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BILL COSBY'STM
picture pages[®]
Numbers and Shapes

PARENTS' GUIDE



PARENTS' GUIDE

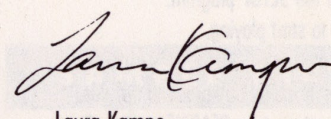
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WELCOME

Welcome to *Bill Cosby's Picture Pages*! Since 1980, Bill Cosby has been playing *Picture Pages*, on television and in video, while children follow along with him in their workbooks at home. Now, with *Picture Pages* for CD-ROM, you and your child can play right along with Bill and his sidekick Mortimer Ichabod on your computer, connecting things that go together just like Bill did on TV, amidst lavish animation and fun sound effects. With *Picture Pages*, children build skills in counting, number/numeral correspondence, simple addition and subtraction, shape matching, and much more. Most of all, they'll have a good time doing it. It's what *Picture Pages* has always been about—learning while having fun!



Laura Kampo

Director of Educational Software

Take 2 Interactive Software, Inc.

IBM PC INSTALLATION

IMPORTANT! BEFORE YOU INSTALL:

- *Picture Pages* requires 525K of free conventional (core) memory. It also requires at least 2.5MB of free expanded memory if you do not have 1MB of RAM on your videocard. If you have 1MB of RAM on your videocard, *Picture Pages* requires 2MB of free expanded memory. To find out if your system meets those requirements, at the DOS prompt C:\>,
 - Type MEM and press <ENTER>. This will tell you how much memory you have available.
 - The "largest executable program size" must be at least 537,360 bytes. Running *Picture Pages* with less is not recommended.
 - If you don't have the required expanded (EMS) memory available, *Picture Pages* will not run.
 - If your system does not meet *Picture Pages*' memory requirements, refer to your DOS manual for information on how to reconfigure your system.

- *Picture Pages* will not run under Microsoft Windows.

TO INSTALL:

- Put the *Picture Pages* disk in your CD-ROM drive.
- Type D: (the letter that represents your CD-ROM drive), then press <ENTER>.
- Type INSTALL, then press <ENTER>.
- Follow the instructions on screen.
- When *Picture Pages* is installed, the setup screen will appear. Use the mouse to select your sound and music settings. Under the Sound heading, you may click on Autodetect to have your soundcard settings set automatically.
- Click on SAVE AND EXIT when you are finished in the SETUP program.
- At the DOS prompt, type PP and press <ENTER> to start playing.

If you experience problems at this point, refer to the Troubleshooting section of this manual (page 15) or, while in the *Picture Pages* directory, type README to view the same information.

To play *Picture Pages* at a later time:

- Go to the *Picture Pages* directory by typing CD \TAKE2\PP (using the name of the directory where *Picture Pages* was installed), then press <ENTER>.
- Type PP, then press <ENTER> to start playing.

APPLE MACINTOSH INSTALLATION

Place the CD-ROM in the machine.
Double click the INSTALL icon.

To run, go to the folder where *Picture Pages* was installed.
Double click the *Picture Pages* icon.

GENERAL NOTE

In *Picture Pages*, Mortimer Ichabod, Bill Cosby's animated sidekick, makes the transition from the original TV/workbook series to interactive software with a brand new look. You will see a lot of Mortimer as he gives instructions, encourages children, and adds an extra element of fun. Some of Mortimer's tiny look-alike friends will be around too, to give instructions and help celebrate a job well done.

IBM PC users: throughout the manual, "clicking the mouse" means pressing the left mouse button and releasing it. All commands for *Picture Pages* can be made using the left mouse button.

MUSICAL INTRODUCTION

Picture Pages begins with the Take 2 Child's Play logo, followed by the musical introduction, featuring the familiar *Picture Pages* tune. Click the mouse, or press <ESCAPE> or the spacebar to bypass either of these.

SAMPLE PICTURE PAGE

After the introduction, Mortimer Ichabod appears next to a sample picture page and explains how to click on images and connect them. To hear all of Mortimer's instructions, watch without touching the mouse or the keyboard. If you wish to bypass the segment, click the mouse, or press <ESCAPE> or the spacebar.

This sample picture page runs only the first time you view *Picture Pages*. To hear this segment again at any time, click on the INSTRUCTIONS icon in the Playground Main Menu.

PLAYGROUND MAIN MENU

During a delay of a few seconds while the Playground Main Menu is being loaded from the disk, the cursor appears as a sleeping Mortimer Ichabod on the moon. When the cursor becomes a pointing hand, you can use the mouse.

Mortimer Ichabod jumps and somersaults over the signs that serve as game icons as he tells you how to access all the features of *Picture Pages*. At any time, move the mouse over one of the five signs to highlight it, then click to access the following features, which are described in detail later in this manual.

REDO

This takes you back to the picture page you worked in most recently. If you haven't worked on any pages yet, the Pick a Page screen appears.

PICK A PAGE

This takes you to the area containing all the picture pages.

COLORING PAGES

This takes you to the animated coloring book.

UNDERWATER GAME

This takes you to Bill's Underwater Adventure, an arcade game in which players catch fish of different colors, shapes, and numbers.

QUIT

This exits *Picture Pages*.

On the Playground Main Menu, there are three other icons that Mortimer Ichabod does not describe for you:

SETTINGS

This brings up a menu screen with the following options:

Picture Pages Music On/Off

This stops or starts the music in the picture pages, the Pick a Page screen, and the Playground Main Menu.

Underwater Game Music On/Off

This stops or starts the music in the arcade game only. When the mouse cursor is over one of the above areas and the name is highlighted, click to change the setting from On to Off or back again.

Mouse Speed

To change the sensitivity of the mouse, click on the arrows on either end of the bar or click on the sliding bar and drag it to another position.

Click on OK or press <ESCAPE> to return to the Playground Main Menu.

After exiting the program, all the settings remain the same when you play the program again.

INSTRUCTIONS

This takes you back to the Sample Picture Page viewed the first time you used the program. Mortimer Ichabod gives instructions on how to use the mouse to connect images.

CREDITS

This brings up a cartoon featuring Mortimer's little friends amidst the names of the folks who developed *Picture Pages*. Click the mouse, or press <ESCAPE> or the spacebar to bypass the credits.

When any of the icons are selected, the page "turns" to that new page. Throughout the product, clicking the arrow on the upturned page at the bottom right corner of the screen "turns the page" and returns you to a new menu.

RECOMMENDATION ON USING THE MOUSE

If your child is new to the computer, we strongly suggest playing first in the Coloring Pages, where your child can become more familiar with using the mouse. Then, go back to the Playground Main Menu and select Pick a Page to work in the picture pages themselves.

PICK A PAGE

After clicking on the Pick a Page icon in the Playground Main Menu, this screen appears. During a delay of a few seconds, the mouse is disabled and the cursor appears as a sleeping Mortimer Ichabod on the moon. When the cursor becomes a pointing hand, you can move the mouse.

WORKBOOKS

At the top of the screen are eight workbooks, each containing five or six picture pages. At the bottom are ten more picture pages. Pass the mouse over each of the areas to read the name of the workbook and hear it spoken.

The Workbooks:	Counting Level 1	Numbers Level 1
	Counting Level 2	Numbers Level 1
	Addition Level 1	Subtraction Level 1
	Addition Level 2	Subtraction Level 2

You will see variations on familiar picture pages throughout the program. For instance, in a page in the Counting workbook, you may match a group of three workshop tools with three cupcakes. On a similar page in the Numbers workbook, you may match the same set of tools with the number three. On a page in the Addition workbook, you may match the tools with the problem $2 + 1$, etc.

This method strengthens children's math skills and gives them a great deal of variety, while allowing them to recognize favorite pages and animations without memorizing the location of answers. There are so many picture pages to work in, children will find something new every time and enjoy many hours of play.

SINGLE PICTURE PAGES

Click on the icons on the bottom of the Pick a Page screen to bring up the following single picture pages:

Crayons	Matching Sounds
Baby Animals	Airplane Puzzle (one of three versions)
Dress for the Weather	Wind and String Instruments
Painting a House	Traffic Lights
Up and Down	Building Words

BLUE RIBBONS

A blue ribbon appears over each workbook when you have correctly completed all pages within that workbook. Similarly, a blue ribbon appears over a single picture page when you have completed it.

The workbooks have been designed so that you do not have to return back to the Pick a Page screen after every picture page. If you completed the first page in the Counting Level 1 workbook, the second page automatically appears immediately afterward.

At any time, you can click on the arrow at the bottom of a page to exit to the Pick a Page screen. Then, when returning to the Counting Level 1 workbook, another page appears. When all of the pages are completed in that workbook, not necessarily in succession, a congratulatory animation plays and the workbook is tagged with a blue ribbon.

When blue ribbons cover every picture page and every workbook, you enjoy a very special grand finale.

Picture Pages has an autosave feature. When exiting the program and returning later, the blue ribbons remain and the program remembers which page was last used in each of the workbooks.

Once workbooks have been tagged with blue ribbons, they can still be played over and over again. If a workbook with a blue ribbon is clicked on again, the blue ribbon disappears and all the pages in the workbook must be completed before the ribbon is earned again.

EXIT

At any time, click on the arrow at the bottom right corner of the screen to "turn the page" back to the Playground Main Menu.

MAGICAL PICTURE PAGE VIDEOS

The first time you enter a workbook, Mortimer's little friends bring out a magical book of picture pages. When the book is opened, part of the page comes to life with a video segment of Bill Cosby. If you click on a completed workbook that already has a blue ribbon, the video segment plays again.

The Magical Picture Page Videos run without any participation. Just sit back and enjoy them. You can, however, click the mouse, or press <ESCAPE> or the spacebar at any time to bypass them and get right to the first picture page in the workbook.

COSBY CARTOONS

A few surprises are built into *Picture Pages*. When you click on some of the individual pages on the bottom of Pick a Page, you will first see an animated Bill Cosby Cartoon.

When you click on:

This cartoon appears prior to it:

Crayons	Rainbow Cartoon
Up and Down	Fishing Cartoon
Painting a House	Numbers Cartoon
Traffic Lights	Stoplights Cartoon
Building Words	Magic Cosby Cartoon

The Cosby cartoons run without any participation. Just sit back and enjoy them. You can, however, click the mouse, or press <ESCAPE> or the spacebar at any time to bypass them and get right to the picture page.

PLAYING PICTURE PAGES

INTRODUCTIONS

When a picture page first appears, Mortimer Ichabod and/or Bill Cosby immediately appear on screen to give instructions. Click the mouse, or press <ESCAPE> or the spacebar at any time to bypass each page's introduction.

USING THE PEN

In the picture pages, the cursor becomes the Mortimer Ichabod "pen" you use to connect images. Each picture page is divided into top and bottom sections. You can connect images from top to bottom or bottom to top, but starting at the top often gives instruction or a clue to the right answer. Move the cursor over one of the areas to highlight it, then click the mouse. A question will be asked such as "How many lollipops do I have?" The pen cursor will then begin drawing a black line. Draw a line to an image in the other section of the page and click again. Do not keep the mouse button depressed as in traditional mouse "dragging".

CLUES

Once an area is clicked on, you have the option of clicking on another image in the same section. That second image will then become the starting point and the line will begin drawing from that section.

The bottom section of the picture pages often contain clues. When you click on those images, you will often hear something read or counted out loud to you, or see that object move. For example, on the Matching Sounds page, click on the bottom images to hear the horn honk, the siren blare and the clock tick; this gives you clues to the sources of those sounds in the top section.

CORRECT MATCHES

When a correct match is made, Bill Cosby appears at a random point on the screen to give one of his many "Good Job!" comments. Afterward, the line connecting the two images becomes straight, eliminating scribbles and making it easier to see the rest of the screen.

INCORRECT MATCHES

After an incorrect match, Mortimer Ichabod's face appears at a random point on the screen to give one of many "Oops! Let's try again" comments. Afterwards, the line connecting the areas disappears and you can try again or try another.

After five mistakes on one page, Mortimer Ichabod walks on the screen and asks if you would like to try another picture page. You can then click on the arrow at the bottom of the screen or continue on the same page.

LEAVING A PAGE

At any point, click on the arrow at the bottom of the screen to "turn the page" back to the Pick a Page screen.

BIG FINISHES

After matching all the images on the picture page correctly, you enjoy a "big finish" with plenty of fun animation and sound effects, often featuring Mortimer's little lookalike friends. At any point during that animation, click the mouse, or press <ESCAPE> or the spacebar to bypass the big finish.

After a big finish, you will automatically be taken to the next picture page in that workbook (if you were working within a workbook) or to the Pick a Page screen (if you were working on a single picture page).

COLORING PAGES

Select COLORING PAGES from the Playground Main Menu to access this feature. If your child is new to the computer, this is a great place to get started before moving on to the picture pages themselves. Here, they can get accustomed to using the mouse while coloring pictures and watching them animate.

PICK A PAGE TO COLOR

Pass the mouse over any of the ten coloring book pictures; their titles appear and their names are read aloud. Click on a title to bring up that coloring page.

To exit at any time, click on the arrow at the bottom of the screen to return to the Playground Main Menu.

COLORING PAGE INTERFACE

When a coloring page is selected from the menu, the area to be colored is in the top section of the screen. The icons on the bottom are described as follows:

CRAYONS:

As you pass the mouse over a crayon, it lifts up and out of the row. Click on the one you wish to color with. The cursor turns into that crayon. Now point the cursor over an area on the page and click. The area fills with color. We suggest that your child color in larger areas first. Your child will then find it easier to click on smaller areas without inadvertently clicking on the areas that surround it.

ERASER:

Click here to turn the mouse cursor into an eraser. Then position the eraser over a colored area and click to turn that area white again.

START OVER:

Click here to remove all the color from the page.

PLAY ME:

Click on the camera to watch your colored page animate. The page doesn't have to be filled; you can use this feature at any time. Click the mouse, or press <ESCAPE> or the spacebar to bypass these animations and sound effects if you wish.

EXIT:

Click here to return to the Pick a Page to Color screen. From there, you can select another page to color, or click on the arrow at the bottom of the screen to return to the Playground Main Menu.

When you stop playing *Picture Pages*, even after you've turned the computer off, you will return to find your coloring pages colored in just the way you left them. It's nice to know that you can show off your work to someone later!

BILL'S UNDERWATER ADVENTURE GAME

In this multi-level game, children become Bill Cosby on a deep sea scuba diving expedition, collecting fish of different numbers, shapes and colors, moving through underwater castles and ships and past unfriendly creatures, all while building number, color and shape recognition, and practicing basic math skills.

INTRODUCTION

When you first enter Bill's Underwater Adventure, Mortimer tells you about the game. You can click the mouse or press <ESCAPE> or the spacebar to bypass this if you wish.

MOVING BILL

In Bill's Underwater Adventure, you play the game by moving Bill Cosby with your mouse. As you move the mouse, Bill will closely follow the cursor crosshairs. Simply move the mouse up, down, left or right to maneuver Bill on the screen. When you pass the front of Bill's body over one of the fish you are looking for, the fish will be caught in his bag. It is easier to see which fish are coming if Bill is kept to the left of the screen.

AIR LEVEL

Keep an eye on the air level on the left side of the screen. Unless the game is paused, the air in Bill's scuba tank will gradually deplete. When the level sinks to the bottom, you lose the game. (Luckily, a friend will come to your rescue.) Bill will point to his mask from time to time to remind you that he's running out of air.

MORTIMER'S SUBMARINE

Mortimer will appear in his submarine to give instructions before each mission. He tells you what kind of fish to look for, displays the color, shape, number, or math problem on the side of his sub, and keeps it there to remind you while you search. Mortimer also tells you how many fish to look for and will open that many spaces in the inventory at the bottom of the screen. At any time during a game, you can hit the spacebar to hear Mortimer's instructions again.

SKILL LEVEL

Catching the type of fish Mortimer asks you to look for grows increasingly more difficult through the levels. The fish you are looking for in each level are listed below:

- Level 1: fish of a specific color.
- Level 2: fish of a specific shape.
- Level 3: fish of a specific color and shape.
- Level 4: fish that have a specific colored shape on them.
- Level 5: fish with a specific number on them.
- Level 6: fish with the answer to an addition problem.
- Level 7: fish with the answer to a subtraction problem.

When you complete five missions within a level, you win!

INVENTORY

Next to the skill level are silhouettes of fish. The blank ones indicate how many you have left to catch for the current game. As you catch fish, the spaces in the inventory fill with color.

BEWARE OF BAD GUYS

If you don't move Bill out of the way of electric eels, lobsters, or jellyfish, Bill experiences an unpleasant side effect. Each time they get him, you lose a fish from your inventory.

CASTLES AND SHIPS

Be sure to maneuver Bill through these objects or over them to avoid bumping his head.

PAUSING

To pause the game, hit the "P" key or move the cursor to one of the areas on the bottom of the screen (the Level box, Inventory box, or upturned arrow) and click. The word "Paused" appears in bubbles on the screen. While the game and the air level are paused, you can then do the following:

CHANGE THE MISSION

Click on the Inventory box to change to another mission. When you return the cursor up to the game screen, Mortimer asks you to look for a new fish within the same level.

CHANGE THE LEVEL

Click on the Level box until you reach the level you want. When you return the cursor up to the game screen, Mortimer asks you to look for a new type of fish from a different level.

EXIT

At any time, click on the arrow on the bottom right corner of the screen to return to the Playground Main Menu.

TROUBLESHOOTING

FOR THE IBM PC

This troubleshooting section is also available in the *Picture Pages* READ.ME file, for your convenience and in the event that this manual is lost. At any time in DOS, in the *Picture Pages* directory, you can type README to view the following:

If you get the message "VESA driver not installed" or "VESA video test failed" or you experience video display problems (split animations, screen flashes, or a flickering mouse cursor):

The VESA driver on your video card, which allows you to view high-resolution graphics, is either not installed or is not Version 1.02. To install the UniVESA driver for use while playing *Picture Pages*:

- While in the *Picture Pages* directory, type PPV (instead of PP) and press <ENTER>.
- The VESA driver will be installed and *Picture Pages* will automatically begin. The VESA driver will be removed when you exit the game.
- Type PPV to start *Picture Pages* every time thereafter.

If you get the error message "Error allocating memory" when you first run *Picture Pages*:

1. Do you have any expanded memory? Type MEM at the C:\DOS prompt to see if there is any expanded memory available. *Picture Pages* requires that your computer has an expanded memory manager running.
2. Refer to your DOS manual for instructions on loading the EMM386 memory manager.

If you get the error message "Not enough memory":

1. Are you running *Picture Pages* from Windows or a DOSshell? You must start the game directly from DOS. Exit Windows or DOSshell, then go to the game directory and type PP to start the game.
2. *Picture Pages* requires at least 525K of free core memory. That means the largest executable program size must be at least 537,360 bytes. Type MEM at the DOS prompt to find out your largest executable program size.
3. If your largest executable program size is less than 525K, then you must load some of your programs high or make a boot disk. If you are using DOS 6.0, you can type MEMMAKER to generate more memory. If you are using another memory manager, run its memory maximizing program. Refer to your DOS manual for help with Memmaker or make a boot disk.

To create a Boot Disk:

Creating a boot disk is a method you can use to configure your system for running *Picture Pages*. This disk will allow you to temporarily alter your system's configuration rather than making permanent changes that may affect programs you are already using. To create a bootable DOS system floppy disk:

- Insert a blank disk into your A: drive (or other floppy drive).
- From your DOS prompt, type FORMAT A: /S and press <ENTER>.
- Copy your AUTOEXEC.BAT and CONFIG.SYS files from your root directory onto the bootable system disk that you just created:
 - Type COPY AUTOEXEC.BAT A: and press <ENTER>.
 - Type COPY CONFIG.SYS A: and press <ENTER>.
 - Then type A: and press <ENTER> to switch to the drive containing your boot disk.

By eliminating nonessential lines in the autoexec.bat and config.sys files, you can free up memory necessary to run *Picture Pages* without affecting the normal configuration of your system. After you have edited the autoexec.bat and config.sys files on your boot disk, you will need to reboot your computer with the boot disk and *Picture Pages* will run correctly. To return to your system's normal configuration, simply reboot your system without the boot disk.

If you get the error message "Not enough expanded memory":

1. Are you running *Picture Pages* from Windows or DOSshell? You must start the game directly from DOS. Exit DOSshell or exit Windows (just clicking on the MS-DOS icon will not exit Windows), then go to the game directory and type PP to start the game.
2. *Picture Pages* requires at least 2.5 MB of free expanded memory if you do not have 1MB of RAM on your videocard. If you have 1MB on your videocard, *Picture Pages* requires 2MB of free expanded memory. (To find out if you have 1MB RAM on your videocard, look at the SETUP screen by typing SETUP while in the *Picture Pages* directory. Under the VESA heading, if "1024K detected" appears, you have 1MB of RAM.)

3. Type MEM at the DOS prompt. If your "Free EMS" is less than required, you must reconfigure your system to get more expanded memory. If your computer uses Smartdrive Disk Cache, you might disable it to get more EMS. Please refer to your DOS manual for help on disabling Smartdrive and other ways to get more EMS.

If you get the error message "Mouse driver not installed":

Picture Pages requires a mouse. *Picture Pages* and most software programs need to have a mouse driver loaded to work with the mouse. Refer to your mouse manual about loading your mouse driver.

If your computer crashes to DOS when you try to play

***Picture Pages* from Windows or DesqView:**

Multitasking environments like Windows and DesqView can conflict with *Picture Pages* in the way they use your computer's memory. When you want to play *Picture Pages*, you must completely exit any multi-tasking programs and start the game from the DOS prompt.

If the game runs, but there isn't any sound:

1. Run the *Picture Pages* setup program by typing SETUP from the *Picture Pages* directory. Is the correct sound card enabled? The soundcard autodetect routine may cause some systems to lock up. If your computer won't respond to the mouse or keyboard, reboot your computer. You must then set your sound card manually in the setup program. To find out how your soundcard is configured, refer to your soundcard documentation under the sections of IRQ, IO, and DMA.
2. Check the settings in the setup program against those for your card. Do the IO port, DMA channel and IRQ channels match?
3. Check the installation of your sound card. Does it work with other games? If not, then reinstall the sound card software.
4. If some or all sound is missing, you may be low on expanded memory. See number 2 of the "not enough expanded memory" section on page 16.

If animations run slowly:

If you are using QEMM's Stealth ROM and your video card has a built-in VESA driver, you should disable the stealth feature for your video card. Consult your QEMM documentation or contact Quarterdeck for help.

TECHNICAL SUPPORT

BY PHONE

Please review the Troubleshooting section of this manual before you call. For Take 2 Customer Service and Technical Support, call Take 2 at (412) 539-6407 between 9:00 a.m. and 5:00 p.m. Eastern Standard Time, Monday through Friday. We want you to be able to play the game as soon as possible, so for greater efficiency, please be at your computer when you call. If you can't be at your computer, please write down the following information about your computer: brand name/type, sound card type, largest executable program size, and mouse type.

BY FAX

You can reach Take 2 Technical Support by fax at (412) 539-3195. Please include your phone and fax numbers, your computer information, and as many details as possible about the problem you are having with *Picture Pages*.

BY MAIL

Write to: Take 2 Interactive Software
Technical Support
1004 Ligonier St., 3rd Floor
Latrobe, PA 15650

Please include your return address, your computer information and as many details as possible about the problem you are having with *Picture Pages*.

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No Mortimer Ichabods were harmed in the making of this software.

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TAKE 
Child's Play