# GETTING STARTED

Reader Rabbit™ for the Apple IIGS™
An Exciting Learning Experience

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

☐ **Speech:** Reader Rabbit uses the advanced digitized speech technology to pronounce each word as your child plays and learns. Reader Rabbit's voice is as clear and precise as a human voice. Educators know that pronouncing words as the child sees them is the most effective way to learn to read.

☐ **Development of Thinking Skills:** Reader Rabbit shows children how patterns and sequences of letters make up words. In this way, Reader Rabbit develops valuable thinking skills that will help children progress to higher levels of reading success.

☐ **Motivation to Learn:** Reader Rabbit uses 16-color graphics and animation to provide a highly motivating environment for children. The program uses positive reinforcement to create an enjoyable learning experience.

☐ **Easy-to-Use:** Reader Rabbit is designed to be easy for a child to use with a minimum of adult guidance. Of course, it's also a lot of fun to play along with your child.
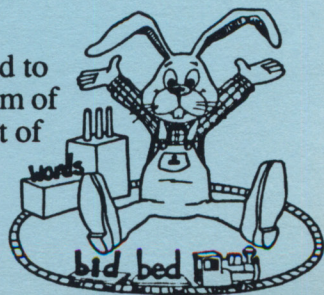
> **Reader Rabbit** runs on the Apple IIGS with:
> - ☐ 3.5" Disk Drive
> - ☐ Keyboard or Joystick
> - ☐ Color Monitor recommended, but not required
> - ☐ 1 megabyte memory expansion recommended
>   but not required (see below)

The Talking & Sound Option

You have control of the talking and sound effects of Reader Rabbit. Each time you press **T** on the menu screen, your options will change in the following sequence:

- ☐   "Talking & Sound"   Hear both talking and sound effects

- ☐   "Talking Only"   Hear talking only, no sound effects

- ☐   "Sound Only"   Hear sound effects only, no talking

- ☐   "Quiet"   Hear nothing

Memory Expansion Option

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

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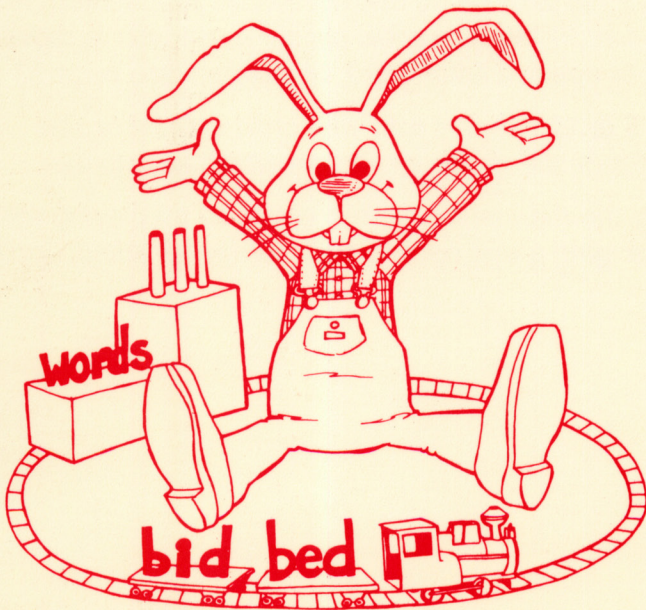
Reader Rabbit™
Builds Early Reading Skills

*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 256k[1]
   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

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 Learing 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.

Contents

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.
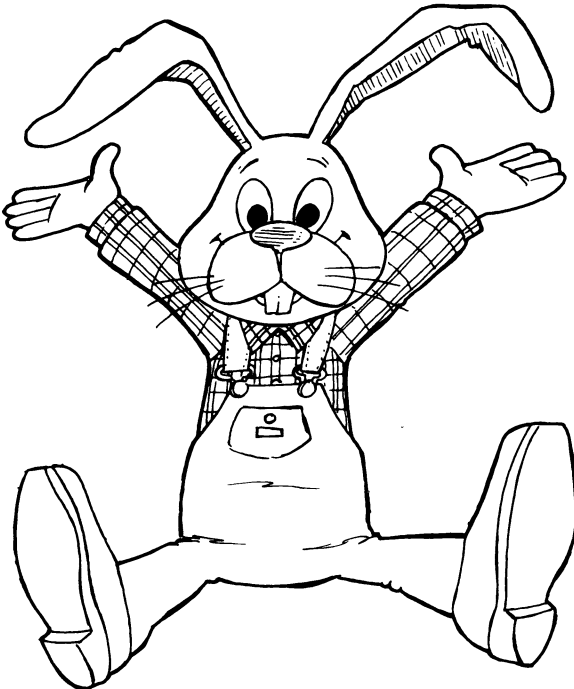
Getting Started

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 ENTER 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 compter, booting up from your hard disk drive.
☐ When you see **C>**, put you Reader Rabbit disk into your floppy drive A, type **A:** and press ENTER or ⏎ , or put your disk into floppy drive B, type **B:** and press ENTER or ⏎ .
☐ Type **RABBIT** and press ENTER or ⏎ to begin the game.
☐ After the title screen appears, press ENTER 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.
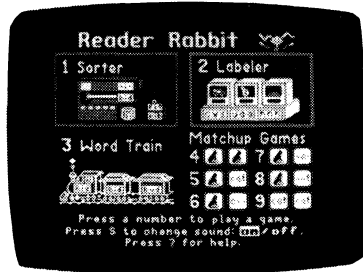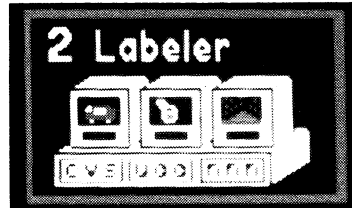
1. **Sorter Game**
   Pick words that have the same letter in the same place as the one shown on the Sorter Machine.
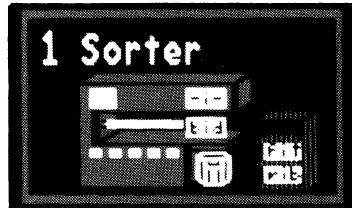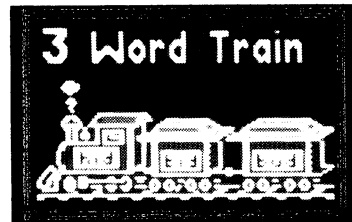
2. **Labeler Game**
   Unscramble letters to spell out picture labels.

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.
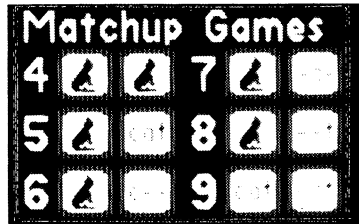
TURNING SOUND ON OR OFF

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.

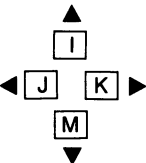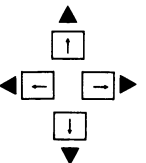### *USING A JOYSTICK*

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.

4

Special Keys

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

KEYS		FUNCTION
APPLE	**IBM/ TANDY 1000**	
▲ [I] ◄[J] [K]► [M] ▼ or arrow keys when available[4]	▲ [↑] ◄[←] [→]► [↓] ▼	*Moves the hand pointer up, down, left, and right.*
[RETURN]	[ENTER] or [↵]	*Selects a letter, word, or picture. Starts a game. Clears away a game.*
[ESC]	[ESC]	*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.*
[?]	[?]	*Gives you instructions for each game. You can press* [?] *at any time.*
[*]	[*]	*Lets you change options in the Sorter, Labeler, and Matchup games.*

[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 3×5 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.

SPEED   SORTER LETTER

123 ! s – –   — SORTER LETTER BOX

sun

sap
sag   — SHELVES
sat

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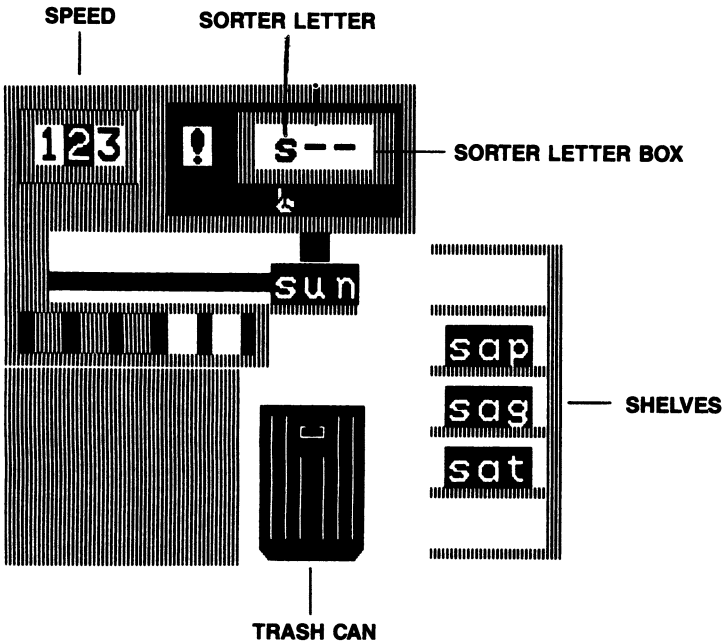
*Fill the shelves with words that have letters that match the SORTER LETTER. Here, pick words that **begin** with "s."*

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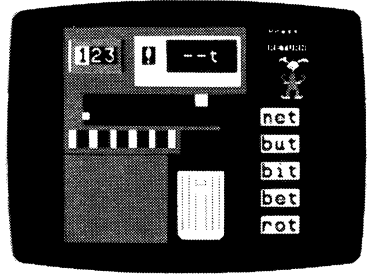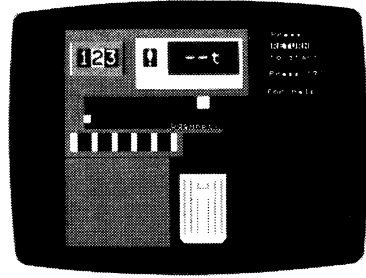
If an incorrect word is saved or a correct word is thrown away, it will change color. Then, in the next game you'll get the same letter in the same place.

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 "!".)
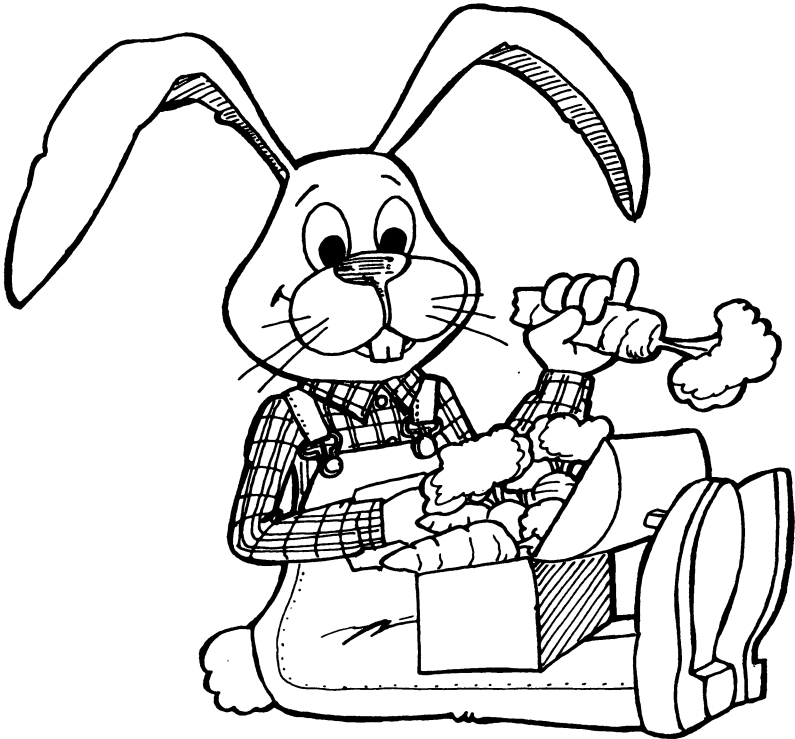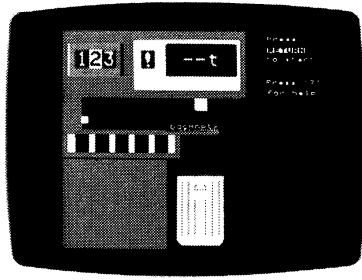
2. LABELER

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.

SHIPPING CARTONS

bus   c__   ___   — LABELS

v   a a   n b

BEGINNING   MIDDLE   ENDING
LETTER BOX   LETTER BOX   LETTER BOX
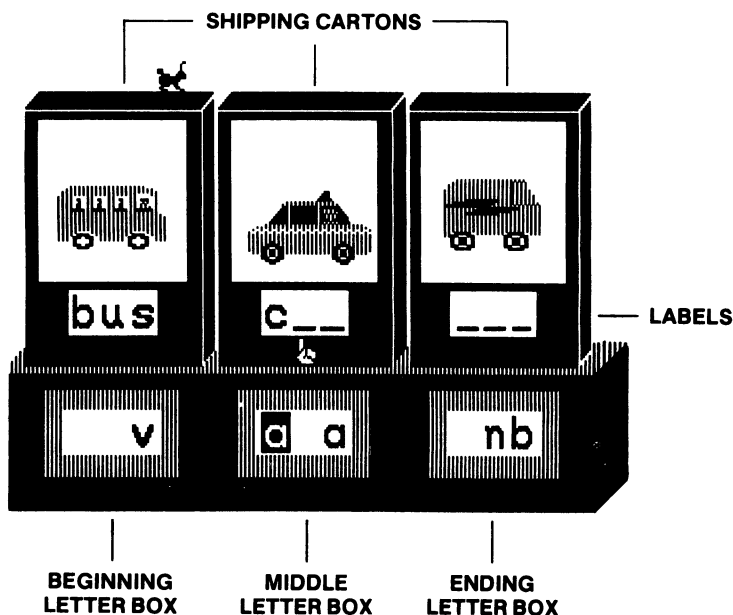
Make a label for each picture.

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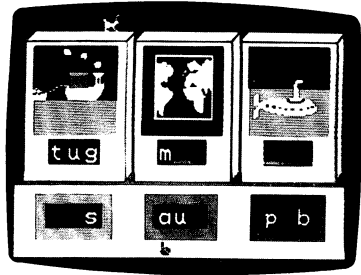
When you do everthing correctly, Reader Rabbit will perform a dance, and you'll see new pictures for your next game. (He will stop dancing if you press ⎡RETURN⎤ or ⎡ENTER⎤.) Reader Rabbit will rearrange the same cartons and letters for the next game when there is an incorrect answer.

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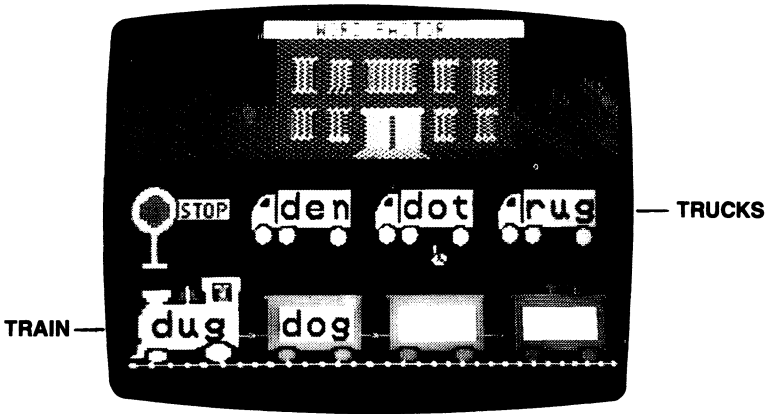
Make a train of words that differ by only one letter from the last word on the train.

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 J and K keys to move the hand pointer under that truck.

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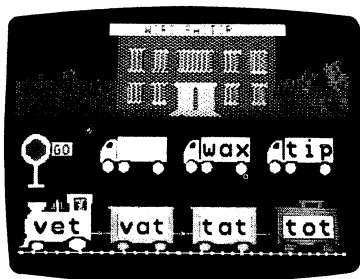
If the word you pick doesn't fit the one-difference rule, the two incorrect words will change color and won't go in the train car. Press RETURN or ENTER and the loaded cars will roll off. Then you can play again with a new set of words.

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.

PICTURE CARD

WORD CARD — bug
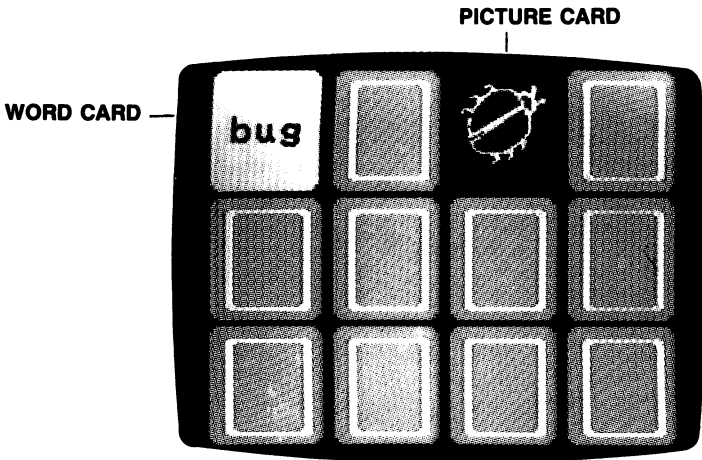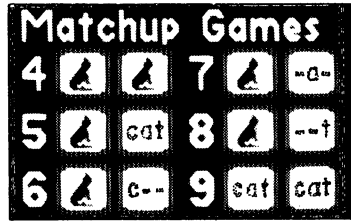
How To Play

□ 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.
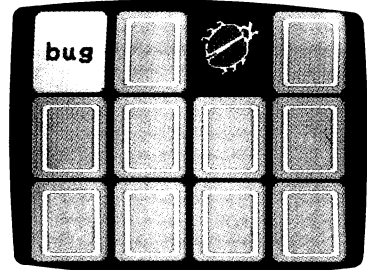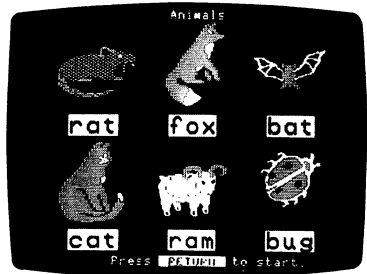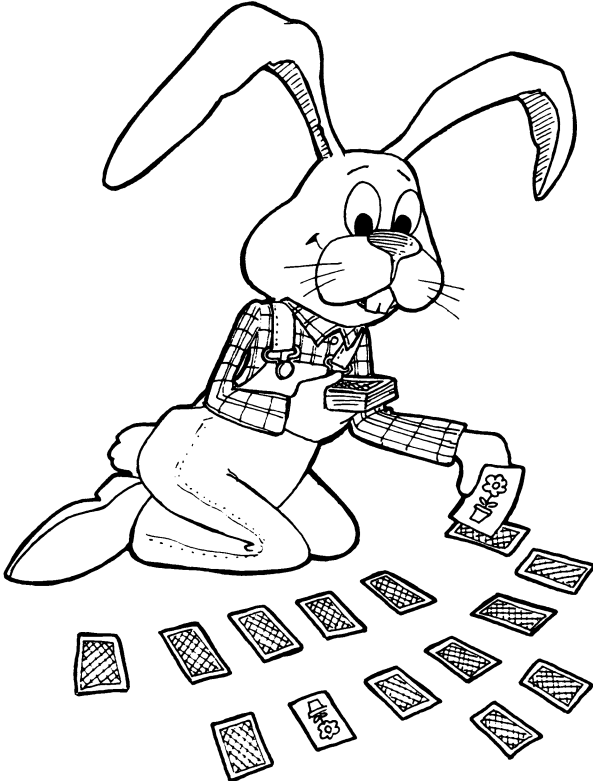
Matchup 5—Match pairs of cards until all cards disappear.

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 RETURN or ENTER to return to the game.

```
 1 🐦   2 🐟  3 🐭   A 🐾 🐾
Animals  Travel  House   B 🐾 ▉

 4 🍴  5 ☀  6 ♀   C 🐾 ▉
Kitchen  Outdoors  People  D 🐾 ▉

 7 ▬   8 📦  9 ♫   E 🐾 ▉
Play and Contain-  Variety  F ▉ ▉
wear     ers

Current picture set is: 1 Animals.
Current game option is: B.
Type number/letter and press ▉▉▉▉
```

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.
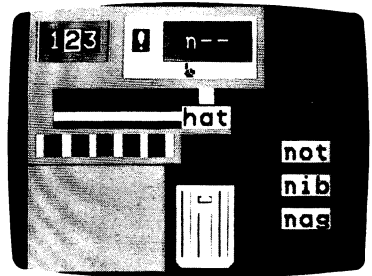
2. LABELER

☐ 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.
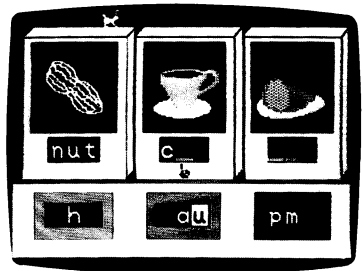
*consonant-vowel-consonant

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.
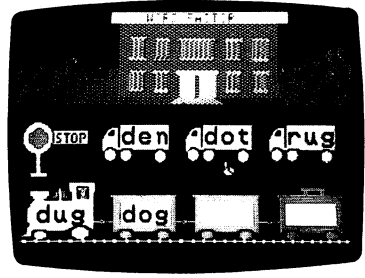
4. MATCHUP

☐ 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.
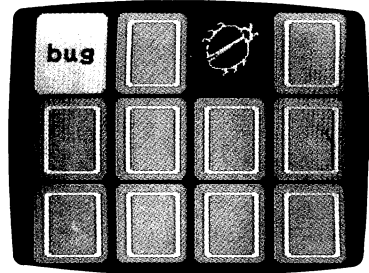
Additional Activities

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
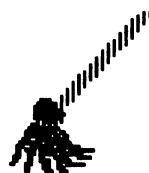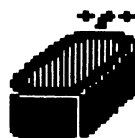
lip

man
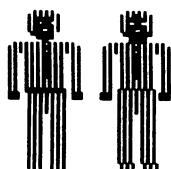
men

mom
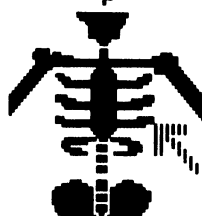
rib

vet

HOUSE

bed

fan

mat

mop

pad

pen

rug

tub

CONTAINERS
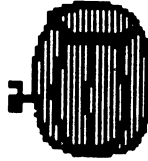
bag **box** **keg** **lid**

net **pot**

KITCHEN
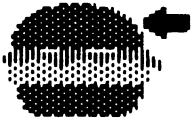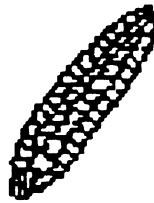
bun **can** **cob** **cup** *

ham **jam** **nut** **pan***

pot

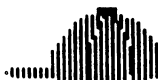*In the IBM and Tandy 1000 program, the cup and pan are part of the "CONTAINERS" group.

27
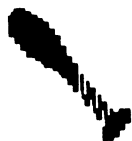
PLAY AND WEAR

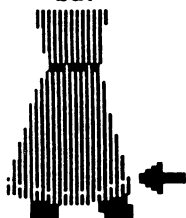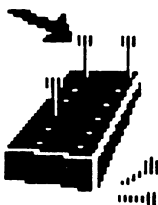bat   bib*   cap   hat

hem   peg   top   wig
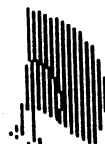
VARIETY

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.
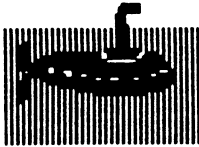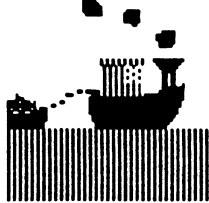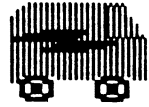
TRAVEL

bus

cab

gas

jet

map

sub
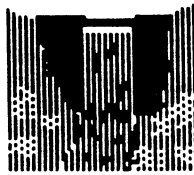
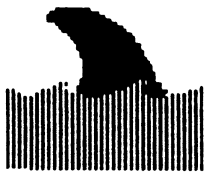**tug**

van
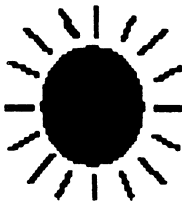
OUTDOORS

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.