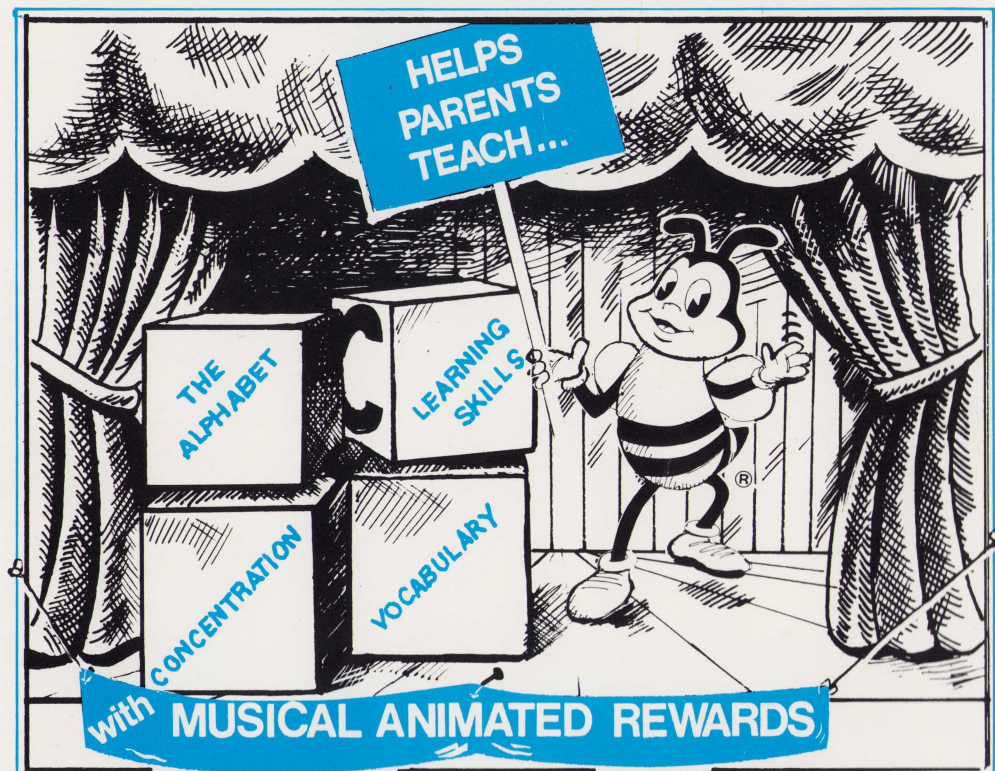


ROMPER ROOM'S[®] I LOVE MY ALPHABET[™]



USER'S GUIDE



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Printed in the U.S.A.

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ROMPER ROOM'S[®] I LOVE MY ALPHABET[™]

First Star Software enters the pre-school educational market as the exclusive worldwide software licensee of T.V.s long-running, award-winning ROMPER ROOM.

On the air for more than 30 years and presently viewed by millions of children, ROMPER ROOM is one of the most widely respected names in juvenile learning.

This quality program utilizes several of the ROMPER ROOM teaching techniques. It is all you need to become a better "home teacher".

INTRODUCTION

Romper Room's I LOVE MY ALPHABET will entertain and teach your child(ren) (ages 2-7) the alphabet while simultaneously developing several learning skills. With a little help from Max, our colorful animated friend, your child(ren) will be introduced to the computer and keyboard while learning: the alphabet, vocabulary, concentration, cause and effect, and basic word association concepts.

THERE ARE TWO WAYS TO PLAY

I LOVE MY ALPHABET is an innovative and interactive fun-filled educational game that your child(ren) can play alone or, if you want, you can participate in as well. This quality, state of the art program will actually help you to teach! Only two function keys are used to select the levels and to start the game, so even your youngest child can enjoy I LOVE MY ALPHABET on his or her own.

IMPORTANT!

Please read the descriptions of gameplay before you begin. I LOVE MY ALPHABET consists of four sections or levels. Depending upon the age and experience of your child you may want to help them choose which section to start with. By following these simple instructions and suggestions you and your child(ren) will be rewarded with many hours of enjoyment and learning.

SYSTEM REQUIREMENTS:

Commodore Commodore 64 with one disk drive.

Atari Atari 400/800 (32K Ram minimum), or Atari 600/800/1200XL series and one disk drive.

Apple Apple II series with one disk drive.

LOADING INSTRUCTIONS:

Commodore 64 Remove any cartridges. Turn on disk drive. Wait for the busy light to go off. Insert disk/diskette correctly. Close disk drive door. Turn on computer. Type—LOAD “*”,8,1—Then press return.

Atari 400/800

Remove BASIC or any cartridges in computer. Turn disk drive on. Wait for busy light to go out. Insert diskette correctly. Close disk drive door. Turn computer on, and the program will automatically load and run.

Atari 600/800/1200XL Series

Turn disk drive on. Wait for busy light to go out. Insert diskette correctly. Close disk drive door. While holding option key down, turn computer on and the program will automatically load and run.

Apple II Series

With computer turned off, Insert the disk correctly. Now turn the computer on and the program will automatically load and run.

STARTING

After loading you will soon see the I LOVE MY ALPHABET title screen. When MAX is ready, his stage will appear and his theme song will play. After MAX's theme song ends, you will be presented with the SELECTION menu. Simply by pressing function key 1 (F1) on the **Commodore**, the **SPACEBAR** on the **Apple** or the **SELECT** key on the **Atari**, you can cycle through the different levels. Note that the foot of MAX's stage changes color as the levels change. Your child will remember this color so that he or she can return to this level when desired. Next press function key 7 (F7) on the **Commodore**, the **RETURN** key on the **Apple** or the **START** key on the **Atari** to begin.

DESCRIPTION OF GAME PLAY

PLEASE NOTE: In all levels an * or ← symbol on the right bottom edge of MAX's stage indicates that an answer may be given or a new level may be selected at this time.

WATCH THE LETTERS

This level is a visually entertaining, passive introduction to the letters in the alphabet. WATCH THE LETTERS requires no direct input from the user . . . MAX does all the work. Here you can teach the child(ren) how to observe.

1. MAX will first introduce each letter of the alphabet in order, one at a time, both in upper and lower case. MAX will even show the location of each letter on the computer's keyboard (depicted on the bottom half of the T.V. screen).
2. Each letter starts the word which MAX will then act out.
3. His actions are described in a simple sentence or two at the bottom of the screen. Here, the parent can join in by reading to the child. Your teaching script is provided for you!

WATCH THE LETTERS provides an animated introduction to the alphabet and helps build basic letter/word recognitions, and establishes an immediate friendly and personal interaction with the computer. This level is good for your 2 to 4 year old child(ren). It is the easiest level.

PRESS A LETTER

Here, MAX, waits for the child to press a letter of his/her choice on the keyboard. When a letter is pressed the child is rewarded with the action of his/her choice or you can select the letter(s) to "work" on. Example;

MOM

Let's see if you can ask MAX to Dance.

BETH

I know, Mom! I'll press "D".

MOM

Go ahead, see if that works.

Beth presses the "D", the music starts and MAX dances.

BETH

(Smiling ear to ear)

See mom? I was right. Dance begins with "D".

MOM

Very good! Now ask MAX to Kick the ball.

In this level, the screen will display the letter selected (in both upper and lower case), the word and related sentences. Then MAX, as accommodating as he is, will perform to illustrate the letter/word that has been chosen. Here, children can use the knowledge they gained in the earlier WATCH level.

The child cannot make any wrong guesses or selections. Any keyboard letter is correct. In fact, MAX urges the child to pick a letter, any letter. Eventually, the child will begin to show preferences for several of MAX's routines, and will quickly learn the corresponding letters and keyboard locations. This section is most suitable for children 3 to 5.

FIND THE LETTER

Again the child joins in. This time trying to match the letter MAX has selected on stage. In this level pressing the right keyboard letter will get MAX to reward the child(ren) by acting out the word. He will then bring out another.

If the wrong letter is pressed, MAX will "say" NO and the wrong letter will be displayed so that it can be compared to the letter that MAX is looking for.

After the third incorrect guess, or if no selection is made within 30 seconds, MAX will show the exact location of the letter by highlighting it on the keyboard picture and then bringing it out on his stage.

Children as young as 2 will enjoy looking for the right letters on the computer's keyboard.



LETTER QUIZ

This section is even more challenging for your youngster(s) and calls upon the skills acquired and reinforced from the other levels.

MAX will randomly perform one of the routines from his repertoire. The youngster should then:

1. Observe the action.
2. Recognize the action.
3. Recall the letter associated with this action.
4. Locate the correct letter on the keyboard.
5. Respond by pressing the correct letter when (s)he sees the * or ← prompt indicating that MAX has completed his action and is ready for the answer.

When the correct letter is selected, MAX will 'answer' Yes; give words of encouragement, then display the correct word associated with the action, and continue on with the show.

If an incorrect response is given, MAX will 'say' No, repeat the action and urge the youngster to try again. Here too, MAX will show the correct response after 3 incorrect answers have been given or if no selection has been made after 30 seconds. This section is best suited for ages 5 to 7.

Designed by Fred Tedsen, Lauren Eliot and Ted Eliot
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PROGRAM SUBMISSIONS

First Star welcomes your program submissions for our review. You may call us at (212) 532-4666 and request submission forms or you may send your program on disk, along with instructions, addressed to the Director of Software Development.

Material submitted will be returned ONLY if accompanied by a self-addressed, postage paid, envelope. Please remember to include your phone number.

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