

Barney Bear Goes to School

To begin, place the Barney Bear disc in a disc caddy and insert into the CDTV.

It's the first day of school for Barney Bear, and you have to help him wake up and get ready for school. Just listen, and the game will tell you what to do. Sometimes you have to help Barney Bear, and sometimes you just have to listen.

When you have to help Barney Bear, the story will stop and wait for you. Once you select the correct item, the story will continue. However, there may be other active items in the picture as well. When you select one of these objects, the game may make a sound, play some music, or tell you something about the object. To select an item, simply move the hand pointer onto the object, and press the A button.

Here is a list of the active objects in the story:

Bedroom: Barney Bear, alarm, toy box, fire engine, picture over Barney Bear.

Closet: Shirts, train, bat, baseball, circus poster.

Breakfast: Yes, No, orange juice, cookie jar, toast, bowl of cereal, banana, box of cereal.

The School Room

In the school room, the picture is actually a menu of activities and games to select from.

Here is a list of all the items that you can select in the school room:

Alphabet, numbers, words on blackboard, numbers on blackboard, book on desk, apple, bell, train, truck, drum, blocks, paints on the easel, picture on the easel.

Each of these objects causes something different to happen; including games, sounds and information.

Games

Spell It! Game - When you click on the words on the blackboard, you enter the spell it game. The program will show a picture along with the spelling. The program will spell the word and then ask you to spell the word by selecting the correct letters. Incorrect letters are ignored.

How Many? Game - When you click on the numbers on the blackboard, you enter the how many game. The computer will show one to ten objects along with the numbers from one to ten. You are then asked how many there are. Click on the correct number. After three rounds you are returned to the school room.

Coloring Book - When you click on the picture on the easel, you enter the coloring book. After a few words, a picture of Barney Bear will be drawn with no color. To fill areas of the picture, move the hand to the area you want to paint and press the A button. The brush to the right of the picture shows the current color selected. To pick a new color, move the hand pointer to a new color in the paint box on the right and press the A button. The paintbrush will change to show you the color you have selected.

Below the picture there are five buttons. Here is the function of each (from left to right):

Right Arrow: Go forward to next picture.

Square: Remove all the the color from current picture.

Left Arrow: Go backward to previous picture.

Color squares: Cycle the colors in the picture. Select this again to stop cycling.

Stop Sign: Stop coloring and go back to the school room.

Saying Goodbye

To quit the game, press the B button while you are in the school room. A picture will appear asking if you want to say goodbye. Select YES to quit, or NO to go back to the school room.

A Note To Parents

This manual is intended to provide you with all the information you need to help your child play *Barney Bear Goes To School*. You can refer to the lists of active items to make suggestions. A child's natural curiosity will lead to experimenting with clicking on many areas of the pictures. Encourage them to just try anything; they can't hurt anything, and they'll probably find everything explained here.

Narration by Christine Walsh

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