



Reader Rabbit

and the Fabulous Word Factory™

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ABOUT THE AUTHOR

Leslie Grimm, Ph.D., has designed and programmed many award-winning TLC learning games, among them the Bumble, Gertrude and Moptown series. With more than a decade of experience in working with children, Dr. Grimm began creating learning software to utilize the power of the microcomputer as a child's learning tool. Prior to programming for The Learning Company, Dr. Grimm earned degrees from Stanford University and the University of Washington.

Reader Rabbit

and the Fabulous Word Factory

Reader Rabbit runs on:

- Apple II, 48K with Applesoft
- Apple II+, 48K
- Apple IIe

With:

- Disk] [
- Monitor or TV
(color recommended)

Optional:

- Self-centering joystick
- KoalaPad™ Touch Tablet

For:

- Ages 5-7

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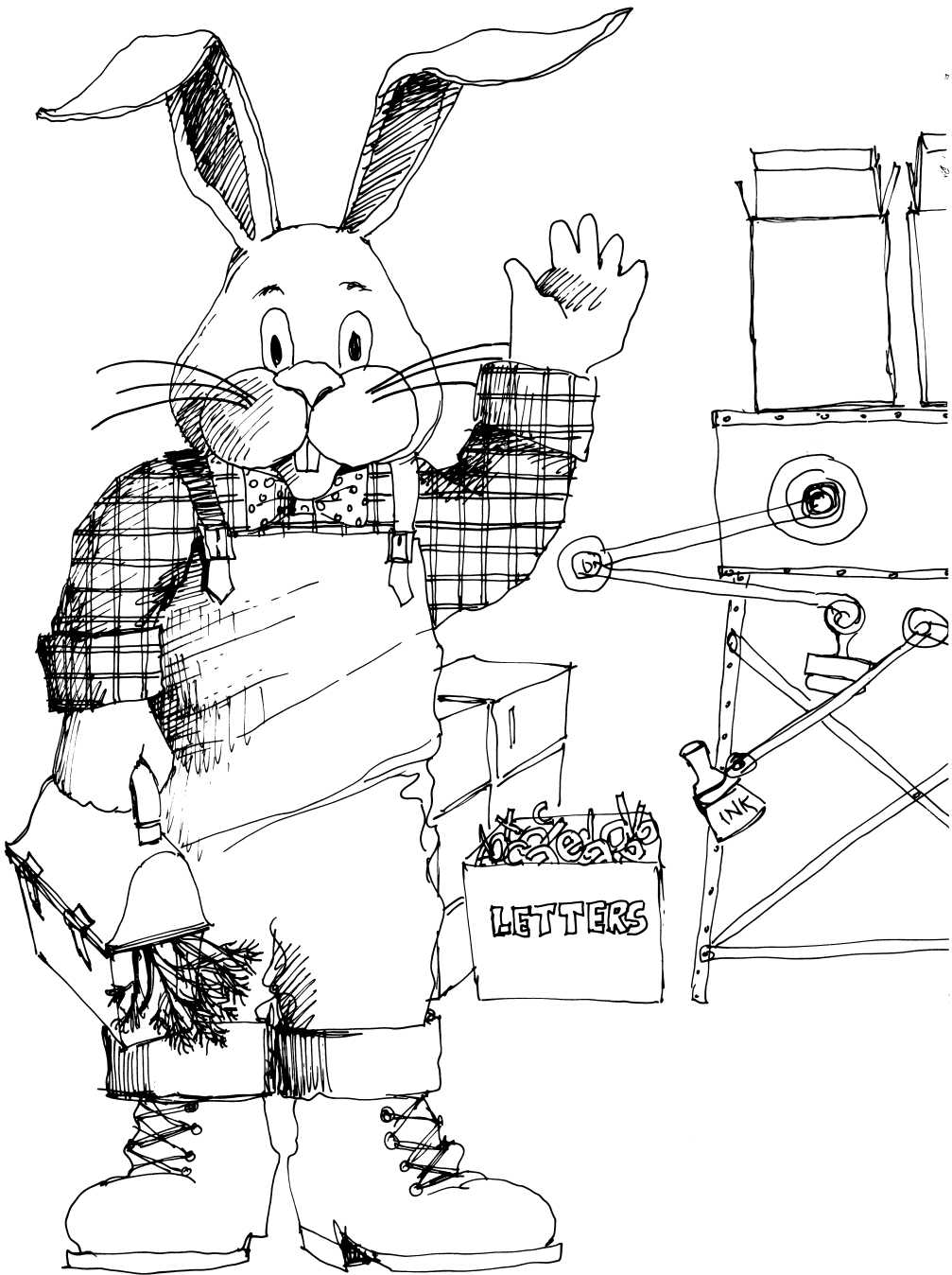
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CONTENTS

| | |
|---|----|
| Welcome to Reader Rabbit | 5 |
| To Parents or Helpers | 6 |
| Getting Started | 7 |
| Special Keys/Joystick/Touch Tablet | 10 |
| The Games | 12 |
| 1. Sorter | 12 |
| 2. Labeler | 16 |
| 3. Word Train | 19 |
| 4. Matchup | 21 |
| The Learning List | 23 |
| Additional Activities | 26 |
| Word List | 28 |
| Picture-Word List | 30 |
| Touch Tablet Overlay | 35 |
| More from The Learning Company | 36 |



WELCOME TO READER RABBIT

Meet Reader Rabbit — your tour guide on a trip through the Fabulous Word Factory! It's an exciting place to learn reading skills, and Reader Rabbit has marvelous machines to help you.

Inside the factory, you'll use machines to store words on shelves or drop them into a trash can. You'll get to label cartons for shipping that have colorful pictures on them. And you'll even get to load words on a train and see it head off for faraway places. Reader Rabbit is there to cheer you on. He'll dance and tumble for you, and help you play his favorite card game with words and pictures.

Wonderful things happen inside the Word Factory. But with the help of Reader Rabbit and his marvelous machines, learning to read is the most wonderful thing of all.

TO PARENTS OR HELPERS

Reader Rabbit is a new approach to helping children develop important reading skills in an enjoyable way. The program is ideal for children who can name at least half of the letters in the alphabet.

The first three games increase in difficulty, so beginners might play them in order. They first learn to identify letters, then sort them into words, and then sequence words according to a special rule. The last game can be played at any time, but there are six ways to play it with the easiest first. Here, children match pictures, words, and parts of words and improve their memory and concentration skills.

To get started with Reader Rabbit, nonreaders will need help learning which keys to use and how to play each game. This manual is designed to be read by parents or helpers so that they can guide children who are learning to play the games. You may want to read the manual and play the games yourself before introducing them to your children. Then, you can guide them as they play each game until they feel comfortable. With a little help at the beginning, children will be on their own for hours of fun.



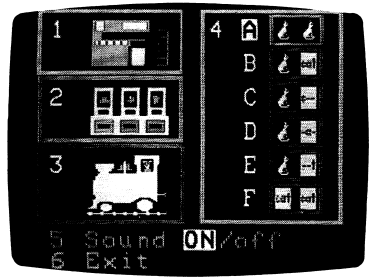
This symbol marks special hints which can help children with the games. To see what your children are learning, turn to THE LEARNING LIST on page 23.

Quick Start! Manual pages 7 through 9 give all the basic information for playing the games.

GETTING STARTED

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

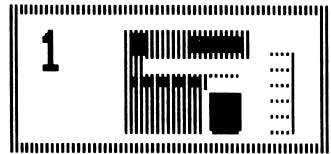
After the title picture, the picture menu will appear. Here you can choose games, turn the sound on or off, or exit the program.



If you're going to use the keyboard and you have a joystick or paddles installed, set them to a center position before selecting a game.

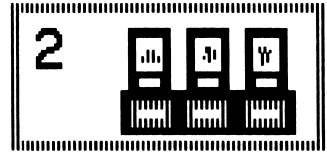
1. SORTER

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



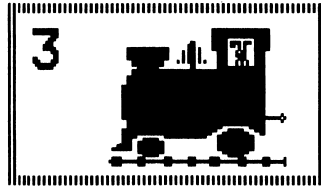
2. LABELER

Unscramble letters to spell words that name pictures.



3. WORD TRAIN

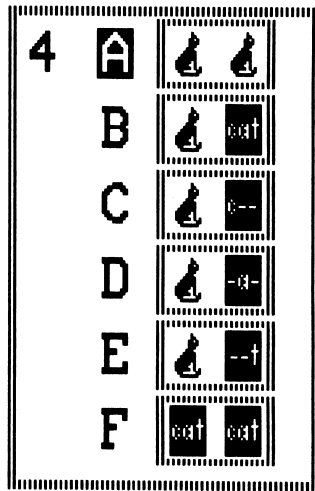
Load a train with words that differ by one letter from the word before.



4. MATCHUP

Match pictures, words, and parts of words in a memory card game. There are six ways to play this game — the first is the easiest:

- A match a picture with a picture.
- B match a picture with a word.
- C match a picture with a beginning letter.
- D match a picture with a middle letter.
- E match a picture with an ending letter.
- F match a word with a word.



HOW TO CHOOSE A GAME

To choose one of the first three games, press its number. To choose the fourth game, press the letter of the option you want — A, B, C, D, E, or F. After that letter lights up, press **4** to choose the game.*



For first time players, choose the first game, Sorter, or Matchup A. These are the easiest ones to play.

SOUND

The highlighted "ON" box means the sound is on in the games. Press **5** to turn the sound off. Press **5** again to turn the sound back on.

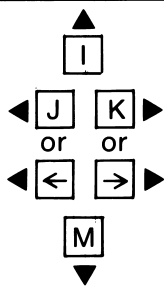
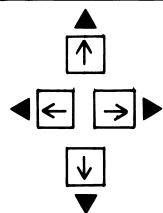
EXIT

Press **6** to stop playing Reader Rabbit.

*Remember, if you're using the keyboard and have a joystick or paddles installed, set them to a center position or zero before selecting a game.

SPECIAL KEYS/JOYSTICK/TOUCH TABLET

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

| KEY | | FUNCTION |
|---|---|---|
| APPLE II and II+ | APPLE IIe | |
|  SPACEBAR |  SPACEBAR | <p><i>Moves the hand pointer up, down, left, and right</i></p> <p><i>Selects a letter, word, or picture. Starts a game. Clears away a game.</i></p> <p><i>Returns you to the menu. You can press ESC at any time.</i></p> <p><i>Gives you instructions for each game. You can press ? at any time.</i></p> <p><i>Lets you change options in the Sorter, Labeler, and Matchup games.</i></p> |
| ESC | ESC | |
| ? | ? | |
| * | * | |

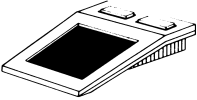


If you have an Apple II or Apple II+ you may want to mark the I, J, K, M keys with stickers or tape to help your child locate them. Or you can write the letters on a 3X5 card with arrows and place it near the computer.



Self-Centering Joystick: Press the lever a short distance in the direction you want to go and let it return to center. The hand will move one position.

Press either button on joystick instead of spacebar to select a letter, word or picture; start a game or clear away a game.

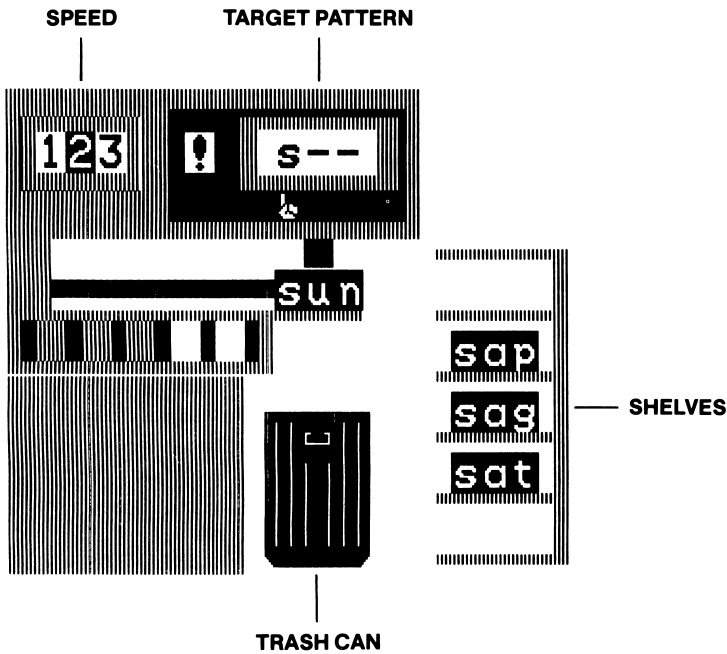


KoalaPad™ Touch Tablet: Use the overlay on page 35. Tap the arrow that points in the direction you want to move. One tap moves the hand pointer one space. Press either button on the touch tablet instead of spacebar to select a letter, word or picture; start a game or clear away a game.

THE GAMES

1. SORTER

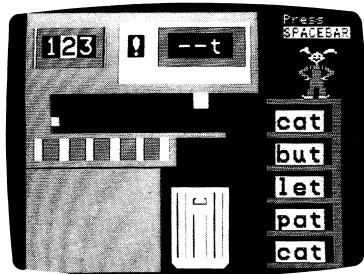
To run the Sorter machine, you need to match words to the target pattern shown at the top of the machine. Put words that match on the shelves. Let words that don't match fall in the trash can. Try to fill all five shelves with words that match the target pattern.



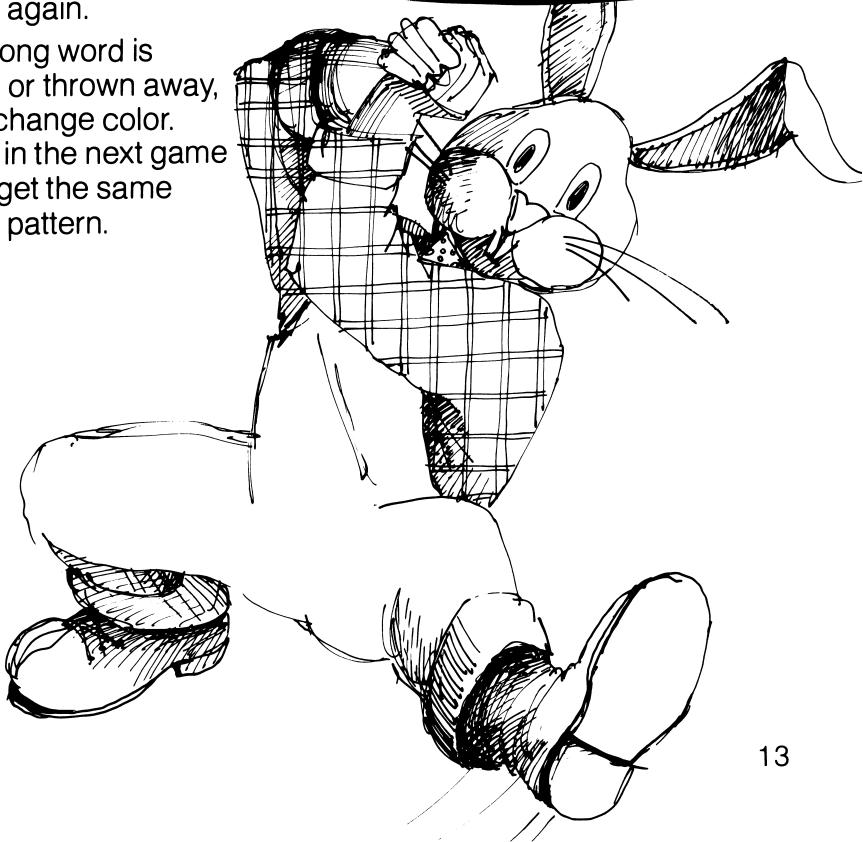
Fill the shelves with words that match the target pattern. Here, match words that begin with "S."

HOW TO PLAY

- Press **SPACEBAR** to start the game.
- Watch a word slide out of the machine. If it matches the target pattern:
 - Press **SPACEBAR** to save the word on a shelf.
- If it does not match:
 - **Do nothing** and it will drop into the trash can by itself.
- When all five words are safely on the shelves, Reader Rabbit will do a dance. (He will stop if you press **SPACEBAR**).
- Press **SPACEBAR** to clear away the game so you can play again.



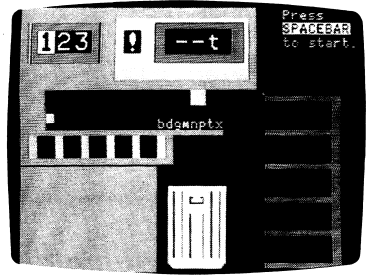
If a wrong word is saved or thrown away, it will change color. Then, in the next game you'll get the same target pattern.



HOW TO CHANGE THE GAME

Before you press **SPACEBAR** to start a game, you can change:

- the speed of the game.
- the target pattern.
- the target letter.







SPEED

Change the speed from slow (**1**), to medium (**2**), or fast (**3**) by pressing the number you want. When the speed is set for slow, you can make the words drop even sooner into the trash can. Press **↓** (Apple IIe) or **M** (Apple II or II+) so you won't have to wait.




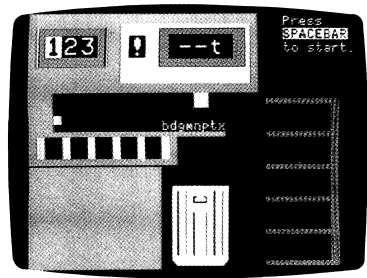
It's best not to show your children how to make the words drop sooner until they are very comfortable with the keyboard.

TARGET PATTERN

The game uses random target patterns and letters when the hand pointer is under the exclamation point (!). To set the position of the target letter (“target pattern”) to a beginning, middle, or ending letter, move the hand to the position you want under the target box. Use  and  keys or  and  keys to move the hand. A random target letter will appear in the selected position.

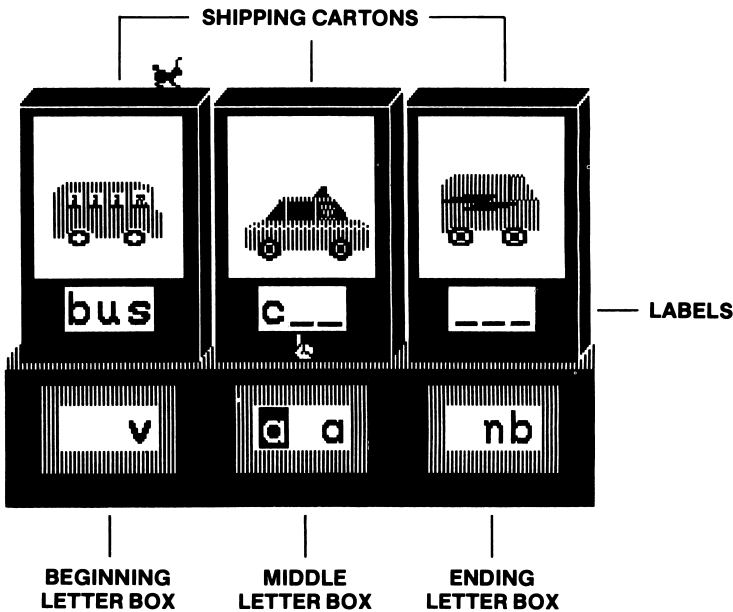
TARGET LETTER

After you’ve selected a target pattern, press  to see what other letters you can use. The letters will appear below the target box. Type the letter you want and it will appear in the target box. (NOTE: You cannot select a letter if the hand pointer is under “!”.)



2. LABELER

Label the pictures on the shipping cartons by moving the letters from the boxes to the labels. The letters in the left box are beginning letters. They belong on the first lines on the labels. The letters in the middle box belong on the middle lines. The letters in the right box belong on the last lines. When all the letters are in the right places, the labels will spell the words for the pictures on the cartons.



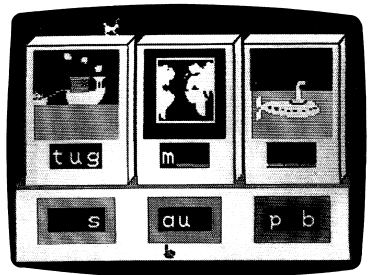
Make a label for each picture.

HOW TO PLAY



Encourage your child to study the first screen of the pictures and words. It shows how the words are spelled and where they go.

- Press **SPACEBAR** to start the game.
- Use the **←** and **→** keys or **J** and **K** keys to move the hand pointer to a letter you want.
- Press **SPACEBAR** to choose this letter. It will change color and the hand will move to one of the labels.
- Move the hand to the label where you think the letter belongs.
- Press **SPACEBAR** to put the letter in the label. If the letter belongs there, it will stay put. If not, it will return to the box so you can choose another letter.
- Move all the letters to the labels where they belong. Then press **SPACEBAR** to drop the boxes downstairs to the shipping room.



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

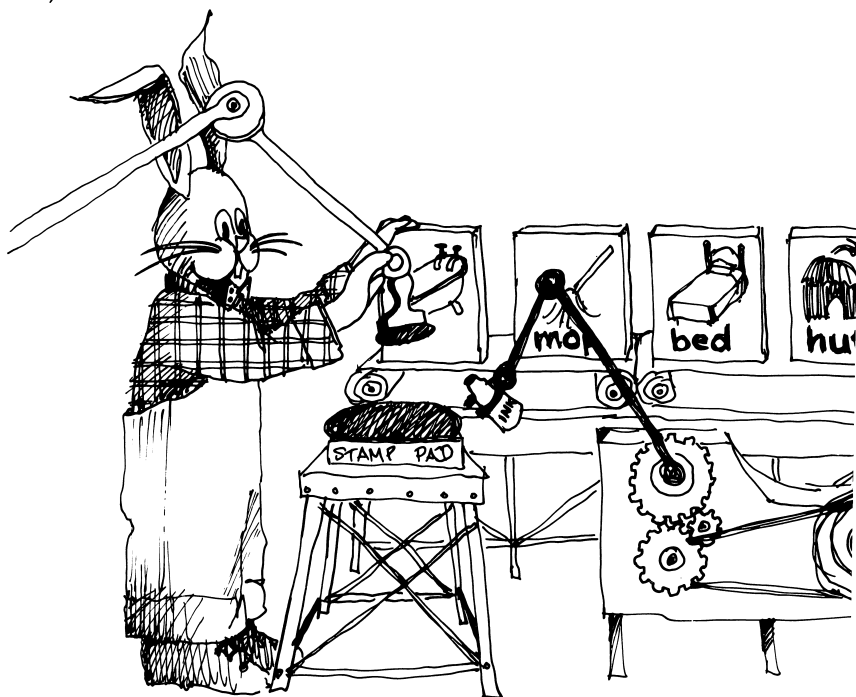
HOW TO CHANGE THE GAME

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

- Press **[*]** to see the list of picture sets.
- Press the number of the picture set you want.

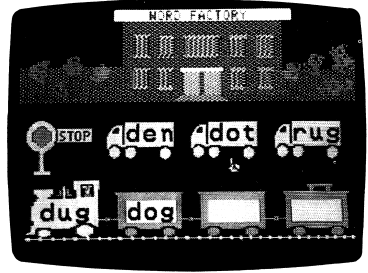


Each picture set has six or more different pictures. There are over 70 pictures in all! (See the Picture-Word List on page 30.)



3. WORD TRAIN

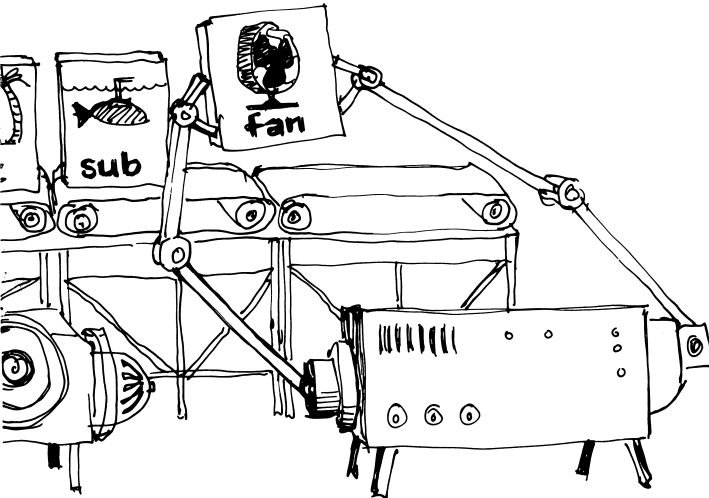
Fill the train with words from the Word Factory trucks. Each word you put in a train car must differ by just one letter from the word in front of it (Reader Rabbit's "one-difference rule").



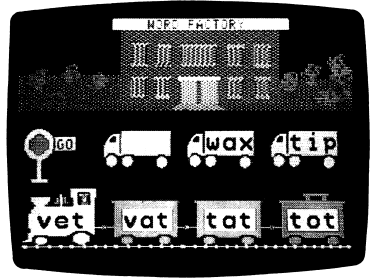
Fill the train with words that differ by one letter from the word before.

HOW TO PLAY

- Look at the word in the locomotive. Find a word in one of the trucks that has only one letter different.
- Use the **←** and **→** keys or **J** and **K** keys to move the hand pointer under that truck.
- Press **SPACEBAR** to put the word in the first train car. If it fits the one-difference rule, new words will appear in the trucks.



- Find a new word in the trucks that differs by only one letter from the last word you put on the train. Keep loading words in the train cars until the train is full. Can you make the whole train roll off?*



- If the word you pick doesn't fit the one-difference rule, it will change color and won't go in the train car. Press **SPACEBAR** and the loaded cars will roll off. Then you can play again with a new set of words.



Help your child compare the word in the train with the words in the trucks. Point to the words one at a time.

Ask these questions about each word in the trucks:

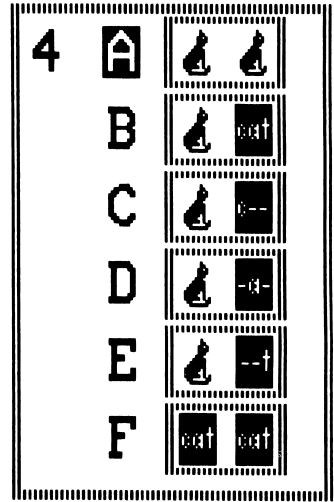
- Does it have the same beginning letter (as the word in the train)?
- Does it have the same middle letter?
- Does it have the same ending letter?

One “no” means that you’ve found the word that belongs in the train car.

*You can press spacebar after the train is *full* to bypass the song and stop the train from rolling off. This will allow you to start the next game more quickly if you wish.

4. MATCHUP

Matchup is a memory game where you match pairs of cards. By choosing different options from the menu, you can match pictures to pictures (A), pictures to words (B), pictures to parts of words (C, D, E), or words to words (F).



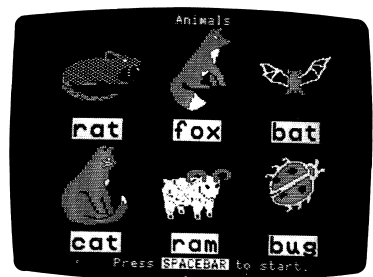
For first time players, choose option A from the menu. This is the easiest way to play the game.

HOW TO PLAY

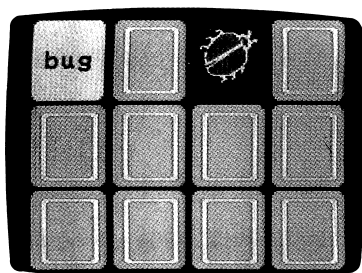


Encourage your child to study the first screen. It shows the pictures, words, or parts of words that are used in the game.

- Press **SPACEBAR** to start this game.
- Use the arrow keys **↑**, **←**, **→**, **↓** or **I**, **J**, **K**, **M** to move the hand pointer to any card you want.



- Press **SPACEBAR** to turn the card over and see the picture, word, or part of a word.
- Move the hand to another card and press **SPACEBAR** to turn that card over. If the two cards match, they will disappear. If they don't match, the cards will flip over again.
- Continue turning cards over and keep trying to match them up. When you've matched all the cards, you'll see all the word-picture pairs.



Matchup B — Match pairs of cards until all cards disappear.

If it took a lot of turns to find the cards, you'll get the same cards in the next game. Otherwise, you'll play the same game with new cards.



Matchup is a good game to play with friends.

HOW TO CHANGE THE GAME

At any time, you can choose a different set of cards and change the game.

- Press ***** to see your choices.
- Press the number of the card set you want.
- Press the letter of the option you want.
- Press **RETURN** to return to the game.

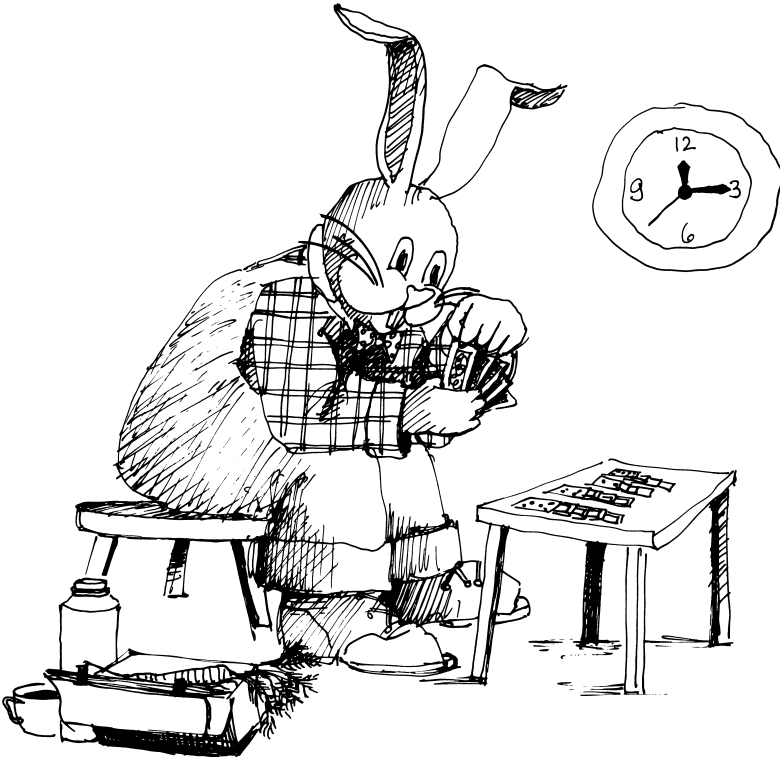


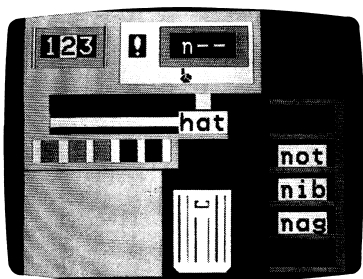
THE LEARNING LIST

Reader Rabbit provides children with a playful and exciting way to learn important reading skills and increase their vocabulary. Using over 200 three-letter words, each of the first three games builds on the skills from the game before it. The fourth game reinforces those skills in six different ways.

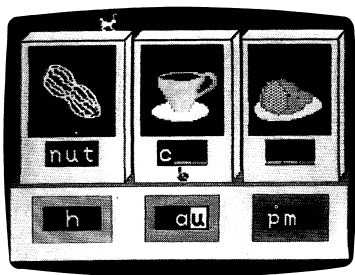
At first, children learn to recognize letters and their locations in consonant-vowel-consonant (C-V-C) words with short vowels. Next, they unscramble letters to spell over 70 words that match pictures. Then, they use logic to compare words and identify those that differ by just one letter. The last game gives children an opportunity to apply their visual discrimination skills while they improve their memory and concentration.

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



1. SORTER

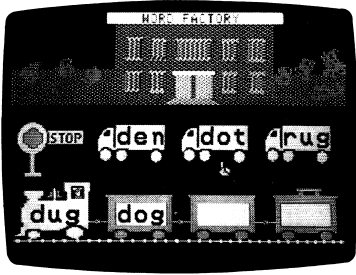
- Identifying unfamiliar letters.
- Gaining speed in recognizing letters.
- Locating beginning, middle, and ending letters in C-V-C* words.
- Recognizing spelling patterns.

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.

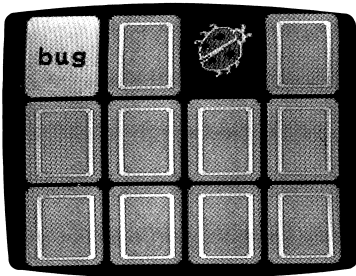
*consonant-vowel-consonant

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.

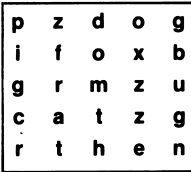
ADDITIONAL ACTIVITIES

WORD SEARCH

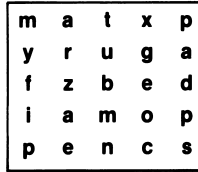
There are eight words hidden in each puzzle below. All words have three letters. The words may go:

- across →
- down ↓
- diagonally ↗ ↘

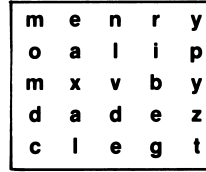
Circle the words as you find them. If you can't find all eight words, turn to the Picture-Word List beginning on page 30. The words are listed there.



ANIMALS



HOUSE



PEOPLE

WORD PLAY



Play this game after your child is familiar with the Reader Rabbit games.

Word Play is a game for two or more players. All you need is the Word List on pages 28 and 29 of this guide.

The first player names a word from the Word List and then says either “beginning,” “middle,” or “ending.” The other player must name the letter in that location. If the first player says “rug” and “ending,” the second player names the letter “g.”

The players take turns naming words, locations, and letters. The player who names all the letters correctly wins.

Variation 1:

This two-player game uses the Word List on pages 28 and 29 and the Picture-Word List beginning on page 30.

The first player names a word from the Word List. The other player identifies the ending letter and names a picture from the Picture-Word List that *begins* with that letter. If the first player says “mat,” the second player may say “tug,” or “tag,” or “tub.”

The players take turns naming words and pictures. The player who doesn’t get stuck or make a mistake wins the game.

Tell your child not to name a word from the word list that ends in “X,” such as fox or box, otherwise he or she will lose the game.

Variation 2:

Use the letters of the alphabet below. Players take turns naming words that begin with each letter. They may name words from the Word List or any word that begins with the given letter.

b c d f g h j k l
m n p r s t v w

WORD LIST

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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

PEOPLE



dad



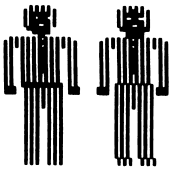
leg



lip



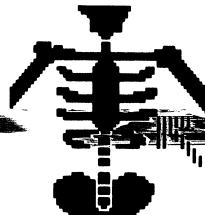
man



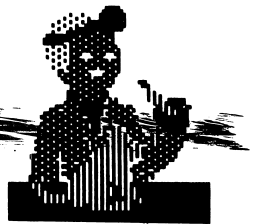
men



mom



rib



vet

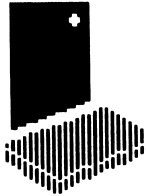
HOUSE



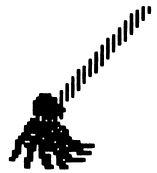
bed



fan



mat



mop



pad



pen



rug



tub

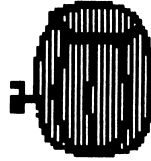
CONTAINERS



bag



box



keg



lid

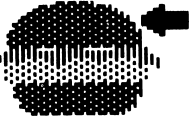


net



pot

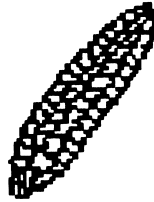
KITCHEN



bun



can



cob



cup



ham



jam



nut

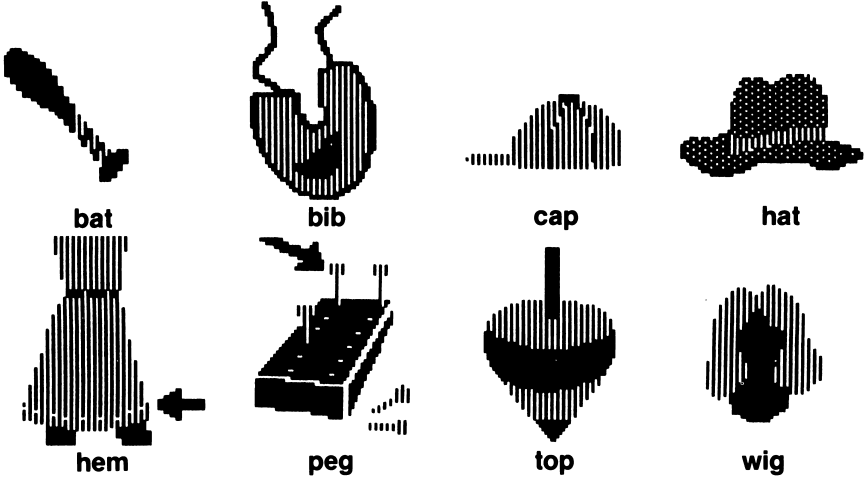


pan

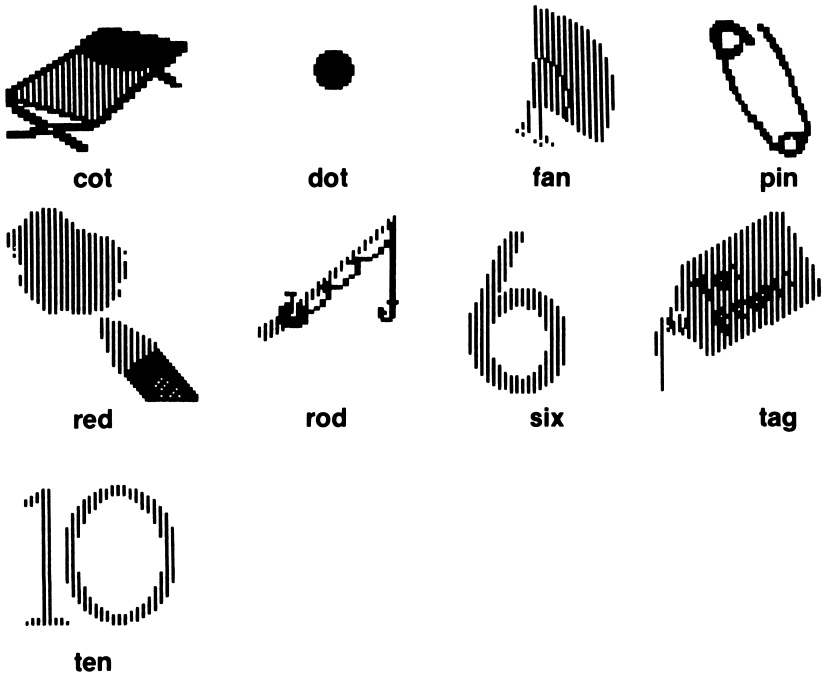


pot

PLAY AND WEAR



VARIETY



TRAVEL



bus



cab



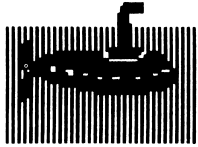
gas



jet



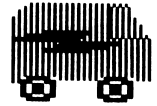
map



sub



tug

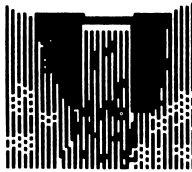


van

OUTDOORS



bud



dam



fin



hut



log



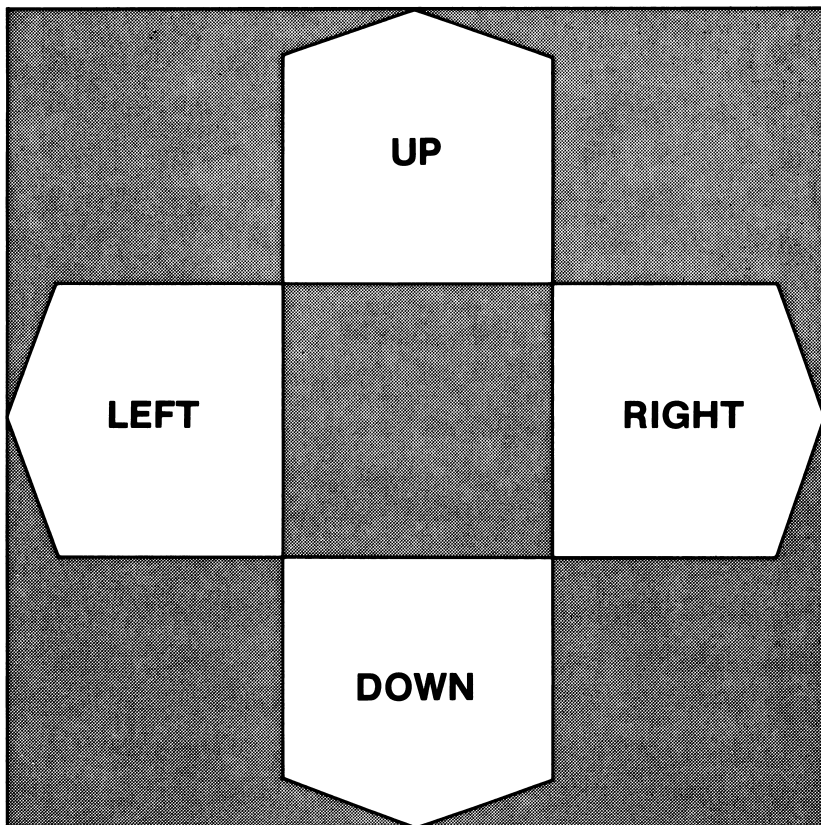
sun



web

KOALAPAD™ TOUCH TABLET OVERLAY

Photocopy this overlay and tape it to your KoalaPad Touch Tablet. To use the touch tablet, tap the arrow that points in the direction you want to move. One tap moves the hand pointer one space. Press either button on the touch tablet to select a letter, word or picture; start a game or clear away a game.



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BUMBLE GAMES With Bumble, a friendly creature from the planet Furrin, children learn fundamental math skills and create computer graphics. Ages 4-10.

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