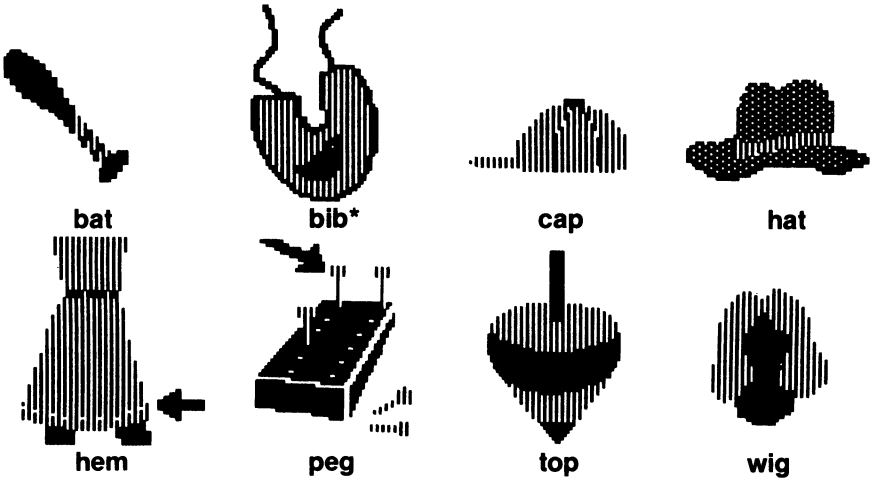
pan



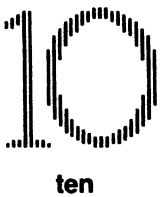
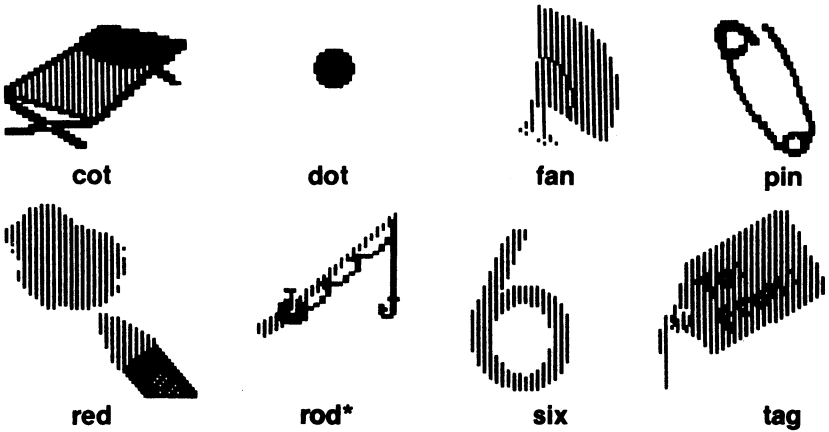
pot

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

# PLAY AND WEAR



# VARIETY



\*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



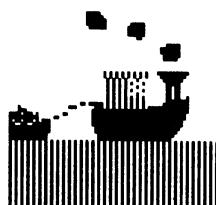
jet



map



sub



tug



van

## OUTDOORS



bud



dam



fin



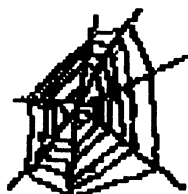
hut



log



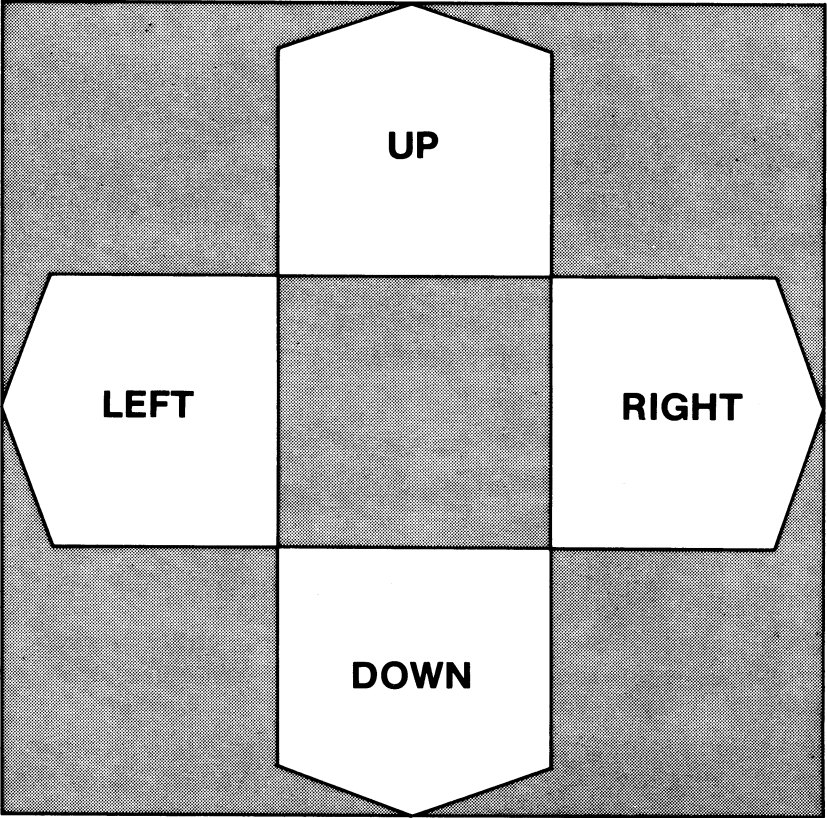
sun



web

# 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.



## 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.

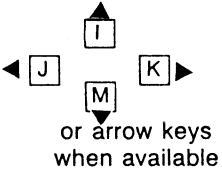
---

## 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.
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- 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.
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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

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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	
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Gertrude's Secrets®			★	●		44.95 <sup>1</sup>	
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<b>ART</b>							
Colorasaurus™	●		●			29.95	

Sub Total

Shipping 3.00

(Calif. residents add sales tax) Sales Tax

Total

★ Available through IBM product centers.

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

● Not available at this time.

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

X Available through Atari.

RR





