

KidSTOP

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	<i>TITLE :</i> KidSTOP		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	KidSTOP	1
1.1	KidSTOP Guide	1
1.2	Features	1
1.3	Installation	3
1.4	Instructions	3
1.5	Registration	3
1.6	GreenHouse	3

Chapter 1

KidSTOP

1.1 KidSTOP Guide

KidSTOP V5.3
by Brian Koetting
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KidSTOP is an exciting new educational and entertainment system for kids that combines captivating animated images, exciting sounds, and an incredibly easy to use interface.

Features
Installation
Instructions
Registration
GreenHouse

The Amiga version of KidSTOP is for private, non-commercial use only.

1.2 Features

KidSTOP Features

Kids of every age can quickly master the KidSTOP interface. KidSTOP enables even very young toddlers to easily interact with vivid and colorful educational games and a variety of other entertaining activities. KidSTOP is sure to make a big hit with any child using your Amiga.

KidSTOP Village Menu

After the introduction, the program's features are available by means of the animated KidSTOP Village scene. Each of the buildings and objects in the village represents a menu selection that begins an activity. For example, touching the airport starts an activity called TravelToons, and touching the museum starts the Coloring Book.

Touching the page corner icon in the upper right edge of any activity

reveals new scenes or modes, and touching the school bus icon always returns to the village.

KidSTOP was originally designed for touch screen operation, but mouse, joystick and keyboard support has been added for the home user version. The joystick interface is activated by running the included JoyRide program. This option is ideal for toddlers who are unfamiliar with the mouse or keyboard. Each movement of the joystick or press of the button causes a random action to occur in any activity. Similar action is produced for most keys with the following exceptions: pressing the escape key is the same as selecting the bus icon, and pressing any of the cursor (or arrow) keys is the same as the page turn icon.

Following is a description of the activities:

TravelToons

TravelToons, accessed through the airport, contain various scenes for interactive exploration. Touching items reveals clever, humorous animations and interesting sound effects. Each playful scene encourages exploration. For example, in "Under the Sea," selecting the clamshell causes it to open and a colorful school of fish emerges. Other scenes include "Around the Jungle," "In the Garden," "At the Ally," and "On the Ranch."

PlanetPeople

PlanetPeople is reached by using the rocket ship. Mix and match aliens from different planets while hearing various sounds of their "language."

Count-a-Bunch

Through the schoolhouse, Count-a-Bunch floats a random number of colorful objects across the screen. The objective is to count the objects and select that number. Each correct answer helps to complete the animated sequence depicted at the bottom of the screen.

Keyboard Fun

The veranda with the piano leads to the Keyboard Fun activity. Here, various sounds can be played using a piano keyboard such as a flute, a dog, drums, a bird, and more.

ABC-123

ABC-123 teaches the alphabet, numbers, and simple shapes.

MatchIt

The Amusement Park leads to the MatchIt Game where the object is to find matching pairs of related objects. Finding matching cards animates the pictures with delightful graphics and creative sound effects. At the beginning levels children match identical pictures but the difficulty of play increases as children learn synonyms, opposites, and animal classes.

Ripple Machine

The fountain is the access point for the Ripple Machine. Colorful ripples of various shapes and sizes can be propagated on the screen.

Coloring Book

The museum leads to the Coloring Book. This activity has lots of charming outlines and drawings to color. Selecting a color and touching the area fills it in. Colors can also be filled over one another or erased.

1.3 Installation

KidSTOP Installation

Installation is accomplished simply by decompressing the archive to wherever you want the game to reside. KidSTOP requires approximately 6.5 MBytes of hard disc space and 2 MBytes of RAM.

1.4 Instructions

KidSTOP Instructions

Press Right-Amiga Q to quit KidSTOP.

KidSTOP can be controlled through a touch screen, a mouse, a joystick (using the included JoyRide program), and the keyboard.

1.5 Registration

KidSTOP Registration

The demo version has 5 of the 12 activities disabled, but can be downloaded for free from AmiNet as game/misc/KidSTOP.lha. The registered version is available for US \$15, and can be delivered as a patch to the demo version via email, or can be shipped on floppy for an additional \$5 (\$10 for international orders) shipping and handling fee. Orders can be placed by sending a check or money order (in US funds) and your email address to:

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1.6 GreenHouse

GreenHouse Interactive Inc

KidSTOP was developed by GreenHouse Interactive Inc of Orem, Utah. The original release was a complete entertainment system based on the Amiga CD32 platform, and included custom housing and a touch screen monitor. The system was typically sold to hospitals, dentists, daycare centers, and anywhere large numbers of children could be found with little to do. KidSTOP is the perfect system for any situations where children play, learn, or need to be occupied while waiting. The software was not available separately for home use. With the unfortunate demise of Commodore, a decision was made to re-code the project for IBM compatible computers. Now that the PC based system has been completed and is shipping, GreenHouse has graciously made the Amiga version available to the home user at a very affordable price.

For more information about KidSTOP and current system pricing and options, please contact GreenHouse Productions at (801) 224-0086 or send mail to:

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