
The Milliken Storyteller

User's Guide

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Milliken Publishing Co.

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Tandy® and MS-DOS® Version

Equipment - Tandy 1000:

- Tandy 1000 (with at least 384K RAM)
- 3.5" or 5.25" disk drive
- monitor (color recommended)

Equipment - MS-DOS Version:

- IBM® PC or compatible (with at least 384K RAM and a parallel port)
- 3.5" or 5.25" disk drive
- monitor (color recommended - all major video modes are supported)
- Covox Speech Thing® (included)

Installing the Covox Speech Thing:

There are two parts to the Covox Speech Thing: the DAC (Digital to Analog Converter) and the speaker. With the computer turned off, plug the Covox Speech Thing DAC device into the parallel port of your computer. Plug the small wire from the DAC device into the input jack on the back of the speaker. If there was a device previously plugged into the parallel port, you may now plug it into the other side of the DAC device. You will need to put a 9-volt battery into the battery holder of the speaker.

Loading:

Insert your DOS disk (version 2.0 or higher). Turn on the computer and monitor. After you have loaded DOS, insert the Program Disk. Type **A:** or **B:** then **ENTER** if you have loaded DOS from another disk drive (e.g., a hard disk drive). From the DOS prompt, type **INSTALL**.

From the list, choose your computer:

- A. Tandy 1000 SL/TL
- B. Tandy 1000 EX/TX/SX/HX
- C. Tandy 1000 EX/TX/SX/HX with Covox Speech System
- D. IBM PS/2 Model with Covox Speech System
- E. IBM or compatible with Covox Speech System

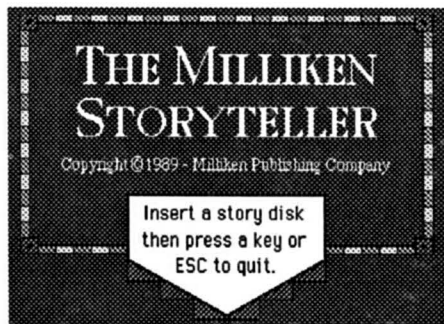
If you chose E, another list will appear. Select your graphics mode:

- A. CGA (IBM Color Graphics Adapter)
 - B. EGA (IBM Enhanced Graphics Adapter)
 - C. VGA (Video Graphics Adapter)
 - D. Hercules Monochrome Adapter.
-
-

The installation process is complete. From now on, simply type **STORY** to run the Milliken Storyteller program. You may change computers at a later time simply by typing **INSTALL** at the DOS prompt as before.

(NOTE: Type **README** while the Program Disk is inserted for up-to-date information on any changes or additions to the Milliken Storyteller.)

After typing **STORY**, the title screen will appear, and a few seconds later it will ask for a Story Disk. Remove the Program Disk and insert a Milliken Storyteller Story Disk. Press any key and the story will begin, or press the **ESC** key to quit and return to DOS.



The Story

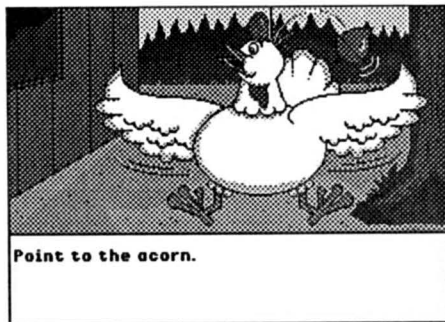
*NOTE FOR MOUSE OWNERS: The Milliken Storyteller supports all Microsoft® Mouse compatible drivers. If you have a mouse, you can move the arrow around the screen by moving the mouse on the table instead of using the arrow keys as mentioned below. Pressing any of the mouse buttons works the same as pressing the **ENTER** key.*

A title screen for each story will be displayed. Press any key to go on. There are 21 to 23 screens per story. A screen consists of the picture followed by up to four lines of text. The story is read using real human speech. You may have the computer underline each word as it is spoken (see Preferences). After the text is read, the computer will wait for the user to proceed.

At the lower right-hand corner of the screen will be a hand pointing to the right. This means to go on. Press the **ENTER** key, and the computer will continue forward through the story. Press the **ARROW** keys and other options will appear.

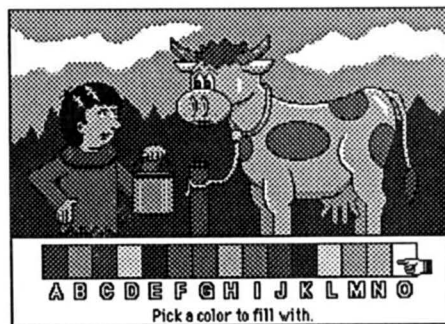
- 1) Move the cursor to the upper right-hand corner of the screen. Press **ENTER** to bring up the Preferences window (see Preferences).
- 2) Move the cursor to the upper left-hand corner of the screen. Press **ENTER** to quit the program.
- 3) Move the cursor to the lower left-hand corner of the screen, and you will see a hand pointing to the left. Press **ENTER**, and the computer will repeat the previous screen.

Every two or three screens will be followed by a question. All questions are answered by pointing to something. Use the **ARROW** keys to move the arrow to the answer and press **ENTER**. If the answer is correct, a graphic reward will be presented. If the answer is wrong, nothing happens, and another answer may be chosen. After three attempts, the computer will show the answer.



When the story is finished, a window will show the child's score (if the questions were turned on). Press **ENTER**, and a final coloring activity will follow.

A simple black and white illustration of the story that the child may color will appear. First, choose a color from the grid of available colors. Type the color's letter key, or move the pointer to the color using the **ARROW** keys. Press **ENTER**. That color will now be the "active" color, and a thick, black border will be drawn around it.



Now move the pointer to the area of the picture you would like to change. Again, you may press a letter key, or you may move the pointer using the **ARROW** keys. Press **ENTER**. The "active" color will now replace the original color within the black lines. When the picture is just right, press **X**, and a little exit box will appear. Press **ENTER** to exit the story. You may now load another story or turn off the computer.

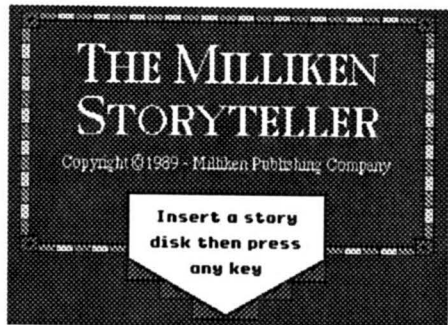
Apple IIGS® Version

Equipment:

- Apple IIGS (with at least 512K RAM)
- 3.5" disk drive
- RGB monitor

Loading:

Insert the Program Disk into the disk drive and turn on the computer and monitor. The title screen will appear, and a few seconds later it will ask for a Story Disk. Remove the Program Disk by pressing the button on the disk drive and insert a Milliken Storyteller Story Disk. Press any key or click the mouse button to begin the story.

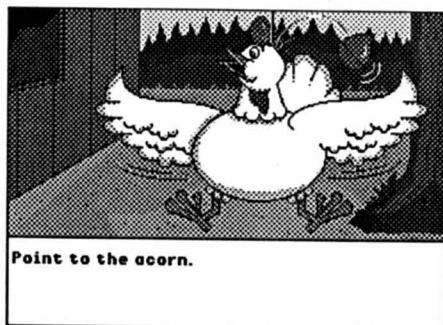


If you have two 3.5" disk drives, you may put the Story Disk into the other disk drive. However, once the Program Disk loads, it is not needed again. The Story Disk, on the other hand, must always be in one of the disk drives.

The Story

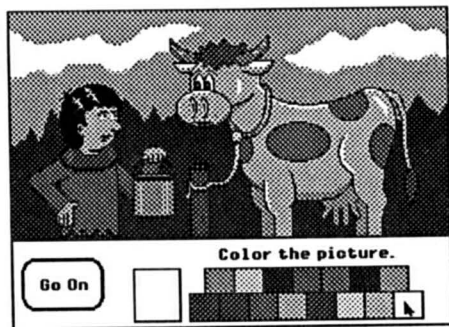
A title screen for each story will be displayed. Click the mouse or press any key to begin. There are 21 to 23 screens per story. A screen consists of the picture followed by up to four lines of text. The story is read using real human speech. You may have the computer underline each word as it is spoken (see Preferences). After the text is read, the computer will wait for the user to proceed. Click the mouse button or press any key.

Every two or three screens will be followed by a question. All questions are answered by pointing to something. Using the mouse, move the arrow to the answer and click. If the answer is correct, a graphic reward will be presented.



If the answer is wrong, nothing happens, and another answer may be chosen. After three attempts, the computer will show the answer.

Children have the option of coloring two screens per story. This is very easy and fun to do. After the text has been read, a chart of colors appears. Use the arrow to choose a color from the chart. That color will now be the "active" color, and it will appear in the big box on the left of the grid. Now move the arrow to the area of the picture you would like to change. Click the mouse button. The "active" color will now replace the original color within the black lines. Move the arrow to the *GO ON* box and click the mouse when you are finished. The next screen will appear.

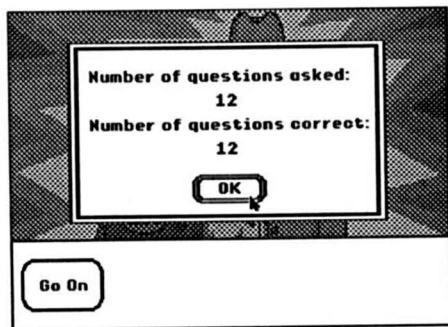


On screens that do not have a coloring activity, the *GO ON* box will appear either after the text is read (if there are no questions) or after the question has been answered. You may move the arrow to it and click. The next screen will appear.

If you wish to return to the previous screen, press the **RIGHT ARROW** key when the *GO ON* box is displayed. The computer will go back one screen. Press the **UP ARROW** if you wish to repeat the same screen.

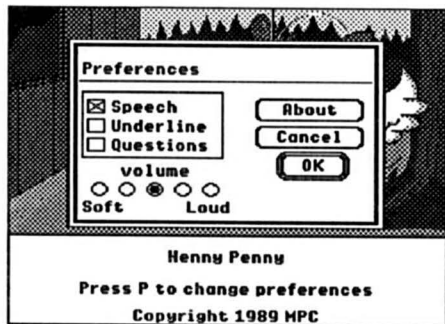
When the story is finished, a window will show the child's score (if the questions were turned on). Click on the *OK* button, and a final coloring activity will appear. This is a simple black and white illustration of the story to be colored as before.

When the picture is just right, select *GO ON*, and you may load another story or turn off the computer.



Preferences

From the title page (and throughout the program), you can press **P** for the Preferences window. There are three "check boxes" in the window. These allow you to turn on and off the *SPEECH*, *UNDERLINE*, and *QUESTIONS* options. Using an Apple IIGS or another computer with a mouse, move the arrow over a box and click to either turn on or off an option. For computers without a mouse, press the arrow keys to move the arrow to the option that you would like to change, then press the **ENTER** key.



An **X** in a box means the option is on. If you would like to turn *SPEECH* off, simply move the arrow over that box and click the mouse button or press the **ENTER** key. *UNDERLINING* will automatically turn off too. You can have speech without underlining if you turn off *UNDERLINING* with *SPEECH* on.

Questions will not appear if you turn off the *QUESTIONS* option. This allows children to read the story very quickly. They can later return and interact with the story.

On the IIGS version, there is a *VOLUME* control. Click on the left button for the quietest speech; the right for the loudest; or any of the middle three for moderate volumes.

If you have made a mistake and/or would like the options to be as they were originally, move the arrow to *CANCEL* and click the mouse button (or press **ENTER** for computers without a mouse).

The *ABOUT* button will display copyright information and credits.

When you are finished choosing options, move the arrow to the *OK* button and click the mouse button (or press **ENTER** for computers without a mouse). The changes made will be effective only for the current session. The next time the program is loaded, the options will return to their default settings. - *SPEECH* on, *UNDERLINE* off, and *QUESTIONS* on. (For Apple IIGS users, the *VOLUME* control will be set to the middle position.)

Suggested Activities

When a story first appears, the speech and questions are on. We recommend that you turn off questions for a child's first time through the story. This will allow an uninterrupted presentation of the story. After the child has become familiar with the story, turn the questions on, and the story becomes an interactive environment with children responding to questions and coloring illustrations.

Turn the underlining on to allow for assistance in reading along. Reading with the Milliken Storyteller will help children learn to recognize words through sight and sound. They will learn basic sentence structure and increase their vocabularies. Reading or listening to the stories followed by simple, yet direct questions encourages the important listening skills needed for story appreciation and comprehension. Coloring activities allow children to be creative and imaginative.

Most of the stories for the Milliken Storyteller have special messages for children. Some are quite obvious, others are less conspicuous. After a child reads a story, discuss it with the child. By talking about the story, many of the messages, character personalities, and other parts of the story are personalized for the child. Here are some questions that you might ask after the child reads a story:

- What did this story mean to you?
 - What would you have done (in a specific situation)?
 - Why did (a particular character) do what (he/she) did?
 - Have you ever felt like (a particular character)?
 - What would have happened if (a character did something differently, or a specific situation was different)?
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The Milliken Storyteller

Helpful Hints

1. Your Apple IIGS will need 768K RAM in order to run the Milliken Storyteller.
2. To move forward or backward throughout the course of the program, move the mouse to the lower right or lower left corner of the screen and click it once.
3. **Control-S** allows the voice to read at a 25 percent slower rate.
4. Please use the control panel (**Open Apple-Control-Esc**) to control the volume of the speech.
5. Press **P** for Preferences anytime throughout the program to turn the Speech, Underline, and Questions options On or Off. Preferences may also be accessed by moving the mouse to the upper right corner of the screen and clicking once.
6. At the end of each story, children have the option of coloring a screen. When they have finished, move the mouse to the lower right corner of the screen and click once to EXIT.

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