

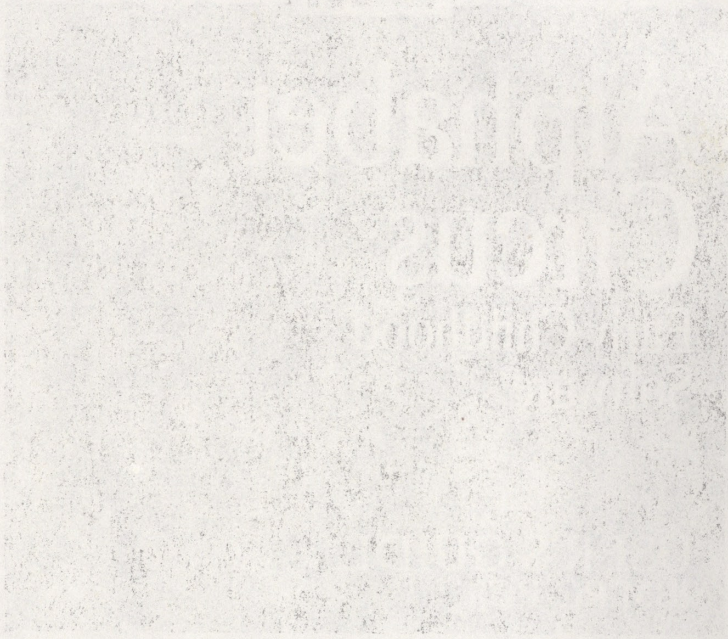


DLM

Alphabet Circus

Early Childhood
Software

USER'S GUIDE
IBM PC/PCjr



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Alphabet Circus

Neosoft™

INTRODUCTION

Alphabet Circus makes learning about the alphabet fun! Six different activities help acquaint your child with alphabetical order, letter recognition, keyboarding skills, text creation, and problem solving. Circus sounds and colorful graphics add to the fun and help sustain your child's interest in one- and two-player games. Your child will enjoy playing these exciting, motivational games time after time!

A separate cue card is included in this package to acquaint your child with the upper- and lowercase letters of the alphabet, alphabetical order, and the circus characters that represent each letter. Each of the activities is explained in this manual in a detailed, easy-to-read manner. In addition, suggestions are made for ways to enhance and reinforce the skills utilized in each activity.

Notes to Parents

As the parent of a young child, you know the importance of positive learning experiences. Your purchase of this educational software demonstrates your commitment to and involvement with your child's development. Take a few minutes to become familiar with the activities and features of these games to help your child get the most from your time together on your personal computer. Play the games with your child to demonstrate your interest in your child's learning.

GETTING STARTED

You will need an IBM* PC or PCjr computer with at least 128K memory, a disk drive, and a monitor or TV. If you have a PCjr, you *must* have the BASIC cartridge inserted. Because of the vivid colors used in this program, a color monitor or TV is recommended.

Make sure your child knows the proper care and handling of diskettes: hold the diskette only by the label, insert it carefully in the disk drive, keep it away from heat or magnets, and replace it in its protective sleeve when not in use.

*IBM is the trademark of International Business Machines Corp.







Loading Alphabet Circus

1. To make a self-loading game disk, you must first load DOS onto your DLM game disk. (Use 1.1 DOS for 128K; 2.0 DOS for 256K; 2.1 DOS for PCjr or 256K.) Once DOS has been installed, your DLM game will load automatically.
 - a. Place your DOS disk in drive A.
 - b. Turn on the computer and monitor or TV. The screen will ask for the date and time.
 - c. At the "A" prompt, place your DLM game disk in drive A.
For a 1-drive system: Type **INSTALL1** and press the **ENTER** key.
For a 2-drive system: Type **INSTALL2** and press the **ENTER** key.
 - d. Follow screen directions.
For a 1-drive system: You must alternate placing the DOS disk and the DLM game disk in the drive. Place the DOS disk in the drive when prompted to "insert the diskette for drive A." Place the DLM game disk in the drive when prompted to "insert the diskette for drive B."
 - e. When "System transferred" appears on the screen, make sure your DOS disk is in drive A.
Type **COPY COMMAND.COM B:** and press the **ENTER** key, then follow screen directions.
 - f. When "1 file(s) copied" appears on the screen, DOS has been installed on your game disk. Make sure the DLM game disk is in drive A, then press the **CTRL/ALT/DEL** keys simultaneously to load the program and begin game play.
Note: If "Non-System disk or disk error" appears on your screen, DOS has *not* been installed on your DLM game disk. Start over with Step 1a to install DOS.
2. The Ringmaster welcomes your child to *Alphabet Circus*. He appears in all the games to provide visual feedback to the pre-reading child. His expressions and gestures cue your child to respond, encourage good choices, and cheer your child's accomplishments.
3. Once you have explained the role of the Ringmaster in the games, show your child how to press any key to begin the program.
4. You and your child will see a big tiger and hear a circus song before the **GAME CHOICE SCREEN** appears.
5. Use the colored squares on the **GAME CHOICE SCREEN** to adjust the color on your TV or monitor.

Using the GAME CHOICE SCREEN

1. The screen shows the games in *Alphabet Circus*. You control whether instruction screens precede the games and whether sounds are used during game play. Press **CONTROL I** to turn the instruction option on and off. **CONTROL S** turns the sound option on and off. The status of both options is shown above the game titles.
2. Use the game titles and colored squares in the corner of the rectangles to choose the game you and your child want to play. A colored square corresponding to the colored square on this screen appears on each screen of the activity you choose to play. This helps your child choose and remember specific activities.
3. Read the titles of the games to your child. Show him or her how to press a key to move the top hat from rectangle to rectangle. Then move the Ringmaster's top hat to the game you desire and press the **ENTER** key (**RETURN**).
4. To return to the GAME CHOICE SCREEN from any activity, press the **ESC** key.

Note: The games are ordered on the GAME CHOICE SCREEN from least to most difficult. *Meet the Circus* is a good game to play first, as it introduces the circus characters that represent specific letters throughout the program.

Press any key to move the hat to the game you want, then press RETURN.	
Instructions: ON	Sound: ON
MEET THE CIRCUS 	SECRET LETTER 
ALPHABET PARADE 	JUGGLER 
LOST LETTER 	MARQUEE MAKER 

MEET THE CIRCUS

Meet the Circus allows your child to explore alphabetical order and associate each letter with a picture and word that begins with that letter. Your child can press the keys in random or alphabetical order, so multi-level play is possible.

To choose *Meet the Circus*, move the hat to the box with the green square and press the **ENTER** key. The instruction screen appears first. Read the instructions and show your child how to press any key to start the game.

When the Ringmaster puts his hands in the air and a big question mark appears on the screen, your child may press any letter key. The Ringmaster "calls up" that letter. Then the letters of the alphabet at the top of the screen blink to show the alphabetical position of the chosen letter. Your child will see a colorful uppercase letter, a picture of a circus character representing that letter, and the name of the circus character. After a circus song, the Ringmaster will ask your child to choose another letter. Your child can continue to press the letter keys and meet all the circus characters and letters at his or her own pace for as long as desired!

To help your child get the most from this activity

- read the names of the circus characters aloud, pointing out the beginning letter in each name;
- encourage your child to say the letter name and the word for the character, isolating the initial sound in the name if desired;
- point out that the alphabet at the top of the screen is the proper order of the letters in our alphabet;
- encourage your child to find the letter in the row of alphabet letters that matches the big letter displayed after a key press;
- motivate your child to find the alphabetical position of the other letters that make up the circus word;
- write out the capital letters in alphabetical order and introduce the corresponding lowercase letters;
- ask your child to think of other words that begin with the same letter as the uppercase letter on the screen, or help him or her find magazine pictures that represent the letter.

ALPHABET PARADE

Alphabet Parade is an alphabetical order game. Your child watches and listens as letters of the alphabet appear and the "Alphabet Song" plays. When the alphabet stops, your child must help by supplying the letter that comes next!

To choose *Alphabet Parade*, move the hat to the box with the yellow square and press the **ENTER** key. Read the game instructions to your child and press any key to begin.

First, you see the Ringmaster and all of the letters of the alphabet and hear the "Alphabet Song." Encourage your child to watch each letter and sing along. When the song is completed, the game begins. Part of the "Alphabet Song" plays as the corresponding letters appear on the screen. When the Ringmaster stops the song, encourage your child to press the letter that comes next. Help direct your child's attention to the alphabet at the top of the screen if he or she needs a clue.

If your child's first choice is correct, the game continues. If your child is incorrect on the first try, the Ringmaster shows a picture of the circus character corresponding to the correct letter and prompts your child to try again. If your child misses a second time, the Ringmaster supplies the letter and the game continues. On completion of the alphabet, the game ends and the seal displays your child's score. The seal balances two balls for each answer correct on the first try and one ball if a clue was used.

Play *Alphabet Parade* again and you will discover that the Ringmaster stops on different letters. In this way the game is new every time!

To help your child get the most from this activity

- encourage him or her to sing along with the "Alphabet Song";
- point out each letter of the alphabet as the "Alphabet Song" plays;
- help your child recognize the circus character that appears as a clue and note the letter with which the character's name begins;
- provide opportunities for your child to trace or write the alphabet or to fill in missing letters of an alphabet you have written.

LOST LETTER

Lost Letter encourages your child to match circus character pictures and names to the appropriate letters of the alphabet. A game-like activity provides engaging practice with feedback designed to help your child succeed. A visual "scoreboard" lets you and your child see how well he or she has done!

To choose *Lost Letter*, move the hat to the box with the red square and press the **ENTER** key. You will see the game instructions. Read these to your child and press any key to begin.

The Ringmaster will show a picture of a circus character. Have your child press the letter key that the character represents. If the correct letter is chosen, a new character is displayed. If the letter is an incorrect match, the name of the character appears as a clue and your child is encouraged to try again. After two incorrect choices for any letter, the Ringmaster shows your child the correct letter.

At the end of the game a seal balances balls that represent the number of correct responses. Your child will receive two balls for each answer that was correct on the first try. One ball is awarded for each answer that was correct on the second try.

To help your child get the most from this activity

- play along with him or her;
- say the name of each circus character aloud and encourage your child to repeat the name;
- explain that alternate names for pictures may be valid but inappropriate—your child must try to remember the name the computer is "thinking" of;
- point out that the first letter of the name for the character serves as a clue and help your child find that letter on the computer keyboard;
- use magazines and books to reinforce the letters, pictures, and words that are used in this program.

SECRET LETTER

Secret Letter is a two-player guessing game in which you and your child or two children take turns guessing the letter of the alphabet that the Ringmaster has secretly chosen. This activity encourages your child to take turns, use clues to find the secret letter, and become more familiar with the order of the alphabet while enjoying a guessing game.

To choose *Secret Letter*, move the hat to the box with the green striped square and press the **ENTER** key. You will see the game instructions. Read these to your child and press any key to begin.

You and your child will see the alphabet across the top of the screen. The Ringmaster prompts, "Player 1, guess the secret letter!" Player 1 guesses a letter of the alphabet by pressing that letter key. When it is time for Player 2 to make a guess, the Ringmaster will prompt, "Player 2, guess the secret letter!"

In most cases the secret letter is not guessed on the first try, but after each guess players receive clues to the letter's identity. If the secret letter comes before the alphabet position of the letter you choose, the Ringmaster points to the left and displays the message, "comes before." If the secret letter comes after the alphabet position of the letter chosen, the Ringmaster points to the right and displays the message, "comes after." In either case, letters eliminated by each guess are erased from the alphabet at the top of the screen.

Game play continues as the Ringmaster asks each player to guess the letter. Clues are provided until the secret letter is guessed. After five secret letters are identified, the seals reveal the score. Each player gets one ball for every secret letter he or she guessed.

Because this is a game with different secret letters each time it is played, it can provide repeated fun for the entire family. You or an older child can share in the mystery and fun and even the youngest child can win while sharpening alphabet and keyboard skills.

To help your child get the most from this activity

- encourage children to work together to find the secret letter;
- remind children that this is a guessing game and that there is no shame in not guessing the letter immediately;
- help children learn to make the best use of the clues provided by the Ringmaster and the disappearing letters;
- reinforce the concepts of "before" and "after" with paper/pencil alphabet activities.

JUGGLER

Juggler is a fast-paced activity for one or more players that reinforces letter recognition and keyboarding skills. The juggler randomly chooses a letter of the alphabet and tosses it into the air. Your child must locate and press the letter on the keyboard to allow the juggler to make the catch.

To choose *Juggler*, move the hat to the box with the yellow striped square and press the **ENTER** key. Read the game instructions to your child and press any key to begin.

At the game screen, press any key. As the juggler tosses the letter, a large colored letter appears on the screen. Help your child find that letter on the keyboard and press it before the letter the juggler tossed hits the ground. This is a game of timing as well as letter recognition and keyboarding. It is important that your child press the letter before the letter reaches the juggler's open hand. If the catch is made, your child's score increases by 1, a new letter is tossed, and the game continues. If the letter is dropped, the game ends and the score returns to zero. The juggler begins the next game by throwing the same letter more slowly.

As long as letters are caught, the speed at which the letters move increases. The more letters your child catches, the faster they are thrown. Press the **ENTER** key and the game returns to the original speed. This feature allows two or more players to take turns, with each player starting at the same difficulty level—or allows your child to slow down the letter speed if the game seems to play too fast after several letters are caught.

If your child misses a letter, the game ends. The next game begins with the juggler throwing the missed letter more slowly. In this way the game tracks your child's ability and allows him or her to play at the appropriate level for continued challenge and improvement.

Because the highest score at any given time is displayed, your child (and any other players) has a constantly changing goal for improvement. Encourage your child to earn higher scores in each consecutive game!

To help your child get the most from this activity

- help him or her realize that the game adapts to individual needs and abilities to lessen frustration;
- pronounce the name of the letter as it appears on the screen;
- provide other keyboarding activities to enhance visual memory, letter recognition, and keyboarding speed.

MARQUEE MAKER

Marquee Maker turns your computer into an electronic blackboard. Your child can spell words, type his or her name, and create messages in big, bold, colorful letters. The created words flash on the marquee to the delight of the author.

To choose *Marquee Maker*, place the Ringmaster's hat on the red striped square and press the **ENTER** key. The instructions appear on the screen for you to read to your child. Press any key to begin.

Next, you will see the Ringmaster, whose gesture prompts your child to begin. Have your child press any letter. The chosen letter appears in two places—a large colored one appears on the marquee with a smaller version below. The smaller letters allow your child to keep track of all of the letters, spaces, and/or words typed for any one message.

Show your child how to type a word, such as his or her name. Each letter appears on the screen as it is typed. Press the **spacebar** to separate letters or words. Because of the size of the colorful letters, only six letters and/or spaces will fit across the screen. If a word is longer than six letters, it continues on the next line. Only 12 letters can appear on the marquee at one time. Entire messages are limited to 40 characters (letters and spaces). Additional characters typed beyond the limit of 40 are not displayed.

If you make a mistake during typing, press the **DEL** key and retype the correct letters. To clear the screen, press the **ENTER** key. Pressing this key will erase the message from the computer's memory and allow you to type a new message.

To note the end of a message, press the **period** (.) key. Press the **spacebar** and the message will flash on the marquee. *Marquee Maker* can be used repeatedly since it encourages creative use of the alphabet for letter and word recognition and child-generated writing.

To help your child get the most from this activity

- encourage your child to type his or her name;
- help your child write greetings, friends' names, names of favorite things or foods, or special messages;
- help your child with recognition of special words as you use *Marquee Maker* to encourage reading of separate words and/or sentences;
- help your child make the transition from writing with uppercase letters to writing with upper- and lowercase letters;
- provide non-computer activities for your child, such as writing a story about a special activity, story, or drawing.

LIMITED WARRANTY

Developmental Learning Materials warrants this software product against defects in materials or construction for a period of six months. If, during that time, you cannot properly load or run the program, you may return it to DLM for a free replacement. Write DLM Customer Service, One DLM Park, Allen, Texas 75002.

This limited warranty does not apply if the product has been damaged by accident, abuse, or modification.

Back-up and Replacement Copies

You may purchase back-up copies or replacements for work or damaged diskettes for \$15.00 per copy plus shipping and handling. Write DLM Customer Service, One DLM Park, Allen, Texas 75002.

DLM Software: A name you can trust.

At the heart of our software products is a commitment to quality. We have a reputation for doing it right the first time. Our software products are designed to be easy to use, easy to learn, and easy to integrate into your existing system. We have a proven track record of success in the marketplace. Our software products are designed to be easy to use, easy to learn, and easy to integrate into your existing system. We have a proven track record of success in the marketplace.

Developmental Learning Materials, Inc.

IBM Corp. makes no warranty, either express or implied, regarding the software computer software products or materials sold by or for IBM Corp. in connection with this program.

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DLM Software: A name you can trust.

A respected publisher of educational materials for more than 15 years, DLM now lends its expertise to the field of microcomputer learning. The company's editors believe strongly that colorful graphics and fast, game-like action are the best ways to help children enjoy using microcomputers while learning important basic skills. This Early Childhood software program is part of a series created for DLM by Neosoft, Inc.

Developmental Learning Materials

LIMITED WARRANTY

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IMPORTANT INFORMATION

FOR IBM PC, PCjr., TANDY, AND MS-DOS USERS

USING THE GAME DISK

Before using the program for the first time, you can follow the instructions listed here to install 2.0 or 2.1 versions of DOS on your game disk. Once the appropriate DOS is installed, your game disk will load automatically. It should be noted that DOS versions 3.0 or higher cannot be installed on the game disk. However, they can be used to load the program each time you use the game disk (instructions provided here).

The accompanying User's Guide explains the program's six learning activities and which keys to use to complete each activity. You may notice that the IBM version of this program contains certain color differences from those described in the Guide.

INSTALLING DOS USING 2 DISK DRIVES

- STEP* 1. Place our DOS disk in drive A. Use IBM DOS* 2.0, 2.1 (2.1 with an IBM PCjr.), or MS-DOS† 2.1 series.
2. Turn on the monitor and computer. The screen asks for the date and time.
3. At the "A" prompt, insert the game disk in drive A. Type **INSTALL** and press **ENTER**.
4. Read the screen instructions. Next, insert the DOS disk in drive B.
5. Press any key to begin the installation procedure. When the installation procedure is successfully completed, the screen prompts "System transferred" and "1 File(s) copied."

* IBM DOS is the trademark of International Business Machines Corp.

† MS-DOS is the trademark of MICROSOFT CORP.

INSTALLING DOS USING 1 DISK DRIVE

- STEP 1.** Place the DOS disk in drive A. Use IBM DOS 2.0, 2.1 (2.1 with an IBM PCjr.), or MS-DOS 2.1 series.
- 2.** Turn on the monitor and computer. The screen asks for the date and time.
- 3.** At the "A" prompt, insert the game disk in drive A. Then type **INSTALL** and press **ENTER**.
- 4.** Read the screen instructions explaining how you must alternate the DOS and game disks in the disk drive to complete the installation procedure. (**Remember:** Use the game disk when prompted to insert the disk for drive A. Use the DOS disk when prompted to insert the disk for drive B.)
- 5.** With the game disk in the drive, press any key to begin the installation procedure.
- 6.** Follow screen instructions. When the procedure is successfully completed, the screen prompts "System transferred" and "1 File(s) copied."

USING DOS TO LOAD THE PROGRAM

DOS versions 3.0 or higher cannot be installed on the game disk. However, you can follow these simple steps to use DOS to load the program each time you play the game.

- STEP 1.** Place the DOS disk in drive A and turn on the computer and monitor.
- 2.** At the "A" prompt, insert the game disk.
- 3.** Type **AUTOEXEC** and press **ENTER**. The program will load.

IMPORTANT INFORMATION

IBM PC/PCjr DOS LOADING PROCEDURES

Follow these procedures to load IBM* DOS on your game disk. Use 2.0 or 2.1 DOS for the IBM PC. Use 2.1 DOS and the BASIC Cartridge for the IBM PCjr.

Steps to Install IBM DOS Using 2 Disk Drives

1. Insert the DOS disk in drive A and turn on the monitor and computer. The screen will ask for the date and time.
2. At the "A" prompt, insert the DLM game disk in drive A. Type **INSTALL2** and press **ENTER**.
3. Read screen instructions explaining the steps to follow to load DOS.
4. At the "A" prompt, insert the DOS disk in drive A and the DLM game disk in drive B.
5. Type **SYS B:** and press **ENTER**. The screen will prompt "System transferred."
6. At the "A" prompt, type **COPY COMMAND.COM B:** and press **ENTER**. The screen will prompt "1 File(s) copied."
7. At the "A" prompt, type **COPY BASICA.COM B:** and press **ENTER**.
8. When the screen prompts "1 File(s) copied" again, DOS has been installed on your DLM game disk. To load and run your DLM game disk, place it in drive A and press the **CTRL/ALT/DEL** keys simultaneously.

Steps to Install IBM DOS Using 1 Disk Drive

1. Insert 2.1 DOS disk in the disk drive and turn on the monitor and computer. The screen will ask for the date and time.
2. At the "A" prompt, insert the DLM game disk in the drive. Type **INSTALL1** and press **ENTER**.
3. Read the screen instructions explaining how you must alternate the DOS and DLM game disks in the disk drive to complete the procedure. (**Remember:** Use the DOS disk when prompted to insert the disk for drive A. Use the DLM game disk when prompted to insert the disk for drive B.) Press any key to continue.
4. Read the second set of screen instructions explaining the steps to follow to load DOS on the game disk.
5. At the "A" prompt, insert the DOS disk. Type **SYS B:** and press **ENTER**.
6. Follow screen instructions explaining when to alternate the DOS and DLM game disks. The screen will prompt "System transferred."
7. At the "A" prompt, type **COPY COMMAND.COM B:** and press **ENTER**. Insert the DOS disk and press any key.
8. Follow screen instructions. The screen will prompt "1 File(s) copied."
9. At the "A" prompt, type **COPY BASICA.COM B:** and press **ENTER**.
10. Insert the DOS disk and press any key. Next, insert the DLM game disk and press any key.
11. When you see the prompt "1 File(s) copied," DOS has been installed on your DLM game disk and it is now ready to use. To load and run your DLM game disk, place it in the disk drive and press the **CTRL/ALT/DEL** keys simultaneously.

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SEE OTHER SIDE FOR TANDY 1000 DOS INSTRUCTIONS

IMPORTANT INFORMATION

TANDY 1000 DOS LOADING PROCEDURES

The Tandy* MS™—DOS/BASIC 02.11.22 diskette and 128K of memory are required to use the program on the Tandy 1000. Follow these procedures to load Tandy DOS on your game disk.

WARNING: Do not press CTRL-S while using this program on a Tandy 1000. Pressing CTRL-S causes the program to freeze. Instead of pressing CTRL-S, press the S key on the GAME CHOICE SCREEN to turn sound effects on and off. (If CTRL-S is accidentally used and the program freezes, simply turn off the computer and then reload the program.)

Steps to Load Tandy DOS Using 2 Disk Drives

1. Insert the DOS disk in drive A and turn on the monitor and computer. The screen will ask for date and time.
2. At the "A" prompt, place the DLM game disk in drive A. Type **TANDY** and press **ENTER**.
3. Read the screen instructions for loading DOS on the game disk.
4. At the "A" prompt, place the DOS disk in drive A and the DLM game disk in drive B. Type **SYS B:** and press **ENTER**. The screen will prompt "System transferred."
5. At the "A" prompt, type **COPY COMMAND.COM B:** and press **ENTER**. The screen will prompt "1 File(s) copied."
6. At the "A" prompt, type **COPY BASICA.COM B:** and press **ENTER**. The screen will prompt "1 File(s) copied."
7. At the "A" prompt, type **COPY BASIC.EXE B:** and press **ENTER**. The screen will prompt "1 File(s) copied."
8. At the "A" prompt, type **COPY MODE.EXE B:** and press **ENTER**. When the screen prompts "1 File(s) copied," DOS has been installed on your game disk and it is ready to use. To load and run your DLM game disk, place it in drive A and press the **CTRL/ALT/DEL** keys simultaneously.

Steps to Load Tandy DOS Using 1 Disk Drive

1. Insert the DOS disk in the disk drive and turn on the monitor and computer. The screen will ask for time and date.
2. At the "A" prompt, place the DLM game disk in the drive. Type **TANDY** and press **ENTER**.
3. Read the screen instructions for loading DOS on the game disk. (**Remember:** Use the DOS disk when prompted to insert the disk for drive A. Use the DLM game disk when prompted to insert the disk for drive B.)
4. At the "A" prompt, insert the DOS disk in the drive. Type **SYS B:** and press **ENTER**.
5. Follow screen instructions explaining when to alternate the DOS and DLM game disks in the disk drive. Then the screen will prompt "System transferred."
6. At the "A" prompt, type **COPY COMMAND.COM B:** and press **ENTER**. Place the DOS disk in the disk drive and press any key.
7. Follow screen instructions. The Screen will prompt "1 File(s) copied."
8. At the "A" prompt, type **COPY BASICA.COM B:** and press **ENTER**. Place the DOS disk in the disk drive and press any key.
9. Follow screen instructions. The screen will prompt "1 File(s) copied."
10. At the "A" prompt, type **COPY BASIC.EXE B:** and press **ENTER**. Place DOS disk in the disk drive and press any key.
11. Follow screen instructions. The screen will prompt "1 File(s) copied."
12. At the "A" prompt, type **COPY MODE.EXE B:** and press **ENTER**. Place the DOS disk in the disk drive and press any key.
13. Follow screen instructions. When the screen prompts "1 File(s) copied," DOS has been installed on your DLM game disk and it is ready to use. To load the program, place the disk in the disk drive and press the **CTRL/ALT/DEL** keys simultaneously.

*TANDY is the registered trademark of the Tandy Corporation.
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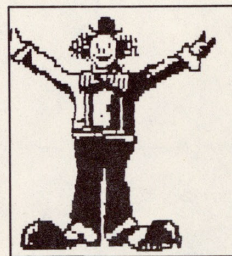
Alphabet Circus



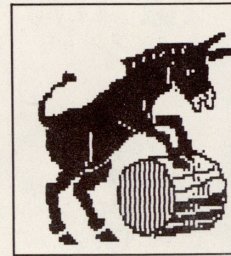
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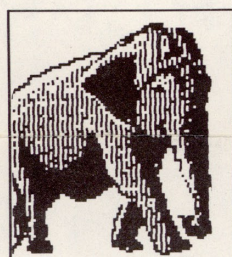
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C c



D d



E e



F f



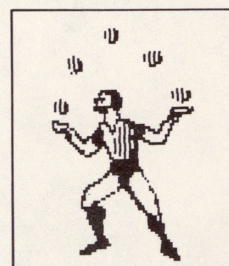
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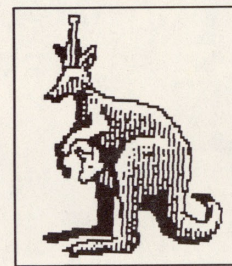
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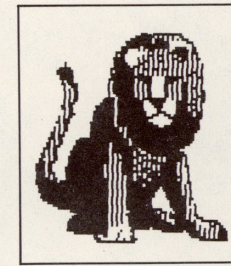
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J j

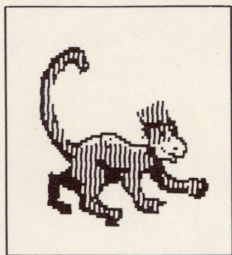


K k



L l

(OVER)



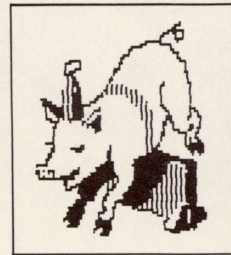
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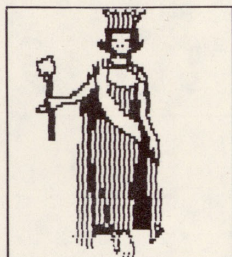
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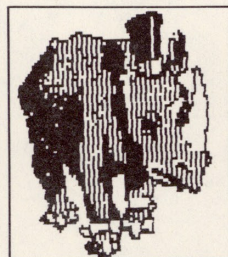
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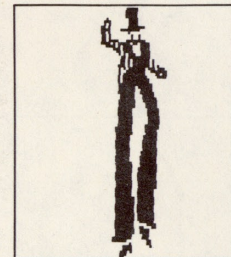
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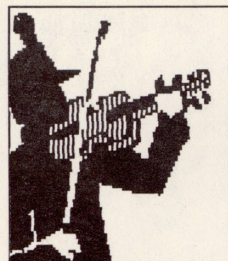
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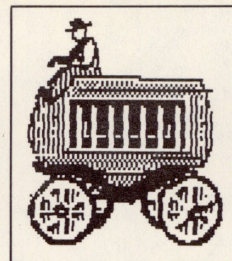
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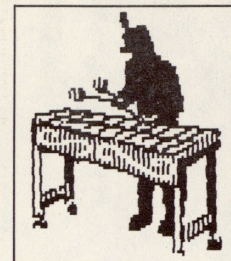
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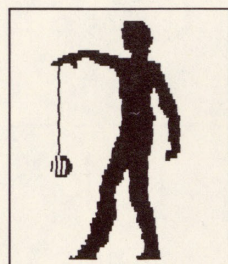
V v



W w



X x



Y y



Z z