

RUNNING UNLOCKED PRODUCTS FROM THE CLUB KIDSOFT CD-ROM.

This file contains information about how to run every unlockable product on the Club KidSoft CD-ROM, and any special instructions or notes about these products. Scroll down until you find the name of the product you are interested in.

Alphabet Blocks

- 1) In Program Manager click on the Brightstar icon group
 - 2) Click on the Alphabet Blocks icon to run application
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Amazon Trail

- 1) Exit Windows (to get to a "C" PROMPT)
 - 2) Type "CD \CLUBCODE\AMAZON" Then press "ENTER" (to change directory)
 - 3) Type "SETUP" Then press "ENTER" (for program configuration)
 - 4) Type "AMAZON" Then press "ENTER" (to run application)
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Bailey's Book House

- 1) Exit Windows (to get to a "C" PROMPT)
 - 2) Type "CD \CLUBCODE\BAILEY" Then press "ENTER" (to change directory)
 - 3) Type "INSTALL" Then press "ENTER" (to configure program)
 - 4) Type "BAILEY" Then press "ENTER" (to run application)
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Beginning Reading

- 1) In Program Manager click on the Brightstar icon group
 - 2) Click on the Beginning Reading icon to run the application
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ClickArt - Beastly Funnies Cartoons

- 1) Exit Windows (to get to a "C" PROMPT)
 - 2) Type "CD \CLUBCODE\CABEAST" Then press "ENTER" (to change directory)
 - 3) Type "EXPORT.EXE" to access the art.
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ClickArt - Bulletins and Newsletters Cartoons

- 1) Exit Windows (to get to a "C" PROMPT)
 - 2) Type "CD \CLUBCODE\CABULLET" Then press "ENTER" (to change directory)
 - 3) Type "EXPORT.EXE" to access the art.
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ClickArt - Parties and Events Cartoons

- 1) Exit Windows (to get to a "C" PROMPT)
 - 2) Type "CD \CLUBCODE\CAPARTY" Then press "ENTER" (to change directory)
 - 3) Type "EXPORT.EXE" to access the art.
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Crayola Art Studio

- 1) In Program Manager click on the Micrografx for Kids icon group
 - 2) Click on the Crayola Art Studio icon to run application
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DinoPark Tycoon

- 1) Exit Windows (to get to a "C" PROMPT)
 - 2) Type "CD \CLUBCODE\DINOPARK" Then press "ENTER" (to change directory)
 - 3) Type "CONFIG" Then press "ENTER" (for program configuration)
 - 4) Type "DINOPARK" Then press "ENTER" (to run application)
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Early Math

- 11) In Program Manager click on the Brightstar icon group
 - 2) Click on the Early Math icon to run the application
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Espresso Calendar

- 1) In Program Manager click on the Espresso icon group
 - 2) Click on the Espresso icon to run the application
 - 3) Use Serial Number: EXW-65132-0445 when asked to enter one.
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Flix Mix

- 1) Exit the Club KidSoft Application
 - 2) Exit Windows to get to a "C" PROMPT
 - 3) Type "CD \CLUBCODE\FLIXMIX" Then press "ENTER" (to change directory)
 - 4) Type "SETUP" Then press "ENTER" (to configure program)
 - 5) Type "FLIXMIX" Then press "ENTER" (to run application)
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Flying Colors

- 1) In Program Manager click on the KidSoft icon group
 - 2) Click on the Flying Colors icon to run the application
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Flying Colors - Animals Art Pack

(Requires Flying Colors)

- 1) In Program Manager click on the KidSoft icon group
 - 2) Click on the Flying Colors icon to run Flying Colors -- the art pack will be loaded automatically
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Flying Colors - Art Pack Sampler

(Requires Flying Colors)

- 1) In Program Manager click on the KidSoft icon group
 - 2) Click on the Flying Colors icon to run Flying Colors -- the art pack will be loaded automatically
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Flying Colors - Dinosaurs Art Pack

(Requires Flying Colors)

- 1) In Program Manager click on the KidSoft icon group
 - 2) Click on the Flying Colors icon to run Flying Colors -- the art pack will be loaded automatically
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Flying Colors - Fashion Faces Art Pack

(Requires Flying Colors)

- 1) In Program Manager click on the KidSoft icon group
 - 2) Click on the Flying Colors icon to run Flying Colors -- the art pack will be loaded automatically
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Flying Colors - Food Art Pack

(Requires Flying Colors)

- 1) In Program Manager click on the KidSoft icon group
 - 2) Click on the Flying Colors icon to run Flying Colors -- the art pack will be loaded automatically
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Flying Colors - Funny Faces Art Pack

(Requires Flying Colors)

- 1) In Program Manager click on the KidSoft icon group
 - 2) Click on the Flying Colors icon to run Flying Colors -- the art pack will be loaded automatically
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Flying Colors - Machinery Art Pack

(Requires Flying Colors)

- 1) In Program Manager click on the KidSoft icon group
 - 2) Click on the Flying Colors icon to run Flying Colors -- the art pack will be loaded automatically
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Flying Colors - Map Pack

(Requires Flying Colors)

- 1) In Program Manager click on the KidSoft icon group
 - 2) Click on the Flying Colors icon to run Flying Colors -- the art pack will be loaded automatically
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Flying Colors - Tropical Art Pack

(Requires Flying Colors)

- 1) In Program Manager click on the KidSoft icon group
 - 2) Click on the Flying Colors icon to run Flying Colors -- the art pack will be loaded automatically
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Foo Castle

- 1) In Program Manager click on the FooWare icon group
 - 2) Click on the Foo Castle icon to run the application
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Kid Works 2

- 1) In Program Manager click on the Kid Works 2 icon group
 - 2) Click on the Kid Works 2 icon to run application
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Kid's Typing

- 1) In Program Manager click on the Brightstar icon group
 - 2) Click on the Kid's Typing icon to run application
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KidDesk Family Edition

- 1) In Program Manager click on the Kid Desk icon group
 - 2) Click on the Kid Desk Family Edition icon to run application
- ****REMEMBER PRESS "CTRL+ALT+A" FOR ADULT MODE"
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Math Rabbit

- 1) In Program Manager click on the Learning Company icon group.
 - 2) Double click on the Math Rabbit icon to run application.
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Mental Math Games

- 1) Exit Windows (to get to a "C" PROMPT)
 - 2) Type "CD \CLUBCODE\MMG" Then press "ENTER" (to change directory)
 - 3) Type "SET SOUND" Then press "ENTER" (to configure program)
 - 4) Type "GAMES" Then press "ENTER" (to run application)
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Millie's Math House

- 1) Exit Windows (to get to a "C" PROMPT)
 - 2) Type "CD \CLUBCODE\MILLIE" Then press "ENTER" (to change directory)
 - 3) Type "INSTALL" Then press "ENTER" (to configure program)
 - 4) Type "MILLIE" Then press "ENTER" (to run application)
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Museum Madness

- 1) Exit Windows (to get to a "C" PROMPT)
 - 2) Type "CD \CLUBCODE\MUSMAD" Then press "ENTER" (to change directory)
 - 3) Type "SETUP" Then press "ENTER" (for program configuration)
 - 4) Type "MUSEUM" Then press "ENTER" (to run application)
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My Own Stories

- 1) Exit Windows (to get to a "C" PROMPT)
- 2) Type "CD \CLUBCODE\MOS" Then press "ENTER" (to change directory)
- 3) Type "SETUP" Then press "ENTER" (to configure program)
- 4) Type "STORIES" Then press "ENTER" (to run application)

Number Munchers

- 1) Exit Windows (to get to a "C" PROMPT)
 - 2) Type "CD \CLUBCODE\NUMMNCH" Then press "ENTER" (to change directory)
 - 3) Type "NM" Then press "ENTER" (to run application)
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Odell Down Under

- 1) In Program Manager click on the MECC program group
 - 2) Click on the Odell Down Under icon to run application
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The Oregon Trail

- 1) In Program Manager click on the MECC icon group
 - 2) Click on the The Oregon Trail icon to run the application.
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Reader Rabbit 1

- 1) In Program Manager click on the Learning Company icon group.
 - 2) Click on the Reader Rabbit 1 icon to run application.
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Reader Rabbit 2

- 1) In Program Manager click on the Learning Company icon group
 - 2) Click on the Reader Rabbit 2 icon to run application
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Reader Rabbit 3

- 1) In Program Manager click on the Learning Company icon group
 - 2) Click on the Reader Rabbit 3 icon to run application
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Richard Scarry's BusyTown

- 1) Exit Windows (to get to a "C" PROMPT)
 - 2) Type "CD \CLUBCODE\BUSYTOWN" Then press "ENTER" (to change directory)
 - 3) Type "BUSYTOWN" Then press "ENTER" (to run application)
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Spelling Jungle

- 1) In Program Manager click on the Sierra icon group
 - 2) Click on the Spelling Jungle icon to run application
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Storybook Weaver

- 1) Exit Windows (to get to a "C" PROMPT)
- 2) Type "CD \CLUBCODE\SBW" Then press "ENTER" (to change directory)

- 3) Type "SBWCNFG" Then press "ENTER" (to configure program)
- 4) Type "SBW" Then press "ENTER" (to run application)

Student Writing Center

- 1) In Program Manager click the Learning Company icon group
- 2) Click on the Student Writing Center icon to run application

Super Munchers

- 1) Exit Windows (to get to a "C" PROMPT)
- 2) Type "CD \CLUBCODE\SMUNCH" Then press "ENTER" (to change directory)
- 3) Type "SM" Then press "ENTER" (to run application)

Super Solvers Spellbound!

- 1) In Program Manager click on the Learning Company icon group
- 2) Click on the SpellBound! icon to run application

Thinkin' Things Collection 1

- 1) Exit Windows (to get to a "C" PROMPT)
- 2) Type "CD \CLUBCODE\TT" Then press "ENTER" (to change directory)
- 3) Type "INSTALL" Then press "ENTER" (to configure game)
- 4) Type "TT" Then press "ENTER" (to run application)

Thinkin' Things Collection 2

- 1) In Program Manager, click on the Edmark icon group
- 2) Click on the Thinkin' Things Collection 2 icon to run the application

Requires VESA video support to fully utilize the product. Refer to the README.TXT file for specific information.

Treasure Cove!

- 1) In Program Manager click on the Learning Company icon group
- 2) Click on the Treasure Cove icon to run application

Treasure MathStorm!

- 1) In Program Manager click on the Learning Company icon group
- 2) Click on the Treasure Math Storm icon to run application

Treasure Mountain!

- 1) In Program Manager click on the Learning Company icon group
 - 2) Click on the Treasure Mountain icon to run application
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Troggle Trouble Math

- 1) In Program Manager click on the MECC icon group
 - 2) Click on the Troggle Trouble Math icon to run application
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Turbo Science

- 1) Exit Windows (to get to a "C" PROMPT)
 - 2) Type "CD \SIERRA\TURBOSCI" Then press "ENTER" (to change directory)
 - 3) Type "INSTALL" Then press "ENTER" (to configure program)
 - 4) Type "TURBOSCI" Then press "ENTER" (to run application)
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Word Munchers

- 1) Exit Windows (to get to a "C" PROMPT)
 - 2) Type "CD \CLUBCODE\WORDMNCH" Then press "ENTER" (to change directory)
 - 3) Type "WM" Then press "ENTER" (to run application)
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