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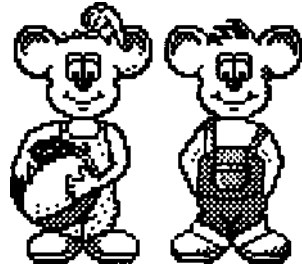
The Backyard Manual

Scanned and compiled by Underdogs

Home of the Underdogs

<http://www.the-underdogs.org/>

# WELCOME TO THE BACKYARD



Do you remember when you were young and you used to play in your backyard? Maybe you had some special toys or games with which you loved to play? Perhaps there were some animals and insects you would watch and wonder about?

The Backyard provides some of the same backyard fun for your child, but with animals, toys, and games you might have only dreamed about. Jackrabbits, spider monkeys, and killer whales are just a few of the many animals with which you and your child will play. And what a playground: the North American Desert, the Amazon Rain Forest, and Antarctica.

The Backyard was created for children ages 3 to 6. It is the third in a series of exploratory learning games from educator and software designer, Leslie Grimm. The other two programs, The Treehouse (ages 5 to 8) and The Playroom (ages 3 to 6), are award winning software products which teach different sets of important skills such as pre-reading, math, strategic thinking, sentence structure, even music composition.

The games and activities in The Backyard are designed to help your child learn about animals, mapping, music, plants, and facial expressions, as naturally as they always do, by playing and exploring. We hope your whole family enjoys many delightful hours of playing and discovering in The Backyard.



# USING THIS GUIDE

The Backyard Program Guide will help you use The Backyard. Please notice the additional activities we included at the end of each game section. These are fun games and projects for you and your child to play while away from your computer. They help to reinforce what your child learned in The Backyard.

Use the **Quick Start** section of this guide if you are familiar with computers and would like to get started. **Getting Started** gives you a more thorough explanation of The Backyard. It contains step-by-step instructions for installing and starting the program. **Options** shows you how to customize The Backyard. And **Playing The Games** helps you with each game and activity.

Having stated the above, please remember that this program guide does not exhaustively tell you what each and every object in The Backyard does. Much like your own backyard, you don't know what surprises you'll find until you look around. We encourage you to let your child just poke around and see what she discovers (and learns) and enjoys!



# QUICK START

## DOS

The DOS version of The Backyard must be installed on your hard disk. Insert Disk 1 into the A: or B: drive, and type INSTALL. See page 9 for detailed installation instructions.

## WINDOWS

The Windows version of The Backyard must be installed on your hard disk. You must have Windows version 3.1 or later. Start Windows, insert Disk 1 into the A: or B: drive, and from the *File Menu* choose *Run*. See page 11 for detailed installation instructions.

## MACINTOSH

The Macintosh version of The Backyard must be installed on your hard disk. You must have System 6.0.7 or later. Insert Disk 1 and double click on the *Install* icon. See page 12 for detailed installation instructions.



# GETTING AROUND

The instructions below will be helpful for you if you and your child have recently begun using computers.

## **Mouse Cursor and Moving Objects**

Explain to your child that pointing to an object with the mouse cursor (looks like a hand) and clicking on the mouse button tells the computer what you want it to do.

**To investigate:** Hold the mouse and click (press down and release the mouse button) on anything that looks interesting. This may be tricky for your child to learn, but literally putting your hand on his and guiding it can be very helpful.

**To move an object:** In some games, like the Pumpkin Patch, your child can move objects around on the screen. After he places the mouse cursor on an object, he can move it in one of two ways:

1. Click once to pick up an object. The cursor hand will change to a clenched fist to show you are carrying the object. Move the object where you want and click again to drop it. This is called "Click and Release to Drag," and is the easiest way for very young children to carry objects. The program is set to use this method by default.
2. For experienced mouse users, you can change to the conventional method of moving the mouse, called "Click and Hold to Drag." With this method, you click on the object you wish to move and hold the mouse button down as you move the mouse. Let go of the button when you want to drop the object.

v

You can select either method of moving objects using Options/Preferences.



## HELP

For Help, use "  -H" (Macintosh) or **F1** (Windows and DOS).

### Keyboard (DOS version only)

Use the **arrow** keys to move the cursor around the screen and **Enter/Return** to make a selection or to move objects. Hold down the shift key for faster cursor movement. Press the **Esc** key to go back to the Main Backyard screen from any of the modules.

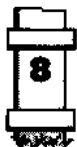
### Adaptive Devices

The Backyard is compatible with a variety of adaptive devices available for children with physical disabilities.

The DOS and Macintosh versions have a custom overlay available that you can use with IntelliKeys, the award-winning alternative keyboard for children with special needs. This overlay was carefully developed and tested to allow children with physical disabilities to successfully play with The Backyard. For more information on the IntelliKeys keyboard, call IntelliTools at 1-800-899-6687.

To get your own copy of the custom Backyard overlay, call Br0derbund's Customer Service Department at 1-800-521-6263. This number is for order information only.

For general information on adaptive computer devices available for people with disabilities, call the Foundation for Technology Access at 1-510-528-0747.



# GETTING STARTED

## DOS

You can install The Backyard on your hard disk by following the steps below:

1. Turn on your computer. Insert Disk 1 of The Backyard into your floppy drive. From the C: prompt Type A: or B: and press **Enter** to change the DOS prompt to your floppy drive. Type INSTALL and press **Enter**.

2. The Install program will specify a destination drive (your hard disk, usually C:) and path (PLAYWRLD). If you want to use a different drive or directory name, type your preferences in here. Press **Enter**.

The Install program will check your hard disk to make sure enough space is available. If there is not, installation cannot proceed. The Backyard uses nine megabytes of hard disk space. But it needs 15 megabytes of free space during installation.

3. The Install program will copy The Backyard to your hard disk. Each time the program finishes copying a disk, you will be asked to insert the next disk and press **Enter**. When all the files are copied, the program will expand them. Depending on the speed of your machine, this may take some time.

4. After the files are expanded the **Setup** screen will appear. Use the **Setup** to specify information about your computer such as the sound device you have, the printer you use, and other configuration data. The printer is selected during the install process. If your printer is not on the list of supported printers, check your printer manual for its emulation modes. Most printers can emulate one of the printers supported by The Backyard.



When you finish with Setup, select *Save the Configuration and Exit*, and press **Enter**. You will be returned to the C:\PLAYWRLD> directory, or whatever directory you specified during installation. Type BACKYARD and press **Enter** to start the game immediately.

Note: When you want to use The Backyard subsequently, you will need to change to the directory where the program is installed (for example, at the C: prompt, type CD\PLAYWRLD and press **Enter**), type BACKYARD, and press **Enter** to run the game.

If you need to change the setup information, type SETUP from within the C:\PLAYWRLD> subdirectory, and make the necessary changes. Your new configuration choices will be saved.

Note: If you have any trouble, the MS-DOS section in the **If You Can't Get Started** chapter of this manual can help you.

## SPECIAL KEYS FOR DOS

<b>Arrow Keys</b>	Move the cursor. Hold down the shift key for faster cursor movement
<b>Enter/Return</b>	Selects object pointed to by cursor
<b>Esc</b>	From any game section, takes player back to the Backyard main screen
<b>Ctrl-O</b>	Shows Options/Preferences menu
<b>F1 or Ctrl-H</b>	Brings up Help
<b>Ctrl-P</b>	Toggles printing on and off
<b>Ctrl-S</b>	Toggles sound on and off
<b>Ctrl-Q</b>	Quits The Backyard

Hint: Holding down the Alt key speeds up animations.





# Windows

You can install and run The Backyard under Windows by following the steps below:

1. Turn on your computer, start Windows and insert Disk 1 of The Backyard into your A: or B: drive.
2. From the *File* menu in the Program Manager, choose *Run*. Type A:INSTALL in the Command Line box (type B:INSTALL if you placed Disk 1 into the B: drive). Press the **Enter** key or click *OK*.
6. Follow the instructions on your screen.

Note: **Install** makes a subdirectory called BACKYARD and installs The Backyard into it. It makes a BrOrderbund group in the Program Manager if you do not already have one. It places a Backyard icon in the BrOrderbund group.

To begin playing, open the BrOrderbund group in the Program Manager. Then double-click on the Backyard icon.

Note: If you have any trouble, the WINDOWS section in the **If You Can't Get Started** chapter of this manual can help you.

## SPECIAL KEYS FOR WINDOWS

<b>Esc</b>	From any game section, takes player back to the Backyard main screen
<b>Ctrl-O</b>	Shows Options/Preferences menu
<b>F1 or Ctrl-H</b>	Brings up Help
<b>Ctrl-P</b>	Toggles printing on and off
<b>Ctrl-S</b>	Toggles sound on and off
<b>Ctrl-Q</b>	Quits The Backyard

Hint: Holding down the **Control** key speeds up animations.



# Macintosh

You can install and run The Backyard on your Macintosh computer by using the following steps:

If installing the color version of The Backyard, choose 256 colors under *Monitors* in the *Control Panel*. To install the black and white version of The Backyard, choose black and white under *Monitors* on the *Control Panel*.

Note: It is very important that you disable anti-virus software such as Virex before running The Backyard Installer. Br0derbund Software takes great care to protect disks from viruses. You can verify the absence of any viruses by scanning your hard disk before and after the installation is complete with your virus protection software.

Insert DISK 1 into a disk drive, then double-click on the *Install* icon . You'll see a message about virus detection. Click *OK*.

The Installer screen will appear. This screen has 3 areas:

- A scrolling window containing Help Information. Use the scroll bar to see the full text.
- A box showing the current disk (your hard drive), the space available on that disk, and how much space is needed to install the software. Make sure that the proper drive is selected.
- A set of buttons. Click the *Drive* button if you want to install the software to a drive other than the one shown. Click the *Customize* button to choose *Color* or *Black and White installation*.

Click the *Install* button when you are ready to begin. The next screen confirms the choices you made above. After clicking *Continue*, a progress bar shows the progress of the installation. The *Installer* ejects each Backyard disk as it finishes installing it. You will be prompted to insert the next disk. You can cancel the installation at any time by clicking the *Stop* button.



When the installation is finished, you will find a new folder on your desktop called The Backyard. Open the folder and double-click on the Backyard icon to begin playing.

Note: If you have any trouble, the MACINTOSH section in the **If You Can't Get Started** chapter of this manual can help you.

A note about printing: You can enable or disable the printer by using *Preferences* under the *Options* Menu. We recommend that you turn background printing off if you are running under Multifinder or System 7. To turn background printing off, go to the Chooser under the Apple Menu, select your printer, and set Background Printing to off.

## SPECIAL KEYS FOR MACINTOSH

Esc	From any game section, takes player back to the Backyard main screen
⌘-H	Brings up Help
⌘-P	Brings up printer dialog box if printing is enabled
⌘-Q	Quits The Backyard

Hint: Holding down the **Control** key speeds up animations.

# PREFERENCES

HELP, SOUND, PRINTING, AND MOVING OBJECTS

## DOS

### Options/Preferences Menu

To access the System Settings dialog box, press Ctrl-O.

**Mouse Dragging Style** - lets you choose how to drag objects (see page 7).

**Printing** - printing may be enabled or disabled. Printing is available in the Pumpkin Patch.

**Sound** - lets you turn sound on or off.

**Cancel** - allows you to leave *Options/Preferences Menu* without making any changes.

O.K. - saves your selections.

All of the settings will be saved automatically whenever you make changes.

## Windows

### File Menu

**About The Backyard** - message from the authors and publisher.

**Exit** - quits The Backyard.

### Options/Preferences Menu

To access the System Settings dialog box, press Ctrl-O.

**Sound** - lets you turn sound on or off.

**Mouse Dragging Style** - lets you choose how to drag objects (see page 7).

**Printing** - printing may be enabled or disabled. If you selected a printer



through Windows, then you can print in the Pumpkin Patch. If your printer is not on the list of supported printers, check your printer manual for its emulation modes.

## Macintosh

### Apple Menu

About The Backyard - message from the authors and publisher.

### File Menu

**Print** - lets you print if printing is enabled. Printing is available in the Pumpkin Patch.

**Quit** - exits The Backyard.

### Edit Menu

You are not able to use edit functions in The Backyard.

### Options Menu

#### *Preferences*

**Sound Level** - choose one of three volume levels or turn sound off.

**Mouse Dragging Style** - lets you choose how to drag objects (see page 7).

**Printing** - printer may be enabled or disabled. The appropriate printer driver must be present on your hard drive. Be sure you have a printer selected in *Chooser* before printing.

**Desktop Protected** - when The Backyard launches, the Desktop is "hidden" from youngsters by a skirt or bib around the main Backyard window. This helps protect our young users from accessing other areas of the hard disk. At times, though, it may be convenient and desirable to disable this feature by unchecking Desktop Protected.

### Help Menu

**Help** - gives you help in using The Backyard.



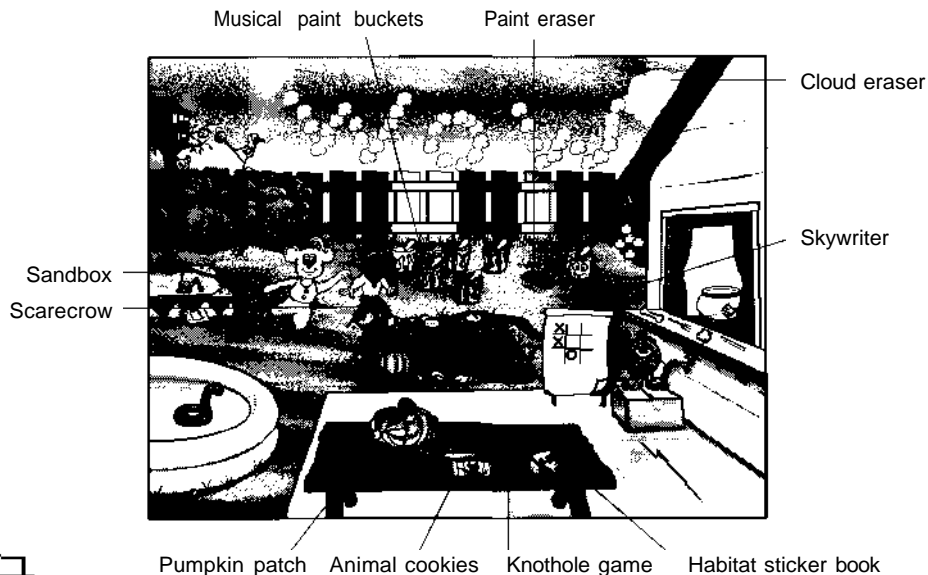
# PLAYING THE GAMES

## The Backyard

When you first start The Backyard, you will see Pepper and Ginger waiting to guide your child to many hours of learning fun. Have your child choose either Pepper or Ginger by clicking on one of them.

Once in the Backyard, let your child have fun exploring it by choosing any of Ginger's and Pepper's friends or toys. For example, Look-a-lot loves to play tic-tac-toe, and Bopper Bird will play whatever tune your child paints on the back fence. Click on the grass and watch a dandelion's life cycle, or click on the seed packet in the garden and see what happens. There are many fun surprises. Encourage your child to find them all.

Some of the objects - the sandbox, scarecrow, pumpkin, knothole, habitat sticker book, and animal cookie box - lead to fun games and activities. Your child can return to The Backyard from these games and activities by clicking on the little picture of The Backyard in the lower-right corner of the screen.



# Pumpkin Patch

**Notes from the designers:** *"The Pumpkin Patch encourages your child to creatively experiment with faces while decorating the pumpkin. Your child can look closely at an expression on the scarecrow and then try to make the same expression on the pumpkin. And of course, she can create any number of expressions, silly or real."*



Caterpillars

Vegetable basket

Printer

Return to backyard

Your child will have fun using the fruits and vegetables to adorn the pumpkin. Does that red pepper look like a mouth or is it a mustache? And could those apples be eyes or ears? Encourage your child's creativity.

## Helpers

Your child may wish to change the orientation or amount of some of the fruits and vegetables on the pumpkin. In the upper right corner of the screen, there are four caterpillars who love to help your child do this. After you use a caterpillar, send it back to the corner by moving it anywhere off the vegetable and clicking your mouse once. You can use one caterpillar at a time.



Spinner, the crooked caterpillar, spins fruits and vegetables around. Your child can spin a vegetable by clicking on Spinner, moving him onto the vegetable, and clicking again.



Couple O'Caterpillars make more of a good thing.



The caterpillar with all the teeth is affectionately called Chomper. Your child can move him onto any unwanted fruits or vegetables, click the mouse, and, voila, they're gone. Don't be surprised if your child wants to bring Chomper to dinner.



Flipper Caterpillar likes to flip things around. She'll show you the vegetable's mirror image.



Use Chomper's big cousin, Super Chomper to remove all vegetables from the pumpkin.



**Fruit Basket:** Clicking on the fruit basket will replace any fruit and vegetable which the chomper caterpillars removed.



**Printer:** Clicking on the printer will print a black and white outline drawing of the pumpkin face your child made. Your child will enjoy coloring it in.



## RELATED FUN ACTIVITIES

You don't need a pumpkin to make silly faces...

Take a vegetable like a red or green bell pepper, a cabbage, or even an eggplant. Let your child decorate it with other fruits and vegetables. Fasten other veggies on with toothpicks or clear tape.

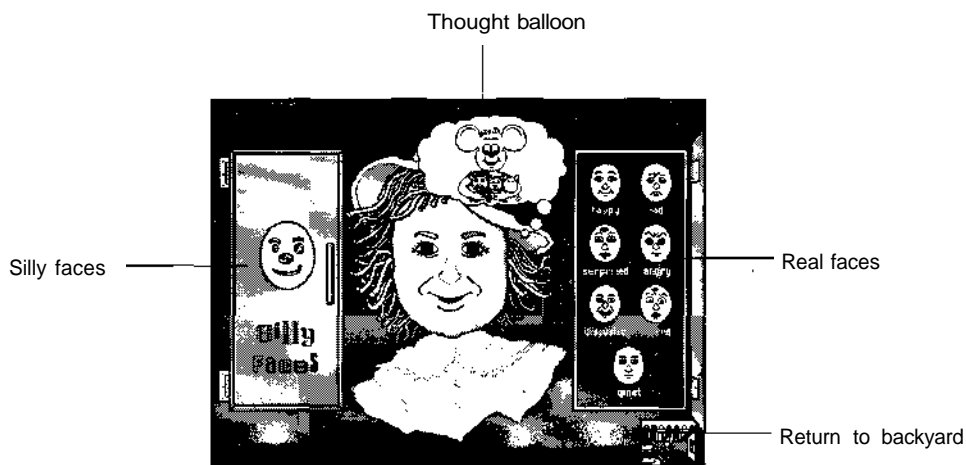
**More Fun Activities:** Ask your child to think of a favorite fruit. Ask him to draw a cartoon showing that fruit as it grows from seed, to seedling, to bud, to flower, to fruit. He can even draw a picture of himself eating it. Yum!

**Discussion:** Seeds are some of the most important things in a garden. Help your child think of foods we eat that are seeds: corn, sunflower seeds, pumpkin seeds. Show your child what raw seeds look like and how a plant can come out of them. Some good seeds to experiment with are soybeans, adzuki beans, and sunflower seeds. Soak some in a jar, and change the water each day: they will begin to sprout. You can also toast sunflower or pumpkin seeds gently with a little vegetable oil in a skillet. Add a sprinkle of salt, and enjoy them as a snack.

**Spatial Activity:** Here is an activity for building spatial skills. Put your child's hands down on a piece of paper with her fingers spread wide. Draw an outline around them with a crayon. Cut the hand traces out and put one on top of the other to see if they match up. Flip the left one over and see if they match better. Outline and cut out other shapes and see which match up when flipped over and right side up (adults call this symmetrical). You could play a game where the child tries to guess if two shapes will fit one on top of the other when one is flipped over. You can let your child quiz you on some shapes too!

# Scarecrow

**Notes from the designers:** *"Learning words for emotions and the meanings of facial expressions are two of the major tasks confronting three- and four-year olds. This game helps them to understand facial expressions which accompany basic emotions common to every culture around the world."*



## PLAYING THE GAME

Let your child experiment with facial expressions with both real and silly faces. Clicking on any part of the Scarecrow will change that feature. For example, clicking on her hat will show a new one.

## REAL FACES

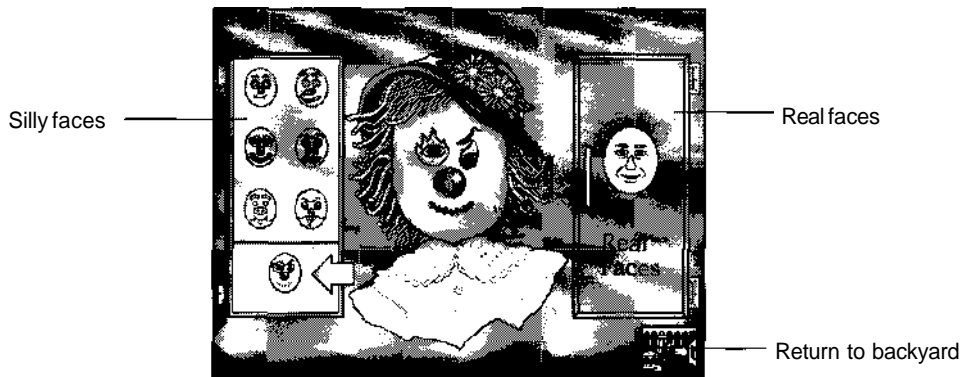
Open the cupboard on the right to give the Scarecrow different faces that show feelings. Click on the little faces in the cupboard to see a face and a thought balloon that shows why she is feeling a certain way. Maybe she is happy because she remembers Pepper hugging his teddy bear or sad because she remembers Ginger dropping her ice cream cone. After the thought balloon shrinks, you can click on it again to see the reason for her

expression. Then click on the eyes, nose, or mouth to see her expression change.

### **SILLY FACES**

Open the cupboard on the left to make silly faces. Click on one of the silly faces to change the Scarecrow's whole face. Choose another silly face from the open cupboard, or click on her eyes, nose, or mouth to make mixed-up faces.

To save a silly face, click on the arrow by the "saved face" at the bottom of the cupboard. This replaces the previous saved face with the one you just made.



### **RELATED FUN ACTIVITIES**

Try doing this fun activity together... Have your child put on a favorite hat - maybe one of yours. Now, draw a life-size outline of her head including the hat, her hair, and neck. Trace a few copies.

Next, have your child draw real faces on the pages. Ask her to draw a picture of what her face looks like when she is happy, sad, tired, scared, or surprised. She can also draw a little picture on the top of each which shows why she feels the way she does (e.g., dropping an ice cream cone, getting a goodnight kiss...)

Letting your child draw your facial expressions can also be lots of fun.

**More Fun Activities.** Cut small strips of paper three quarters of an inch wide and about three inches long, folding them in half. With the folded side up, draw a silly face on one side toward the top. Make several faces, but only one per strip. Try using some of the real expressions from the right cupboard of the game. Bend each folded piece over your child's finger, with the face on the inside, and tape loosely around the bottom. Presto! Silly-faced finger puppets. Help your child make them talk and dance and sing.

**Silly Faces.** Make a silly mask with things you have around the house. Use a small paper bag or a paper plate. The things you use can be as silly as you want: try dry macaroni for lips, spools for a nose, buttons or bottle caps for eyes, and old socks for ears or anything your child can think of. Crayons and paper work well, of course. Sometimes the simple way can be just as fun.

Real and silly faces can be the actions for a dramatic version of a favorite story: stories that children know and love like Goldilocks or Red Riding Hood are full of emotions like surprise, fear and excitement.

## Sandbox Treasure

**Notes from the designers:** *"Young children are often fascinated by the idea of maps - especially treasure maps - and appear to carry internal maps of the spaces they normally roam (their home and immediate neighborhood, the route to preschool, etc.) In this game, children learn to read simple, pictorial maps by searching for hidden treasure. They progress from simple maps to more complex ones, and eventually even make their own maps."*

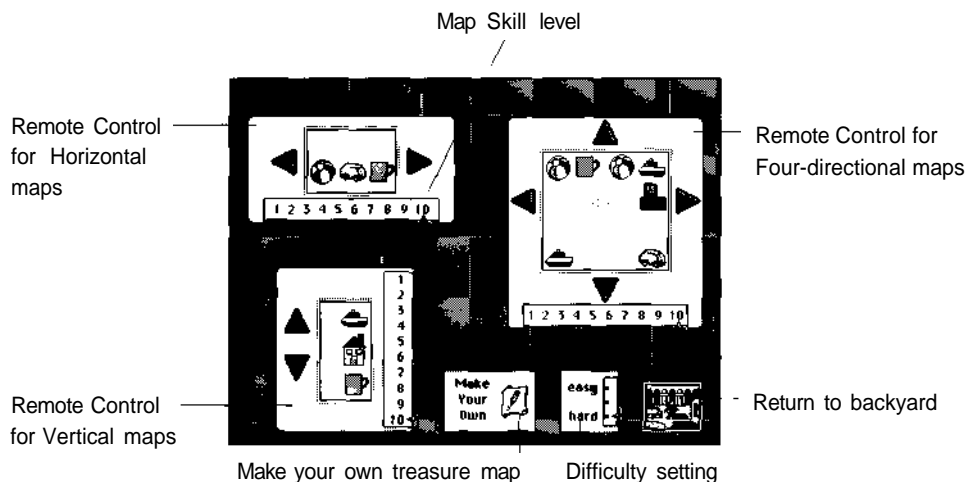
### DIG IT!

In days of old, legend has it that pirates marked their buried treasure on a map marked with an "X." We don't want to inspire piracy, but hunting for



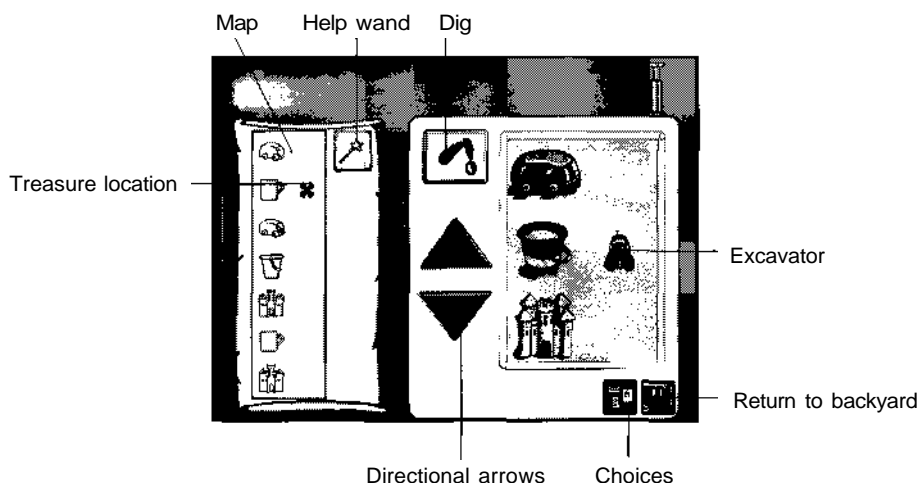
treasure is always fun. In this game, your child uses a hand-held remote control to drive an excavator around in the sandbox, going past various toys on the way to the treasure. A map marked with an "X" shows your child where the treasure is buried. A window in the remote control unit shows where the excavator is in the sandbox.

## REMOTE CONTROL ROOM



To start, let your child choose which kind of remote control unit to play with. For beginners, there are two choices - horizontal and vertical. The vertical map may be easier for younger children. At higher levels, a third type of map appears, which lets you move in four directions. As your child plays, the program automatically adjusts to your child's skill level. You can also change levels quickly with the "easy-hard" control in the Remote Control Room. The numbers on the remote control devices let you choose a particular level. 1 is easiest, 10 is hardest.

## Playing the Game

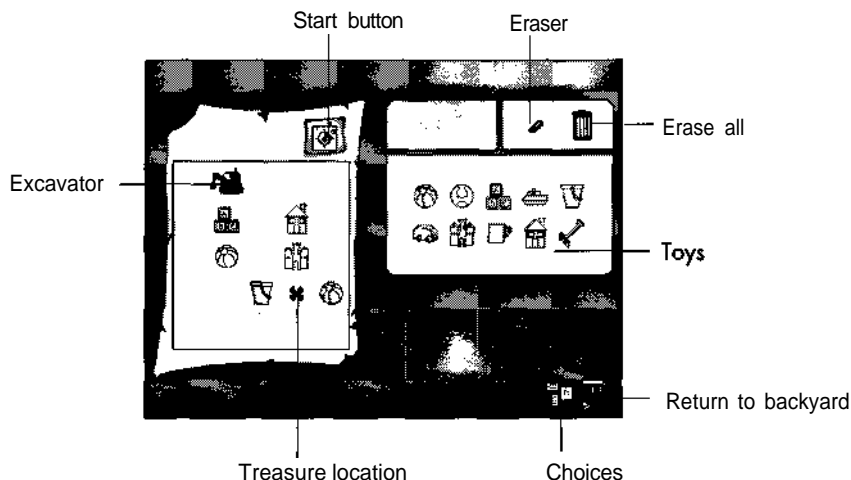


Digging with shovels can take an awfully long time so we supplied a bigger digger, an excavator. Move it around the screen by clicking on the remote control's directional arrows. If your child gets lost, use the magic wand to see where the excavator is on the map. When the excavator gets to the X, press the *Dig* button. You will uncover buried treasure.

After you find the treasure, the map will roll up. Your child can click on the rolled up map to play again. Click on the small icon at the bottom of the screen to go back to the remote control room to choose a different kind of map.

On the four-directional map, above level 5, the wind-up toy treasure will animate. Click on it to see it animate again.

## MAKING YOUR OWN MAP



When you reach a certain level on the two-directional maps, a button with a pencil icon appears in the Remote Control Room. Clicking on it will let you make your own map. Move toys onto the map and put the "X" and excavator where you want them. Use the eraser to remove an object from the map, or just drag it off the map. Choose the trash can to remove all the objects at once. When both the digger and the "X" are in place on the map, a start button will appear. Press it to hunt for treasure with your map.

### RELATED FUN ACTIVITIES

Help your child draw a simple map of his bedroom on a large piece of paper. Scatter some toys around and include them on the map. Hide a toy (a cookie, a nickel, gold doubloons) while your child hides his eyes. Place an "X" on the bedroom map where you buried the treasure. Try the same activity with a map you've drawn with your child of your own backyard, a small neighborhood park, the bathroom, kitchen, etc.

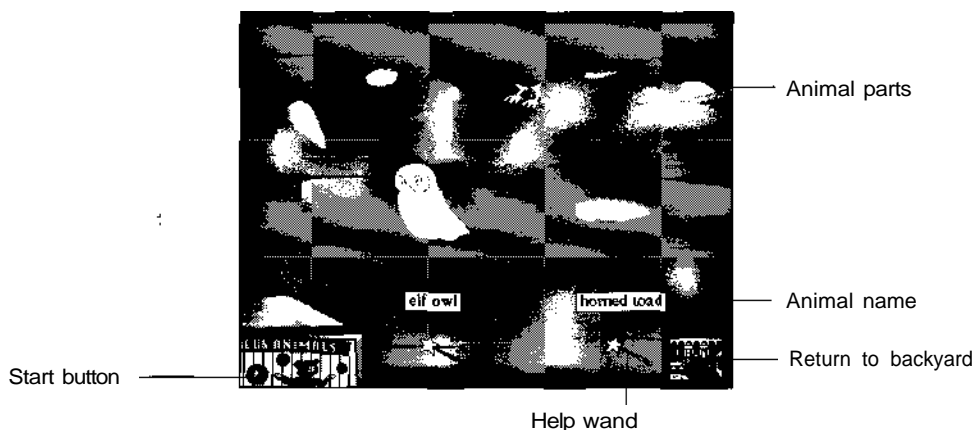
**More Fun.** Create a treasure box where your child can keep some of her favorite things. She can draw them, and you can help her label the pictures:

"teddy bear," "crayons," etc. Help her make a map and mark where she would like to hide her treasure.

**Sandbox Activity.** Use the idea of a treasure hunt to play a pretending game. Use a blanket or handkerchief to cover a small object. Tell your child to imagine the best treasure in the world. Now, ask her to tell you a story about the treasure underneath and how she found it. This is a great way to encourage inventiveness and language growth, and enjoy quiet time with your little one.

## ANIMAL COOKIES GAME

**Notes from the designers:** *"In the Animal Cookie game, your child gets a closer look at the external anatomy of animals. This can promote curiosity about animals and how an animal's characteristics help it live in its habitat."*



### Playing the game

Have your child click on the animal cookies box and she'll get two cookies which break into pieces on top of the picnic table. Dunking them in milk





may be tempting, but rebuilding the animal cookie will be more fun and less shocking. Mixing and matching parts to make zany new animals can also be fun.

Use the help wand beneath the animals to see what parts are missing.

Click on the the start button for more animals.

For more interesting facts about all the animals in The Backyard, see the **Animal Facts** chapter in the back of this manual.

## **RELATED FUN ACTIVITIES**

Have your child cut out parts of animals from magazines and newspapers. Combine parts from two very different animals, and glue them onto colored paper. You can help him make designer animals like dogakeets, a parakeet with a dog's head, and duckrillas, a gorilla with a duck bill and wings.

**Discussion.** Does it make a difference that the roadrunner has long legs and the penguin short ones, that the penguin has wings but only "flies" under water, and so forth? Discussing the advantages of an animal's features can help your child understand more about animal behavior.

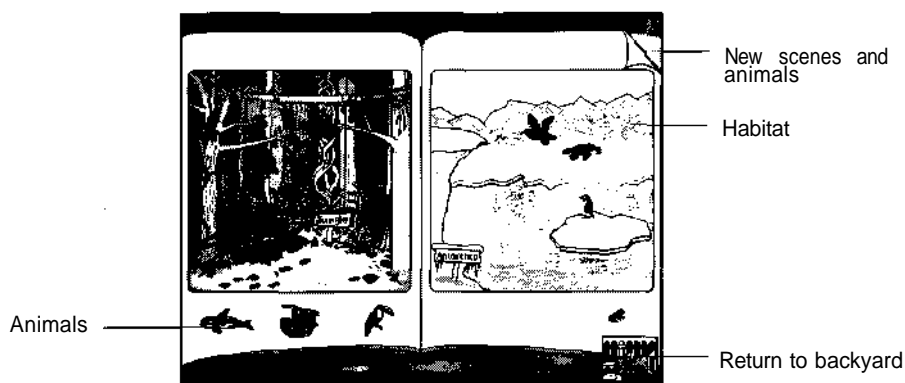
**Even More Fun.** Name the animals. Can your child name some of the animals he played with today? Which are his favorites? Does he remember which have tails, wings, long arms, small bodies? Can he draw any of the animals?



# Animal Habitat Sticker Book

**Notes from the designers:** *"Animals can't live just anywhere on earth. They need a place that satisfies their own special needs. This special place is called their habitat."*

*There are many kinds of habitats. In The Backyard Sticker Book, your child will learn about animals that inhabit the Amazon Rain Forest, the North American Desert, and Antarctica."*



## PLAYING THE GAME

This game challenges your child to place animals in their native habitats. A habitat is the natural place where an animal or plant lives and grows. An animal's habitat has the food, climate, and environment that the animal needs to live and reproduce.

Have your child choose an animal sticker from the bottom of the book and try placing it in a habitat. If your child places it in a habitat for which the animal is not suited, it will drop to the bottom of the screen. But notice what happens when the animal is placed in the correct habitat. It stays in the scene and shows you some of its natural behavior: predators chase prey, burrowing animals dig in the sand, etc. Have your child move animals around the scene to see what they do near different plants and animals.

Your child can bring up new animals and habitats by clicking on the bent page corner at the top of the screen.

## **RELATED FUN ACTIVITIES**

Look through nature books and have your child pick an animal. Notice its habitat. Using the recipe below, your child can sculpt the animal out of toy dough:

2 cups flour  
1 tablespoons oil  
4 tablespoons cream of tartar  
1 cup salt  
1-3/4 cups water  
food coloring

Mix ingredients together in a sauce pan. Cook on low heat and stir for three minutes.

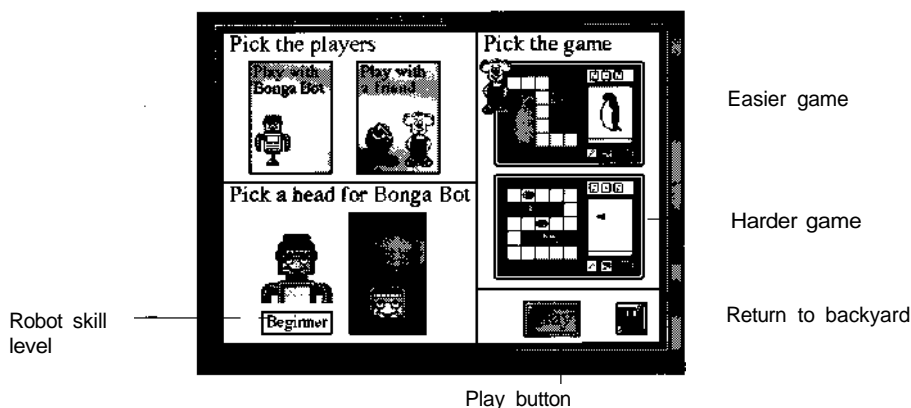
Now find an old shoe box and help your child make a habitat for their play dough animal. You can use flour or cotton batting for snow; sand for the desert floor; or blue paper for water. Help your child look for little stones and things outside which will help the animal feel more at home.

You can store the left over toy dough in an airtight container.

**Your Habitat.** What habitat do you live near? Is it the Pacific Northwest, or the Southeast Everglades? Maybe you live near the Great Plains? No matter which habitat you live near, there are animals which are unique to your area. How many can you and your child think of? Can you describe to your child what characteristics the animals have which help it to live in that habitat? Your local library is a source of great information on the plants and animals in your area.

# Knothole Game

**Notes from the designers:** *"Little children can play the game at a simple level at first, making guesses about what parts might belong to their animal. As they learn more about animal anatomy and habitats from the Animal Cookies Game and Habitat Sticker Book they can be better prepared to make strategic choices of where to land. Later they'll also begin to develop winning strategies as they choose the best place to move on the board so that their next move will get them a piece they need."*



## CHOICE SCREEN

The choice screen lets you select how you want to play the game. Your child can decide if he wants to play a one or two player game. For one player, your child, represented by Pepper or Ginger, will play against the computer, which appears as Bonga Bot, the robot. For two players, one is represented by Pepper or Ginger and the other by Look-A-Lot.

If your child wants to play against the computer, he can make Bonga Bot an easier or more difficult opponent by choosing the appropriate robot head.



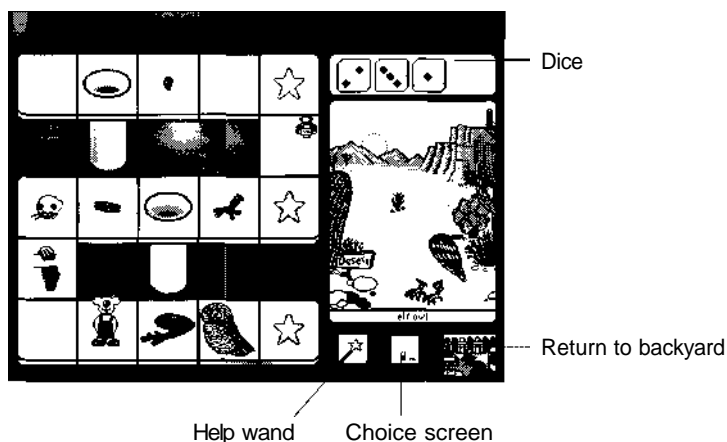
Next, let your child pick either the simpler or more complex game on the right side of the screen. We recommend trying the beginning game at first.

Click the Play button to start.

## Playing the Game

Unlike most board games, the object of this nature puzzle game is not to get to the end of the board first. Instead, the goal is to gather all the correct parts of the animal and its habitat.

After the dice roll, have your child pick the die which either gets a piece of the animal or its habitat.



## SPECIAL SQUARES

Landing on a star allows your child to move his piece anywhere else on the board by simply clicking on the spot he wants. In the longer game, landing on a hole sends the pieces down the tube to the space below or onto a swinging rope. From the swinging rope, click a square below the rope and the playing piece will land on it. Or, just wait a bit and the playing piece chooses its own landing spot.

## RELATED FUN ACTIVITIES

Make a game board like the one in this game on poster board, but with more squares. Make sure to include special star and hole squares. Cut animals and habitats from magazines, or you and your child can make and color your own scenes. Make game pieces from toy dough, or use tiny toys for game pieces. Now, your whole family can play the Knothole game.

**More Fun Activities.** Get a big book about animals from your local library. It should have many pictures and some description of the animal's behavior and habitat. After reading together about a few of the animals, have your child guess which animal you are thinking about. Then she can draw a picture of the animal in its habitat or just tell what kind of habitat the animal likes.

Another activity where children can apply knowledge from The Backyard: pick an animal feature: for example, tails. Now try to list all of the animals you can think of that have tails. You can have your child dictate the list. If you want to, you and your child can draw or write about the animals that you come up with. Some other features to try: noses, ears, fur, wings, two legs, four legs, no legs!

# IF YOU CAN'T GET STARTED

If you have followed the instructions in the chapter "Getting Started," and you are still having problems loading or running The Backyard, you can refer to this chapter for technical advice. Notice that the sections below refer to MS-DOS, Windows, and Macintosh. If the advice here does not solve your problems, then see the last section of this chapter, **When All Else Fails**, for information on contacting Br0derbund's Technical Support Department.

## MS-DOS

### INSUFFICIENT OR OUT OF MEMORY

If you get an "insufficient memory" or "out of memory" error message while loading The Backyard, you may want to start ("boot") your system without any memory resident (TSR) software starting up. This will free up as much conventional memory (first 640K of memory) as possible. To test if this is your problem, you can make a "clean" boot disk. When you start your computer from a boot disk, you will have access to more conventional memory.

To make a "clean" boot disk, you will need a blank floppy disk for Drive A:. You cannot use B:drive: for this procedure.

Note: The following instructions should not be used for computers that boot from ROM, such as the IBM PS/1 and some Tandy models. Please check your user's manual or call IBM or Tandy Technical Support for assistance.



## TO MAKE A CLEAN BOOT DISK:

1. Put a blank floppy disk in Drive A:.
2. At the C:> prompt, type `FORMAT A:/S` and press the **Enter** key.
3. Follow the on-screen instructions.
4. On completion, you will receive a message, "System Transferred," then another message asking if you would like to format another disk. Answer N, and you will return to the C:> prompt.
5. With the disk still in Drive A:, switch to the A: drive by typing A: and pressing **Enter**. The next three steps will create a `CONFIG.SYS` file on your floppy disk.
6. At the A:> prompt, type `COPY CON CONFIG.SYS` and press **Enter**. The cursor will drop to the next line and wait for your input.
7. At the blinking cursor, type `FILES=40` and press **Enter**. Next, type `BUFFERS=20` and press **Enter**.
8. Press the F6 function key and then **Enter**. The message "One file copied" will appear.
9. Restart your computer with this minimal system disk in your drive.  
Note: There will be prompts for date and time when you boot from floppy disk. You can press **Enter** to bypass these prompts.
10. At the A:> prompt, type C: and press **Enter** to switch to the C:> prompt. Now type `CD\PLAYWRLD` and press **Enter** to switch to the `PLAYWRLD` directory. Finally, type `BACKYARD` and press **Enter** to start the game.





Note: You may need to put certain device drivers on your "boot" disk. For example, the ProAudio Spectrum series sound cards require a device driver in order to function properly. See your sound card manual for further instructions.

Note: When starting from a boot disk, no mouse driver will load. See the section Mouse Problems for instructions on dealing with this.

## **MOUSE PROBLEMS**

If your mouse does not work when you try to play The Backyard, then you may first need to load the mouse driver. Locate the mouse driver on your hard disk and type MOUSE from the directory where your mouse driver is stored (e.g., C:\MOUSE>), then switch to the C:\PLAYWRLD> directory to load the game.

Your DOS or mouse manual has further instructions on how to locate and load your particular mouse driver.

## **STACKING PROBLEMS**

If you use a stacking utility, then you may need to add additional lines to the CONFIG.SYS file that activates the utility. See your stacking utility manual for instructions. If you still have problems, try putting the program on an unstacked partition of the drive.

## **SOUND PROBLEMS/SCREEN FREEZES**

If you are using a sound card such as Sound Blaster, and your screen freezes or you hear erratic sound, it may be an IRQ (interrupt request) conflict. Make sure you have correctly selected your sound card IRQ in the Backyard Setup. If you don't know it, select AutoDetect for the IRQ. Please check your sound card manual for instructions on how to resolve IRQ conflicts. If you have checked the IRQ and it is not a problem, then follow the instructions for booting your system "clean."

# WINDOWS

## NO SOUND

Make sure the Sound Card Drivers are installed through Windows by checking *Control Panel* and *Drivers*. If you do not see your Sound Card Driver listed here, refer to your Windows manual under Sound Drivers.

## NO PRINTING OPTION IN PUMPKIN FACE

Make sure you have installed a graphics printer through Windows. By checking *Control Panel* and *Printers*. If you do not see your printer listed here, refer to your Windows Manual under Printer Drivers.

# MACINTOSH

Read this section if you have trouble getting started with the Macintosh version of the game or if you receive error messages. Three of the most likely situations are explained below.

## NOT ENOUGH MEMORY

Your Macintosh must have at least 4MB of RAM, and at least 2.5MB of this memory must be available. If you do have 4MB, and you receive an error for not enough memory, try turning off some system extensions. (See the next section below.) Look at *About This Macintosh* under the *Apple Menu* (or *Finder* for System 6) to find out how much total memory your machine has.

## CONFLICT WITH SYSTEM EXTENSIONS

Sometimes a system extension will conflict with other software. Therefore, before calling BrOrderbund Technical Support, test the program with all system extensions disabled by doing the following:

For System 7:

1. While holding down the shift key on the keyboard, pull down the Special



menu and select Restart.

2. Release the shift key only after you see the message, "Welcome to Macintosh. Extensions off."

For System 6:

Restart your computer using a system startup or system tools disk.

## **NOT SET TO DISPLAY 256 COLORS**

Your Macintosh must support 256 colors (8-bit color) if you are trying to run Backyard in color, and you must have the system set to 256-color mode. To check or change this video setting, do the following:

1. Pull down the Apple menu and select Control Panels. A window of system control panels will appear.
2. Double-click on the Monitors icon. A small window will display your video options: Black & White, 4, 16, and 256. If 256 is not listed, or is shaded gray, then you may need to add more video memory (VRAM) to your computer. See your local Apple dealer for advice.
3. Select the 256-color option by clicking on the number 256.
4. Close the Monitors window and the Control Panels window.

Note: The above instructions are for computers running System 7. Older systems use slightly different wording, but the instructions should still work.

## **WHEN ALL ELSE FAILS**

If you have problems following the above instructions, or you followed the instructions and still have problems, then give Broderbund Technical Support a call at (415) 382-4700 between 7 a.m. and 5 p.m. Pacific Time. We will do our very best to help you solve the problem. If possible, have the phone near your computer, with the computer already started. Be prepared to give us a detailed description of what happens when you try to run the program.

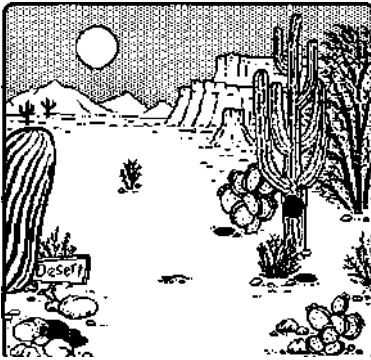


# ANIMAL FACTS

## HABITATS AND ANIMALS THAT LIVE IN THEM

Animals cannot live in just any old place on earth. They need a place that has the right kind of food, shelter, and temperature. The word for this kind of place is "habitat." There are many kinds of habitats, each with its own kind of animals. The three habitats you learn about in The Backyard are the North American Desert, the Amazon Rain Forest, and Antarctica.

### NORTH AMERICAN DESERT



The North American Desert is hot in the daytime, cold at night, and dry almost all year long. The hottest air temperature was recorded in North America, 134° (Fahrenheit), in Death Valley. Death Valley is where the Great Basin and Mojave, two parts of the North American Desert, meet.

It only rains about two inches per year in the North American Desert. Because water is so hard to find, many desert animals get their water from their food, never drinking a drop of water their entire lives. The plants and animals which live in the desert have special tricks for staying cool. Many of the animals stay underground in caves and tunnels during the day. Others have unique cooling systems like long ears which work like a radiator.

In The Backyard's Habitat Sticker Book, we're showing the desert just before sunset, when the animals that are active at night are coming out and the animals that are most active in the daytime haven't gone to bed yet. That way you get to see more animals than if we just showed night or day.

## DENIZENS OF THE DESERT



### **Sidewinder**

The sidewinder is only two feet long. This makes it one of the smallest rattlesnakes. It hunts rodents, lizards, and other small animals by laying half-buried in the sand. It springs out, bites its victim, and lets it go. The sidewinder's bite is very poison-

ous so the victim doesn't usually get very far.

The sidewinder has a unique way of moving. It moves sideways. If you saw the tracks you might think that someone was practicing drawing "J"s, side by side, in the sand. Ordinary snake motion depends upon pushing against the ground. The sand is very slippery, so the sidewinder's movement works like a skier side-stepping up a slippery hill. This way of moving also keeps more of its body off the hot sand so it may help to keep it cool. This is important in the hot desert, especially for reptiles. They need to stay in shade or bury themselves under the sand to stay cooler because they don't sweat.



### **Elf owl**

Elf owls live in abandoned woodpecker holes in the large saguaro cacti. The water in the cacti keeps their homes cool during the hot days while they sleep and warm during the cold nights. As the sun begins to set, the elf owl awakes. It leaves its home and begins hunting.

The elf owl is the smallest owl in the world. It is about the size of a sparrow, up to 5 1/2 inches long. It eats mainly insects like caterpillars, grasshoppers, crickets, and centipedes. But it also eats mice and lizards. It can catch an insect in mid-air with its talons.

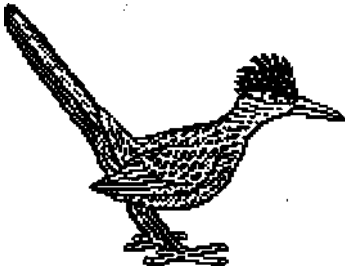


### **Black-tailed jackrabbit**

Jackrabbits are hares, not rabbits. Hares don't build nests, and a newborn jackrabbit has fur and is wide-eyed. Rabbits are just the opposite. The jackrabbit's home is called a "form." This is a small hollow which it makes in the grass by bending grass stalks.

The black-tailed jackrabbit eats grasses and herbs. When food is scarce, it will eat shrubs, twigs, and even bark. It gets its water from plants.

The black-tailed jackrabbit has many enemies, snakes, birds, coyotes, bobcats. When an enemy is near it will stay absolutely still. Its coloring helps it blend in with its surroundings. It will leap into the air and dash away if the enemy gets too close. Its long ears are good for listening for enemies and keeping it cool by radiating heat away.



### **Roadrunner**

Roadrunners are also known as a chaparral cock. It makes its nest on a cactus or in trees. The roadrunner can fly, but it hardly ever does. If in danger, it usually runs away at speeds up to 15 mph. It uses its wings and tail to help it turn. It can take running leaps of about ten feet. Top speed has been measured at 26 mph.

The roadrunner eats small animals like insects, birds, rodents, lizards, and snakes. After catching its prey, it hits it against the ground, and swallows it headfirst. If it is too full, the roadrunner carries the rest of the prey hanging from its mouth until it has more room.



### **Kangaroo rat**

The kangaroo rat is not a kangaroo. It is a small rodent which, like a kangaroo, hops on its long back legs and uses its tail for balance. The kangaroo rat defends itself by hopping quickly away or by standing on its forepaws and kicking sand at its enemy with its hind legs. This even works with snakes, which have no eyelids. The kangaroo rat has many enemies so it mostly relies on hiding and hopping.

The kangaroo rat lives its entire life without a drink of water. It gets all its liquid from the food it eats. To further conserve water, it does not sweat. On a very hot day it may cool itself by drooling onto its chin.

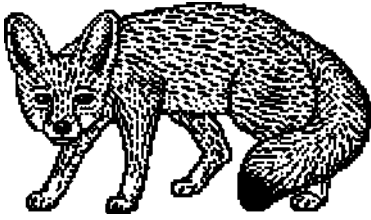


### **Horned toad**

The horned toad is a lizard, not a toad. Although it looks a bit scary, the horned toad is not dangerous - unless you are an insect. The horns on its body help protect it

from other animals. Its color changes to match its surroundings which makes it difficult for enemies to see. And, if needed, it squirts blood out of its eyes at its enemies to frighten them.

The horned toad is usually from 3 to 6 inches long. Its body is good at protecting it from extreme heat or cold because it is short and flat. This helps it to absorb the sun's heat. If the sun gets too hot, it buries itself in the sand.



### **Kit fox**

The kit fox is a small fox with big ears. It has two very special uses for its large ears. At night, as it hunts, the kit fox's ears are very good for hearing the sounds of insects, rodents, and other prey. Its favorite meal is the kangaroo rat. Its large ears, like those of the jackrabbit, also help to keep it cool.

The kit fox spends most of its day sleeping in its burrow. The burrow is dug about eight feet below the ground so it keeps the fox cool.

### **AMAZON RAIN FOREST**



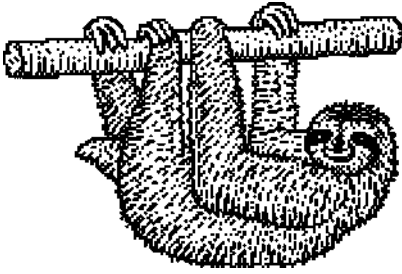
A forest is called a rain forest if it rains more than 80 inches per year. The Amazon Rain Forest is the largest rain forest on earth.

It is a hot and wet place. It rains nearly every day. In one year, it can rain as much as 140 inches, but it usually rains between 70 to 120 inches. All this rain causes the great Amazon River to flood for about half of the year. Fortunately, most of the animals can swim - even the slow moving sloth.

The animals of the Amazon Rain Forest usually live at a certain height in the forest. Because the trees produce fruit all year around, the animals have very specialized diets - some even eating only one type of fruit or plant. They usually live around the same level as their main food. Spider monkeys, for example, are usually way up in the top of the trees, the canopy. Other animals, like the three-toed sloth, usually live in the middle heights of the trees. And others, like the arrow-poison frog, live on the floor and lower parts of the trees.



## Amazon Rain Forest Animals



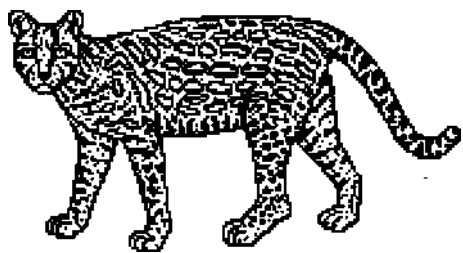
### Three-toed sloth

The three-toed sloth spends nearly all its life hanging from the branches of Cecropia trees, eating the leaves and sleeping. It moves so slowly, about one foot every 10 seconds, that its best defense against enemies, like the jaguar, is hiding - staying absolutely still. Green

algae on its fur also helps it to hide. Moths living in its fur eat the algae to keep it under control.

The sloth's patience also helps it hide from its enemies. For example, it waits until the branches are swaying to move. And it waits until it is raining to drop feces so that the sound of the rain will hide the sound of the falling feces. If it doesn't rain for about one week, the sloth will cautiously climb down the tree, drag itself across the ground, dig a hole with its tail, go to the bathroom, cover its feces, and crawl and climb its way back to the high branches.

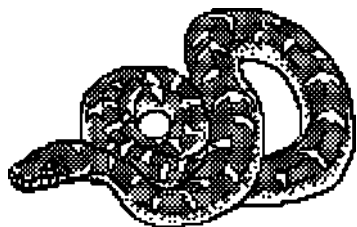
The sloth does nearly everything in the trees. Hanging on tightly with its sharp claws it eats, sleeps nearly 18 hours per day, and gives birth in the trees. Its neck has extra bones in it which let the head spin nearly all the way around. This allows it to find leaves to eat without any extra body movement. It will crawl to new trees on occasion, and, during the rainy season, it can swim quite well if it has to.



## **Ocelot**

The ocelot is a very beautiful member of the cat family. Unfortunately, its fur is so beautiful that some people actually kill it to make fur coats. Ocelots are not very big. They are only about twice as big as a house cat. When people kill

them for their fur, it takes many of these beautiful animals for each coat. This has made them scarce in the United States. The ocelot spends much of its time in the trees, napping and, occasionally, hunting spider monkeys. It mostly hunts on the forest floor looking for reptiles, deer, small rodents like the agoutie you see it chase in *The Backyard*, and sometimes even snails. When living near humans, it usually hunts by night, but, when away from humans, it will hunt by day or night.



## **Emerald boa**

The emerald boa got its name because it is so brilliant green. This helps it hide in the forest's canopy where it spends its entire life. Like other boas, the emerald boa kills its prey by wrapping around it and squeezing. It is a good hunter because it has keen eyesight and climbs quickly. It can also sense how far

away an animal is by the animal's body heat. Most of the time, the emerald boa waits for its prey with its coils balanced over a branch. When the unwary prey gets close enough, the boa quickly uncoils and grabs the prey with its mouth. It is so quick that it can even grab a bird out of the air. It mainly eats birds and monkeys.



### **Arrow poison frog**

The brightly colored arrow poison frog lives in leaf mold on the forest floor. Like many brightly colored reptiles, its color is a warning to other animals, telling them that it is poisonous and shouldn't be eaten. Certain types of this frog are so poisonous that the native people who live in the forest rub their arrowheads on the frog's back to make their arrows poisonous.

The frog lays its eggs on the forest floor. When the eggs become tadpoles, the father carries them on his back, high up into a tree which has Bromeliad plants growing on it. The father frog places the tadpoles into a pool of water which has insects trapped in it. Every day the mother frog climbs the tree to feed the babies. When she gets to the pool of water, she backs into it. When a tadpole swims up and lets her know it's there, by moving its tail quickly back and forth, she leaves an unfertilized egg for it to eat.

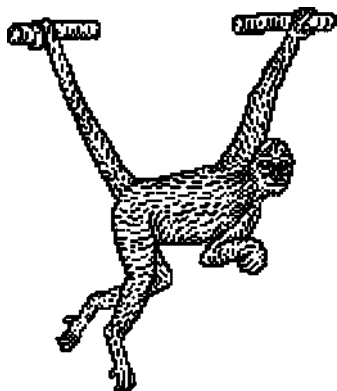


### **Toucan**

The toucan, one of the noisiest birds in the Amazon, has a large brightly colored beak. Sometimes its beak is nearly as big as its body, but the beak is very lightweight. The toucan uses its beak for attracting mates and grabbing fruit from branches which are too light to support its weight. After grabbing a piece of fruit, (some of its favorites being bananas and guavas), it will toss the fruit into the air and catch it in its beak.

The toucan is not a very good flier, but it is a good climber. It moves fairly slowly through the higher branches. And, like the sloth, it can make itself practically motionless. Unlike the sloth, it doesn't do this to hide from enemies - it does not have many enemies because it is so big. The toucan

usually stays motionless to help it stay cool in the hot, humid weather of the rain forest.



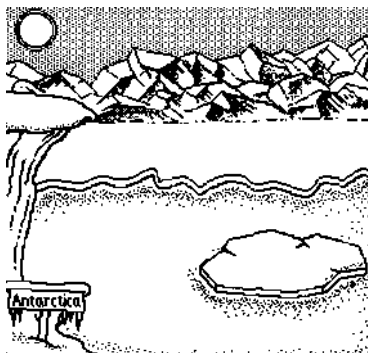
### **Spider monkey**

The spider monkey with its long arms, legs, and tail, sort of looks like a spider. It quickly swings through the forest, arm over arm, like a child swinging on a jungle gym, only much faster. This type of movement is almost the opposite of how we walk. It is called "brachiation."

When the spider monkey is alarmed or in a hurry, it can leap up to 30 feet, catching a branch with its strong tail or one of its other limbs. The lower tip of the spider monkey's tail is so sensitive that it can pick fruit, its main food, with it. But it is such a messy eater that it drops a lot on the ground.

At night, groups of up to 100 spider monkeys will gather together to sleep in the highest branches of the forest. During the day, the group spreads apart to feed. They continue to communicate with each other by barking. They'll bark and growl if an intruder comes into their area. If necessary, they'll throw branches and feces until the intruder leaves. Spider monkey's chief enemy is the harpy eagle.

## ANTARCTICA - THE ICY DESERT



Antarctica has about 95% of all the ice in the world, but barely enough unfrozen water to support the plants and animals which live there. So the animals that live there must use special tricks to get and retain water.

The coldest temperature on earth was measured in Antarctica, 191 degrees (F) below zero. Because it is so cold in Antarctica, animals have thick layers of fat that insulate them from the cold. Their fur and feathers also help to keep them warm by trapping air kind of like the way longjohns keep us warm. Of course, if their feathers or fur gets wet, it won't help to insulate until it dries out.

Animals in Antarctica usually have round bodies with short limbs. This helps them stay warm because they have less body area to lose heat from. Some animals actually have two different normal temperatures - a low one for their limbs and a higher one for their body.

### Animals of Antarctica



#### **Killer whale (orca)**

Though the killer whale can be gentle and loyal in captivity, it is a feared hunter in the wild. It hunts in packs, usually made up of members of its own family, for leopard seals, penguins, crabeater seals, and other sea creatures. The killer whale occasionally hunts other kinds of larger whales. It will even crash through ice up to three feet thick to get to its prey.



The killer whale grows about 30 feet long. It uses the large fin on its back, the dorsal fin, and its flippers to keep steady and balanced as it speeds through the ocean. It is the fastest whale, and can swim nearly 30 mph. It can also dive to more than 330 ft for longer than 20 minutes.



### **Crabeater seal**

The crabeater seal is the most common Antarctic seal, but it has the wrong name. It doesn't even eat crabs! It eats tiny sea animals called krill. To eat these tiny creatures, the crabeater seal takes a big mouthful of sea water with lots of krill in it. Then it shuts its mouth and spits the water out through the cracks in its teeth until all that is left is the krill.

Why is it called a crabeater seal and not a krill seal? Because it has teeth which look like the teeth of other animals who eat crabs. So the people who named it thought it ate crabs. It is also called a white seal because its coat fades to white.



### **Leopard seal**

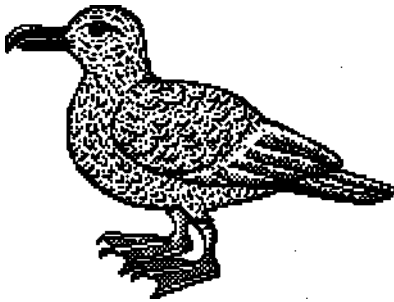
The leopard seal got its name because of the spots on its fur coat. It is a ferocious seal. It eats penguins, fish, squid, and sometimes the babies of other types of seals. It is too slow to catch its favorite food, the Adelie penguin, on land. So it usually waits underneath the ice of a penguin colony. When a penguin jumps in the water, the leopard seal chases it until the penguin hops back on land, or is caught. The leopard seal can eat a dozen or more Adelies for a single meal.



## **Adelie penguin**

The Adelie penguin is a very funny bird to watch. It waddles around on its three inch legs, squawks, bumps into other Adelies, gets squawked at, and does a lot of playing around. Penguins can't fly, but they use their flippers for tobogganing and swimming. Tobogganing is when they lay on their bellies and push with their feet and flippers. They are very fast swimmers. This helps them to get away from their chief enemy, the leopard seal.

There are more Adelies than any other kind of penguin in Antarctica. To start a family, a male penguin will put a pebble at the foot of his chosen female. Sometimes she'll squawk and peck at him. If he stays, and she likes him, he will waddle up to her and they will rub necks and do a love dance. Then he'll build them a nest out of nearby pebbles. He'll even steal pebbles from other nests. After the female lays the eggs, the father and mother take turns sitting on the nest. When the young hatch, the parents catch food in the sea, swim back to land, and regurgitate their food into the chick's mouth.



## **Skua**

The skua looks like a seagull. It has webbed feet, a pointy bill, and a wide wing span of about four feet. It usually lives near penguin colonies.

The skua is not a very nice neighbor though. It waits until an egg or young chick is left alone, and then it swoops in and eats it. The skua loves to steal food from other birds. It pesters other birds as they fly by until they drop their food. It will even bother other birds until they regurgitate their food. The skua usually catches the falling food in mid-air. If there is no food to be stolen nearby, the skua will catch and eat fish or krill from the surface of the water.



# ABOUT THE DESIGNERS



**LESLIE GRIMM**

Leslie is a software designer and co-creator of The Backyard, The Playroom, and The Treehouse. She has a doctorate in Biology from Stanford University. She has been designing and programming award-winning educational software games for young children for more than a decade. Before she began creating software, she spent several years in the classroom teaching children of many ages and abilities. Leslie has two daughters. She enjoys playing the piano, photography, swimming, and toys that do interesting things with forms and light.



**LYNN KIRKPATRICK**

Lynn is the lead artist and co-creator of The Backyard and The Treehouse, and she created the graphics for The Playroom. She has a degree in Art from the State University of New York at Oswego and a degree in Industrial Design from San Jose State University. She has worked in the field of educational computer games for over six years. Her interests are swimming, going to museums, and collecting silly gadgets. She has one daughter.