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# Welcome to Lil' Howie's Fun House™

## *The Great Word Adventure™*

### Starring Howie Mandel

Lil' Howie and his friends, Stinky and the Alphabot, welcome you to Lil' Howie's Fun House. *The Great Word Adventure* has 8 fun-filled and educational games for children ages six to nine.

Start off in the Library, then hop in the Alphabot for a trip through the Maze. Test your firing and word skills in the Stink Gun; take a musical rhyming turn in the Ballroom; and don't miss dunking Stinky in the Peanut Scale. See how much fun learning can be as you take a trip in the Attic; whack your way through the Cheese game; sneak into the Scary Story room for some ghoulish tales; and put your construction skills to work in the Compound Word game.



**Notes to adults:** This book is directed to your child; however, it is a perfect opportunity for you and your child to read through the manual together. This program is both educational and fun. You may find that you enjoy the program as much as your child does.

Each game has levels of difficulty. Because children are better at some skills than they are at others, they may be at the highest level of difficulty on one game, and the lowest level of difficulty on another. This is perfectly normal. Your child may need some extra help or encouragement on those games where his or her difficulty level is lower than on other games. While these games are very helpful in teaching letter and word skills, they are also lots of fun, and children should be encouraged to play and have a great time. We hope they have so much fun they realize that learning is the greatest adventure of all!

There are several approaches to playing in Lil' Howie's Fun House. Your child can choose to go on *The Great Word Adventure*, and become familiar with each room while Lil' Howie does the driving. Your child's score will be compiled and the difficulty level will be set for future games. Your child can choose **NOT!** and just go through freepay. Your child then has the opportunity to practice each activity at his or her own pace. A difficulty level will be set for future trips through the Fun House based on your child's performance the last time through the adventure.

## Minimum System Requirements

For optimal performance, you should have at least the following system configuration.

- A 486 33 MHz or greater IBM-compatible computer with at least 8 MB of RAM (recommended: a 486 66 MHz)
- A 256-color display or better
- A Microsoft-compatible mouse or other pointing device (some Windows-compatible joysticks are supported)
- An MPC-compatible CD-ROM drive
- An MPC-compatible sound card and amplified speakers or headphones
- Windows 3.1 (or higher) including Windows® 95, and DOS 3.3 (or higher)

## Technical Support

If you are still having difficulty, call Technical Support at 972-498-8025. Support is available Monday - Saturday from 8:00 a.m. to 5:00 p.m. Central Time. You also can reach Technical Support via America Online (keyword Seventh) or the Microsoft Network (Go Seventh).

Technical Support also is available via the World Wide Web on the Kids' World web page ([www.kidsworld.com](http://www.kidsworld.com)). By accessing Kids' World web page, you can download the latest technical support information along with demos of current and future products, register your products online, and participate in contests and chats with the celebrities and individuals involved in our products.

## **Installing The Great Word Adventure**

If you'd like to join Lil' Howie and his friends on *The Great Word Adventure*, simply install the program, and you'll be ready to take a tour through Lil' Howie's Fun House.

The installation program lets you install *The Great Word Adventure*, *The Great Math Adventure*, or both at the same time. You must have the CD in the CD-ROM drive to run the program.

If the Autoplay feature is turned on, you do not need to run the installation program to install *The Great Word Adventure*. The first time you insert the CD into the CD-ROM drive, Windows 95 will automatically start the installation program.

Once installed, every time you insert the CD into the CD-ROM drive, the Autoplay feature of Windows 95 will automatically start *The Great Word Adventure*.

**To install *The Great Word Adventure* (if Autoplay is disabled):**

1. Start Windows, if it is not already running.
2. Insert the CD into the CD-ROM drive.
3. Click the Start button and choose Run.
4. Type **X:\setup** in the Command Line and press **Enter**.  
(If necessary, replace **X:** with the letter that represents your CD-ROM drive.)
5. Choose yes to install the program. *The Great Word Adventure* is automatically installed to a Kids' World folder on your hard disk.

## Starting *The Great Word Adventure*

If you are running Windows 95, click the Start button, and then click Programs. Next, click Kids' World, and then click Great Word Adventure to start the program. Make sure the CD is in your CD-ROM drive.

Sing along with Lil' Howie's friends as they show you the way to his Fun House. Once you get there, you can hang out with Lil' Howie, Stinky, and the Alphabot.

## Exiting the Program

To exit *The Great Word Adventure*, press **Alt+F4**. You can also press **Esc** to exit out of a game or a room, one step at a time. If you do this, you will return to the Maze, then to the Library, and finally to the Front Door.

## Welcome to Lil' Howie's Fun House

Join Lil' Howie, Stinky, and the Alphabot for a trip through the Fun House, where you can have fun while learning word skills such as word recognition; categorization; synonyms, antonyms and homonyms; rhyming; compound words; and much more! With Lil' Howie and all his friends, learning is fun, and can be the greatest adventure of all.

**Note to parents:** There are five levels of difficulty in each game in *The Great Word Adventure*. Level 1 is the easiest, and Level 5 is the hardest. All games may not be available for the lower levels. All games will be available for the upper levels. (The first time through the program, the level is based on the child's age. For more information on levels, see the section "Setting Levels for Games" in this manual.)

Lil' Howie is glad you came to visit, and wants you to sign his guest book. Just type your age and press **Enter**. Then type your name and press **Enter**.

Just like at any clubhouse, at Lil' Howie's Fun House, you need a special name, so pick your favorite nickname. You

can choose from twelve fun and silly names, and my nickname is Scooter. To choose the nickname you want, click it twice. If you can't make up your mind, Lil' Howie will pick one for you. After you have finished signing in, join Lil' Howie and Stinky in the Fun House. You'll have to find your own way in, so click around for clues.

Once you're in the Fun House, Lil' Howie takes you to his Library. Because this is your first visit, you may want to let Lil' Howie take control and guide you through a wild adventure into the world of words: *The Great Word Adventure*. It's always fun to watch Lil' Howie drive, and he'll want to show you his favorite places first. Once you've completed *The Great Word Adventure*, you can go on it again, or explore at your own pace in freeplay by clicking **NOTI**

Just so you'll know what's what, let's go on a quick tour through the Fun House.

## The Library

The Library is full of books, but it's also where you start your adventure. Browse around a while and see what you can find. There's more than dust on these shelves. Lil' Howie has a wonderful adventure planned—*The Great Word Adventure*.

First, Lil' Howie introduces you to his other friend, the Alhabot. The Alhabot not only is full of knowledge, he'll also be the vehicle for your adventure.

Let's get started! Click Lil' Howie, then choose *The Great Word Adventure*. (You also can choose **NOTI**, which is freeplay, where you can explore on your own.)

Lil' Howie will guide you through all the rooms in the Fun House, one after the other. Each time you enter the Fun House, Lil' Howie will lead you on the adventure in a slightly different order. Each trip will be just as exciting and fun as the first. While on your adventure, you will earn points that are saved throughout the entire game. At the end, you'll receive a certificate for completing *The Great Word Adventure*. (When you increase your score and move to a higher level, you'll receive the next level of achievement certificate. See the section "Scoring" for more information.)

**Note:** Your level of difficulty is saved in each game and used in scoring.

If you choose **NOTI**, you will be in freeplay. This means you get to choose where you want to go and how long you want to stay. You still get to go through the Fun House and play the same games, but this time, you get to drive, and Lil' Howie and Stinky go along for the ride. However, even though you play the games the same way in free play, the points you win are not saved throughout the entire adventure, and you will not be able to print a certificate.

## The Maze

The Alphabot will get you where you're going, so get ready to take a quick ride through the Maze. If you're going on *The Great Word Adventure*, hang on tight. Lil' Howie is doing the driving and will pick where to go. If you chose **NOTI**, you're in control. Watch the places and games flash on the Alphabot's console. Click the name of a place to pick that destination and activity. Additionally, a directional arrow on the compass (above the console) flashes to show you the way to the destination. Use the mouse to click that arrow, or use the arrow key on the keyboard to choose that direction. If you do not want to go that way, do nothing and a new destination will appear.

Once you have chosen a place to go, the Alphabot will announce it. You may have to solve a puzzle by alphabetizing three words before you can continue. Pull down on the red handle to sort the words. Mr. Announcer will pronounce the words one by one. If you need a word repeated, simply click it. When the word order is correct, click the yellow button.

You may want to click around in the Alphabot, just to see what's there.

Whichever adventure you choose, you're sure to have a great time. When you are finished with an activity and are ready to return to the Maze, press **Esc** twice.

**Note:** If you are on *The Great Word Adventure*, you automatically return to the Maze after you finish each activity.

## The Stink Gun Game

Stinky's the ultimate missile launcher! In the Stink Gun game, you get to shoot the words and letters that fly across the screen. Use the mouse or the keyboard to shoot at the flying targets. Move the mouse from side to side to move Lil' Howie and Stinky, then click the left mouse button to fire. On the

keyboard, use the **left** and **right arrows** to move Lil' Howie and Stinky from side to side, and press the **up arrow** to fire the stink gun.

The object of this game is to shoot the correct words or letters as they fly across the screen. The instructions appear at the bottom of the screen, or you can listen to Mr. Announcer. For example, if you are asked to shoot the antonym for "loud," you would shoot the word "quiet," each time it moves across the screen. Each time you shoot the right word, Mr. Announcer pronounces it. You get points for each correct hit, and you lose points for each time you hit the wrong word.



Sometimes a clown face will fly across the screen. It might be a shocking experience, but you could also get a present. Don't be too greedy and grab it right away. But don't wait too long, you might miss your chance at picking up a surprise. Have fun as you fire away!

## The Ballroom

It's time for rhyming! The Ballroom is full of Lil' Howie's friends who are having a party, and they all want you to join them in singing and having a good time. The verses in their songs must rhyme, and you get to help them pick the rhyming word. Everyone likes to sing so they all want a turn.

First, click a character to hear his or her song. When that character sings a verse, pick a rhyming word. The words appear on a banner at the top of the Ballroom. Just click the word to choose it. You get points for choosing the right word; be careful, the more tries it takes you to choose the right word, the fewer points you get.

**Note:** While a banner is hanging down, you may want to click the characters in the Ballroom. This way, you can learn their names and personalities.

After the first set of rhyming words, the character will finish singing his or her song with those words. The character will remain on the stage for two more sets of rhyming words, then will join the others. If you are in free play, you can continue playing for as long as you like. If you are on *The Great Word Adventure*, you will be able to pick two more characters who will each go through three sets of rhyming

words. After three characters have completed their rounds of rhymes, Stinky gets into the act.

It's time to go, we've had some fun  
Now to the next place, we must run!

## **Peanut Scale Game**

Would you like to give Stinky a bath?  
Help Lil' Howie dunk the skunk by  
guessing the secret word and spelling it  
correctly. Once you have correctly spelled  
five words, Stinky gets dunked!



Playing is easy. Lil' Howie thinks of a word,  
and you choose letters from the alphabet.  
(**Hint:** You may want to choose vowels first.)  
Click a letter to see if it belongs in the word. If  
the letter belongs, it moves up to the correct position in the  
word. If the letter doesn't belong in the word, it hops off the  
screen. (The number of tries you're allowed depends on the  
current difficulty level.)

**Note:** If you're really stuck, see what Sarah Bear has to say.  
Keep asking, and she will clue you in to a letter in that word.

When you get a word right, Sammy the Starfish eats a peanut, and Stinky is lowered one notch. When you have guessed and spelled five words correctly, Lil' Howie feeds Sammy, and you've just dunked the skunk! That was fun.

If you are on *The Great Word Adventure*, you play until time runs out, then return to the Maze. If you are in free play, stay as long as you like (or until Sammy gets full).

## **The Attic**

In the Attic, help Lil' Howie and Stinky pack to go on a trip. Just follow Lil' Howie's instructions. Lil' Howie and Stinky will take turns packing the bag. Your skills at categorizing items will be tested, along with your memory.

First, pick the item that does not belong with the other items in the group. (Click the item with the mouse button to pick it.) That item goes into the bag. Pay attention, because after you have packed a couple of items, Lil' Howie unpacks them and asks you to repack the items in the same order that he packed them. If you don't get it right the first time, try again. You also will get to pick which item from one group belongs with the items in the other group.

**Note:** If you click an incorrect item, you get a clue to what is the correct category. For example, if you are choosing the one item that does not belong, the name of the category to which the item does not belong is displayed. If you are choosing the item that belongs in another group, the name of the category to which the item belongs is displayed.

The Attic is filled with lots of fun stuff. Take a trip there anytime!

## The Cheese Game

Wow! You've landed on the biggest piece of cheese this side of the Fun House. As you might expect, there are a few rats around, so whack away! These rats are different than what you might expect—they're holding up words! (They must've graduated from Swiss Cheese U.) You'll get to show off all your word skills, including rhyming, letter recognition, capitalization, and other fun skills.

Just listen to Mr. Announcer and follow the instructions to whack the correct word or words. For example, you may be asked to whack the words that begin with the letter **b**. Rats will pop up out of the cheese holes, and you try to whack the correct words. You get points for all the right words, and you lose points for all the wrong words you whack.

## Scary Story Room

Don't be afraid of the Scary Story room. You're all in this together; no running scared. If you want to hear a scary tale, just complete the word search. The words you need to find appear in the log below the fireplace and are hidden on the wall around the fireplace. Just click the letters on the wall that spell out the word you're looking for. You must click the letters in the correct order. If you're lucky enough to find all the words in the word search, huddle in close for a terrifying tale from the ghost master.

After the story is finished, compound word cards appear below the fireplace (for Levels 3 through 5). (The Compound Word game automatically begins if you are on *The Great Word Adventure*. If you are in free play, click the cards to start the Compound Word game.)

## Compound Word Game

Test your word building skills in the Compound Word game. The object is to create as many compound words as you can. First, shuffle the cards by clicking the Shuffle button.

After the cards are shuffled, they are placed on the playing board by the ghost master. Your job is to rearrange the cards (by rotating them) to make compound words. Click a card to rotate it clockwise and make the words switch places. Keep clicking until the card is just the way you want it. Every time you make a word, the word is highlighted and the square becomes blank. If you get all the words, Lil' Howie and Stinky will do something special for you. (**Hint:** Try to build words so that there are no squares left.)

**Note:** There may be more than one compound word you can make between two squares. Look closely at the squares, and you'll see that there is a puzzle to solve. Good luck!

You can make the game easier or harder. Click the Easier button for a compound word game with four cards. Click the Harder button for a compound word game with nine cards. Good luck!

## Scoring

In each of the games, you gain points for correct answers, and you may lose points for wrong answers. The Alphabot will keep track of all the points you have earned, so that at

the end of *The Great Word Adventure*, you'll know how well you've done.

To make this adventure more fun, there are five difficulty levels for each game. You can progress from one level of difficulty to the next by improving your accuracy and score. For each level, there is an approximate score you can achieve. The score at a certain difficulty level is used to determine what certificate you receive at the end of *The Great Word Adventure*. Here are the levels and approximate percentage of accuracy you must achieve to receive a specific certificate.

| <b>Level</b> | <b>Accuracy</b> | <b>Certificate</b>           |
|--------------|-----------------|------------------------------|
| 1            | 70%             | "A" Student                  |
| 2            | 75%             | Scholar                      |
| 3            | 79%             | University Whiz              |
| 4            | 84%             | Professor                    |
| 5            | 88%             | Smartest Person in the World |

Everyone will receive a participation certificate, regardless of the score.

**Note to parents:** Encourage your child to keep playing and progressing. Strive for the highest level, which is "The Smartest Person in the World."

## Getting Help

If you need help while in *The Great Word Adventure*, just click Sarah Bear's locket on the bottom left corner of the screen. When you move your mouse over or near the locket, it opens, showing a picture of Sarah Bear and a stop sign. Click Sarah Bear's picture for help, or click the stop sign to leave that room or activity.



You can also open the locket by pressing **Esc**. Pressing **F1** is the same as opening the locket and clicking Sarah Bear.

## Printing Your Certificate

At the end of *The Great Word Adventure*, you'll receive a trophy and a certificate. (Lil' Howie will keep the trophy for you in the trophy case in the Library.) The Alphabot will give you a choice of printing a certificate or loading the certificate as wallpaper. Click Print Certificate to print your certificate for completing *The Great Word Adventure*. Click Load Wallpaper to save the certificate as a wallpaper file in your Windows directory. (The wallpaper file stays active until you choose another file in the Desktop dialog box of the Windows Control Panel.)

Make sure your printer is connected to your computer and turned on.

**Note:** You may not always get the same certificate. As your score increases, your certificate level will change.

## Return Visits to the Fun House

Lil' Howie's Fun House is a great place, and you're sure to want to come back again! After you've been through once, it's easy to visit again. You can press the **Spacebar** to bypass the opening screens quickly and go straight to the Front Door.

If you were in the Fun House recently, the openings in scenes will be shorter than when you first went in. Lil' Howie's smart enough to remember how long it has been since you visited, so the longer you stay away, the longer the scene opening will be. (It will never be longer than when you first went into the Fun House.)

If you want to show one of your friends the longer openings, be sure to have him or her sign in the guest book as a new member of Lil' Howie's Fun House.

## Setting Levels for Games

The Levels screen displays the current levels for the games, and also lets you set and adjust the levels for each game. You can set the levels so that all games start on the same level, or you can set different levels for each game. You can set levels for specific games, and choose to let the program adjust the levels during play.

You can access the Levels screen from any game by pressing **Ctrl Z**.

### To change levels:

1. Press **Ctrl Z** to display the Levels screen.
2. Click the level you want for a game.
3. Click Done when you complete your changes.

**Note:** If you want the program to adjust the levels automatically during play, click Automatic Leveling to select it. If you want to adjust the levels independent of the program, click the option to turn it off.

## Adding Words to the Database

You can add words to the database by clicking the More Options button in the Levels screen. (The More Options button is available only from the Stink Gun, Cheese, and Peanut Scale games, and the additional words will be used only in these games.)

For example, if you want to practice on this week's spelling words, just enter them into the database. Make sure they're spelled correctly! You can also delete words that you've added to the database. You cannot delete words that came with the program. (The Peanut Scale cannot use contractions or words with more than nine letters.)

**Note:** Of course, words that you add will not be pronounced in the program.

### To add words:

1. Make sure you are in the correct room or game.
2. Press **Ctrl Z** to display the Levels screen, then click the More Options button to display the Add Words screen.
3. In the text box, type the first word you want to add. (Check your spelling carefully.)

4. Click the Add button to add the word to the Word List box.
5. Repeat steps 3 and 4 for each word you want to add.

### **To delete a word:**

1. Click the word you want to remove.
2. Click the Delete button to remove the word from the Word List.

### **To delete all words and start a new list:**

- Click the Clear button to empty the Word List.

## **Shortcut Keys**

Use the following shortcut keys to go to other games quickly.

**CTRL F** Front Door

**CTRL L** Library

**CTRL A** Attic

**CTRL B** Ballroom

**CTRL C** Cheese

**CTRL W** Compound Word

**CTRL M** Maze

**CTRL P** Peanut Scale

**CTRL G** Stink Gun

**CTRL S** Scary Stories

## Keyboard Functions

The following keyboard combinations can be used to replace mouse movements for certain activities and functions.

|                  |                                       |
|------------------|---------------------------------------|
| <b>ALT F4</b>    | Exit the program                      |
| <b>SHIFT ESC</b> | Exit the program                      |
| <b>ESC</b>       | Exit the program one level at a time  |
| <b>+</b>         | Raise the master volume               |
| <b>-</b>         | Lower the master volume               |
| <b>SHIFT +</b>   | Raise WAV volume (speech and effects) |
| <b>SHIFT -</b>   | Lower WAV volume (speech and effects) |
| <b>CTRL +</b>    | Raise MIDI volume (music)             |
| <b>CTRL -</b>    | Lower MIDI volume (music)             |
| <b>*</b>         | Toggle sound on/off                   |
| <b>PAUSE</b>     | Pause/Restart the animation           |
| <b>SPACEBAR</b>  | Stops the current animation           |

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You're Gonna Be Scared  
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Lyrics: Billy Martin  
You're Smart  
Music: Mike Tavera  
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Brian Hartley  
Brent Fujii  
Dawn Bobbette  
Poe K. Tan  
Sylvia Filcak  
Linda Rasson  
Szymon Kaczmarek

**Background Painting****Scary Stories**

Jeff Riche  
David McCamley  
Erick Melton  
Richard A. Stouvenal  
Stuart Drexler  
Shannon Krakosky  
Gayle Moran  
Barbara Forsythe  
Pamela Renner  
Linda Garibay

**Scary Word Find**

Lisa Bell  
Cindy Williams  
Mary Ann Johnson  
Aileen Carroll  
Kevin O'Grady  
Nanci Blaine  
Mary Crisp  
Shelly Roberts  
Allison Martinelli

**Educational Consultants** Ron Gallimore, Professor  
Dept. of Psychiatry and  
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UCLA School of Medicine  
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Los Angeles, CA

**Play Testers**

Nathan Grayson  
Edwin Bell  
Christina Bell  
Coit Sharinghausen  
Katie Sharinghausen  
Sarah Sharinghausen  
Zach Silvers  
Ben Silvers

**Teachers of The  
Centerville City  
Schools  
Centerville, Ohio**

Jo Ann Abreu  
Kathy Beach  
Mindy Cline  
Vicky Ryan  
Dan Ryan  
Sally Martino

**Play Testers**

Hunter Pechin  
Sam Pechin  
Chris Papazian  
Jessica Greenwood  
Megan Lee  
Andrew Evans  
Sean Evans

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**Come back soon!**

