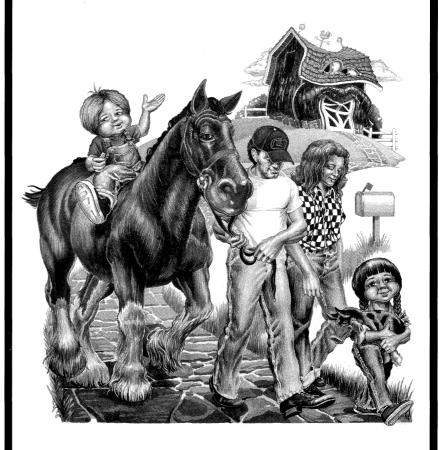




Katies Farm



Parent's Manual





Welcome to Katie's Farm. We're so glad you and your child stopped by.

Homemade strawberry preserves, soft patchwork quilts, rows of yellow sweet corn.

Mmmm...memories of the farm.

Remember how exciting it used to be to visit your cousins' farm, or was it your grandparents'? Maybe you even grew up on a farm, like some of us on the team. And you know it can be a lot of hard work, too.

We left that part out of Katie's Farm — work for your child. There are NO WORDS in Katie's Farm so even young children can run the program ALL BY THEMSELVES.

What we didn't leave out were beautiful graphics, realistic sounds and animation. There's so much for children to discover on Katie's Farm when you put them in control of the exploration.

We think your child will want to visit Katie's Farm again and again. Maybe you will, too.

We'll be seeing you, The Design Team

Katie's Farm

Katie's Farm was developed by

Lawrence Productions, Inc.

Product Manager: Connie Ouding

Illustrations: Gregory Scott

Animation Design: Steve Vance and Gregory Scott Macintosh B/W Graphic Conversions: Todd Harris

Sound: James McCarthy and Susan Wiltse

Manual: Renee West

Apple IIGS Programming: Frank Andrews and James McCarthy

IBM/Tandy Programming: Doug Clutter Amiga Programming: Frank Andrews

Macintosh Programming: James McCarthy

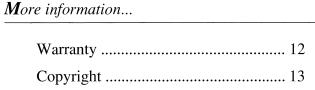


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A look at...Your Child

emember when your little one climbed into the kitchen cupboard or got stuck in the hall closet? Kids are naturally inquisitive. They love testing their independence — and your patience. We designed Katie's Farm especially for little investigators to explore independently.

Let's play blocks...how about some coloring...now where's that Teddy Bear? Short attention spans? Many children this age have them. Like your child, Katie's Farm doesn't stop. Simply leave the disk in your machine or load it on your hard drive. Your child's bound to come back and play later.

Is there a favorite storybook — one you've read so often that both you and your child have it memorized? Kids love to have things repeated — to be able to predict what will happen. Let them select the same icon over and over. You may get a little bored, but they won't.

Two-year-olds like parallel play and lots of feedback from mom and dad. Ask what Katie's doing. What will she do next? Katie and McGee will really help your child with language development.

Most four-year-olds prefer to play with other kids. Put two or three in front of the machine and let them take turns. Maybe one child operates the mouse, and the others decide where to go and what to do on Katie's Farm.

We tried to give children a lot of freedom to discover what goes on at Katie's Farm. Won't you come along?

Your Child's Parent

Kids. What a big responsibility! We know that you want software that's durable, reliable, easy and fun for your child to run,...programs that kids want to come back to again and again.

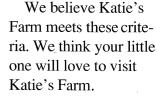
- "What's Katie doing?"
- "She's going fishing!"
- "Where will you go next?"
- "I'm gonna feed the chickens now."

Join in or stand back and watch. We've found that good preschool software:

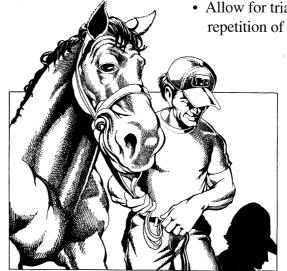
- Develops confidence and a sense of self-esteem.
- Generates increased language use.
- Enhances social development.
- Provides challenge and a sense of control.

Early-childhood software should:

- Be age-appropriate and child-oriented.
- Have clear instructions (for non-readers, this means digitized sound and/or icons).
 - Encourage independent exploration.
 - Allow for trial and error, the repetition of activities.



Go exploring with your child and relive your days on a farm — or discover something new about farms, computers, and your young computer user.



Katie and McGee



Maybe you've already met McGee — a mischievous little boy who likes to explore his house while mom's still sleeping. Maybe you live with someone a whole lot like McGee.

Well, McGee's off on a new adventure — a visit to Katie's Farm.

Katie and McGee are cousins. Best of all they're friends. They have lots of fun together exploring the barn, the garden, the chicken coop, everywhere YOUR CHILD'S curiosity takes them. In fact, they'll go anyplace and do anything your child wants — on Katie's Farm, of course.

Katie's Farm...

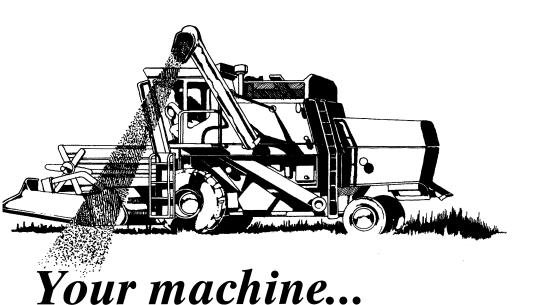
Program developers have endeavored to meet the needs of young children and their parents. By limiting cursor movement to the bottom of the screen, even children with limited coordination can run the program.

When your child clicks the mouse on one of the selections at the bottom of the screen, Katie's Farm comes to life. If the selection is a picture of another part of the farm, Katie and McGee move to that location. All other choices combine sound and animation.

When you've made the tour of Katie's Farm, go back and try it again. We guarantee you won't see exactly the same things on your second trip! And for children, there's always something new to discover on Katie's Farm.

There is no specific end sequence in this program. Your child can explore Katie's Farm for any length of time without having to reboot the program.

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IBM/Tandy

Please see special IBM/Tandy insert.

Amiga

System Requirements:

1 MB minimum One 3 1/2" disk drive Mouse

Getting Started:

Insert Katie's Farm Disk 1 into your drive Turn on your machine

Quitting:

Press Amiga + Q

Hard Disk Installation:

- 1. Open a CLI or Shell window
- 2. Type COPY Katie.1:s/install TO ram:
- 3. Type CD ram:
- 4. Type **EXECUTE** install *DRIVE*

Note: *DRIVE* represents the name of your hard disk. This will create a folder called Katie on your hard drive and copy all pertinent files to the folder.

Apple IIGS

System Requirements:

1 MB minimum One 3 1/2" disk drive Mouse

Getting Started:

Insert Katie's Farm Disk 1 into your drive Turn on your machine

Quitting:

Press Open Apple + Q

Hard Disk Installation:

- 1. Create a new folder for Katie's Farm. If you need instructions for creating a folder, please see your Apple IIGS Owner's Guide.
- 2. Insert Katie's Farm Disk 1. To open the disk, double-click its icon. Drag everything except the system folder and the file ProDOS to the new Katie's Farm folder.
- 3. Insert Katie's Farm Disk 2. To open the disk, double-click its icon. Drag everything to the new Katie's Farm folder.
- 4. To launch Katie's Farm, select Katie.SYS16.

Macintosh

System Requirements:

Macintosh Plus, SE, SE/30, II Family Color on Mac II One 3 1/2" disk drive Mouse

Getting Started:

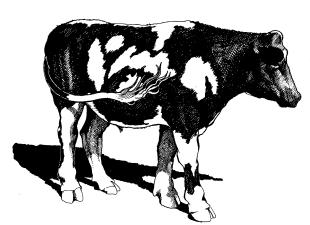
Insert Katie's Farm Disk 1 into your drive Turn on your machine

Quitting:

Press Open Apple + Q

Hard Disk Installation:

- 1. Create a new folder for Katie's Farm. If you need instructions for creating a folder, please see your Macintosh Owner's Guide.
- 2. Insert Katie's Farm Disk 1. To open the disk, double-click its icon. Drag everything except the system folder to the new Katie's Farm folder.
- 3. Insert Katie's Farm Disk 2. To open the disk, double-click its icon. Drag everything to the new Katie's Farm folder.



4. To start Katie's Farm, double-click *Katie's Farm*.

More information...

Warranty

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