

DC SUPER FRIENDS™

Fisher-Price®

Computer Cool School



www.fisher-price.com

Consumer Information

- Please keep these instructions for future reference as they contain important information.
- Software installation should be done by an adult.
- For proper use of this product we recommend that your computer meet minimum system requirements (see page 3).
- Install Computer Cool School™ software (sold separately) BEFORE installing this or any other Computer Cool School™ software (not included).
- This product must be used with listed Information Technology Equipment (I.T.E.).

Minimum System Requirements

Operating System.....	Microsoft® Windows Vista™ or Windows XP
Processor	1.2GHz
Memory	256MB RAM
Hard Drive.....	200MB available
Video Resolution	800x600 32-bit color DirectX 9.0c compatible
Sound	16-bit DirectX compatible CD or DVD drive
USB port.....	1.1
Recommended: Printer, Internet Connection (for software updates)	

Install/Uninstall

Installing Software

- **Before inserting the CD-ROM**, insert the USB cord from Computer Cool School™ keyboard into the USB port on your computer.
- If you have multiple logons on your computer, be sure the logon you are using has Administrator privileges. You will need Administrator privileges to install this software.
- Insert the DC Super Friends Classroom CD into the CD-ROM or DVD drive of your computer.
- The software installer launches automatically. Follow the on-screen instructions to complete installation.

Note: You need to install all components to use this software.

- If installation of the software does not launch automatically, go to the “Start” menu, click on “Run” and type “D:\setup”.

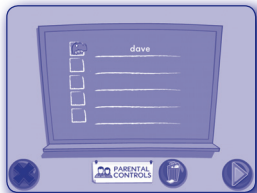
Note: If you are using Windows Vista™, you will need to restart your computer after installing the software.

Install/Uninstall

Uninstalling Software

- Click on the following items (in order):
 - “Start” menu on your computer taskbar
 - “Programs”
 - “Fisher-Price”
 - “Computer Cool School”
 - “Uninstall DC Super Friends Classroom”

Sign-In



Sign-In Screen

- On the sign-in screen, first click on a highlighted area on the chalkboard.
- Then, type your name and click on a picture.

Note: If you have already created a sign-in, simply click on your name to enter the main classroom. If you do not want to create a sign-in, click the green arrow to enter as a guest. You will not be able to save any work when signed in as a guest.

- Click on the trash can to erase a name from the chalkboard. If you erase a name, you will lose any work saved under that name.
- On the software selection screen, click on DC Super Friends' door to go to the classroom.

Note: The other doors on the software selection screen are only active if you have purchased and installed additional software titles.

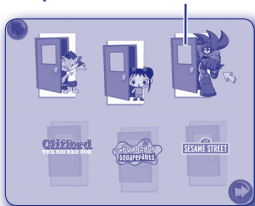
DC Super Friends' Classroom



Software Selection Screen

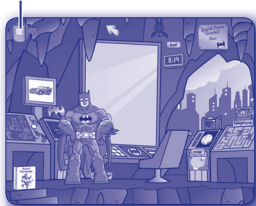
Classroom

DC Super Friends' Classroom Door



Software Selection Screen

Exit Button



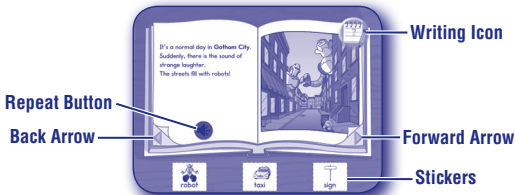
Classroom Screen

- To enter the classroom, first sign-in (see page 6). Next, on the software selection screen, click on DC Super Friends' Classroom door to go to the classroom.
- On the classroom screen, move the pen on the tablet to explore the classroom. Press the tip of the pen straight down and then release to make selections.

HINT: You can also use your computer mouse.

- Press any learning center button on the Computer Cool School™ keyboard to enter an activity.
- Click on the exit button to return to the software selection screen.


Reading and Writing Center



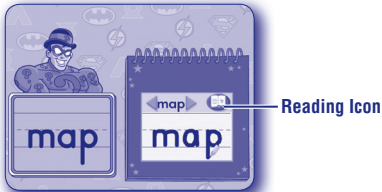
Reading Center

- Listen as the narrator reads the story.


Note: Click on the repeat button to read that page again.

- Turn the page to continue the story. Click on an arrow on the bottom of the page.
- Press a letter or number on the keyboard to hear the name of that letter or number.
- Click on a sticker on any page and drag it onto the picture.
- From the reading center, click on the writing icon to practice writing words, letters and numbers!
- When finished, press the classroom button  on the Computer Cool School™ keyboard to return to the classroom or press another learning center button for a different activity.

Reading and Writing Center




Writing Center

- Listen to the riddle and then practice writing the answer! Watch the screen to see how to write the word.
- Write the word on the writing tablet.
- Press the Erase button  on the Computer Cool School™ keyboard to clear the screen and practice again.
- Click on the arrows to practice letters or numbers.

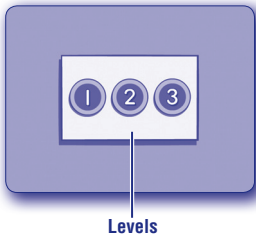
Note: For younger preschoolers, place the writing templates under the writing tablet cover to trace the letters.

Reading and Writing Center

Note: You can also press a letter or number on the keyboard. Press the same button twice to shift from upper case to lower case, or press and hold the SHIFT key with the letter button!


- When finished, click on the reading icon to return to the storybook. Press the classroom button  on the Computer Cool School™ keyboard to return to the classroom or press another learning center button for a different activity.

Math Center



- Choose level 1, 2 or 3. Click on your choice with the pen.
- Travel through the maze to find the robots!
Level 1 - Find robots 1-10 in numerical order.
Level 2 - Find robots 11-20 in numerical order.
Level 3 - Count by 10s to find robots 10-100 in numerical order.
- Watch out for obstacles like goo, tornadoes or the Joker!

Math Center

- When finished, press the classroom button  on the Computer Cool School™ keyboard to return to the classroom or press another learning center button for a different activity.

Art Center

- Use the pen and the writing tablet to draw pictures.
- Press the buttons above the writing tablet on the Computer Cool School™ keyboard to customize your pictures.



Backgrounds – Press this button  to choose a background image for your picture.

Art Center



Tools – Press this button  to choose an effect for your pen: pencil, marker, paintbrush, spray paint or erasers.

Art Center



Colors – Press this button  to choose the color for your tool.

Art Center



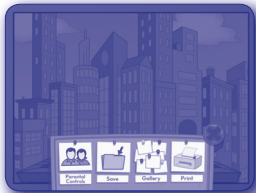
Stampers – Press this button  to select different images to “stamp” on your picture.

Hint: You can also “stamp” letters or numbers onto your picture. First, type letters or numbers on Computer Cool School™ keyboard. Then click the pen to place your picture.

Erase – Press this button  to erase your picture and start a new one.

Note: This button will erase the entire drawing. If you want to erase part of your picture, press the Tools button and choose the pencil eraser.

Art Center

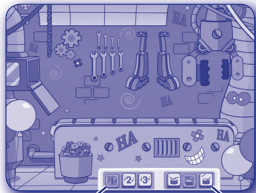


Print + – Press this button  to print your pictures or save them in the Gallery.

Note: To open a saved picture, press the Print + button  and click on Gallery.

- When finished, press the classroom button  on the Computer Cool School™ keyboard to return to the classroom or press another learning center button for a different activity.

Music Center




**Song Select
Buttons**

**Tempo
Buttons**

- Click on the 1, 2 or 3 button for a song to play along. Click on any of the objects to add sounds to the song.


Note: You can also press the letters or numbers on the keyboard to add more fun sounds to your song.

Music Center

- Click on the drum buttons at the bottom of the screen to change the tempo of the song to slow, medium or fast.
- Click on the 1, 2 or 3 button again to stop the song.
- When finished, press the classroom button  on the Computer Cool School™ keyboard to return to the classroom or press another learning center button for a different activity.



Science Center



- Help collect clues to find the missing robots in Gotham City.
- Look around the city to find clues. Click your pen to take a picture of the clue.
- Click on each robot that matches your clues. Narrow down your choices until you find the robot!
- When finished, press the classroom button  on the Computer Cool School™ keyboard to return to the classroom or press another learning center button for a different activity.

Field Trip



- Press the field trip button  on the Computer Cool School™ keyboard to go to Gotham City.
- Click on any item with the pen to explore the city! Click on the helicopter for a game. After the game, click on the  to go back to the explore screen.

Hint: Move the pen or mouse to the left and right edges of the screen to explore even more at the site!

- When finished, press the classroom button  on the Computer Cool School™ keyboard to return to the classroom or press another learning center button for a different activity.

Consumer Information

For technical assistance with this product call **1-888-892-6123** or visit **www.service.fisher-price.com** and enter the product number: R9702 in the guided search box. Write to us at: Fisher-Price® Consumer Relations, 636 Girard Avenue, East Aurora, New York 14052.

For countries outside the United States:

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Each sold separately and subject to availability.



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