

©1991 American Interactive Media, Inc.
and Rabbit Ears Productions, Inc.
All rights reserved.

EXITING THE DISC

You can exit the disc by selecting the Open Hand from the Wizard's Section.

SPECIAL FEATURES

Getting Around Quickly

When the disc first starts, you can interrupt the Wizard's introduction and go immediately to the Wizard's Section by pressing any action button on the controller.

When entering the Games or the Parent's Notes you can make selections by interrupting the Wizard at any time.

Additional Features

•Screen dimming

If the controller joystick has not been moved for 30 minutes the screen images will dim. To see the screen again, simply move the controller joystick in any direction and you will restore the images.

You can access the Parent's Notes Section at any time by selecting the Envelope from the Wizard's Section. Within this section you can adjust and customize the characteristics of the disc, get background information on the story and learn about story-based activities for the whole family to enjoy.

Age Level

You can customize the sophistication level of the Games to reflect the age of the child using the disc: ages 4 and younger or ages 5 and older. To adjust the setting, position the Star over the Age Level area and press an action button on your controller. The yellow line tells you which option has been selected.

Audio Prompts

Audio prompts tell you what the different "hot spots" on the screen will do. When you move your Star over the hot spot you will hear a voice telling you what you will get if you click the action button on your controller.

You can turn the audio prompts on or off, whichever you prefer. Just position the Star over the Audio Prompt area and press an action button on your controller. The yellow line tells you which option has been selected.

Story Text

You can choose to have the text of the story visible on the screen while the story is playing. To change the setting, position the Star over the Story Text area and press an action button on your controller. The yellow line tells you which option has been selected.

Wizard's Hat

Select this to leave the Parent's Notes Section and return to the Wizard's Section.

Story Background

This section lets you read background information about the story. The text is not narrated. Directional arrows allow you to move forward or backward. The open Envelope is always available so you may return to the Parent's Notes Section at any time.

Activities

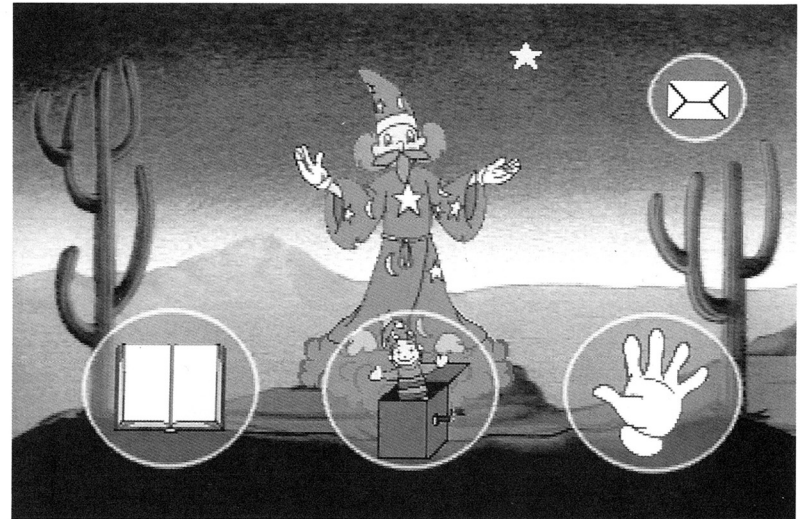
This section provides activities that the family can enjoy together. The directional arrows allow you to move forward and backward through the pages of information. The open Envelope is always available so you may return to the Parent's Notes Section at any time.

Welcome to Storybook Adventures, a series of classic stories for children narrated, illustrated and scored by top artists.

Each CD-I disc in the series offers many exciting interactive features in addition to the story itself. You can get background on the story, or choose to see text on the screen while the story is playing. You can play games geared to the age group you select. There are even suggested activities related to the story.

So watch the story, play the games, and have fun with Storybook Adventures.

WIZARD'S SECTION



The Wizard is your host for all of the Storybook Adventures. Once he finishes his introduction, you will be in the Wizard's Section. From here you can:

- select the Book to hear the story
- select the Jack in the Box to play games
- select the Open Hand ("Bye Bye") to exit the disc
- select the Envelope to get Parent's Notes

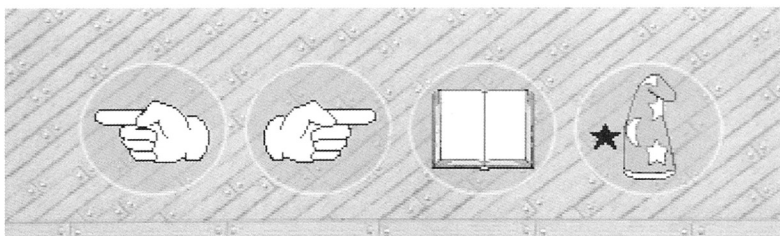
With your controller you can move the Star on the screen. The Star lets you make changes and move around the disc. Whenever the Star is over a "hot spot," or an item you can select, it will be blue instead of yellow. To select an item, move the Star over it. When the Star turns blue, press an action button on your controller.

THE STORY

When you select the book the story will begin, and will continue until you interrupt it, or until it ends.

Interrupting the Story

Stop the story at any time by pressing an action button on your controller. This will bring down the Control Bar.



Control Bar

Once the story has stopped, you can:

- Select the open book to resume the story from where you left off.

- Skip Back in the story by selecting the hand pointing to the left. Every time you select Skip Back, it will move you backward in the story approximately 30 seconds. By pressing the action button on your controller and holding it over Skip Back, the story will continue to skip backward until you release the button. Once you've found where you'd like to resume the story, select the Book to start the story from that point.

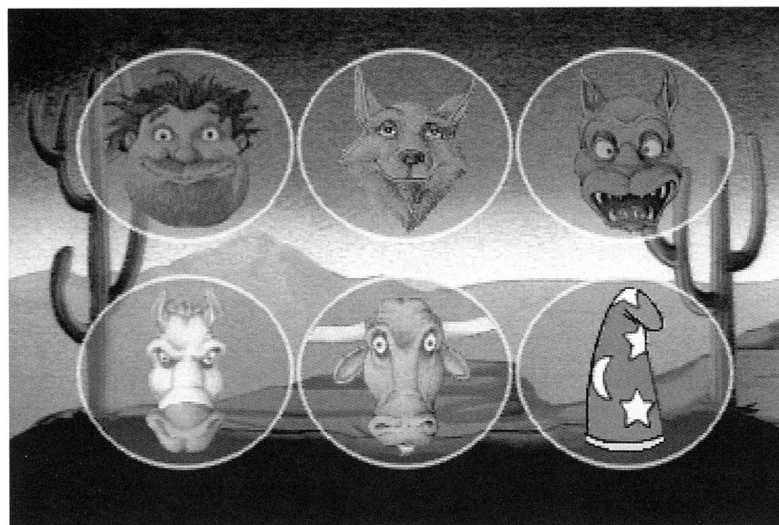
- Skip Ahead in the story by selecting the hand pointing to the right. Every time you select Skip Ahead, it will move you forward in the story approximately 30 seconds. By pressing the controller button down and holding it over Skip Ahead, it will continue to skip forward until you release it. Once you've found where you'd like to resume the story, select the Book to start the story from that point.

- Return to the Wizard's Section by selecting the Wizard's hat.

End of the Story

When the story is finished, you will automatically be returned to the Wizard's Section.

THE GAMES



In the Games Section, there are 5 pictures from the story, as well as the Wizard's Hat. Each picture in the Games Section represents a different game. In addition, the games change depending on the age group selected. See "Age Level" on page 5 for further information. Selecting the Wizard's hat returns you to the Wizard's Section.

PARENT'S NOTES

