



# Green Eggs and Ham

By Dr. Seuss

User's Guide



**W**elcome to the world of *Living Books*. You and your child are about to experience a fun and fantastic learning environment where characters and objects come alive and bring a whole new dimension to storytelling.

## Installation Instructions for Macintosh® and Windows®

Macintosh or Power Macintosh®

To play *Green Eggs and Ham*, simply insert the CD-ROM disc into your CD-ROM drive. Double-click the icon labeled ***“Green Eggs and Ham”*** to begin playing.



*Green Eggs and Ham*

## Windows 3.1x

### To Install

Begin at the Windows Program Manager to install the program. Place the CD into your CD-ROM drive. Choose “Run” under the “File” menu. Type **D:\SETUP.EXE** in the line labeled Command Line. (If your CD-ROM drive uses a letter other than D, substitute that letter for D.) Click **OK** to begin the installation. Follow the on-screen instructions to install *Green Eggs and Ham*.

### To Play

A program group titled ***Living Books*** will be created in the Windows Program Manager and will contain an icon labeled ***“Green Eggs and Ham.”*** Double-click this icon to begin playing.

## Windows® 95 - Autoplay Instructions

### To Install

Start at the Windows 95 desktop to install the program. Place the CD into

your CD-ROM drive. The *Green Eggs and Ham* Startup window will appear. Click on the **Install** button and follow the on-screen instructions to install the program.

## To Play

After successfully installing the program, click the **Run** button at the Startup window to start the program. The Startup window will appear each time the CD is inserted into the CD-ROM drive. If you prefer to not see this screen and automatically launch *Green Eggs and Ham*, click on the checkbox at the bottom of the Startup window marked "Show window next time you insert the CD" so that the checkmark is removed. The next time the CD is inserted into the CD-ROM drive, *Green Eggs and Ham* will automatically launch. (Note: This autoplay feature is not available if the *Green Eggs and Ham* Startup window does not automatically appear the first time the CD is inserted.)

## Windows 95 - Manual Instructions

### To Install

If the **Living Books** Startup window does not appear automatically on screen, you can install the program manually by starting at the Windows 95 desktop. Click on the **Start** button on the task bar and choose **Run**. Type **D:\SETUP.EXE** in the line labeled Open. (If your CD-ROM drive uses a letter other than D, substitute that letter for D.) Click **OK** to begin the installation. Follow the on-screen instructions to install *Green Eggs and Ham*.

## To Play

After successfully installing the program, begin at the Windows 95 desktop. Click on the **Start** button and select **Programs**, and then **Living Books**. Click the **"Green Eggs and Ham"** menu item to begin playing.

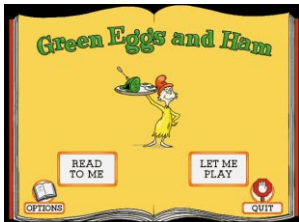
### Select a Mode

#### READ TO ME

When you make this selection, your cursor will disappear as you see the book unfold page by page. Your cursor will only reappear when you return to the main selection screen after the book is finished. You can also use the space bar on your keyboard to exit the book. Use the right or left arrow key on your keyboard to skip ahead or see an earlier page in the book. You can switch to "Let Me Play" mode by pressing "P" on your keyboard.

#### LET ME PLAY

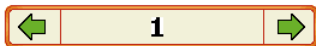
When you click on this button, you'll be able to start exploring each page after its introduction. Use the mouse to select different items you would like to see come to life on the screen. There are many hidden buttons on every page, so be sure to search carefully before turning each page. For example, be sure to click on all areas of the page even when there are not objects present. You can switch to "Read To Me" mode while reading the book by pressing "R" on your keyboard.





Clicking on this button takes you to the options page where you can go directly to any page in the book in interactive ("Let Me Play") mode. You cannot jump into the story in passive ("Read To Me") mode. To go directly to a page, click the forward and backward arrows until you see the page number you want. Then click **OK** to go to that page. To see demos of other Living Books, click on the **Demos** button.

OK



## Turning Pages

To turn pages, click the hands pointing forward or backward, located in the lower right and left corners of the screen, or press the right or left arrow on your keyboard. To return to the main selection screen, click on the page number at the bottom of each screen, or press the space bar.

## Activities


*Green Eggs and Ham* includes three special activities that can only be accessed through pages in the storybook:


- Clicking on the house window on page 4 opens the Color Match with A Mouse in a House Game. This game challenges children to find matching pairs of brightly colored foods among the cupboards and "crannies" of a Seussian kitchen. You can return to page 4 by clicking the pointing hand in the bottom left corner of the screen.
- Clicking inside the box on page 5 opens the Make a Word with A

Fox in a Box Game. This game allows users to create words and sentences by changing the first letter in a chosen word family (for example, pig - wig - fig). You can return to page 5 by clicking the pointing hand in the bottom left corner of the screen.


- Page 12 is Sam-I-am's Find a Rhyme Game. This game encourages children to match images corresponding to rhyming words. If you want to continue the story without playing the game just click on the pointing hand in the bottom right corner of the screen.

## Shortcuts


In either mode of play, you can press the -M combination to display or hide the menu bar, which will be hidden when play begins.

To go directly to the Options Page from anywhere in the book use the -B combination.

Press the space bar from anywhere in the story to go directly to the main selection screen.

You can use the  and the up or down arrow to adjust your computer's volume level.

Press "R" for "Read To Me" and "P" for "Let Me Play" on your keyboard to change from one mode to the other.

Press -Q combination from anywhere in the story to quit.

## **Memory**

Living Books products are designed to use 4.5MB of memory in your Macintosh.

You may not have that much memory available because of Control Panels or Extensions that are enabled. In order to play, you may need to disable some Control Panels or Extensions and restart your computer to regain the memory needed.

## **Screen Savers**

If your computer has a software screen saver enabled it might interrupt Living Books, especially during the “Read To Me” mode. Be sure to disable your screen saver software while using this Living Book to avoid its interruption.

## **Virtual Memory**

Be sure to turn off virtual memory, close other windows and turn off file sharing to allow Living Books to perform at their intended level. Living Books are 32-bit clean.

## **Launcher and At Ease Users**

Launcher and At Ease (both products by Apple) are designed to provide a simplified interface for you and your child. If Launcher or At Ease programs are enabled when you try to use Living Books, they may cause performance or sound problems. We recommend that you turn off

Launcher or At Ease before using Living Books. It is possible to stop Launcher and At Ease from automatically starting up each time you start your computer by dragging them out of the folder "StartUp Items" in your system folder. Please see your Macintosh manuals for more details.

## **Technical Notes**

Please see the **Troubleshooting Guide** supplied with this product for more detailed technical information.

## **Video Boards**

Some accelerated video boards with special device drivers or boards made by specific manufacturers cause sporadic problems with Living Books. We suggest you use the 640 x 480 x 256 color device driver designed for your video board. See your Windows manual or the **Troubleshooting Guide** supplied with this product for information on changing video drivers and other tips.

## **Shortcuts**

Press the spacebar from anywhere in the story to go directly to the main selection screen.

Press "R" for "Read To Me" and "P" for "Let Me Play" on your keyboard to change from one mode to the other.

Press Control-Q from anywhere in the story to quit.



## **CREDITS**

**Senior Project Director:** Bridget Erdmann

**Creative Director:** Mark Schlichting

**Producer:** Ron Seawright

**Preproduction Producer:** Tami Sloan  
Tsark

**Associate Producer:** Philo Northrup

**Animation:**

**Wild Brain, Inc**

**Animation Director:** Phil Robinson

**Producer:** Jeff Fino

**Line Producers:** Carol Hughes and  
Amy Loeffler

**Animators:** Barbara Bayne, Amber  
MacLean, Cindy Ng, Amy Nuara, Jim  
Richardson, Dave Thomas, Antonio Toro,  
Nathan Walrath

**Assistants:** Matt Grinnell, Valerie  
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Ivan Spiridonov, Amanda Tsoukanelis.

**Inkers:** Donelle Estey, Andrea Freeman,  
Michael Goard, Ailish Mullally,  
Steve Sechovec

**Animation:**

**Living Books**

**Senior Animator:** Marcelo Souza

**Additional Animation:** Spartaco  
Margioni

**Storyboards & Layouts:** Marcelo  
Souza and Don Albrecht

**Music Arranged and Directed By:**  
Barney Jones

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**Sound produced at Earwax Productions**

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**Support Techs:** Barbara Beaumont and  
Robert Hoffman

**Programmers:** Glenn Axworthy, Jeff  
Mossberg, Dave Lucas, Ed Rose

**Activities Programming, Authoring  
and Additional Animation:** Eyebright  
Interactive

**Digital Ink & Paint and Image  
Processing:**

**Classé Entertainment**

**Executive Producer:** Ruben Frias;

**Technical Director:** Drew Jacobsen

**Assistant Technical Directors:**

Catherine Hohlfeld and Doug Tiano

**Color Stylist:** Richard Moore

**Additional Artists:** Phillip Bossant, Jason  
Baskin and Illustrious Interactive

## **Voice Talent:**

|                 |                  |
|-----------------|------------------|
| The Grouchy Guy | Spoon Man        |
| Sam-I-am        | Brian Lohman     |
| Mouse           | Ron Seawright    |
| Fox             | Bob Marshall     |
| Goat            | Philo Northrup   |
| Mom             | Nancy Breuninger |
| Kid             | Victor Promessi  |
| Green Bird      | Pat Farrell      |

**All Tall Barbershop singers:** Micah Epps,  
Pat Farrell, Barney Jones

**Extra characters:** Bridget Erdmann, Pat  
Farrell, Barney Jones, Brian Lohman, Philo  
Northrup, Ron Seawright, Mark Schlichting

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**Educational Consulting:** Nancy Howe,  
Bing Nursery School

**Product Testing:** Deb Schwarz, Strategix

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**Marketing Communications**

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**Managers:** Ginny Walters & Kirk Roulston

**Special Rhyme Writer:** Sharon Lerner

## **Special Thanks:**

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Free, Kathi Gunn, Hope Innelli, Reenie Katz,  
Erika Luckett, Grace Pascual, Daly Richards,  
Jeff Schon, Jane Scolieri, Randy Spencer,  
Robert Thomure, Pia Trinidad, Lea Whitten,  
Rambabu Yarlagadda, Karl Zobell

*...and Dr. Seuss*

and all of the folks at Random House and  
Brøderbund who make our work possible.

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