

The Club KidSoft V3I3 CD

On-Line Users Guide

Welcome to the Club KidSoft CD On-Line Users Guide. This guide will help you find your way around the Club KidSoft CD. Choose the topic in which you are interested from the list below. Click on it.



[Click here for a hint on viewing this help file](#)

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- [Overview of the Club KidSoft CD](#)
 - [Running the Club KidSoft CD](#)
 - [The Clubroom](#)
 - [Installing Unlocked Programs](#)
 - [Frequently Asked Questions about the CD](#)
 - [General Problems and Troubleshooting](#)

If you enlarge this help window to its maximum size, this document will be easier to read. To do so, click the Maximize button in the upper-right corner of the window. Or open the Control menu in the upper-left corner of the help window (press ALT+SPACEBAR), and then choose the Maximize command.

For pages too large to fit on the entire screen, use the scroll bar that appears on the right hand side of the window to move through the page. For more on how to use the Windows help format, click the help menu on the title bar above.

**The grey bar on the right side of the window with arrows on the ends pointing North and South.
Click on these arrows to scroll through the page.**

The Club KidSoft CD: A General Overview

Congratulations on being part of the next step in multimedia!

The Club KidSoft CD was designed to bring together the latest in CD-ROM technology, childrens educational software and the convenience of instant purchasing at home. We also allow you to try before you buy over 40 different pieces of fun and exciting software titles!

[What is the KidSoft SuperStore?](#)

[How do I shop using the Club KidSoft CD?](#)

[How do I purchase a product from the Club KidSoft CD?](#)

[How do I look at the demos?](#)

[How do I access programs I unlock?](#)

[What is the Install Documentation Viewer for?](#)

[!\[\]\(aa53ad6fea213b8b2226d3077e30533a_img.jpg\) Return to Main Menu](#)

Running the Club KidSoft CD for the First Time

[How do I run my Club KidSoft CD from Windows 3.1 or 3.11?](#)

[How do I run my Club KidSoft CD from Windows 95?](#)

[What are the system requirements for the KidSoft CD?](#)

The first time that you run Club KidSoft on your Club KidSoft CD, you must register your CD-ROM disc. By registering, you are uniquely identifying your computer which enables the software unlocking technology. I know it all sounds very confusing and high tech, but trust us, it works.

[How do I register my CD?](#)

[How do I reinstall my CD if something happens?](#)



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The recommended requirements for the Club KidSoft CD are a minimum of 4 megabytes of RAM, a 486DX-25 cpu or better, and a double-speed CD ROM. The disc will run on a single speed, but the screen change time will be extremely slow and the QuickTime movies may become jumpy. The display must also be set to a minimum of 256 colors.

- 1) Place the CD-ROM in the drive**
- 2) Open the Club KidSoft CD program group or tab.**
- 3) Double-click on the Club KidSoft CD icon**

- 1) From the Start Menu, under programs choose Club KidSoft
- 2) Under Club KidSoft, choose Club KidSoft CD 1

Registering is easy! Simply look to the back page of the booklet that the CD came in for a sticker with a 14 character Registration Code and an 8 character Key Code. Enter the 14 letters in the first box of the registration window. Press the TAB key and enter the 8 character Key Code. When you finish, click on the register button and youre on your way!!

Your CD should have come preinstalled on your **COMPAQ** Presario. However, if for some reason your files become damaged or you need to reinstall your Club KidSoft CD for whatever reason, follow the following instruction:

- 1) Place the CD-ROM in the CD-ROM drive
- 2) On the command bar, click on FILE, then click on RUN
- 3) In the command line type **D:\setup** (assuming that D: is your CD-ROM drive.)
- 4) When asked for an installation path for the CD, just click on the OK button
- 5) Once installation is complete, a program group called **Club KidSoft CD** will be created. Inside the program group will be an icon titled Club KidSoft CD 1. Double-click on this icon to start the CD.

The Electronic Documentation Viewer

Some of the products available for unlocking from the Club KidSoft CD also come with electronic documentation. By this we mean that the normal paper manual for the program has been scanned and transformed into a file that can be viewed on your computer.

However, in order to view these electronic manuals, you must have a viewing program installed on your computer. Double-clicking on the Install Documentation Viewer icon will install the Adobe Acrobat document viewer to your computer. After installation, you will be able to read the electronic manual for the products you unlock.

When you do unlock a program with electronic documentation, the icon for the document will be placed in the Club KidSoft CD program group. Simply double-click that icon to load the manual to view onscreen and print.

NOTE: It is not mandatory to install the Adobe Acrobat viewer immediately after setting up the Club KidSoft CD. Only when you unlock a product that comes with an electronic manual will you need to have Adobe Acrobat installed.

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The KidSoft SuperStore

The KidSoft SuperStore acts as an on-line catalog for browsing all the fun and educational titles available through Club KidSoft. Plus, because this is an electronic catalog, you can search for titles using six different types of sorting.

Click on the following SuperStore topics to see a detailed description of what you'll find once you're inside the CD!

1. [Unlockable Products](#)
2. [All Products](#)
3. [Specials](#)
4. [Whats New](#)
5. [Demos](#)
6. [Info](#)

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**Click on this button to view all of the fun titles
that can be unlocked and installed onto your
computer, straight from the Club KidSoft CD!**

**Click on this button to see all the
products available from Club KidSoft.
Over 200 products to choose from!!**

**Click on this button to see what cool
new titles have been added to the
current issue of the Club KidSoft CD.**

Click on this button to see all the products you can try before you buy!!

**Click on this button to see all the
great specials KidSoft is offering
in this issue!**

Click on this button for the KidSoft general information screen covering everything from the company philosophy to becoming a Club KidSoft member. Just click on the topic of your choice from the subject tabs on the right side of the screen.

General Problems and Troubleshooting Tips

Since nobody's perfect, you may sometimes experience problems using the Club KidSoft CD. Look over the list below and choose the topic that best fits your problem.

 **[COMPAQ USERS RUNNING TABWORKS CLICK HERE FIRST.](#)**

[PROBLEMS DURING INSTALLATION](#)

[PROBLEMS REGISTERING THE CD](#)

[PROBLEMS RUNNING DEMOS](#)

[PROBLEMS WITH VIDEO CARDS AND DRIVERS](#)



None of the above solutions worked for me. Now what?



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Problems with Video Drivers

If you have an older video card or incompatible video drivers in your computer, you may experience while trying to run the Club KidSoft CD. These problems can appear as General Protection Faults, application errors, error messages referring to *getPixel()* errors, or a garbled picture on the screen. In most cases, these problems can be fixed by updating your video driver to the most recent version. You should contact your video card manufacturer to find out if there is a newer version of your video driver.

[Click here if you have a Quadtel or Trident video card](#)

[Click here if you have an ATI Mach 32 or 64 video card](#)

[Click here if you have a Diamond Speedstar Pro video card](#)



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If you received General Protection Faults using the CD with a Diamond Speedstar Pro video accelerator you need to contact Cirrus Logic to install the most current version of the Cirrus Logic 5426/5428 video drivers. Installing these will correct the problem. The Cirrus Logic bulletin board number is 510-440-9080.

The Club KidSoft CD contains the most recent release of the Windows video drivers for Trident video cards and video cards containing Quadtel chipsets.

To install these drivers go to your File Manager and follow these steps:

- 1) Click on the CD-ROM drive icon (i.e. D:)**
- 2) Double-click on the DRIVERS folder on the left hand side.**
- 3) Double-click on the TRIDENT folder on the left hand side.**
- 4) On the right hand side on the screen, double-click on the file TINSTALL.EXE to begin the installation procedure.**

Follow the on-screen instructions to install these most recent drivers.

NOTE: YOU MUST HAVE YOUR WINDOWS DISKETTES HANDY DURING THIS INSTALL.

If you have an ATI Mach 32 or Mach 64 video card, do the following:

- 1) In your ATI video card control panel in Windows, turn the WinSwitching option to OFF.**
- 2) From the Menu Bar at the top of the screen click on FILE then click on RUN**
- 3) In the command box type SYSTEM.INI and click the OK button**
- 4) Scroll through the SYSTEM.INI file until you find a section in brackets labelled MACX or ATI INTERCEPTOR**
- 5) Within that section, insert a blank line and add the line: DEVICEBITMAP=OFF**
- 6) Close and save the SYSTEM.INI file.**
- 7) Restart Windows for the change to take effect.**

NOTE: Making these change have no harmful effects.



Problems During Installation

Choose the topic or error message that best fits your problem:

Cannot find file or one of its components....

Cannot Read from Drive D....

Do I want to create a TabWorks item?

Do I want to update my Quicktime files?

Do I want to increase my DMA buffer size?

I get a message about not running in 256 color mode?



[Return to Troubleshooting menu](#)

Problems Running the Demos

Choose the topic that best fits your problem:

Message saying KB PIF size is too big.

Some of the demos run without sound.

My system froze while I was trying to view a demo.

My mouse wont work in some demos.

 [Return to Troubleshooting menu](#)

Make sure you typed the command line in exactly as it says in the Club KidSoft booklet. If you have, eject the CD and clean the back with some glass cleaner and a soft cloth. Then try to reinstall the CD using the File Manager located under the Main program group or tab.

Some of the demos on the CD are DOS demos. In order to use your mouse in these demos a DOS mouse driver must be loaded when you boot up the computer. The line that loads this driver will be located in either your AUTOEXEC.BAT or CONFIG.SYS file. Either consult your DOS Users Guide or contact your *COMPAQ* technical support representative to make sure this driver is being loaded when you start the computer.

This is correct. Some of the demos on the CD are DOS demos. This means that when you run them from Windows, they cannot share the sound card with Windows. A message box will appear before you enter the demo that will let you know if the demo will be running without sound.

Try to do a soft boot (press CTRL + ALT + DEL on the keyboard.) to restart your computer. If a soft boot will not work, manually turn off the computer, wait about 10 seconds and turn the computer back on. While the computer is rebooting, take the CD out of the drive and clean off the shiny side with glass cleaner and a soft cloth, to insure there are no smudges or fingerprints interfering with the reading of the CD. Reinsert the CD and try again. If problems persist, call our technical support line at 408-255-3434 .

No. See the section in the Troubleshooting menu regarding COMPAQ users running TabWorks.

Yes. Think of QuickTime as a movie projector that is necessary to run most multimedia titles that contain animation and sound. Updating your Quicktime files is like getting a more powerful projector.

TABWORKS USERS NOTE!!

You must turn off the File Tracking option before installing the Club KidSoft CD. The instructions for doing this are as follows:

- 1. Start by selecting OPTIONS on the TabWorks menu bar**
- 2. Select FILE TRACKING...**
- 3. Turn off TRACK FILE CREATION and TRACK FILE MODIFICATION by clicking on the X in the box next to each item.**
- 4. Click on OK to close that menu.**
- 5. Click on FILE on the menu bar and click on RUN.**
- 6. In the command line type D:\SETUP and click OK.**
- 7. At the first window that comes up, click OK.**
- 8. Follow the on screen instructions after installation to return to windows.**
- 9. Click on FILE in the menu bar and click on SAVE BOOK to ensure that you dont lose the KidSoft tab.**
- 10. Double-click on the Club KidSoft icon in TabWorks and follow the on screen instruction to register the disc.**
- 11. HAVE FUN!!!**

If QuickTime fails to initialize, clean the back of the CD with glass cleaner or rubbing alcohol and a soft cloth and reinstall following the Quick Start instructions in the CD sleeve.

You most likely have more than one hard disk. If you changed the installation path of the KidSoft CD during installation (i.e. c:\kidsoft\v3issue1 became d:\kidsoft\v3issue1), you need to choose FILE from the task bar at the top of the screen and choose RUN. Type KIDSOFT.INI and press OK. Look for the section in the INI file that relates to the issue of the CD you are experiencing problems with (Volume 3 Issue 2, etc.) Change all the lower case drive letters to upper case. For example, change d:\demos to D:\demos. Exit and save the KIDSOFT.INI file. This will fix the problem.

If you get this message, remove the CD from the drive and spray the back of the CD with glass cleaner or rubbing alcohol and a soft cloth. Place the disk back in the drive and try the Quick Start instructions again.

If you still get the same message click on CANCEL to close all windows and follow these directions:

1. Click on the MAIN program group or tab.
2. Double-click on the FILE MANAGER icon
3. On the drive bar at the top of the file manager window, click on the D: drive.
4. On the left side of the screen, click on the yellow folder that says D:\.
5. On the right side of the screen, click on the file labelled SETUP.EXE.
6. If a box comes up saying Setup is Initializing...Please Wait, then follow the on screen instruction to install. If you still the same error message call **1-800-354-6150** to request a replacement CD.

**Contact our KidSoft technical support
representatives at 408-255-3434
during the following hours:**

Monday - Friday **8:00 a.m. - 8:00 p.m. PST**
Saturday & Sunday **8:00 a.m. - 5:00 p.m. PST**

This message occurs when trying to run DOS demos from the Club KidSoft CD and there is not enough lower DOS conventional memory available.

Check the section in your MS DOS manual for the section concerning the utility called MEMMAKER. Follow the instructions for running this utility. When finished, you can run the DOS demos with no problems.

Yes. Increasing the DMA buffer size will speed up the access time for the computer to read the CD and decrease your wait time. There are no adverse effects from increasing the DMA buffer size.

The KidSoft CD was meant to be run in a video mode that supports 256 colors or more if your video card can handle it. If you received the error message saying you are running in a video mode of less than 256 colors, your computer is most likely set to standard VGA mode which only supports 16 colors.

To change your video mode contact your manufacturers technical support representative to have them help you change your video driver to 256 colors.



Registration Problems

Choose which of these error messages fits your problem

When I try to type my registration code, the letters wont show up.

After I type my registration code, I get an Error - 15 message.

I get an error message saying my code is invalid or error - 405.

I cant get to the second box to type in my key code.

I have to reregister my CD each time I view a demo.

QuickTime failed to initialize.



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**Try cleaning the back of the CD with glass cleaner and a soft cloth and try reinstalling following the PC Quick Start instructions in your Club KidSoft booklet.
If the error continues, call our technical support line at 408-255-3434.**

The most common problem during registration is not typing the code correctly. Make sure you double check all the letters in your 14 character alphabetic registration code and in your 9 character key code. Both of these codes must be entered correctly to access the CD. They need only be entered the first time you register the CD.

If you have double checked and made sure the code is same as the one on the back of your CD sleeve, call 800-354-6133 and request another registration code from our product specialists.

To jump to the second box for entering your key code, press the TAB key on your keyboard. It is located on the left hand side above the CAPS LOCK key.

This error occurs when files necessary for processing your registration information dont get properly installed to your hard drive. Take the CD out of the drive and clean the back with some glass cleaner or rubbing alcohol and a soft cloth. Then place the CD back in the drive and follow the PC Quick Start instruction in the CD sleeve.

KIDSOFT

THE CLUBROOM

This where the really fun stuff on the CD is! Inside the Clubroom you can look all sorts of cool stuff, from programs on the KidSoft TV and radio to actual artwork sent in by Club KidSoft members.

Click on any of the following topics to check them out!



[Whats New in This Issue!!](#)

[Club Radio](#)

[Club TV](#)

[Club Art](#)

[Club Stories](#)

[Contest Central](#)

[Club Mail](#)



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Whats New in this Issue!!

This issue, the Clubroom has transformed into a funky, futuristic playroom! You get easier access to other areas of Club KidSoft! Check out new programming on Club TV and hear the latest from KidSoft on Club Radio!

- By clicking on the **INSTALL AMERICA ONLINE** icon from the CLUB KIDSOFT program group or tab, you can install, connect and receive 10 hours of on-line time with North Americas fastest growing on-line service absolutely **FREE!!**
- Clicking on the DEMOS rug will take you a complete list of all available demos on the CD.
- Clicking on the Pizza Box will take you to an interactive demo for *Early Math*, an interactive childrens math game.
- Clicking on the Spelln bowl goes to the demo for *Spelling Jungle*, an interactive spelling game.
- Clicking on Simon, the bird in the window, takes you to a series of interactive demos for *Living Books*.

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Club Mail

Mail call! See and read real postcards sent to KidSoft from actual Club KidSoft members!

When you see the mailbox in the middle of the floor, click on it to see the postcard waiting inside. Click on the FLIP button to turn the postcard over and see who its from and what it says!

When you finish reading the postcard, simply click on the STOP button and the mailbox will return to being closed. Dont worry! It will return each time you visit cyberspace, with a new postcard each time!!

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Club Radio

Check out the Club KidSoft radio to go on-the-air in the Clubroom!

To listen to the Radio, place the pointer over the radio and wait until you hear a noise that sounds like radio static. Then, click the mouse to tune into the Club KidSoft station and check out whats playing.

When you finish listening to the radio, simply click on the radio again to turn it off.

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Club TV

Tune in to Club TV to watch some funny movies, cool animations and previews of whats upcoming in Club KidSoft! Club TV programming includes previews of really cool games available from Club KidSoft.

To watch the Club TV, place the mouse pointer over the screen and wait until the screen turns on and goes staticy. Then, click on the mouse to tune into the Club KidSoft channel. To switch between programs, place the cursor over the blue button in the upper left of the TV until it changes color. Click on the mouse to change channels.

When youre finished watching the Club TV, click on the RETURN arrow in the lower left corner of the screen to return to the Clubroom.

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Club Art

Club KidSoft members can have their art placed on display in the Clubroom for all the other Club member to see!!

To view the Club Art, place the mouse pointer over the painting on the wall and wait for it to change colors, then click on the mouse to go into the gallery. Once the Club Art title page comes up, place the cursor over the small arrow pointing to the right and wait for it to change color, then click once. Place the cursor over the play button at the bottom of the screen and click once on it to see the art become animated!!

Look through the other pictures in the gallery by using the arrows in the bottom right hand corner. You can also look at the animation frame by frame. Simply, click on the number of the frame you want to check out.

When you finish, click on the RETURN arrow in bottom right hand corner of the screen to return to the ClubRoom.

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Club Stories

Club Stories is where members of Club KidSoft can have their stories animated and narrated for other Club members to read and enjoy!!

Place the cursor over the Zapwriter typewriter and wait until you hear the sound of the carriage return clicking. Then click on the typewriter to check out the stories. Choose a story by clicking on the picture above the title of the story you want to check out.

When you finish, simply click on the RETURN arrow in the lower left corner to return to the main stories page and click on the RETURN arrow again in the lower left corner to return to the ClubRoom.

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Contest Central

Each month, Club KidSoft sponsors contests that kids can enter and win really cool stuff!!

Place the mouse pointer over the switch at the back wall and wait until the CONTEST sign lights up. Click on the mouse to enter the contest screen. Put the cursor over the NEW CONTEST button until it changes color, then double-click on the mouse. To see the contest winners from last month, put the mouse pointer over the CONTEST WINNERS button until it changes color then double-click on the mouse.

When you have finished looking at the contest area, click on the RETURN arrow in the lower left corner to return to the ClubRoom.

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Shopping in the Club KidSoft Catalog

The Catalog was designed to make it easy to find what you're looking for. You can find products individually, by age group, category or just by browsing the entire KidSoft catalog.

While in our Catalog Screen, you may use the black menu buttons at the top of the screen entitled **CATEGORIES** and **AGES** to define your search criteria.

You may also use the **FIND** button located on the bottom of the screen to search for a specific product by title.

Clicking on a **box photo** will take you to a detail screen where you can view the product description. By clicking on the tabs at the top of that screen, you may obtain information on pricing, available platforms and hardware requirements. If there is a demo available, you may launch it from the RUN DEMO button located below the picture of the screen.

 [Return to the previous menu](#) or

 [Find out how to purchase from the CD](#)

Place the mouse cursor over the CATEGORIES bar at the top of the screen and wait for the drop down menu.

Place the mouse cursor over the AGES bar at the top of the screen and wait for the drop down menu.

Click on the alphabetized tabs on the left side of the FIND screen to go to the titles beginning with that letter.

**The actual photo of the package you
would see on the shelf in a store.**



Purchasing from the Club KidSoft CD-ROM

To purchase a product, click the BUY NOW button on the bottom right of the screen. If you have already selected your product, this will take you directly to the Purchase Screen. If you have not selected a product, click on the BUY NOW button from the title screen to be taken to the **FIND** screen so that you may locate the product you would like to purchase. You will then be taken to the product detail screen. Click BUY NOW again and you will be taken to the Purchase Screen.

Once you are in the Purchase Screen, and have your product selected, call Club KidSoft at **1-800-354-6150**.

If this product is unlockable, you will see a Customer Code printed in red in the lower right corner of the screen. This is the code you give to the Club KidSoft product specialist to unlock the product from the CD. Your Club KidSoft product specialist will give you a 14 character unlock code. Once you type the unlock code into the box on your screen, the software will be unlocked and ready for installation. This code will only work with the CD you installed on your computer. After the product has been unlocked, the installation instructions will appear in the product detail screen. If you have any problems, your product specialist will assist you in the installation process.

You also have the option to purchase any product through mail order. If the selected product is only available by Mail Order, you will see a picture of a package that will say KIDSOFT MAIL ORDER. Call **1-800-354-6150** to order and have the product shipped to you within 2 days.

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Installing, and Re-installing Software



[Click here for a list of how to access and run unlockable products](#)

After you unlock a program, choose to Install Now or Install Later. You can always reinstall a purchased piece of software again.

Whenever you choose Install Now, the Club KidSoft application will either:

- 1) Run the purchased software's installer if there is one.
- 2) Copy the files to your boot-up hard disk drive to a specific folder. All the directory and file information will be displayed on screen. Write this information down for future reference.

When you choose Install Later, the Club KidSoft CD will remember what you've purchased. You can install that unlocked product by clicking on the UNLOCKED PRODUCTS button on the first screen in the Club KidSoft application. On the next screen, click on the product in the list you wish to install. Click on the INSTALL button to install that product. Once you have unlocked a software program, the software remains unlocked on the disc, but may be used only on the computer from which you made the software purchase.



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Exiting the KidSoft Demos

After you click on the RUN DEMO button on the product screen, a white box will come up giving you the keyboard commands on how to exit the demo and return to the product screen.



[Click here for a printable list of the commands for exiting demos](#)



[Return to the previous screen](#)

Click on a demo title below for the directions on how to exit:

Alphabet Blocks

America OnLine

Arthur Birthday

Arthur Teacher Trouble

Baileys Bookhouse

Beginning Reading

Berenstain Bears Get in a Fight

Black Beauty

**Chadwick and the Sneaky Egg Thief
Moon**

ClarisWorks

Computer Fun Set

EA Kids Art Center

Eagle Eye Mysteries

Early Math

Fatty Bears Birthday Surprise

Flix Mix

Flying Colors

Foo Castle

**Freddie Fish and the Missing Kelp
Fun**

Harry and the Haunted House

Lost Mind of Dr. Brain

Millies Math House

Museum Madness

My First Colorforms

My First Incredible Dictionary

My Own Stories

Oregon Trail

Ozzies World

Putt-Putt Goes to the

Putt-Putt Joins the Parade

Rand McNally Tripmaker

Richard Scarry Busytown

RS: How Things Work

Secret Garden

Secrets of the Pyramids

SimCity Classic

Spelling Jungle

Storybook Weaver Deluxe

Suzys Zoo 4 Seasons of

Tortoise and the Hare

Hello Kitty Big-Fun Deluxe

Jigsaw It!

Just Grandma and Me

Keroppi Day Hopper

Kid Pix 2

Kids Typing

KidDesk Family Edition

Kids World

Lassie

Little Monster at School

Treasure Mathstorm!

Troggle Trouble Math

The Way Things Work

World Discovery

Yukon Trail

Zurks Learning Safari

Exiting Commands for Club KidSoft Demos

This page contains information about how to quit every demo on the Club KidSoft CD-ROM, and any special instructions or notes about these demos. Scroll down until you find name of the demo you are interested in.



To print this list, choose FILE from the task bar at the top of this screen and choose PRINT TOPIC.



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Alphabet Blocks

To quit this demo, click on the light switch and then the STOP sign.

America OnLine

To quit this demo, click on the exit button.

Arthur's Birthday

To quit this demo, choose Quit from the Main Menu.

Arthur's Teacher Trouble

To quit this demo use the mouse to select QUIT from the Main Menu.

Bailey's Book House

To quit this demo, press the ESC key.

Beginning Reading

To quit this demo, click on the stop sign. To leave any of the activity rooms, click on the light switch.

Berenstein Bears Get in a Fight

To quit this demo, use the menu or press CTRL and Q at the same time.

Black Beauty

To quit this demo, go to the Table of Contents and choose Close Book.

Chadwick and the Sneaky Egg Thief

To quit this demo, click on the EXIT button on the story page.

Computer Fun Set

To quit this demo, choose FILE and EXIT from the main menu.

EA Kids Art Center

To quit this demo, choose QUIT from the Main Menu.

Eagle Eye Mysteries

To exit from the demo, click the QUIT Program button from the Program Setup screen. Press OK to run the demo. CANCEL will return you to Club KidSoft.

Early Math

To quit this demo, use the mouse to select QUIT from the first screen.

Fatty Bears Birthday Surprise

To quit this demo, press the ALT and F4 keys at the same time.

Flix Mix

To quit this demo, click the Quit button from the Main Menu.

NOTE: This demo will run without sound. The installable product will have sound.

Flying Colors

To quit this demo, use the mouse to select QUIT from the first screen.

Foo Castle

To quit this demo, use the mouse to select QUIT from the Castle menu of the first screen.

Freddie Fish and the Case of the Missing Kelp

To quit this demo, press the ALT and F4 keys at the same time.

Harry and the Haunted House

To quit this demo, use the mouse to select QUIT from the main menu.

Hello Kitty Big Fun Deluxe

To quit this demo press the ESC key.

Jigsaw It!

To quit this demo, use the mouse to select FILE and EXIT from the menu and return to the Club KidSoft application.

Just Grandma and Me

To quit this demo use the mouse to select QUIT from the Main Menu.

Keroppi Day Hopper

To quit this demo, press the ESC key.

Kid Pix 2

To quit this demo, press the CTRL and F4 keys at the same time.

Kid's Typing

To quit this demo, use the mouse to select QUIT from the first screen.

Kids World

To quit this demo, use the mouse to select QUIT from the Main Menu.

KidDesk Family Edition

To quit this demo, press the ESC key.

Lassie

To quit this demo, go to the Table of Contents and select Close Book.

Little Monster at School

To quit this demo, choose Quit from the Main Menu.

Lost Mind of Dr. Brain

To quit this demo, press the ESC key.

Millie's Math House

To quit this demo, press the ESC key.

Museum Madness

To quit this demo, press the ESC key.

My First Colorforms

To quit this demo, choose FILE and EXIT from the main menu.

My First Incredible, Amazing Dictionary

To quit this demo click the exit button at the top of the screen.

My Own Stories

To quit this demo, first click the STOP sign then select I'd like to quit from the menu.

The Oregon Trail

To quit this demo, select options from the main screen and then click the Exit Game button.

Ozzie's World

To quit this demo, use the mouse to select QUIT from the first screen.

Putt-Putt Goes to the Moon

To quit this demo, press the ALT and F4 keys at the same time.

Putt-Putt Joins the Parade

To quit this demo, press the ALT and F4 keys at the same time.

Rand McNally Tripmaker

To quit this demo, press the CTRL and Q keys.

Richard Scarry's BusyTown

To quit this demo, press the ESC key.

Richard Scarry's: How Things Work in BusyTown

To quit this demo, press the ESC key.

Secret Garden

To quit this demo, go to the Table of Contents and select Close Book.

Secrets of the Pyramids

To quit this demo, click on the EXIT button in the main screen.

SimCity Classic

To quit this demo, press the ALT and ESC keys at the same time.

Spelling Jungle

To quit this demo, use the mouse to select QUIT from the first screen.

Storybook Weaver

To quit this demo, press the ESC key.

Storybook Weaver Deluxe

To quit this demo select EXIT from the Main Menu.

Suzys Zoo: 4 Seasons of Fun

To quit this demo, choose FILE and EXIT from the main menu.

The Tortoise and the Hare

To quit this demo, choose Quit from the Main Menu.

Treasure MathStorm!

To quit this demo, press the ESC key.

Troggle Trouble Math

Go to File menu and choose Exit.

The Way Things Work

To quit this demo, click the exit button at the top of the screen.

World Discovery

To quit this demo, choose FILE from the task bar and choose EXIT.

Yukon Trail

To quit this demo, click the **EXIT** button at the top of the screen.

Zurks Learning Safari

To quit this demo, press the **ESC** key and then select **STOP** from the main screen.

Press the ESC key and click on END QUEST

Click on QUIT from the Main Menu

Press the ESC key on the keyboard

Click on the STOP sign to exit. To leave any of the activity rooms, click on the light switch on the wall.

Click on EXIT from the Main Menu

**Click on FILE at the top of the screen
then click on EXIT**

**Press the CTRL and the Q keys
at the same time**

Click on the EXIT button

**Press the ALT and Q keys
at the same time**

Go to the Table of Contents and Select Close Book

**Press the ESC key and then select STOP
from the main screen.**

Click the STOP sign, then select Id like to quit from the main screen, then click the Exit Game button.

Press the ALT and F4 keys at the same time.

Press the CTRL and F4 keys at the same time.

Press the ALT and ESC keys.



Viewing the Demos on the Club KidSoft CD

Demos give you the opportunity to try a game before purchasing.

Some of the demos are self-running movies which are only for viewing. However, most of these demos are fully interactive, scaled-down versions of the actual game!



[Click here for quick instructions on how to get to the demos](#)

◆ [Click here for a printable list of the commands for exiting demos](#)

◆ [Click here for a list of the demos available on the CD](#)



[Return to the Main Menu](#)

1. From the title page click on the KidSoft SuperStore button
2. Click on the Demos button
3. Click on the DEMO button next to the box photo of the product you want to check out. (Use the arrows at the bottom of the screen to scroll through all available products on the CD that have demos.)
4. When the catalog page for the product comes up, click on the RUN DEMO button to enter the demo.

NOTE: A white box will come up telling you what the command is to exit the demo when you are finished viewing. Make sure you remember the command before clicking on OK.



Frequently asked questions (FAQs) about the CD

These are some of the most common questions that Club KidSoft members ask about using their Club KidSoft CD.

1. **What is the difference between unlocking and installing software?**
2. **How much hard disk space do the KidSoft program files take up?**
3. **How do I delete the KidSoft files from my hard disk?**
4. **Where do I go to purchase my software?**
5. **How do I make backup copies of the programs I purchase?**
6. **Is there a charge for registering this CD?**

 [Return to the Main Menu](#)

Getting a piece of software from the Club KidSoft CD onto your computer is a two step process. First you must unlock the software, then you need to install it to the hard disk inside your computer.

Unlocking a piece of software is like getting the key for a door that needs only be opened once. After you receive your unlocking code for a program, you have access for installing and reinstalling that program as many times as you please.

Installing the software is the process that actually transfers the program from the CD into your computer. After the CD has accepted your unlocking code the first time you will ,from then on, find your product listed in the UNLOCKED PRODUCTS screen. You get to this screen by clicking on the UNLOCKED PRODUCTS button at the title screen. Simply highlight the product you wish to reinstall and click on the INSTALL button to the right. This will start the installation engine that came with that particular program. Follow the on screen instructions and the program will be reinstalled to your computer.

NOTE: If you are planning to reinstall a program it is usually a good idea to completely delete the old version of that program from the hard disk using the windows File Manager. See your Windows manual for detailed information.

The KidSoft files take up approximately 1.8 MB of hard disk space.

For deleting the KidSoft files from your hard disk do the following:

- 1. Open the MAIN program group or tab.**
- 2. Double-click on the FILE MANAGER icon**
- 3. At the top of the File Manager, click on the C: drive icon**
- 4. On the left hand side look for the yellow folder marked KIDSOFT and double-click it.**
- 5. Look for the yellow folder that branches off from KIDSOFT that corresponds to the CD issue you want to delete (i.e. V3issue1).**
- 6. Click once to highlight the issue folder and press DELETE on your keyboard.**
- 7. For the boxes that come up on screen, click on OK, then YES TO ALL, the YES TO ALL again.**

NOTE: To delete the icons for Club KidSoft, simply highlight the icon, press DELETE on the keyboard and click on the YES button when it comes up.

If you already know the title of the product you wish to purchase, from the Club KidSoft screen, click on the BUY NOW button. Find the title you wish to unlock from the product list and click on it. When the product screen comes up click on the BUY NOW button in the lower right hand corner. This will bring up the ordering screen. Call 800-354-6133 to have one of our product specialists help you unlock and install your software.

There is no need to make separate backup copies of the software you unlock. Once you enter your unlocking codes for a product, it can be installed and reinstalled again from the CD at no charge. The CD itself acts as the backup copy.

If you experience a hard disk crash and lose all your data including KidSoft, simply reinstall the CD, reenter your registration code and call 800-354-6133 to receive new unlocking codes for your products, absolutely free!!


Nope! The only reason you need to enter the registration code on the back of the booklet, (other than to get into the CD) is so if you ever decide to order a product from the Club KidSoft CD, the customer code you give the product specialist will be unique to your CD.

Running Unlocked Products from the Club KidSoft CD-ROM

This is a printable list of how to access and run all the unlockable programs available for purchasing from the Club KidSoft CD.

 [Click here to learn how to unlock from the Club KidSoft CD.](#)

 To print this list, choose FILE from the task bar at the top of this screen and choose PRINT TOPIC.

 [Return to the Main Menu](#)

Alphabet Blocks: (Windows)

During Installation

- 1) Click on the OK button
- 2) Click on the OK button again
- 3) Click on the OK button again
- 4) When the installer is finished, click on FINISHED and click on the OK button
- 5) Click on the OK button again

After Installation

- 1) Double-click on the Brightstar program group or tab
- 2) Double-click on the Alphabet Blocks icon to launch the game

On-line Documentation: None on-line.

Amazon Trail: (DOS)

After Installation

- 1) Exit completely out of 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 configure sound)
- 4) Type AMAZON Then press ENTER (to run application)

On-line Documentation: Enter the File Manager and choose the C: drive at the top of the screen. On the left hand side, double-click on the folder titled CLUBCODE then click once on the folder titled AMAZON. On the right side of the screen, double click on the file titled AMAZON.TXT to activate the users manual.

Baileys Book House: (DOS)

After Installation

- 1) Exit completely out of Windows (to get to a C:\> PROMPT)
- 2) Type CD\CLUBCODE\BAILEY Then press ENTER (to change directory)
- 3) Type INSTALL and press ENTER (to configure sound)
- 4) Type BAILEY and press ENTER (to launch the program)

On-line Documentation: None on-line.

Beginning Reading: (Windows)

During Installation:

- 1) Click on the OK button
- 2) Click on the OK button again
- 3) Click on the OK button again
- 4) When the installer is finished, click on FINISHED then click on the OK button
- 5) Click on the OK button again

After Installation

- 1) Double-click on the Brightstar program group or tab
- 2) Double-click on the Beginning Reading icon to launch the game

On-line Documentation: None on-line.

COMputer fun set (Windows)

During Installation

- 1) Click on the CONTINUE button
- 2) Click on the CONTINUE button again.
- 3) Click on the OK button

After Installation

- 1) Double-click on the Colorforms program group or tab.
- 2) Double-click on the Colorforms icon to launch the program.

On-Line Documentation Double-click on the COMP.PDF icon in the KidSoft program group or tab to view
the on-line documentation.

DinoPark Tycoon: (DOS)

After Installation

- 1) Exit completely out of 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 sound configuration)
- 3) Type DINOPARK Then press ENTER (to launch the game)

On-Line Documentation: None on-line.

Early Math: (Windows)

During Installation

- 1) Click on the OK button
- 2) Click on the OK button again
- 3) Click on the OK button again
- 4) When the installer finishes, click on the OK button
- 5) Click on the OK button again

After Installation

- 1) Double-click on the Brightstar program group or tab
- 2) Double-click on the Early Math icon to launch the game

On-Line Documentation: None on-line.

Expresso Calendar: (Windows)

During Installation

- 1) Click on the FULL INSTALL button
- 2) Have the customer type their name, then press the TAB key twice.
- 3) For the serial number, have the customer enter the following code: EXW-61532-0445.
- 4) Click on the CONTINUE button
- 5) When the installer is finished, click on each of the boxes with an x in them to remove the x
- 6) Click on the CONTINUE button
- 7) Click on the DONE button

After Installation

- 1) Double-click on the Espresso program group or tab
- 2) Double-click on the Espresso icon to launch the application

On-line Documentation: Once Espresso is activated, pull down the HELP menu and choose CONTENTS.

FLIX MIX: (DOS)

After installation

- 1) Exit completely out of Windows (to get to a C:\> PROMPT)
- 2) Type CD\CLUBCODE\FLIXMIX Then press ENTER (to change directory)
- 3) Type SETUP Then press ENTER (to configure sound)
- 4) Type FLIXMIX Then press ENTER (to launch the game)

On-Line Documentation: None on-line.

Flying Colors: (Windows)

After Installation

- 1) Double-click on the KidSoft program group or tab
- 2) Double-click on the Flying Colors icon to launch the game

On-Line Documentation: None on-line.

Flying Colors Art Packs: (Windows)

During Installation

- 1) All Flying Colors Art Packs will be automatically installed to the Flying Colors directory and will be automatically loaded when Flying Colors is launched.

NOTE: Flying Colors must be installed before the Art Packs.

Foo Castle: (Windows)

During installation

- 1) Click on the OK button
- 2) Click on the C: option and click on the OK button
- 3) Click on the OK button again
- 4) When the installer is finished, click on the OK button

After Installation

- 1) Double-click on the FooWare program group or tab
- 2) Double-click on the Foo Castle icon to launch the game

On-Line Documentation: Double-click on the FOO.PDF icon in the Club KidSoft program group or tab.

Kid Works 2: (Windows)

During Installation

- 1) Click on the CONTINUE button
- 2) Click on the CONTINUE button again
- 3) Once the installer finishes, click on the OK button

After Installation

- 1) Double-click on the Kid Works 2 program group or tab
- 2) Double-click on the Kid Works 2 icon to launch the game

On-Line Documentation: There is a pull down help menu in the game, but not the actual manual.

Kids TypinG: (Windows)

During Installation

- 1) Click on the OK button
- 2) Click on the OK button again
- 3) Click on the OK button again
- 4) Once the installer is finished, choose either RUN or FINISHED and click the OK button.

After Installation

- 1) Double-click on the Brightstar program group or tab
- 2) Double-click on the Kids Typing icon to launch the game

On-Line Documentation: None on-line.

KidDesk Family Edition: (Windows)

During Installation

- 1) Click on the CONTINUE button
- 2) Click on the CONTINUE button again
- 3) After the installer is complete, choose how you want to start the program from the options menu (the default setting is recommended) and click the CONTINUE button
- 4) Click on the OK button
- 5) Click on the OK button again

After Installation

- 1) Double-click on the Kid Desk program group or tab
- 2) Double-click on the Kid Desk Family Edition icon to launch the application

On-Line Documentation: While the actual manual isnt on-line, a troubleshooting and helpful hints document

is available. To access this file, enter the File Manager and choose the C: drive at the top of the screen. On the left hand side, click on the folder titled KIDWIN then on the right side of the screen, double click on the file titled README.WRI to activate the help guide.

NOTE: PRESS CTRL+ALT+A FOR ADULT MODE

launch pad: (Windows)

During Installation:

- 1) When prompted, enter the follow serial number: **LPW-03061-3480**.
- 2) Click on the OK button
- 3) When the installer finishes, click on the OK button
- 4) Click on the YES button to restart the system and activate LaunchPad.

After Installation:

- 1) LaunchPad will be automatically loaded everytime the Users begins their system.

On-Line Documentation: None on-line.

MARIOS GAME GALLERY: (Windows)

During Installation:

- 1) Click on the CONTINUE INSTALL button
- 2) Click on the CONTINUE button again
- 3) Click through the four music choices and click the PLAY button each time to hear it. When you find the song that sounds best on your system, click on the OK button.
- 4) When the installer finishes, click on the OK button.

After Installation:

- 1) Double-click on the Interplay program group or tab.
- 2) Double-click on the Marios Game Gallery icon to launch the program.

On-Line Documentation: None on-line.

Math Rabbit: (Windows)

During Installation

- 1) Click on the CONTINUE button
- 2) Click on the CONTINUE button again
- 3) When the installation finishes, click on the OK button

After Installation

- 1) Double-click on the Learning Company program group or tab
- 2) Double-click on the Math Rabbit icon to launch the game

On-Line Documentation: Double-click on the MRABBIT.PDF in the Club KidSoft program group or tab. The game also contains a pull down help menu.

Mental Math Games: (DOS)

After Installation

- 1) Exit completely out of Windows (to get to a C:\> prompt)
- 2) Type CD\CLUBCODE\MMG then press ENTER (to change directory)
- 3) Type SETSOUND Then press ENTER (to configure sound)
- 4) Type GAMES Then press ENTER (to launch the game)

On-Line Documentation: None on-line.

Millies Math House: (DOS)

After Installation

- 1) Exit completely out of 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 sound)
- 4) Type MILLIE Then press ENTER (to launch the game)

On-Line Documentation: None on-line.

Museum Madness: (DOS)

After Installation:

- 1) Exit completely out of Windows (to get to a C:\> prompt)
- 2) Type CD\CLUBCODE\MUSMAD then press ENTER (to change directory)
- 3) Type SETUP then press ENTER (to configure sound)
- 4) Type STORIES then press ENTER (to launch the game)

On-Line Documentation: None on-line.

MY FIRST COLORFORMS: (Windows)

During Installation:

- 1) Click on the CONTINUE button.
- 2) Click on the CONTINUE button again.
- 3) When the installer finishes, click on the OK button.

After Installation:

- 1) Double-click on the Colorforms program group or tab.
- 2) Double-click on the Colorforms icon to launch the program.

On-line Documentation: Double-click on the COMF.PDF icon in the KidSoft program group or tab.

My Own Stories: (DOS)

After Installation:

- 1) Exit completely out of 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 sound)
- 4) Type STORIES Then press ENTER (to run application)

On-Line Documentation: Enter the File Manager and choose the C: drive at the top of the screen. On the left hand side, double-click on the folder titled CLUBCODE then click once on the folder titled MOS. On the right side of the screen, double click on the file titled MOS.TXT to activate the users manual.

Number Munchers: (DOS)

After Installation

- 1) Exit completely out of 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 launch the game)

On-Line Documentation: None on-line.

Odell Down Under: (Windows)

WARNING!! ODELL DOWN UNDER IS NOT COMPATIBLE WITH THE 5422 AND 5424 VIDEO DRIVERS ON OLDER COMPAQ COMPUTERS. IF THE CUSTOMER ENCOUNTERS PROBLEMS OR FREEZES, HAVE THEM CONSULT THEIR WINDOWS MANUAL TO SWITCH THEIR VIDEO RESOLUTION TO VGA.

During Installation

- 1) Click on the OK button
- 2) Click on the OK button
- 3) When the installer is finished, click on the OK button

After Installation

- 1) Double click on the MECC program group or tab
- 2) Double click on the Odell Down Under icon to launch the application

On-Line Documentation: None on-line.

Oregon Trail: (Windows)

During Installation

- 1) Click on the OK button
- 2) Click on the OK button again
- 3) When the installer is finished, click on the OK button
- 4) Click on the YES button
- 5) Click on the OK button again

After Installation

- 1) Double-click on the MECC program group or tab
- 2) Double-click on the Oregon Trail icon to launch the game

On-line Documentation: The Oregon Trail contains a pull down help menu during the game but not the actual users manual.

Reader Rabbit 1: (Windows)

During Installation

- 1) Click on the CONTINUE button
- 2) Click on the CONTINUE button again
- 3) When the installer is finished click on the OK button

After Installation

- 1) Double-click on the Learning Company program group or icon
- 2) Double-click on the Reader Rabbit 1 icon to launch the game

On-Line Documentation: Double click on the RR1.PDF icon in the Club KidSoft program group or tab for the users manual. When playing the game, press the F1 key for help menus.

Reader Rabbit 2: (Windows)

During Installation

- 1) Click on the CONTINUE button
- 2) Click on the CONTINUE button again

3) When the installer is finished, click on the OK button

After Installation

- 1) Double-click on the Learning Company program group or icon
- 2) Double-click on the Reader Rabbit 2 icon to launch the game

On-Line Documentation: Double click on the RR2.PDF icon in the Club KidSoft program group or tab for the users manual. When playing the game, press the F1 key for help menus.

Reader Rabbit 3: (Windows)

During Installation

- 1) Click on the CONTINUE button
- 2) Click on the INSTALL button
- 3) At the INSERT NEXT DISK window, click on the OK button (this will happen 4 times)
- 4) When the installer is finished, click on the OK button

After Installation

- 1) Double-click on the Learning Company program group or icon
- 2) Double-click on the Reader Rabbit 3 icon to launch the game

On-Line Documentation: Double click on the RR3.PDF icon in the Club KidSoft program group or tab for the users manual. When playing the game, press the F1 key for help menus.

Richard ScarRys Busy Town: (DOS)

After Installation

- 1) Exit completely out of 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 launch the game)

On-Line Documentation: None on-line.

SAMMYS SCIENCE HOUSE: (Windows)

During Installation:

- 1) Highlight the Easy Installation option and press ENTER.
- 2) When the installer is finished, highlight the Setup to run Sammy from DOS and Windows and press ENTER.
- 3) Press ENTER to use the Windows sound settings for Sammys.
- 4) Type the following exactly C:\WINDOWS.
- 5) Select type of printer the customer has and press ENTER.
- 6) Select the type of soundcard the customer has and press ENTER (If the customer doesnt know, choose
SoundBlaster Compatibles)
- 7) Select the sound IRQ (the default is 5)
- 8) Select the sound cards base address (the default is 220)
- 9) Select the sound cards DMA Channel (the default is 1)
- 10) Highlight Use XMS memory, if available and press ENTER.
- 11) Choose Do not add Sammy to my path and press ENTER.
- 12) Press ENTER to exit the installer.

After Installation:

- 1) Double-click on the Edmark program group or tab.

2) Double-click on the Sammys Science House icon to launch the program.

On-Line Documentation: None on-line.

Spelling Jungle (Featuring Yobi): (Windows)

During Installation:

- 1) Click on the OK button
- 2) Click on the OK button again
- 3) Click on the OK button again
- 4) When the installer is finished, click on the OK button
- 5) Click on the OK button again

After Installation:

- 1) Double-click on the Sierra program group or tab
- 2) Double-click on the Spelling Jungle icon to launch the game

On-Line Documentation: None on-line.

STEReolutions: (Windows)

During Installation:

- 1) Click on the CONTINUE button.
- 2) Click on the CONTINUE button again.
- 3) When the installer is finished, click on the OK button

After Installation:

- 1) Double-click on the Stereolutions program group or tab.
- 2) Double-click on the Stereolutions icon to launch the program.

On-Line Documentation: None on-line.

Story Book Weaver: (DOS)

After Installation

- 1) Exit completely out of 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 sound)
- 4) Type SBW Then press ENTER (to launch the game)

On-Line Documentation: Enter the File Manager and choose the C: drive at the top of the screen. On the left

hand side , double-click on the folder titled CLUBCODE then click once on the folder titled SBW. On the right side of the screen, double click on the file titled SBW.TXT to activate the users manual.

Student Writing Center: (Windows)

During Installation

- 1) Click on the CONTINUE button
- 2) Click on the CONTINUE button again
- 3) After the installer is finished, click on the OK button.

After Installation

- 1) Double-click on the Learning Company program group or tab
- 2) Double-click on the Student Writing Center icon to launch the game

On-Line Documentation: Double-click on the SWC.PDF icon in the Club KidSoft program group or icon.

Super Munchers: (DOS)

After Installation

- 1) Exit completely out of 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 launch the game)

On-Line Documentation: None on-line.

Super Solvers Spellbound: (Windows)

During Installation

- 1) Click on the CONTINUE button
- 2) Click on the INSTALL button
- 3) At the INSERT NEXT DISK window, click on the OK button (this will happen 3 times)
- 4) When the installer is finished, click on the CLICK TO GO ON button

After Installation

- 1) Double-click on the Learning Company program group or tab
- 2) Double-click on the Spellbound icon to launch the game

On-line Documentation: Double-click on the SPELLBND.PDF icon in the Club KidSoft program group or tab

SUZYS ZOO: 4 SEASONS OF FUN: (Windows)

During Installation:

- 1) Click on the CONTINUE button.
- 2) Click on the CONTINUE button again.
- 3) When the installer is finished, click on the OK button.

After Installation:

- 1) Double-click on the Colorforms program group or tab.
- 2) Double-click on the Colorforms icon to launch the program.

On-Line Documentation: None on-line.

Thinkin Things collection 1: (DOS)

After Installation

- 1) Exit completely out of 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 sound)
- 4) Type TT Then press ENTER (to launch the game)

On-Line Documentation: None on-line.

Thinkin Things collection 2: (Windows)

During Installation

- 1) Press the ENTER key when the Easy Installation option highlighted
- 2) After the installer is finished, choose the sound card supported by the users system
- 3) Press the ENTER key when the Do not add... option is highlighted
- 4) Press the ENTER key again
- 5) Exit completely out of windows and type WIN at the C:\> prompt to reenter Windows and create the Thinkin Things Collection 2 icon

After Installation

- 1) Double-click on the Edmark program group or tab
- 2) Double-click on the Thinkin Things Collection 2 icon to launch the game

On-Line Documentation: None on-line.

Treasure Cove!: (Windows)

During Installation

- 1) Click on the CONTINUE button
- 2) Click on the INSTALL button
- 3) At the INSERT NEXT DISK window, click on the OK button (this will happen 2 times)
- 4) When the installer is finished, click the CLICK TO GO ON button

After Installation

- 1) Double-click on the Learning Company program group or tab
- 2) Double-click on the Treasure Cove! icon to launch the game

On-Line Documentation: Double-click on the TRCOVE.PDF icon in the Club KidSoft program group or tab

Treasure Math Storm!: (Windows)

During Installation

- 1) Click on the CONTINUE button
- 2) Click on the CONTINUE button again
- 3) When the installer is finished, click on the OK button

After Installation

- 1) Double-click on the Learning Company program group or tab
- 2) Double-click on the Treasure Mathstorm! icon to launch the game

On-Line Documentation: Double-click on the TREASURE.PDF icon in the Club KidSoft program group or tab.

Treasure Mountain!: (Windows)

During Installation

- 1) Click on the CONTINUE button
- 2) Click on the INSTALL button
- 3) At the INSERT NEXT DISK window, click on the OK button (this will happen 3 times)
- 4) When the installer is finished, click on the CLICK TO GO ON button

After Installation

- 1) Double-click on the Learning Company program group or tab
- 2) Double-click on the Treasure Mountain! icon to launch the game

On-Line Documentation: Double-click on the TRMNT.PDF icon in the Club KidSoft program group or tab.

Troggle Trouble Math: (Windows)

During Installation

- 1) Click on the OK button
- 2) Click on the OK button again
- 3) When the installer is finished, click on the OK button
- 4) Click on the YES button
- 5) Click on the OK button

After Installation

- 1) Double-click on the MECC program group or icon
- 2) Double-click on the Troggle Trouble Math icon to launch the game

On-Line Documentation: Enter the File Manager and choose the C: drive at the top of the screen. On the left

hand side , double-click on the folder titled MECC then click once on the folder titled TROGGLE. On the right side of the screen, double click on the file titled TROGHLP.HLP to activate the interactive help menu.

Turbo Science: (DOS)

After Installation

- 1) Exit completely out of 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 sound)
- 4) Type TURBOSCI Then press ENTER (to launch the game)

On-Line Documentation: None on-line.

Word Munchers: (DOS)

After Installation

- 1) Exit completely out of 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 launch the game)

On-Line Documentation: None on-line

