



Stanley's

S T I C K E R
S T O R I E S

TM

*Windows and Macintosh
User's Guide*

The Edmark Story

In the late 1960s, a group of educators at the University of Washington developed a dramatically different way to teach reading. This new method was remarkably effective with students who were unsuccessful using other programs. By slowly building skills, it ensured success and a feeling of confidence. The students who used this method began to believe in themselves and in their ability to read.

In 1970, the Edmark Corporation was formed to make the reading method and other quality educational products available to a broader market. Edmark's mission was to apply advanced educational concepts to the development of quality classroom materials. Since then, Edmark products have been used extensively in classrooms nationwide, and teachers have been vocal in their praise. "So much magic in one box!" wrote one. "Some of my students wouldn't be reading without Edmark's help."

Twenty-five years later, Edmark continues to find new ways of empowering young children to learn. Recognizing the computer as a powerful educational tool, we have developed a family of engaging, creative software products based on proven educational concepts.

Our *Early Learning House Series* (*Millie's Math House, Bailey's Book House, Sammy's Science House, and Trudy's Time & Place House*), *Thinkin' Things Series* (*Thinkin' Things Collection 1, Thinkin' Things Collection 2, and Thinkin' Things Collection 3*), *Imagination Express Series* (*Destination: Castle, Destination: Neighborhood, Destination: Rain Forest, and Destination: Ocean*) and *KidDesk Series* (*KidDesk and KidDesk Family Edition*) have received critical acclaim and major awards for educational excellence and innovation from educators, parents, and software experts. The *Strategy Series* (*Strategy Games of the World*) is the latest addition to our growing family of products.

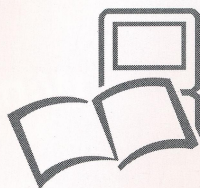
At Edmark, we're driven by the wondrous look of children learning something new. Our goal is to ensure that if Edmark's name is on the box, there's a world of learning inside.

Join the Edmark Education Team Today!

Get new product and upgrade news,
expert educational tips for parents, and more.

Call 1-800-691-2988.

(24 hours a day, 7 days a week)



Stanley's Sticker Stories

Windows and Macintosh

Design

Donna Stanger • Robyn Brook • Chad Otis • Mark Eaton • Robert Friele • Bob Clark

Product Manager

Robyn Brook

Art & Animation

Chad Otis • Kirk Werner • Jeff Brebner • Tony Duque • Marie Groebl
Susan Akimoto • David Wright • Ric Ewing • Franz Kractus

Windows Engineering

Robert Friele • Jeff Bienstadt • Jennifer Moraski • Wyatt Webb • Nadim Harfouche

Macintosh Engineering

Mark Eaton • Bob Clark

Sound & Music

Mike Bateman • Hiro Shimozato • John Young • John Winston

Guide

Robyn Brook • Eileen Anderson

Story Ideas & Dear Parents

Eileen Anderson • Robyn Brook • Beverly Nelson • Barbara Wood
Scott Daniels • Wade Pickett • Scott Clough
Harcourt Brace School Publishers

Quality Assurance & Technical Support

Pam Sprowl • Andy Williams • Lisa DenBeste • Rosemary DenBeste
Steve Dixon • Randy Meyerson • Sean Moore • Ross Mortimer
Will Parker • Mike Smith • Chris Stefanik • Phillip Warwick

Executive Producer

Donna Stanger

Special Thanks to:

Jennifer Cast, Scott Clough, Gretchen Fuller, Tracee Gorman,
Catherine Haller, Barbara Novikoff, Bonnie Seiler, Henry Shires, Mark Tolleshaug,
Cristina Vaamonde, and Aaron Rabin (the voice of Stanley)

Apple, Macintosh, Finder, MultiFinder, and QuickTime are registered trademarks of Apple Computer, Inc.

Microsoft Windows and Video for Windows are trademarks of Microsoft Corporation.

Pentium is a registered trademark of Intel, Inc.

PowerPC is a trademark of International Business Machines Corporation.

Dear Parents and Stanley's Quick Tour were created using Macromedia Director®.

Edmark, the Edmark logo, and TouchWindow are registered trademarks

and *Stanley's Sticker Stories* is a trademark of Edmark Corporation.

©Copyright 1996, Edmark Corporation and Harcourt Brace & Company. All rights reserved.

P.O. Box 97021, Redmond, WA 98073-9721

Customer Service 1-800-320-8377

Technical Support 206-556-8480

Welcome

Stanley, a bright and friendly sea otter, is always ready to help your child tell stories in Edmark's early learning neighborhood. Learning will be punctuated with smiles and giggles as children explore the world of Millie, Bailey, Sammy, and Trudy while creating their own animated storybooks.



Many children can think, imagine, and evaluate at a much higher level than they can produce. With powerful, easy-to-use tools, *Stanley's Sticker Stories* frees children from inhibitions and ensures results they can share with pride.

Readers and nonreaders alike join in the fun as they tell their stories with stickers, backgrounds, animation, sound effects, music, and their own recorded speech. Over 325 stickers of Millie, Bailey, Sammy, Trudy, and other familiar friends and objects combine with more than 30 colorful backgrounds to become beautiful printed books. For beginning writers, it's a snap to enter and edit text, and to reorder pages by dragging miniatures into the desired order. A special Sticker Spelling Book lets children see and hear the spelling of any sticker they select.

Wonderful opportunities for language development emerge as your child speaks for all the characters or takes turns with you or a friend. This rich storytelling environment encourages children to express themselves and gives you a new window on the world as they see it. Stanley provides a gentle nudge by offering story ideas that spark children's imaginations. These stimulating ideas also incorporate early literacy and math concepts.

During the development process, we have listened to teachers, parents, and children, and we would really like to listen to you. Please drop us a line, talk to us about your needs, and join us in helping children discover the joy of learning!

The Edmark Development Team

Table of Contents

Technical Information

Windows

System Requirements 2

Setup Instructions 3

Macintosh

System Requirements 4

Setup Instructions 4

Dear Parents 5

A Reminder to Register 6

Meet Stanley 7

Explore the Main Menu 7

Make-a-Story and

See-a-Story Modes 7

Making a New Story

Background Tools 8

Sticker Tools 10

Writing Tools 12

Page Sound Tools 13

Story Ideas 14

Printing 15

Saving 15

Opening an Old Story

See a Story 16

Change a Story 17

Adult Options 18

Together Time 20

Technical Setup

Windows 22

Macintosh 24

Help 25

Warranty 26

System Requirements

What do you need?

- Windows 3.1 (enhanced mode), Windows 95 or later
- 486, Pentium, or better
- Hard disk with 4 MB free
- 8 MB RAM
- Super VGA, 640x480 (256 colors)
- Double-speed (2x) CD-ROM drive or faster
- Windows-compatible sound card

Optional:

- **Microphone**
 - **Windows-compatible printer**
 - **TouchWindow**—A touch screen that attaches to your monitor and provides direct, easy input for young children or children with special needs. The TouchWindow is available directly from Edmark Corporation, 1-800-320-8377.
-

Please...

- Return your registration card today so you can receive pre-release information on Edmark products, money-saving offers, upgrade news, and friendly, efficient technical support! Or, if you prefer to register by phone, call us at 1-800-691-2988, 24 hours a day, 7 days a week.
- Read the rest of this guide so your child can use *Stanley's Sticker Stories* to its fullest potential.
- Visit our World Wide Web site at <http://www.edmark.com>, where you can read about Edmark products, find answers to frequently asked questions, or leave us a note.

Setup Instructions

The installer places a small amount of necessary information on your hard drive to make it easy for your child to run *Stanley's Sticker Stories*.

For Windows 95 or later:

Insert the CD, then follow these steps.

If AutoPlay is enabled:

1. Installation starts automatically.
2. Follow the on-screen instructions to complete the installation.
3. After installation, reinsert the CD to run *Stanley's Sticker Stories*. The Startup Screen appears. Click the *Play* or *Dear Parents* (see page 5) button.

If AutoPlay is not enabled:

1. Installation does not start automatically.
2. Choose *Run* from the Start menu and type **d:\setup** (where **d** represents your CD-ROM drive).
3. Follow the on-screen instructions to install the program.
4. After installation, the *Stanley's Sticker Stories* and *Dear Parents* (see page 5) icons can be found on the Start\Programs\Edmark\Stanley's Sticker Stories menu. To run *Stanley's Sticker Stories*, insert the CD and use the Start menu.

For other versions of Windows:

1. Insert the *Stanley's Sticker Stories* CD into your CD-ROM drive.
2. Choose *Run* from the File menu in Program Manager and type **d:\setup** (where **d** represents your CD-ROM drive).
3. Follow the on-screen instructions.
4. After installation, the *Stanley's Sticker Stories* and *Dear Parents* (see page 5) icons can be found in the Edmark program group. To run *Stanley's Sticker Stories*, insert the CD and double-click the Stanley icon.

Running Stanley's Sticker Stories from KidDesk

KidDesk is a personalized, colorful program launcher for children. If you choose to run *Stanley's Sticker Stories* from *KidDesk*, use *Add Application* from the *KidDesk* Adult Section to place *Stanley's Sticker Stories* on your children's desktops. If you have *KidDesk Family Edition* for Windows 95, *Stanley's Sticker Stories* may automatically be added for you. Please see *KidDesk Aware* (page 19) for additional information.

For Macintosh Users

System Requirements

What do you need?

- System 7 or higher
- 68040, 68030, or PowerPC
- Hard disk with 4 MB free
- 8 MB RAM, 4100K free
- 13" monitor or larger (256 colors)
- Double-speed (2x) CD-ROM drive or faster

Optional:

- **Microphone**
- **Printer**
- **TouchWindow**—A touch screen that attaches to your monitor and provides direct, easy input for young children or children with special needs. The TouchWindow is available directly from Edmark Corporation, 1-800-320-8377.

Please...

- Return your registration card today so you can receive pre-release information on Edmark products, money-saving offers, upgrade news, and friendly, efficient technical support! Or, if you prefer to register by phone, call us at 1-800-691-2988, 24 hours a day, 7 days a week.
- Read the rest of this guide so your child can use *Stanley's Sticker Stories* to its fullest potential.
- Visit our World Wide Web site at <http://www.edmark.com>, where you can read about Edmark products, find answers to frequently asked questions, or leave us a note.

Setup Instructions

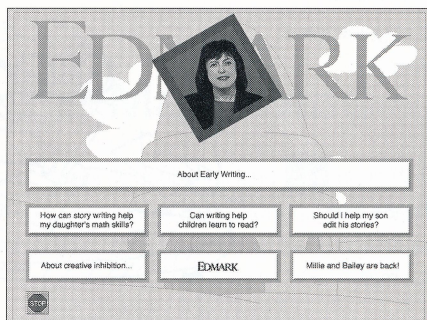
1. Insert the CD-ROM.
2. Double-click the *Stanley's Sticker Stories*  or *Dear Parents*  icon (see page 5).

Running Stanley's Sticker Stories from KidDesk

KidDesk is a personalized, colorful program launcher for children. If you choose to run *Stanley's Sticker Stories* from *KidDesk*, use *Add Application* from the *KidDesk* Adult Section to place *Stanley's Sticker Stories* on your children's desktops. Please see *KidDesk Aware* (page 19) for additional information.

Dear Parents...

Edmark Vice President Donna Stanger, award-winning software designer and former teacher with twenty years of classroom experience, shares thoughts about early writing and the role that parents can play in helping their children learn.



For Windows Users

Windows 95 or later:

If AutoPlay is enabled:

After installation of *Stanley's Sticker Stories* (see Setup Instructions, page 3), insert the CD and click the *Dear Parents*  button on the Startup Screen to begin.

If AutoPlay is not enabled:

After installation of *Stanley's Sticker Stories* (see Setup Instructions, page 3), select *Dear Parents* from the Start|Programs|Edmark|Stanley's Sticker Stories menu to begin.

Other Versions of Windows:

After installation of *Stanley's Sticker Stories* (see Setup Instructions, page 3), double-click the *Dear Parents* icon to begin. The *Dear Parents* icon can be found in the Edmark program group.

For Macintosh Users

Insert the CD-ROM and double-click the *Dear Parents* icon to begin.

A Reminder to Register

When you register your copy of *Stanley's Sticker Stories* with us, you become a member of the Edmark Education Team, a group of parents, educators, and software professionals committed to helping young children learn. As a member of the Education Team, you automatically receive:

- New product and upgrade news
- Money-saving offers
- Friendly, efficient technical support

To Register:

1. Simply fill out the enclosed, postage-paid Registration Card and drop it in the mail.

OR

2. Give us a call, toll-free:

1-800-691-2988

(24 hours a day, 7 days a week).




**Visit Edmark on the
World Wide Web!**

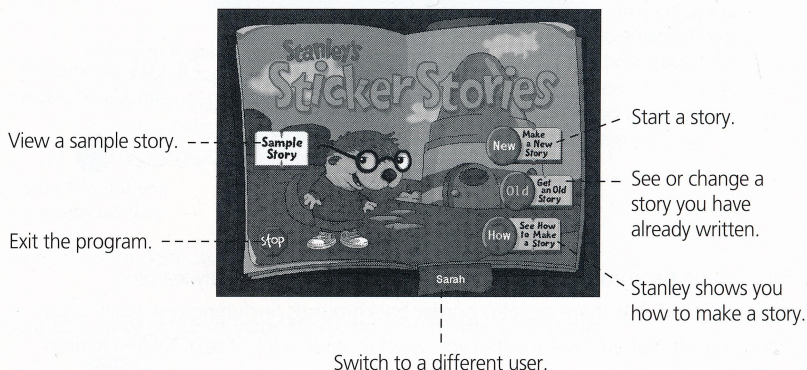
<http://www.edmark.com>

Meet Stanley




Stanley knows a lot about telling stories. He's waiting enthusiastically to help your child tell some stories of his or her own. If you need help with a button, just hold your mouse over it and Stanley tells you what it does. (This feature can be turned off in the Adult Options section. See page 18.)

Explore the Main Menu

Start *Stanley's Sticker Stories* by double-clicking  or, in Windows 95 AutoPlay, by inserting the CD and by clicking the "Play" button. Once the program starts, you will be asked for a name. Stanley uses this information to organize the stories each child creates.



Make-a-Story and See-a-Story Modes

Stanley's Sticker Stories has two distinct modes. When you click  to create a new story or  to change an old story, you enter **Make-a-Story Mode**. In Make-a-Story Mode, you can add or change backgrounds, stickers, text, sounds, music, and narration. When you click , you enter **See-a-Story Mode**. Use this mode to play back a completed story.

The instructions on the following pages will tell you how to make, save, and see a story.



Making a New Story

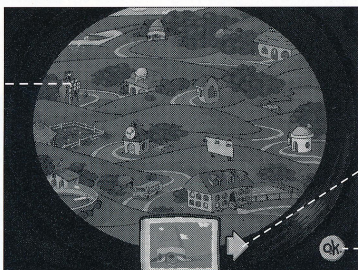
From the Main Menu, click  to start a new story. You enter Make-a-Story Mode and the Background Picker appears.

Background Tools

Background Picker

When you start a new story, the Background Picker appears. Choose a background for the first page of your story.

A. When you've found the place you want to go, click it. You will hear the name of that background.



B. Click the arrow to see related places.


C. Click  to use this place as your background.

Most of the background choices are scenes from Edmark's early learning neighborhood, but there are also border backgrounds (including one plain white background) that are useful when you want to write a lot of text. Older children may enjoy alternating text pages with picture pages.

Some of the background scenes have been decorated with furniture and other objects. Although these objects may look like stickers, they are part of the background and cannot be moved.



Page Manager

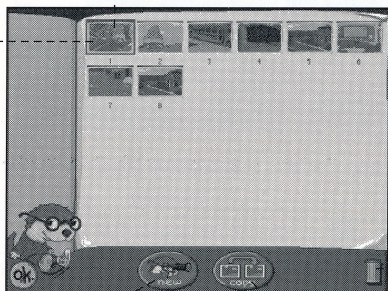
Click  on the Tool and Button Bar to open the Page Manager. Use the Page Manager to add, delete, or reorder pages in your story. The Page Manager shows a miniature view of each page in the story. Click a miniature view to select that page.

Selected page.

Click the page to select it.

Reorder pages.

Drag the page to move it to a new location.



Delete a page.


Select a page and then click the trash (Windows) or drag the page into the trash (Macintosh).

Add a new page.



A new page is added to the right of the selected page. Choose the background for your new page using the Background Picker (see page 8).

Copy a page.

Select the page you want to copy, then click here. An exact copy is inserted to the right of the selected page.

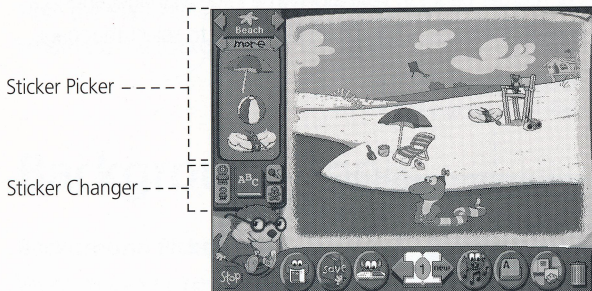
When you are done using the Page Manager, click .

To add a new page to your story, do one of the following:

- Click  in the Page Manager.
- or
- Click  on the Tool Bar (displayed only when you are at the last page of your story).

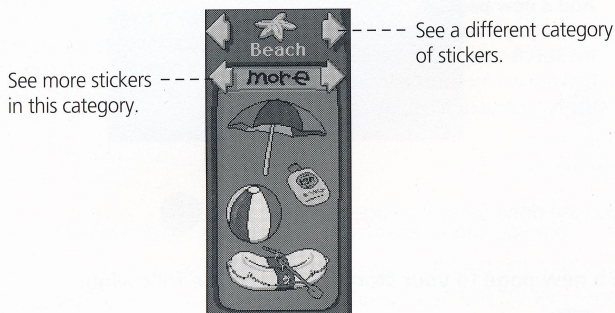




Sticker Tools



Sticker Picker

Add stickers to your background. Stickers are grouped into categories (such as "Friends" or "Kitchen"). Use the arrows to see more stickers.



Drag one of the stickers from the Sticker Picker onto the background. The sticker resizes automatically to fit the background scene. (Some stickers also rotate or animate as you drag them.) Release the mouse button to drop the sticker on the background. If you want to move the sticker again, just drag it to a new location. To erase a sticker, click it once to select it and then click the trash  (Windows) or drag it into the trash  (Macintosh).

If you do not want a sticker to resize as it is dragged, hold down the Shift key while you are dragging the sticker. The sticker will remain the size it was when you first pressed the Shift key.




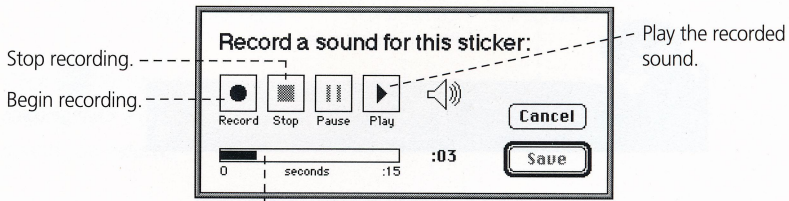
Sticker Changer

Customize your stickers. Click a sticker that you have already placed on the background. Then click the buttons on the Sticker Changer to:



If you choose to play a sticker's animation, it will play when you view the story in See-a-Story Mode. Stickers animate in the order that they were placed on the page.



You can add your own sound to the sticker by clicking . (**Note:** The sticker may have a built-in sound. This sound will be replaced by the sound you record. To get the built-in sound back, throw away the sticker, then drag out a new copy from the Sticker Picker.)




You may want to point out this bar to your child. When the bar starts to fill, recording has begun. When the bar is full, recording stops.

Note: Recorded sounds are stored on your hard disk and take up considerable hard disk space. Be sure to erase any sounds you won't be using by throwing the sticker away.

Trash Can

To erase a sticker from the background, click it once to select it and then click the trash  (Windows) or drag the sticker into the trash  (Macintosh).

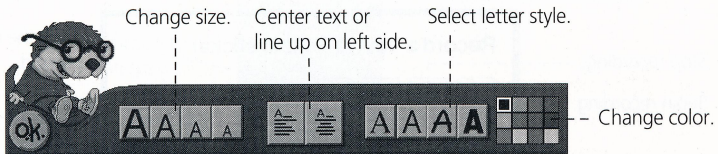
Writing Tools

Click  to use the Writing Tools. You can add words, letters, or numbers to your page or change the look of your text.

When you switch to the Writing Tools, a white text box appears temporarily on the background. Start typing and your text appears in the box. While typing, you can also edit. First, highlight the words you wish to edit by clicking and dragging the cursor. Then use the standard keyboard editing keys to:

	Windows	Macintosh
Cut text	Ctrl-X	Command-X
Copy text	Ctrl-C	Command-C
Paste text	Ctrl-V	Command-V
Delete text	Delete key	Delete key

Click the buttons on the Tool and Button Bar to change the look of your text.




Change the size of the text box by clicking and dragging its corners. Click and drag the edge of the text box to move the box anywhere on the page.


When you have finished using the Writing Tools, click .

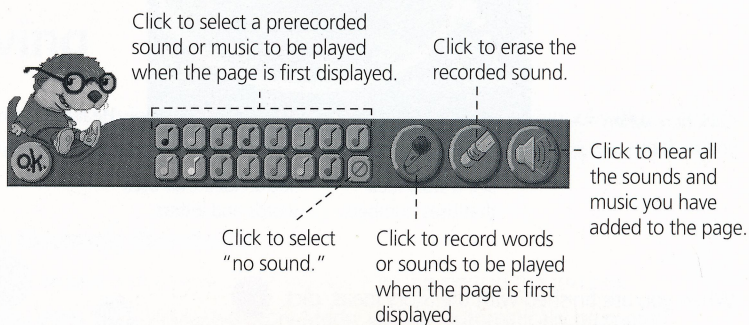
If stickers and text overlap, the stickers appear behind the text. If stickers interfere with reading the text, you can move either the text or the stickers by dragging them.




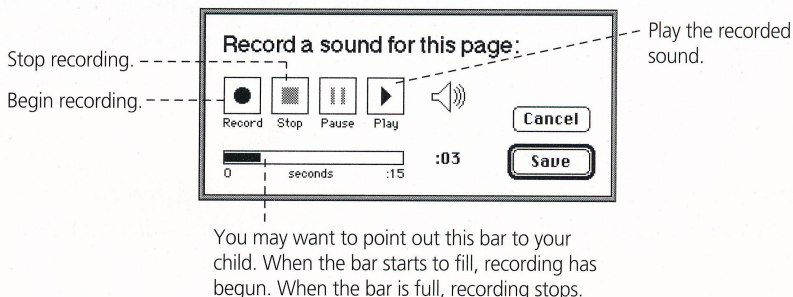
Page Sound Tools


Click  to use the Page Sound Tools. Use these tools to select music and sounds, record your own sounds, and play the sounds back. In See-a-Story Mode, these sounds are played when the page is first displayed.

The Page Sound Tools are especially useful for children who do not yet write. Your child can click  and tell the story. The narration will be played while the story is shown in See-a-Story Mode.



Click  to record sound or narration that will be played when the page is first displayed. (If a prerecorded sound has also been selected, it will be played before the sound you record.)




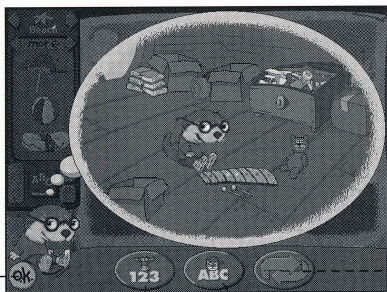
Note: Recorded sounds are stored on your hard disk and take up considerable hard disk space. Be sure to erase any sounds you won't be using by clicking .

When you are done, click  to put the Page Sound Tools away.



Story Ideas

Stanley has some great ideas for stories you can write! Click Stanley  anytime while you are in Make-a-Story Mode and he will offer you ideas.




Click here when you're done.


See a story idea that uses numbers.

See an idea that uses words and letters.

Hear the idea repeated.

When you are finished with the Story Ideas, click .

Printing



Click  to print your storybook. You can print the current page or the entire book.

Use *Page Setup* (Macintosh only) and *Printer Setup* in the Adult Options (see page 18) to set up printer options. *Stanley's Sticker Stories* supports both color and grayscale printers.

Saving

Stanley's Sticker Stories allows children to save the electronic storybooks they create. Each child has a personal folder on the hard disk, in which storybooks are normally saved.

Saving Electronic Storybooks

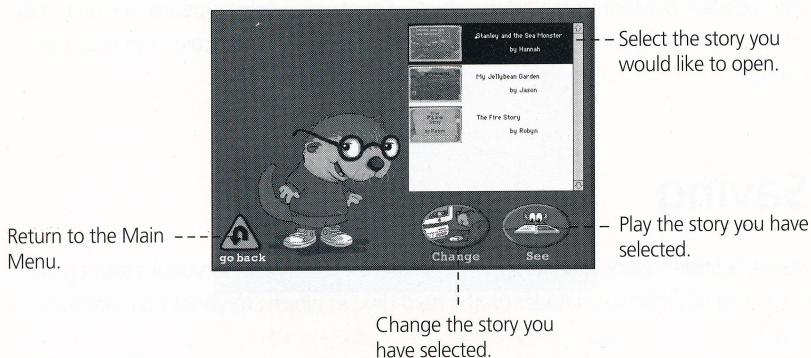
Click  to save a storybook. Type the name of the story in the text box. When you press  in Make-a-Story Mode, you are automatically prompted to save the story.

Hard Disk Space



Each electronic storybook takes up very little hard disk space. However, sounds you record take up additional hard disk space. To avoid filling your hard disk, encourage your child to erase sounds (such as sounds recorded for stickers) that he or she is not going to use.

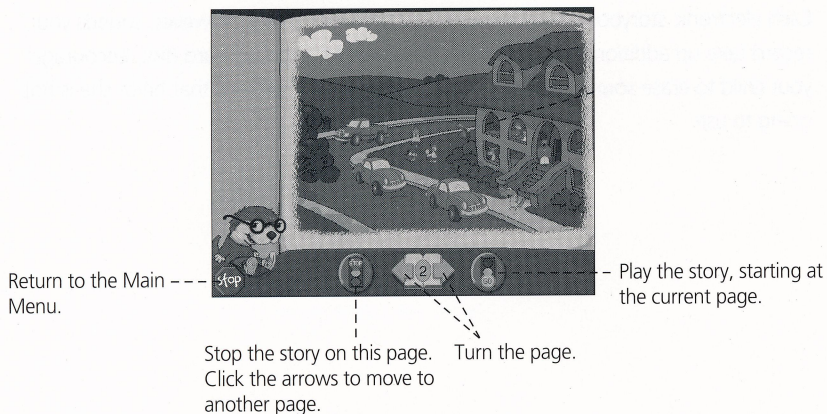
Opening an Old Story

To open an old story, click  from the Main Menu. Select a story from the list, then click  to play the story or  to make changes to the story.





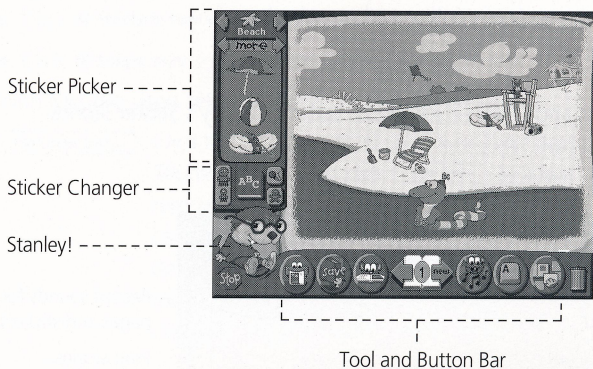
See a Story


If you click  to open an old story, and then click , your story opens in See-a-Story Mode. You can play back your story. (The tools are hidden in See-a-Story Mode.)



Change a Story

If you click  to open an old story, and then click , the first page of the story appears in Make-a-Story Mode. You can change the story. The Tool and Button Bar is visible; use the Background Tools, Writing Tools, and Page Sound Tools just as you did when creating a new story. (See pages 8–13 for details on using these tools.)



Click  to save your changes. (The new version of your story replaces the old version.)

Making Changes to a Friend's Story

If you have opened and changed a story that was written by someone else, you will be asked to save your version of the story under your own name.

Adult Options

Press Ctrl-Alt-A (Windows) or Option-Command⌘-A (Macintosh) to access the Adult Options. (If you are in Make-a-Story Mode, you will be asked to save your story. If you do not save your story, your changes will be lost.) Use the Adult Options to customize *Stanley's Sticker Stories* for each member of your family. You can:

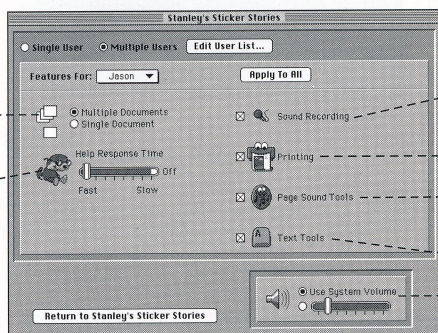
- Personalize the program features for each user.
- Select system settings, such as printing and sound volume.

Program Settings

Click the radio buttons and check boxes to turn specific *Stanley's Sticker Stories* tools and features on or off.

See "Document Options" (page 19).

Turn Help off, or adjust the response time (see page 19).



Record sounds for pages and stickers.

Print stories.

Select music for pages.

Add text to pages.

Adjust the sound volume (Macintosh only).

Help Options

At the default setting, moving the cursor over a button and then pausing for approximately one second causes Stanley to explain what the button does. You can turn this feature off or set Help to activate after a longer or shorter pause.

Single Users and Multiple Users

- Click **Multiple Users** to use the same settings for all users.
- Click **Single User** to customize settings for each user.

With Multiple Users selected, these controls are displayed:

Click to show a list of all users who have been added to *Stanley's Sticker Stories*. Then click to add a user, to remove a user, or to change a user. When you add a user, a folder for the user is created on the hard drive. When you delete a user, the folder is deleted, including all files within that folder. To allow users to add themselves to *Stanley's Sticker Stories*, click the "Allow users to add themselves" check box.

Control program settings for a specific user. Scroll to the user's name and select it to see the settings.

Apply the current settings to all users.

Document Options

- If you select **Multiple Documents**, your child can open and save as many stories as he or she wishes.
- If you select **Single Document**, the New button is disabled and your child cannot save multiple stories. The child clicks from the Main Menu to make a story. This story is automatically saved when your child clicks and will be opened the next time is clicked.

KidDesk Aware

KidDesk, a separate program published by Edmark, gives kids a place of their own on the computer—a personalized desk that provides hard drive security for parents. Kids can use the computer independently and run only those programs you select for their use.

When *Stanley's Sticker Stories* is launched from *KidDesk*, users do not have to identify themselves when starting *Stanley's Sticker Stories*.



Together Time

Work with your child to write a number book about your family. Use *Stanley's Sticker Stories* or paper and crayons. Ask your child to place or draw one large number on each page, starting with the number 1. Then, invite your child to dictate a sentence about your family that matches the number, while you write it on the page. For example, "1: We live in 1 big, yellow house. 2: We have 2 cats. 3: Cousin Jimmy is 3 years old." Let your child create illustrations to accompany the words. Share the book with family members or read it together as a bedtime story.

Make up a song together about an event your child experienced. You may want to begin by listening together to a short, familiar children's song that tells a story. Inspiration for your child's songwriting can come from an experience such as a vacation, making a new friend, or the birth of a sibling. Choose a tune your child already knows, such as "Row, Row, Row Your Boat." Sing the tune as you make up the lyrics together. When you're done, you may want to record the song in *Stanley's Sticker Stories*, putting one verse on each page, accompanied by illustrations.

Print out favorite characters from *Stanley's Sticker Stories*. If you do not have a color printer, your child can add color with markers and crayons. Paste the stickers onto cardboard, then cut them out. Glue a frozen treat stick to the back of each character to create a puppet. Your child may enjoy performing puppet shows for friends and family. Encourage your child to click Stanley (while playing with *Stanley's Sticker Stories*) for story ideas that can be used in the puppet shows.

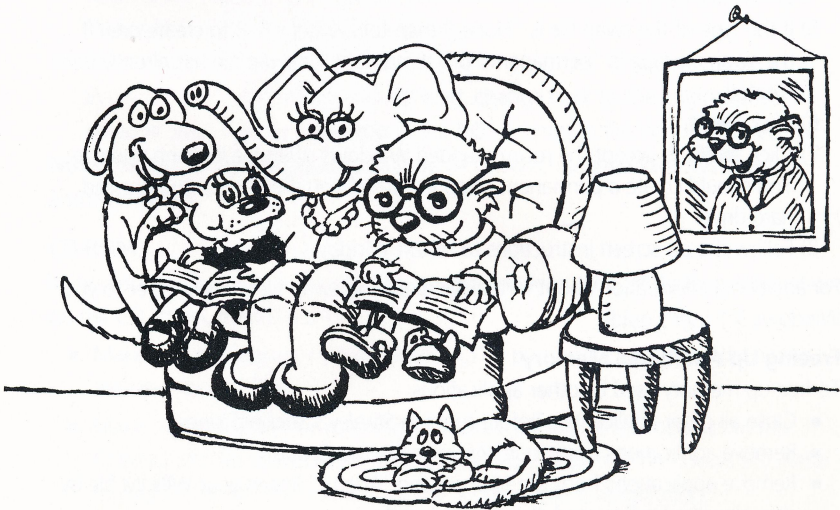




If your child does not write yet, let him or her create a picture book with *Stanley's Sticker Stories* and print it out. Ask your child to turn the pages and tell you the story. Then, have your child shuffle the pages, placing them in a new order. (You may want to number the pages before you shuffle them so that you can return them to their original positions later.) Ask your child to tell a new story, based on the order of the pages. This is a good opportunity to talk about sequences of events, and to introduce the idea that stories can be changed.

Use *Stanley's Sticker Stories* to create a scavenger hunt. Place stickers of numbers and objects on border backgrounds (such as the billboard or the grassy hill). On one page you might place the number "3" and 3 stickers of chairs. Print out the pages and challenge your child to find the objects shown, making a check mark on each page as the items are found. Switch roles and let your child create a scavenger hunt for you!

Create a family storybook. Let your child choose a topic, such as "My First Day at School" or "My Favorite Hiding Place," and use *Stanley's Sticker Stories* to create an electronic storybook. Print out the story. Invite family members to write stories about the same topic, based on their own childhood experiences. You can involve siblings, parents, aunts, uncles, and grandparents. When everyone has finished, staple all the stories, including your child's, together to make a big family storybook. Read the book out loud, using it as a springboard for discussions. For example, how did school in grandma's day compare to school today?



Technical Setup

Refer to the following information for ideas about troubleshooting and optimizing the performance of *Stanley's Sticker Stories*. Please see the README.WRI file for additional updated technical information. If, after reading this information, your problem is not solved, please contact Edmark Technical Support (see page 25).

Memory

Stanley's Sticker Stories requires a system with at least 8 MB of RAM. You can improve the performance of *Stanley's Sticker Stories* by:

- Using a Windows Swap File (see below).
- Freeing up memory used by other applications (see below).
- Installing more RAM.

Creating a Swap File (Windows 3.1 Only)

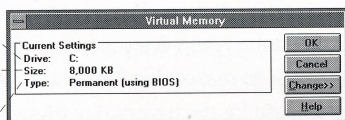
A Swap File is a Windows Virtual Memory feature, which allows Windows to use hard disk space to store information that would otherwise take up space in RAM.

To set up a swap file:

- 1) Double-click the Control Panel icon in the Main Program Group in Windows.
- 2) Double-click the "Enhanced" icon.
- 3) Click **Virtual Memory...**.
- 4) Notice the following information:

Location of swap file.

Size of swap file.



Type of swap file:
permanent, temporary, or none.

- 5) If the type of the swap file is "None," then follow steps 6–8 to create one. If the swap file type is "permanent" or "temporary," a swap file has already been created.
- 6) Click **Change>>**.
- 7) Click **OK** to accept the recommended Windows swap file location and size. You should create a permanent swap file unless you are using a compressed hard drive.
- 8) Follow the on-screen instructions to restart Windows.

For additional information about Virtual Memory and swap files, please refer to your Windows 3.1 user's guide.

Freeing Up Additional Memory

To free up memory used by other applications:

- Close all other applications before running *Stanley's Sticker Stories*.
- Remove applications from your Windows Startup Group.
- Remove applications from the "Run=" and "Load=" line in your WIN.INI file by changing the lines to read **;Run=** and **;Load=**.

Sound

Sound Input

A Windows-compatible sound card and microphone are required to use the sound-input (recording) features of *Stanley's Sticker Stories*. The correct drivers, including the MCI sound driver and a Windows sound driver for your sound card, must be installed.


Recorded Sounds and Hard Disk Space

Sounds you record for stickers and pages take up considerable hard disk space. You may want to:

- Speak with your children about limiting the amount they record.
- While recording, teach kids to click the Stop button if they finish recording before reaching the maximum recording length.
- Erase all unwanted sticker sounds by throwing away the selected sticker. Replace the sticker with a new one dragged from the Sticker Picker.

If you find the amount of hard disk space used is unacceptable, use Adult Options to turn Recording off (see page 18). With Recording off, the Microphone icon is not displayed in the Sticker Changer or in the Page Sound Tools.

To Switch Your Windows Video Driver (Windows 3.1 Only):

- 1) Double-click the "Windows Setup" icon in the Main Program Group in Program Manager.
- 2) Select the Options menu and choose *Change System Settings*.
- 3) Write down which driver is currently selected.
- 4) Click  to the right of the box labeled "Display."
- 5) Select a new driver from the list. (You may need your Windows and/or video driver disks. Microsoft's 256-color SVGA drivers are included on your *Stanley's Sticker Stories* CD in the SVGA directory.)
- 6) Follow the on-screen instructions to use the new driver. (If you restart with the SVGA drivers and Windows will not load, change back to the original driver, noted in Step 3, by typing **setup** at the DOS prompt in the Windows directory.)

Note: To change your video settings from DOS, switch to the Windows directory and type **setup**.

CD-ROM

If you encounter problems trying to access the art, animation, and other information on the CD, check the following:

- Make sure the *Stanley's Sticker Stories* CD is properly seated in the drive with the label facing up.
- Make sure the driver for your CD-ROM drive is installed and appears in the CONFIG.SYS file (Windows 3.1) or under "My Computer" (Windows 95). Refer to your CD-ROM drive manual for the proper driver configuration.

Technical Setup

Refer to the following information for ideas about troubleshooting and optimizing the performance of *Stanley's Sticker Stories*. Please see the Read Me file for additional updated technical information. If, after reading this information, your problem is not solved, please contact Edmark Technical Support (see page 25).

Memory

Stanley's Sticker Stories requires a system with at least 8 MB of RAM. You can make more memory available to *Stanley's Sticker Stories* by:

- Freeing up memory used by other applications (see below).
- Removing unnecessary extensions (see below).
- Installing more RAM.

Note: Do not change the memory requirements setting for *Stanley's Sticker Stories* (found by choosing Get Info from the "File" menu when the *Stanley's Sticker Stories* icon is selected).

Other Applications

To ensure other programs are not running before you start *Stanley's Sticker Stories*, click the applications menu (on the upper right side of the menu bar). This menu shows all applications that are currently running. Make sure that the only program in the list is "Finder."

Extensions

Another way to increase free memory is to remove unnecessary extensions and control panels. Extensions are system files that are loaded into memory each time your computer is turned on. To remove extensions from memory, either use the Extensions Manager control panel, or drag extensions out of the System folder. Restart your computer after making these changes.

Recorded Sounds and Hard Disk Space

Sounds you record for stickers and pages take up considerable hard disk space. You may want to:

- Speak with your children about limiting the amount they record.
- While recording, teach kids to click the Stop button if they finish recording before reaching the maximum recording length.
- Erase all unwanted sticker sounds by throwing away the selected sticker. Replace the sticker with a new one dragged from the Sticker Picker.

If you find the amount of hard disk space used is unacceptable, use Adult Options to turn Recording off (see page 18). With Recording off, the Microphone icon is not displayed in the Sticker Changer or in the Page Sound Tools.

If your computer still experiences memory errors while using *Stanley's Sticker Stories*, you may wish to enable Virtual Memory (note that performance may suffer):

- 1) Select *Control Panels* from the Apple menu (on the far left side of the menu bar).
- 2) Double-click the Memory control panel.
- 3) Turn Virtual Memory on.
- 4) Click the arrows to reduce the amount of hard disk space used.
- 5) Restart your computer for the changes to take effect.

Refer to your *Macintosh User's Guide* for more information.

Help

Edmark Phone Numbers

- **Customer Service:** To order products or inquire about a purchase, please call 1-800-320-8377. (Please note that technical support is not available at this number.) You can also reach Customer Service by e-mail: edmarkteam@edmark.com.
- **Technical Support:** To inquire about specific technical problems, please call 206-556-8480, or write down your problem and fax the description of it to us at 206-556-8940, Attn: Technical Support. (Please see *Technical Support*, below, for more information.)
- **Online Technical Support:** Reach our online representatives directly with e-mail through CompuServe (73252,3441), America Online (Edmark WIN or Edmark Mac), or via the Internet (pctech@edmark.com or mactech@edmark.com). Or visit our forum on America Online (keyword "Edmark").
- **World Wide Web:** Visit the Edmark home page at <http://www.edmark.com>, where you can read answers to frequently asked questions or leave a message for our technical support staff.

Technical Support

Stanley's Sticker Stories is designed for enjoyable and easy use. If a problem does arise, first consult the Troubleshooting page(s) in this Guide. (If you are a Windows user, please be sure to check the Help file in the Adult Section for updated technical information.) If you do not find a solution, please call Edmark Technical Support, Monday through Friday, 8 a.m. to 5 p.m. (Pacific Time) at 206-556-8480. Extended hours, evenings and weekends, vary by season.

In order to help you when you call, we will need to know:

- The exact kind of computer you are using, including the brand name and model (for example, Compaq 33 MHz 486 or Macintosh Quadra 605).
- Additional hardware information such as memory available, sound card, etc.
- System settings and operating system information (for example, Windows 3.1 or System 7.1).
- A specific description of the problem, including specific error messages, your input before the problem occurred, etc. The more information you give us, the faster we can solve your problem.

If possible, have the program running and call from a nearby phone.

Edmark's Limited 90 Day Warranty

Edmark is pleased to provide you with quality educational software. To assure the quality of this program, Edmark warrants for a period of 90 days following the original retail purchase of this software that it is substantially free of errors or defects interfering with program operation as described in the User Guide for this product. This warranty applies only to the original purchase and when the software is used with the specified equipment.

If you find the software to be defective in any way within 90 days of purchase, call our **Customer Service Department** at **1-800-320-8377**, Monday through Friday, between the hours of 7 a.m. and 5 p.m. Pacific Time. (Please note that technical support is not available at this number.) If the problem cannot be corrected over the telephone, we will ship you replacement software at no charge.

This warranty gives you specific legal rights, and you also may have other rights which vary from state to state. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations and exclusions may not apply to you.

Limitations of Edmark's Warranty

Edmark's liability is limited to the purchase price of this software. No other advertising, description or representation, whether made by an Edmark dealer, distributor, agent or employee, is binding on Edmark or changes the terms of this warranty.

Damaged Disk Replacement

We are committed to providing the highest quality products and service possible, while maintaining our prices at affordable levels for you and your children or students. If you damage your software at any time, we will send you replacements for a materials and handling fee of \$10, as long as we are still manufacturing this product. Return the damaged software, proof of purchase, and a check to:

Edmark Corporation

Attention: Customer Service Department
P.O. Box 97021
Redmond, WA 98073-9721

This software is for your own personal use. You may make a backup copy for safekeeping. However, it is against U.S. copyright laws to make copies of this software for use by others or to network the program for use on more than one computer at the same time. Your respect for the copyright laws enables Edmark and companies like it to continue producing quality products at affordable prices. Thank you.

TEACHER-DEVELOPED, OTTER-HOSTED,
KID-TESTED, PARENT-APPROVED,
ENGINEER-INSPECTED, CLASSROOM-CONFIRMED...



FOR YOU!

**Visit Edmark on the
World Wide Web!**

<http://www.edmark.com>



Excellence in Education for 25 Years

For more information about Edmark Corporation and our products,
write to us at P.O. Box 97021, Redmond, WA 98073-9721