Logotron

Part of Addison Wesley Longman

Thomas the Clown - Demo Version

Getting started
Instructions for installing the demo from CD

Windows 95
1.   Turn on your computer and wait until Windows 95 has started
2.   Put the Thomas the Clown demo CD-ROM in the CD-ROM player
3.   Click on Start
4.   Click on Run
5.   Type d:\ttcdemo\install (where d is the drive letter for your CD drive) and click on OK
6.   Follow the instructions on screen to complete the installation process
The installation program creates a new program group - Thomas the Clown Demo. Click on the icon to start the program.
NOTE: The CD ROM should remain in the CD ROM player.

Windows 3.1 and 3.11
1.   Turn on your computer and start Windows
2.   Put the Thomas the Clown demo CD-ROM in the CD-ROM player
3.   Click on File in the Program Manager
4.   Click on Run
5.   Type d:\ttcdemo\install (where d is the drive letter for your CD drive) and click on OK
6.   Follow the instructions on screen to complete the installation process
The installation program creates a new program group - Thomas the Clown Demo. Click on the icon to start the program.
NOTE: The CD ROM should remain in the CD ROM player.

Five learning games for children aged four and above

Dear Parents, Grandparents and Teachers

The full version of Thomas the Clown consists of five different enjoyable games which stimulate children to think logically, even before they go to school. This demonstration version allows you to see just how good the complete

program is.

In Thomas the Clown young children are able to solve all kinds of problems. They practice the following:

· shape recognition
· colour recognition
· logical order
· pattern recognition

In the activities Strawberry Garden and Thomas the Postman children can even learn the basic principles of computer programming.

We have tried to make the spoken instructions as clear as possible so that, in principle, children should be able to work with Thomas the Clown on their own. Nevertheless, children will sometimes need your help to complete an activity successfully. We are certain that you and your children will enjoy learning a lot from this program.

More Information

Using the Mouse

Sometimes, especially at first, children will need a little help using the mouse. It takes some practice before the hand-eye co-ordination, which is essential for Windows programs, falls into place. We hope that by the time your child has worked through the games with Thomas the Clown, they will be much more confident with the mouse.

Use of only 16 Bit Sound in the demo version

Most sound cards can handle 8 bit and 16 bit sound. The standard setting of Thomas the Clown demo is "16 bit sound" (a higher quality sound). 8 bit sound cards are supported in the full program, but the demo only works with 16 bit soundcards. If you hear no speech, then you either have a problem with your soundcard configuration, or you only have an 8 bit soundcard.

Brief Explanation of the Five Programs

Each part and each level in Thomas the Clown is explained through a spoken instruction in the program. Below you will find some additional information.

The Meaning of the Buttons

Stop button

By clicking on this button you return to the start screen - the window from which you can start the various parts of the program. If you are already in the main screen, you can leave the Thomas the Clown program by clicking on this button.

Continue button - not included in the demo version

By clicking on this button you go on to the next level in the game. In the demo version, you do not have access to the additional levels for each activity. In the full version, you can see which level is active by the number shown on the button
.

Return button

By clicking on this button you return from the main window to the introduction window.

Accelerating an Animation or Interrupting a Spoken Instruction

If you click with the mouse while Thomas is speaking, he stops. If you click with the mouse while a demonstration is shown, it is accelerated. This can be useful if you already know how a certain part of the program works and no longer need help.

Repeating a Spoken Instruction

If you want to hear a spoken instruction again (you will hear it automatically at the beginning of a game and at the beginning of a different level), you can click on the figure of Thomas the Clown.

Title

· Click on the Logotron logo. You will get copyright information.

· Click on the words Thomas the Clown to hear them spoken.

Starting a Program

On the start screen you will see a number of stars. Five of them are a bit bigger and yellow. When you click on one of these five yellow stars, you will see a glimpse of the game inside the star. If you wish to start this game, click inside the star. Do you want to start a different game? Then click anywhere outside the opened star, which then closes. Now you can make a new choice.

Tips for the Game Funny Faces

· This game consists of two levels, each with five different activities in the full version.

· Level 2 is considerably more difficult than level 1 and may require some assistance by an adult. The sections overlap each other now and again, which is sometimes difficult for children to understand. First they have to choose a certain face part, before partly placing the next face part over the other.

· All face parts can be put together.

· If you wish to start with a different puzzle within a level, click on the locomotive at the front left. Then it will drive away and you can start with the next one.

· Click on Thomas the Clown if you want him to repeat any spoken instruction.

· If you want to interrupt an animation or a spoken instruction, click with the mouse.

Tips for the Game Thomas the Postman

· This game consists of four levels, each with five different activities in the full version of the software.

· Click on any of the objects on the screen and you may see a small animation.

· Click on Thomas the Clown if you want him to repeat any spoken instruction.

· Click on the envelopes at the bottom right to start a new puzzle within the current level.

· If your child has made a mistake (clicked on the wrong colour), it can be undone by clicking the last selected colour on the curtain. Then Thomas the Clown will return to where he came from. Now your child can make a new choice.

· On the first level you can ask your child to construct the shortest or longest route, for example from the castle to the dragon.

Tips for the Game Building Blocks

· This game consists of five levels, each with five different activities in the full version of the software.

· Any kind of building can be built on level 1. On this level children can practise choosing colours, choosing blocks and making their own building. As Thomas carries the block using his helicopter, you can see the shadow on the floor where the block will drop. You can use the left/right arrows, to adjust the shadow position. When you are ready, click directly on the block and Thomas will drop it for you.

· On the levels 2 - 5 children can click on the row of blocks at the bottom right to start a different activity within the level.

· On level 3 the correct blocks have to be selected first (they appear at the bottom of the screen). Click on Thomas the Clown to let him make the building.

· If a wrong block has been placed, click on the last selected block on the instruction card at the bottom of the window. The block will now disappear.

· Click on Thomas the Clown if you want him to repeat any spoken instruction.

· Click on the blocks on the right of the screen to start a new puzzle within the current level.

Tips for the Game Strawberry Garden

· This game consists of four levels, each with five different activities in the full version of the software.

· Only ripe strawberries may be picked.

· You can delete the last choice (arrow or strawberry) by clicking in the grey bar at the top of the screen.

· Each activity for the robot should end at the path where the robot started. So when the last strawberry has been picked, the robot still has to leave the garden. After all, every computer program always has to have a beginning and end point.

· Click on Thomas the Clown if you want him to repeat any spoken instruction.

· By clicking on one of the green leaves, a new activity is started at the same

level.

Tips for the Game Ice Cream Break

· This game consists of three levels, each with five different activities in the full version of the software.

· Level one is free form. Make any pattern you like.

· On level two you are given a dotted line to follow.

· Click on Thomas the Clown if you want him to repeat any spoken instruction.

· Click on the cockerel or on one of the ice cream cornets on the right hand corner of the screen to start a new puzzle within the current level. The cockerels will run across the sand, scratching out the pattern as they go.

We hope you like the demo version of Thomas the Clown!

Thomas the Clown is available from everywhere good software is sold, priced £24.99

For further information, or to place your order directly, please contact
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