Writer Rabbit™

Critics' Choice Award

Builds Early Writing Skills

come to my party.
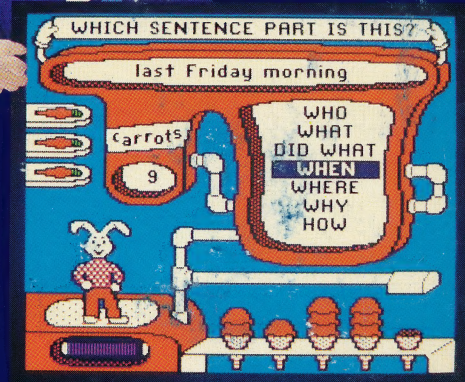
Writer Rabbit
Ages 7–10

Makes Learning to Write Easy and Fun!

Build Your Child's Writing Skills at Writer Rabbit's Sentence Party!

"A must for every child who is beginning to write. A natural step before introducing the child to word processing." — Dr. Ariella Lehrer, Child Psychologist and Software Evaluator

WHICH SENTENCE PART IS THIS?
last Friday morning
Carrots 9
WHO WHAT DID WHAT WHEN WHERE WHY HOW

Teaches Children How to Write Complete Sentences

- **Unique educational approach** uses simple phrases to build sentences
- **Correct answers are rewarded** with birthday party treats and the dancing Writer Rabbit

- **Develops creativity** as children make up their own "silly" stories and letters
- **Hours of fun** for children as they play six carefully sequenced games

Special Features Provide an Enriched Learning Experience

- **Can be customized** to child's ability — select vocabulary level, sentence length, game speed, and more
- **Prints out** "silly" stories and letters, plus an "Award" certificate (printer optional)

- **Score-keeping system** lets you assess progress and identify areas for improvement
- **Ideal for classroom or home** — contains thousands of vocabulary words, phrases, and sentence combinations

Compare... *Writer Rabbit is the most complete and comprehensive early writing program available. Perfect for building every child's writing abilities!*

Try these other award-winning programs from The Learning Company...

Subject	Ages:	4	5	6	7	8	9	10	11	12	13	14	15+ Adult
Reading/Writing Skills			Reader Rabbit & Writer Rabbit										
Math Skills			Math Rabbit										
Spelling Skills					Magic Spells								
Thinking/Problem-Solving Skills			Gertrude's Secrets & Moptown Hotel										
Advanced Problem-Solving Skills							Rocky's Boots & Robot Odyssey						

The Learning Company

6493 Kaiser Drive • Fremont, CA • 94555 • (800) 852-2255

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The Learning Company
V1.4WRG-2156

0 34353 17120 9
WR-APPLE IIGS

The Learning Company

Writer Rabbit
Early Writing Skills

Ages 7-10

Apple®
IIGs™

The Learning Company

Writer Rabbit

Early Writing Skills

Ages 7-10

The Learning Company ®

...helping young minds grow

The Learning Company

The Learning Company

The Learning Company®

**Apple® IIGS™
3.5" disk version**

Ages 7–10

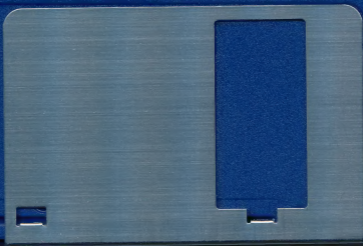# Writer Rabbit™

Builds Early Writing Skills

V1.4

DOUBLE SIDED   0412819

The Learning Company®

Get on Our "Head of the Class" Mailing List!

Fill out this card today to register your software. You will receive valuable updates, product information and "special offers" from **The Learning Company**.

1. NAME _____ PHONE (_____) _____

   ADDRESS _____

   CITY _____ STATE _____ ZIP _____

2. Name of program: _____ Date Purchased: _____

3. Who selected this program:
   ☐ Teacher   ☐ Father   ☐ Mother   ☐ Other (Specify): _____

4. This program will be used at: ☐ Home ☐ School ☐ Both ☐ Other (Specify): _____

5. Machine version: ☐ Apple   ☐ IBM ☐ Commodore   ☐ Other (Specify): _____

6. Store where purchased: Name _____ Phone (___) _____
   City _____ State _____

7. Was your salesperson familiar with the program: ☐ Yes   ☐ No

8. Did he/she demonstrate the program for you: ☐ Yes   ☐ No

9. Which factors most influenced your decision to purchase this **Learning Company** program:
   ☐ Product Features described on package   ☐ Salesperson recommended
   ☐ Learning Company reputation   ☐ Teacher recommended
   ☐ Ad in newspaper   ☐ Friend recommended
   ☐ Ad in magazine   ☐ Price
   ☐ Review in magazine   ☐ Other _____

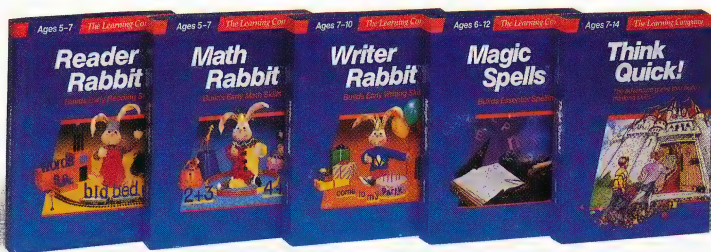10. Which two computer/software magazines do you most frequently read:
    a _____   b _____

Parent/Teacher Guide to Selecting Software for Children Ages 4-14

The Learning Company

Helping young minds grow.

The Five Secrets to Selecting Educational Software for Children

Your child's education is an important investment. Be sure the software you buy passes this test:

1. Does it have **proven educational value?** The software should have been developed by a team of qualified educators using a sound learning approach.

2. Does it develop **thinking skills?** The right software will provide more than drill and practice. It should also enrich your child's thinking skills and develop his or her problem-solving abilities. This prepares children for future learning success.

3. Is it **motivating?** Children love to learn-in the right environment. Good software stimulates a child's natural curiosity and provides positive reinforcement. The software should provide several levels of play and options to customize it to the child's current level and specific needs. Above all, your child should enjoy it.

4. Is it **easy-to-use?** You and your child should not be spending time trying to figure out how to use the software. A simple set of commands and consistency from one product to the next lets you get straight to the fun.

5. Is it part of a **family of products** that are **guaranteed?** Look for a line of products that covers your child's needs across several subject areas. Make sure the company stands behind its products and will guarantee your satisfaction.

Build Reading, Math
and Early Thinking Skills for Ages 4-7

Reader Rabbit™

(Ages 4-7)

Builds Early Reading Skills

Four animated games help develop fundamental reading, spelling and thinking skills. Children improve word recognition, vocabulary and memory skills in Reader Rabbit's fabulous word factory.

▶ **Uses positive reinforcement** to motivate children and reward correct solutions

▶ **Carefully sequenced games** increase in difficulty as your child's skills grow

▶ **New "talking" version** for the Apple IIGS™ uses high-quality digitized speech for an even more exciting and rewarding learning experience.

"Reader Rabbit is a highly motivational game…well designed and easily used by young children."
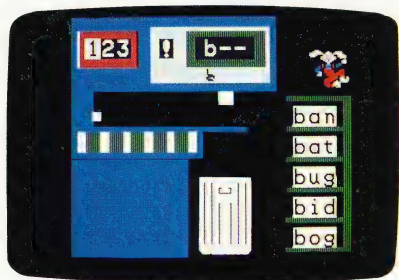—**The Computing Teacher**

"Parents' Choice Gold Award"
—**Parents' Choice**

"Critics' Choice Award"
—**Family Computing**

Apple II Series, **IBM/Tandy** and
Compatibles (5.25″ disk) $39.95
Special "Talking" version for **Apple IIGS**
and **Tandy 1000 (3.5″ disk)**. $59.95
Macintosh (3.5″ disk) $59.95
Commodore 64/128 also available.

Math Rabbit™

(Ages 4-7)

Builds Early Math Skills

Introduce your child to the fascinating world of numbers! Four games teach children how to add and subtract one- and two-digit numbers, and recognize number patterns and relationships. Math Rabbit develops children's early thinking skills while teaching them math.

▶ **Many options** let you customize games to child's learning level.

▶ **Builds a solid foundation** for future work in multiplication

"Rich in educational content and fun to play."
—**Dr. Carol Wilder, Parent and Educator**

Apple II Series, **IBM/Tandy** and
Compatibles (5.25″ disk) $39.95
Apple II Series, **IBM/Tandy** and
Compatibles (3.5″ disk) $39.95

Gertrude's Secrets®

(Ages 4-7)

Builds Early Thinking Skills

Seven entertaining games build a child's early thinking and problem-solving abilities. Children move colorful playing pieces to learn important classification, grouping, sequencing and organizing skills.

▶ **Fascinating puzzles of increasing difficulty** enrich and reinforce skills essential to math

▶ **Children develop creative problem-solving skills** as they test solutions

"Best Software of the Year"
—**Learning Magazine**

Apple II Series, **IBM/Tandy** and
Compatibles (5.25″ disk) $39.95
Apple II Series, **IBM/Tandy** and
Compatibles (3.5″ disk) $39.95
Commodore 64/128 also available.

Develop Writing, Spelling and Thinking Skills for Ages 6-12

Writer Rabbit™

(Ages 7-10)

Builds Early Writing Skills

The best learning-to-write program available. In six carefully sequenced games, children join Writer Rabbit at a sentence party and learn to create complete sentences and stories. Each game builds important reading comprehension skills while developing writing skills.

▶ **Can be customized to child's ability** by selecting vocabulary level, sentence length and game speed.

▶ **Develops creativity** as children make up their own stories and letters

▶ **Prints out** over 70 stories and letters, plus an "Award Certificate"

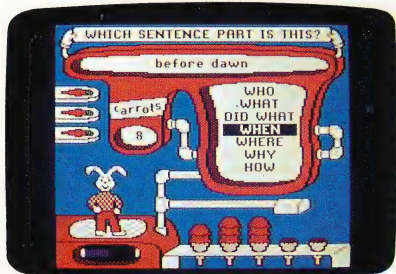*"A must for every child who is beginning to write. A natural step before introducing the child to word processing."*
—Dr. Ariella Lehrer, Child Psychologist and Software Evaluator

"Critics' Choice Award"
—Family Computing Magazine

Apple II Series, **IBM/Tandy** and
Compatibles (5.25″ disk) $49.95

Apple II Series, **IBM/Tandy** and
Compatibles (3.5″ disk) $49.95

Magic Spells®

(Ages 6-12)

Builds Essential Spelling Skills

Sharpen spelling skills by unscrambling words and spelling flashed words in a magical kingdom. Magic Spells enriches a child's understanding of letter relationships as it provides spelling practice.

▶ **Includes sample word lists** with hundreds of words at many levels

▶ **Enter weekly spelling words** with the easy-to-use "Spells Writer" editor

▶ **Rewards and motivates children** with captivating graphics and amusing sound effects

"We only wish that spelling drills had been this much fun when we were kids."
—Apple II Review

Apple II Series, **IBM/Tandy** and
Compatibles (5.25″ disk) $39.95

Apple II Series, **IBM/Tandy** and
Compatibles (3.5″ disk) $39.95

Commodore 64/128 also available.

Strengthen and Enrich
Problem-Solving Skills for Ages 7-14

Think Quick!™

(Ages 7-14)

The animated adventure game that builds thinking skills

This fast-paced adventure game helps children develop important thinking skills needed for future learning. Players overcome increasingly difficult challenges as they race through over 100 rooms in the magical Castle of Mystikar.

▶ **Helps build skills in logical thinking**, developing strategies, decision making and problem solving

▶ **Six increasingly difficult game levels** provide endless hours of learning fun

▶ **Several play options** let children explore at their own pace, race against the clock or create their own games

▶ **Secret panels, magical objects, maps, clues, Slime Worms and an enchanted Knight** all add up to a delightful exploration for children.

"An exciting and very motivational program that enhances many areas of learning, including problem solving and decision making."
— **Judy Cato, Teacher**
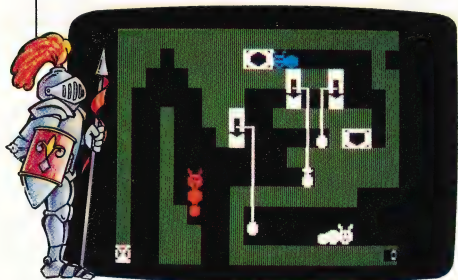
"Parents' Choice Gold Award"
— **Parents' Choice**

"A+ All Stars" — **A+ Magazine**

Apple II Series, IBM/Tandy and
Compatibles (5.25″ disk) $49.95

Apple II Series, IBM/Tandy and
Compatibles (3.5″ disk) $49.95

Rocky's Boots®

(Ages 9-up)

Builds Problem-Solving Skills

This widely acclaimed program develops logical thinking and problem-solving skills that are important in math and science. Children learn to create increasingly powerful "logic machines" in 40 fun, interactive games.

▶ **Each game introduces new logic concepts** while building on skills learned in earlier games

▶ **40 games and a variety of options** provide countless hours of entertainment

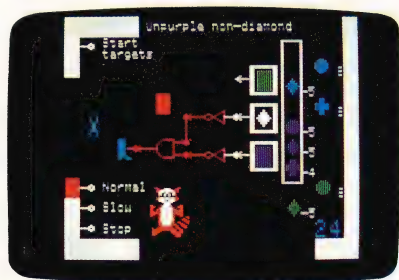*"Software of the Year"*
— **Parents' Choice and Learning Magazine**

"Rocky's Boots is as much fun as the computer itself!" — **Time Magazine**

Apple II Series, **IBM/Tandy** and
Compatibles (5.25″ disk) $49.95

Apple II Series, **IBM/Tandy** and
Compatibles (3.5″ disk) $49.95

Commodore 64/128 also available.

Build and Develop
Written Communication Skills

The Children's
Writing & Publishing Center™

NEW

(Ages 9 and up)

Educators recognize an intimate relationship between writing and thinking. This product is a tool that helps build and develop written communication skills. Designed for ease-of-use, it stimulates the natural creativity of young people and makes the process of writing both fun and rewarding. It combines powerful features in word processing, picture selection, and page design to help children produce first-class illustrated reports, letters, stories, newsletters and more.

▶ What makes it unique
- More features than any other children's word processing or desktop publishing program. It combines words and pictures effortlessly—words automatically wrap around pictures that are placed on documents.
- Easy-to-follow instructions and colorful screen displays coach new users every step of the way.
- Does everything your child will want to do for school or home: reports, letters, stories, newsletters, and more.

▶ Special Features:
- Multiple font styles and sizes
- Words automatically flow around pictures
- Over 150 pictures—Also compatible with Print Shop™ and other graphics libraries
- "What you see is what you get" display
- One or two column formats

- Top-notch printouts in black and white or color (with a color printer)
- Colorful, easy-to-read menus
- Easy to read screens
- Online help and page format
- Cut and paste text

"My students' excitement and pride in their new found power over the written word has added a new dimension to reading and writing instruction. Thank you."
                    —Lynn Murphy, Teacher, Laurel School

Now available for:
Apple IIGS, IIc Plus (3.5″ disk) **$59.95**
Apple IIe, IIc (5.25″ disk) **$59.95**
Tandy, IBM and Compatibles available early 1989.

About The Learning Company

A leader in educational software, The Learning Company is unique in its focus on building children's underlying thinking skills while reinforcing the important basic curriculum subjects. Since its founding in 1979, the company has been written up by Harvard Business School, Stanford University and other institutions. Its single-minded focus on quality is reflected in extensive pre-market testing in homes and schools, and a rich product line with which a child can grow with additional subjects and with age.

Fun and ease-of-use are central elements of The Learning Company's programs. Cheerful and intriguing characters, challenging situations and environments are combined to provide captivating and entertaining programs that a child can enjoy for hours. The multiple skill levels and easy-to-follow directions make each program easy to use—no frustrations, no complicated procedures. And, your satisfaction is guaranteed.

Choose from our family of quality software

SUBJECTS AGES:	4 to 7	7 to 10	10 to 14
Reading/Writing	Reader Rabbit	Writer Rabbit	
Writing/Publishing		The Children's Writing & Publishing Center	
Math	Math Rabbit		
Spelling		Magic Spells	
Thinking/Problem-Solving	Gertrude's Secrets	Think Quick!	
Advanced Problem-Solving			Rocky's Boots

Check the Reference Guide Below
for Your Hardware Requirements

Programs (Ages)	APPLE® IIGS/IIc Plus/IIe/IIc		IBM®/TANDY® & Compatibles*	
Reader Rabbit (4-7)	64k	1,6	256k	1,3,7
"Talking" Reader Rabbit (4-7)	256k	1,5	256k	1,3,7
Math Rabbit (4-7)	64k	1,8	128k	1,4,7
Gertrude's Secrets (4-7)	48k	2,8	256k	2,3,7
Writer Rabbit (7-10)	64k	1,8	256k	1,4,7
Magic Spells (6-12)	64k	1,8	256k	1,3,7
Think Quick! (7-14)	64k	1,8	128k	1,4,7
Rocky's Boots (9 & up)	48k	2,8	128k	2,3,7
The Children's Writing & Publishing Center (9 & up)	128k	1,8,9	256k	1,4,7

Notes on system requirements:
1. Color monitor not required
2. Color monitor or color TV **required**
3. Color graphics adapter **required**
4. Color graphics or Hercules mono-
   chrome graphics adapter required
5. **Apple** IIGS only—3.5″ Disk Drive **required**

6. **Apple Macintosh** format available. Runs on Mac SE,
   Mac Plus, and Mac 512k with 800k disk drive.
7. 3.5″ Disk or Hard Disk Installable Version
   available (see below)
8. 3.5″ Disk for **Apple** IIGS, IIc Plus also available.
9. Dot matrix, black and white, or color printer required

*IBM/Compatible Information

Requirements: IBM and compatible products require PC-DOS 2.0-3.3 or MS-DOS 2.0-3.2
Tandy 1000 products require MS-DOS 2.1-3.2

Systems tested for complete compatibility:
IBM PS/2; IBM PC/XT/AT/jr.; TANDY 1000 EX/SX/ HX/TX/3000; COMPAQ 286/
PORTABLE; LEADING EDGE D; EPSON EQUITY 2/3; HP VECTRA; AT&T 6300;
COLUMBIA; PANASONIC FX 600; TOSHIBA t-1100/3100; ZENITH 148/158/248/ 258.

▶ **3.5″ Disk Version** for the Apple IIGS, IIc Plus and for the Tandy 1000, IBM PS/2™ and
other compatible 3.5″ disk drives are available. Call us.

▶ **Hard Disk Installable Version:** A special format that can be installed and run on
a hard disk is available by mail with the purchase of any IBM or Tandy 1000
version of The Learning Company's programs. See package or call us for details.

▶ **Satisfaction Guaranteed!** All programs from The Learning Company carry a
no risk, 30-day money back guarantee.

▶ **Special Note to Educators:** The Learning Company also offers a complete line
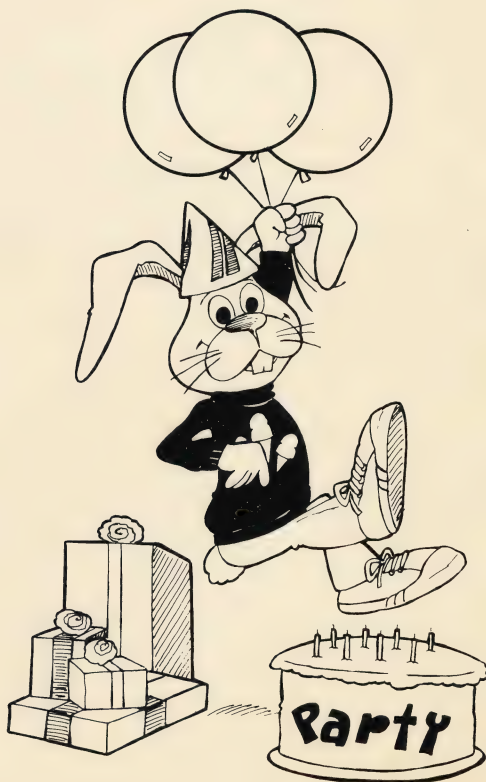of School Editions. Call our School Division for more information.

Hop over to your nearest Learning Company
Dealer or call us toll free: **1-800-852-2255.**

6493 Kaiser Drive, Fremont, CA 94555 (415) 792-2101

The Learning Company®

110988

Writer Rabbit™
Builds Early Writing Skills

*Children have fun learning early writing and
reading skills at Writer Rabbit's "Sentence Party."*

Quick Start

With a little help in the beginning, even very young readers can have fun with Writer Rabbit immediately. Parents or helpers should spend a few minutes with first-time players and read through the game instructions on the screen. Players should be encouraged to press ? whenever they need help during the program. Once children learn which keys to press to make things happen in the games, they'll be on their own building sentences and creating stories for hours at a time.

Although there are many ways to change the games, all game options are preset so you can begin playing right away. Here's how:

- ☐ Load the program into your computer. (See page 2.)

- ☐ Select Level A (the easiest level) by following the prompts on the screen.

- ☐ Choose Sentence Hints from the menu of games to learn about the different sentence parts and about complete sentences. Then choose "Go to Main Menu."

- ☐ Select the first game—Ice Cream Game—from the menu.

- ☐ Choose "See how to play" to view the game instructions on your screen. Then choose "Play the game." Whenever you need help in the program, press ? .

- ☐ Refer to the manual for more information on playing the games, changing game options, and saving and printing scores and stories.

Writer Rabbit

For ages 7 - 10

Product Compatibility Information

Writer Rabbit runs on:

☐ **Apple® II +, Apple IIc or Apple IIe with 64k**
Apple IIGS™ with 256k
Apple IIc® PLUS with 128k

Requirements:	5.25" Disk Drive, 64K
	3.5" Disk Drive, 128K
	Color monitor recommended but not required
Optional:	Dot matrix printer

☐ **IBM® PS/2, PC, XT, AT and compatibles with 256k**

Requirements:	Either 5.25" or 3.5" disk drive
	DOS 2.0 - 3.3
	CGA or Hercules-compatible graphics adapter
	Color monitor recommended but not required
Optional:	Dot matrix printer

☐ **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:	Dot matrix printer

Credits

Program and Design

Leslie Grimm, Coordinator and Lead Designer
Cake Games, menu, and the bunny dance graphics

Dennis Caswell, Lead Programmer and Artist
Screen design and animation, Ice Cream and Juice games

Gene Genoar
Silly Story Party

Sid Weber
Cake Games and product quality assurance

Shaun Gordon
Operating system and printer interface, menu

Pete Rowe
Proportional character generator

Silly Stories
Anna Suid
Murray Suid

Design Consultants
Pat Neu
Ariella Lehrer
Bill Dinsmore
Cindy Wilbur

Field Testing
Pat Neu
Margaret Rechif

Quality Assurance
Sid Weber
Christy Warren
Joshua Marks
Rob Powers
Irene Sanchez

Production Coordinators
Cynthia Bruschi
Cori Grimm
Diana James-Cairns

Manual Writer
Janet Joers

Manual Illustrator
Bob Larsen

Introducing . . .

The Learning Company

Since its beginning in 1980, 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 . . .

Writer Rabbit

Writer Rabbit is a playful and imaginative educational program that helps children learn early writing and reading skills. Children identify sentence parts and construct sentences by playing Writer Rabbit's lively party games. When they've learned the basic building blocks of sentences, players have fun creating their own amusing nonsense stories to enjoy again and again.

Through a series of six carefully sequenced games, children learn to recognize simple sentence parts in isolation and in sentences, and to recognize their order in complete sentences. Players then identify complete sentences, expand them, and arrange the sentence parts in the best logical order. They learn one concept at a time, at their own pace, and use those skills to master new ones. The last game in the program encourages writing creativity by allowing players to supply missing parts to a story format. While the stories may stretch the imagination and tickle the funny bone, all of them conform to the accepted rules of grammar. Because the program includes hundreds of phrases, thousands of sentences, and dozens of different story formats, the games are never the same twice — ensuring sustained motivation and hours of stimulating play.

The program features three separate vocabularies for Levels A to C and a wide variety of game options for controlling a child's learning experience. Designed specifically for parents and teachers, the option settings include speed, a timer, sound, and the kind and number of sentence parts used in a game. A chart displays game scores by skill areas so strengths and weaknesses are easy to assess. With a complete help facility available at all levels of the program, and the capability of saving and printing scores and stories, you'll find Writer Rabbit a powerful teaching tool that couldn't be easier to use.

Combining the best in animation, innovative design, educational approach, and humor, Writer Rabbit is sure to delight even reluctant writers of all ages.

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.

Dennis Caswell

Meet Dennis Caswell, the lead programmer and artist of Writer Rabbit, whose artistic talents and programming skill contributed to the special effects and whimsical character of the program's animation. A long list of achievements in game design precedes Mr. Caswell's work on this program, including many popular action games. With an M.S. degree in Computer Science from the University of California at Los Angeles and many years experience programming in assembly and high-level languages, Mr. Caswell has earned a reputation for innovative design and program excellence.

Gene Genoar

Meet Gene Genoar, responsible for the design and programming of Writer Rabbit's Silly Story Party. Mr. Genoar's knowledge of computer languages and operating systems, his programming ability, and his expertise in creating interactive, real-time graphics contributed to the performance and visual appeal of the program's story writer. Having studied Computer and Information Science at the University of California at Santa Cruz and earned a certificate of merit for his design work, Mr. Genoar is a valuable member of The Learning Company's design team.

Introducing . . .

The Authors (continued)

Sid Weber
Meet Sid Weber, the person behind the technical quality of Writer Rabbit, as well as many other Learning Company products. In addition to performing exhaustive tests on the program, Mr. Weber assisted with the programming code and graphics for all three Writer Rabbit Cake Games. With a B.S. degree from Humbolt State University and credentials in computer programming, Mr. Weber has performed quality assurance on product upgrades and conversions for Reader Rabbit, Robot Odyssey, Magic Spells, Rocky's Boots, and many other programs. His versatility and mastery of software testing procedures has assured the technical integrity of The Learning Company software products for many years.

Shaun Gordon
Meet Shaun Gordon, programmer of the operating system, printer interface, and menu of Writer Rabbit. In addition to providing much of this program's user-interface, Mr. Gordon's other accomplishments include developing the editor for Magic Spells and authoring a portion of the adventure game in Robot Odyssey. Currently a student of Electrical Engineering and Computer Science at the University of California at Berkeley, Mr. Gordon is planning to enter the field of artificial intelligence.

Acknowledgment
The concept for this program was inspired by the work of Pat Neu, a teacher of learning-disabled children and computer specialist with the Whisman School district. Ms. Neu developed the idea of breaking sentences into seven distinctive sentence parts and tested the concept for a year with hundreds of elementary school children. Ms. Neu also participated in the extensive field testing of the Writer Rabbit program.

Contents

Welcome To Writer Rabbit

Writer Rabbit invites you to join the sentence party! He's cooked up some great party games that will make you an expert sentence builder and story maker in no time at all. With the help of his fancy machines, writing sentences couldn't be easier!

To play the games, you'll need to learn about sentence parts— phrases that tell who or what did what, when and where, and how and why. You'll use these parts to put sentences together and make Writer Rabbit's machines work. There's an ice cream machine, a cake maker, and a juicer that turn carrots into delicious desserts while you turn sentence parts into complete sentences.

Then join the Silly Story Party and use sentence parts to write your own stories. You can write funny stories, serious stories, even out-of-this-world stories. With Writer Rabbit there to cheer you on, anything can happen! So come on in and join the party!

Getting Started

**To load your Writer Rabbit pro-
gram on an Apple Computer:**

☐ Put the Writer Rabbit disk in
the disk drive, Side 1 up, and
close the door.
☐ Turn on your computer.

After the opening picture, a window appears asking you to choose
the level you want for the games. You can make the window appear
sooner by pressing any key. Each level has a different vocabulary
and different game settings (see page 16). Level A is the easiest
level, Level C is the hardest. You can press ⌐?⌐ to see a descrip-
tion of the levels. When you choose a level, the main menu will
appear — your invitation to join the party!

On an IBM Computer:

Before you use Writer Rabbit for the first time, you need to
install the Writer Rabbit diskette. This is described on page 28
of this manual.

Once DOS is on your diskette, follow these instructions the next
time you want to play Writer Rabbit:

☐ Put your Writer Rabbit diskette in the primary disk drive and
close the door.
☐ Turn on your computer or, if it is already on, type RABBIT and
press ⌐ENTER⌐ or ⌐ ↵ ⌐ .

2

CHOOSING A GAME OR PROGRAM OPTION

Writer Rabbit contains six games,
a Sentence Hints tutorial, and
Special Features for changing
the game settings and working
with scores and stories. If this is
the first time you've played Writer
Rabbit, choose Sentence Hints
first to learn all about sentence
parts and complete sentences.
Then play the games in order.

To choose a game or option:

☐ Use the ARROW KEYS to move the highlight bar to the one
you want.

　→ or ↓ 　moves the bar down.

　← or ↑ 　moves the bar up.

☐ Press ⎢SPACE BAR⎥ to pick the game or option.

When you select a game, you may be asked to turn your disk over.
Side 1 contains the first five games; Side 2 contains the Silly Story
Party game. Just follow the prompt on the screen to load the game
you want.

To find out more about the games and options, press ⎢?⎥ . A help
window will appear on top of the main menu. Follow the prompts
on the screen to see the next help window or to return to the
main menu.

ICE CREAM GAME

Operate an ice cream machine by reading and identifying a sentence part.

CAKE GAME 1

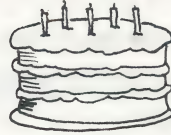Work a cake making machine by finding a sentence part inside a sentence.

CAKE GAME 2

Find a sentence part inside a sentence by choosing one word at a time.

CAKE GAME 3

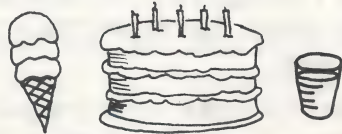Tell the order of the sentence parts in a sentence and become a master cake maker!

JUICE GAME

Run the juicer machine by deciding if a group of words is a complete sentence, adding words to the sentence, and choosing the best order of sentence parts in a sentence.

SILLY STORY PARTY

Create your own silly stories by adding missing sentence parts.

SENTENCE HINTS

Find out about all the different sentence parts and which ones make a complete sentence. Come here first before playing any of the games.

SPECIAL FEATURES

Change the games by setting the speed, timer, sound, reading level, and the sentence parts to use in a game. You can also view, save, clear, and load scores and print scores and saved stories. (Note: You can also change the timer and sound settings during a game, choose the sentence parts for the Ice Cream Game from the game itself, and print or save stories from the Silly Story Party.)

WHO? **WHAT?**

FEATURES MENU

Use the ARROW KEYS to
move. Then press the
SPACE BAR to pick.

Game Options
Scores
Printing

Go to Main Menu.

4
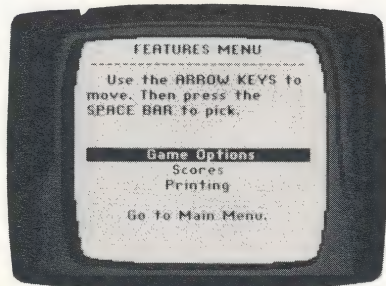
USING THE SPECIAL KEYS

You can use these keys from anywhere in the program. You'll find them listed at the end of every help section. See page 26 for a complete list of all the keys used in Writer Rabbit.

| ESC | returns you to the previous menu or screen. |
CONTROL – S	turns the sound on or off.
CONTROL – T	turns the timer on or off.
?	gives you help or hints.

GETTING HELP

You can get help at any time from anywhere in the program by pressing ? . A help window will appear that explains a game, menu, or game option; describes a sentence part; or gives you a hint, depending on where you are in the program.

Some help messages take up more than one window. Follow the prompts on the screen to go to the next window or press ESC to go back to the game or menu where you started.

Use the help windows often, especially if you are a new player. They're free and can help you become a better player.

BEFORE PLAYING THE GAMES

Choose "Sentence Hints" from the main menu to find out what you need to know about sentence parts and complete sentences to play the games. You'll see a menu listing seven sentence parts and an option for sentences. Use the ARROW KEYS to move the bar down the list, one at a time, and press SPACE BAR for each option. An explanation with examples will be displayed for each sentence part and for complete sentences.
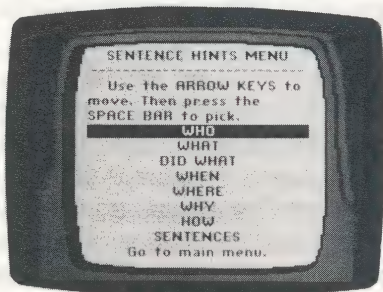
A description of each sentence part in Writer Rabbit is included on page 27. You might want to keep this list near the computer to refer to while playing the games. Or, you can press ? any time you need help during a game.

The Games

When you choose a game from the main menu, you'll see the machine you'll be using in the game. After a short pause the game menu will appear in a window. (You can make the game menu appear sooner by pressing any key after the machine appears.)

All the games have these three options (and some have more):

- ☐ **Play the game** or **Write!** (in Silly Story Party) starts the game.
- ☐ **See how to play** gives you instructions on playing the game.
- ☐ **Go to Main Menu** lets you leave the game and return to the main menu.

To choose an option and to make selections while playing the games, use the ARROW KEYS to highlight your choice and press ⎢SPACE BAR⎥ to select it.

If the game timer is turned on, you will hear it ticking away during a game. The timer bar below Writer Rabbit will get shorter and shorter. You'll need to work fast and give your answer before the timer bar disappears and your time is up.

SCOREBOARD AND CERTIFICATES

When you finish any of the games, except the Silly Story Party, you will have a chance to see your score and print an award certificate. Your score is the number of carrots you used to make ice cream, cake, or juice in all the games you've played so far. The scoreboard shows how many correct answers you had in the last game you played, and gives the total for all the previous games.

From the scoreboard, you can print out an award certificate that shows the number of carrots you've won. To print a certificate, select "Print your certificate" from the scoreboard that appears when you finish a game. Type your name and the date when you see the prompts. See page 20 for printing instructions.

You can also choose to play the game again from the scoreboard. If you choose to go on, the next game will have a whole new set of sentence parts and/or sentences. Carrots will accumulate from game to game.

6

ICE CREAM GAME

Join the fun at the ice cream machine where the party begins! To play the game, you need to tell what kind of sentence part is shown at the top of Writer Rabbit's ice cream machine. When your answer is right, the machine turns carrots into scoops of ice cream!

Before playing the game, you can choose which sentence parts you want to use in the game. The parts with the check marks beside them have already been chosen. To choose other parts, move the highlight bar to the sentence part you want and press SPACE BAR . A check mark will appear beside that part. To remove a sentence part from the game, move the bar to that part and press SPACE BAR . The check mark will disappear. Choose as many parts as you want for a game (you need at least two). The more you choose, the more challenging the game will be!

First choose "See how to play" from the game menu and read the game instructions. Then when you're ready, choose "Play the game" to start the game.
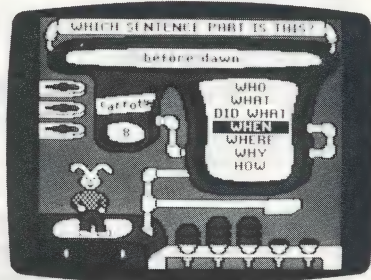
To play the game:
- [ ] Read the sentence part at the top of the machine and decide what kind of part it is.
- [ ] Select that sentence part inside the machine.
- [ ] If the first sentence part you picked is correct, you'll see three carrots slide into the machine and come out as three scoops of ice cream. The carrot counter on the machine will count out the carrots you used. Then a new sentence part will appear at the top of the machine.
- [ ] When you've played with five different sentence parts, you'll get to see the scoreboard. How did you do?

If your first or second answer isn't right, one of the carrots will disappear and a hint will scroll across the screen. If your third answer isn't right, you'll get to see the answer and can try again on a new sentence part. Don't worry if some of your ice cream cones are empty or have only one or two scoops. Writer Rabbit has a lot more carrots for making ice cream!

THE CAKE GAMES

If you've never made carrot cake before, now is your chance! All you need to do is find sentence parts in sentences to turn carrots into party cakes.

If you are a beginning cake maker, play the three Cake Games in order. The first one is the easiest game; the others are more difficult.

First choose "See how to play" from the game menu and read the game instructions. Then choose "Play the game" when you're ready to play.

To play Cake Game 1:

☐ Read the sentence part in the sign at the top of the machine.

☐ Select that sentence part in the sentence below.

☐ If you find the right sentence part, you'll watch three carrots glide through the machine and a triple-decker cake pop out. The carrot counter will count out the number of carrots you used. Then a new sentence part and sentence will appear inside the machine.

☐ When you've found sentence parts in five different sentences, you'll get to see your score.
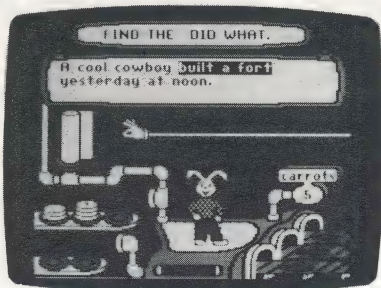
If your first or second answer isn't right, one of the carrots will disappear and a hint will scroll across the screen. If your third answer isn't right, you'll get to see the answer and have a chance to find a new sentence part. If some of your cakes are single or double-deckers, or even if your plate is empty, you'll still have Writer Rabbit to cheer you on! Everyone gets another chance.

To play Cake Game 2:

FIND THE WHAT.

A pair of panders buried some treasure during the eclipse alongside the road.

carrots 9

☐ Read the sentence part in the sign at the top of the machine.
☐ Find that sentence part in the sentence below by moving the highlight bar to any word in the part. Press SPACE BAR to underline that word. If the word you picked is not one of those in the sentence part, you'll get a hint when you press SPACE BAR. Move the bar to each word in the part, pressing SPACE BAR each time to underline it. When all the words in the part are underlined, press RETURN. (NOTE: Use SPACE BAR to underline words; RETURN to select them.)
☐ If you find all the words in the sentence part the first time you press RETURN, three carrots will slip into the machine and come out as a triple-decker cake. The carrot counter will count out the number of carrots you used. Then a new sentence part and sentence will appear inside the machine.
☐ When you've found sentence parts in five different sentences, take a look at your score.
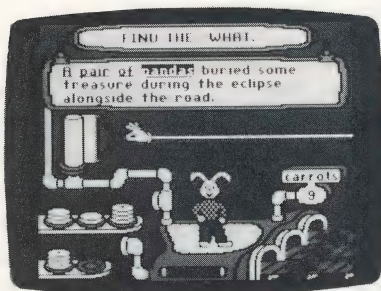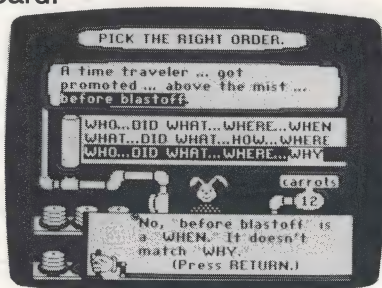
If you did not find all the words in the sentence part on your first or second try, one of the carrots will disappear and a hint will scroll across the screen. If your third answer isn't right, you'll get to see the answer and have a chance to find a new sentence part. Don't worry if all your cakes aren't triple-deckers. Writer Rabbit is always ready for another game.

To play Cake Game 3:

☐ Read the sentence inside the machine. The sentence parts are separated by dots. Then look at the order of the sentence parts in the three choices on the scroll.

☐ Select the choice on the scroll that shows the order of the sentence parts in the sentence.

☐ If you find the right order of the sentence parts, the machine will take three carrots and make a triple-decker cake. The carrot counter will count out the number of carrots you used. Then a new sentence and three new choices will appear in the machine.

☐ When you've found the order of sentence parts in five different sentences, you'll see the scoreboard.

If your first or second answer isn't right, one of the carrots will disappear and a hint will scroll across the screen. If your third answer isn't right, you'll get to see the answer and can try again with a new sentence.

PICK THE RIGHT ORDER.

A time traveler ... got promoted ... above the mist ... before blastoff.

WHO...DID WHAT...WHERE...WHEN
WHAT...DID WHAT...HOW...WHERE
WHO...DID WHAT...WHERE...WHY

carrots
12

No, "before blastoff" is a WHEN. It doesn't match "WHY."
(Press RETURN.)

JUICE GAME

Help Writer Rabbit run the juicer machine by first deciding whether a group of words is a complete sentence. Then add a sentence part and pick the best order of the parts to make a complete sentence. Each correct answer is worth one glass of fresh carrot juice!
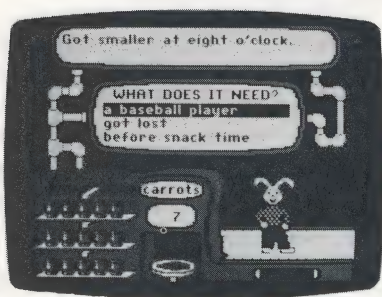
First choose "See how to play" from the game menu and read the game instructions. When you're ready to start the game, choose "Play the game."

To play the game:

☐ Read the group of words at the top of the machine. Is it a complete sentence?
☐ Select Yes or No.
☐ If your answer is right, you'll see Writer Rabbit's pal bring up a carrot from the kitchen to make your first glass of juice. Then a new question and a list of sentence parts will appear.
☐ Select a sentence part you can add to the first group of words. If two sentence parts would work in the sentence, choose either one.
☐ If your answer is right, another carrot will be delivered to make a second glass of juice. Then a new question will appear with three groups of words.
☐ Select the group of words that makes the best sentence.
☐ If your answer is right, another carrot will appear for your third glass of juice.
☐ When you've answered five sets of three questions, check your total score on the scoreboard.

If you miss the first question, you'll get to see the answer and go on to the next question. If you miss the second or third question, you'll get hints twice and then the answer. Whenever you miss a question, a carrot disappears and the glass remains empty. Just try again and don't let all those carrots go to waste!

SILLY STORY PARTY

If you've played all the games so far, you know a lot about sentence parts and how to make sentences. Now you can use what you know to write your own short stories — the sillier the better! In this game, you choose the sentence parts you want for your story. You can pick parts from a list or write in ones you make up yourself. Use your imagination. And have fun! That's what parties are for!

This game can be played two ways: You can see the story while you choose the missing sentence parts, or you can hide the story. If you hide the story, you won't see it until after you picked all the sentence parts. Move the highlight bar to the option you want on the game menu if no check mark appears beside it. Then press SPACE BAR to make the check mark appear.
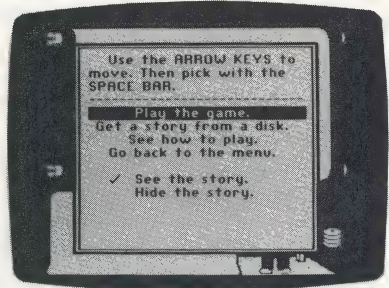
You can let the computer pick a story for you, or you can choose your own. To let the computer pick, just select "Write!" from the game menu. To choose your own, select "Pick a Story or Letter." Then you will see a list of Stories and Letters. Use the chart below to help you select a story set. Then load a story by choosing a story title from the list that appears. When the story is loaded, choose "Write!"

	Description	Number of Missing Sentence Parts
Short Story	2nd grade vocabulary	up to 8
Medium Story	3rd grade vocabulary	8–11
Long Story	4th grade vocabulary	10 and up
Letters and Things	Letters, notices, reports and other useful forms	5 and up

Before you write your first story, choose "See how to play" from the game menu and read the game instructions.

To play the game:

☐ Choose one of the sentence parts at the bottom of the screen, or choose "Type your own" to enter words of your own. You can also just begin typing to choose your own.

☐ If you chose a sentence part, you'll see it appear in the blank in the story above Writer Rabbit unless the story is hidden. If you type your own, type the same kind of sentence part as the ones in the list. To erase a mistake or capitalize a letter, see Special Keys on page 26. What you type will appear in the story unless the story is hidden. When you are done typing, press RETURN.
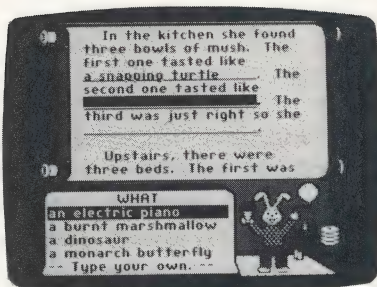
☐ When you add a sentence part to the story, another list of parts will appear. Continue choosing or typing sentence parts until the story is finished. Then read your story.

When you're done reading your story, a second game menu will appear with the following options. Select the option you want.

☐ **Go on** returns you to the first game menu. The story you just finished will be erased unless you save it (see below).

☐ **Play this story again** lets you play the game again with the same story. But this time, you'll get a whole new set of sentence parts to choose from.

☐ **Read this story again** gives you a second look at your story.

☐ **Print this story** lets you print out a typed copy of your story to show to family and friends. See page 20 for instructions.

☐ **Save this story** lets you save the story on a storage disk so you can print it later from Special Features. See the instructions below.

Saving Stories

Before saving a story, make sure you have a blank or reusable disk to use as a storage disk. To make a storage disk, see below.

To save a story:

☐ Type in a name for your story, up to 15 characters. To erase a mistake, see Special Keys on page 26.

☐ Follow the prompts on the screen if you need to create a storage disk.

☐ Insert your Writer Rabbit storage disk in the drive and press RETURN to save your story.

Special Game Features

When you choose "Special Features" from the main menu, you'll see a menu of options that lets you change certain game settings; view, save, clear, and load game scores; and print current scores, saved scores, and saved stories created in the Silly Story Party. For your convenience, some of these features are available in other parts of the program as well. The Special Features menu includes the following options:

☐ **Game Options** lets you set the timer, speed, sound, kind of sentence parts used in the Ice Cream Game, the reading level of the games, and the number of sentence parts used in a sentence. You can also choose whether or not to use WHY and HOW parts in the Cake and Juice Games.

☐ **Scores** gives you a menu with options for viewing individual game scores or a summary of scores, and for saving, clearing, and loading scores.

☐ **Printing** allows you to print the scores in memory, print saved scores and stories, and set up the printer configuration for your computer system.

☐ **Go to Main Menu** returns you to the first Writer Rabbit menu.
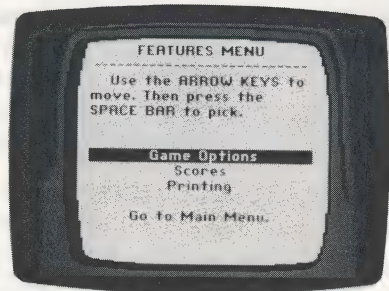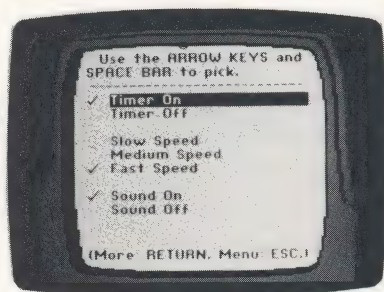
SETTING GAME OPTIONS

Choose "Game Options" from the Special Features menu to see a list of all the game options. The current setting of each option is shown by a check mark. These are the default settings for the level you chose when you loaded the Writer Rabbit program (unless you changed them while playing the games). The default settings for each level are shown in the chart on the next page.

To change an option setting:

☐ To select an option, move the highlight bar to that option and press SPACE BAR .

☐ To remove the check from any of the 7 sentence parts in the Ice Cream game, move the highlight bar to that option and press SPACE BAR . However, you must leave at least two parts checked.

The following game options are available in other parts of the program:

☐ **Timer:** You can turn the timer on and off from anywhere in the first five games. (See Special Keys on page 26.)

☐ **Sound:** You can turn the sound on and off from anywhere in the program. (See Special Keys on page 26.)

☐ **Sentence parts used in the Ice Cream Game:** You can change the sentence parts used in this game from the Ice Cream Game menu.

☐ **Level:** You can choose the level of the games from the window that appears when you load the Writer Rabbit program.

DEFAULT SETTINGS

	Level A	Level B	Level C
Timer	Off	On	On
Speed	Slow	Medium	Fast
Sound	On	On	On
Sentence parts used in the Ice Cream Game	WHO WHERE	WHO WHERE DID WHAT WHEN	WHO WHERE DID WHAT WHEN WHAT WHY HOW
Reading level	2nd grade words	3rd grade words	4th grade words
Number of sentence parts used in a sentence	2–3	2–4	2–4
WHY and HOW used in the Cake and Juice Games	No	Yes	Yes

THE SCORES

Choose "Scores" from the Special Features menu to see a menu with options for viewing, saving, and clearing the current scores generated from playing the games. There is also an option for loading saved scores. The Scores menu options are described below.

Score Summary

This option shows all the scores generated from each of the scored games in the program — the Ice Cream Game; Cake Games 1, 2, and 3; and the Juice Game. Scores for the three-part Juice Game are shown for each of the three game questions. The Tried column shows the number of answers a player attempted in the game. The OK column shows the number of correct answers on the first try.

The Game Charts

Choose one of the three game chart options to see a chart of scores for the Ice Cream Game or Cake Game 1 or 2. (Game charts are not appropriate for Cake Game 3 or the Juice Game. See Score Summary for the total scores of these games.)

The number of correct player responses (made on the first try in a game) is shown in the boxes along the diagonal on the chart. The number of incorrect responses (made on the first try) and what the responses were is shown in the other boxes on the chart. The number of times a player ran out of time in a game is also shown.

The chart makes it easy to assess strengths and weaknesses in a player's understanding of sentence parts. You can also determine how much practice a player had with individual sentence parts from the totals at the bottom of the chart. These totals show the number of times a player was exposed to each sentence part in the game.

Saving Scores

The "Save Current Scores" option allows you to save the scores currently in memory. You can save these scores to print out at a later time. To save scores, you will need a blank or reusable disk to use as a storage disk. (See below.)

To save scores:

☐ Type a name for the scores, up to 15 characters. To erase a mistake see Special Keys on page 26.

☐ Insert your Writer Rabbit storage disk in the drive and press RETURN to save your scores.

☐ Follow the prompts on the screen if you need to create a storage disk, or you can use the same disk you used to save stories on.

Clearing Scores

Use the Clear Current Scores option to clear the scores currently in memory. (You may want to save the scores on a storage disk before clearing them.) Just follow the prompts on the screen.

Loading Scores

When you want to view saved scores or continue the game with the scores you've saved on a storage disk, first use the Load Scores option to load them into the computer. When you load scores, those currently in memory will be erased. (You may want to save the current scores on a storage disk before loading in new ones.)

To load scores:

☐ Insert your Writer Rabbit storage disk in the drive and press RETURN .

☐ Select the name of the scores you want to load from the list that appears.

PRINTING SCORES AND STORIES

You can print scores and saved stories from the Special Features menu. (You can also print a story being played from the Silly Story Party game itself.)

When you print from the Special Features menu, you can print the current scores as well as the scores and stories you've saved on a storage disk. First select "Printing." Then select the appropriate option from the Print menu.

☐ **Print Current Scores** allows you to print the scores that are currently in memory.

☐ **Print Saved Scores** allows you to print the scores you've saved on your storage disk. (Printing saved scores does *not* erase those currently in memory.) Just follow the prompts on the screen to select the scores you want to print.

☐ **Print Saved Stories** allows you to print a story you've saved on your storage disk. Just follow the prompts on the screen to select the story you want to print.

☐ **Go to Features Menu** returns you to the Special Features menu.

To print on an Apple Computer:

☐ Select the appropriate print option. A window will appear that displays the current printer type, the printer interface, the printer slot, and the line feed setting.
☐ If this default printer set-up does not match your system, you need to make the appropriate changes before you can print.
☐ Press ⌊S⌋ to change the current set-up. See page 20 for instructions.
☐ Press ⌊RETURN⌋ to print.

To print on an IBM Computer:

☐ Select the appropriate print option. A window will appear that displays the current printer type and the line feed setting.
☐ If this default printer set-up does not match your system, you need to make the appropriate changes before you can print.
☐ Press ⌊S⌋ to change the current set-up. See page 20 for instructions.
☐ Press ⌊ENTER⌋ or ⌊ ⏎ ⌋ to print.

If your printer has a 7/8 bit (data format): set the option to 8.
If your printer has an APA-7/8 bit (graphics format): set the option to 7.

The Printer Set-Up

Before you can print scores, stories, or certificates, you must have the proper printer configuration set up for your system. You can view the default printer settings by selecting any of the program's print options. A window will appear that displays the current printer type, the printer interface, the printer slot, and the line feed setting. To change any of these printer settings, press ⎡S⎤ to view the Set-Up menu. Then select the appropriate options to change the settings to match your system. When you are done, you can either save the Printer Set-Up (see Save Set-Up below), or you can exit without saving (see Exit Set-Up Menu below).

The Printer Set-Up options:

☐ **Select Printer** gives you a list of different printers from which you can select. If your printer is not among those on the list, chances are that it emulates (or can be made to emulate) one of those listed. Try the default settings or see your printer manual.

☐ **Select Interface** (Apple only) gives you a list of the different interface cards that can connect your printer to your computer. (You may have to remove the lid from your computer and look at the card attached to the printer cable to identify the type of Interface Card that you have.)

☐ **Change Printer Slot** (Apple only) changes the slot number displayed in the current printer set-up. Press ⎡SPACE BAR⎤ to cycle through the numbers 1 to 7 to indicate the computer slot connected with your printer. Slot 1 is the normal setting on most computers.

☐ **Turn Line Feed On/Off** toggles the setting displayed in the current printer set-up between On and Off. If all the printing comes out on one line, turn Line Feed on. If all the printing is double-spaced, turn Line Feed off.

☐ **Save Set-Up** saves the current printer settings to your Writer Rabbit game disk so you won't have to reset them each time you want to print. To save the settings, just follow the prompts on the screen. The settings will load automatically each time you load the program.

☐ **Exit Set-Up Menu** takes you back to the window that displays the current printer set-up. (If you just changed the printer set-up, the new settings will be displayed.) From there, you can print the scores, story, or certificate.

The Learning List

Writer Rabbit is an entertaining way for children to develop basic writing skills while improving their reading ability. By recognizing sentence parts and complete sentences, young writers learn the fundamentals of sentence construction step by step.

The first five games are sequenced to build on and reinforce the skills from the game before. The Silly Story Party game provides children with an opportunity to be creative and use what they have learned to write their own stories.

The program's special game options allow parents and teachers to customize the games to match a child's reading and ability level while providing variety. The scoring system tracks a player's progress and pinpoints specific skill areas needing improvement. Designed for maximum flexibility to grow with the child, Writer Rabbit is an easy-to-use tool that teaches the basics of good writing.

Game
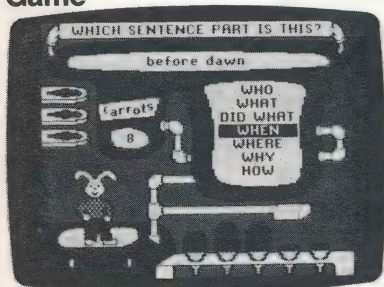
Ice Cream Game
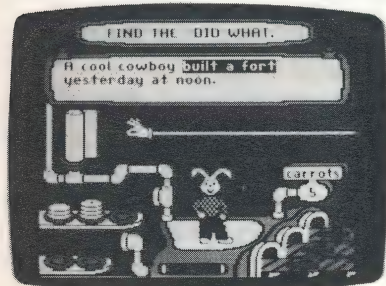
Concepts and Skills Presented

☐ Identifying sentence parts in isolation
☐ Improving reading comprehension

Cake Game 1

☐ Locating specific sentence parts in a sentence
☐ Improving reading comprehension
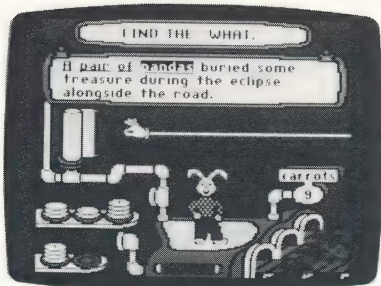
Cake Game 2

☐ Locating sentence parts in a sentence one word at a time
☐ Developing awareness of complete sentences
☐ Developing awareness of what makes a phrase
☐ Improving reading comprehension
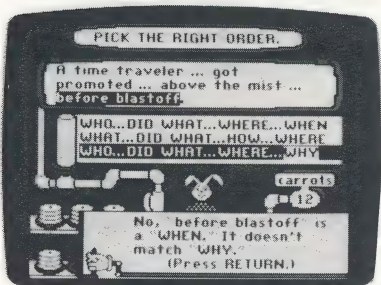
Cake Game 3

☐ Recognizing the order of sentence parts in a sentence
☐ Developing awareness of complete sentences
☐ Improving reading comprehension
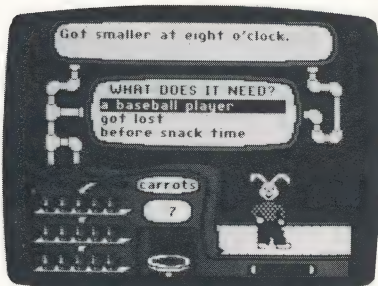
Juice Game

☐ Recognizing complete sentences
☐ Adding sentence parts to incomplete and complete sentences
☐ Making more complex sentences
☐ Determining the best order of sentence parts in a sentence
☐ Improving reading comprehension
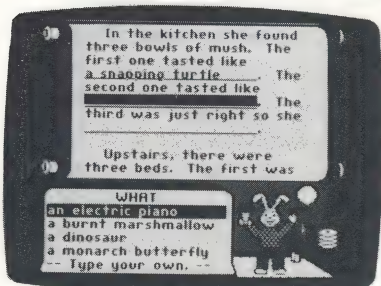
Silly Story Party

☐ Choosing sentence parts to complete a story
☐ Writing sentence parts to complete a story
☐ Developing writing creativity
☐ Improving reading comprehension

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Additional Activities

SENTENCE SENSE

Play this game with one or two friends and take turns making up sentences.

The first player makes up a WHO or WHAT sentence part. The second player finishes the sentence by adding a DID WHAT sentence part. The sentence can make sense or nonsense, but the parts must be correct.

You can make longer sentences by having the first player add a WHEN part to the sentence and the second player add a WHERE part. In this game, repeat the whole sentence each time you add a new part. For example:

Player 1 says WHAT:	My dog
Player 2 says DID WHAT:	My dog chased a cat.
Player 1 says WHEN:	My dog chased a cat yesterday.
Player 2 says WHERE:	My dog chased a cat yesterday at the park.

To make the game harder, take turns adding HOW and WHY parts. Make sure you put the parts where they belong in the sentence. For example:

Player 1 says HOW:	My dog chased a cat quickly yesterday at the park.
Player 2 says WHY:	My dog chased a cat quickly yesterday at the park just for fun.

WRITE AWAY!

Use copies of page 25 to write an award, an announcement, a party invitation, or a newspaper story. On the top line, tell what you are writing. Write "Award," "Announcement," "Party Invitation," or "Story." Then write your name on the bottom line.

An Award

WHO   Tell who won the award. Name a friend, a teacher, a classmate, or someone from your family.

WHEN   Tell when the award was given. Give the day of the week and the date and year, such as Friday, October 10, 1986.

WHY   Tell why the award is being given. For being a best friend? A favorite teacher? A good student? An outstanding team player?

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An Announcement

WHAT   Tell what event you are announcing, such as a baseball game, a fish fry, a class field trip, a picnic, or a frisbee contest.

WHEN   Tell when the event will take place. Give the day of the week, the date, and the time of day, such as Saturday, July 5, 1986, at 2:00 PM.

WHERE   Tell where the event will take place. Give the name of the place, such as the name of a park or building, and the street and city address.

A Party Invitation

WHO   Tell who is invited to the party or who the party is for. Name a friend or group of friends.

WHEN   Tell when the party will be. Give the day of the week, the date, and the time of day.

WHERE   Tell where the party will be. Give the street and city address.

WHY   Tell why you are giving the party. Is it to celebrate a birthday? A special holiday? A graduation?

A Newspaper Story

Pretend you are a reporter covering an important story. Ask a lot of questions. Ask WHO or WHAT DID WHAT. Ask WHEN and WHERE it happened and HOW and WHY. Write the answers as complete sentences. When you are done, rewrite your story on another piece of paper and put the sentences in the order you think works best for the story.

WHO or WHAT   Tell who or what was involved. Name the person or group of people, or name the thing.

DID WHAT   Tell what event happened. Was a lost dog found? Was a ball game played? Was the school play a big success? Did someone do something special you want to describe?

WHEN   Tell when it happened. Give the day of the week, the date, and the time of day.

WHERE   Tell where it happened. Give a street and city address or the name of the place, such as a school or park.

WHY   Tell why it happened, if you know the reason.

HOW   Tell how it happened. Explain how the event started and how it ended.

_____
(title)

WHO
or
WHAT   _____
            _____
            _____

DID
WHAT   _____
            _____
            _____

WHEN   _____
            _____
            _____

WHERE   _____
            _____
            _____

WHY   _____
            _____
            _____

HOW   _____
            _____
            _____
            _____

by _____

Special Keys

Keys	Function
→ ↓	Moves the highlight bar down or right
← ↑	Moves the highlight bar up or left
← or DELETE	Erases a letter you typed
SPACE BAR	Makes selections in games and menus; underlines sentence parts in Cake Game 2

Apple:
RETURN

IBM:
ENTER or ↵

Selects underlined sentence parts in Cake Game 2; elsewhere, use this key when prompted

Keys	Function
ESC	Returns you to the previous menu or screen
?	Displays help windows from anywhere in the program
CONTROL – S	Turns the sound on and off
CONTROL – T	Turns the timer on and off
SHIFT and a letter	Capitalizes the letter (IIc, IIe & IBM)
CONTROL – A	Capitalizes the next letter pressed (II & II +)

Sentence Parts

Part	Description	Example
WHO	Names a person or group of people	six silly boys Mr. Hooper my teacher we
WHAT	Names animals or things	six drippy ducks my puppy a new wagon the big bike
DID WHAT	Tells what happened	made a mess rode a bike got sick giggled
WHEN	Tells the time something happened	in the morning at six o'clock last year on Sunday
WHERE	Tells the place something happened	in a puddle under a box on a pig's back next to a frog
WHY	Tells the reason something happened	for a surprise just for fun for no reason for the money
HOW	Tells the way something happened	very neatly with good form loudly too fast

Complete Sentences	Examples
WHAT + DID WHAT	A duck sang a song.
WHO + DID WHAT	The man sang a song.
WHO + DID WHAT + WHERE	The man sat in the park.
WHO + DID WHAT + WHEN	My mom ran on Sunday
WHAT + DID WHAT + WHEN	My cat ran on Sunday.

Installing Your Writer Rabbit Diskette*

You need to install your system specifications onto your IBM Writer Rabbit diskette before you use it for the first time.** If you execute the **INSTALL** program as outlined below it will be done automatically for you, just follow the on-screen prompts.

IF YOU HAVE TWO DISK DRIVES:

1. Put your DOS diskette in drive A.
2. Put your Writer Rabbit diskette in drive B.
3. Turn on the computer.
4. When you see **Enter new date:**, press ENTER or ↵ .
5. When you see **Enter new time:**, press ENTER or ↵ .
6. When you see **A >**, type **B:INSTALL**.
   Then press ENTER or ↵ .
7. Follow your on-screen prompts.

IF YOU HAVE ONE DISK DRIVE:

1. Put your DOS diskette into the drive.
2. Turn on the computer. Wait.
3. When you see **Enter new date:**, press ENTER or ↵ .
4. When you see **Enter new time:**, press ENTER or ↵ .
5. When you see **A >**, type **B:INSTALL**.
   Then press ENTER or ↵ .
6. When you see **Insert diskette for drive B: and strike any key when ready**, remove your DOS diskette, put your Writer Rabbit diskette in the disk drive, and strike any key.
7. When you see **Insert diskette for drive A: and strike any key when ready**, remove your Writer Rabbit diskette, put your DOS diskette in the disk drive, and strike any key.
8. Follow your on-screen prompts.

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* If installing with MS-DOS 3.2, you may see "No room for system files on destination disk" while TRANSFERRING SYSTEM FILES. You can still use your Writer Rabbit disk by 1. Booting your MS-DOS disk.   2. Entering RABBIT to run Writer Rabbit.

** The purpose of the Install file is to: 1. Use the DOS command SYS to transfer the DOS system files onto your Writer Rabbit diskette.   2. Use the DOS command COPY to copy the COMMAND.COM file onto your Writer Rabbit diskette.   3. Execute the Writer Rabbit HERC program that sets up your system for CGA or a Hercules Graphics Adapter.   4. If you have a PCjr, it creates a CONFIG.SYS file to recognize your expansion memory.

IF YOU HAVE ONE FLOPPY DISK DRIVE AND A FIXED DRIVE:

1. Turn on the computer, booting from the fixed drive.
2. When you see **Enter new date:**, press ENTER or ⏎ .
3. When you see **Enter new time:**, press ENTER or ⏎ .
4. Put your Writer Rabbit diskette in your floppy drive.
5. Type **B:Install.** Then press ENTER or ⏎ .
6. Follow your on-screen prompts.

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.