

Welcome to **Abigail Appleseed's Magic Applehouse!**

This is a demonstration version of the **Magic Applehouse** exclusively for this CD. Many of the functions have been disabled, including the Save/Load feature, the helpful tutorials and on-line help system, and many of the enjoyable reward animations. This demo is to give you an idea of how Abigail teaches beginning computer users, by showing them how she uses a computer to run her Apple Bakery. In the full program, there are activities to learn basic computer and keyboarding skills, as well as lessons to give an general feeling for how spreadsheets, databases, and word processors function. In the full version, there are also three levels of difficulty for the activities. Level one gives a general overview of how things work, and uses simple graphic representations for the database and spreadsheet. The demo uses only this level. Levels two and three use more sophisticated versions of databases, spreadsheets, and word processors, and teach more keyboarding and typing skills.

It is also important that you turn your Virtual Memory **off** when playing in the **Magic Applehouse**. Certain activities and animations will run much more smoothly without virtual memory..

In this version of the **Magic Applehouse**, there are four main activities: **Be Wise- Advertise, Database Place, Spreadsheets, and The Right Price.**

The first is to show a basic graphic word-engine. The user chooses a baked good for Abigail to sell, and practices typing in words. The baked good that the user chooses then determines which item will be used throughout that session. In the full version, the user can print out their own copy of the advertisement.

The next activity, **Database Place**, uses a graphic database to keep track of customers and their orders. The user must find the current customer, and drag their picture into the Customer box. Then they must find the proper order, and drag it tot the Order box. These are entered into the Database, and the characters will animate. As this is only a demo program, there are only a few animations. There are over twenty for this one activity in the full version. If the user forgot which customer or order they need, there is a button on screen so they can go back to view the original order.

Following this, is a graphic spreadsheet. The user fills in the spreadsheet according to what items appear on the recipe card. The spreadsheet totals up all of the items in the fifth column.

Finally, the user must attach the correct prices to each baked good. A row of coins appear, and the user types in the total price.

Since the demo only plays at level one, no total of coins will be more than twenty-five cents.

When the user has completed helping Abigail, they receive the final reward animation, where Abigail and her friends send off their goods to town.

The full version of the program contains the following activities:

Be Wise- Advertise - a graphic advertising engine, to put together an on-line advertisement for Abigail's Baked Goods.

Database Place - A database to help Abigail keep track of her customers and their orders.

Spreadsheets - Abigail uses this to keep track of her recipes, and to find out how much of each ingredient is needed for various orders.

Picking Apples - Help Abigail pick the correct number of apples for her baked goods. The user refers to their spreadsheet for the amounts.

Bake, Bake, Bake - Cooking in Abigail magical kitchen makes following recipes fun.

The Right Price - Total up the coins to make sure Abigail's baked goods are sold for the right price.

Making Folders - making and labeling folders on a computer is easy and fun.

Swift Shift - Learn the use of the shift key for typing capital letters to help Buzz Bumblebee drive home.

Falling Apples - The TAB key will help Abigail's friends catch the apples before they hit the ground.

Buzz's Beehive - Use the arrow key to move Buzz Bumblebee around his hive to clean up the comb.

Sign Design - Use this graphic and word processor to make you own posters, letters, signs, and more. Then you can print them out and put up on your wall at home or at school.

Make Your Own Applehouse - Users can design their own Applehouse with a variety of props and parts. This can be printed out, too.

Grow Your Own Apple Tree - It takes time and patience to grow an apple tree from a seed to a fruit-bearing tree.

Whereabouts Windows - Windows on a graphic computer are like windows on a house: they are used to see into files and rooms. Find several objects in Abigail's house by opening and closing windows.