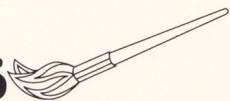


**STONE & ASSOCIATES**



# MEMORY LANE<sup>TM</sup>

**AGES 2-6**



*By Elmer Larsen*

The Stone & Associates  
 Education Software

# Education News

1988 Edition  
 1988 Edition  
 1988 Edition

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FREE DEMO DISK !!

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**KIDS CLAMOR**

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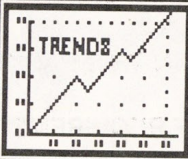
**STONE AND ASSOCIATES  
ANNOUNCE NEW  
EDUCATION SOFTWARE!**

.....

.....

.....

**TRENDS**



**READING SCORES**

.....

**TEACHERS THRILLED**

.....

.....

.....

**SPECIAL NOTE:** A preview disk of "Current Attractions" is available for MS/PC-DOS users only. To order, free of charge, call or write:

Stone & Associates  
 7910 Ivanhoe Ave., Suite 319  
 La Jolla, CA 92037  
 (619) 459-9173

Please specify 5¼" or 3½" disk.

Included on this preview disk are:

Kids Stuff  
 My Numbers Letters and Words  
 Young Math  
 Memory Lane

For a description of these programs and other programs available from Stone and Associates, turn to **CURRENT ATTRACTIONS** (page 12).



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## ABOUT THE AUTHOR



When Elmer Larsen's daughter, Anna, was 18 months old, he wanted to enrich her education with computer learning. Finding no satisfactory children's educational software on the market, he developed a learning package for her called, "MY LETTERS, NUMBERS & WORDS."

His effort to educate his daughter with an IBM PC microcomputer was extremely successful. After six months of using the initial program, she learned the alphabet, numbers, and the relationship between objects and words.

As Anna grew, Elmer developed more computer learning activities for her, including "MEMORY LANE," through his company Nighthawk Computing, Leavenworth, Washington. By using MEMORY LANE, children develop "critical thinking" skills essential to their success-whatever the study, whatever the pursuit.

Prior to founding Nighthawk in 1982, Elmer worked for ten years as a programmer with the U.S. Forest Service. He specializes in developing forestry, engineering and educational applications for the IBM PC.

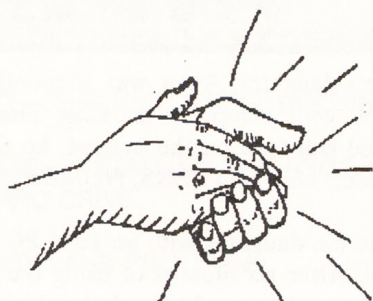
Stone & Associates is proud to offer many of Mr. Larsen's software packages in IBM, Atari ST and Apple II formats. We hope that your child enjoys many hours of fun and learning with MEMORY LANE.



## **INTRODUCTION AND COMPANY BACKGROUND**

Stone & Associates, a privately held corporation, publishes and markets educational software. Pioneers in the educational marketplace, they offer some of the finest products aimed at the IBM PC environment.

Stone & Associates manages all areas of publication including: market research, content design, packaging, marketing, advertising, and distribution channels. The firm also represents selected quality software from other companies.



### **SPECIAL THANKS TO ...**

Karin Velge, package designer,

Diane Marchese, educational consultant,

Mark Brlej, illustration artist for manual, and

Walton Enterprises, Project Specialists

## LETTER FROM THE PRESIDENT

*Dear "MEMORY LANE" User:*

*Ah that illusive attention span...how do capture it, how do you challenge it, how can you keep it stimulated?*

*Easy.....*

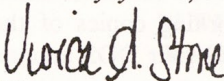
*Motivate your children by presenting new concepts using material they already know and like. Memory Lane's "See & Say Graphics" are easy to use and full of fun.*

*Don't aggravate your youngsters by allowing boredom and frustration to set in. With whimsical animation and entertaining action, Memory Lane creates a surprising, unexpected learning environment.*

*The best part results in your youngsters' strong grasp of the basics. Watch their egos soar when they bring home school report cards you can't stop talking about.*

*I know, and so do you, that learning comes naturally if you like what you are doing and feel a sense of achievement. We aim to inspire children to learn what's at hand today and to look forward confidently to the opportunities of tomorrow.*

*Sincerely yours,*

A handwritten signature in dark ink, reading "Viveca A. Stone". The script is cursive and fluid, with the first name being the most prominent.

*Viveca A. Stone  
President*



# **STARTING MEMORY LANE**

## **INCLUDED IN THIS PACKAGE**

### **For Atari Users**

A MEMORY LANE 3½" program disk  
This manual  
A registration card

### **For IBM and compatible Users**

Two MEMORY LANE Program disks  
One 3½" disk & one 5¼" disk  
This manual  
A registration card

## **HARDWARE REQUIREMENTS**

**MEMORY LANE** runs on Atari ST and MS DOS computers:

### **Atari ST**

Color monitor required  
512 K

### **IBM and MS DOS computers**

384K, 1 or 2 drives  
MS/PC-DOS 2.1 or higher  
Supports EGA, TGA, VGA, PS/2 MCGA 16 color, CGA 4 color  
and HERCULES monochrome mode.

## **IMPORTANT**

Before you attempt to run the program or perform the installation procedure, you should take the time to make working copies of the program diskettes and store your originals. Refer to your DOS manual for the procedure to copy diskettes.

**YOU MUST** place a "write-protect" tab over the notch on your original program disk before you create your "working" copy.

Since the program writes to disk during program operation, the working copy can not be write protected. It must remain in the default drive while you are using the program.

## STARTING THE PROGRAM ATARI ST

- Insert the program disk into Drive A.
- Rapidly **DOUBLE CLICK** on Drive A icon to display contents.
- **DOUBLE CLICK** on the program icon (**MEMORY.PRG**) to run the program.

Turn to "USING THE MEMORY LANE PROGRAM" (page 9). You are ready to begin.

## STARTING THE PROGRAM IBM

### General Information

**MEMORY LANE** can be operated in one of three ways:

- If you have a floppy disk drive system, you can start your computer by using your regular boot-up procedure and then placing the **MEMORY LANE** disk in drive A:. At the A> prompt type **MEMORY** (Return). If you choose to use this method, you do not need to run the **INSTALL** program unless your system has a **HERCULES** monochrome graphics card. If this is the case, turn to **OPTION ONE**. (page 4)
- You can make the disk self-booting by installing **DOS** onto the disk. After doing this, the program will automatically start when the computer is turned on and the program disk is in Drive A. If you choose to use this method, turn to **OPTION TWO**. (page 5)
- If you have a hard drive system, you can install the program onto the hard drive and store the floppy disk(s). If you choose to use this method, turn to **OPTION THREE**. (page 7)

### OPTION ONE

#### **RUNNING THE PROGRAM FROM DOS WITH IBM 5¼" OR 3½" FLOPPY DISK**

- Boot **DOS** (2.1 or higher) according to your normal procedure.
- Place the program disk in Drive A.
- At the A> prompt, type **MEMORY** (Return).

Turn to "USING THE MEMORY LANE PROGRAM" (page 9). You are ready to begin. (cont'd)



## OPTION ONE (cont'd)

**NOTE:** If you are using a HERCULES monochrome graphics card and a monochrome monitor, you must go through the following **INSTALL** procedure.

- Boot the DOS disk (2.1 or higher) according to your normal procedure.
- At the A> prompt, place the program disk in Drive A and type **INSTALL** (Return).
- Follow the instructions on the screen. You will be asked to answer these questions:

"Does your computer use the HERCULES monochrome graphics card? (Y or N)"

If your computer uses the HERCULES monochrome graphics card, answer **Y** for yes; if your computer uses an IBM compatible color graphics card, answer **N** for no.

"WHICH INSTALL? (1, 2, 3, or 4)"

Select "4" to terminate the procedure at this point.

- At the A> prompt, type **MEMORY** (Return).

## OPTION TWO CREATING A SELF BOOTING DISK FOR IBM 5¼" OR 3½" FLOPPY DISK

**Note:** This procedure will create a self-booting disk, which will automatically start-up DOS when the computer is turned on and the program disk is in Drive A.

- Boot the DOS disk (2.1 or higher) according to your normal procedure.
- At the A> prompt, place the program disk in Drive A and type **INSTALL** (Return).
- Follow the instructions on the screen. You will be asked to answer these questions:

(cont'd)

## OPTION TWO (cont'd)

"Does your computer use the HERCULES monochrome graphics card? (Y or N)"

If your computer uses the HERCULES monochrome graphics card, answer **Y** for yes; if your computer uses an IBM compatible color graphics card, answer **N** for no.

"WHICH INSTALL? (1, 2, 3, or 4)"

If you wish to make the program disk in drive A: self-booting and you have a hard disk, enter **2**. If you wish to make the program disk in drive A: self-booting and you **DO NOT** have a hard disk, enter **3**.

If you selected 2 or 3 above, the **INSTALL** program will make your program disk self-booting. You will know the installation is complete when the words "INSTALLATION IS COMPLETE" appear.

To start the program, place the disk in drive A. At the **A>** prompt type **MEMORY** (Return), or press **CNTR ALT DEL** for a "soft boot" start up.

Turn to "USING THE MEMORY LANE PROGRAM" (page 9). You are ready to begin.

**JUST IN CASE...**We have attempted to make the installation process as straightforward as possible. However, because of the various disk formats as well as versions of DOS that are used by the IBM PC compatibles, there is the possibility that our installation will not work with your system. If for some reason the above installation procedure does not seem to work, you should try making a bootable version of the program as outlined below.

- Format a blank disk using the **/S** formatting parameter. This will place the necessary system files on the disk to allow you to boot the system from the disk. (Review your DOS manual for details on the **FORMAT** command.)
- Move your formatted disk to Drive A. Place the original program disk in Drive B and at the **A>** prompt type **COPY B:\*/V**.
- When the DOS prompt reappears, remove the bootable copy from Drive A and label it as your program disk. Store your original disk.

(cont'd)



## OPTION TWO (cont'd)

PLEASE NOTE: You must go through the INSTALL procedure if you are using a HERCULES monochrome graphics card and a monochrome monitor. See OPTION ONE (page 4) for details.

### OPTION THREE INSTALLING THE PROGRAM ON YOUR HARD DRIVE

NOTE: The INSTALL procedure will not modify your Autoexec.bat or Config.sys files in any way.

- Turn your system on as usual.
- Place the program disk in drive A.
- At the C> prompt type A: (Return).
- At the A> prompt type INSTALL (Return).
- Follow the instructions on the screen. You will be asked to answer these questions:

"Does your computer use the HERCULES monochrome graphics card? (Y or N)"

If your computer uses the HERCULES monochrome graphics card, answer Y for yes; if your computer uses an IBM compatible color graphics card, answer N for no.

"WHICH INSTALL? (1, 2, 3, or 4)"

To install the MEMORY LANE program on your hard disk, enter 1.

You will now be asked to place the program in a directory. You can name a specific directory or let the program automatically enter a directory called "STONE" on drive C.

The screen will read:

"The hard disk directory where the  
PROGRAM is to be placed MUST be  
specified.

(cont'd)

### OPTION THREE (cont'd)

You specify a directory by typing  
PLACE followed by the directory name.  
If you want to install on drive D  
rather than C, then add D at the end.

PLACE (directory)  
PLACE (directory) D

If you just enter PLACE and key  
Return with no name given, STONE  
will be the directory name used and  
the drive will be C."

For example:	DIR NAME	DRIVE
You enter:	PLACE BILLY	D

DIR NAME is the name of the directory where you want the program  
to be found on your hard drive.  
DRIVE is the name of the drive where you would like the program  
to be placed.

The above example would copy the program to drive "D:" and place it in  
a directory named "BILLY"

You will know the installation is complete when the words  
"INSTALLATION IS COMPLETE." appear.

To run the program, change to the drive and directory where the files are  
located.

At the new prompt type **MEMORY** (Return). Turn to "USING THE  
MEMORY LANE PROGRAM" (page 9). You are ready to begin.



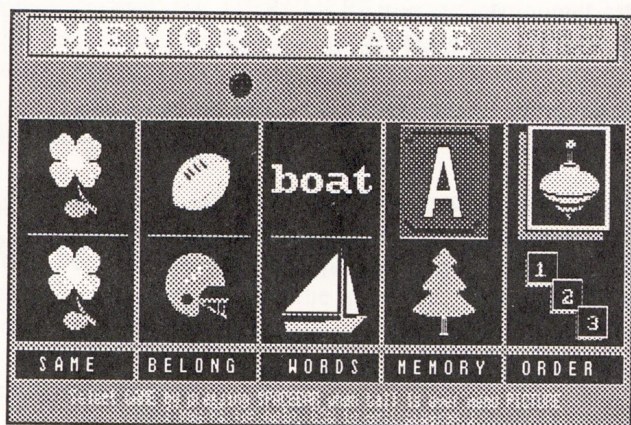
## USING THE MEMORY LANE PROGRAM

We know you're eager to begin, but why don't you take a brief moment to review the activities and their special options. Let's set your child up for success!



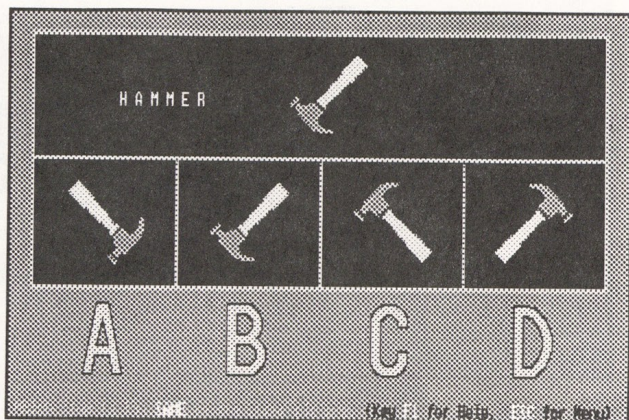
### MENU

There are five major learning activity sessions. Each of the five rectangles represents an activity: Same, Belong, Words, Memory and Order. As the ball bounces across the images, your child can pick, poke or zap (!) any key to begin playing that activity.



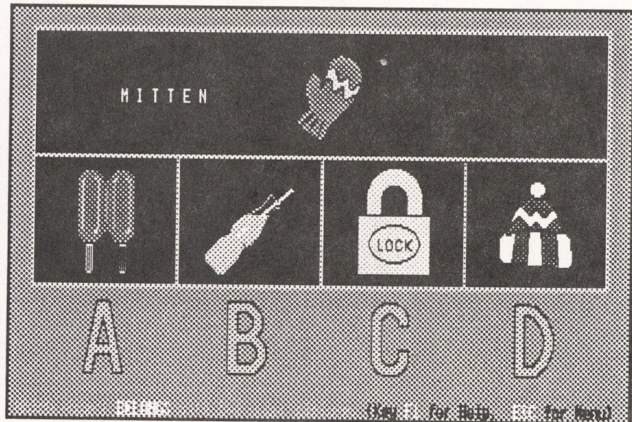
Let's examine each one:

## SAME



This activity stimulates pattern, shape, direction and size recognition. These analytical and perceptual skills are prerequisites for mastery of pre-reading, pre-math skills. A picture of an object is displayed at the top of the screen with four variations of the picture shown below it. Each variation is identified by a large letter. The child must select which of the four images exactly matches the top drawing and press the appropriate letter key.

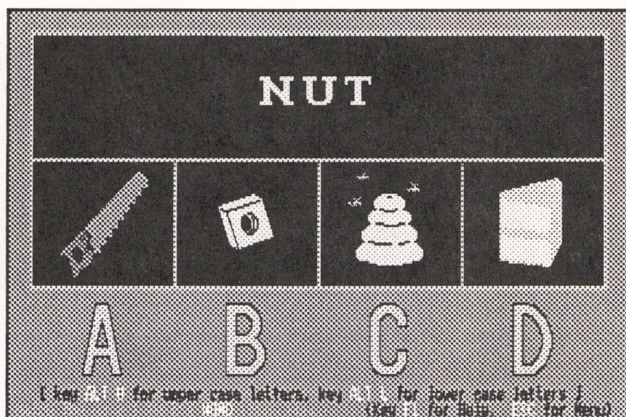
## BELONG



Critical thinking skills are learned as a child sorts and pairs objects according to their use or characteristic. A picture of an object is displayed at the top of the screen with four pictures of other objects shown below it. Each of the four pictures is identified by a large letter. The child must select from the four images, the one that is most closely associated with the top drawing.

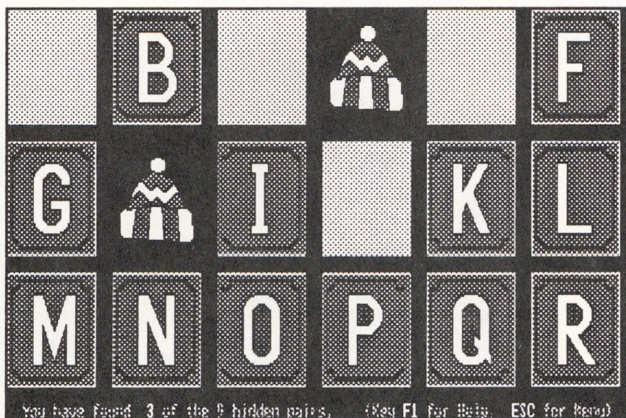


## WORDS



Words increases a child's vocabulary while practicing beginning and ending consonants and vowel sounds. A word is displayed at the top of the screen with four pictures of objects shown below it, each identified by a large letter. The child chooses from the four images, the one that is named at the top of the screen. This activity starts with three letter words and will only move on to harder words if the child is having success.

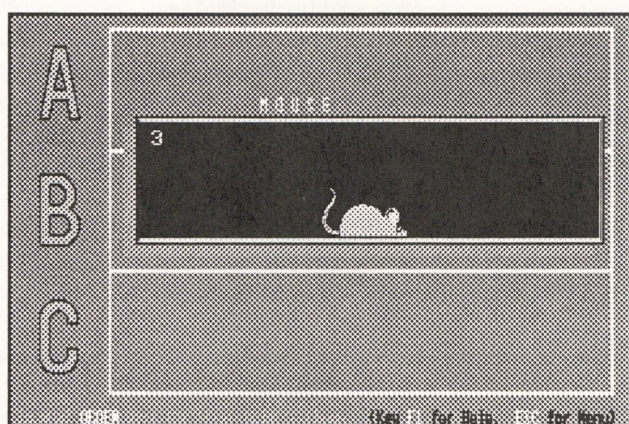
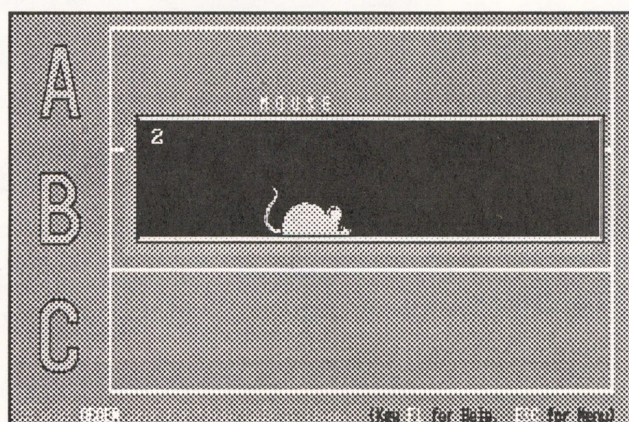
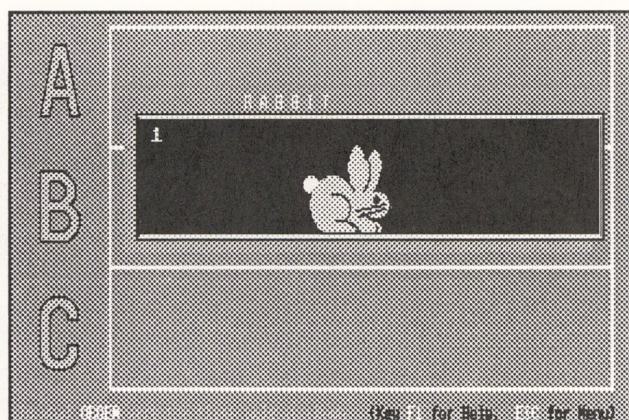
## MEMORY



Memory strengthens a child's attention, retention and concentration span, a must to succeed in school. Eighteen boxes (nine pairs) are displayed on the screen, each identified by a large letter. The child picks a box by pressing the corresponding letter key and a picture appears. When a child makes a match the two pictures will briefly flash on and on then disappear from the screen. The game ends when all nine pairs have been matched.

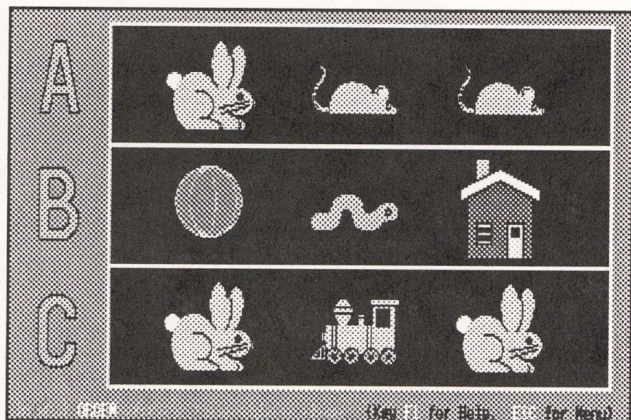


## ORDER



Unique motion, bright color and soft sounds teach numerical order while strengthening memory skills. A window opens in the middle of the screen and three animated objects appear, one at a time.





The window then closes and three rows of three objects each are displayed.

Only one of the three rows, identified by a large letter, will be the same three items that were animated and in the same order as previously displayed.

The child must find, then select the row with the correct order of items. If you would like a series repeated, press the "=" key.

## EASY COMMANDS!

### Atari ST

<b>ESC</b>	Pressing <b>ESC</b> during a game will return you to the child's menu.
<b>(FILE)</b>	Double click rapidly to exit the program.
<b>F1</b>	Provides on screen assistance at any time in the program.

### IBM and Compatible Users

<b>ESC</b>	Pressing <b>ESC</b> during a game will return you to the child's menu. If you press <b>ESC</b> at the menu screen, you will be asked "Return to DOS?". Y or N must be pressed to exit. This avoids childish mishaps. ☺
<b>Alt+S</b>	Toggles the sound on and off.
<b>F1</b>	Provides on screen assistance at any time in the program.
<b>=</b>	Repeats a series. (Order activity only)

## **CURRENT ATTRACTIONS FROM STONE & ASSOCIATES**

### **My Letters, Numbers and Words (Ages 2-6)**

Irresistible graphic displays, animation and sound teach children their ABC's, numbers 1-10 and early word concepts. Stresses UPPER/lower case recognition, spelling and keyboard skills. Available for Apple II, Atari ST, and IBM. Suggested retail price \$39.95.

### **Kid's Stuff (Ages 2-6)**

This sequel to "My Letters, Numbers and Words," reinforces letters, counting and vocabulary skills with games, puzzles and easy word problems. A free-typing section helps children identify the alphabet for reading skills. The level of difficulty can be varied for each child. Available for Apple II, Atari ST and IBM. Suggested retail price \$39.95

### **Young Math (Ages 4-8)**

Dynamic graphic routines help children "visualize" the essential concepts of addition and subtraction. Four fun activities can be varied to stress equations, odd/even numbers and numerical sequences. Available for the Atari ST and IBM. Suggested retail price 39.95.

### **Phonics PLUS (Ages 4-8)**

This colorful, action-packed program introduces consonants, vowels and words with games and letter drills. The new "SEE and SAY" approach combines sight, sound and touch to create a sensory learning experience for the young reader. Available for IBM. Suggested retail price \$39.95.

### **Bull's Eye Math (Ages 7-14)**

Fast paced arcade format will improve speed and accuracy in solving addition, subtraction, multiplication and division problems. Three activities provide multilevel difficulty. Available for IBM. Suggested price \$29.95.

### **2nd Math (Ages 7-16)**

Six activities, secret messages, car races, riddles and more, lead children through addition, subtraction, multiplication, division, fractions, decimals and percentages. 2nd Math features step-by-step interactive tutorials and testing sessions to monitor a student's progress. Available for Apple II and IBM. Suggested retail price \$49.95.



### **Algebra Plus Volume I (All ages)**

Take the "misery" and the "mystery" out of learning algebra...solve words problems, graph equations, use formulas, graph linear equations and more! The 12 sessions feature immediate feedback, printout capabilities, test sessions and a 160 item glossary of terms and definitions. Available for Apple II and IBM. Suggested retail price \$49.95.

### **Algebra Plus Volume II (All ages)**

This program covers: exponents and logarithms, general properties of polynomials, addition, subtraction, multiplication and factoring of polynomials, word problems and quadratic equations. The 11 sessions feature printout capabilities, test sessions and a 160 item glossary of terms and definitions. Available for IBM. Suggested retail price \$49.95.

### **Across the USA (All ages)**

It's fun and easy to learn the states, their locations, capitals and abbreviations. Snatches of folk tunes and test scores at the end of each session make this a program that's truly educational and entertaining! Available for Apple II and IBM. Suggested retail price \$29.95.

### **PC Crayon (All ages)**

As simple as an "etch-a-sketch" to create, paint and animate! Simple keystroke commands, 150 paint and pattern variations and a library of pre-designed images. Available for IBM. Suggested retail price \$59.95.

### **Concentrate (All ages)**

A fun, easy-to-use memory game that's challenging and entertaining all at once. Develops critical memory skills, builds vocabulary and pattern, color and shape recognition. Available for IBM. Suggested retail price \$39.95.

### **Championship Blackjack (All ages)**

Good for the beginner or for the pro! Casino action, single keystroke commands, single or multiple card decks. It's like having a private blackjack tutor! Available for IBM. Suggested retail price \$34.95.

## TECHNICAL SUPPORT HOT LINE

If you have turned to this section, you must have a problem...

No matter where you are, no matter what you, your children, your pets or your distant relatives have done (not to exclude what you haven't done), PLEASE CALL NOW!

In most instances, frustrating hours can be saved with one short phone call.

Our technical assistance "Hot Line" number is:

**(619) 459-9173**

Mon. thru Fri., 8 a.m. to 5 p.m., Pacific Standard Time.





# WARRANTY INFORMATION

## NOTICE

Stone & Associates Publishing and Marketing, Inc. reserves the right to make improvements in the product described in this manual at any time and without notice.

## WARRANTY

This program will perform substantially in accordance with the published specifications, the documentation and authorized advertising. Stone & Associates Publishing and Marketing, when notified of significant errors within ONE YEAR of purchase, will at its options: 1) correct demonstrable and significant program or documentation errors within a reasonable period of time; or 2) provide the customer with a functionally equivalent disk; or 3) provide or authorize a refund.

If the program disk is damaged within 90 days of purchase, Stone & Associates will replace the disk with a functionally equivalent disk within a reasonable period of time, upon receipt of the damaged disk by Stone & Associates.

Stone & Associates does not warrant that the functions of the software will meet your requirements or that the software will operate error-free or uninterrupted. Stone & Associates has used reasonable efforts to minimize defects or errors in the software. You assume the risk of any and all damage or loss from use, or inability to use the software.

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