

# **This is not a game! It is a story.**

**The story will ask you questions.  
There are no wrong answers.**

**Just answer the questions.  
Your answers will change the story.  
There are many stories to read.**

**The pictures are fun, too!  
You can read the story many times.  
Try to find all the stories.  
Have fun!**

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## **DEAR PARENT OR TEACHER,**

This program is not a game, but a carefully devised story to help improve your child's reading skills while being highly entertained. The story has several vocabulary levels for each reading. (Each vocabulary level is slightly more difficult than the previous one.) Just choose a level and let your child read the story at his or her own pace. Directions and questions are presented in a clear and simple manner.

Partial screen pictures will accompany the story, allowing the child to read and view a picture together. Press the RETURN key, or use your game controller button (0) to 'turn the page'. Every few pages a question will appear. The complexity of the question and requested answer will vary depending on the grade level for which the story was written. Please note, **THERE ARE NO WRONG ANSWERS**, yet, each choice will cause the story to branch along a different plot line. As questions are answered, various plots will develop. Some plot lines will return to a common point, while others will not.

The story may be exited with the letter E, and may be restarted **ONLY** by powering up the computer again. A new vocabulary level can now be chosen, and the entire story reread, making a different choice for each question as it pertains to the story's plot.

Frequent interactions between your child and the story will provide a motivation for learning. These features, along with an abundance of pictures of various sizes and colors, make learning fun for children of all ages.

## **DISKS**

If your story contains only one disk, the program will ask you to turn the disk over after you have answered the introductory questions. This is the only time you need to touch the disks once the program is running. **DO NOT REMOVE THE DISK AT ANY OTHER TIME!**

If your package contains two disks, you will be asked to turn the disks over in each drive only once during the story. **THE DISKS SHOULD NOT BE REMOVED OR TURNED AT ANY OTHER TIME!**

## DIRECTION SUMMARY

- Insert the disk (or disks) as labeled.
- Turn on power.
- Answer introductory questions.
  - Give your child's name.
  - Choose a vocabulary level.
- Turn over disk as directed by program.
- Page with the RETURN key or game controller button.
- Answer questions when presented.
- Backup a page with the letter B.
- Exit the story with the letter E.

## TEACHER'S AID

A select group of vocabulary words can be changed in each of the libraries on side one of disk No. 1. Any word processor that reads standard Apple text will read these libraries. Each library is titled LIB. followed by a number. If you edit a library, remember that any appropriate synonym should start with a vowel or consonant similar to the word being replaced. (The story grammar may not be correct, since replacing "apple" for "tree" will read "a apple".)

ISS will send you a teacher's aid manual listing each library with the corresponding words highlighted in a printout of the story text. To receive this manual, check the box on the registration form. This offer is available only to adults returning the original registration card.

## VIOLENCE

ISS has made every attempt to make this story appropriate for your child. Every effort has been made to down-play violence as a means to success.

## DISK REPLACEMENT

ISS will replace your systems disk for a minimal fee if you accidentally damage the disk or have other problems running the systems programs. Unauthorized use or reproduction of this software, negligent handling and/or use of same, will void any warranty or guarantee concerning disk replacement or support by ISS.

## LIMITATIONS

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