

**Reader Rabbit®
Personalized Math™
Ages 6–9
v2.0**

Help Guide

ABOUT THE LEARNING COMPANY®

Since 1980, The Learning Company has consistently produced the highest quality educational software available. Our award-winning products help develop your child's underlying thinking skills and creativity, while reinforcing important areas of the basic curriculum, such as reading, writing, and mathematics.

Every premium product under the Reader Rabbit brand undergoes extensive research and testing, with input from educational professionals, parents, and children. Each product features a precise balance of educational content and entertainment value, so your child has fun while learning!

How do we do it? Enchanting characters. Challenging situations. Rich game environments. State-of-the-art graphics and sound. Progressive skill levels and game segments that can be customized to meet your child's individual needs.

As parents and educators, we recognize that education is a continuous process. So we developed a complete system of age-appropriate programs. Carefully sequenced by age groups, this system makes it easy for you to confidently choose the right products for your children at each stage of their educational development. As an integral part of The Learning Company's system, each of our products addresses a specific age group and subject area with appropriate themes to heighten your child's interest in learning.

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READER RABBIT® PERSONALIZED MATH™ AGES 6–9	
Hardware and System Requirements	2
Setting Up and Starting the Program	2
Accessing This Guide Onscreen	4
Visiting Us Online	4
A Personalized Learning Experience	5
A.D.A.P.T. Learning Technology™	5
Features of the Personalized Learning Center™*	6
Educational Focus	6
Assessment—Start with a Test Drive	9
Disc 1: Personalized Math™ Ages 6–9	9
Getting Started	9
Signing In	10
Starting the Search	11
Using the Pirate Island Map	12
Getting Help	13
Playing the Game	16
Arcade Activities	16
Exploration Activities	19
Practice Mode	24
Disc 2: Personalized Learning Center™*	24
Troubleshooting	28
Windows®	28
Macintosh®	31

*Deluxe 2-CD-ROM edition only

HARDWARE AND SYSTEM REQUIREMENTS

Windows version

Runs on: IBM® PC and compatibles—486DX/66 MHz or better

With:

- 16 MB of memory (RAM)
- Hard disk with 22 MB of free disk space*
- Quad-speed CD-ROM drive
- 256-color SVGA
- Windows 95/98 or higher (including NT 4.0)
- Windows-compatible sound card
- Speakers
- Mouse

**An additional 7 MB of disk space may be required to install Adobe® Acrobat® Reader.*

Macintosh version

Runs on: PowerPC® Macintosh computers—66 MHz or better

With:

- 16 MB of memory (RAM)
- Hard disk with 22 MB of free disk space*
- Quad-speed CD-ROM drive
- 256-color display, 13" or larger
- System 7.1 or higher
- Speakers
- Mouse

SETTING UP AND STARTING THE PROGRAM

Reader Rabbit Personalized Math Ages 6–9 runs from your CD-ROM drive. However, you need 22 MB of free hard disk space to store some program files. Installation will erase player information from earlier versions of this program. You can register this product via modem using a toll-free number.

Windows 95/98

These instructions assume that the AutoPlay feature of Windows 95/98 is turned on. (AutoPlay is usually enabled when you install Windows 95/98 on your computer. See your Windows documentation for more information.)

To set up the program:

1. Insert the *Personalized Math Ages 6–9* CD into your CD-ROM drive.
2. Click on **Yes** at the install prompt to begin the setup process.
3. Follow the onscreen instructions to complete the setup process.
4. Upon returning to the menu, you can click on **Assessment** to run the optional pre-assessment activity that places each user at the appropriate starting level for each activity. (See *Assessment—Start with a Test Drive.*)

Once you've completed the setup, the program will run automatically any time you insert the *Personalized Math Ages 6–9* CD into the CD-ROM drive.

To start the program:

1. Insert the *Personalized Math Ages 6–9* CD into your CD-ROM drive.
2. Click on **Play**.

Whenever you exit the program, you return to the desktop. You can restart the program directly from the desktop as long as the CD is still in the CD-ROM drive. (These instructions also apply if AutoPlay is turned off.)

To start the program from the desktop:

- Click on the **Start** button. Then choose **Programs, The Learning Company**, and **Reader Rabbit Personalized Math 6–9** in that order.

Macintosh**To set up the program:**

1. Insert the *Personalized Math Ages 6–9* CD into your CD-ROM drive.
2. Double-click on the *Personalized Math Ages 6–9* icon in the open window.
3. Click on **Yes**.
4. Follow the onscreen instructions to complete the setup process.

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5. You can double-click on **Assessment** in the open window to run the optional pre-assessment activity that places each user at the appropriate starting level for each activity. (See *Assessment—Start with a Test Drive*.)

To start the program:

1. Insert the *Personalized Math Ages 6–9* CD into your CD-ROM drive.
2. Double-click on the *Personalized Math Ages 6–9* icon in the open window.

ACCESSING THIS GUIDE ONSCREEN

You can use Acrobat Reader to view and print out a copy of this reference guide. To install Acrobat Reader, follow the onscreen instructions during the program setup process. To access this guide, click on **Help** in the introductory screen (Windows), or double-click on the Help Guide file in the *Reader Rabbit Personalized Math Ages 6–9* folder on your hard disk (Macintosh). Then choose **Print** from the File menu to print out the guide.

VISITING US ONLINE

Visit The Learning Company's homepage to learn about our products, get help from our Technical Support Center, and visit our online store.

Windows:

- Insert the *Personalized Math Ages 6–9* CD into your CD-ROM drive, and click on **Visit Us Online**.

Macintosh:

- Using your Web browser, go to <http://www.learningco.com>.

A PERSONALIZED LEARNING EXPERIENCE

A.D.A.P.T. Learning Technology™

Reader Rabbit Personalized Math Ages 6–9 uses A.D.A.P.T. Learning Technology. A.D.A.P.T. Learning Technology is a dynamic system that continually adjusts the program to match each player's growing abilities. A.D.A.P.T. effectively builds skills, confidence, and a lifelong love of learning.

A. Assesses Abilities

A fun activity assesses each player's skills. It then starts the learning adventure at the right skill level in each program area.

D. Develops Skills

Each activity is tailored to each player's individual progress. You can even print customized workbooks* for additional practice.

A. Adjusts Levels

Skill levels are automatically adjusted to match each player's growing abilities, so learning is always stimulating, never frustrating.

P. Provides Help

The program's characters act as personal tutors, offering detailed learning help when needed. Online resources provide educational tools and tips for parents.* (Internet access required.)

T. Tracks Progress

Every skill is monitored to pinpoint strengths and weaknesses. A.D.A.P.T. helps players make progress in the areas they need it most.

*These features are available only to users of the Deluxe 2-CD-ROM edition.

Features of the Personalized Learning Center™ **(Deluxe 2–CD-ROM edition only)**

The Personalized Learning Center is a unique program that lets parents and teachers view the progress of each player (up to 99 players per program) across programs that use The Learning Company’s A.D.A.P.T. Learning Technology. It also offers personalized workbooks and activities based on each player’s progress, as well as printable reward certificates. (See *Disc 2: Personalized Learning Center.*) Together, these features help *Reader Rabbit Personalized Math Ages 6–9* create a robust learning experience for each player.

EDUCATIONAL FOCUS

Reader Rabbit’s Personalized Math Ages 6–9 builds elementary math skills as children help Sam the Lion, Penelope the Parrot, and Reader Rabbit explore Pirate Island. Each of the nine activities is designed to improve children’s math skills in fun and engaging ways.

Arcade activities use fast action to give children practice in rapidly recognizing the correct answers, thereby helping children to memorize basic math facts. Exploration activities encourage children to experiment with math concepts as they solve problems in the context of the program.

Auto-adjusting Skill Levels

Each activity in *Reader Rabbit Personalized Math Ages 6–9* has multiple levels, so the program can move from simple to more complex concepts at a

pace that suits each player. Players can tackle more challenging problems even if they haven't mastered *all* skills or concepts in the program; each skill area adjusts its level up or down independently from the others, thereby creating a tailored learning experience that addresses each player's specific needs. *Reader Rabbit Personalized Math Ages 6–9* carefully tracks players' responses to each level's activities, using that information to adjust the type of puzzle presented.

A list of the skills covered in each of the activities follows.

Arcade Activities

DON'T WAKE THE PIRATES

- Identifying number patterns
- Adding numbers to form a series
- Subtracting numbers to form a series
- Practicing the multiplication tables

FISHING FOR NUMBERS

- Adding two-digit numbers
- Subtracting two-digit numbers
- Multiplying to create two-digit products
- Dividing with one- and two-digit dividends

PIRATE SPLASH

- Recognizing when a number is greater or less than another number
- Recognizing when a number is between two numbers
- Recognizing when a number is greater or less than a math expression (using addition, subtraction, multiplication, and division)

Exploration Activities

SAIL MAKER

- Creating basic geometric shapes
- Completing symmetric shapes
- Determining the area of a shape
- Creating shapes with a specific area
- Creating shapes with a specific measurement

GOING BANANAS

- Exploring the concept of place value
- Adding two- and three-digit numbers (with and without regrouping)
- Subtracting two- and three-digit numbers (with and without regrouping)
- Multiplying with numbers less than 10

MONKEY PIZZA PARTY

- Creating fractions (halves, thirds, fourths, fifths, sixths, and eighths)
- Creating equivalent fractions
- Exploring addition of fractions

PIRATE LOOKOUT

- Reading a clock
- Adding and subtracting time on a clock

TOURIST TRAP

- Counting money (coins and bills)
- Adding and subtracting money

NUMBER LINE TREASURE

- Finding a number on a number line
- Adding and subtracting numbers on a number line
- Solving multiple-step problems

For more in-depth information about the educational content and benefits of the program, click on POP and then click on **Educational Benefits**. You can also find out more about each activity by clicking on the activity's name at either the Activity Level screen or the Progress Report screen. (See *Game Difficulty & Leveling* or *Skills* under *POP* in *Getting Help*.)

ASSESSMENT—START WITH A TEST DRIVE

Reader Rabbit Personalized Math Ages 6–9 contains a pre-assessment activity, or “test drive,” which customizes the program’s difficulty level for each player. This optional test asks players a series of questions, so it can place players at levels that match their abilities.

Each assessment test question is both spoken and displayed. Players can click on Reader Rabbit to have a question repeated. Possible answers to the question cycle until the player chooses an answer by clicking on the answer or on the horn.

Note: Players must complete the entire pre-assessment activity in order to have their results recorded and used in *Reader Rabbit Personalized Math Ages 6–9*. Assessment results will not be applied if players exit before signing in as new players. Assessment results will also not affect existing games—ones already in progress before taking the test drive.

If a game customized with assessment results is too difficult or easy for a player, the program will automatically adjust the level up or down to better suit his or her needs and interests. (See *Auto-adjusting Skill Levels*.) A player can also adjust levels manually at any time.

DISC 1: PERSONALIZED MATH™ AGES 6–9

Getting Started

Sam the Lion has entered his brand-new boat—*The Sea Lion*—in a race and has invited Reader Rabbit to join him as his crew. Together they set

sail along with the other boats in the race. However, they become lost in a storm after trying to take a shortcut, and the two friends find themselves shipwrecked on Pirate Island. *The Sea Lion* is destroyed, so Sam must search the island looking for parts that Reader Rabbit can use to build a new boat. Luckily, Sam and Reader Rabbit run into their old friend, Penelope the Parrot, who offers to show Sam around the island.

Can you help Sam the Lion and Reader Rabbit get off Pirate Island and back in the race? Join Sam and Penelope as they search the island for parts to use on the new boat. But be careful—there are crafty pirates lurking everywhere on the island, and the pirates have come up with a secret plan to keep Sam and Reader Rabbit from getting away!

Signing In

Once you've met Sam the Lion and Reader Rabbit in the introduction, you're ready to join the search for boat parts on Pirate Island. First, click on **New Player**. Type your name onto the sign-in list, and then click on **Start**.

To pick up the search where you left off, find your name on the list and double-click on it. If you don't see your name, click on the arrows on the side of the list until you find it. Then click on **Start** to return to Pirate Island.

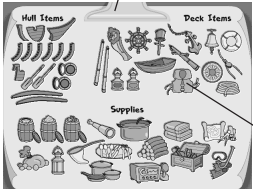
When the sign-in list has 99 names, it is full. You'll need to remove a name before you can enter a new one. Click on the name you want to remove. Then, press **Ctrl+R** (Windows) or **control+R** (Macintosh). This will permanently erase that player's search information from the hard disk.

If you want to take a break from the search to practice solving the different math problems, click on **Practice Mode** at the sign-in screen. Work on the problems for as long as you like, and then return to the search whenever you're ready. (For more information, see *Practice Mode*.)

Starting the Search

Your search for parts to use on the new *Sea Lion* will take you through the beaches, jungles, and mountains of Pirate Island. Along the way, you will face challenging and fun math problems that you must solve to collect parts for the new boat. These parts will automatically be given to Reader Rabbit at the base camp so he can use them to start building the new boat.

Click here to close the clipboard.



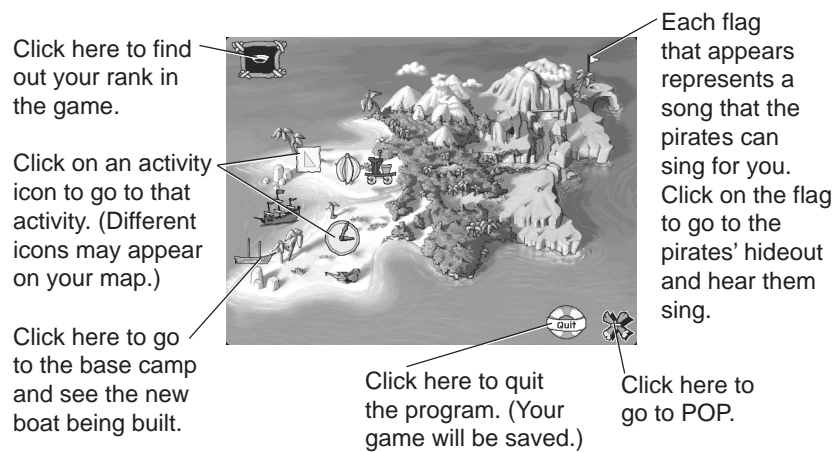
Click on a boat part to learn more about it.

Go to the base camp at any time to see Reader Rabbit and to find out how the new *Sea Lion* is coming along. You can also click on Reader Rabbit's clipboard to see a record of the boat parts you have collected.

Using the Pirate Island Map



After you sign in, you'll see a map of Pirate Island. This is where you choose an activity to visit. There are nine activities and many parts of the island to explore, but you will not be able to visit all of them at first. (Small activity icons mark the activities you can visit. To find out what activity each icon represents, look at the activity descriptions in this reference guide.)

As you complete activities and collect boat parts, you'll find that you can go to more activities throughout the island. So be sure to look at your map from time to time to find out what new activities you can visit and what new parts of the island you can explore.



Getting Help

As you explore the island, there are many ways you can get help.

-  **Penelope** travels with you. She can give you useful tips on solving the math problems you encounter. Penelope can also teach you how to play each activity. Whenever you want to hear what she has to say, click on her.
-  **POP** (short for Program Options Pad) is a resource for a lot of information and program options. Click on POP, and then click on the item you want. (To close POP, click anywhere on the screen outside of POP.)
 - ➔ Click on **Main Map** to go back to the map of Pirate Island.
 - ➔ Click on **Skills** to see the skills covered in each of the activities.
 - ➔ Click on **Music** to turn the background music off or on. When music is off, a slash mark appears across the button.
 - ➔ Click on **Quit Game** whenever you want to stop playing.
 - ➔ Click on **Sign-In** to return to the sign-in screen.
 - ➔ Click on **Educational Benefits** to learn general information about the program's educational content.
 - ➔ Click on **Progress Report** to view your progress through the different program activities. The Progress Report updates dynamically as you progress through the product, showing how success rates or play patterns change over time.

Data is recorded about how many puzzles have been completed for each level of activity, allowing adults to view which types of activities may be of greater interest or more difficulty for specific players, and allowing players to see how many problems they have solved. Information is also provided as a success rate (players' number of successes in relation to total number of problems attempted).

- If you access POP from the map, you can click on **Game Difficulty & Leveling**. Then you can manually set the educational skill levels of the math problems in each activity. You automatically start at the level determined by your assessment results (or the first level if you did not apply assessment results). The program will adjust skill levels in response to your performance to find the most appropriate challenge for you. If you turn autoleveling off, the skill levels you set will remain in effect throughout your exploration of Pirate Island, unless you choose to change them. If you manually set the level, you will turn autoleveling off for that activity in that play session.

You can also select the difficulty level (game speed) of the three arcade activities to make them easier or harder to play. The level you choose will remain in effect unless you choose to change it.

The screenshot shows a menu titled "Activity Level" with six columns numbered 1 through 6. Below the columns are eight activity names, each with a horizontal bar representing a level slider. At the bottom, there are three buttons: "EASY", "CANCEL", and "DONE".

	1	2	3	4	5	6
Don't Wake the Pirates						
Pirate Splash						
Fishing for Numbers						
Going Bananas						
Monkey Pizza Party						
Sail Maker						
Tourist Trap						
Number Line Treasure						
Pirate Lookout						

Automatically adjust levels during this game? YES

Arcade Difficulty EASY CANCEL DONE

Click on an activity name to find out more about that activity.

For each activity, drag the leaf to choose an educational skill level for the math problems.

Click here to choose a difficulty level—easy, medium, or hard—that sets the game speed in the arcade activities.

Click here to turn off autoleveling for all the activities.

Playing the Game

Now you're ready to join the search for boat parts on Pirate Island. To collect parts, you have to solve math problems by playing the different activities. There are two kinds of activities: arcade activities and exploration activities.

As you collect boat parts, be sure to visit the pirates' hideout from time to time. If you're lucky, you may find some pirates resting there, and you may be able to convince them to sing some pirate songs for you!



Click on a pirate to hear that pirate sing a song.

ARCADE ACTIVITIES

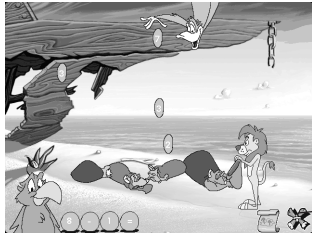
You'll have to think and move fast when you play arcade activities. Listen carefully to Penelope as she tells you how to play. Then try your best! But don't worry if you make mistakes—you can always try again. And if you need help, just click on Penelope. (You may click more than once to hear everything that she has to say.)

If you think the arcade activities are too hard or too easy, you can change the difficulty level by going back to the map, clicking on POP, and then clicking on **Game Difficulty & Leveling**. (See *Game Difficulty & Leveling* under POP.)

Don't Wake the Pirates

Sam and Penelope walk into a clearing and almost run into some pirates! Luckily, the pirates are napping. However, some mischievous monkeys have put noisemakers inside some coconuts and are dropping these coconuts from above. Help Sam catch the noisy coconuts before they hit the floor.

Be careful! Not all of the coconuts have noisemakers. The noisy ones are marked with numbers that follow a number pattern. Catch only the noisy coconuts. If you catch the other ones, you'll lose points. Catch anything that isn't a coconut to earn extra points.



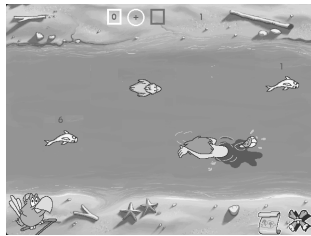
Solve the math problem. Then help Sam catch the coconut with the number that matches the answer to the problem. (To make Sam move faster, click under his feet to the right or the left. Or hold the down arrow key and press the right or left arrow key.)

[Click here to go to POP.](#)

Fishing for Numbers

Sam and Penelope find some special fish in a river. Each fish is marked with a number, a math symbol, or the letter C. A crocodile holds some boat parts and is willing to trade a part in exchange for a snack. However, the fussy crocodile only accepts snacks made of fish that equal a particular number when they are put together to form a "fish equation." Help Sam catch the fish that he needs to make the crocodile's snacks.

Watch out for floating logs or snakes that can take away your points. If you see any birds, hats, or life preservers, bump into them to earn extra points.



Catch fish to fill in your equation. When you have completed your equation, press the = key, **Enter** (Windows) or **return** (Macintosh). Or catch a fish marked with an equal sign.

To let go of a fish, press the **C** key, **Backspace** (Windows) or **delete** (Macintosh). Or catch a fish marked with a **C**, which stands for "Clear."

Pirate Splash

The pirates are busy tossing barrels off their ship and letting the waves bring the barrels to shore. Watch out because some of the barrels are hiding pirates! Help Sam figure out which barrels contain pirates. Pirates hide in barrels marked with certain kinds of numbers. Splash those barrels with water balloons to send the pirates back to their ship, and let the other barrels reach the shore. Look out! If a pirate reaches the shore, that pirate will take away some of your water balloons.



Splash the barrels marked with the kind of numbers that mark the pirates' hiding places to send those pirates back to their ship. Click on anything that isn't a barrel to earn extra points.

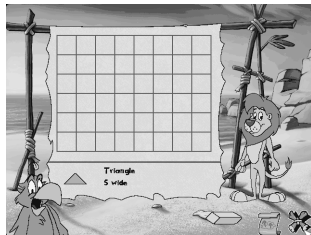
Look here to find out how many water balloons you have left.

EXPLORATION ACTIVITIES

When you play exploration activities, you can take as much time as you want to figure out how to solve each math problem. Listen carefully to Penelope's instructions to learn how to play each activity. Then put on your thinking cap, and get ready to explore! If you need help, just click on Penelope. (You may click more than once to hear everything she has to say.)

Sail Maker

It's time to make some sails for the new *Sea Lion*! Sam has some grand plans to use one of Pirate Island's self-service sail makers to create sails in many different shapes. Can you help Sam draw the shapes he needs on the sailcloth? After you finish drawing each shape, Sam will make sure it is the one he needs.

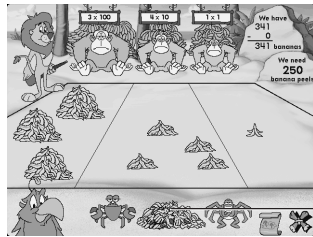


Finish the shape that Sam has started, or draw the shape that he describes. You can click on the shape below the grid to hear its description. Click on the eraser to erase your drawing. (Or click anywhere on the line except for the starting point to erase the line back to the place you clicked.)

Going Bananas

Sam and Penelope have a great idea, but they need your help! A group of pirates is carrying a boat part across the island. If you help Sam put the right number of banana peels on the ground, the pirates will walk onto the banana

peels, slip, and drop the boat part. Sam will tell you how many pirates are coming and how many banana peels are needed to stop the pirates. Your job is to put the right number of banana peels on the path. When you think you have the right number of peels, click on Sam to check your answer.



If you need a certain number of banana peels to stop an entire group of pirates:
Use the rocks to figure out how many banana peels you have and how many you need. Then add or remove banana peels until you have the number you need.

Compost heap

To add banana peels:

- Click on one of the apes. (The big ape will give you a pile of 100 banana peels; the medium ape will give you a pile of 10 banana peels, and the small ape will give you 1 banana peel.)

To remove banana peels:

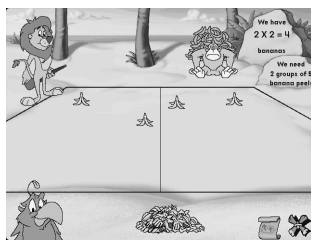
- Click on the banana peels, and drag them to the compost heap.

To put some of the banana peels together into bigger piles:

- Click on the banana peels, and drag them to the spider.
(To make a bigger pile, you need either 10 single banana peels or 10 piles of 10 banana peels.)

To split a large pile of banana peels into smaller groups:

- Click on the pile, and drag it to the crab.

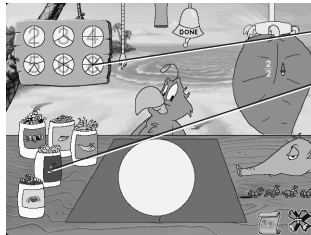


If you need a certain number of banana peels to stop each pirate:

Use the rocks and path areas to figure out how many groups of banana peels you need and how many banana peels should be in each group. (There should be one group for each pirate.) Then add the right number of banana peels to one of the areas on the path. (This will automatically add the same number of banana peels to each of the other areas.)

Monkey Pizza Party

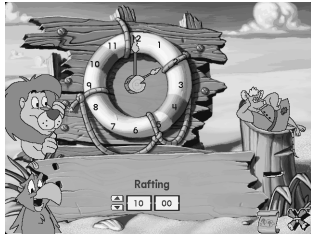
Penelope is making pizzas to feed a hungry monkey crowd. The monkeys like different kinds of toppings on their pizzas, and the amount of toppings seems to change with each order. Can you help Penelope figure out how much of each topping to put on the pizzas?



Use a pizza cutter to slice the pizza into the correct number of slices. Then top it with the toppings that the monkeys have ordered. If you need to remove a topping, click on an ant and then on the slice that has the topping you wish to remove. You can also click on the rope to start a pizza over.

Pirate Lookout

Sam and Penelope walk into a clearing and almost bump into a pirate on lookout duty! The pirate's job is to make sure no one goes through that part of the island. Sam and Penelope see a boat part that they could grab for the new *Sea Lion* if only the pirate would go away. Can you help Sam and Penelope convince the pirate that it's time to do a different job by changing either the time on the clock or the time on the pirate's sign?



Listen to Penelope to find out if you should change the time on the clock or the time on the pirate's sign. Then drag the clock hands to change the time on the clock, or click on the arrows to change the time on the sign. When you are finished changing the time, click on Sam or the pirate to get the pirate's attention.

Tourist Trap

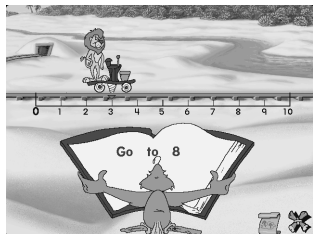
Sam is in trouble again, and Penelope needs your help to save him. Sam saw a sign pointing to some really neat stuff. But when Sam followed the sign, he got caught in a tourist trap, and now he can't get out! Penelope has to pay the trap some money before it will let Sam go. Can you help Penelope figure out which coins or bills she needs to put in the trap to set Sam free?



Look at the sign to find out how much money the trap wants. Then click on the coins or bills that add up to that amount. Drop them in the trap by clicking on it. Check your answer when you think you have put in the right amount. If you make a mistake, click on **Return**. The trap will return your money, and you can start putting in money again.

Number Line Treasure

Sam and Penelope come across a number line in the middle of a clearing on Pirate Island. In the same clearing, they find an old pirate diary that has instructions for finding buried treasure! Sam is ready to start digging for treasure, but first he needs you to help him understand the instructions in the diary. The notes in the diary say to dig at certain numbers on the number line. Can you help Penelope and Sam find the right place to dig?



Penelope will read each diary note out loud. Listen carefully, and then move Sam to the place on the number line where he should dig. (Move Sam to that number by clicking on it. Or press the left or right arrow key.) When Sam is at the right place, click on him to have him dig at that spot. Or press **Enter** (Windows) or **return** (Macintosh).

Practice Mode

To take some time to work on problems without exploring Pirate Island, type in your name or choose it from the list at the sign-in screen. Then click on **Practice Mode**. The map of Pirate Island will appear with small icons for all nine activities in each of the three areas on the island. Click on an activity icon to practice your math skills.

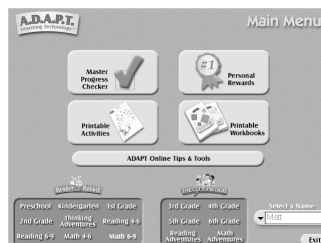
If you want to set the educational skill levels for the problems in any of the activities, click on **Levels**. (You can also click on POP, and then click on **Game Difficulty & Leveling**.) Then choose the educational skill level you want for each activity. You can also choose a difficulty level—easy, medium, or hard—that sets the game speed in the arcade activities. (The levels you set for your practice sessions will not affect the levels set for the game. See *Game Difficulty & Leveling* under *POP* in *Getting Help* for more information.)

Since you are practicing your skills, you don't need to worry about collecting any boat parts. In Practice Mode, you can work on any of the activities for as long and as often as you'd like.

DISC 2: PERSONALIZED LEARNING CENTER (DELUXE 2-CD-ROM EDITION ONLY)

With the Personalized Learning Center (which is provided on a separate CD-ROM), you can check each player's progress on any program that uses The Learning Company's A.D.A.P.T. Learning Technology. You can also print out workbooks, activities, and reward certificates that are customized for each individual player based on his or her progress information.

Key Features



To access features and information specific to a player and a program, insert the Personalized Learning Center CD. Click on a brightened program icon and then a player's name. Then click on one of the five Main Menu buttons.

From the Main Menu you can access the following features: Master Progress Checker, Printable Workbooks, Printable Activities, Personal Rewards, and A.D.A.P.T. Online. These features are available for A.D.A.P.T. programs installed on your computer (identified at the bottom of the screen by highlighted program icons).

MASTER PROGRESS CHECKER

The Master Progress Checker lets you see the programs each user has played and his or her progress in each program. For each skill covered in an A.D.A.P.T. program, you can check how many questions a player has completed in each difficulty level, as well as the player's success rate—the proportion of questions he or she has answered correctly.

Skills

Success rates

Number of questions completed

Click here to print the user's entire report.

Click here to print out a personalized workbook.

Use the scroll bar to see more skills.

6th Grade Skills	Level 1	Level 2	Level 3	Level 4
Computation: Decimals & Fractions	88%	0	0	0
Spelling & Vocabulary	0	100%	0	0
Add & Sub.: Decimals & Fractions	100%	0	0	0

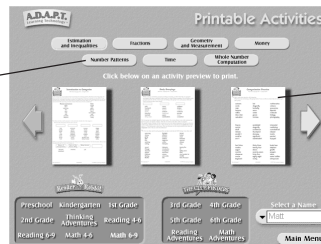
PRINTABLE WORKBOOKS

You can print out customized workbooks using the Printable Workbooks feature. (You can also access this feature from the Master Progress Checker.) The Personalized Learning Center uses each player's progress information to design a workbook with activities covering the skill areas where the player needs the most improvement. For example, a player who can estimate quite well but has difficulty with fractions will receive a workbook with more fraction activities and fewer estimation pages. Each customized workbook contains at least five activities and has a personalized title page. You can also print out a general workbook. General workbooks always contain seven activities.

PRINTABLE ACTIVITIES

You can go to the Printable Activities screen to view and print out individual workbook activities by skill area. Skill area buttons across the top of the screen indicate the areas covered in each highlighted program.

Click on a skill area button and use the arrows to scroll through activities available for each area.



To print an activity, click on its icon.

PERSONAL REWARDS

You can print out reward certificates that feature a player's name by going to the Personal Rewards screen. These certificates are awarded to players for their work in the different skill levels in each program. A reward icon printed on each certificate indicates the level that has been played.

A.D.A.P.T. ONLINE: TIPS AND TOOLS

By visiting A.D.A.P.T. Online, you can access a resource database of educational tips, tools, and activities that will help you extend each player's learning experience.

TROUBLESHOOTING

Try this first! If you have problems running the program, try cleaning the CD. Gently remove any fingerprints and dust using a clean, soft, lint-free cloth dampened with water or a CD-cleaning solution. Avoid using materials such as tissue, which may scratch the CD.

If you have questions, call our Technical Support Center at **1-319-247-3333**. You can also reach us by e-mail: **help@tlcsupport.com**.

Windows

1. **The *Reader Rabbit Personalized Math Ages 6–9* program icon does not appear on the desktop or in the Start menu.**

- Reinstall the program.

2. **You see a message that there is not enough available space on the hard disk.**

Reader Rabbit Personalized Math Ages 6–9 requires 22 MB of hard disk space for the program's data and executable files.

- Remove some files after backing them up.

3. **You see a message telling you that there is not enough memory to run the program.**

Reader Rabbit Personalized Math Ages 6–9 needs at least 16 MB of installed memory (RAM) to run. Your computer's memory may be filled with other programs that are running in the background.

- Close any other applications that are running, and restart the program.

4. The mouse doesn't seem to work.

There are times in the program when the animation or sound cannot be interrupted. You will see the hourglass cursor on the screen, and any key presses or mouse clicks will be ignored.

- Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.

5. The program runs very slowly.

Reader Rabbit Personalized Math Ages 6–9 needs at least a 486DX/66 MHz computer with a quad-speed CD-ROM drive for basic performance.

- Close any other applications that are running.
- Make sure that you have the latest Windows video drivers for your graphics card. (Contact the manufacturer for the latest drivers.)
- If your computer has a turbo switch to increase speed, make sure the switch is on. (See the documentation that came with your computer.)

6. You do not hear music, sound, or speech.

- Check that the speakers are properly connected to your computer. Make sure they are getting power and are turned on, and that the volume is turned up.
- Make sure that music is turned on in POP.
- Make sure that your sound card is Windows compatible and is properly installed for Windows. Be sure that the sound card is specifically designed to work with Windows 95/98. Also check that the volume is properly set. See the manufacturer's documentation for information relating to your sound card.

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- Make sure the mixer level setting is correct.
Click on the **Start** button and choose **Programs**. Next choose **Accessories**. Then choose **Multimedia** (Windows 95) or **Entertainment** (Windows 98), and choose **Volume Control**. Make sure that the sliders on the mixer control panel are all the way up and that no mute buttons are selected.
- 7. Strange graphics appear; the program action stops unexpectedly.**
- Try using the 640 x 480, 256-color display mode driver that came with your video card. (See your Windows documentation for more information.)
 - Make sure you have the latest Windows video drivers installed. (Contact your video card manufacturer for more information.)
- 8. Colors don't look right.**
- Adjust your monitor's color and brightness.
 - Make sure the color display is set to 256 colors.
 - Turn off your screensaver.
 - Close any other applications that are running.
 - Make sure you have the latest graphics drivers installed. (Contact your video card manufacturer for more information.)
- 9. The program window seems small.**
The program window may not fill the entire screen.
- For maximum window size, make sure the display mode is set to 640 x 480. (See your Windows documentation.)
- 10. You are not able to connect to Visit Us Online.**
This feature requires an Internet browser.
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- Make sure that you have a browser properly installed. See your browser and Windows documentation for more information.
 - Make sure that the files with an .HTM extension (for example, “bookmark.htm”) are associated with the browser of your choice. To check this, double-click on any .HTM file. If the browser does not launch, create an association from the File Manager. See your Windows documentation for more information.

Macintosh

1. You do not see the *Reader Rabbit Personalized Math Ages 6–9* program icon.

- Make sure the CD is inserted in the CD tray, printed side up.
- Try restarting your computer and/or rebuilding your desktop.
- Make sure that the CD-ROM drivers are correctly installed.

2. You see a message that there is not enough available space on the hard disk.

Reader Rabbit Personalized Math Ages 6–9 requires 22 MB of hard disk space for the program’s data files.

- Remove some files after backing them up.
- Adjust the Virtual Memory setting to take less hard disk space. (See your Macintosh documentation for more information.)

3. You see a message telling you that there is not enough memory to run the program.

Reader Rabbit Personalized Math Ages 6–9 requires 16 MB of installed memory (RAM) and 6 MB of available memory to run. Your computer’s

memory may be filled with other programs that are running in the background. Try to increase available memory and then start the program again. (Depending on what Internet browser you use, you may not be able to run both your browser and the program in 16 MB.)

- Quit any programs that you may be running.
- Turn off or remove from your System Folder all non-Apple® control panels and extensions. (Leave your CD-ROM drivers.) Then restart your computer.
- Reduce the size of the disk cache in the Memory control panel. (See your Macintosh documentation for more information.)
- Turn off AppleTalk.

4. The mouse doesn't seem to work.

There are times in the program when the animation or sound cannot be interrupted. You will see the watch cursor on the screen, and any key presses or mouse clicks will be ignored.

- Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.

5. The music and voice in the game are too loud or too soft.

- Adjust the system's speaker volume as needed by selecting the Volumes setting in the Sound control panel.

6. You do not hear music, sound, or speech.

- Make sure that the Volumes setting in the Sound control panel is not set to zero and that no mute buttons are selected.
- If you have external speakers, be sure they are turned on and getting

power and that they are properly connected to your computer. Also check the speaker volume.

- Turn off or remove from your System Folder all non-Apple control panels and extensions. (Leave your CD-ROM drivers.) Then restart your computer.

7. You hear popping noises in the game sounds and character voices.

If you are running System 7.1 or higher, installing the Apple Sound Manager (included on your program CD) should eliminate this problem. Sound Manager changes how the system handles sound and improves the program's sound quality. To install Sound Manager, follow the instructions below:

- a. Insert the *Personalized Math Ages 6–9* CD into your CD-ROM drive. In the open *Reader Rabbit Personalized Math Ages 6–9* window, scroll down until you see two icons: Sound Manager and Sound.
- b. Drag the Sound Manager and Sound icons onto your active System Folder icon (do not open the System Folder first). The active System Folder has a picture of a small computer on it.
- c. Click on **OK** in the dialog box that appears.
- d. Restart your Macintosh.

8. The game window seems small.

The program window may not fill the entire screen.

- For maximum window size, make sure the display mode is set to 640 x 480 in the Monitors control panel.

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