Table of Contents

Welcome to Arthur's Second Grade: Take Your Kids to Work Day! (version 2.0)

Join Arthur and his friends as they get a glimpse of what their parents do for a living. By the end of Take Your Kids to Work Day, you'll have visited with all of Arthur's friends, helping them out in their activities as they help their parents. Along the way, you might also get to experience some of the challenges of being an adult!

Minimum System Requirements

Windows®
Pentium® 166 MHz processor or faster
Windows 95/98, Me, 2000, XP
32 MB of RAM
40 MB free hard disk space
8x CD-ROM Drive
256-color display
SoundBlaster or compatible sound card
Mouse
Recommended: color printer

Macintosh®
180 MHz PowerPC®, 32 MB RAM
System 8.6 - OSX
8x CD-ROM Drive
40 MB free hard disk space
256-color display
Sound Manager 3.1
Mouse
Recommended: color printer

In the interest of product improvement, information and specifications represented here are subject to change without notice

Installation Instructions

NOTE: The Arthur CD must be in your computer's CD drive at all times during installation and game play.

Windows® Installation

1. Insert the Arthur CD into your CD drive.

2. For systems with AutoPlay, skip to step 4.
3. For systems without AutoPlay, choose RUN from the Start menu and type d:\setup in the command line box, then click OK. (If your CD drive is not d:, substitute the correct drive letter.)
4. You will be asked if you want to install. Select YES and follow the on-screen prompts.
5. When installation is complete, the Options Screen appears. Select PLAY to begin the game.

Starting the Program

1. Insert the Arthur CD into your CD drive.
2. On systems with AutoPlay, the Arthur Options Screen appears. Click PLAY to begin the game.
3. On systems without AutoPlay, go to the Start menu, select PROGRAMS, then THE LEARNING COMPANY, then ARTHUR, and finally, ARTHUR'S 2nd Grade. The Options Screen will appear. Click on the PLAY button to begin the game.

Macintosh® Installation

The Arthur disc must be in your computer's CD drive at all times during installation and game play.

1. Insert the disc into the CD-ROM drive. The CD window will open.
2. Double-click the Arthur's 2nd Grade icon and follow the prompts. The installer will install any extensions needed by your operating system. (You will not need to install again unless you remove the installed files.)
3. The Activity Center program does not need to be installed to run.

Starting the Program

1. To play Arthur's 2nd Grade, again double-click on the Arthur's 2nd Grade icon. The same icon installs and launches the program.
2. There are additional applications on these discs. To run any of these programs, double-click on the Activity Center icon.

The Options Screen

Windows

On Windows machines, and Options screen will appear on your desktop when you choose to run the program. (On machines with AutoPlay, this screen will appear automatically when the disc is inserted, once the program has been installed.)
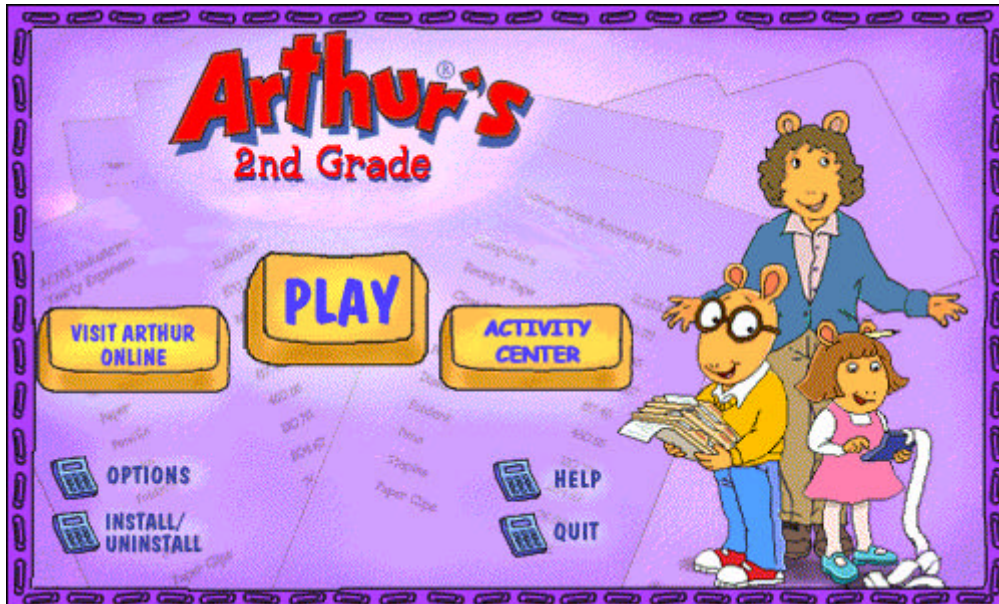
Play

Click Play to play "Arthur's 2nd Grade: Take Your Kids To Work Day". Click on the Activity Center button to play additional games.

Visit Arthur Online

Click here to extend your CD-ROM experience to the online world. With the click fo a button, learn even more about Arthur and his friends!

Options

Select your Internet connection and click here to register this product after it has been installed.

Install/Uninstall

Reinstall the program files to a different location on your hard drive or uninstall the program by clicking here. The uninstaller automatically removes the Arthur program from your computer.

Help Button

Open the Help file by clicking on the Help button.

Quit Button

Click the Quit button to close the Program Options Screen and return to Windows.

Product Demos (located on Disc 2)

Preview a full line-up of products from The Learning Company.

Macintosh

After inserting the Arthur CD into your Macintosh, the CD Window will automatically open. You can access all of the following options from the CD Window.

Arthur Program Icon

Double-click the Arthur's 2nd Grade icon to install the progam to your hard drive. Once the game is installed, double-click on the same icon to start the main program.

Activity Center

Double-click the Activity Center icon to play additional games.

Getting Around in the Program

This section describes the different screens you'll see in the program—and how to get to them.

Mr. Ratburn's Classroom

You'll use this screen to choose your next activity or to view and change Preferences. Each character will take you to a different activity. Click on the characters' names on the chalkboard to go to an activity. You can also click on the character on the screen.
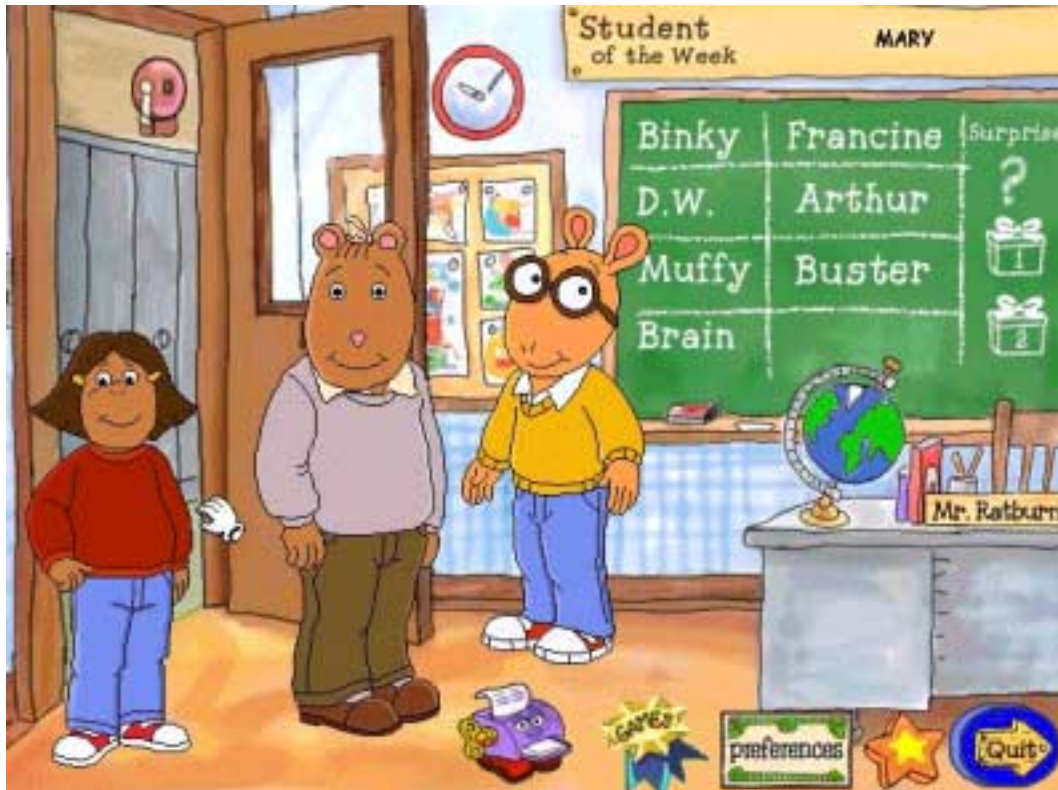
Preferences Screen

To set program preferences or check progress, use the Preferences screen. To get to the Preferences screen, click the Preferences icon on the main screen.
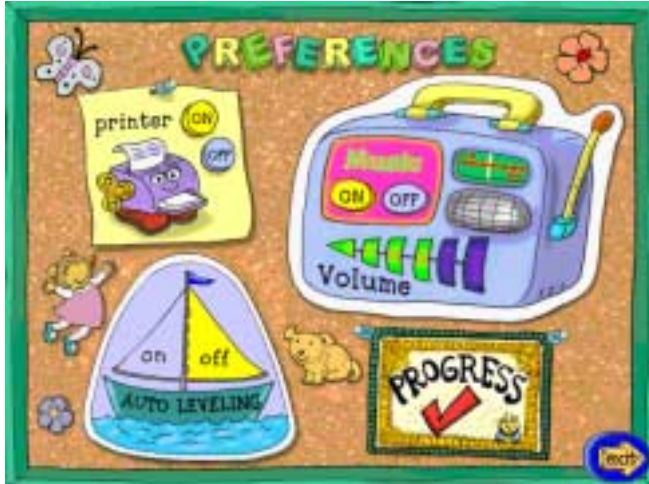
Printer On/Off
Turn printing off or on.

Music On/Off
Turn background music off or on.

Volume Control
Choose a volume level.

Autoleveling
Turn autoleveling off or on.

Progress Checker Option
Check to see how close you are to receiving your certificate.

Progress Checker

The Progress Checker is a chart, available from the Preferences screen, that shows progress through the activities. If several children play the program at different times, the Progress Checker keeps track of how close each child is to the goal.

Arthur's Second Grade — **Progress Checker for AMY** — Skills

GAME:	Questions Answered		
	LEVEL 1	LEVEL 2	LEVEL 3
Binky at the Printing Press	Correct = 22, Total = 22, 100%	Correct = 0, Total = 0, 0%	Correct = 45, Total = 54, 83%
Arthur's Main Course	Correct = 5, Total = 17, 29%	Correct = 1, Total = 1, 100%	Correct = 1, Total = 15, 6%
Buster's Editorial Notes	Correct = 2, Total = 2, 100%	Correct = 7, Total = 7, 100%	Correct = 12, Total = 12, 100%
Francine's Museum Tour	Correct = 12, Total = 18, 66%	Correct = 0, Total = 0, 0%	Correct = 9, Total = 17, 52%
Brain's Exhausting Pipe Job	Correct = 6, Total = 6, 100%	Correct = 6, Total = 13, 46%	Correct = 0, Total = 0, 0%
D.W. Figures	Correct = 6, Total = 6, 100%	Correct = 6, Total = 7, 85%	Correct = 13, Total = 16, 81%
Muffy's Race	Correct = 7, Total = 7, 100%	Correct = 6, Total = 6, 100%	Correct = 0, Total = 0, 0%

Child's Name
After you sign in, your name will appear here. This screen is specific to every player!

Game
These are the names of the activities.

Questions Answered
For each activity and level, the chart shows the number of correct answers, the total number of answers, and the number correct as a percentage of the total.

Skills
Click here to see the skills practiced in each activity.

Goal Checker

The Goal Checker is available from the Main menu and from each of the activity screens. The Goal Checker shows a child's progress through the activities. If several children play the program at different times, the Goal Checker keeps track of how close each child is to the goal.

After the player has successfully completed an activity (excluding the Reward Activities), the Goal Checker screen will appear automatically. At the beginning of gameplay, each of the characters in the Goal Checker will be greyed out. As the player completes each activity, the picture of the main character for that activity will be filled in. The Goal Checker can also be accessed from the Main menu by clicking on the Star button in the lower right corner of the screen. At this time, the player must click on the Exit button to have the screen disappear.

Surprise Activities

This program includes two activities that appear on their own—without being selected by the child. In fact, children cannot choose these activities from the main screen until they have reached the game's goal.

The first activity appears when Arthur or one of his friends starts to feel left out of the fun.

The second activity appears at the very end, after the player has completed all other activities in the program.

Find out more about these activities in the Playing Disc 1 Activities section.

Reward Activities

After all of the activities have been successfully completed, the child can play three reward activities: Five-in-a-Row, Maze Daze, and Bionic Bunny Bubble Attack.

Certificate

After your child completes all of the program's activities, the child earns a personalized certificate. If the Printer preference is turned on (on the Preferences screen), this certificate can be printed.

Character Descriptions

Arthur

The hero of dozens of stories, Arthur is a shy, thoughtful, bespectacled 8-year-old. Who but Arthur would think to get a Christmas gift for Santa Claus? Arthur's no goody-goody, but he's persistent and hardworking, and he takes his responsibilities seriously. Sensitive and reflective, he is often worried about what others will think of him, but he usually solves his own problems. He loves soccer and TV's Bionic Bunny, and his favorite foods include cheeseburgers, pizza, and chocolate cream pie.

Binky

A year older than the other kids in Arthur's class, Binky is a professional class bully. His favorite sport is professional wrestling. Binky's a bit awkward about his size, and has a sensitive side he's careful to hide. Despite his threats to pulverize Arthur, Binky becomes a friend when Arthur embarrasses him in public.

D.W.

D.W. (short for Dora Winifred) is Arthur's precocious, wisecracking little sister. She's independent and not afraid to speak up—especially when giving Arthur advice! Though she often gets on Arthur's nerves, it is D.W. to whom he usually turns first when he needs to borrow money. When D.W. does not have all the answers, she turns to her imaginary friend Nadine to discuss her feelings (and claims it is Nadine who needs the night light on at bedtime).

Francine

One of Arthur's best friends, Francine has a not-so-secret crush on him. (Her birthday present to him was a "Spin the bottle" game.) She enjoys teasing Arthur and embarrassing him in public—and in general has a reputation for mischief. Her nickname "Slugger" is well-deserved: she's the best hitter on the school softball team. Brash and bright, she's an explorer and a doer—and pushes Arthur to do things he'd never dream of doing otherwise! Francine likes pistachio ice cream and scary movies.

Muffy

The daughter of the owner of Crosswire Motors, Muffy arrives at school in a limousine and brings her mink coat to summer camp. Used to getting her own way, Muffy can be manipulative. (She threatens that anybody who doesn't come to her party won't be her friend anymore.) She gets along well with adults, though, and is sometimes the teacher's pet. Muffy loves shopping, and, like her best friend Francine (with whom she shares a middle name), enjoys pistachio ice cream and scary movies.

Buster

Arthur's best friend, Buster, is a practical joker who likes to play tricks on friends and teachers—and has been known to spend time at the principal's office. Buster laughs easily and is always ready for fun. His asthma hasn't kept him from enjoying soccer—or from playing tuba in the school orchestra! An only child, Buster is often embarrassed by his very protective mother.

The Brain

The smartest student in Arthur's class, The Brain is much admired by the other kids. He reads dictionaries for fun, and, upon discovering frogs in his bed at camp, reacts with academic interest: "Amphibians. How fascinating." The Brain loves to eat and once dressed up as a baked potato for Halloween. He's also good at sports, to which he brings his superior knowledge of psychology and physics. The Brain is colorblind, left-handed, and plays the cello in the school orchestra.

Take Your Kids To Work Day

Binky at the Printing Press

Binky is helping his dad at the printing press, putting letters on the computer. Binky has been at it for a while, but he left out the words he couldn't spell. Spell out the missing words to complete the sentences on the screen. If you finish all three levels, you'll get to solve a riddle.

To play, read the sentences to figure out the missing words, using the pictures as hints. To spell out the missing words, click and move the letters from the bottom of the screen to the missing spaces in each sentence.
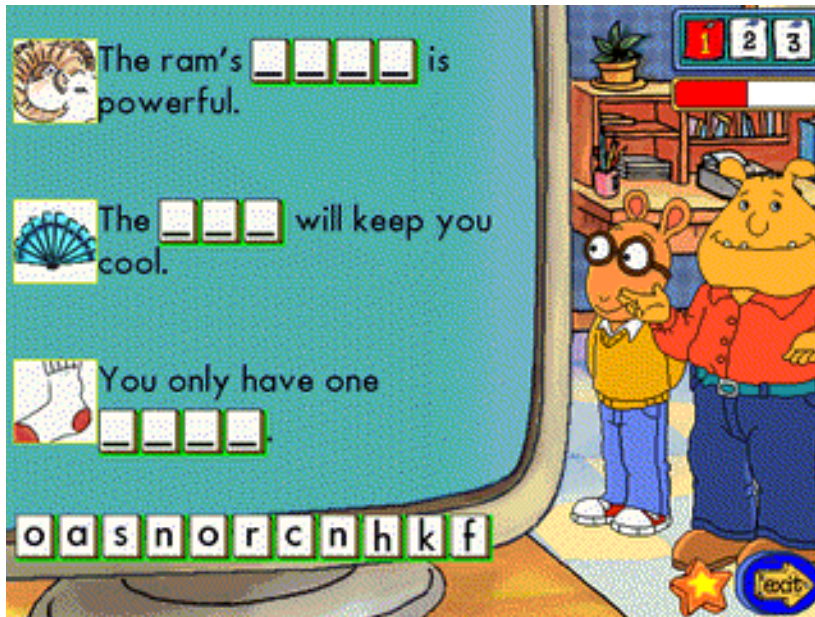
Skills
- Reading
- Spelling
- Building Vocabulary
- Associating words with pictures

Levels
1. Missing word has 3 letters; the clue is a picture.
2. Missing word has 4–5 letters; the clue is a picture.
3. Missing word has 4–7 letters; the clue is a picture, and the reward for spelling 3 words is a riddle.

Arthur's Main Course

Arthur's dad is catering a big party. He needs Arthur's help to set up lunch trays for all the guests! As you fill the trays, make sure that all of them contain the same (or similar) items—main course, fruit, vegetable, and drink—and in the same arrangement on each tray.

To fill the trays, click and move foods from the shelf on the left to the trays on the table. Pay attention to patterns—which space on the tray contains the main course, which space contains the vegetable, and so on. If you need a clue, click on Arthur.

Skills
- Patterning
- Categorizing

Levels
1. Identify one missing item for each lunch; each tray should be identical.
2. Identify two missing items for each lunch; the trays should have one item from each food group.
3. Identify two or more missing items for each lunch; the trays should have one item from each food group.

Buster's Editorial Notes

Buster's helping his mom with her job at the newspaper. Writing headlines is part of her job as editor, and Buster needs to complete the day's headlines. His mom has left notes on a pad to help him fill in the missing words.

To play, look at the note on the easel. It shows a word and a matching rule. To make a match, click on a word on the paper pad next to Arthur. To hear Buster read a word, move your cursor over the word. For help, click on Arthur.

Skills
- Rhyming words
- Identifying Antonyms
- Identifying Synonyms

Levels
1. Choose from 3 different words to find a rhyming word.
2. Choose from 4 different words to find an antonym.
3. Choose from 5 different words to find a synonym.

Francine's Museum Tour

Francine is leading tours through the museum, just like her mom, except for one problem: Francine doesn't know everything about the artifacts she's supposed to describe! It's up to you to help her by reading descriptions in the guidebook and pointing out each of the artifacts described.

Read the description in the guidebook on the left. Then click on the artifact at the right that fits that description.
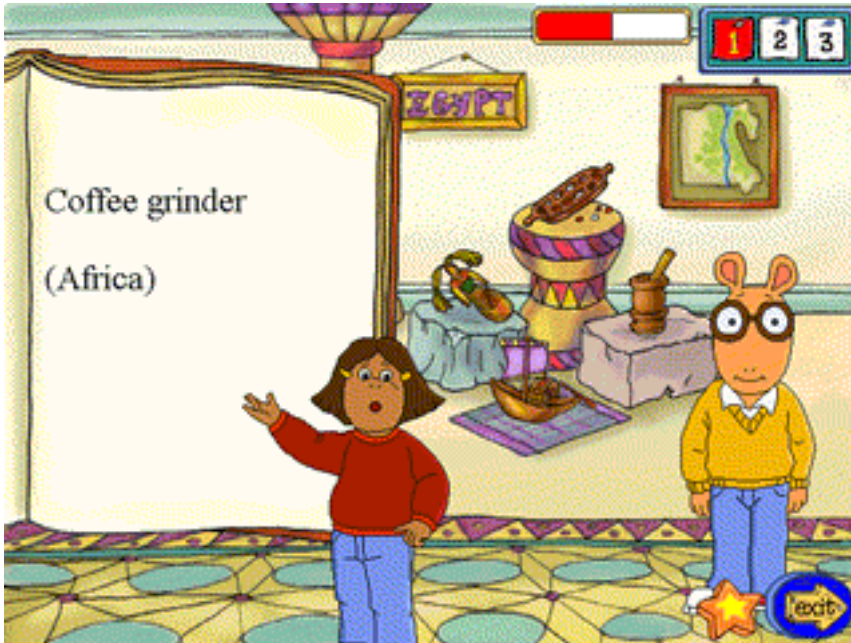
Skills
- Reading comprehension
- Identifying objects from clues

Levels
1. The guidebook specifies the object by name.
2. The guidebook gives a descriptive clue about the object.
3. The guidebook gives a more complex description of the object.

The Brain's Exhausting Pipe Job

The Brain is helping out in his dad's garage, and would like you to hand him the pipes and bolts he asks for. Use the ruler and tape measure to give him parts of the size he requests.

Listen to The Brain tell you what size bolt or pipe to hand him. (Pay attention to the name of the part and to the size!) The bolts are on the left, while the pipes are on the right. Using the ruler next to the parts, figure out which bolt or pipe to hand him. To hand over the part, click on it and move it toward The Brain. (Click again to hand the object to The Brain.) If you want to switch between metric units and English units, click on the tape measure in the upper-left corner.
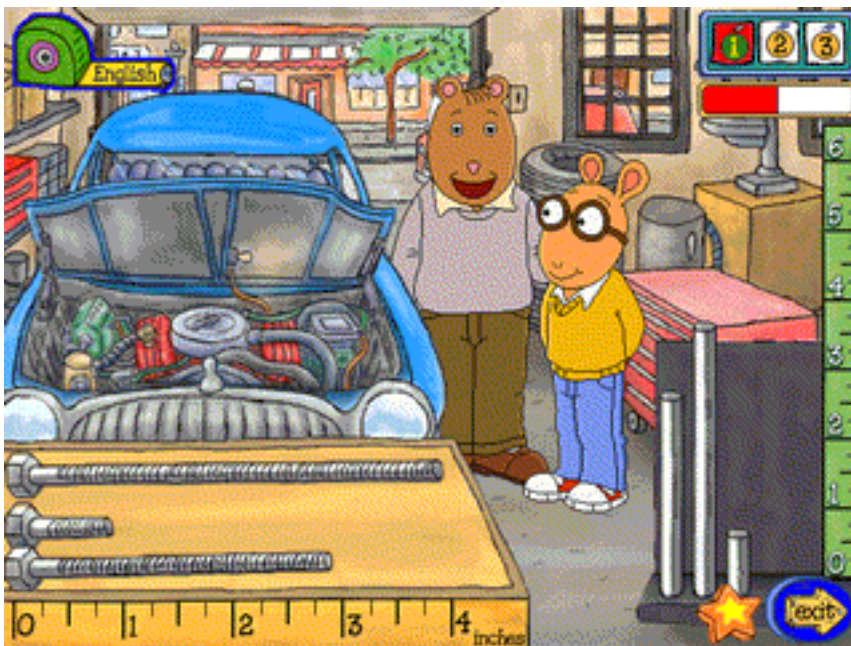
Skills

- Measuring

Levels

1. Choose from 3 pipes and 3 bolts; clues involve only whole numbers.
2. Choose from 4 pipes and 4 bolts; clues involve fractions
3. Choose from 5 pipes and 5 bolts; clues involve "less than" and "more than".

D.W. Figures

D.W. wants to get in on Take Your Kids to Work Day. Being good at counting, she figures she is well on her way to being an accountant, just like her mom! While she can count the jelly beans that spill onto the table, she'll need your help in adding and subtracting them.

Look at the math problem shown on the notebook at the left of the screen. Then use the keyboard to type in your answer to the problem. For help, click on Arthur.

Skills

- Adding
- Carrying and Borrowing
- Subtracting
- Following Directions

Levels

1. Addition with numbers up to 100.
2. Addition and subtraction with numbers up to 200.
3. Addition and subtraction with numbers up to 400.

Muffy's Race

Muffy's dad owns Crosswire Motors. It's a big company that needs to deliver cars to customers all over the country. This job gives Muffy and Arthur a chance to race some cars across a map of the United States! Follow the clues to be the first to move your car to its destination.

If you're playing by yourself, click on the one-player option. If you're playing with a friend, click on the two-player option.

Listen to the clue about which square on the map you can move to. The clue might tell you the direction of the square (such as east) or what's in the square (such as a river). Find a square on the map that fits the clue and click on it. You can only move to a square that is right next to the square you're on.

Skills

- Listening
- Reading
- Identifying direction (North, South, East, West)

Levels

1. Each clue contains one piece of geographic information.
2. Each clue contains two pieces of geographic information.
3. Each clue contains three pieces of geographic information.

Surprise Activity #1: Someone's Missing

One of Arthur's friends was feeling left out, and thought it would be fun to hide from you! Find the missing friend by reading the clues that Arthur gives you.

After you've read each clue on the clue cards, use the arrow keys on the keyboard to move closer to the missing friend.

Click on a building to see what it is.

To see an earlier clue, click on the left and right arrows to scroll through the clues displayed on the bottom part of the screen.

Skills
- Using Logic
- Understanding Spatial relations
- Reading

Surprise Activity #2: Arthur's Time Trouble

Mr. Ratburn throws one last challenge Arthur's way: he wants Arthur to complete a chart showing the times Arthur and his friends completed their tasks. To help Arthur, place the pictures of clocks next to the times written on the blackboard so they match.

Look at the times written on the blackboard. When you find a clock that displays the same time, click on that clock and move it to the correct empty spot next to the blackboard.
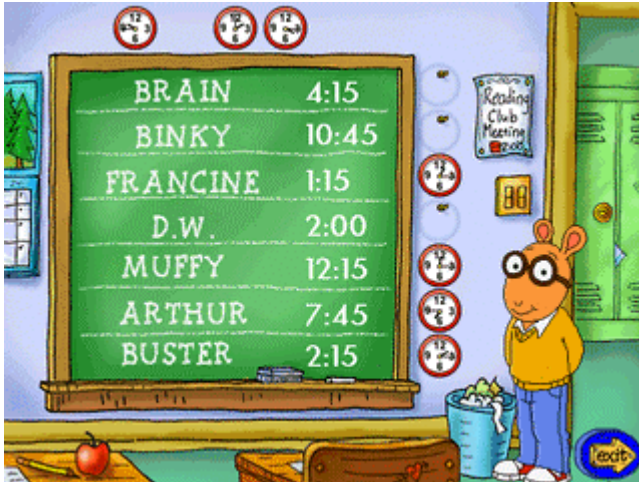
Skills

- Telling time
- Recognizing analog and digital displays of time

Reward Activities

Five-in-a-Row

It's a battle between the ants and the ladybugs! Choose your side and try to get five-in-a-row. The bugs can be placed in any direction: horizontally, vertically or diagonally. The team to get five-in-a-row first, wins the round.

Maze Daze

It's a maze! Use the arrow keys on your keyboard to help the zookeeper walk through the maze. When you get close to an animal, time your moves carefully so the animal won't surprise you with anything!

Bionic Bunny Bubble Attack

Asteroids in the form of bubbles are flying around in space. Some are on a collision course with you! Use the arrow keys on your keyboard to position the shooter and the spacebar to shoot the bubbles.

Activity Center

Card Creator

Decorate a greeting card and write a message in it! When you're done, you can print it out to give to someone.
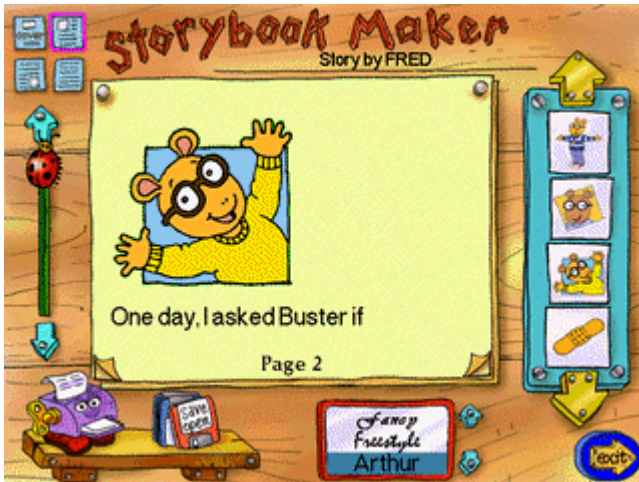

How to Play

1. To choose the picture that will appear on the front of your card, click on a picture on the left side of the screen. If you change your mind, just click on a new picture.
2. You can either choose from a list of messages OR write your own. To choose from a list of messages, do the following:
   - Click on the Choose button at the bottom of the screen.
   - Click on the messages on the bottom of the screen to choose the one you like.
   - Click on the arrow buttons to see more messages.
3. To write your own message, do the following:
   - Click on the Write button.
   - Type the words of your message.
   - When you've finished your message, click on the different types of print on the bottom of the screen to choose the one you like best.
   - Use the backspace key if you want to erase a word.
4. To start decorating your card, click on the up and down arrows on the right side of the screen to see the pictures you can choose from.
5. Click and move the picture you like to the corner of the card where you want to put it.
6. If you want to erase a picture, just click on the eraser button at the bottom of the screen and then click on the picture you want to erase.
7. When you're done with your card, click on the printer button to print it out.
8. Fold the printout to make a card.

Skills

- Categorizing
- Reading
- Creativity
- Keyboarding

Storybook Maker

Write a story and choose pictures for it. When you're done with your story, you can print it out and put it together like a book!

How to Play

1. Click on the up and down arrows on the right side of the screen to see the pictures you can choose for your book cover.
2. To choose the picture you like, click on it.
3. If you want to see the whole page you're working on, click and move the ladybug on the left side of the screen up or down.
4. When prompted, type a title for your story.
5. After you've typed your title, click on the up and down arrows at the bottom of the screen to see the different kinds of fonts you can choose from. Then click the one you like best.
6. When you're ready to write your story, click on the bottom right corner of the paper to go to the first page.
7. To choose how you want your page to look, click on the pictures of the pages at the top left of the screen.
   You can have a picture at the top of the page, at the bottom of the page, or no pictures at all—just writing.
8. If you want a picture on the page, click on the picture you want from the choices on the right side of the screen. If you change your mind, just click on a new picture.
9. Start writing your story. If you make a mistake, use the backspace key to erase it. If you want to change the font, click on the new kind of print you want at the bottom of the screen.
10. When you're done with a page, click on the bottom right corner of the paper to go to the next page. To go back to check other pages of your story, click on the bottom left corner of the paper.
11. When you're done writing your story, click on the Print button to print it out.
12. To put your storybook together, fold all pages along the dotted lines with the printed side facing out.

13. Open the "cover/back" sheet part way.
14. Starting with Page 1, insert all of your folded story page inside the cover.
15. Push the pages all the way into the cover so that they meet at the cover's spine.
16. Staple on the 3 solid lines on the left of the front cover.
17. Your storybook is done and ready to read!

Skills
- Writing
- Creativity
- Keyboarding
- Following Directions

Print Activities

Choose from fun things to print out and do when away from the computer!

How to Play
1. Click on the name of the category to choose what type of activity you want to play.
   You can choose from four categories: Cut & Paste, Color & Learn, Puzzles & Games, and More Fun!
2. Click on the up and down arrows next to the activity area to see all of the fun activities that you can print out.
3. When you find an activity that looks interesting, click on the Print button to print it out.

Skills
- Telling time
- Following directions
- Adding
- Subtracting

- Completing sentences
- Telling a story
- Writing
- Logic
- Experimenting with science
- Forming compound words
- Animating pictures
- Learning about recycling
- Nutrition
- Art/creativity
- Fine motor skills
- Learning about Safety

Troubleshooting

If one of our CDs is causing you problems, try the general troubleshooting tips below. If you still have problems, please contact our Technical Support Department at **http://support.learningco.com**

Note: This program requires that the disc be in the CD-ROM drive at all times when in use.

Windows® Troubleshooting

Problem: Your computer is having trouble reading the CD-ROM.

Symptoms: There are sudden changes in performance, or error messages such as the following appear:

>   "Cannot read from drive 'D:'"
>   "Error reading from CD-ROM"
>   "A serious CD error has occurred"

Possible Cause: The disc may be damaged or dirty.

Solution: Check your disc for fingerprints, scratches, or smudges. To check your disc, hold its shiny side up to a bright light. If you find your disc is dirty, you can clean it with a soft cotton cloth. If necessary, you may also use a damp cloth. If your disc becomes damaged, refer to our replacement policy in the warranty section of the user's guide.

Problem: You are experiencing difficulty installing the program.

Possible cause: Other programs may be running while attempting to install this product.

Solution: First, make sure there are no other programs running. Press ALT+TAB to check for other programs running. If there are other programs running, please quit them before proceeding with installation.

Possible cause: Some problems may be specific to the setup screen used for installation.

Solution: Try avoiding that aspect of the installation by using your computer's RUN command to manually install the product:

1. Click on START.
2. Click on RUN.
3. Type the following command: D:\install_setup.exe (substitute the correct letter if your CD drive is other than "D").

Problem: The video or display of one of our activities does not seem right, or you are getting an error message concerning display or video.

Possible Cause: Your computer has out-dated or corrupted video drivers.

Solution: Re-install the video drivers using the discs that came with your computer and/or video card. If you do not possess discs with the video drivers you require,

contact your computer or video card manufacturer, as they are most qualified to help you update your video drivers.

Possible Cause: Your monitor's color depth setting is not set to 256 colors, or your screen's resolution is not set to 640x480 pixels.

Solution: Adjust your monitor's display settings. Try the following:

1. Click the right mouse button on your Windows' Desktop screen.
2. Select PROPERTIES.
3. Click on the SETTINGS tab. This will show the current color and screen settings.
4. Change your color depth setting to 256 colors, and/or your screen resolution depth to 640x480. Click OK.

   Finding out who makes your video card:

1. Locate the My Computer Icon on your desktop.
2. Click once to highlight it, and then click one time on the right mouse button.
3. Select PROPERTIES.
4. Click on the DEVICE MANAGER tab.
5. Double-click on the Display Adapters line. The name of your video card will appear below the Display Adapters line.
6. To find out more about your video drivers, click on the name of your video card and then click on the PROPERTIES button at the bottom of the screen.
7. Please contact the manufacturer. Never attempt to change these settings unless you know how to do so.

Problem: There is no sound, or there is distorted sound.

Possible cause: Your sound card's settings are improperly set.

Solution: First, check the following setting. If that fails to help, you will need to contact your sound card manufacturer. It may help to increase the size of your sound buffer:

1. Go to START, then SETTINGS, then CONTROL PANEL.
2. Double-click on the MULTIMEDIA icon.
3. Click on the Advanced tab, then double-click on MEDIA CONTROL DEVICES.
4. Double click on WAVE AUDIO DEVICE.
5. Click on the SETTINGS button; turn the dial so that the sound buffer is set to 8.

Possible cause: There is no sound card present.

Solution: Our programs require a sound card. If you do not currently have one, see your local computer retailer for a compatible sound card.

   Should you need to contact your sound card manufacturer, the following information will help you get the information you need, as well as supply the information they will need.

1. Your sound card IRQ (Interrupt Request) should be set to either 5 or 7.
2. Our programs are designed to recognize these settings first. Your sound card manufacturer can help you change your IRQ setting.
3. Make sure you are working with the most current sound driver available for your sound card. Your computer or sound card manufacturer can help you update your sound driver.

Problem: You are experiencing problems printing.

Possible cause: There is not enough virtual memory for the program to print. You may need to allocate more virtual memory.

Solution: To allocate more virtual memory to your computer, please do the following:

In Windows 95, hard drive space is automatically used by the operating system for virtual memory use. If you run out of virtual memory, free up more hard drive space on your computer.

For best performance, wait until your system has finished printing before using other parts of the program, or printing other print jobs from this program.

Macintosh® Troubleshooting

If you have trouble with your software, make sure your computer meets the System Requirements and check the troubleshooting information below for advice. If you still need help contact our TLC Support Department at **http://support.learningco.com**

Note: This program requires that the disc be in the CD-ROM drive at all times when in use.

Problem: The sound is choppy or the program's performance is slow.
Possible Cause: Virtual Memory may be turned on, or RAM Doubler may be installed.
Solution: Open the Control Panels Folder in your System Folder and double-click on the "Memory" icon. Turn virtual memory off by clicking on the "off" button and restart your computer. If your RAM Doubler is enabled, remove the RAM Doubler extension from the Extensions Folder in your System Folder. You may also disable RAM Doubler by holding down the Escape key (Esc) while your system is booting. (The next time you restart your system, RAM Doubler will load again.)

Problem: You get an error message saying there is not enough memory to run the program.
Possible Cause: You do not have enough memory available to run the program.
Solution: Make more memory available by disabling certain System Extensions in your System Folder. Please consult your Macintosh documentation for instructions on how to do so.
Possible Cause: Applications other than this Arthur application are running.
Solution: Quit the program and exit all other programs, including screen savers. Then try launching the program again.

Problem: You get the error message: "Error Type 11".
Possible Cause: You do not have enough memory available to run the program.
Solution: Make more memory available by disabling certain System Extensions in your System Folder. Please consult your Macintosh documentation for instructions on how to do so.
Possible Cause: In Macintosh operating systems that use Modern Memory Manager, this control panel may not be allocating enough memory to the program to allow it to play.

Solution: Quit this Arthur program and exit all other programs. Turn Modern Memory Manager off in your Memory control panel. Please consult your Macintosh documentation for instructions on how to do so.

Problem: You receive the error message: "The disk could not be put away, because it contains items that are in use."
Possible Cause: You have opened the Help file and the QuickHelp application is still running from the CD.

Solution: Click on the Mac icon in the upper right corner of your screen. Select "QuickHelp 4.3.5" from the menu that appears. Then click on the File menu in the upper left corner of your screen. Select "Quit" from the menu. You may now drag your Arthur CD icon to the Trash to eject it.

Problem: On OS X, the program does not display at full screen.
Possible cause: You may be running OS 10.0.1 or OS 10.0.2.

Solution: Upgrade to OS 10.0.3. On older OS X systems, the game will play in a window

Credits

Version 2.0 Produced by The Learning Company

Senior Producer
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Producer
John Wright

Associate Producer
Marissa Rocha

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Solveig M. Pederson
Nancy Wood

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Senior Brand Manager
Vandana Mehra

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Mark Plummer
Braulio Tijerino

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Brian Burge

Composers
Alan Nu
David Nolan

Voice Talent & Casting Director
Jim Foote

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Darrell Fetzer

Production Engineer
Gregory Kitamura

Operations Specialist
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Mez Designs

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V.P. of Engineering
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Additional Thanks
All the kid testers and their parents who provided invaluable feedback during development

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Sunny Macmillan

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Derek Sorrentino - Mr. Ratburn, Bionic Bunny, and Buster
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Shoshana Bush - D.W.
Kristina Muhlker - Francine

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Version 1.0 Developed by Presage Studios

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Fred Royal

Associate Producer
Melissa Nagy

Credits (continued)

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Simone Pia

Programmers for Disk One
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Gunnar Proppe
Andrew Howat, Fluid
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Lead Programmer for Disc 2
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Sound Design
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Voice Coach
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Voice Talent
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Shoshana Bush-D.W.
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Nikki Rapp-Muffy, Buster's mom
Kristina Muhlker-Francine, Brain's mom
Matt Walters-Mr. Ratburn, Francine's Dad

Juliette Tibbetts-Francine's mom
Irene Mulderrig-Grandma Thora
Robin Arthur-Binky, Mr.Gumdrop
Dave Boat-Brain's Dad
Keith Davis-Mr. Glass
Derek Sorrentino-Buster, Mr. Crosswire, Mr. Grumpbone, Arthur's Dad

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Fred Royal

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Wendy Wibbens – First Grade
Derek Sorrentino – Second Grade
Lauren Sidle\ Fred Royal- Disk Two

Educational Consultants
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Lauren Sidle

Special Thanks
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Josine La Monica
Kelly Free
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