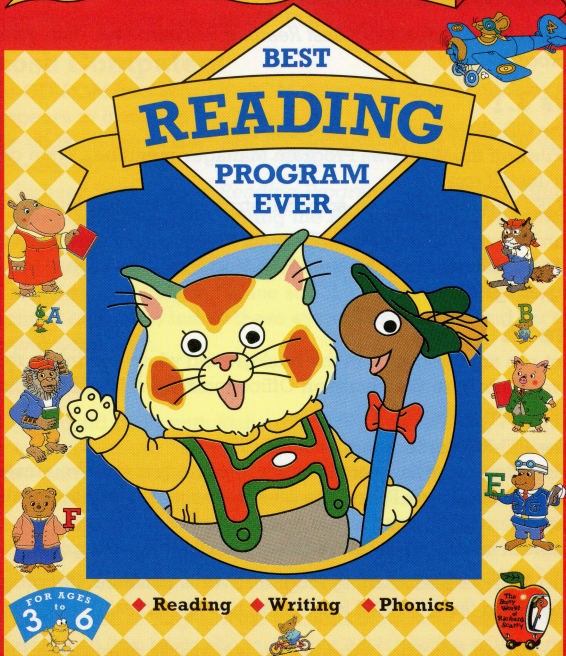


The Busy World of Richard Scarry™

BEST

READING

PROGRAM  
EVER



◆ Reading ◆ Writing ◆ Phonics

FOR AGES  
3 to 6

User's Guide

# Installation Instructions

You must install *Richard Scarry's™ Best Reading Program Ever* onto your hard drive to run the program.

## Windows 3.1

- Insert the CD-ROM into your CD-ROM drive.
- Click "File" on the Windows Program Manager menu bar. Then click "Run."
- Type D:\Install.exe.
- Click "OK" and follow the on-screen instructions to complete the installation.

When *Richard Scarry's Best Reading Program Ever* is successfully installed, start gameplay by double clicking the **Best Reading Program** icon in the **Richard Scarry** program group.

## Windows 95

**Note:** Do not run any programs in the background when you insert this CD-ROM into the drive. Make sure the Microsoft Office toolbar is closed and that all virus protection software is turned off.

- Insert the CD-ROM into your CD-ROM drive.
- The installation program automatically runs the first time you insert the CD-ROM into the drive. Follow the on-screen instructions to install the program.
- The program automatically starts when installation is complete.

Once *Richard Scarry's Best Reading Program Ever* is installed, the program starts automatically when the CD-ROM is inserted into the drive.

*Richard Scarry's Best Reading Program Ever* is playable at any time. First, make sure the CD-ROM is in the drive. Then, go to the task bar, find the "Start" menu, and select "Programs." From the "Programs" menu, select **Richard Scarry**. Then select **Best Reading Program**.

**Note:** To disable Autorun, hold down the shift key when inserting *Richard Scarry's Best Reading Program Ever* into the CD-ROM drive.

## Macintosh Computers

- Put the CD-ROM into your CD-ROM drive and double click on the icon that appears to open the window.
- Double click on the **Install Me** icon and follow the instructions to complete the installation.
- When *Richard Scarry's Best Reading Program Ever* is successfully installed, start gameplay by double clicking the **Best Reading Program** icon in the **Richard Scarry** folder found on your hard drive.
- It may be necessary to install updated versions of the Sound Control Panel and Sound Manager. Please see the on-screen Read Me file for instructions on how to install these system extensions and for quick hints to starting gameplay.

## Sign-In and Save

Each time your child plays with *Richard Scarry's Best Reading Program Ever*, he or she needs to sign-in using the same name or initial. Younger children might find it easier to use the first initial of their names. Older children might want to use their full names. In either case, the program saves the game session with the name entered at the start. When children return to the game, they must use the same name to revisit a previously saved game. More than one child can enjoy this program. To do so, be sure each child uses a unique name to save his or her game.

Your child can choose to play several versions of *Richard Scarry's Best Reading Program Ever*. To do this, he or she must save each version with its own name.

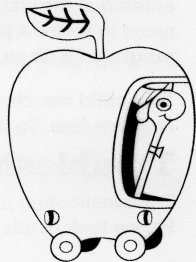
## Troubleshooting

Troubleshooting information is located in the Read-Me file on the CD-ROM. Please look in this file if you have problems running the software.

If you need further assistance call 1-800-983-5333.

# Very Busy Readers in Busytown™ A Message to Parents

**Richard Scarry's™ Best Reading Program Ever** presents many opportunities for young children to practice and acquire reading skills in meaningful contexts. The program activities are interactive, engaging, and relevant—helping to enrich vocabulary and encourage children to apply newly acquired skills. The program accomplishes its goals by immersing children in phonics activities, by providing reading and listening opportunities, and by encouraging the writing of original stories. Starting with sound-symbol correspondence, creating words, attaching meaning to words, and connecting words to make sentences, this software captures the richness of Richard Scarry's Busytown while providing a foundation for the lifelong love of reading.



# Quick Start



Your child can visit any of the 5 Busytown locations: Farm, School, Beach, Campground, and Market. Below are a few activity suggestions to try based on your child's readiness to read.

## **Children who are new to the reading process can start here:**

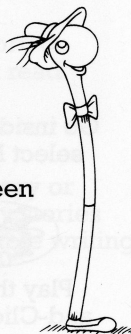
- Word Play at the main screen of each Busytown location
- Farm: Pick Apples
- Campground: Catch Fish for Dinner
- School: Fix the Alphabet Strip

## **Children with some experience with letters and sounds can start here:**

- The Find-and-Click Game at the main screen of each Busytown location
- School: Put the Books Away
- Beach: Clean Up the Beach
- Market: Bag the Groceries

## **Children who know letters and corresponding sounds can start here:**

- The Find-and-Click Game at the main screen of each Busytown location
- Farm: Help With the Farm Chores
- School: Learn to Spell
- Campground: Go on a Scavenger Hunt



# Getting Started

Oh no! Mr. Fixit just built a Storymobile but he forgot to bring the stories. Join Huckle Cat and Lowly Worm as they travel through Busytown™ helping with chores so the residents of Busytown can write their own stories for the new Storymobile.

When your child completes each Busytown activity (i.e. picking apples, bagging groceries, or cleaning up the beach) a Story Book is placed in the Storymobile. He or she can read these stories independently or in a read-along mode. Click the Parent Help icon to see your child's completed activities and the skills practiced at each location.

These buttons appear throughout the program.



Go inside the Storymobile to select Busytown activities.



Find Hints about what to do next.



Play the Find-and-Click Game.



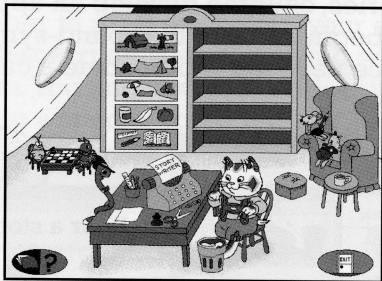
Parent Help



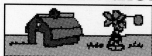
Quit the program and leave Busytown.

# Getting Around in the Storymobile

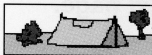
Click the Storymobile icon from any program screen to go inside the Storymobile, Mr. Fixit's most marvelous creation ever!



Visit the:



Farm



Campground



Beach



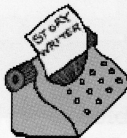
Market



School



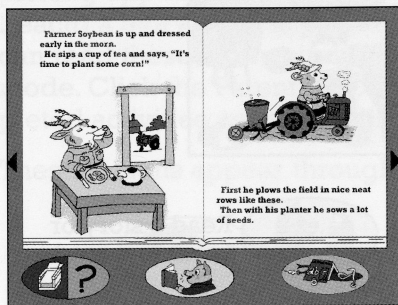
Read a story or listen to it read aloud.



Write a story or create silly stories with a simple writing processor.

# Story Books

Children collect Story Books when they successfully help Hilda Hippo, Sergeant Murphy, Miss Honey, Bruno, and Farmer Soybean with their chores. By listening to read-aloud stories, children develop an appreciation for literature and begin to make the sound-symbol correspondence necessary to become a capable reader.



**CORN**



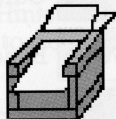
Click the text in blue to hear vocabulary words.



Hear a story read aloud.



Go back a page or turn to the next page.





Print a copy of the story to read and color.

# Story Writer


The Story Writer encourages children to experiment with language by creating original stories in two ways: write your own story or complete a Silly Story.

**NOTE:** Remember to print each story your child writes, if desired. The last text on-screen is saved when you exit the program. You might want to collect your child's printed stories in a special scrapbook or folder.


Farmer Soybean is a good  . He likes to grow \_\_\_\_\_


 and \_\_\_\_\_. One day, he saw that his \_\_\_\_\_


\_\_\_\_\_ were ripe. So he picked them and put them \_\_\_\_\_


in his \_\_\_\_\_. Farmer Soybean took the  \_\_\_\_\_




to the \_\_\_\_\_. Then he went back to the \_\_\_\_\_

pickles 

pie 

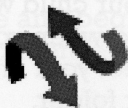
pig 

pineapple 

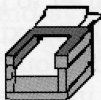
  

## Write Your Own Story

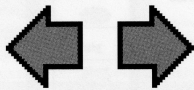
Click the Story Writer icon in the Storymobile to open the Story Writer. Use the keyboard to type a story.



Takes you to  
Create a Silly Story.



Print your story.



To choose a picture  
for your story, select  
a Busytown location.  
Then use arrows to  
scroll through the  
picture choices.



Go inside the  
Storymobile to read  
a book or choose a  
Busytown location.

## Make a Silly Story

Write a Silly Story by filling in the blanks with words and pictures from the word bank! **Note:** Silly Stories are not saved.



Select a picture  
or a word.  
Then click  
a blank space.



Click  
the pencil  
points  
to scroll  
through all  
of the words  
and images.



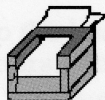
Hear your  
Silly Story  
read aloud.



Takes you to  
Write Your  
Own Story.



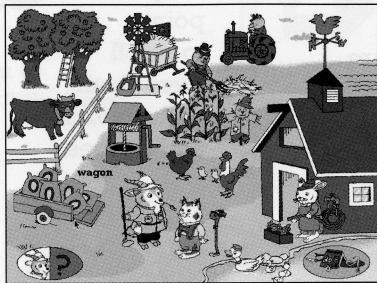
Go inside the  
Storymobile  
to read a book  
or choose a  
Bustown  
location.



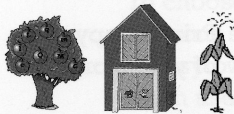
Print a copy  
of your story.

# Busy Times in Busytown™

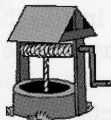
The 5 locations to explore in Busytown are the: Farm, School, Beach, Market, and Campground. Click one of the location buttons in the Storymobile to go to that main screen. From the main screen, children can learn sight words, play the Find-and-Click Game, or select one of the three Phonics Activities.



*Example of  
Main Screen*



Select one of 3  
highlighted areas to  
play a Phonics Activity.



Discover words  
and surprises.



Play the  
Find-and-Click Game.

# On the Farm

Help Farmer Soybean work on the farm by:

- identifying rhyming words.
- finding letters that match.
- sequencing events.

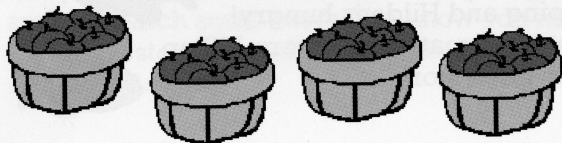
## Put the Hay into the Barn

The bales of hay must get into the barn loft! Look at the two pictures in front of the barn. Click a picture to hear it say its name. Decide if the two words rhyme. When you get three correct answers, a bale of hay moves into the loft. You collect a story when all of the bales of hay are moved into the barn.



## Help Pick Apples

So many apples are ready for picking! Fill up the baskets by clicking the apples that have matching letters. When you are correct, the apples fall into a basket. Farmer Soybean can finish a story when you fill all four baskets.



## Help with Farm Chores

There are so many chores on the farm! Sometimes Farmer Soybean forgets what to do first. Help him finish his chores in the correct order. Click to select a picture. Then click the scarecrow that should hold the picture. When the scarecrows are holding the pictures in the right order, click OK. A mouse peeks out of its hole to see how you did it. When all six mice appear, you collect a new story!



## At the Campground

**Hilda Hippo needs a helping hand. You can assist her by:**

- matching letters of the alphabet.
- matching things on a list.
- identifying words that begin with the same sound.

### Catch Fish for Dinner

The fish are jumping and Hilda is hungry! Click the fish that have matching letters. Fill up all four buckets to get a story.



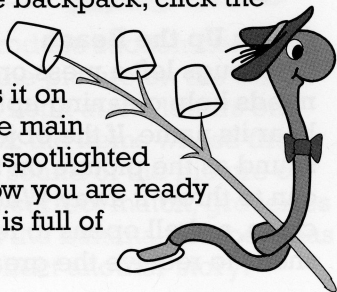
## Scavenger Hunt

Hilda loves to go on scavenger hunts! Look carefully at the objects on her list. Click a word to hear its name. Then find the picture that matches that word and click it. If you are correct, a check mark appears next to the word. As you complete each list, a frog jumps to a lily pad. When all four frogs appear, Hilda's story is ready for the Storymobile!

## Find the Lost Marshmallows

It is time to roast marshmallows at the campfire. But, the marshmallows are lost! Huckle and Lowly must clean up the campsite to find them. Move the cursor around the campsite to find 3 spotlighted areas (tent, lake, picnic table.) Click one of the areas to go there and look for marshmallows.

Click an object to hear its name. If the object begins with the same sound as the letter on the backpack, click the backpack to put the object inside. When the area is neat, Lowly finds the missing marshmallow and puts it on his stick. Then you can return to the main campground scene. Click another spotlighted area to search some more. You know you are ready for a new story when Lowly's stick is full of marshmallows!



# Beach

Help Sergeant Murphy by:

- observing details.
- identifying items that have the same end sound.
- matching words with their pictures.



## Park the Cars

Everyone is going to the beach for Kite Day. Sergeant Murphy needs help parking cars! Four cars drive onto the screen. Compare these cars with the picture on the sign. Click the car that looks exactly like the car on the sign. Then click the sign. When you are correct, the car moves into the parking space and four more cars appear. Continue parking cars until the spaces are full. By then, Sergeant Murphy will have a new story for you to read!

## Clean Up the Beach

Litterbugs left a mess on the beach. Sergeant Murphy needs help cleaning up! Click an object on the beach to hear its name. If the object has the same ending sound as the picture on the trash can, click the trash can to throw it away. When this section of the beach is clean, a shell opens to reveal a surprise. Open all six shells to receive the greatest treasure of all—another story!



## Fly the Kites

It is Kite Day at the beach. Make the kites fly by matching words and pictures! Click a kite with a word. Then click the kite with its matching picture. If you are correct, the kites fly high in the sky. When all eight kites are matched correctly, a sandcastle appears. Uncover four sandcastles to get another story.



## Supermarket

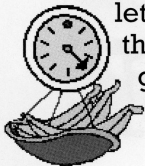
**Bruno is always working hard in his market. You can help him by:**

- matching letters and sounds.
- matching beginning sounds.
- categorizing objects.



## Collect the Bananas

Bananas Gorilla is hiding in the produce section. See who can collect bananas first! Look at the picture on the cart. Click the picture to hear its name. Look at the letters on each item in the produce bin. Click the items whose first letter matches the beginning sound of the picture on the shopping cart. With each correct match, groceries go into the cart and you get the banana. Ten bananas on the scale means you collect another story!



## Help Bag the Groceries

Bruno needs your help bagging groceries! Look at each pair of objects. Decide if they begin with the same sound. Click YES or NO. A correct answer moves the objects into the grocery bag. Three correct answers place the bag in the cart. Fill up six grocery bags to get another story.



## Restock the Shelves

The truck has arrived to deliver food. Your job is to put the food on the right shelves. Click a food item on the cart to hear its name. Then click the shelf to place the food. Click the sign for each section to hear its name. When all the shelves are full, you get another great story!



## School

Aa Bb Cc Dd Ee Ff Gg Hh Ii

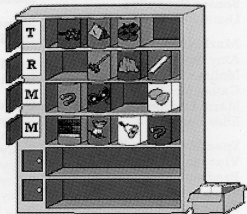
Help Miss Honey get the classroom ready by:

- identifying beginning sounds that do not belong.
- matching beginning sounds and letters.
- spelling words.



## Put Books Away

Someone mixed-up the books. Help Miss Honey get organized by finding the book that does not begin with the letter on the shelf. Click the books on the shelf to hear their names. Click the book that does not belong to move it into the box. Then click the box. When all six shelves are straightened up, another story is ready for the Storymobile!

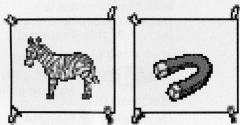


## Spelling Lesson

Miss Honey needs to spell some words and you can help her! Each word is missing a letter. Use the picture clue to decide which letter completes the word. Click the correct alphabet block. Then click the blank space to place the block there. When all six paper dolls are folded, a story goes into the Storymobile to add to your collection.

## Fix the Alphabet Strip

Yikes, the pictures fell off Miss Honey's alphabet strip! Help her fix it by matching pictures and letters. Click a picture. Then click the letter that says the beginning sound of that picture. When the alphabet strip is complete, you collect another new story for the Storymobile.



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**Special Thanks To:**  
Nguyen Dinh Chien  
Merrill Nix  
Jan Sager  
Leigh Thomasson  
Eric De Jesus

Published by Simon & Schuster Interactive, a division of Simon & Schuster, Inc. Simon & Schuster is the publishing operation of Viacom Inc.

1230 Avenue of the Americas,  
New York, NY 10020

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Theme song from the  
television series "The Busy  
World of Richard Scarry," a  
**CINAR** -France Animation  
co-production in association  
with Paramount Pictures.  
Music by Milan Kymlicka.  
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