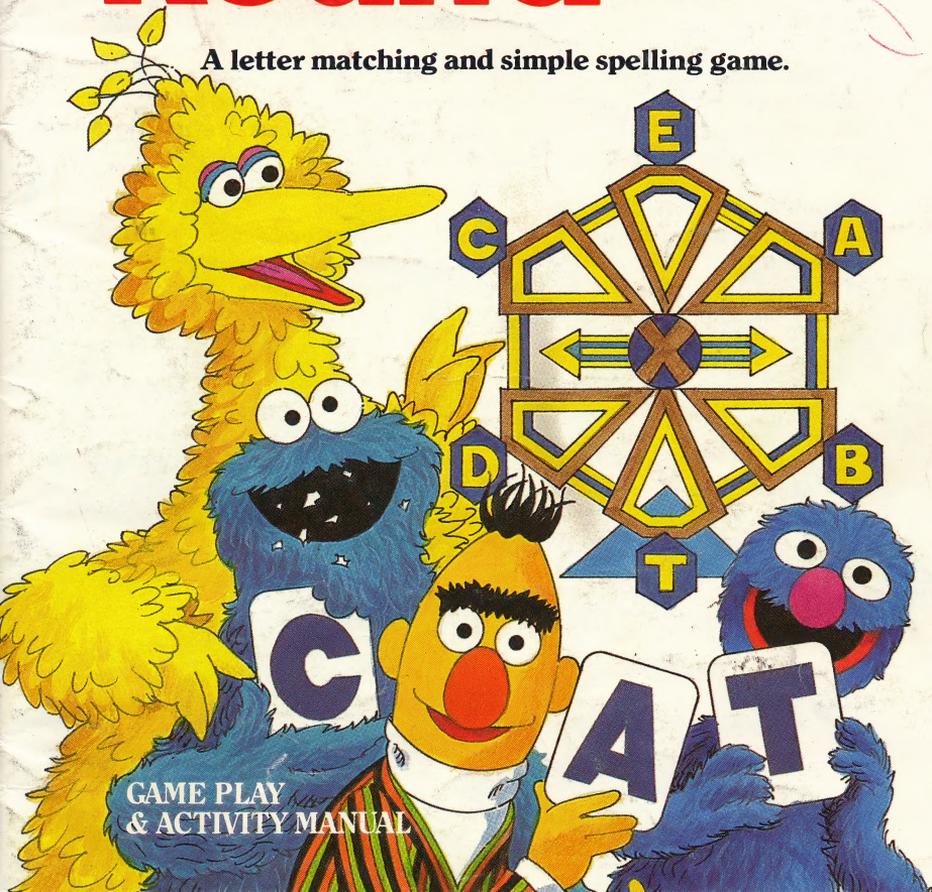




A SESAME STREET™
Preschool Skills Activity

Letter-Go-Round™*

A letter matching and simple spelling game.



GAME PLAY
& ACTIVITY MANUAL

CBS
SOFTWARE

Featuring the JIM HENSON MUPPET™ Characters from SESAME STREET.™

Why Are CTW Computer Games Different?

Since 1968, Children's Television Workshop (CTW) has demonstrated that one of the greatest vehicles for learning is fun. The computer activities developed by the CTW Software Group for CBS Software continue this tradition, drawing on the interactive capability of the computer.

The Goals of CTW Games

These computer games have extended the goals pioneered by CTW in television with *Sesame Street*, *The Electric Company* and *3-2-1 Contact*. Friendly and engaging, they encourage constructive play and active learning. CTW games allow children to experiment and explore, to think and solve problems, and to practice skills while they are having fun. Each one is designed to be a family experience—where everybody plays together and learns from each other.

Computers and Learning

Equally important, the computer has brought an exciting new dimension to electronic learning—interaction. A great deal of planning and research have gone into making these games responsive to children of different ages and learning styles. Whenever possible, the level of difficulty, pacing and direction of the games are under the control of the player. *As the child responds to the computer, the computer responds to the child.*

SESAME STREET LETTER-GO-ROUND provides a playful setting in which children practice early reading skills. Muppet friends, including Grover, Barkley and Cookie Monster, are on hand to encourage them during play. Featuring lively, colorful graphics and music, this delightful, interactive computer activity entertains as it offers your child experience with important early reading concepts.

The games and materials in this package were developed by the CTW Software Group, a division of Children's Television Workshop, in cooperation with CBS Software.

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SESAME STREET Letter-Go-Round™ *



Introduction

Step right up!

It's time to take your turn to catch and match the letters on the whirling ferris wheel!

So, if you're ready for fun, let's get started!

Parents:

SESAME STREET LETTER-GO-ROUND provides a playful setting in which children can practice these early reading skills:

- Letter recognition and matching
- Upper/lower case matching
- Word recognition and matching
- Simple spelling

When you play SESAME STREET LETTER-GO-ROUND with your child, you can reinforce these skills by talking about the game as you play. Use the words "letter," "word" and "match" and encourage your child to pronounce each letter as it moves through the matching zone. Say things like, "Does this letter match the one on the seesaw?" Or, "Can you find the right letter to finish this word?"



We have designed this manual so that it is easy for you to follow as you read it aloud to your child. Whenever you see a paragraph with this symbol, you will find additional notes to help you guide your child through the game.

The EasyKey™ Keyboard Overlay

Included with the program is an EasyKey keyboard overlay designed to fit over your computer's keyboard. The EasyKey makes it simple for little fingers to play SESAME STREET LETTER-GO-ROUND. Never try to use the program without the EasyKey in place. Here are some of its features:

- The PLAY key. Press this key to start your game.
- The LEVEL key. Use this key to select the level of the game you want to play. There are six levels in SESAME STREET LETTER-GO-ROUND, each with its own challenge. You may switch levels even if you are in the middle of a game.
- The PAUSE key. Press this key to stop the game at any point. Press it again to resume playing.

Taking Care of the EasyKey

The EasyKey keyboard overlay is made of tough, flexible vinyl. You can use it as often as you like, but you must treat it carefully to keep it in good condition.

- Keep the EasyKey away from sharp objects that may cut or puncture it.
- Keep the EasyKey away from heat and out of direct sunlight.
- Do not write on the EasyKey.
- If the EasyKey gets dirty, carefully wipe it with a damp cloth dipped in mildly soapy, lukewarm water.
- Return the EasyKey to the program storage case when you are not using it.

Get Ready

The How-To-Play Card included with SESAME STREET LETTER-GO-ROUND contains all the information needed to set up your computer. It also helps you get started enjoying all the fun of this game right now! So look at the How-To-Play Card first and come back to this manual for step-by-step directions, a word list, story and activities.

Let's Play

Hurry! Hurry! Hurry! It's time to play SESAME STREET LETTER-GO-ROUND. Here's how:

*Watch that whirling ferris wheel go!
Where should it stop? Only you know!*

Select a Level

Follow the directions on the How-To-Play Card to use the EasyKey and to select a game level.

Choose a Muppet Pal

Grover, Barkley and Cookie Monster are ready to take a spin on the Letter-Go-Round. Pick a Muppet pal to play with you!



Now press that key and your Muppet buddy will play with you until the round is done. Then you can play with him again or pick a new Muppet friend.

Spin that Wheel

How fast can the ferris wheel spin? That's up to you.



To make it spin faster
press the Rabbit key.



To make it spin slower
press the Turtle key.

The wheel will keep spinning at the speed you pressed—until you press another key!

Make a Match

Ready to match a letter or spell a word? Here's what to do:

Watch the letters on the wheel. Wait until the letter you want moves into the matching zone. Then press the Stop Bar on the EasyKey.



Pressing the Stop Bar at the right time may require some practice. You can help your child by placing your finger on the correct letter and tracing its path as it moves into the matching zone. Then say, "Get ready and press the Stop Bar!"

Playtime!

Each level is designed to be more challenging than the last. Encourage your child to start with the simplest level and practice the skills needed to move to subsequent levels. On all levels, if your child has not pressed any key after a certain amount of time, you will hear the SESAME STREET song. Prompt your child to press a key.

Levels 1, 2 and 3:

It's as Easy as A-B-C!

Object:

Find the letter on the ferris wheel that matches the one on the seesaw.

Your Muppet pal is here to play—and he brought a letter for you to match.

Plunk! He dropped it on the seesaw. Now it's up to you.

Press the speed key of your choice, either



or





Find the letter on the ferris wheel that matches the one on the seesaw.

Press the Stop Bar when the letter moves through the matching zone.

Oops! You pressed the Stop Bar—and the letter you stopped wasn't the letter you wanted! That's okay! That letter will pop back into its basket, the wheel will spin and you can guess again.

You matched the letter—good for you! Your letter will flip into the air and *look*—you've built one part of the strength-o-meter!

Make all the matches in a round and you'll get a rousing rah-rah-rah!—from your Muppet buddies, of course!

Rounds:

Level 1:

Uses upper case letters only and it takes three matches to build the strength-o-meter and end the round.

Level 2:

Uses lower case letters only and five matches make a round.

Level 3:

Uses upper and lower case letters and there are four ways to match letters:

upper/upper case

lower/lower case

upper/lower case

lower/upper case

Five correct matches make a round.

Level 4:

Object:

One Little Word

Spell a word by matching each letter in it with one on the ferris wheel.

Now that you're a whiz at letter matching, there's just one word for you. What is it? Choose your Muppet pal and he will bring it out for you to match!

How do you match a word?
One letter at a time of course!
Here's what to do:

Look at the first letter in the word.

Find that letter on the ferris wheel.

Press a Speed Key to move it into the matching zone.

Press the Stop Bar to catch that letter!

Make as many guesses as you want—but keep your eye on the letter you're trying to match!
Got it? Good catch!



The first letter will pop into its place and it's time to catch and match letter number two... and after that, letter number three!

Match all three letters in the word and you've won this round! Your Muppet buddies have one last word for you—*Yay!*

Rounds:

In Level 4, a round consists of three correct matches—that is, one completed word. Each match builds one unit of the strength-o-meter. You have unlimited tries to make all three matches, complete the strength-o-meter and end the round.

Level 5:

Object:



What's Missing?

Find a letter on the ferris wheel that correctly completes a word.

There's something sneaky going on here—can you spot it and spell it out?

This time, your Muppet pal brings out a word for you to match—but there's a letter missing!

Which letter is missing?

It might be the first letter, or the second letter—or even the third letter!

Find a letter to complete the word!

Look at your word. Then look at the letters on the ferris wheel. Can you spot a letter that fits?

There may be more than one right answer!

Move the letter you want into the matching zone and press the Stop Bar.

You're matching and catching on fast—good for you! Your Muppet pals are proud of you!

Rounds:

In Level 5, it takes three correctly completed words to build the strength-o-meter and end the round.

Level 6:

Object:



Spell the Secret Word

Find the three letters on the ferris wheel that spell the secret word.

Now the ferris wheel takes its trickiest turn of all! The letters on it spell a secret word—but even your Muppet buddy doesn't know what that word is!

So it's all up to you—and here's what to do:

Look at the letters on the ferris wheel.

Find three letters that spell a word.

Now look again—because there may be many words on the wheel...but only one of them is the secret word!

The first letter is the hardest to get right—but first things first!

Reading words on the ferris wheel may be tricky at first. Remind your child to press the  key if the letters are moving too fast.

Say, "How many words do you see? Let's write each one down."

Choose your first letter, move it into the matching zone and press the Stop Bar.

You guessed right! That letter will pop into place and now it's time to guess the next letter...then the last one—and *look!*

You've done it...the word is out!

Your Muppet buddies will cheer for you again!

Rounds:

In Level 6, a round is complete when you spell the secret word. Each correct guess builds one unit of the strength-o-meter. After eight incorrect guesses, the secret word will pop onto the screen and the round will end.

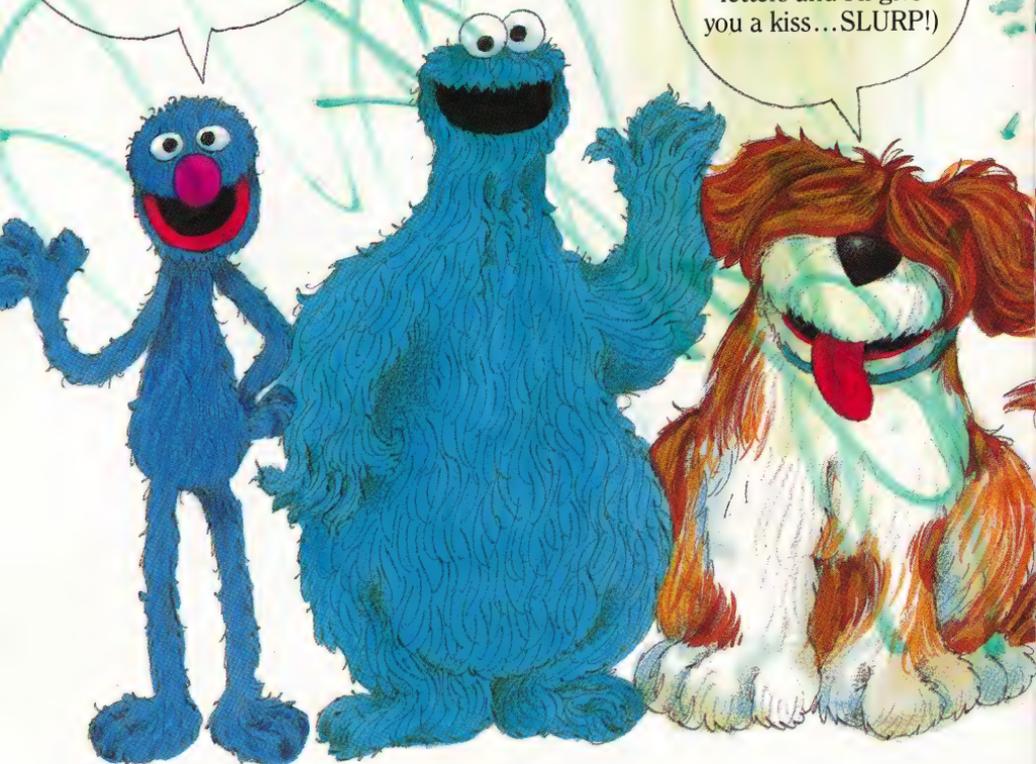


Meet Your **SESAME STREET** Muppet Pals

Hello everybody!
I've been practicing
letter-lifting all day!
I'm ready to play
when you are!

You spell word—
me get cookie?
Cowabunga!

WOOF! WOOF!
(Translation: Match the
letters and I'll give
you a kiss...SLURP!)



And the cheerleaders:

Match and catch
those letters, too!
Gee, you did it!
Yay for you!

A-B-C! C-B-A!
Match those letters!
HIP HOORAY!



WORD LIST

ACE	CAB	HAM	MAD	PUG	TAB
ACT	CAP	HAT	MAN	RAG	TAD
AGE	CAR	HEM	MAP	RAM	TAG
AGO	CAT	HID	MAR	RAN	TAN
AID	COB	HIM	MAT	RAP	TAP
AND	COP	HIP	MAY	RAT	TAR
ANT	CUB	HIT	MEN	RAW	TAX
ANY	CUP	HOT	MET	RAY	TEN
BAD	DIG	HUG	MID	RID	TIN
BAG	DIP	HUM	MOP	RIG	TIP
BAH	DOG	HUT	MUG	RIP	TOE
BAN	DUG	JAG	NAP	ROT	TON
BAR	EAR	JAR	NIP	RUB	TOP
BAT	EAT	JIG	NET	RUE	TOW
BAY	FAN	JOG	NEW	RUG	TOY
BED	FAR	JUG	OAR	RUM	TUG
BEG	FAT	KEG	OAT	RUN	VAT
BET	FEN	KEY	OUR	RUT	WAG
BID	FIN	KID	OUT	SAD	WAR
BIG	FIR	KIT	PAD	SAG	WIG
BIN	FIT	LAG	PAL	SAP	WIT
BIT	FOR	LEG	PAN	SAT	ZAP
BOG	FUN	LID	PAR	SAW	ZIP
BUD	FUR	LIP	PAT	SAX	
BUG	GUM	LIT	PAW	SAY	
BUM	GUN	LOG	PAY	SET	
BUN	GUT	LUG	PEA	SIP	
BUS	GUY		PEG	SIT	
BUT			PEN		
BUY			PET		
			PEW		
			PIN		
			PIT		
			PUN		

A Shaggy Dog Story





It was a bright sunny day on Sesame Street. Ernie, Barkley and Cookie Monster sat on a stoop and watched the clouds roll by.

“That one looks just like a fish...and that one looks exactly like a dish...and look, Barkley—that one looks like a bone. Kinda tough one to fetch, eh, ol’ buddy?” Ernie said.

“They all look like cookies to me!” said Cookie Monster. “So close...but not close enough to eat!”

“WOOF!” barked Barkley, as he galumphed down the street and nearly knocked over Grover, who was just turning the corner.

“Whoa, fella! Hello everybody—what’s up?” Grover asked.



“Nothing but a skyful of great clouds! See, Grover—” and he pointed to a cloud, “—that one looks just like Barkley! Right, ol’ buddy?” Ernie looked around. “Barkley? Bark-ley!” Ernie called. But the big shaggy dog was nowhere to be found.

"Where'd he run off to?" Ernie wondered aloud.
"And we were just about to go to the Fair..."

"*The Fair!* That's it!" said Grover. "I bet Barkley's already on his way there...but we'd better be quick if we want to catch him! I'll get on my skateboard..." Grover jumped on his board.

"I'll ride on my scooter," Ernie said.

"Yah yah yah!" said Cookie Monster. "Me row right over in my tubmobile!"

Ernie, Cookie and Grover made it to the Fair in no time—but where was Barkley? "Let's split up and look for him. I'll go right and you go left," Ernie said.

"Right!" said Grover.

"No! Left!" Ernie shouted, but Grover was already gone.

Ernie looked around and guess who he saw! His old buddy Bert!



“Bah-loons! I’ve got nice pigeon gray bah-loons, just for you!” Bert called.

“Howdy, Bert! Have you seen Barkley?” Ernie asked.

“Sure, I just tied a balloon to his collar,” said Bert.

“Which way did he go?” Ernie asked.

“He went that away,” Bert said, pointing left.

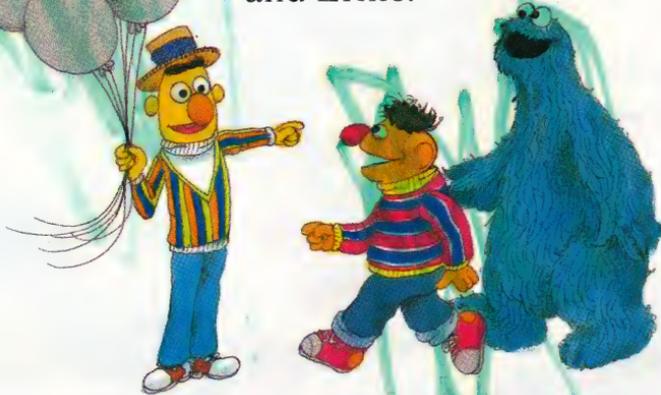
“Right!” said Ernie.

“No—left!” Bert shouted, but Ernie and Cookie were on their way.

Meanwhile, Grover rolled past lots of booths—and he played at every one!

“This is fun!” Grover said, “But where is Barkley?”

He rolled up to Cookie Monster and Ernie.



“Let’s try to look for him together,” Ernie said. As they left the tent, Cookie Monster spotted a gray balloon.

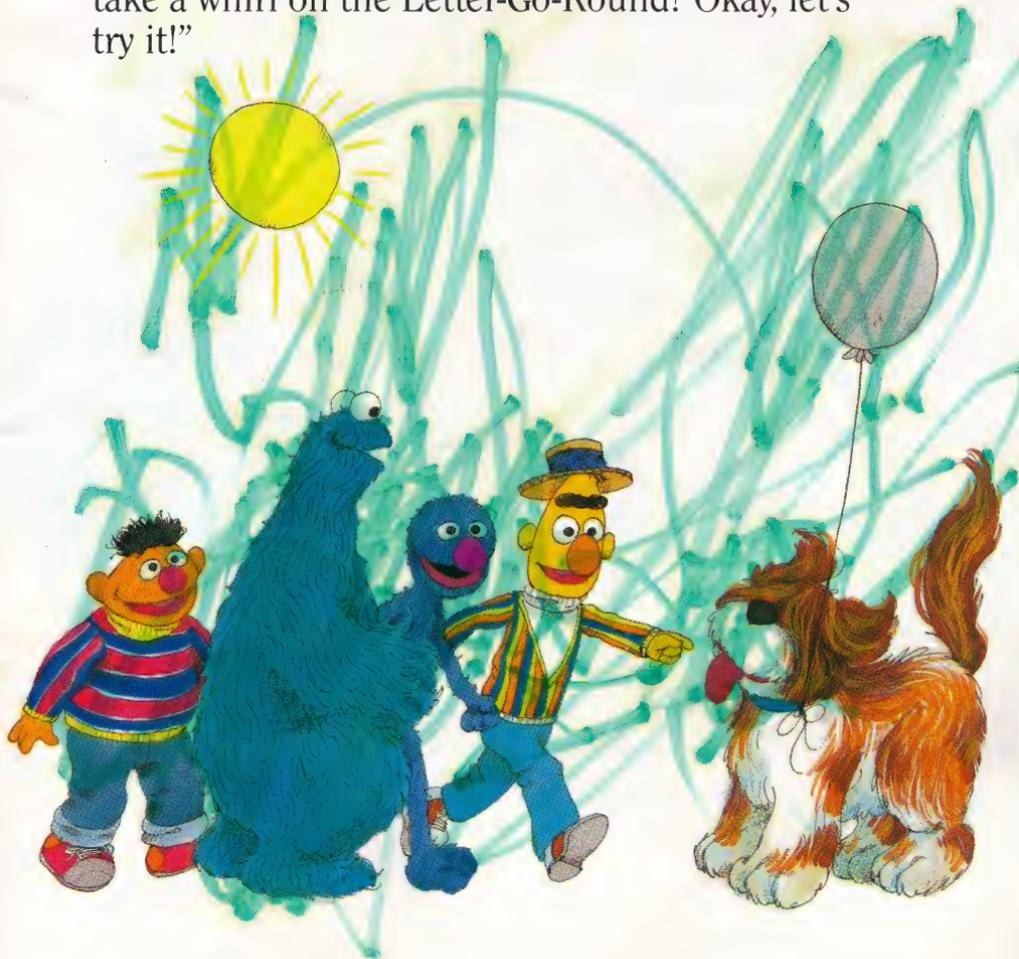
“Cowabunga!” shouted Cookie Monster, “It Barkley! You see?”

Grover and Bert raced toward the balloon and there was a big shaggy dog attached to it!

“Barkley! We found you at last!” they cried.

“WOOF!” barked Barkley, “WOOF! WOOF!” licking them all.

“What’s that, Bark?” Grover said, “You’d like to take a whirl on the Letter-Go-Round? Okay, let’s try it!”



SIDESHOW

You've made your match,
The wheel's been spun.
But that's not all.
There's lots more fun!



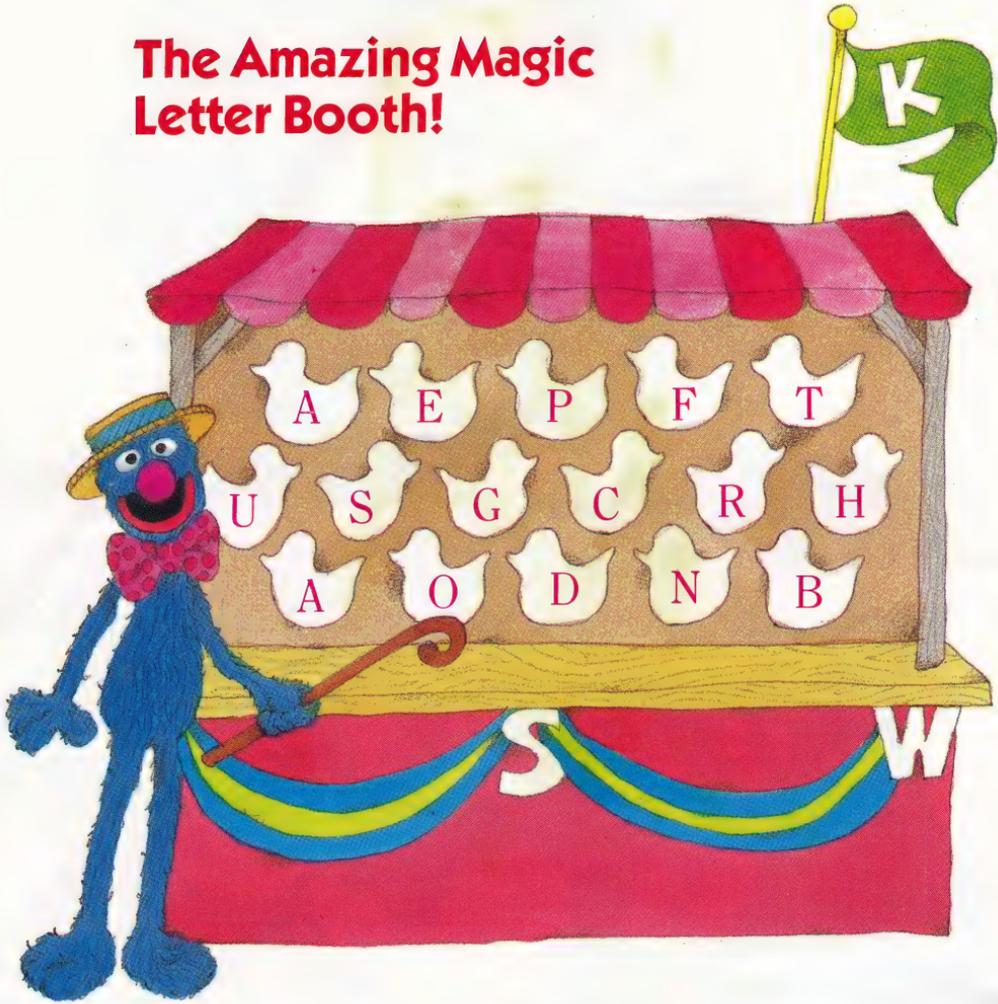


Bert's ABC. Blowout!

Bert is back with a bunch of balloons for you, but it's up to you to make each one your own. How do you do that?

Write a letter in every one. See if you can spell a word or two—or your name—or your sister's name! Add a letter and draw a circle around it to add it to the bunch. Watch out! Pretty soon your old buddy might fly right off the page!

The Amazing Magic Letter Booth!



Right this way, boys and girls! There are lots of words hidden in the letter booth. Look closely!

See if you can make these words by choosing some of the letters in the letter booth.

CAT
BED

FAN
HOP

RUG

What! You've found them all? Good for you!

How many other words can you spell with these letters?

52 Matcharoo!

Materials needed:

- a pack of 52 playing cards or index cards
- a crayon or marker

Split the pack in half. Take the first 26 cards and mark them each with a capital letter, **A** to **Z**. Take the other 26 cards and mark them with small letters, **a** to **z**.

Shuffle your alphabet deck and deal five cards to each player. Lay them face up on the floor. Place the rest of the deck with the letters facing down.

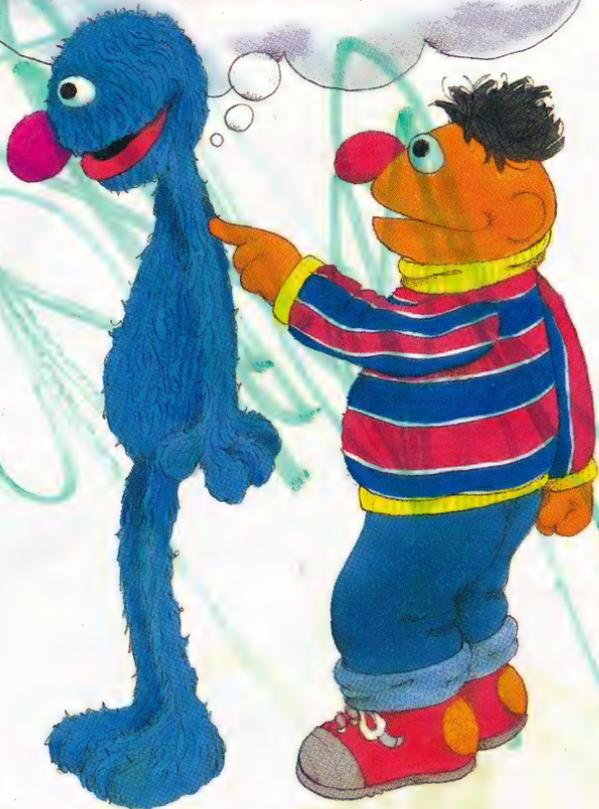
If you already have a match, set that pair aside and draw two more cards from the deck. If you don't have any matches, ask player two for one of the letters that you need. If she has it, she must give you that card. If not, she says, "52 Matcharoo!" and you pick a card from the deck and keep it until you find a card to match it or you have to give it away.

The player with the most letter matches when all the cards in the deck have been used wins!

*Done enough letter matching? Play again, but this time see if you can make **words** from letters in your hand!*



Do You Read Me?



Here's one way to send a secret letter to a friend—and you don't even need a stamp!

First, ask your friend to turn his back to you. Then stand just close enough to him so that you can use your finger to trace a secret letter on his back.

Then ask your friend:
“Do you read me?”

Now it's his big chance to guess your secret letter! If he's wrong, trace your letter again—but this time do it more slowly or press a little harder as you trace. If he is right, it's your turn to guess, so turn your back on him! And once you have sent a few letters, try sending a word or two—and maybe even a secret message!

Barkley's Secret Message!

Round and round the ferris wheel goes—and where it stops, nobody knows—except Barkley! There's a secret message here from him to you—and if you answer these questions—you can find it!

Which letter comes after Q and before S? Find it and color in that box.

Which letter is also something small and green and good to eat? Color in that letter.

Which letter looks like a half circle? Color in that box.

Which letter is also a name for a bug that makes honey? Color in that box—see what's left?

A "WOOF" from your shaggy buddy to you.



CTW Software Group Development Team for SESAME STREET LETTER-GO-ROUND

Patricia L. Armstrong
Etan Ben-Ami
Lisa Feder
Kate Gonzer
Jenny Howland
Micky Klein
Vladimir Lanin
Hilary Mills

Catherine Ramos
Lary Rosenblatt
Michael Rothman
Agnes Sprouse
Halima Taha
Greg Thometz
Rose Trivisonno
Pat Webb

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How To Play

Featuring the JIM HENSON MUPPET™
Characters from SESAME STREET™.



Letter-Go-Round™

To Set Up Your Computer

For Cartridge Programs

1. Plug the program cartridge into your computer's cartridge port. If your computer has two ports, use the left one.
2. Turn on your monitor or TV and adjust the volume.
3. **NOW TURN ON YOUR COMPUTER.** The title screen will appear. If necessary, adjust color.

For Atari® Cassette Programs

1. Insert the cassette into the program recorder.
2. Turn on your monitor or TV and adjust the volume.
3. Push down the PLAY button on your program recorder.
4. **NOW HOLD DOWN THE [START] KEY. 800XL users: Hold down [OPTION] key also.**
5. **TURN ON YOUR COMPUTER** while holding down above keys.
6. Listen for a single tone, then press [RETURN].

7. Release [START] and [OPTION] keys. The title screen will appear. If necessary, adjust color.

For Disk Programs

1. Insert the disk into the disk drive and close the drive door.
2. Turn on your monitor or TV and adjust the volume.
3. Atari® 800XL users: Hold down [OPTION] key before turning on computer.
4. **NOW TURN ON YOUR COMPUTER.** Atari® disk drives will automatically boot disks. Commodore 64™ users type: *LOAD "CBS"*, 8 and press [RETURN]. Wait for "Ready" to appear and then type: *RUN* and press [RETURN] again. The title screen will appear. If necessary, adjust color.

All Formats

Place the EasyKey™ keyboard overlay over your computer's keyboard.

To Start Your Game

Game Play

Press **PLAY** on your EasyKey to see the choice of game levels.

Game Levels

Press **LEVEL** on your EasyKey until **COOKIE MONSTER** is pointing to the name of the game level you want to play. Then press **PLAY** again.

Object Of The Game

Help your **SESAME STREET** friends catch and match letters and spell words on the whirling Letter-Go-Round.

How To Play



Press the pink key nearest the Muppet pal you want to play with.



Press this key to make the Letter-Go-Round spin slower.



Press this key to make the Letter-Go-Round spin faster.



Press this key to stop the Letter-Go-Round and match a letter or spell a word.



Press this key to stop a game in progress. Press it again to resume playing.

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Letter-Go-Round

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EasyKey™
Commodore 64™
Keyboard
Overlay



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PAUSE



LEVEL

PLAY

CBS
SOFTWARE

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