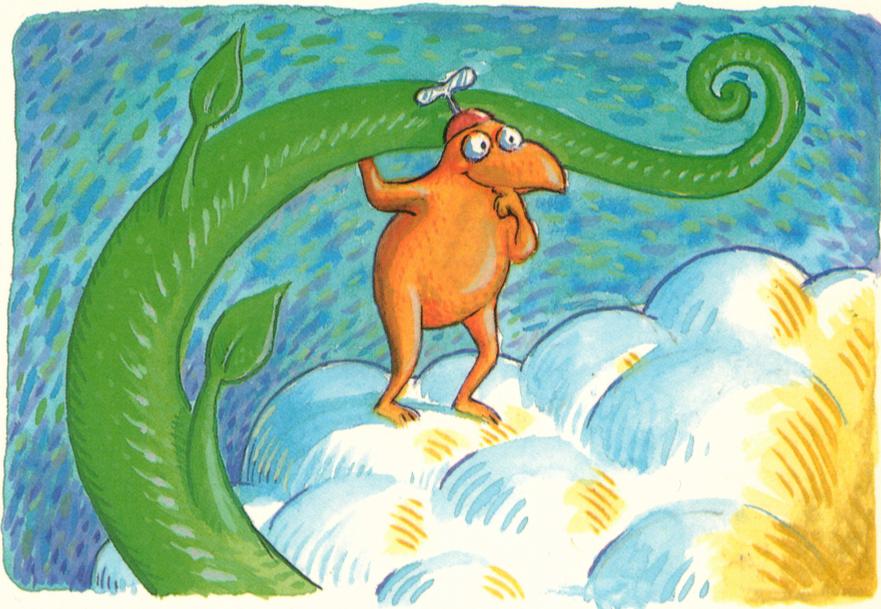


READING MAGIC LIBRARY™

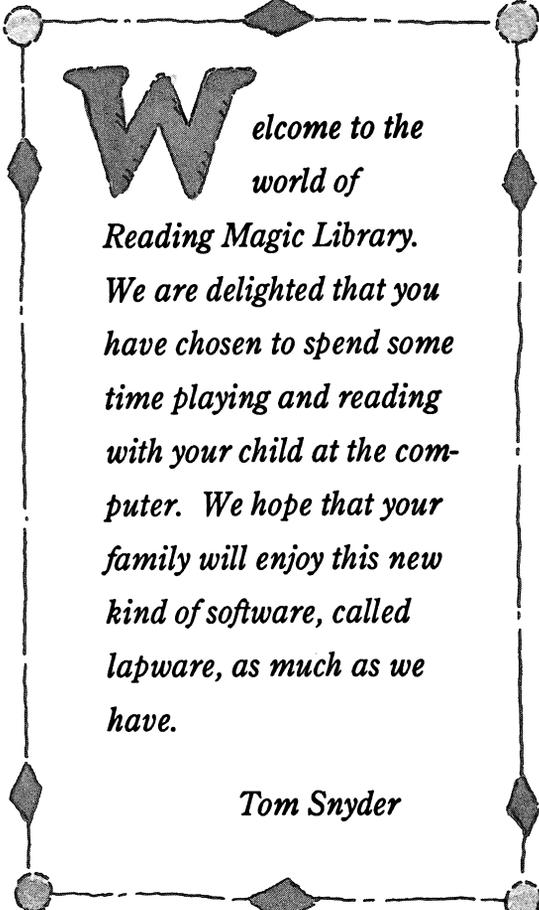
The first animated,
interactive storybook
that lets you and your child
choose what happens next.



Jack and the Beanstalk

*What will Jack find on his voyage to the top of
the cloud? Will Jack ever find his best friend?*

To Timmy, Sarah, Amy, and Archie.



Welcome to the
world of

Reading Magic Library.

*We are delighted that you
have chosen to spend some
time playing and reading
with your child at the com-
puter. We hope that your
family will enjoy this new
kind of software, called
lapware, as much as we
have.*

Tom Snyder

The easiest to use software
that you will ever own!

Reading Magic Library is truly easy to use. Our intention was to create an involving, interactive, and uncomplicated experience for you and your child. The following is an explanation of the program and a few respectful thoughts about how you might want to use this program with your child.

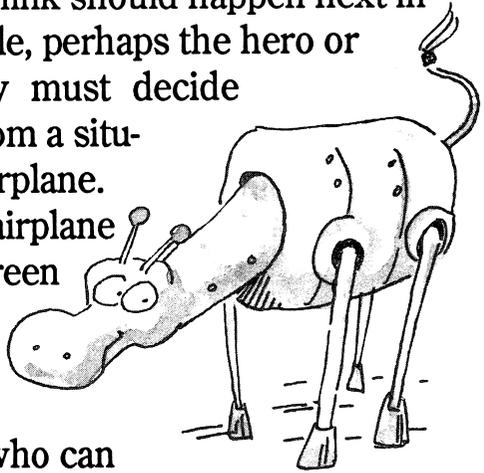
(If your computer is an IBM PC or compatible, please take a look at page 14.)

- 1) Insert the **Reading Magic** disk into your computer.
- 2) Turn on the computer.
- 3) After several seconds, a title screen will appear. Press any key.
- 4) You will be asked to type your child's name. Do so, and then press ENTER or RETURN.
- 5) The story will begin by displaying a picture and some words. With child in your lap, read the text aloud. When you are ready, push any key to advance the story. If a key is inadvertently pressed before you have finished reading, the backspace key will return you to the previous picture and text.



Sometimes, the **Reading Magic** program will want to know what you or your child think should happen next in the story. For example, perhaps the hero or heroine of the story must decide whether to escape from a situation by boat or by airplane.

The words boat and airplane will appear on the screen with colorfully highlighted first letters. Magic flashing lights will then determine who can

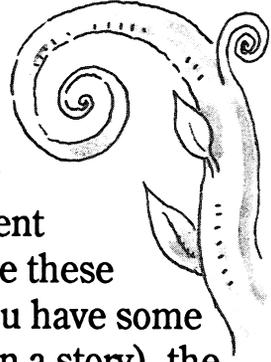


make the decision: your child or you and your child together. Then, having decided what will happen next, press the first letter of the chosen word. The character will continue in the story - by boat or by airplane - following the course determined by you and your child.

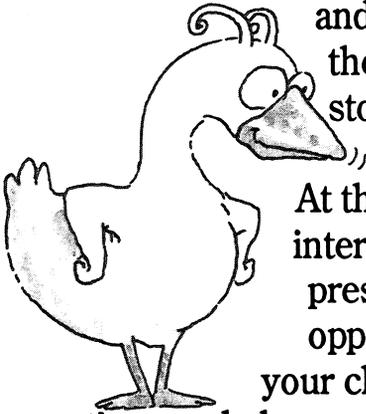


The story continues in this fashion right to the end. **Reading Magic** will then say good day or good night to your child and shut itself off. Depending on how much time you and your child spend discussing decisions and searching for keys on the keyboard, one trip through the story will take between ten and fifteen minutes.

And if we might share
a few thoughts...



Reading Magic Library stories add a new element to story telling. Because these stories are interactive (that is, you have some control over what happens next in a story), the reading experience might feel somewhat different from reading a book. We have tried to minimize the differences. Typically, in other kinds of computer interactive fiction, the choices to be made are either intellectual puzzles or arcade sequences, and are not appropriate for very young children. The choices in **Reading Magic** stories are simple and visual, and, thus, do not detract from the delicate flow of good story telling.



At the same time, reading interactive stories aloud does present new and wonderful opportunities between you and your child. The following suggestions and observations have been made by parents, babysitters, grand parents, and friends who have shared **Reading Magic Library** with a young child.

“One of the things that kids love about stories is their predictability. I was amazed to watch my child make exactly the same choices each time we read through a Reading Magic story. He looked forward all day to making those same choices!

He felt very powerful and in control that he was allowed to make choices, and it didn't bother him at all to wait two or three weeks before branching out on some choice. Then one night he would announce with pride at dinner, “Tonight I want to take the airplane instead of the boat!”

“When we finished our first Reading Magic story, I was tempted to suggest to my child that we start over immediately and explore some of the other choices. But with time I have come to treat these interactive stories just as I treat our normal bedtime reading. We do the story together in about twelve minutes and then it's time to brush the teeth. The desire to quickly exhaust all of the paths in the story came from my itchiness, not my child's.

“My favorite moments in these stories are when my kid gives me her theories on why



we should or should not make a particular choice. The explanations are fabulous and often outrageous. In fact, verbalizing theories might be the most powerful part of the entire experience.”



“My young child wanted to push the keys that advance the story. That was fine, but sometimes she reached forward to press a key, usually the spacebar, before I had finished reading the text aloud. We had to come to an understanding about the buttons that is just like our understanding about turning the page in a book before I have finished reading that page. Now she waits until I have stopped reading for a few moments before reaching forward to push a button. Once my child gets drawn into the story itself, she becomes more relaxed about button pushing.”

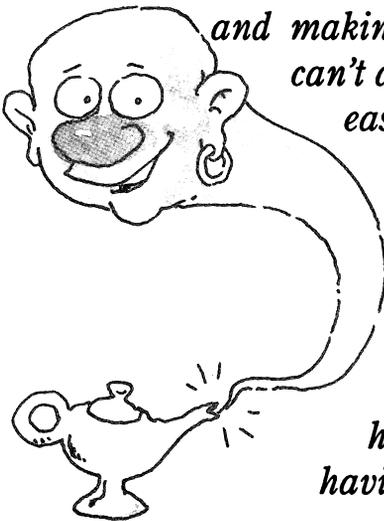


(Incidentally, there is a built-in timer in **Reading Magic** that waits for a full second before any key will advance the story. This delay prevents an over-eager child from galloping through the story. In addition, the backspace key will let you jump back to previous pictures and text. The backspace key will not, however, let you change previous choices.)

To make a choice at a decision point in the story, the first letter of a choice word must be pressed. This simple act of making the choice can actually be broken down into several steps: deciding which word corresponds to your choice, figuring out the first letter of that word, locating that letter on the keyboard, and, finally, pressing the key. A parent can involve his or her child at any point along that small chain of events. Allowing your child to be more involved from one reading to the next can be very rewarding.



“After six or eight readings of a particular Reading Magic story, I discovered that my boy wanted to sit alone at the computer, reading the story and making choices on his own. He can’t actually read words, but he easily memorizes dozens of long paragraphs and repeats the text verbatim. At first, I felt left out and I was even disappointed that this activity might become as singular as was his television watching behavior. However, I quickly dis-



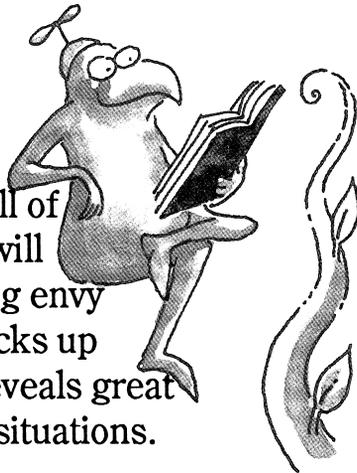
covered that he took great pride in his pretend "reading". And I found that whenever we started a new story or whenever he wanted to make a new choice in an old story, he was, of course, eager to sit with someone who could really read."

Some final thoughts on reading aloud with your children

Many families develop important rituals around reading together. For some, reading always happens at the child's bedtime or naptime, and it may well be accompanied by elaborate preparations: blankets, pillows, favorite stuffed animals and a special chair. For others, reading together happens whenever there is a free moment and interest. Regardless of your approach, there is much to be gained from this shared experience.

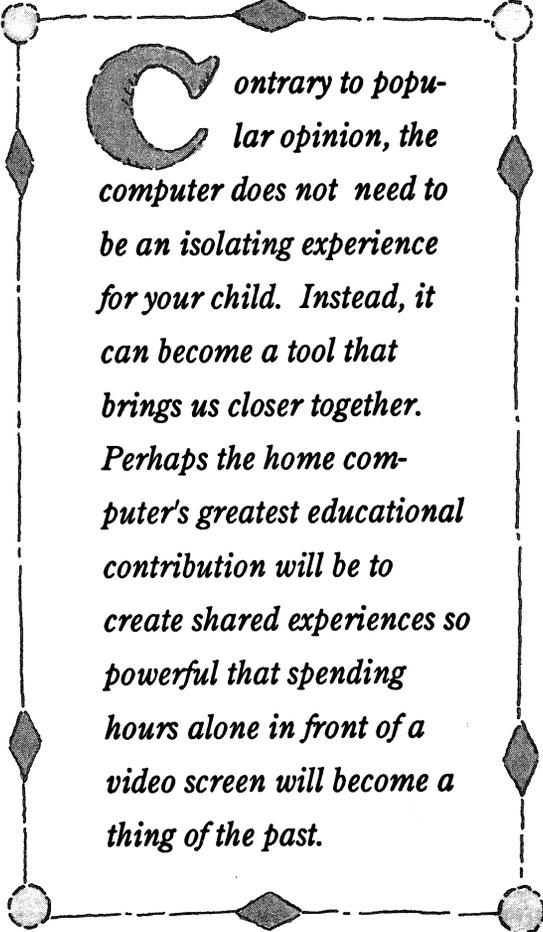
- Your child derives a sense of comfort and security from the repetition of a story; he or she gets to know the characters and anticipates what will happen as the story is retold.

- Your child begins to develop a powerful appreciation for the usefulness of the skill of reading. He or she will watch with increasing envy as a reading adult picks up any new story and reveals great new characters and situations.



- Your child is exposed to rich vocabulary and ideas that do not necessarily come up in every day life.
- Last but not least on this brief list is the pure enjoyment that parents can take from the feeling of a shared and often emotional experience with their child.





Contrary to popular opinion, the computer does not need to be an isolating experience for your child. Instead, it can become a tool that brings us closer together. Perhaps the home computer's greatest educational contribution will be to create shared experiences so powerful that spending hours alone in front of a video screen will become a thing of the past.

IBM PC or compatibles

If your computer is an IBM PC or compatible, you can use your **Reading Magic** disk two ways.

1) You can first start up your computer without the **Reading Magic** disk. Doing this requires that you have a DOS disk in your computer when it is turned on. Then, when DOS has been loaded into your computer (as indicated by the prompt, A:) you can insert the **Reading Magic** disk into your computer, type MAGIC, and then press ENTER. The program will begin several seconds later.

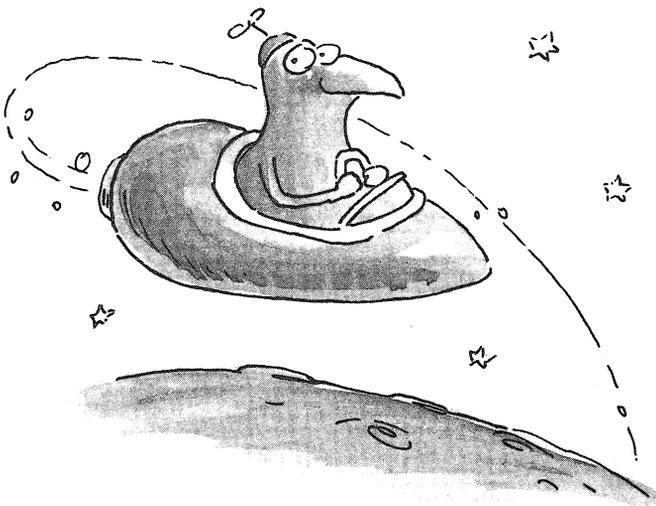
2) You can transfer DOS from your own copy of a DOS disk onto your **Reading Magic** disk. After you have done this, you will be able to simply insert your **Reading Magic** disk into the computer and turn it on. The program will begin on its own.

If you have one disk drive built into your computer, insert your DOS disk into your computer and turn it on. When the DOS prompt appears (as indicated by the prompt, A:) replace the DOS disk with the **Reading Magic** disk. Type INSTALL1 (one word) and then press ENTER.

You will be prompted to occasionally replace the **Reading Magic** disk with your DOS disk. After several switches, your **Reading Magic** disk will be a self-starting disk.

If you have two disk drives built into your computer, insert your DOS disk into the A drive of your computer and turn it on. When the DOS prompt appears (as indicated by the prompt, A:) replace the DOS disk with the **Reading Magic** disk. Place the DOS disk in drive B. Type INSTALL2 (one word) and then press ENTER. After several moments, your **Reading Magic** disk will be a self-starting disk.

Note: Owners of Tandy Computers with DOS built in can ignore approach 2 and still have a self-starting disk.



Tom Snyder
Productions®

EDUCATIONAL SOFTWARE

Limited Warranty Covering Tom Snyder Productions, Inc. Educational Software Products

Note: In order to be eligible for the coverage under this warranty, you MUST return the attached Warranty Registration Card within ten (10) days of your purchase.

WHAT IS COVERED:

Tom Snyder Productions, Inc.(TSP) warrants to the original purchaser of this computer software product that the enclosed magnetic diskettes on which the computer software is recorded are free from defects in materials and workmanship under normal use.

FOR HOW LONG:

The above warranty is made for ninety (90) days from the date of purchase.

WHAT WE WILL DO:

TSP will replace any magnetic diskette which proves defective in materials or workmanship without charge.

WHAT YOU MUST DO:

You must return the defective diskette post paid within ninety (90) days of purchase, and we must receive it within one hundred (100) days of purchase. You must either insure the defective diskette being returned or assume the risk of loss or damage in transit. Address all warranty claims to: Warranty Service Department, Tom Snyder Productions, Inc., 90 Sherman St., Cambridge, MA 02140. Any claim under the above warranty must include a dated proof of the date of purchase and price, such as the copy of your receipt or invoice.

WHAT IS NOT COVERED:

This warranty does not apply to the software programs contained in the magnetic diskettes, which programs are sold "as is." This warranty is void if the diskettes have been damaged by accident, unreasonable use, neglect, improper service, or other causes not arising out of defects in materials and workmanship.

Cut along line



**Tom Snyder
Productions®**
EDUCATIONAL SOFTWARE

Reading Magic Warranty Registration Card

YOUR ARE: Educator Parent Other

(PLEASE PRINT)

Name _____

Title _____

School _____ Grade _____

Street _____

City _____ State _____

Zip Code _____ Phone _____

Date purchased _____ Product purchased _____

PURCHASED AT: Computer Store Educational Dealer Mail Order
 Computer Show Retail Store Gift
 Book Store Tom Snyder Prod. Other _____

I HEARD ABOUT THIS PROGRAM FROM:

Computer Store Friend Teacher
 Computer Show User Group Catalog
 Magazine Product Review Other _____

COMPUTER TYPE: Apple IBM Tandy1000

DISK SIZE: 5 1/4 3 1/2

LIMITATION AND EXCLUSION OF WARRANTY:

This warranty is in lieu of all other warranties, whether oral or written, express or implied. Any implied warranties, including implied warranties of merchantability and fitness for a particular purpose, are limited in duration to ninety (90) days from the date of purchase of this product. An implied warranty of merchantability means that the product will work normally and an implied warranty of fitness means that a product is suitable for the use for which it is advertised. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. TSP shall not be liable for incidental or consequential damages for the breach of any express or implied warranty, including damage to property and, to the extent permitted by law, damages for personal injury. Some States do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

OTHER CONDITIONS:

This warranty allocates the risks of product failure between you and TSP. TSP's software pricing reflects this allocation of risk and the limitations of liability contained in this warranty. The agents, employees, distributors and dealers of TSP are not authorized to make modifications of this warranty, or additional warranties binding TSP. Accordingly, additional statements such as dealer advertising or presentations, whether oral or written, do not constitute warranties by TSP and should not be relied upon.

STATE LAW RIGHTS:

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

QUESTIONS:

If you have any questions concerning this warranty, please contact the dealer from whom you purchased this program or write or call TSP:



Tom Snyder Productions
90 Sherman St.
Cambridge, MA 02140
(617) 876-4433

Cut along line

IMPORTANT!

Return warranty card,
so that we can notify
you of all software
updates.

Place
Stamp
Here

TOM SNYDER PRODUCTIONS, INC.
90 Sherman St.
Cambridge, MA 02140

Do you wish to purchase a backup disk of Reading Magic?

This program is copy protected. If you would like a backup disk, you may order it using the coupon below. You may do this at any time, as long as the product is still being manufactured by Tom Snyder Productions.

Please mail the original coupon, not a copy, along with a check or money order for \$10.00 (in US funds) to:

Tom Snyder Productions
90 Sherman St.
Cambridge, MA 02140

Please make check or money order payable to Tom Snyder Productions.

Cut along line



**Tom Snyder
Productions**
EDUCATIONAL SOFTWARE

Reading Magic Backup Disk Coupon

(PLEASE PRINT)

Name _____

Street _____

City _____ State _____

Zip Code _____

Product purchased: Jack and the Beanstalk

Computer Type:

Apple

IBM/Tandy

3 1/2

3 1/2

5 1/4

5 1/4

(Clip out this coupon on the dotted line and send along with your payment.)

3 1/2 Inch Disk Trade-In

If you have a 5 1/4 inch Reading Magic disk and would like to trade it in for a 3 1/2 inch disk, simply mail back your disk with \$2.00 check or cash (to cover postage and handling) to:

**Tom Snyder Productions
3 1/2 Inch Disk Trade-In
90 Sherman St.
Cambridge, MA 02140**

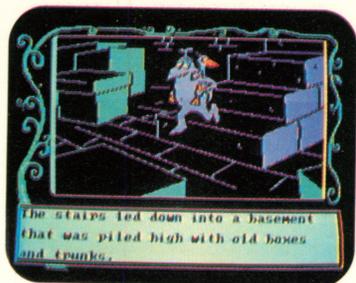
We guarantee to replace your disk within 24 hours of receiving it.

Please make check payable to Tom Snyder Productions.

Cut along line

LAPWARE™ FOR PARENTS WHO LOVE TO READ WITH THEIR KIDS.

Learning to read has never been so much fun!



Hours of animated graphics!



Read the whimsical story together...



...then choose what happens next!

Written and illustrated by Tom Snyder and Peter Reynolds
Cover illustration by Peter Reynolds

Tom Snyder Productions 90 Sherman Street • Cambridge, MA 02140

TSP is a leading publisher of educational software for homes and schools.
For more information, contact your dealer or call 1-800-342-0236.

Author, Tom Snyder and his son, Tim.

"Until now I have been skeptical about computers for very young children. Today I have found something that I love to do with Tim ... shared computer storytelling. I call it Lapware!"

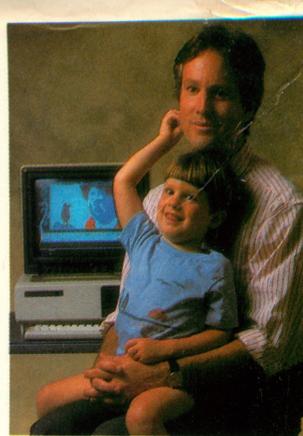


Photo: Lucy Cobos

LEARNING FEATURES Reading Magic Library...

- ✓ Adds excitement to reading with your children while introducing them to the world of computers.
- ✓ Strengthens letter and word recognition.
- ✓ Exposes your child to a rich variety of new vocabulary.
- ✓ Stimulates your child's memory.
- ✓ Builds your child's problem-solving and decision-making skills.

Jack and the Beanstalk

is a whimsical retelling of the fairytale classic. You'll want to meet all the wonderful characters, including the towering giant, his wife, their bratty son, Thug, and the fortune-telling gooselet.

Not only will you see Jack's exciting story unfold in delightful words and animated graphics, but you and your child can choose what Jack will do next. Choices are presented graphically with colorful pictures, letters, and words. Reading the story together, you and your child will be working on valuable reading skills while you share unforgettable adventures. *Jack and the Beanstalk* is as easy to use as it is fun to do!

ADDITIONAL FEATURES

- ✓ Have fun locating your child's name woven into the story!
- ✓ Guaranteed to be as much fun for parents as it is for kids!
- ✓ Enjoy the whimsical computer graphics by children's book illustrator, Peter Reynolds.
- ✓ Read the tale again and again – making new choices or staying with familiar ones.

JACK AP 5-1/4



ISBN 0-926891-38-3

PRE-READING
AGES 2-6

Jack
and the
Beanstalk

As told by you
and your child.

READING MAGIC
LIBRARY



Tom Snyder
Productions®
EDUCATIONAL SOFTWARE