Professor ROM Help Manual

Early Education Series

[General Instructions and Troubleshooting](#)

[Lets Learn Letters](#)

[Lets Learn Numbers](#)

[Lets Learn Shapes and Colors](#)

[StoryTime](#)

[Credits](#)

For help using on-screen Help, press F1

General Instructions and Troubleshooting

General Instructions
Keyboard
Mouse

Troubleshooting
Functional
Performance

Keyboard

Most of the actions you will need to perform in your Professor ROM software can be accomplished by using the <u>mouse</u>.   However, there are a few instances in which you may want to use the keyboard.

- Any time you see a decision box, you can use the right and left arrow keys to switch between **Yes** and **No**, and the **Enter** key on your keyboard to simulate the click of the left mouse button.   You can also type a **Y** for yes and an **N** for no.

- After your first time through the exercises, you may want to skip over the introduction animation screens.   You can do this simply by pressing the **Enter** key on your keyboard as soon as the animation begins to play.

Mouse

Almost everything you do in the exercises requires the use of a mouse.   Here are a few tips for using the mouse throughout your Professor ROM software.

- USE THE LEFT MOUSE BUTTON.   The right button (and the middle button, if you have a three-button mouse) is never used.

- DO NOT DOUBLE-CLICK.   Many Windows games and applications call for a double-click of the left mouse button.   Since younger children often find it difficult to correctly execute a double-click, this program does not make use of that action.   Only a single click of the left mouse button is needed to open up exercises and push the on-screen buttons, or to perform any other functions such as flipping over cards and selecting colors or painting tools.

- WAIT.   When you see an hour-glass shaped cursor, or when you have just made a selection with your mouse, the program will be busy loading graphics, sounds, and animations.   On older machines, like those with 386 processors, or on systems with slower CD-ROM drives, this may take anywhere from ten seconds to almost thirty seconds.   During loading time, your mouse cursor will be inactive.   Clicking extensively during load times may cause problems.

- POSITION CAREFULLY.   When you want to click on a specific object, like a dot in the Dot-to-Dot game, make sure the cursor is placed directly over it while you depress and while you release the mouse button.

Special Offers

When you choose to stop using the program by clicking on the **Exit** button on the main menu, you will be asked if you would like to preview other Professor ROM games.   If you click on the **No** button, you will exit to Windows.   If you click on the **Yes** button, you will be able to do three things:

- Sample games from other Professor ROM activity packs.

- Register your software through our 800 number.

- Order and receive additional activity packs instantly, or order accessories such as milkcaps and stickers.

You may also preview games and order activity packs and accessories directly from Windows by clicking on the Special Offers icon in your Future Thinking program group (or registry, in Windows 95.)

Functional

APPLICATION ERRORS
If you experience a General Protection Fault while trying to start your program try changing your display driver in Windows Setup, especially if you are running at 256 colors. See your Windows manual for more information.

PRINTING
If you run into an error while trying to print from the Paint Shop, make sure that your printer is properly hooked up to your computer.

If this does not solve the problem you may need to contact the company that made the printer and ask for updated drivers.   To install new print drivers please consult your Windows manual

DISPLAY
If you experience a color flash when selecting and exiting the Paint Shop do not worry.   Your computer is fine.   If you want to avoid the flash and are able increase your color depth to 65k.

Performance

If the Professor Rom animations run poorly on your machine and you want to improve performance, reduce your color depth to 8-bit and view the animations that way.

Lets Learn Letters

[Main Menu](#)

[Dot-to-Dot](#)

[Flashcard Magic](#)

[Memory Fun](#)

[Know Your Letters](#)

[Letter Invasion](#)

[Paint Shop](#)

Lets Learn Letters: Main Menu

From the Main Menu, you can begin any of the seven games and activities by clicking your mouse button on the large buttons on the screen.   You can also choose to play the Professors introduction animation by clicking on the **Professor** button.   When you want to exit the program, click the **Exit** button.   A decision box will appear, asking you if you would like to preview other games.   Click on the **Yes** button to preview the games, or the **No** button to quit to Windows.

Lets Learn Letters: Dot-to-Dot

- To begin a dot-to-dot puzzle, you need to click on the **letter A** dot.

- To draw a line to the next dot, simply click on the dot and watch as the line is drawn automatically.

- To receive a hint, click your mouse button on the **Hint** button in the control panel at the bottom right corner of your screen.

- To advance to the next puzzle at any time, click the **Next** button on the control panel.   If a puzzle is in progress, you will be asked to confirm your action.   Click the **Yes** button to go on, or the **No** button to cancel.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

Lets Learn Letters: Flashcard Magic

- To select one of the four boxes that contain the possible answers, just click the mouse on the letter you want to choose.

- To hear what one of the letters in the boxes sounds like, click the speaker button directly in front of the letter you want to hear.

- To hear instructions that explain how the game is played, click on the text bar that appears above the list of answers.

- To switch between any of the three options, first click on the **Options** button on the control panel in the lower right corner of your screen.   Then click on the button in front of the type of flashcard game you want to play.

- To skip to the next question, click the **Next** button on the control panel.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

Lets Learn Letters: Memory Fun

- To flip over a card, just click on it with the mouse.   After the second card is flipped, the cards will flip back automatically unless a correct match is made.   When all matches have been made, the game ends.

- To begin a new game, click the **New Game** button on the control panel.   If a game is in progress, you will be asked to confirm your action.   Click the **Yes** button to go on, or the **No** button to cancel.

- To begin playing in two-player mode, click the **Players** button. In two-player mode, players take turns until a match is made.   When a player makes a match, that player continues until he or she fails to match two more cards.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

Lets Learn Letters: Know Your Letters

- To hear the letters said aloud and see animations that relate to them, click the alphabet buttons on the left side of your screen.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

Lets Learn Letters: Letter Invasion

- To begin the first round, click on the **New Game** button in the control panel.

- To stop an alien and score a point, you must press the corresponding key on the keyboard before the alien falls below the view-screen.   If five letters get past you, the game is over.

- To choose a starting difficulty level, click the **Level** button on the control panel.   Then select the level at which you wish to begin playing by clicking on one of the speed buttons in the decision box that pops up.   As the game is played, the falling letters will speed up regardless of the level you select.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

Lets Learn Numbers

[Main Menu](#)

[Dot-to-Dot](#)

[Flashcard Magic](#)

[Memory Fun](#)

[Know Your Numbers](#)

[Number Invasion](#)

[Super Count](#)

[PaintShop](#)

Lets Learn Numbers: Main Menu

From the Main Menu, you can begin any of the eight games and activities by clicking your mouse button on the large buttons on the screen.   You can also choose to play the Professors introduction animation by clicking on the **Professor** button.   When you want to exit the program, click the **Exit** button.   A decision box will appear, asking you if you would like to preview other games.   Click on the **Yes** button to preview the games, or the **No** button to quit to Windows.

Lets Learn Numbers: Dot-to-Dot

- To begin a dot-to-dot puzzle, you need to click on the **number 1** dot.

- To draw a line to the next dot, simply click on the dot and watch as the line is drawn automatically.

- To receive a hint, click your mouse button on the **Hint** button in the control panel at the bottom right corner of your screen.

- To advance to the next puzzle at any time, click the **Next** button on the control panel.   If a puzzle is in progress, you will be asked to confirm your action.   Click the **Yes** button to go on, or the **No** button to cancel.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

Lets Learn Numbers: Flashcard Magic

- To select one of the four boxes that contain the possible answers, just click the mouse on the number you want to choose.

- To hear what one of the numbers in the boxes sounds like, click the speaker button directly in front of the number you want to hear.

- To hear instructions that explain how the game is played, click on the text bar that appears above the list of answers.

- To skip to the next question, click the **Next** button on the control panel.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

Lets Learn Numbers: Memory Fun

- To flip over a card, just click on it with the mouse.   After the second card is flipped, the cards will flip back automatically unless a correct match is made.   When all matches have been made, the game ends.

- To begin a new game, click the **New Game** button on the control panel.   If a game is in progress, you will be asked to confirm your action.   Click the **Yes** button to go on, or the **No** button to cancel.

- To begin playing in two-player mode, click the **Players** button. In two-player mode, players take turns until a match is made.   When a player makes a match, that player continues until he or she fails to match two more cards.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

Lets Learn Numbers: Know Your Numbers

- To hear the number said aloud and see an entertaining animation, click the number buttons on the left side of your screen.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

Lets Learn Numbers: Number Invasion

- To begin the first round, click on the **New Game** button in the control panel.

- To stop an alien and score a point, you must press the corresponding key on the keyboard before the alien falls below the view-screen.   If five numbers get past you, the game is over.

- To choose a starting difficulty level, click the **Level** button on the control panel.   Then select the level at which you wish to begin playing by clicking on one of the speed buttons in the decision box that pops up.   As the game is played, the falling numbers will speed up regardless of the level you select.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, aor the **No** button to return to the game.

Lets Learn Numbers: Super Count

- To select an answer, click on one of the numbered buttons from the number line in the middle of the screen.

- To skip a question, click on the **Next** button on the control panel.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel. You will be asked to confirm your action. Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

Lets Learn Shapes and Colors

[Main Menu](#)

[Dot-to-Dot](#)

[Flashcard Magic](#)

[Memory Fun](#)

[Know Your Shapes and Colors](#)

[Shape Detective](#)

[Super Shape Match](#)

[Paint Shop](#)

Shapes and Colors: Main Menu

From the Main Menu, you can begin any of the eight games and activities by clicking your mouse button on the large buttons on the screen.   You can also choose to play the Professors introduction animation by clicking on the **Professor** button.   When you want to exit the program, click the **Exit** button.   A decision box will appear, asking you if you would like to preview other games.   Click on the **Yes** button to preview the games, or the **No** button to quit to Windows.

Shapes and Colors: Dot-to-Dot

- To begin a dot-to-dot puzzle, you need to click on the **number 1** or the **letter a** dot.

- To draw a line to the next dot, simply click on the dot and watch as the line is drawn automatically.

- To receive a hint, click your mouse button on the **Hint** button in the control panel at the bottom right corner of your screen.

- To advance to the next puzzle at any time, click the **Next** button on the control panel.   If a puzzle is in progress, you will be asked to confirm your action.   Click the **Yes** button to go on, or the **No** button to cancel.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

Shapes and Colors: Flashcard Magic

- To select one of the four boxes that contain the possible answers, just click the mouse on the shape or color you want to choose.

- To hear the names of the shapes or colors in the boxes, click the speaker button directly in front of the one you want to hear.

- To hear instructions that explain how the game is played, click on the text bar that appears above the list of answers.

- To switch between the two options, first click on the **Options** button on the control panel in the lower right corner of your screen.   Then click on the button in front of the type of flashcard game you want to play.

- To skip to the next question, click the **Next** button on the control panel.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

Shapes and Colors: Memory Fun

- To flip over a card, just click on it with the mouse.   After the second card is flipped, the cards will flip back automatically unless a correct match is made.   When all matches have been made, the game ends.

- To begin a new game, click the **New Game** button on the control panel.   If a game is in progress, you will be asked to confirm your action.   Click the **Yes** button to go on, or the **No** button to cancel.

- To begin playing in two-player mode, click the **Players** button. In two-player mode, players take turns until a match is made.   When a player makes a match, that player continues until he or she fails to match two more cards.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

Shapes and Colors: Know Your Shapes and Colors

- To hear the names of the shapes and colors said aloud and see animations that relate to them, click the buttons on the left side of your screen.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

Shapes and Colors: Shape Detective

- To search for the shapes and reveal hidden surprises, click the mouse on different objects in the pictures.

- To advance to the next picture, click the **Next** button on the control panel.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

Shapes and Colors: Super Shape Match

- To select a match for the shape outline you see on the left, click on one of the four shapes on the right.

- To replay a question, click on the text bar that appears above the list of answers.

- To skip a question, click on the **Next** button on the control panel in the lower right corner of your screen.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

StoryTime

[Main Menu](#)

[Dot-to-Dot](#)

[Story Book](#)

[Memory Fun](#)

[Question Machine](#)

[Can You Tell Me?](#)

[Paint Shop](#)

StoryTime: Main Menu

From the Main Menu, you can begin any of the seven games and activities by clicking your mouse button on the large buttons on the screen.   You can also choose to play the Professors introduction animation by clicking on the **Professor** button.   When you want to exit the program, click the **Exit** button.   A decision box will appear, asking you if you would like to preview other games.   Click on the **Yes** button to preview the games, or the **No** button to quit to Windows.

StoryTime: Dot-to-Dot

- To begin a dot-to-dot puzzle, you need to click on the **number 1** or the **letter a** dot.

- To draw a line to the next dot, simply click on the dot and watch as the line is drawn automatically.

- To receive a hint, click your mouse button on the **Hint** button in the control panel at the bottom right corner of your screen.

- To advance to the next puzzle at any time, click the **Next** button on the control panel.   If a puzzle is in progress, you will be asked to confirm your action.   Click the **Yes** button to go on, or the **No** button to cancel.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

StoryTime: Story Book

- To hear the Professor read a story, click on the words that appear within the picture.

- To find the hidden animations and sound effects within a story, click on all the different parts of the picture.

- To move on to the next story, click on the **Next** button on the control panel.

- To go back to the previous story, click on the **Previous** button on the control panel.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

StoryTime: Memory Fun

- To flip over a card, just click on it with the mouse.   After the second card is flipped, the cards will flip back automatically unless a correct match is made.   When all matches have been made, the game ends.

- To begin a new game, click the **New Game** button on the control panel.   If a game is in progress, you will be asked to confirm your action.   Click the **Yes** button to go on, or the **No** button to cancel.

- To begin playing in two-player mode, click the **Players** button.   You will be asked to confirm your selection.   Click the Yes button to go on, or the No button to cancel.   In two-player mode, players take turns until a match is made.   When a player makes a match, that player continues until he or she fails to match two more cards.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

StoryTime: Question Machine

- To select an answer, click your mouse button when the cursor is placed over one of the pictures located below the question display area.

- To replay a question, click your mouse on the speaker icon in the question display area.

- To move on to the next question, click on the **Next** button on the control panel in the lower right corner of your screen.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel. You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

StoryTime: Can You Tell Me?

- To answer the audio questions, click on one of the pictures that appears on your screen.

- To replay a question, click on the speaker icon located in the picture display area.

- To move on to the next question, click on the **Next** button on the control panel in the lower right corner of your screen.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the game.

Credits

Executive Producer
Dan Piepho

Software Developer
Gregg Bodnar

Software Designer/Writer
Michael Kannenberg

Art Director
Robert Rafn

Programmers

Mark Meyers	Todd Taylor
Kevin Job	Dwayne Stroman

Animation and Graphics

Gabriel Nelson	Ryan Merriman

Illustrators

Michael Jaszewski	Susan Haug

Graphic Designers

Derek Bently	Steve Grumann
Parthiv Patel	Rhonda Woodgate
Jennifer Woods	Pat Gingles

Voice Talent
Steve Estenson

Special Thanks to

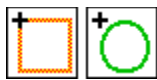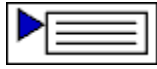|	
Keith Davis	Ed Kepler

Paint Shop

Click on the button to learn what it does.

- To listen to the Professor give instructions on how to use the program, click on the **Professor** button on the control panel.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to the Paint Shop.

- If you are having trouble drawing objects on a blank screen make sure your color selection box at the bottom of the screen shows another color than white. For other problems see Troubleshooting.

MilkCap Factory

- The round **Standard** MilkCaps button in the top left lets you choose among several MilkCaps provided for you.   The round **Custom** MilkCaps button lets you choose from the MilkCaps you have created using the PaintShop.

- The Left and Right **Arrow Keys** under the small MilkCap display box, allow you to toggle between MilkCaps and the Thumbs Up **Select** button place the MilkCap on the screen.

- The **Clear** button on the control panel will remove all MilkCaps from the screen.   You can remove individual MilkCaps by double-clicking on them.

- To listen to the Professor give instructions on how to play the game, click on the **Professor** button on the control panel.

- Use the **Print** button on the control panel to print out MilkCaps on your blank MilkCap sheets.

- To return to the Main Menu, click on the **Menu** button on the control panel.   You will be asked to confirm your action.   Click the **Yes** button to return to the Main Menu, or the **No** button to return to Factory.

- If you are getting an Internal Application Error while using the Factory, make sure that you have not deleted all the custom bitmaps.   Just make a new MilkCap in the PaintShop and save it.   For other problems see Troubleshooting.

Previewing Other Games

When you exit the Professor Rom Main Menu you will be given an option to Preview other games.   Simply select YES and you will have the chance of playing a sample game from some of Professor Roms other Educational Games.

Ordering

To Order more Professor Rom Early Educational Activity Packs please call 1-800-569-1343 or fill out the order form on page 18 in the Parent/Teacher Guide.

Paint Shop: Menu Bar

Open

This will allow you to open up images that you have saved or bring in pictures you have elsewhere.

Save

This allows you to save the picture you are working on.   Use a eight character name so youll remember it when you want to see it again.

New

This gives you a whole new blank page to draw on.

MilkCap

This feature is not available.

Diploma

This allows you to Make your very own Professor Rom Diplomas suitable for framing, or the refigerator. Use the arrow button to reach the Diploma you want and type in your name and the date.   Click on the Print button to print it out.   When you are done click on the Thumbs Up to get back to drawing.

Print

This lets you print out the picture you are drawing.   Just click OK and it will print out.

Cancel

Just click here to return to drawing.

Undo and Camera Tool

Undo allows you to erase everything you have done with a tool.

The Camera gives you some fun pictures to color.

Paint Bucket and Spray Can Tool

The Paint Bucket will fill an area with color.

The Spray Can will make a speckled color pattern.   Use the Line Size tool to change the size of the Spray Can line.

Square and Circle Tool

The Square tool will draw a rectangle on the screen.   Use the Line Size tool to change the line of the rectangle.   Use the color drops to draw different colored boxes.

The Circle tool will draw an oval on the screen.   Use the Line Size tool to change the line of the oval.   Use the color drops to draw different colored circled.

Text and Pencil Tool

The Text tool allows you to type messages on your screen.   Pick a color drop before you select the Type tool to get different color text.   You can place the text on your screen after you hit enter.

The Pencil tool lets you draw in the paint area.   Use the Line Size tool to change the size of the pencil and pick different color drops to vary your colors.

Cut, Paste and Line Size Tool

Cut tool allows you to select an area of the screen and move it in the paint area.

Paste tool lets you copy items you select with the Cut tool in the paint area.

The Line Size tool allows you to use different width lines for many of the tools in Paint Shop.

Line and Eraser Tool

The Line tool will help you draw a straight line. Use the Line Size tool to select different width of lines.   Pick a color drop to change the line color.

The Eraser tool removes your drawing where you drag the cursor.   Use the Line Size tool to change the eraser width.