

Discover Music, Melody & Rhyme



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INSTALLING AND STARTING THE CD-ROM

Installing the Program

Windows® 95 or 98

Adiboo uses the Windows AutoPlay feature.

1. Insert the Adiboo CD into the CD-ROM drive and close the drive door.
2. Click on Install when the Menu Screen appears and follow the prompts.

If your CD-ROM does not support AutoPlay, follow these steps:

1. Click on **Start** and then move the cursor to **Settings**.
2. Click on **Control Panel**, then double-click on **Add/Remove Programs**.
3. Click on **Install**, then on **Next**, then follow the prompts.

Macintosh®

1. Insert the Adiboo CD into the CD-ROM drive and double-click on the CD icon.
2. Double-click on the Install Adiboo icon.
3. Choose whether you want the Standard or the Personalized Installation.

Running the Program

Windows® 95 or 98

1. Insert the Adiboo CD in the CD-ROM drive.
2. Click on Run when the Adiboo screen is visible.

If your CD-ROM does not support AutoPlay, follow these steps:

1. Close all running Windows applications, then click on **Start**.
2. Move the cursor to **Programs**, then to the **Knowledge Adventure folder**, then click on the Adiboo icon.
3. Click on **Run** when the Adiboo screen is visible.



"Hello, my name is Adiboo! I'm so pleased that you're reading this manual, but did you know that everything is also explained in the game?"



WELCOME TO ADIBOO

A.1 - The Adiboo Approach

The Adiboo series is an imaginative educational program designed for children ages 4 to 7. It includes:

- The first disc: Adiboo's Play Land
- Additional discs: Adiboo's Learning Lands

Adiboo, a little creature from outer space, follows the children as they discover his imaginary world and helps them through the game's various activities.

Adiboo quickly becomes a great friend as he invites the child on his adventures. Adiboo encourages and congratulates, helps children to understand, and guides and corrects mistakes, all in an easy-to-understand style full of fun and laughter.

The First Disc: Adiboo's Play Land

In Adiboo's Play Land, your child will be caught up in a world of color and life that constantly develops in response to his or her actions, offering numerous creative activities and games. Your child will take responsibility for animals, for sowing and harvesting plants and for building things, all with the help of Adiboo and the many inhabitants of his imaginary wonderland.



Adiboo encourages initiative while at the same time stimulating your child's imagination. There is always something going on in Adiboo's Play Land: Buzzy, the grumpy monster shows up, a storm threatens, a chick is born, the bees make honey. The seasons pass: Christmas and all its festive trimmings, Easter eggs and birthdays. In the different areas of Adiboo's Play Land, your child can tend his or her vegetable patch, water the flowers, tidy the garden, cook, draw, and try out his or her conceptual skills with numerous games. The wealth of content ensures hours of fun.

Additional Discs: Adiboo's Learning Lands

Each new Adiboo Learning Land disc opens another window of discovery. Adiboo is, above all, an educational program developed to help children learn while motivating them. It can chart each child's progress in learning and acquiring work methods. The follow-up, which is an integral part of each lesson and subject, is based on standard achievement goals. In every subject, the basic structure is always identical and highly intuitive. Adiboo's approach to work is progressive and based on positive encouragement as he gradually introduces children to each game's rules and objectives. They discover how to return to a specific lesson, how to do exercises and measure their ability, how to use the help system, and even how to take a break when their concentration wanes. All the while, Adiboo's guidance combines patience, kindness and lots of fun.

A.2- Children And Computers

Some Helpful Hints

The following tips will help ensure that your child is seated as comfortably as possible in front of the computer. Very young children have special needs in relation to computers. It is important that these needs are addressed, because they will have a significant effect on your child's ability and enjoyment in experiencing new programs specifically designed with young children in mind.

Setting Up Your Computer

Set the computer up in a quiet room, equipped with soft lighting and placed so as to avoid reflections on the screen. The computer should be facing away from the room's window. Neutral-colored shades are less likely to reflect light. The room temperature should be around 65 to 70°F.





The child's comfort is very important. Ideally the computer should be on a fairly wide, low table so that the child's eyes are at the same height as the screen. The seat should enable the child's elbows to be slightly higher than the table, but should not leave the child's legs dangling (add a footrest if necessary).

Explaining Computers to Children

Introduce your child to this new tool and show him or her a few basic functions. Point out the CD-ROM drive where the disks with the games are inserted, the screen with its pictures, the keyboard which is used to type letters and numbers, and the mouse used to move the cursor around the screen. Later on, you can explain the printer for printing pictures and documents.

How to help children get used to the mouse

Position the mouse next to the child's hand (right or left, depending on the child); for very young children, place the mouse directly in front of them. Put it on a flat, smooth surface--a mousepad, a piece of cardboard or a thin notepad--to limit the extent of the child's movements.

It is very important that children take the time to get used to using a mouse. Start off by getting them to place both hands on the mouse and to begin moving it slowly while watching the cursor's movements on the screen. This two-dimensional action is quite difficult at first and will probably require a few sessions before they are comfortable with it.

Next they must learn to just think about the cursor and about clicking, when they need to, by pressing the left mouse button while keeping the mouse totally still. Sticking a colored sticker on the left mouse button may help the child to locate the button at this early stage. (On some computers, the mouse has only one button.)

Helping Children Become Autonomous

Installing and starting the software can be a complicated and difficult procedure that would be better left to an adult. Similarly, an adult should check the following basic points: Is the printer connected to the computer? Is it switched on, and equipped with ink and paper?

You can now show the child how to maintain the disks in good order, by holding them by the edges and carefully opening and closing the CD-ROM drive. It is a good idea to make sure an adult is present during this first learning phase to



demonstrate and correct any mistakes. Once children are comfortable with these actions, they will be able to run the software all by themselves.

Now you can start showing them how the cursor changes shape to indicate active and inactive clicking areas. Make sure that they understand what each icon is for, possibly by looking at them in various separate activities.

Adiboo has been specifically designed to simplify young users' discovery and exploration. You can also point out various functions common to most software: opening and saving pictures; confirming decisions by clicking on yes or no; and the fact that confirming a choice on the screen means it can't be taken back. Children who have acquired all these basic skills will be perfectly able to use other software titles as well.



A.3- Customer Service

A Special Help Line

We feel it is important to provide a maximum amount of advice to our young users and their parents, to help them solve as easily as possible any problems they might encounter. Our TOLL FREE CUSTOMER SERVICE is available from Monday to Friday, 9 am—5 pm at (800) 542-4240



B. HOW TO USE ADIBOO

B.1- GENERAL USE

B.1.1- A Personalized Game for Each Child

Each player can have his or her own personalized game with Adiboo. By signing in as their own individual character, each child can pick up the game where they left off, with the scenery and backgrounds they have set, and can save their drawings and check their individual score and progress. Adiboo will save individual settings for up to 16 players. Adiboo also has a whole range of personalized surprises waiting for each child. For example,



they'll receive a special message on their birthday, or when they have done especially good work.

A Guided Tour

The first time you enter Adiboo's Play Land, a guided explanation of all the main functions is given, to introduce you and your child to the icons and main principles of the game. To take the tour, just click Yes to the question 'Shall I explain the icons?' To take the tour again later, just click on the question mark icon on this screen.

Create Your Character

The first time you use Adiboo, you will be invited to create your own character:



1 Click on the face with the mask.



2 Click on the different features to create your portrait.



3 When you are happy with your portrait, click on the thumb icon to save it.

4 Type in the player's first name. (Do not exceed the maximum number of letters.)

5 Confirm by clicking the thumb. Careful, there is a maximum number of letters. Confirm by clicking the thumb.

6 Click on the day, month and year of birth on the notepad, then confirm.

Now you're ready to go and play in Adiboo's magic land..

Returning to Your Game

To return to the game, insert the Environment CD-ROM, and click on your portrait. You will automatically return to the game exactly as it was when you left it.





Deleting or Changing a Player

When a portrait is deleted, all the data concerning that player is automatically removed. To delete a character, click on the camera, then click on the dustbin and confirm by clicking Yes. If you just want to modify a character's features, click on the camera and make your changes.

B.1.2- Important Things to Know

Here are a few program features you should explain to your child before they play with Adiboo on their own. A guided tour is also available to all players entering Adiboo's Play Land for the first time (see above).



On-line Help

If your child has a question how a game or an icon works, encourage him or her to click on the question mark icon, then click the icons and various items with the cursor to find out more about them. In the games, help is available for each activity and each level. To exit help mode, click on the door icon.


Choice of Levels



Three levels of difficulty are offered either in the environment or in the applications and are represented by a clown who juggles with one, two or three balls. We recommend starting at level one to get used to the activity or exercise chosen. Most children become frustrated and discouraged when starting with a high level of difficulty.

Confirming a Choice



A dialog box will always ask a player if they want to play an activity again, quit an activity, or confirm a choice. A little animation, coupled with a distinctive sound effect, will enable children to make decisions without running the risk of losing data by mistake. The message can be repeated by clicking the help icon. 

Quitting Adiboo



Use the door icon to quit activities or games and return to the main



screen; use the icon that shows a screen waving good-bye to quit Adiboo from either the main screen or directly from the games. Using the icons to quit the program will ensure that player data is saved.







The Mouse

Children can use the mouse to move the cursor around the screen and can confirm their choices by clicking it. Use the left button for most functions. The right mouse button or the keyboard's "Esc" key can be used to interrupt the current sentence, or in certain circumstances can be used to quit a game.



When the Cursor Changes

Depending on a player's actions, the cursor may take one of the following forms:

ICON	INDICATES	ACTION
	Non-active	Clicking here will have no effect
	Active	An active zone exists in this spot. Click on it to see what happens!
	Waiting for a mouse click	The program is waiting for you to click the left mouse button to start or continue an action.
	Help	When you click the question mark icon, the cursor takes this form. You can use it to click on active zones to find out more about them.



If this picture appears, it means you must wait while the program opens a file.

General Icons

In each activity, a row of icons appears at the bottom of the screen. Icons that appear on every screen are described below. (Icons that appear only in a particular activity are described in that section of the manual.)



Help

For an explanation of something on the screen, click this icon. The cursor will change to a question mark. Now click the cursor on the screen item you want to learn more about. To exit help mode, click on the open door.



Confirm

Click this icon every time you want to confirm an answer.



Choose a Level

By clicking on the clown, you can change the level of difficulty.



Start Again

Click on this icon to start an activity over again. If this will cause data to be lost, you will be asked to confirm your choice.



Quit

Click on the door to exit a game or an activity and return to the main screen of Adiboo's garden or house.



Quit Adiboo

Click on this icon anywhere in the program to quit the program.



Turn the Pages

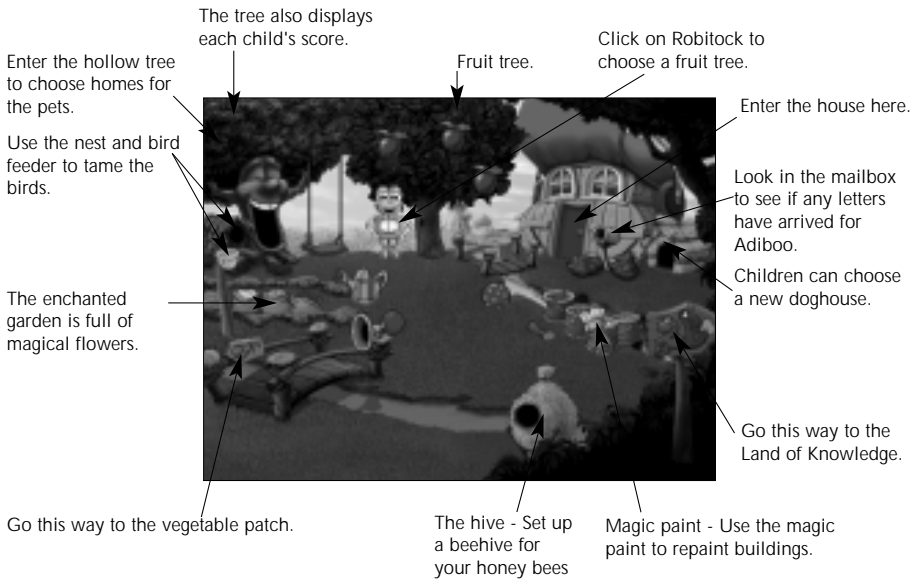
Click on one of the fingers to go to the previous or next page on the screen, and in particular to browse through the picture library.

B.2- Adiboo's Play Land CD

B.2.1- The Main Screen and the Characters

Adiboo's Play Land is a magical land that progresses along with your child. On the main screen, players can explore a wide variety of exciting places and animations, change the course of the story, or personalize the entire layout. From here children can also access the creative games and activities that make up Adiboo's Play Land.

The Central Garden Screen





Buzzy Gulump, the grumpy monster



The birds



Adiboo, your helpful little friend



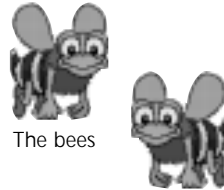
Robotock, the robot gardener



Pup, the dog on a suction cup!



Keycook, the robot cook



The bees



In Adiboo's Play Land, a player's decisions influence the way things happen. Sometimes a player's actions will result in surprising situations, involving all sorts of amusing creatures. Adiboo comes and goes, plays with his dog, his ball and other games, comments on what's going on, and suggests activities. Children can send him off to swing or play with his ball if they like.

The Characters



Pup, Adiboo's dog, is the birds' friend. He hates cats, loves cakes, and needs a doghouse to sleep in!



Robitock, the robot gardener, plants fruit trees, waters the plants, harvests the crops when they're ready and fills the bird feeder with seeds. By clicking on the robot, the watering can, or the plants, children can move Robitock into action.



Buzzy Gulump, the grumpy old monster, loves strawberries and scaring the birds with loud noises. Players will need to be smarter than him to keep him from playing his tricks. But Adiboo has a few surprises in store for Buzzy!



The bees come and go, but if players want some honey, they can choose a hive for the bees. Be sure to grow some flowers in the garden so the bees may collect nectar!



If you feed **the birds** regularly by putting wheat on the windowsill or by clicking the bird feeder to fill it up, you might tame them. If you're kind to the birds, they may want to stay and raise a family!



Keycook, the robot cook, slices, chops, cuts, and mixes all the ingredients players choose from the refrigerator, to prepare wonderful recipes that he cooks as if by magic!

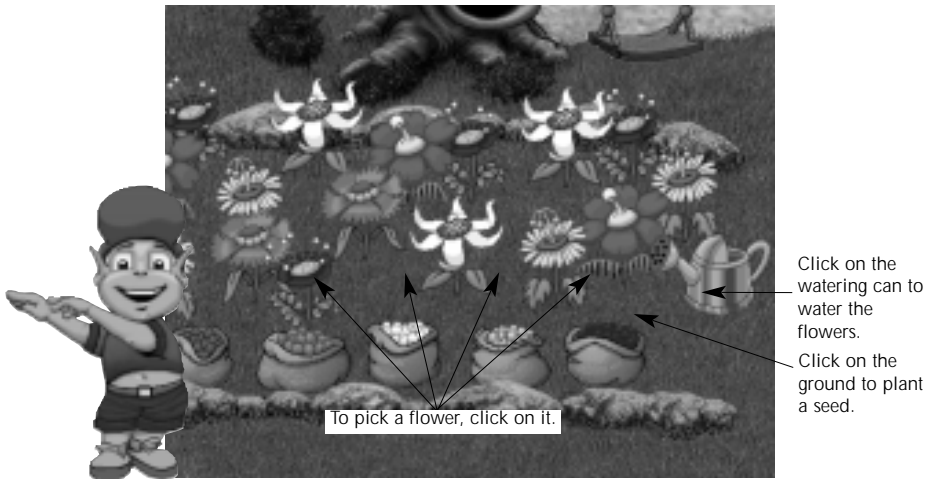
B2.2 - Garden Activities



The Enchanted Garden

Here magical flowers grow and mysteriously produce other flowers. After two flowers have grown and bloomed for a while, they will begin to wilt, before a third, totally new type of flower sprouts up in their place.

The flowers need to be watered from time to time. They can also be picked before they begin to wilt, and will then be magically transported to Adiboo's living room. Children can also see a snapshot of their flower in the picture collection in the paint box.



Adiboo encourages players to try their hand at gardening.

Click on a bag to pick a seed

The Vegetable Patch

In the vegetable patch, children can plant tomatoes, spinach, carrots, strawberries and wheat. After they're harvested, the crops are moved to the kitchen: the fruit and vegetables are put in the refrigerator, ready to make delicious recipes, and the wheat is put in the wheat jar to feed the birds.



Adiboo is always ready to give advice.



Robitock waters the crops when you click on the watering can.

Click on ripe fruit or vegetables to harvest them.

Click on the hole in the ground to plant a seed.

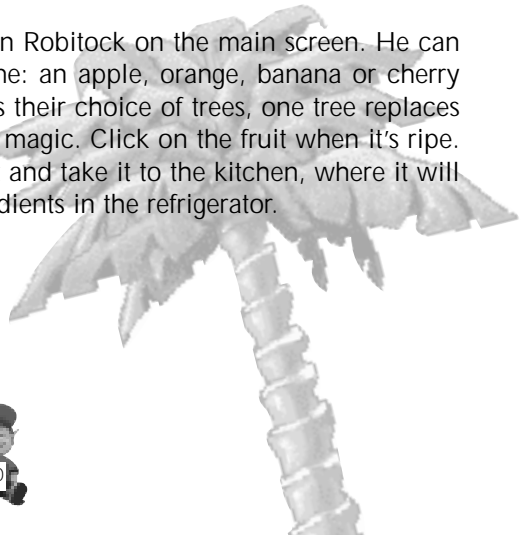
Click on a bag to pick a seed.

Don't forget to water the plants, otherwise they'll dry up!

The Fruit Trees



To plant a fruit tree, click on Robitock on the main screen. He can plant one fruit tree at a time: an apple, orange, banana or cherry tree. After a player confirms their choice of trees, one tree replaces another, and grows as if by magic. Click on the fruit when it's ripe. Robitock will pick the fruit and take it to the kitchen, where it will be added to the other ingredients in the refrigerator.



Animal Shelters

Children can choose and modify various types of shelter for all the animals. All they have to do is go inside the workshop and choose a new sort of shelter. Time however takes its toll, and little by little the animals' shelter will become shabbier and shabbier. Unless the children remember to either replace or repair the shelters, they may well fall completely to pieces... but Adiboo is there to remind them!



Choose a bird's nest.

Choose a doghouse for Pup





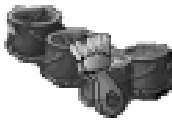
To fill the bird feeder with seeds, click on the nest. (But first, make sure the ripe wheat has been harvested and that there's enough left.)



To make honey, the bees need a garden full of delicious flowers, so they can collect the nectar. To harvest the honey, click on the hive when it's ready (the bees will show you).



What better place for Pup to take a nap, than in his own doghouse?



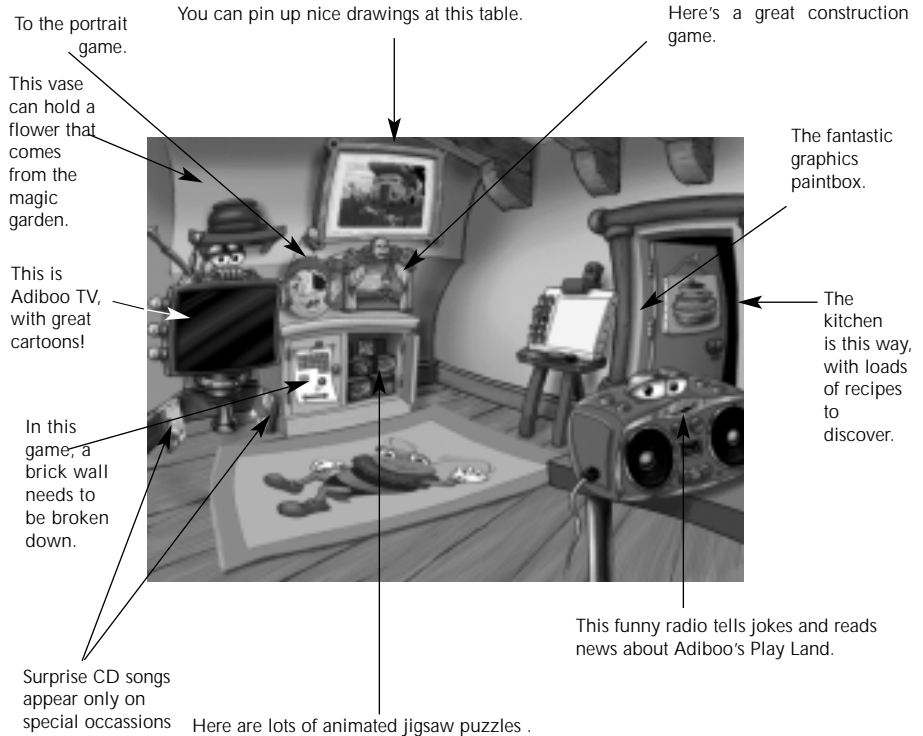
Magic Paint

Children can color the outside of the shelters and the house in wood, leaves, straw, or even ice! To repaint a shelter or the walls of the house, click on a paint pot to select the one you want, then click on the building you want to repaint

B.2.3- Indoor Activities

The Playroom

The playroom is filled with games! Children can test their reflexes with Wall-Breaker, challenge their visual memory in the portrait game, stretch their creativity with story making and art projects or test common sense with a jigsaw puzzle.



The Kitchen



In this fun-filled kitchen, players can create and cook their very own recipes, make one of the clown's recipes, and decorate cakes. There are even real recipes they can make at home. Watch out for gluttons, though, when the cakes are placed on the windowsill!

At the start of the game, the refrigerator is stocked with ingredients, but players must harvest more fruit, vegetables and honey if they want to keep trying new recipes and have wheat to feed the birds.

Put wheat for the birds or cakes for the gluttons on the windowsill.

Choose a mixture: soufflé, pizza, pie or cake!



Choose a recipe from this list and follow the instructions

Click on an ingredient for one of Adiboo's recipes, or one of your own.

Keycook is the robot cook who does it all. He even takes photos of your cakes!

This bowl is where all the ingredients are mixed together. Click on it to see which ingredients are already - included.

The Wheat




Once the wheat has been harvested, it is stored in this jar. Just click on it to add some more wheat to the windowsill and attract the birds.

Personal Recipes

It's easy to make a cake, pie, soufflé or pizza: just click on the refrigerator, choose a mixture, and then add ingredients. Players can do whatever they like, even mix sweet, salty and hot ingredients together. The surprising results can be quite mouth-watering!

The Recipe Book

The clown has 18 recipes, and the number of ingredients in each gets progressively higher. In levels 1 and 2, the recipes are illustrated with pictures; in level 3, they are described with numbers. Six of the recipes are very strange indeed; these are meant for Buzzy, the grumpy monster. Recipes should be followed very carefully, otherwise watch out! Click this icon  to put the last ingredient chosen back in the refrigerator.

Decorating Cakes



You can decorate any cake you've finished according to the recipe book. Click a decoration and put it on the cake. You can move the decorations around, take them off, and put them back as you please. Confirm your choices by clicking on the thumb icon. Once a cake is finished, whether decorated or not, just click on it to magically wrap it up and put it on the windowsill. Now wait a little while, and see who comes to steal it!

Recipes

Real recipes have been included, based on the recipe book, for children to make at home in their own kitchen. Some of them are very simple and are intended especially for the youngest cooks.

Help sheets are also included with specific advice about equipment and measurements.



Note: We suggest that an adult explain the recipe to the child beforehand. Read the recipe and help sheet together, and prepare the ingredients and equipment. Of course, children should never be left alone near sharp knives, electrical equipment, hot plates or ovens.

Printing Recipes

Use this icon  to print out a recipe and help sheet.





The Television

Your child can choose from many different video clips of all the characters of Adiboo's Play Land in strange and surprising situations! Just click on the TV to choose a video clip or song.



The Radio



This is a peculiar radio that talks, has all the latest news from Adiboo's Play Land, and tells lots of funny stories. It's great fun for everyone! Click on the radio to turn it on or off.

The Songs



On special occasions you might find CDs lying at the foot of the TV ! Check here on holidays or on your child's birthday to hear special songs that can only be found on those days!



Do-It-Yourself Portraits

● Your child can create the zaniest characters by clicking on various parts of a face or full-length figure. Every time you click on the magic wand, a completely new face or character will appear.

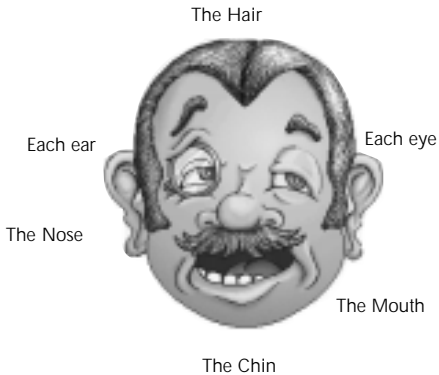


To play with the faces, click on this icon.



To play with full-length characters, click on this icon.

A single click will let you change:



● The Portrait Game

To begin the game, click on the face or full-length character on the right. The clown offers activities of increasing difficulty:



Level 1: Compare and Recognize

Two models are shown on the screen. Your child is invited to make the model on the right match the model on the left.

Level 2: Compare, Memorize and Recreate

This time, the left model becomes a black silhouette, which your child can click as many times as desired to look at it again. The model is symmetrical.

Level 3: Compare, Memorize and Recreate

The black silhouette can only be referred to three times, and the model is not symmetrical.



The Creative Storymaker



In this activity, your child can create his or her own animated stories by bringing different humorous characters to life, and changing the backgrounds.

Before You Begin

Before going into the Storymaker for the first time, we recommend clicking the help icon (question mark) to familiarize your child with the game and its main functions. Using the help cursor, your child can click on the different icons and parts of the screen and receive detailed explanations of what they're for.

How to Create Your First Story

Three icons with arrows on the right of the screen let you change the various elements of the background.:



To scroll through the parts of the background, click on the arrows around the icons.

Picture backgrounds



To change the top of the picture (sky).

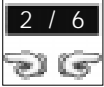


To change the middle of the picture (horizon).



To change the bottom of the picture (ground).

Turning the Pages



This counter shows you how many pages of the story have been created. Your story can have a maximum of 6 pages. To go from page to page, click on the hands.



The Picture Gallery



Click on this bag to enter the picture gallery.



The gallery includes various groups of objects for your story: characters; houses; backgrounds for inside the houses, for the countryside, or for the town; strange objects; and music.

To move from one group of objects to another, click on the arrows at the top.

To reveal all the choices in one group, click on the arrows at the bottom.



Choose a Group in the Gallery

Fixed objects have a white background. Animated objects have a blue background. You can see the way they move before choosing them by clicking on the question mark and then on the object.




Placing an Item

Use this hand to pick up an object or character at any time and move it or put it back in the bag.





Animation and Movement of Items

To go into animation mode, click here. The cursor will become a wand.  To move a character around in the set, click on the character's feet with the wand. Then click where you want the character to move to. If a character meets an animated object or another character, watch out for surprises!



To stop, click on the right mouse button (PC) or the Apple icon (Mac). To make a choice, click on the item and put it into the set by clicking a second time. The same item may be used in a story page several times. To deselect the item, click on the right mouse button or press the `esc` key (for escape) on the keyboard. To leave the gallery, click on the bag or the door.

To make a character go into a house or move onto the next picture in the story, click on the character's feet and then click on either the door to the house or the edge of the screen. The  cursor turns into an arrow that lets you choose whether you want the character to go to another picture or into a house. If you want the character to leave the house, click on his or her feet and on the bottom of the picture.

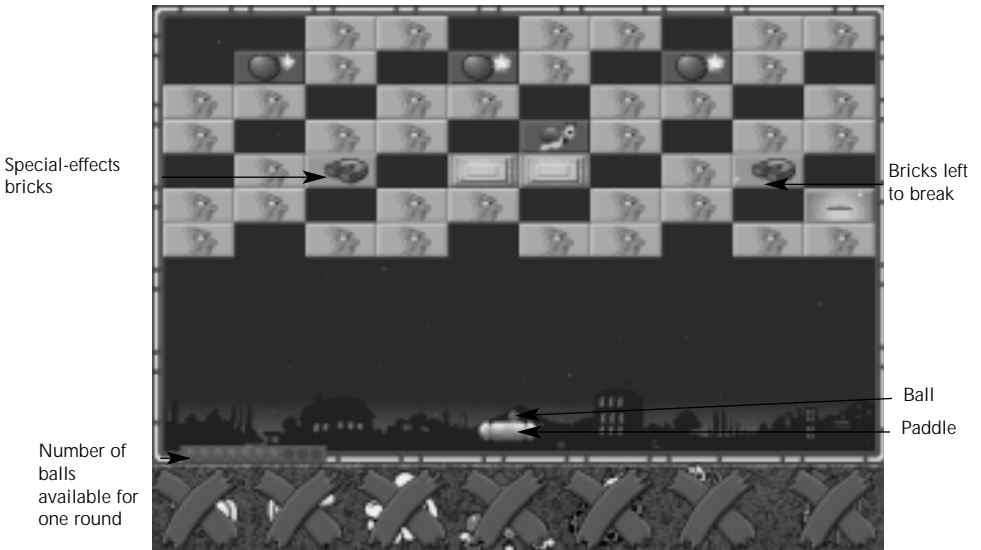
To make a character enter a house or move onto the next page in the story, click on the character's feet then click on either the house's door or on the edge of the screen. The  cursor will become an arrow to show that the character has gone into another picture or into a house.

To make the character leave the house, click on his feet and then click on the bottom of the picture.

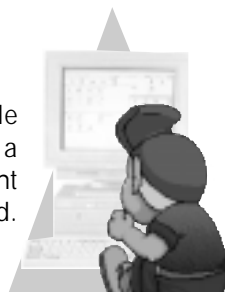
Wall Breaker



This classic arcade game is given new surprises & twists. The premise remains the same: break through all the bricks using your paddle and balls. But new special effect bricks may be holding firecrackers, springs, parachutes, power-ups or bonus rounds. 20 challenging levels of play.



The levels of difficulty vary according to the size of the paddle and the arrangement of the bricks. Click on the mouse to start a game and serve a ball. To stop a game and exit, click on the right mouse button or press the esc key (for escape) on the keyboard. To restart a paused game, click anywhere on the court. To start playing again, click anywhere in the game.



Animated Jigsaw Puzzles

Once these jigsaw puzzles are finished, they magically come to life! This empty box holds a clicked piece.



This empty space is to put the clicked piece.

Use this icon to view the model.

This icon lets you choose another puzzle.

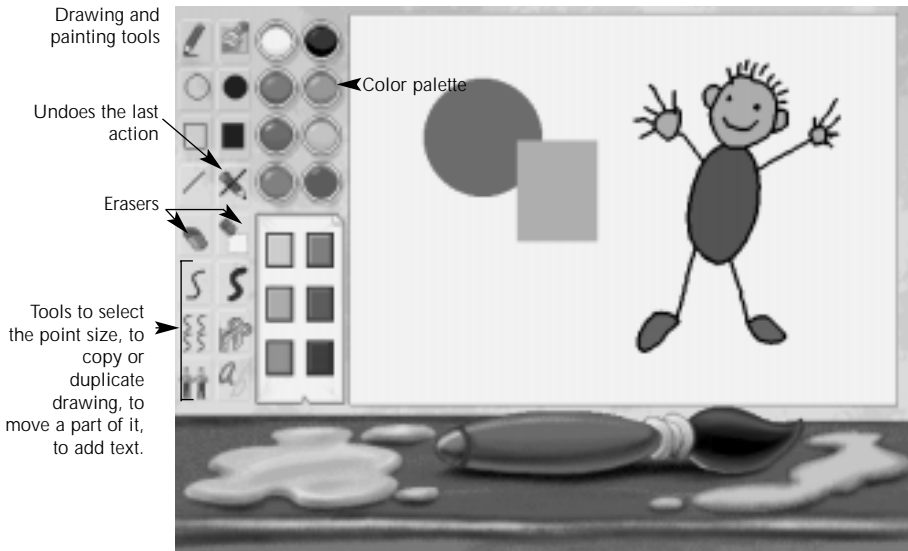
When you click on a piece of the puzzle, it automatically moves to the empty box and leaves an empty space behind it. The number of pieces for each picture changes according to the levels:

Level 1 = 9 pieces. Level 2 = 12 pieces. Level 3 = 20 pieces.

The Paintbox



This drawing and coloring tool has been designed for a young child's motor skills. There are lots of tools, plenty of backgrounds and illustrations, a writing option, and a "save" function.



Each tool remains active until another one is selected. Click on the question mark and then on each icon to find out more about the various tools and functions.

Levels

The different levels have varying numbers of tools which are more or less complex. We suggest encouraging children to start at level 1.

A Specially Adapted Painting Environment

The painting environment alternates clicking with "clickless" or free movement of the mouse. This makes drawing easy for even the youngest users but does not hamper older children. (Drawing while one finger is holding down the mouse button requires dexterity that children under the age of 5 or 6 may not have.) Children can make an illustration magically appear and disappear by placing it in the background and then clicking a few times on the Undo key. Each tool is active until another has been selected. For an explanation of each tool, click on the help icon and then on the tool icon you want to learn about.



The Writing Function

This introduction to the world of writing lets young children manipulate letters and words; older children can discover the keyboard by creating cards, letters and jokes.

To create a card or text:

1. First draw a background or choose one from the collection.- Click on the 'A' icon.
2. Choose a color and font.
3. Type the text on one line. The text is now linked to the cursor and its movements.
4. Move the mouse to where you want the text to go.
5. Now click to confirm your choice.

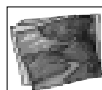
Note: The text attached to the cursor can only be one line in length. It can be modified using the usual keys (Delete, Shift, etc.) before it is confirmed.

To confirm :

1. Press Enter on the keyboard.
2. Or click on the mouse to place the text on the screen.

New text will be placed above existing text as it is moved around. You can achieve many graphic effects this way (superimposing, relief, etc.).

Icons



This icon offers a selection of backgrounds organized by theme, some colored and others that can be colored in, and templates for invitation cards.



This icon offers a catalog of objects organized by theme, some colored and others that can be colored in, including cartoon bubbles and labels.



The higher the level, the more tools there are, and the greater the complexity of the tools. We suggest that children begin with level 1.



● The Save Function

Your child can save a drawing by copying it, and then use it again at any time by accessing it from where it has been saved. Favorite drawings can be saved, and stories can be created and each stage saved in pictures. On the first screen, your child can choose from 4 functions:



● Copying a Drawing

To save a picture in the paintbox, click on an empty box in the drawing box. You can now view your saved picture as part of a collection on-screen. To turn the pages, use the icons.



1. Insert a formatted disk, preferably blank, into the floppy drive.
2. Confirm with Yes if everything is ready.
3. Wait as the drawing is copied.

Note: Only one drawing can be copied onto each floppy disk from the Adiboo paintbox.

Please Note:



Make sure the floppy disk is formatted and that there is enough space (at least 250 K). Show your child how to properly insert a disk into your computer's floppy drive. If an error message appears when you try to copy to a floppy disk, remove the disk, check your equipment and start again with a new, blank, formatted disk.

Finding a Drawing



a. – **In the art folder.**

To find a drawing in the drawing box, click on the box that contains the picture. Use the icons to turn the pages.

b. – **From a disk.**

To find a drawing saved on a floppy disk:

1. Insert the floppy disk containing the Adiboo drawing into the disk drive.
2. Confirm with Yes if everything is ready.
3. Wait for the drawing to load. The drawing will be shown on the screen.



What might have happened if the screen indicates there is a problem?

- No Adiboo drawing has been saved onto this disk.
- Something is not working properly (see above).



Note: don't forget to copy the drawing if you want to save it to the drawing box. If you save a drawing to a disk that already has an Adiboo drawing, or to a full box in the drawing box, it will overwrite the old drawing. If this is about to happen, the child will be asked to confirm his or her choice.



● **Sending a Drawing to Adiboo**

Click on this icon to automatically send the chosen drawing to Adiboo's mailbox. He'll be delighted!

● **Printing a Drawing**

Note: Before printing, make sure your printer is working properly and is supplied with ink, paper, connections, power, etc. Only one page can be printed at a time; you need to go back to the beginning for each new page. A color printer is recommended for best results, however black-and-white printing is possible.



When everything is ready, click on the Printer icon, then click Yes to confirm. Wait while the drawing is loaded and printed. If the drawing does not print, check your equipment and try again. If the problem persists, check the instructions for your printer and computer.

B.3 - The Adiboo Learning Land CDs



It's easy to go to the Learning Lands. Simply click on the signpost, choose the land you wish, insert the matching CD—and you're off!

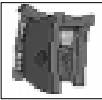
To Go to the Learning Lands

After clicking on the signpost in the Play Land, the Learning Land icons will appear. An initial welcome screen illustrates installed applications. A shaded window represents applications you have yet to install.

If the child clicks on the picture of an Learning Land that has been installed, he or she will need to replace the Play Land CD with the appropriate Learning Land CD in the CD-ROM drive and click Yes to confirm.

If the child clicks on the picture of an Learning Land that has been installed, he or she will need to replace the Play Land CD with the appropriate Learning Land CD in the CD-ROM drive and click Yes to confirm.

If the child clicks on one of the shaded pictures, he or she will need to confirm that it is a new application, then insert the new Learning Land CD to install.



To Leave the Learning Lands

Click on this icon until a window appears with two choices:

1. Go back to Adiboo's Play Land
2. Quit the game.

If the child chooses option 1: replace the Learning Land CD with the Play Land CD at Adiboo's request.

If the child chooses option 2 : confirm by clicking Yes (Go back to Adiboo's Play Land) or Quit the game.

Note: Once you have put the CD in the CD-ROM drive, wait for the drive to read and load all the necessary data, then click Yes to confirm. When removing and inserting CDs, make sure they are not covered in finger marks, that the correct CD is inserted and that it is inserted with the picture facing upwards.

How the Learning Lands are Organized

Adiboo software is intended to foster an open-ended kind of play that lets a child learn and play in his own way and at his own pace. Adiboo enriches the learning experience, as it inspires experimentation and inventiveness.

The many Learning Lands of Adiboo cover a variety of subjects:






- Science & Nature – the child discovers the solar system, the animal world, learns how to plant and care for vegetables, and sees how fruit trees grow.





- Art – a child can express her creativity by making her own animated stories or creating her own masterpiece—even paint a house!
- Music – the child can sing to his favorite nursery rhymes, learn about different instruments, rhythms, sounds, and make his own music.
- Logic – the child can enhance skills in recognizing numbers, counting and spatial relationships, build up logical abilities and creative thinking.
- Experimentation – a child can be inventive and create: cook his own recipes, or create her own stories.

B.3.1 - The Function Icons Used in the Exercises

Seven function icons are always present at the bottom of the screen throughout the many exercises. When not accessible, they are blocked with a red cross. Some of them also appear in the Play Land; others are specific to the Learning Lands.

ICON	MEANING	ACTION
	Score	This icon is always accessible in the exercises. It shows the number of points achieved by your child in the current application. Clicking on it allows access to a screen providing evaluation of the child's work in the application in question.
	Enter	This icon is always accessible in the exercises. The child must click on it to confirm the desired answer(s).
	Choose your level	This icon is always accessible. It allows the level to be changed within an exercise, whether during the exercise or afterwards. Three levels of increasing difficulty are invariably suggested.
	Replay	This icon is always accessible in the exercises. Clicking on this icon allows the instructions for the current exercise to be heard again.
	Help	This icon is always accessible. It appears in two different forms. Clicking on the icon plays a statement of help that relates to the exercise and to the current level.

	Quit	This icon is always accessible. It allows your child to quit the current exercise. After confirming that he or she wants to leave, the child is then returned to the Learning Land's welcome screen.
	Activity sheet	This icon is only accessible from the Learning Lands. Each exercise contains a printable sheet presenting a further manual activity to carry out at home or in school when the computer has been turned off..

B.3.2 - General Principle of Exercises



When a child chooses one of the 15 exercises presented on the initial activity screen, a juggling clown asks the child to select a level. Whatever the level of an exercise, the interactive principle is identical throughout.

Each exercise is designed to enable the child to acquire specific attainment criteria, by working his or her way through the three progressive levels. It is essential that children understand that they must confirm one or several choices by clicking on the thumb before Adiboo is able to step in and comment on their work.



Each level begins with a set of spoken instructions of the exercise's purpose. These instructions can be replayed as often as the child wants by clicking on the ear. Children



can also click on the question mark to obtain more help in solving an exercise.

The number of questions within a level varies between one and three, and children will sometimes have two tries at a question. The number of tries may vary from one exercise to another, but will always be identical for each level.

Each answer chosen by the child is circled in blue. After confirmation of the answer, incorrect answers are circled in red, corrections in green, and correct answers remain in blue. Adiboo supplies a detailed explanation of the mistake and congratulates the child for each good answer. At the end of each level, whether successfully completed or not, children will be asked to select a level again. At this point children can either move up to the next level by clicking on the appropriate juggler, repeat the same level again, or quit the exercise and return to the initial welcome screen.



The child's work is recorded and represented by a little apple situated under the jugglers in the choice of level screen:



- A whole apple means that a level has either not been started or is unfinished.



- A half-eaten apple means that the level has been unsuccessfully finished.
- An apple core means that the level has been successfully completed.



A level is considered successfully complete when a child has correctly answered all the questions. Children can do all the levels as often as they like: the apple pictures will be updated accordingly.

B.4 - The Land of Music CD

The Land of Music is designed for children between 4 and 7 years old. Music activities are contained within four learning modules and two extra areas as outlined below:

The main screen for the Land of Music Welcome to "Melodica"!

The Musical Bandstand:

Discover different instruments and styles of music

The Tree of Notes:
Replay the character songs here



The Frosty Sound Cavern:

Play with sounds, their pitch and their duration.

Tomtom Lake: An introduction to rhythm

The Singamajig Melody Maker :

Compose pieces, sing and record your masterpieces

The Note Factory:
Identify individual sounds and sounds played together

Each learning module contains 3 levels of difficulty, corresponding to children aged 4-5 years (kindergarten), 5-6 years (1st grade) and 6-7 years (2nd grade). You may view your child's progress at any time by checking the evaluation screens. In addition, each exercise includes an Activity Worksheet with suggested games and activities that can be made using materials found around the home for even more musical fun.

Meet the characters from the Land of Music

Takata, the young rock singer who lives at Tomtom Lake



Doc Note, the scientist who creates magical notes at the Note Factory



Maestro Gnome, faithful guardian of the Singamajig Melody Maker



Re-Me, instrument-maker at the Musical Bandstand



Allegro, the singing ghost of the Frosty Sound Cavern



When he first arrived in the Land of Music, Buzzy Gulump wanted to become a virtuoso musician. He became enchanted with that funny musical machine, the Singamajig Melody Maker. However, being clumsy as he is, poor Buzzy accidentally broke it, scattering all four parts of the machine across the land!

Things have not been the same since the Singamajig stopped working. Even Maestro Gnome, chief orchestrator in the Land of Music, has been unable to repair it. So now it is up to you and Adiboo to help find the missing pieces of the Singamajig, so that the treasured Melody Maker may be restored and silly music may once again be composed in the Land of Melodica.

By successfully completing the exercises in each module, children will be helping to find the different parts of the Singamajig. As each new piece is recovered and repaired, children will gain access to new and different musical experiments on the Melody Maker. They may record their own voice, create their own rhythms, play with sound effects, discover different musical styles and instruments and even break down songs into their component parts.

When all the exercises have been successfully completed and all the functions repaired, a Super Bonus awaits. With the Singamajig Melody Maker completely repaired, children may create and save their own musical pieces using every one of the Singamajig functions!



Each part recovered gives the children access to a particular function of the musicotron. Thanks to these different functions, children will be able to play with sound effects, create their own rhythms, play with different styles and instruments and even break down songs into their different components.

When all these exercises have been successfully completed a surprise awaits...The children win a superbonus: this is the fifth element of the musicotron where children can create their own tunes.



B.4.1 - Summary of Adiboo: Land of Music

Tom Tom Lake : Exploring rhythms

Activity	Access	Skills
The Drum Beater	The tom-tom drum	Repeating a rhythm
The Frog Chorus	The frog statue	Associating rhythm with musical notes
The Dancing Fish	The seashell	Matching a rhythm with a melody

The Frosty Sound Cavern : Recognizing pitch

Activity	Access	Skills
The Musical Ice Pipes	Tubes in middle of cave	Recognising different pitches on a musical scale
The Frozen Labyrinth	The gate to the maze	Recognising the pitch and length of tones
The Fairy's Ice Cubes	The blue door	Matching tones

The Musical Bandstand : Instruments and styles of music

Activity	Access	Skills
The Jukebox	The CD player	Discovering different styles of music
Families of Instruments	The double base	Learning instrument families
The Sour Note	The little stage	Picking out the wrong note



B.4.2 - General Activities

Please note these functionality exceptions to the Land of Music icons.

Listen to sounds again mode:

In each exercise, children can listen to the sounds again, either by clicking on the object that made the sound, or by clicking on this note.

The listen-again note is only visible in exercises where the item that made the sound does not appear on the screen (voice-off).

Help mode:

Access help by clicking on the ADIBOO holding a question mark icon in the tool bar. This mode lets you access two types of help :

- General directions for using the program and ADIBOO.
- Detailed information on each LABEL displayed on the screen.

To exit help, click on the open door icon.

B.4.3 - Interactive Songs

When children arrive in Melodica, the village chief, Maestro Gnome and Adiboo welcome them with a song.

If children wish to hear this song again, they may click on the Tree of Notes, back on the main screen.

Each of the four learning modules contains an interactive song.

Children are asked to beat out the rhythm of the song in Tomtom Lake, to sing with Allegro the ghost in the Frosty Sound Cavern, to create hilarious sounds in the Note Factory and to reproduce the movements of the musicians in the Musical Bandstand.

Children can listen to these songs again either by clicking on the Tree of Notes on the main screen, or by clicking the blue note which can be found on the edge of the screen in each module.

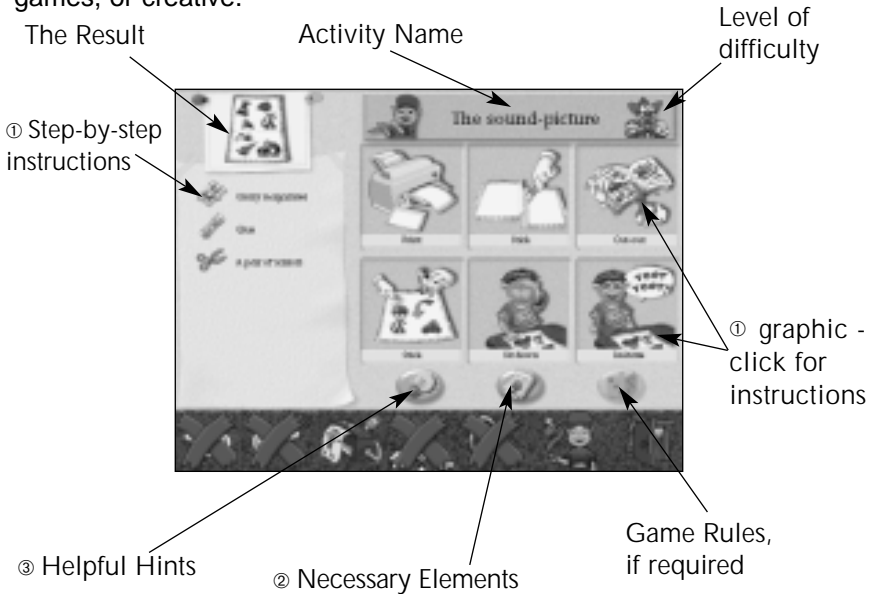
When the children have found all the parts from the Singamajig Melody Maker, they are invited to sing along with all the characters of Melodica and discover all the functions of the Singamajig!



B.4.4 - Activity Worksheets

Activity Worksheets are available for each exercise to allow for further development of the ideas introduced in the learning modules.

Children can access each worksheet by clicking the worksheet icon from an exercise or from the module screen. In the main screen of the program they will find the list of worksheets classed by type : sound adventures, games, or creative.






Materials you will need.

(some musical activities may not require special materials)

1. Step-by-step instructions: children can consult instructions without needing to read. Simply click on each symbol or drawing to hear a detailed explanation.
2. Necessary Elements: here you will find written descriptions of how to print the worksheet, along with any equipment, instructions and all the graphic elements necessary for completion. (For example : rhythms to reproduce or game cards to print out.) Some of the elements are displayed quite small. Simply click on a thumbnail to view it at full size before printing.
3. Helpful Hints: this gives extra information, ideas to develop or a hint on how to carry out the activity.

B.4.5 - The Singamajig Melody Maker

<i>ICON</i>	<i>MEANING</i>	<i>ACTION</i>
	<p>Saved Files</p>	<p>Load or save a composition or a recording.</p>
	<p>Delete</p>	<p>Delete all the pieces on the current Singamajig page.</p>
	<p>Volume control</p>	<p>Access the volume adjustment for the loudspeakers and microphone.</p>

The Singamajig Melody Maker



The Singamajig is a funny little machine used for experimenting with sounds. Playful and creative, this machine is built as the children progress through the game. With each module they complete, the child wins another piece of the Singamajig along with a certificate of completion.

Each part collected allows the children to access a new function of the Singamajig. There are 6 functions in all.





Access to the Basic Player function



Access to the Rhythm function



Access to the Sound Effects function



Access to the Layered Sounds function



Access to the Instruments and Styles function

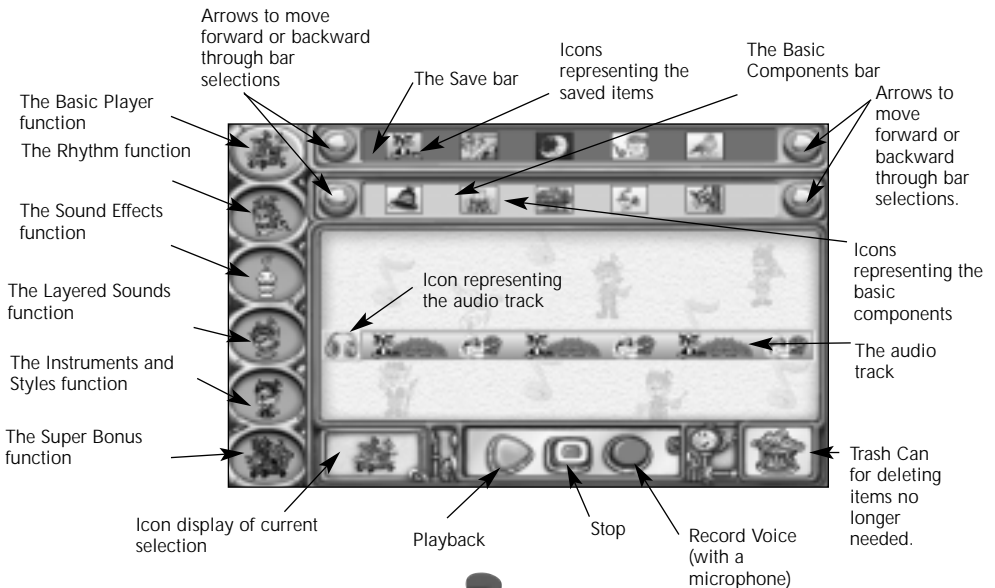


Access to the Super Bonus function

Children will be able to listen to traditional songs, compose their own rhythms, create sound effects, take apart the songs which they have heard in different modules and play with different instruments.

The Basic Player

When children enter the program for the first time, only the basic function is accessible. This is because none of the Singamajig parts have been collected. Here children can hear traditional American songs and record their voices, using the basic functions (Playback, Stop, Record). These basic functions are also accessible from the other parts of the Singamajig as detailed below.



Interface elements of the Singamajig Melody Maker

The Save Bar

This contains anything saved by the children (represented by icons). Use the directional arrows on either side of the bar to review all icons. Each part of the Singamajig has its own save function.

Basic Components

This contains a sound library (represented by icons) for each part of the Singamajig. Children may listen to the library of sounds or use the elements to create their own compositions. Use the directional arrows on either side of the bar to review available icons in each library. .

Trash Can

This allows you to dispose of unwanted material : just click on this material and move it to the wastebasket.

Composition Track

To listen to any musical sound, click on its icon and drag it into this track. The track will fill-in to indicate the sound is ready for playback.

Playback, Stop, Record buttons

This allows children to play a sound, to stop a sound and to record a sound.

Erase icon

This allows children to erase sound components placed on the track(s).

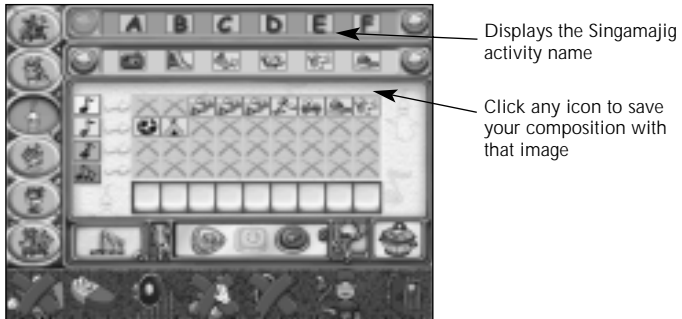
Save icon

This allows children to save the page. It's where the children's compositions can be saved.

Using the Singamajig Melody Maker

The Singamajig is based on the 'drag and drop' principle. Children click on an item from the Save bar or Basic Components bar, and drag it into the composition track. To listen, click on the Playback button. Click on the Stop button to stop it from playing. To save a composition, click on the Save icon. This will bring up the Save screen:





To save your creation, click on one of the icons. Your composition will then be saved with that image, and become available in the Save bar. The number of compositions you can save is limited to the number of icons displayed on the Save screen. However, you may save over any icon as many times as you wish.

Recording Your Voice

When you begin the game or have not completed any modules, only the basic function of the Singamajig is available. Click on the red microphone icon to begin recording your voice or any other sounds! The composition track will fill-in, indicating that you are recording. Press the Stop button when finished and use the Play button to play it back. If you are not satisfied with the volume levels then click on the speaker icon on the tool bar at the bottom of the screen to change it. As children advance through the game, more and more aspects of recording will become available.

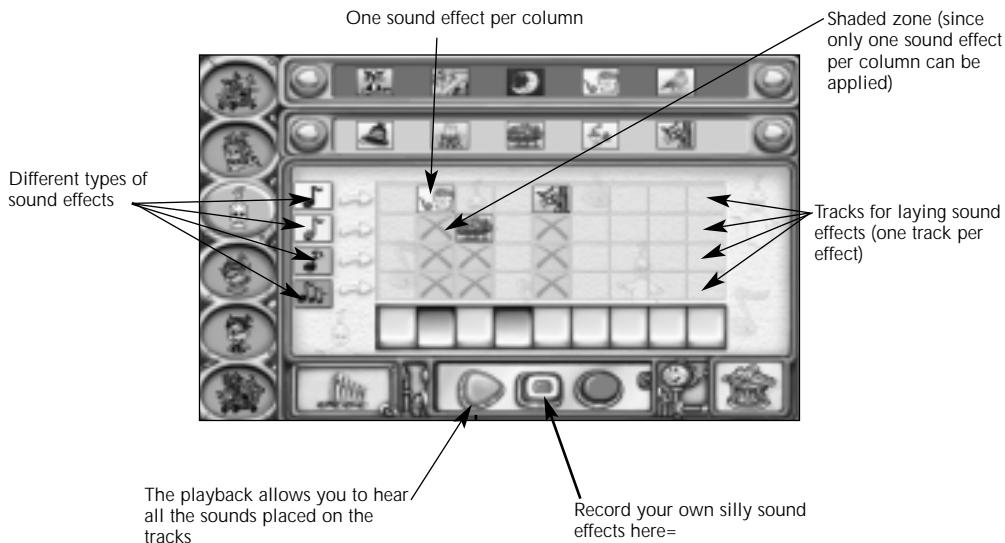
The Rhythm function

When children complete all the exercises from Tomtom Lake, they are rewarded with access to the Singamajig Rhythm function. Here, children may create their own rhythm and percussion tracks.



Sound Effects function

When children complete all the exercises in the Frosty Sound Cavern they are rewarded with access to the Sound Effects function. Here, children may experiment with different sound effects. A new element of the recording function is also added during this part of the Singamajig.



In this section of the Singamajig, children can apply sound effects to any item in the accompanying library of sounds. The following effects are available: none, delay, reverberation, and volume. Each effect is represented by a note symbol, which appears at the front of its accompanying track.

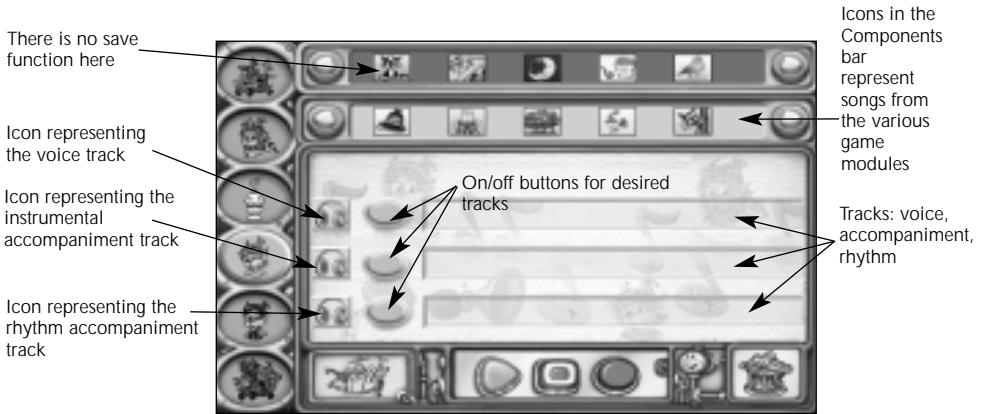
To apply these different sound effects, drag a sound onto the track indicated by the symbol for the desired sound effect. Listen to all the sounds you've made by clicking on the Playback button. Listen to each sound individually by clicking on the keys at the bottom of each column.

For additional fun, use the microphone to record your own sound effects and save them onto the Save bar. You may use your custom library to create even more funny sounds!



The Layered Sounds function

Successful completion of the Note Factory permits access to the Layered Sounds function. Here children may break down songs into layers, to learn about separate music tracks, which make up a finished piece of music



In this section of the Singamajig, children may listen to songs they heard the characters sing within the game. Songs only appear here after they have been appeared in the game, so make sure you travel to all the different locations to hear all the songs!

To begin, click on any song icon displayed in the components bar, and drag it down into the composition tracks. Now by turning on and off the various tracks, children may hear any combination of voice, instrumental or percussion accompaniment. Try turning off the vocal track and singing the song yourself! (But remember the record and save functions are not active during this sequence.)

The Instruments and Styles function

When children complete all the activities at the Musical Bandstand they are rewarded with access to the Instruments and Styles function. Here children may listen to different styles of music played on various instruments.

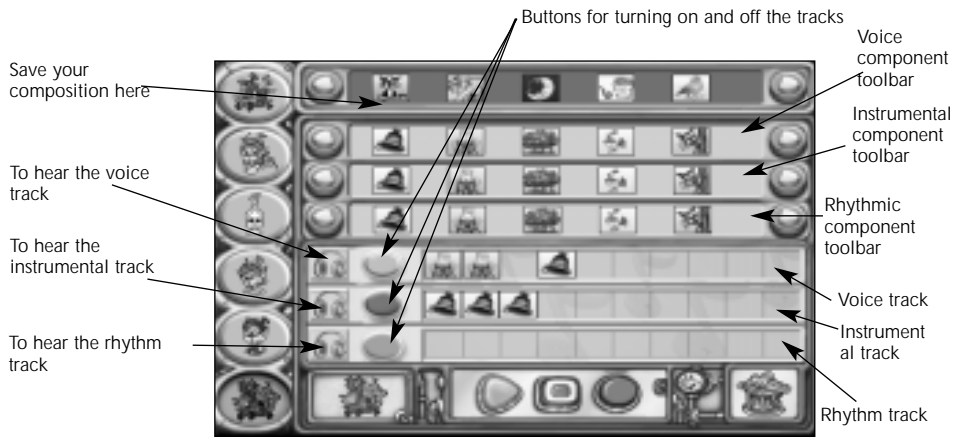
Component bar of song icons



Click on any song icon from the component bar and drag it into the composition track. The song will first be played by an instrument normally associated with that musical style (e.g. country - banjo). The same song may be played using different instruments by selecting them using the toggle arrows.

The Super Bonus function

When children have successfully completed all the learning modules, they win access to all parts of the Singamajig, and there's a surprise: the Super Bonus! This Super Bonus, a supplement to the Singamajig, allows children to compose pieces of music with the help of pre-programmed rhythmic sequences that can be laid onto different tracks (solo track, instrumental accompaniment and rhythm).



The Super Bonus combines several of the Singamajig activities. Children may choose rhythmic sequences and lay them on one of three tracks available. Note that sequences from line 1 must be placed on line 1, sequences from line 2 on line 2 and so on. The audio tracks function similar to those already encountered in the Layered Sounds section: line 1, therefore, corresponds with the instrument playing the melody, line 2 with the accompanying instrument and line 3 with the percussion instrument. When the children's composition is played, tracks can also be turned on or off. Children can mix and record their own music on a real mixing deck, or just have fun playing with sounds!



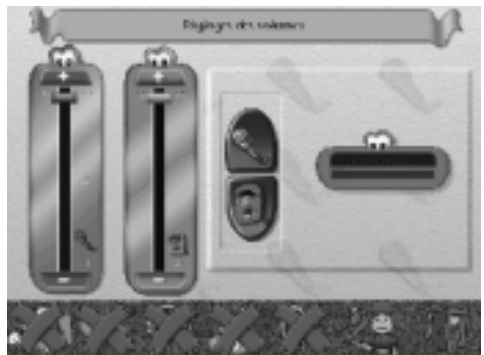
B.4.6 – Recording with a Microphone

When you begin the game or have not completed any modules, only the basic function of the Singamajig is available to you. In order to access the function that allows you to record your voice, you must click on the Singamajig. This brings you to the following page:



This function allows you to record yourself by clicking on the microphone icon (red) on the key bar. Then you can begin recording your voice. If you are not satisfied with the volume levels then click on the speaker icon at the very bottom of the screen and the following screen will appear:

This screen allows for microphone and speaker volume to be changed. As the game progresses and you advance, you will be allowed to access more icons.





Once you have completed all the exercises at all levels of the Frosty Sound Cavern, the special effects function (third icon from the top in the vertical bar) of the Singamajig becomes accessible. This function also has the microphone feature and again allows you to record yourself by clicking on the microphone key (red).

B.4.7 - Activity assessment in the Land of Music program

Exercises are divided according to four musical skill areas

- **Tomtom Lake module** : rhythm
- **Frosty Sound Cavern** : pitches and ear training (listening skills)
- **Note Factory module** : sound effects and layered sounds
- **Bandstand module**: musical instruments and styles

These 4 skills appear in the assessment table.

There are two types of assessment screens; one accessible from Adiboo's PlayLand CD and the other from the Land of Music program.

1) From Adiboo's Play Land CD

The results screen can be accessed from the Play Land by clicking on the leaves of the hollow tree-trunk in Adiboo's garden.

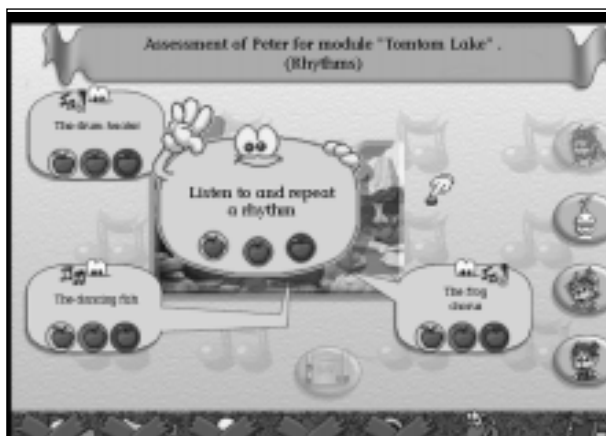
This screen displays results achieved by the child in all of the learning modules (in this case, rhythms, characteristics of sounds, etc).



Global results for the skills.

By clicking on one of the 4 skills on the table above (e.g., rhythms), you can access the progress detail screen below, which displays:

- the learning principles covered by this skill (e.g. listening to and reproducing rhythms)
- the child's progress in this activity indicated by apples which have fewer or more bites taken from them.

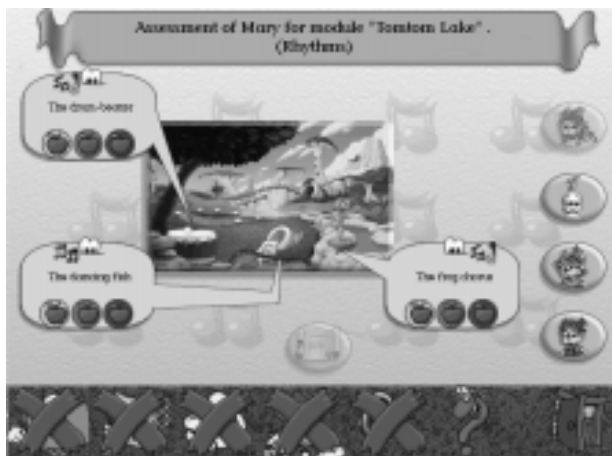


Overall results for the learning module activities.

2) From The Land of Music program

The assessment screens can be accessed by clicking on the Score icon, from each exercise, from each module, or from the Land of Music welcome screen.

The assessment screens may be accessed from each exercise and each module. These screens display the results obtained by the child for all the exercises in each module of the program:



Results for the activities at Tomtom Lake.

The icons on the right of the screen represent the other learning modules. By clicking on them, you can navigate from module to module and check the overall progress in the activities. From these screens, you can also directly access an activity at the desired level by clicking the appropriate apple.

In the **Land of Music** welcome screen, an option is suggested to parents and teachers: classification not only by learning module (Tomtom Lake, Frosty Sound Cavern etc.), but also by type of exercise (recognition, association, etc.) You can check progress by either the learning module or by the type of exercise. Just click on the icons matching the module or exercise type in the following screen:



- If you were to click on the ghost icon corresponding to the Frosty Sound Cavern module, you can access the assessment screen for exercises in that module.
- If you were to click on the icon corresponding with 'Association'-type exercises, you can access the overall progress report for similar exercises of this type.

Parents or teachers should choose which works best to easily navigate through the entire program.

On each assessment screen (1 per module), the certificate appears. Each time a module is successfully completed, the icon is cleared: the child can then print out the certificate for the module and show it to parents and friends! When the application is successfully completed (the child having completed all the modules), they obtain an overall certificate, which can be found in the hollow tree back in Adiboo's Play Land.



SCORING AND YOUR CHILD'S PROGRESS

C.1 - Scoring and Evaluation

C.1.1 - The Score

The score is displayed on the icon bar, at the bottom left of the screen. It shows the total number of points the player has achieved in the program.



For each level successfully completed, a point is added to the total displayed on the score icon, along with a congratulatory song and dance from Adiboo. For every five points, your child wins a treat which is displayed among the leaves of the hollow tree in the Play Land. The maximum score for the Play Land activities is 90 points. A certificate is awarded at the end of each successfully completed activity or module.

Evaluation

The activities are grouped by educational area.

To see a summary of a player's score in a module, click the score evaluation icon. To see a detailed chart of a player's score in a module, click on the leaves of the hollow tree.

Scorecard for Learning Lands

In any activity:

Clicking on the score displays a summary of a player's score in the current module. Players can access any activity in the current module from this screen.

In any module:

Clicking on the score displays a summary of a player's scores in all the modules. The player can access any of the modules from this screen.



Printable screen

Certificates

Each time a module is successfully completed, a certificate becomes accessible on the evaluation screen. It allows your child to print his or her certificate and show it to parents and friends. When all three levels of all the activities have been completed, Adiboo congratulates your child, who will find his or her certificate in Adiboo's Play Land (see the information on certificates following page).



Adiboo's Land of Music Welcome Screen

Here, parents and teachers can see exercises classified by educational areas as well as by types of exercise--for example, association, sorting, ordering, etc. Just click on the appropriate icon in "educational themes and types of exercise." This allows parents and teachers to navigate freely through the program.

C.2 - Play Land Progress Screens

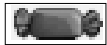
In the Play Land, you can access a series of screens displaying the players' scores by clicking on the leaves of the hollow tree.

Summary of Applications

This screen displays icons of the program activities. Laurels on the icons mean that the activity has been successfully completed and that your child has received a certificate. The following icons are accessible from the Summary screen:



If the player has achieved at least two certificates, these icons let you move between certificates.



This icon allows your child to print out his or her certificates.

Treats

This screen displays the player's total score for all the activities, the number of treats won (five points for a small candy, ten points for a big one), and the maximum score the player can achieve by correctly finishing all the available activities.

Educational Areas

Clicking on an activity icon on the Summary screen can access this screen. It details the child's work in the chosen activity, showing the number of exercises successfully completed in each level.

Educational Principles Covered

This screen offers a detailed evaluation of the child's work in each module. Click on a module to see details on all the exercises in the module, including the educational principles studied and the child's progress at each level.



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Sales/Customer Service TOLL-FREE (800) 542-4240 o Technical Support (800) 556-6141

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