Sesame Street Toddlers Deluxe

Click on a topic below for more information.

Getting Started

Options Screen

Parent's Guide

Disk 1: Art Workshop

Disk 2: Letters

Disk 3: Numbers

Troubleshooting

Technical Support

Getting Started

Check the *System Requirements* below to make sure your computer system is compatible with *Sesame Street Toddlers Deluxe.* If your system meets these requirements and you experience any difficulty installing or running our software, please refer to the *Troubleshooting* section at the end of this help file.

NOTE: Multi-tasking is not supported while running *Sesame Street Toddlers Deluxe.* We strongly recommend that you quit any open applications before running the game.

System Requirements

- 486/25 MHz processor or faster
- 8 MB RAM minimum
- 3 MB free hard disk space
- MS-DOS® 5.0 or higher & Windows 3.1 **or** Windows 95
- Double-speed CD-ROM drive or faster
- SVGA video card capable of 640 x 480 with 256 colors
- Windows compatible sound card
- Mouse

Windows 3.1 Install

Windows 95 Install

Windows 3.1 Users

Installing the Program
1. Start Windows 3.1 and insert the *Toddlers Deluxe* Disk1 *(Art Workshop)* CD into your CD drive.
2. From the Program Manager, open the File menu and select RUN.
3. In the Command Line box, type **d:\setup** (substitute the correct letter of your CD drive if other than 'D:'), then click OK.
4. You will be asked if you would like to install. Select **YES.**
5. The installation process creates a Creative Wonders program group and copies the *Toddlers Deluxe* icon into the program group.

NOTE: *Toddlers Deluxe* requires WinG and Win32S to run. If the Installation program does not detect these applications on your computer, WinG and Win32S will be installed automatically. Follow the on-screen prompts to complete installation.

Starting the Program
1. Start Windows 3.1 and insert the *Toddlers Deluxe CD* of your choice   into   your CD drive.
2. From the Program Manager, open the Creative Wonders program group, then double-click the *Toddlers Deluxe* icon. The *Toddlers Deluxe* options screen appears. From the options screen, you can play the CD currently in the computer, as well as access these additional features: Parent's Guide, Help, Demos and Un-install.

NOTE: One of the *Toddlers Deluxe* CDs must be in your computer's CD drive at all times during installation and gameplay.

Windows 95 Users

Installing the Program
1. Start Windows 95 and insert the *Toddlers Deluxe* Disk 1 *(Art Workshop)* CD into your CD drive.
   - **Systems with Autoplay**:   A dialogue box appears asking if you would like to install.
   - **Systems without Autoplay**:   From the Start menu, choose RUN, type **d:\setup** in the Command Line box, then click OK (substitute the correct letter of your CD drive if other than 'D:'). The install dialogue box appears.
2. Click on **YES** to begin installation.
3. The installation process creates a Creative Wonders program group and copies the *Toddlers Deluxe* icon into the program group.

Starting the Program
1. Start Windows 95 and insert the *Toddlers Deluxe* CD of your choice into your CD drive.
   - **Systems with Autoplay**:   The *Toddlers Deluxe* Options screen appears.
   - **Systems without Autoplay**:   From the Start menu, choose PROGRAMS, CREATIVE WONDERS, then *Toddlers Deluxe.* The options screen appears.
2. From the options screen, you can play the CD currently in the computer. as well as access these additional features: Parent's Guide, Help, Demos, and Un-Install features.

NOTE: One of the *Toddlers Deluxe* CDs must be in your computer's CD drive at all times during installation and gameplay.

Toddlers Deluxe Options Screen

Installation and Play Options:

Play!
Click the **Play!** button to begin the game on the CD currently in your computer.

Parent's Guide
Select this button to go to the Parent's Guide. For more information, see Parent's Guide.

Help
Click the **Help** button to bring up the *Toddlers Deluxe* interactive help file.

Demos
Click the **Demos** button to see a full line up of exciting and educational products from Creative Wonders.

Un-Install
If you ever need to delete the game, just click the **Un-Install** button.

Quit
When you're finished playing *Toddlers Deluxe*, click the **Quit** button to close the options screen and return to Windows.

Parent's Guide

Information in the Parent's Guide is brought to you by Creative Wonders.The Parent's Guide includes three interactive sections that will help you make the most of your experience with *Toddlers Deluxe*.

Expert's Corner -   Contains a message from Children's Television Workshop.
Parent's Corner -   Provides tips on playing *Toddlers Deluxe* with your child at the computer.
Skill Chart -   Provides insight into the activities, levels and skills in *Toddlers Deluxe*.

Come and Play!

Join your favorite friends on Sesame Street in a game where you learn about numbers while   having fun! There are many different places to visit, games to play, songs to sing, and stories to hear. With pal Elmo as your guide, explore the neighborhood and visit with the whole Sesame Street crew.

[Getting Around the Neighborhood](#)
[Learning Games](#)

Getting Around the Neighborhood

The star on your screen shows you where you are. You move the star with your mouse—when the mouse moves, the star moves too. The star is gold when you're moving it around, exploring Sesame Street, or when you're playing the radio. The star turns purple when you're playing an activity with one of the Sesame Street characters, and it changes to white when you're watching TV.

To move around the neighborhood, move the mouse in the direction you want to go. The star moves in the same direction.   Look for the Sparkles.   As you explore Sesame Street and move over objects and characters, you notice sparkles. These sparkles let you know that you can talk to a character, find out more about an object, or play one of the many activities.

Whenever you see the sparkles, click (press) the mouse button. Something exciting is sure to begin! Sometimes clicking the mouse button again makes something different happen.

Learning Games

Disk 3: Numbers

On Sesame Street with Elmo

Elmo acts as your guide on Sesame Street, and he also has a very special game to play with you—The Present Game!

This activity teaches counting and number identification skills.

To Play the Present Game:
1. Find the big pink and blue present on Sesame Street. Move the star over the present, and click the mouse button. The present magically opens up. Elmo asks you to fill the present with a number of things—he tells you just how many things he wants.
2. Move the star around Sesame Street.   When something   sparkles, click the mouse button, and "POOF," it lands in the present!
3. When you're done, move the star to the present's lid, and click again. You give the present to Elmo (Elmo loves presents!), and he counts the things you've found.
4.   If you haven't given Elmo the number of things he has asked for, then you get to try again. If you do give Elmo the number of things he wanted, you're in for a show of fireworks!

To stop the game at any time, click on the STOP sign.

Disk 3: Numbers

Bert and Ernie's

Ernie has hidden Bert's paper clip collection! Help Bert find his paper clips hidden underneath and behind things in their home.

In this activity, children learn to identify, compare, and classify objects according to physical characteristics.

To Play the Paper Clip Game:
1. Move the star over to Ernie and click on him. Ernie gives you clues about where the paper clips are hidden.
2. Using the clues as your guide, move your star around their home. When the star moves over an object that fits Ernie's clue, click on it.
3. After you make three choices, Bert counts the paper clips you have found. Good Job!

To stop the game at any time, click on the STOP sign.

Disk 3: Numbers

Big Bird's Nest

Big Bird hides his birdseed and you get to find it. Hunt for the box of seed all around his nest. Big Bird lets you know how close you are to finding the birdseed with his spoken clues. He'll say things like "You're very near the birdseed," until you find it. Happy Hunting!

This activity reinforces listening and deductive reasoning skills, as well as the concepts of near and far.

To Play the Near and Far Game:
1. Move the star over to Big Bird, and click on him. Big Bird explains the game, and gets you started.
2. Use the star to move over an object in Big Bird's nest, then click on it. Keep trying until you find the birdseed.

To stop the game at any time, click on the STOP sign.

Disk 3: Numbers

The Count's Castle

Bats are hiding in the castle, and the Count gives you clues to find them. Remember, the numbers hold the key!

Elementary addition and subtraction skills are emphasized in this activity.

To Play "I've Got Your Number" with the Count:
1. Move the star over to the Count, and click on him. The Count explains that his bats are hiding behind one of the numbers in his castle. He gives you clues to find them.
2. Move the star around the castle until you see the number you want. Move the star over the number and click on it. If you've chosen the number the Count wants, you find the bats! If not, the Count helps you find the one he wants. The Count is counting on you!

To stop the game at any time, click on the STOP sign.

Disk 3: Numbers

Storybooks, Radios, Televisions, and Phones

Each Sesame Street pal has a storybook, radio, television, and telephone in their home.   Click on an item below for more information.

[Storybooks](#)
[Radios](#)
[Televisions](#)
[Telephones](#)

Disk 3: Numbers

Storybooks

Open a storybook and enter a whole new world of stories about your Sesame Street pals.
- To hear a great story, click on a storybook. The book opens, and the story begins.
- To page forward, click on the open book.
- To close the book and end the story early, click on the STOP sign.

Disk 3: Numbers

Radios

The radios play your favorite music and songs from the Sesame Street show!

- To turn on a radio, click on it. The radio grows larger and begins playing a song or announcement.
- To change channels, move the star over one of the three colorful buttons, and click the mouse button.
- To turn off the radio, click on the STOP sign.

Disk 3: Numbers

Televisions

Each television plays a number of actual videos from the Sesame Street show.

- To turn on a television, move the star over it and click the mouse button. The television grows larger, and a video begins to play.
- To change channels, move the star over one of the three colorful buttons, and click the mouse button.
- To turn off the television, click on the STOP sign.

Disk 3: Numbers

Telephones

Talk to your favorite characters on the phone. Big Bird, Bert and Ernie, the Count, and Elmo all want to hear from you!

- When you hear a phone ring, it means one of the Sesame Street pals wants to speak with you. Move the star over the telephone, and click the mouse button.
- You can also call one of your friends whenever you like. Move the star over a telephone, and click the mouse button. The Telephone opens up to show you the pals you can call. Click on the pal with whom you wish to speak.

Come and Play!

Join your favorite friends on Sesame Street in a game where you learn about letters while you're having fun! There are many different places to visit, games to play, songs to sing, and stories to hear. With your pals Oscar and Telly as hosts, explore the neighborhood and visit with the whole Sesame Street crew.

[Getting Around The Neighborhood](#)
[Learning Games](#)

Getting Around the Neighborhood

The star on your screen shows you where you are. You move the star with your mouse—when the mouse moves, the star moves too. The star is gold when you're moving it around, exploring Sesame Street, or when you're playing the radio. The star turns purple when you're playing an activity with one of the Sesame Street characters, and it changes to white when you're watching TV.

To move around the neighborhood, move the mouse in the direction you want to go. The star moves in the same direction.

Look for the Sparkles

As you explore Sesame Street and move over objects and characters, you notice sparkles. These sparkles let you know that you can talk to a character, find out more about an object, or play one of the many activities.

Whenever you see the sparkles, click (press) the mouse button. Something exciting is sure to begin! Sometimes clicking the mouse button again makes something different happen.

Learning Games

Disk 2: Letters

On Sesame Street with Oscar and Telly

Oscar and Telly act as your guides on Sesame Street, and they have a very special game to play with you —The Trash Game!

This activity emphasizes letter, object, and sound identification skills.

To Play the Trash Game:
1. Find the green trash bag next to Oscar's trash can. Move the star over the bag, and click the mouse button. The trash bag empties garbage onto Sesame Street, but this garbage is special—it's full of letters and items! Oscar and Telly ask you to help them pick up the trash.
2. To pick up the trash, you must match a letter with an item, or vice versa. The letter you want matches the first letter of the name of the item. For example, if the item is a bottle, click on the bottle, then click on the letter "B". Oscar and Telly give you encouragement and help as you play the game.
3. Keep playing until all four items and letters have been matched and put back in the trash bag.

If you don't make a match, then you get to try again. You can pick the letter first and then try to match the item, or you can click an item first and match the letter.

To get a hint at any time, click on Oscar or Telly.
To stop the game at any time, click on the STOP sign.

Disk 2: Letters

Bert and Ernie's Apartment

Bert and Ernie live in the apartment at the center of Sesame Street. Click on the green door to pay them a visit. Bert and Ernie have a fun game to play with you that is all about shapes. When you go to their home, even the most familiar objects take on a whole new look!

In this activity, children learn to differentiate and become familiar with squares, triangles and circles.

To Play the Shape-O-Matic Game:
1. Move the star over to Ernie and click on him. Ernie tells you how to play the Shape-O-Matic game, and gets you going.
2. Move your star around their home. When the star moves over an object, click on it and see a magical transformation take place.
3. Keep clicking on different objects in their home to see what happens! Listen to what Bert and Ernie tell you about each shape.

To stop the game at any time, click on the STOP sign.

Disk 2: Letters

Big Bird's Nest

The blue door next to Oscar's trash can leads to Big Bird's nest. Click on the door and go right in. Big Bird loves to make poetry, and you can help him when you visit his nest. He wants to play his favorite game, "What's My Rhyme?" Before you know it, you'll be a poet, too!

This activity reinforces listening skills, and encourages children to compare words based on their sounds. They are also exposed to the sound of rhythm and meter that occurs in a simple rhyme.

To Play "What's My Rhyme?":
1. Move the star over Big Bird, and click on him. Big Bird recites the beginning of a rhyme and asks you to find the missing word that will complete it.
2. Use the star to move over an object in Big Bird's nest that you think will finish the rhyme, then click on it. If you click on an object that doesn't complete the rhyme, you can keep searching until you find the one that does.

To hear the rhyme again, click on Big Bird.
To stop the game at any time, click on the STOP sign.

Disk 2: Letters

Snuffy's Cave

Click on the door of Mr. Snuffalupagus's cave to pay him a visit. Snuffy enjoys your company, and while you're there, you can play "Snuffy Says". In this game, Snuffy says a sound, and then you find an object in his cave that starts with the same sound.

Phonetics and beginning reading and spelling skills are developed through this game.

To Play "Snuffy Says":
1. Move the star over to Snuffy, and click on him. Snuffy says a sound and you must find an object that starts with the same sound.
2. Move the star around the cave until you see the object you want. If you hold the star over an object without clicking, Snuffy says the name of the object.
3. Click on the object you think matches the sound Snuffy made. If you don't find the match right away, keep trying! Snuffy gives you help as you go along.

To stop the game at any time, click on the STOP sign.

Disk 2: Letters

Storybooks, Radios, Televisions, and Telephones

Each Sesame Street pal has a storybook, radio, television, and telephone in their home.

[Storybooks](#)
[Radios](#)
[Televisions](#)
[Telephones](#)

Disk 2: Letters

Storybooks

Open a storybook and enter a whole new world of stories about your Sesame Street pals.
- To hear a great story, click on a storybook. The book opens, and the story begins.
- To page forward, click on the open book.
- To close the book and end the story early, click on the STOP sign.

Disk 2: Letters

Radios

The radios play your favorite music and songs from the Sesame Street show!

- To turn on a radio, click on it. The radio grows larger and begins playing a song or announcement.
- To change channels, move the star over one of the three colorful buttons, and click the mouse button.
- To turn off the radio, click on the STOP sign.

Disk 2: Letters

Televisions

Each television plays a number of actual videos from the Sesame Street show.

- To turn on a television, move the star over it and click the mouse button. The television grows larger, and a video begins to play.
- To change channels, move the star over one of the three colorful buttons, and click the mouse button.
- To turn off the television, click on the STOP sign.

Disk 2: Letters

Telephones

Talk to your favorite characters on the phone. Big Bird, Bert and Ernie, Snuffy, Oscar, and Telly all want to hear from you!

- When you hear a phone ring, it means one of the Sesame Street pals wants to speak with you. Move the star over the telephone, and click the mouse button.
- You can also call one of your friends whenever you like. Move the star over a telephone, and click the mouse button. The Telephone opens up to show you the pals you can call. Click on the pal with whom you wish to speak.

Ending Your Visit

How to end your visit:
- When you want to stop playing an activity, just look for a STOP sign. Move the star over the sign, and click the mouse button.
- When you want to leave a pal's home (Big Bird's Nest for example), move the star over the door, and click the mouse button.
- When it's time to end your visit to Sesame Street, find the STOP sign near Snuffy's cave, move the star over it, and click the mouse button. Telly asks if you want to leave. With the star still over the sign, click again, and the credit screen appears. If you change your mind and choose not to quit, move the star to where you want to go.
- To end the game at any time, simultaneously press ALT and F4.

The next time you return to Sesame Street, look closely, because the street is always a little different!

Troubleshooting

If one of our CD's is causing problems, try the general troubleshooting tips below.   If you still have problems, check our Technical Support information in order to contact us.

General Problems Reading CD
Problems with Installation
Video Problems
Sound Problems
Lock-ups or Freezes
Guarantee

General Problems reading the CD:

If you're getting an error message which states 'cannot read from drive 'D:' or 'Error reading from CD-ROM,' then your disk is probably either dirty or damaged.   All of our programs require the disk to be in the CD-ROM drive and free of scratches and smudges.   If you find your disk is dirty, you can clean it with a soft cotton cloth.   If your disk becomes damaged, refer to our replacement policy in the warranty section of the manual.

Problems with Installation:

If you're having problems installing our programs, try going around potentially conflicting aspects of the installation by going to your run command and typing: d:\insdata_cwinst_.exe (where "d" is the letter of you CD-ROM drive).

Video Problems:

If the video or display of one of our games does not seem right or you're getting an error message concerning display or video, check the following:
- Make sure your color settings are set to 256 colors.
- Make sure you're working with the most current version driver available for your video card.   Your computer manufacturer or video card manufacturer can help you update your video driver.
- Make sure your screen resolution is set to 640x480, which is the resolution our games will run most easily under.

For Windows 3.1 users:
- If your system isn't already capable of running 32-bit games, our installation program will install **Win32s** onto your computer for you.   **Win32s** is a video application which allows 32 bit video to run on a 16 bit operating system.   If you try to run any of our programs and you receive an error message which refers to **Win32s**, then it's possible that **Win32s** wasn't correctly installed.   In this case, try reinstalling **Win32s** by going to your run command and typing the following command:
    d:\insdata\win32s\w3setup.exe (where "D" is the letter of your CD-ROM drive).

Sound Problems:

If you're getting absolutely no sound with any program you try to run, you probably need to contact your sound card manufacturer to make sure your sound card is correctly installed.

If you're getting no sound or distorted sound in any one of our programs, check the following:
- Make sure your sound card IRQ (Interrupt Request) is set to either 5 or 7, which is what our games are designed to recognize first.   Your sound card manufacturer can help you change your IRQ.
- Make sure you're working with the most current version driver available for your sound card.   Your computer manufacturer or sound card manufacturer can help you update your sound driver.
- It may help to increase the size of your sound buffer.   In **Windows 3.1**, access 'control panel' from your 'main' program group.   Choose the 'drivers' icon and find MCI Sound driver, then increase the sound buffer to 8.   In **Windows '95**, go to 'start,' then 'settings,' then 'control panel.'   Then, open the 'multimedia' icon, click on 'advanced,' double click on 'media control devices,' and then double click on 'wave audio device.'   Lastly, click on settings and then turn the dial you see so that your sound buffer is set to eight.

Lock-ups or Freezes:

If one of our programs is randomly locking up or freezing during play, try the following:
- Make sure your sound and video drivers are the most current versions available.   A lockup can occur when our program asks your computer to make a sound or display an image that it isn't prepared to make or display.
- Make sure the disk is clean and free of scratches.   A lockup can occur when your machine is asked to read a file which can't be read.
- In **Windows 3.1**, try increasing virtual memory.   You can do this by going to your 'main' program group, then double clicking on 'control panel,' opening '386 Enhanced,' and then clicking on 'virtual memory.'   Then, click on 'change,' and make sure your 'new' size equals your 'recommended' size before clicking on 'OK.'

Smiles Guaranteed!

If you are not completely satisfied with this product, Creative Wonders will happily refund your money. Simply return the full product, your dated receipt with the store name and location, and an explanation for the return, within 30 days. Limit 1 per household. Dealers, wholesalers and their families are not eligible.

If you have questions, please call 415-482-2400.

Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Creative Wonders
P.O. Box 9017
Redwood City, CA 94063-9017

Or contact us via electronic mail at: cwsupport@cwonders.com

Please be sure to include the following information in your letter:
- Product name
- Model and configuration of your computer
- Any additional system information
- Operating system version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 482-2400 Monday through Friday between 8:30 AM and 4:30 PM, Pacific Standard Time.

Troubleshooting

Welcome To Sesame Street Art Workshop

Welcome to *Sesame Street: Art Workshop*! Soon you'll be joining the cast of characters from Sesame Street and creating lots of wonderful, new pictures. You can paint with colors and wild patterns and add letters and numbers to your paintings. Dress up your favorite Sesame Street characters in funny costumes, put together a collage of sticker art, or color scenes in an electronic coloring book.

Sesame Street: Art Workshop is easy for three-to-six-year olds   to use, with plenty of verbal instruction from Elmo and large onscreen buttons to click.   Preschoolers aren't the only ones who will have fun here —older children and adults will find that they enjoy *Sesame Street: Art Workshop* as well.   Your *Art Workshop* pictures can also be used to make custom screen savers or slide shows.

[Printing](#)
[Parent's Mode](#)
[Activities](#)
[Screen Saver](#)
[Creative Play Ideas](#)

Kid's Mode/Parent's Mode Information

Art Workshop gives you the choice of two modes of play: Kid's Mode and Parent's Mode. Kid's Mode allows you to set up the program so that the menu bar is not visible. This means that kids are less likely to accidentally delete or change files in other parts of the computer.   In Parent's Mode, all of the menu options are available.   *Art Workshop* automatically starts in Kid's Mode.

- To switch to Parent's Mode from Kid's Mode, press CTRL+PAUSE/BREAK when you are playing any of the four activities.

- To switch back to Kid's Mode from Parent's Mode, open the OPTIONS menu and choose KID'S MODE. In Kid's Mode, you can use all of the activities, but you can't print, save, use Help, or load a previously saved picture.

Activities

When you first start up *Art Workshop*, you see the Activity Selection Screen with a button for each activity. To choose an activity, click on its button

To select a new activity or create a new picture in the activity you're using:
1. Save your picture if you want to keep it.
2. Click twice on the Stop Sign at the bottom right of the screen of the activity you're in. The Activity Selection Screen appears.
3. Click on the button for the activity you want to use next.

NOTE: To save or print a picture, you need to be in <u>Parent's Mode</u>.   To access Parent's Mode, simultaneously press the CTRL key (at the bottom left of your keyboard) and the PAUSE/BREAK key (to the right of the F12 key) when you're playing one of the activities.

<u>Saving Pictures</u>
<u>Stickers</u>
<u>Painting</u>
<u>Coloring Book</u>
<u>Costumes</u>

Disk 1: Art Workshop

Stickers

With Stickers, you can add stickers anywhere you want on a background scene. There are hundreds of stickers and background combinations. Go camping with Forgetful Jones, take part in the Muppet Talent Show, or choose from many other scenes and stickers!
Sticker activity screen

To play with Stickers:
1. Choose STICKERS from the Activity Selection screen. A selection of 18 background scenes appears.
2. Click on a scene and the Sticker screen appears.
3. To select a sticker, click on any of the choices at the bottom of the screen. The selected sticker is highlighted in green. Click on the big yellow scrolling arrows to see all of the stickers for a scene. You can only see six stickers at a time, but you have many more to choose from.
4. Use the mouse to position your sticker where you want it in the scene and click once to stick it down!

Disk 1: Art Workshop

Painting

The Painting activity lets you create all sorts of works of art! Choose from a rainbow of colors for your canvas. Paint thin, thick, crooked, or wavy lines as well as fun patterns like a trail of footprints. Add rubber stamp pictures of 20 different Sesame Street characters! Draw stars and triangles, then add letters and numbers. When you choose a shape, letter or number, Elmo tells you what you chose!

To play in the Painting activity:
1. Choose PAINTING from the Activity Selection screen.
2. Click on a tool from the paint tools on the upper left side of the Painting screen.
3. Click on one of the tool options from the bottom of your screen. These options change depending on the tool you've chosen. For example, when the Capital Letter tool is selected, the options are uppercase letters of the alphabet and punctuation marks. Click on the big yellow scrolling arrows to see all of the options for the tool you've selected.
4. If you're using the Paint Brush, Shape-Maker, or Paint Bucket tool, choose a color by clicking on one of the paint squirts on the right of the screen. Click on the scrolling arrows to see all 30 color choices.
5. Start drawing!

Paint Tools

Getting Started with the Paint Tools

Using the Paint Brush or Shape-Maker tool: Position the cursor where you want the brush stroke or shape to start. Hold down the mouse button and move the cursor in the direction you want to draw. Release the mouse button when you're done with the brush stroke or shape.

Adding color with the Paint Bucket: Move the mouse so that the tip of the paint bucket is in the area you want to fill, then click to fill in the area.

Adding letters, numbers, and rubber stamps: Move the mouse to position the cursor at the place in the drawing area where you want the letter, number, or rubber stamp to go, then click. The Paint Bucket tool can be used to change the color of the letter, number, or rubber stamp.

Using the Eraser: Hold down the mouse button and wipe the eraser on the part of the picture you want to remove.

Disk 1: Art Workshop

Coloring Book & Craft Projects

With the Coloring Book, you can use the *Art Workshop* patterns and colors to color your picture—or you can print the scene in black-and-white on your computer's printer and then color it in with your own markers, crayons, or paints. Color a picture of Cookie Monster feeding an elephant at the zoo or the Count and his bat friends! The Coloring Book also includes some special craft projects—you can create a Cookie Monster mask, Sesame Street character finger puppets, a Happy Birthday greeting card, plus other fun things!

Note: If you have a color printer, color anything, then print it in color. If you have a black-and-white printer, you can still color with the onscreen paint squirts, but the picture will print in black and white.

To color a picture:
1. Choose COLORING BOOK from the Activity Selection screen.
2. Click to select a picture to color from the 18 background scene choices.
3. Click on a pattern from the choices at the bottom of the screen. Click on the big yellow scrolling arrows to see more pattern choices.
4. Click on one of the paint squirts on the right of the Coloring Book screen to choose a color. Click on the scrolling arrows to see all of the 30 color choices.
5. Move the mouse so that the tip of the paint bucket is in the area you want to fill, then click to fill it in.

Hint: To vary the shade of a color, choose different patterns from the choices at the bottom of the screen. You can choose a pattern with a lot of white to make a lighter shade of your color or a pattern with a lot of black in it for a darker shade.

Disk 1: Art Workshop

Costumes

Dress up Sesame Street characters in wacky costumes! Put a bikini on Elmo, take a trip back in time to Egypt, or go to a rock concert and dress up the Muppet performers any way you want.

To play with Costumes:
1. Choose COSTUMES from the Activity Selection screen. You're offered a choice of 12 scenes, each starring two different characters.
2. Click on a scene to select it—you'll add costumes to the characters that appear.
3. Click on a costume piece from the choices at the bottom of the screen. The costumes are different for each scene. To see all of the costumes for each scene, click on the big yellow scrolling arrows.
4. Use the mouse to position the costume piece where you want it on the background or character and click once.
5. Click on another costume piece and continue until everyone is all dressed up!

Disk 1: Art Workshop

Saving a Picture

You can save, then load, any picture you make. To save a picture, open the FILE menu and choose SAVE or SAVE AS. You must be in <u>Parent's Mode</u> to save a picture.

Note: To access <u>Parent's Mode</u>, simultaneously press the CTRL key (at the bottom left of your keyboard) and the PAUSE/BREAK key (to the right of the F12 key) when you're playing one of the activities.

If you save a picture created in Painting, Coloring Book, Stickers, or Costumes, you'll have to load the picture into the activity in which it was created.   For example, if you create a picture in the Coloring Book activity, you must be in the Coloring Book activity to view it again or change it.   However, there is a way around this.

While in any one of the four art activities, if you save an image as a bitmap (.bmp file), you can reload your image into Painting and paint on your picture. The image MUST be worked on with Painting tools from then on, and can't be reloaded into original formats.

<u>Saving for a Screen Saver or Slide Show</u>
<u>Opening a Picture</u>
<u>Printing Pictures</u>

Saving for a Screen Saver or Slide Show

To use a saved picture in the Sesame Street Screen Saver program, you must save your file as a bitmap (.bmp file).   To do this,

1.   Open the FILE menu and choose SAVE or SAVE AS... .
2.   Select BITMAP (*.bmp) under Save File as Type:.
3.   Select C: under DRIVES and then C:\CWONDERS\ARTSAVER under FOLDERS. This saves the file directly to the screen saver directory on your hard drive so the file will be available automatically from the screen saver program.
4.   Type a name for your file under FILE NAME. (A file name must be eight characters or less.)
5.   Click on OK.

*To save a picture, you must first follow the instructions for installing the <u>Screen Saver</u>.

Opening a Picture

To open a previously saved picture:

1. Pull down the FILE menu and choose OPEN. (You must be in Parent's Mode to do this.) By default, the files in the c:\cwonders\artsaver directory are displayed.
   - If the file you want to open was stored in another location, switch to that directory.
   - If you don't see the file you saved in the list of files that appears, make sure that the List files of type box is set to display the same file format as the one in which you saved your picture.
   - If you're not sure of the format of the saved picture, select ALL FILE TYPES (*.*).
2. When the picture you want to open is displayed in the FILE NAME box, click on OK.

Printing

Click twice on the PRINT button (the icon of a child's drawing at the bottom left corner of the screen) to print any picture in color, if you have a color printer, or in black and white, if you don't. You can also print by opening the FILE menu and choosing PRINT.

Note: Printing is only available in Parent's Mode. You can move from Kid's Mode to Parent's Mode by simultaneously pressing the CTRL key (at the bottom left of your keyboard) and the PAUSE/BREAK key (to the right of the F12 key) from within any activity.

Exiting Art Workshop

When you want to leave *Art Workshop*:
1. Click twice on the Stop Sign to return to the Activity Selection screen.
2. Click twice on the Exit button to quit Art Workshop.

Alternatively, you can press ALT+F4 to quit at any time.

Using the Sesame Street Screen Saver program

Display your child's artwork on the computer screen! With the *Sesame Street Screen Saver* program, you can combine your child's pictures to produce a slide show complete with opening credits and a soundtrack. Any slide show you create can be used as a screen saver for your computer. The slide show will play on the screen when your screen has been idle for the selected amount of time. This is a way to take your child's art to work and have "fridge art" for the computer!

Install the Screen Saver
Creating a Slide Show
Creating a Screen Saver
Disabling the Screen Saver

Installing the Screen Saver

Microsoft Windows 3.1
1. Under File Manager, open the FILE menu and choose RUN.
2. Type d:\artsaver\install and click on OK. (If your CD-ROM drive is not d: substitute the correct drive letter.) The *Sesame Street Screen Saver* installation screen appears.
3. The *Sesame Street Screen Saver* requires Win32s to run. If Win32s is not detected on your computer, you will see a checked box indicating that Win32s will be installed. Click on OK to continue and install both programs.
4. Follow the onscreen instructions to complete the installation. If Win32s was installed, your machine will restart.
5. When installation is complete, a new *Sesame Street Screen Saver* icon appears in the Creative Wonders program group.

Microsoft Windows 95
1. Open the START menu and select RUN.
2. Type d:\artsaver\install and click on OK. (If your CD-ROM drive is not d: substitute the correct drive letter.) The *Sesame Street Screen Saver* installation screen appears.
3. Follow the onscreen instructions to complete the installation. When installation is complete, a new *Sesame Street Screen Saver* icon appears in the Creative Wonders program group.

Creating a Slide Show

Follow these steps to create a new slide show or to edit an existing show:
1. Double-click on the *Sesame Street Screen Saver* icon in your Creative Wonders program group. The main screen with Elmo appears. From this screen, you can set up, create, edit, delete, and play your slide shows.
3. Click on the Create New Show or the Edit button to select pictures and name your slide show.
4. To add a picture to your show, click on its name from the Available Pictures list on the right of the screen, then click on ADD ART. The Available Pictures list shows the pictures that are in the Bitmap format in the directory you're in and includes some that have already been created for you.
   - Select your pictures in the order you want them to appear unless you've selected the Random option.
   - To change directories and locate and add pictures from other directories, click on Find Art.
   - To delete a picture from the Slide Show Pictures list, click on it once, then click on Cut Art.
   - For each picture you add to your slide show, you can set the number of seconds it will remain on the screen.
   - The Slide Show Pictures list on the left shows the pictures that will be part of this screen show. When you're happy with your choices, click on OK.
5. From the main screen, click on SETUP to select background music and volume. When you're done, click on OK.

FUN TIP: Personalize your show by typing your child's first name on the Setup screen! Then select Welcome.bmp as the first screen of your slide show from the Create New Show or Edit screens. Your name will automatically appear on the Welcome slide. Make a professional slide show by selecting Welcome.bmp as the first screen in your show and Theend.bmp as the last screen in your show.

5. When you've created a slide show, click on the PLAY button to view your production!

Note: To see a sample slide show from the main screen, make sure MY NEW SLIDE SHOW is selected from Elmo's list and click on PLAY.

Note: Remember that to use an *Art Workshop* picture in a slide show, it must have first been saved in the Bitmap format. (See Saving a Picture on page 18 for more information.)

Creating a Screen Saver

Now that you've created a slide show, you can use that show (or create another) to use as a screen saver by following these steps!

1. Select Control Panel from your MAIN program group (or from My Computer for Windows 95 users).
2. From the Control Panel, select Desktop (or Display for Windows 95 users).
3. Under the Screen Saver options, select SESAME STREET as your screen saver.
4. Adjust the DELAY setting desired for the amount of time you want your computer to be idle before the screen saver starts.
5. Click on the SETUP button (SETTINGS for Windows 95 users).   The main screen with Elmo appears.
6. If you want to use a slide show you've already created, make sure it's the one selected at the top of Elmo's list.
7. If you want to create a new show to use as your screen saver or make changes to an existing one, follow the steps outlined in "Creating a Slide Show" above.
8. Select PLAY to see what your screen saver will look like.
9. Click on EXIT to return to the Desktop Control Panel. Click on OK. Your screen saver will start running as soon as your machine has been idle for the selected period of time.

Disabling the Screen Saver

To change back to a different screen saver option:
1. Select Control Panel from your Main program group (or from MY COMPUTER for Windows 95 users).
2. From the Control Panel, select Desktop (or Display for Windows 95 users).
3. If you're running Windows 95, click on the Screen Saver File tab.
4. Make a selection from the Screen Saver options. Click on OK. That screen saver will appear until you make another choice.

Creative Play Ideas

Here are some ideas for other ways to have fun with the things you'll find in *Art Workshop*!

- Print your art onto sticker paper and create your own Sesame Street stickers!

- Publish a book! Print a group of pictures and staple them together in a simple book. You can also write down your child's descriptions of the pictures to add to the book.

- Have a Sesame Street Costume Party. Create masks in the Coloring Book, or make your own by using these as a guide. Get ideas for dress-up outfits from the Costumes activity.

- Encourage children to build stories around the pictures they create. Friends or siblings can create stories together. Turn the pictures into a slide show and let the child narrate the story for the whole family!

- Hold a Sesame Street Circus!   Find ideas for Costumes in the Circus scene of the Costumes activity.

- Create Sesame Street name tags or place mats using stickers and letters found in the Painting activity.

- Create a Sesame Street calendar using rubber stamps, numbers, and letters found in the Painting activity.

- Make note paper by spelling out your child's name.

Ending Your Visit

How to end your visit:
- When you want to stop playing an activity, just look for a STOP sign. Move the star over the sign, and click the mouse button.
- When you want to leave a pal's home (Big Bird's Nest for example), move the star over the door, and click the mouse button.
- When it's time to end your visit to Sesame Street, find the STOP sign near the park, move the star over it, and click the mouse button. Elmo asks you if you really must leave. With the star still over the sign, click again, and the credit screen appears.
- To end the game at any point, simultaneously press ALT + F4.