RUNNING UNLOCKED PRODUCTS FROM THE CLUB KIDSOFT CD-ROM.

Club Kidsoft volume 3, issue 2

This file contains information about how to run every unlockable product on the Club KidSoft CD-ROM, and any special instructions or notes about these products. Scroll down until you find the name of the product you are interested in.

Flying Colors

1) In Program Manager click on the KidSoft icon group
2) Click on the Flying Colors icon to run the application

Oregon Trail

1) In Program Manager click on the MECC icon group
2) Click on the The Oregon Trail icon to run the application.

Amazon Trail

1) Exit Windows (to get to a "C" PROMPT)
2) Type "CD \CLUBCODE\AMAZON" Then press "ENTER" (to change directory)
3) Type "SETUP" Then press "ENTER" (for program configuration)
4) Type "AMAZON" Then press "ENTER" (to run application)

Kid Works 2

1) In Program Manager click on the Kid Works 2 icon group
2) Click on the Kid Works 2 icon to run application

Treasure MathStorm!

1) In Program Manager click on the Learning Company icon group
2) Click on the Treasure Math Storm icon to run application

Storybook Weaver

1) Exit Windows (to get to a "C" PROMPT)
2) Type "CD \CLUBCODE\SBW" Then press "ENTER" (to change directory)
3) Type "SBWCNFG" Then press "ENTER" (to configure program)
4) Type "SBW" Then press "ENTER" (to run application)

Beginning Reading

1) In Program Manager click on the Brightstar icon group
2) Click on the Beginning Reading icon to run the application

My Own Stories

1) Exit Windows (to get to a "C" PROMPT)
2) Type "CD \CLUBCODE\MOS" Then press "ENTER" (to change directory)
3) Type "SETUP" Then press "ENTER" (to configure program)
4) Type "STORIES" Then press "ENTER" (to run application)

Millie's Math House

1) Exit Windows (to get to a "C" PROMPT)
2) Type "CD \CLUBCODE\MILLIE" Then press "ENTER" (to change directory)
3) Type "INSTALL" Then press "ENTER" (to configure program)
4) Type "MILLIE" Then press "ENTER" (to run application)

Museum Madness

1) Exit Windows (to get to a "C" PROMPT)
2) Type "CD \CLUBCODE\MUSMAD" Then press "ENTER" (to change directory)
3) Type "SETUP" Then press "ENTER" (for program configuration)
4) Type "MUSEUM" Then press "ENTER" (to run application)

Bailey's Book House

1) Exit Windows (to get to a "C" PROMPT)
2) Type "CD \CLUBCODE\BAILEY" Then press "ENTER" (to change directory)
3) Type "INSTALL" Then press "ENTER" (to configure program)
4) Type "BAILEY" Then press "ENTER" (to run application)

Kid's Typing

1) In Program Manager click on the Brightstar icon group
2) Click on the Kid's Typing icon to run application

DinoPark Tycoon

1) Exit Windows (to get to a "C" PROMPT)
2) Type "CD \CLUBCODE\DINOPARK" Then press "ENTER" (to change directory)
3) Type "CONFIG" Then press "ENTER" (for program configuration)
4) Type "DINOPARK" Then press "ENTER" (to run application)

Early Math

11) In Program Manager click on the Brightstar icon group
2) Click on the Early Math icon to run the application

Number Munchers

1) Exit Windows (to get to a "C" PROMPT)
2) Type "CD \CLUBCODE\NUMMNCH" Then press "ENTER" (to change directory)
3) Type "NM" Then press "ENTER" (to run application)

Super Munchers

1) Exit Windows (to get to a "C" PROMPT)
2) Type "CD \CLUBCODE\SMUNCH" Then press "ENTER" (to change directory)
3) Type "SM" Then press "ENTER" (to run application)

Word Munchers

1) Exit Windows (to get to a "C" PROMPT)
2) Type "CD \CLUBCODE\WORDMNCH" Then press "ENTER" (to change directory)
3) Type "WM" Then press "ENTER" (to run application)

Spelling Jungle

1) In Program Manager click on the Sierra icon group
2) Click on the Spelling Jungle icon to run application

Troggle Trouble Math

1) In Program Manager click on the MECC icon group
2) Click on the Troggle Trouble Math icon to run application

Richard Scarry's BusyTown

1) Exit Windows (to get to a "C" PROMPT)
2) Type "CD \CLUBCODE\BUSYTOWN" Then press "ENTER" (to change directory)
3) Type "BUSYTOWN" Then press "ENTER" (to run application)

Foo Castle

1) In Program Manager click on the FooWare icon group
2) Click on the Foo Castle icon to run the application

KidDesk Family Edition

1) In Program Manager click on the Kid Desk icon group
2) Click on the Kid Desk Family Edition icon to run application
****REMEMBER PRESS "CTRL+ALT+A" FOR ADULT MODE"

Flix Mix

1) Exit the Club KidSoft Application
2) Exit Windows to get to a "C" PROMPT
3) Type "CD \CLUBCODE\FLIXMIX" Then press "ENTER" (to change directory)
4) Type "SETUP" Then press "ENTER" (to configure program)
5) Type "FLIXMIX" Then press "ENTER" (to run application)

Flying Colors - Fashion Faces Art Pack

(Requires Flying Colors)
1) In Program Manager click on the KidSoft icon group
2) Click on the Flying Colors icon to run Flying Colors -- the art pack will be loaded automatically

Flying Colors - Food Art Pack

(Requires Flying Colors)
1) In Program Manager click on the KidSoft icon group
2) Click on the Flying Colors icon to run Flying Colors -- the art pack will be loaded automatically

Flying Colors - Funny Faces Art Pack

(Requires Flying Colors)
1) In Program Manager click on the KidSoft icon group
2) Click on the Flying Colors icon to run Flying Colors -- the art pack will be loaded automatically

Flying Colors - Tropical Art Pack

(Requires Flying Colors)
1) In Program Manager click on the KidSoft icon group
2) Click on the Flying Colors icon to run Flying Colors -- the art pack will be loaded automatically

Math Rabbit

1) In Program Manager click on the Learning Company icon group.
2) Double click on the Math Rabbit icon to run application.

Thinkin' Things Collection 1

1) Exit Windows (to get to a "C" PROMPT)
2) Type "CD \CLUBCODE\TT" Then press "ENTER" (to change directory)
3) Type "INSTALL" Then press "ENTER" (to configure game)
4) Type "TT" Then press "ENTER" (to run application)

Thinkin' Things Collection 2

1) In Program Manager, click on the Edmark icon group
2) Click on the Thinkin' Things Collection 2 icon to run the application

Requires VESA video support to fully utilize the product. Refer to the README.TXT file for specific information.

Reader Rabbit 1

1) In Program Manager click on the Learning Company icon group.
2) Click on the Reader Rabbit 1 icon to run application.

Reader Rabbit 2

1) In Program Manager click on the Learning Company icon group
2) Click on the Reader Rabbit 2 icon to run application

Reader Rabbit 3

*** When installing, the installer program will ask that you insert disks. Simply hit RETURN at each prompt.

1) In Program Manager click on the Learning Company icon group
2) Click on the Reader Rabbit 3 icon to run application

Odell Down Under

1) In Program Manager click on the MECC program group
2) Click on the Odell Down Under icon to run application

Alphabet Blocks

1) In Program Manager click on the Brightstar icon group
2) Click on the Alphabet Blocks icon to run application

Super Solvers Spellbound!

1) In Program Manager click on the Learning Company icon group
2) Click on the SpellBound! icon to run application

Student Writing Center

1) In Program Manager click the Learning Company icon group
2) Click on the Student Writing Center icon to run application

Treasure Cove!

1) In Program Manager click on the Learning Company icon group
2) Click on the Treasure Cove icon to run application

Treasure Mountain!

1) In Program Manager click on the Learning Company icon group
2) Click on the Treasure Mountain icon to run application

Mental Math Games

1) Exit Windows (to get to a "C" PROMPT)
2) Type "CD \CLUBCODE\MMG" Then press "ENTER" (to change directory)
3) Type "SETSOUND" Then press "ENTER" (to configure program)
4) Type "GAMES" Then press "ENTER" (to run application)

Crayola Art Studio

1) In Program Manager click on the Micrografx for Kids icon group
2) Click on the Crayola Art Studio icon to run application

Turbo Science

1) Exit Windows (to get to a "C" PROMPT)
2) Type "CD \SIERRA\TURBOSCI" Then press "ENTER" (to change directory)
3) Type "INSTALL" Then press "ENTER" (to configure program)
4) Type "TURBOSCI" Then press "ENTER" (to run application)

Expresso Calendar

1) In Program Manager click on the Expresso icon group
2) Click on the Expresso icon to run the application
3) Use Serial Number: EXW-65132-0445 when asked to enter one.

Flying Colors - Animals Art Pack

(Requires Flying Colors)
1) In Program Manager click on the KidSoft icon group
2) Click on the Flying Colors icon to run Flying Colors -- the art pack will be loaded automatically

Flying Colors - Machinery Art Pack

(Requires Flying Colors)
1) In Program Manager click on the KidSoft icon group
2) Click on the Flying Colors icon to run Flying Colors -- the art pack will be loaded automatically

Flying Colors - Map Pack

(Requires Flying Colors)
1) In Program Manager click on the KidSoft icon group
2) Click on the Flying Colors icon to run Flying Colors -- the art pack will be loaded automatically

Flying Colors - Dinosaurs Art Pack

(Requires Flying Colors)
1) In Program Manager click on the KidSoft icon group
2) Click on the Flying Colors icon to run Flying Colors -- the art pack will be loaded automatically

Flying Colors - Art Pack Sampler

(Requires Flying Colors)
1) In Program Manager click on the KidSoft icon group
2) Click on the Flying Colors icon to run Flying Colors -- the art pack will be loaded automatically