# HOW TO USE YOUR KEYBOARD WITH "MANY WAYS TO SAY I LOVE YOU"

**SPACE BAR**

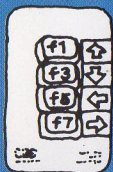To move the flashing box from symbol to symbol on any picture menu

To move "eraser" from sticker to sticker

To view selections when choosing Background, Borders, and Words

To make your choice

To move stickers and drawing crayon

**RETURN**

(On Commodore)

(left) **J** **K** (right)

**I** (up)

(down) **M**

(On Apple IIe or IIc)    (On Apple II +)

To move stickers and drawing crayon

**SHIFT** or **SHIFT LOCK**

(On Commodore)

To use the "crayon"

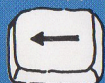**SHIFT** or **CAPS LOCK**

(On Apple)

To use the "crayon"

(On upper left of Commodore keyboard)

To erase a letter or a message you have typed

**DELETE**    (On Apple II +)

(On Apple IIe or IIc)

To erase a letter or a message you've typed

**RUN STOP** (On Commodore)

To stop the Delivery

**ESC** (On Apple)

To stop the Delivery

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# Many Ways To Say I Love You™

A design activity for children and families to use in communicating with each other in colorful, musical ways.
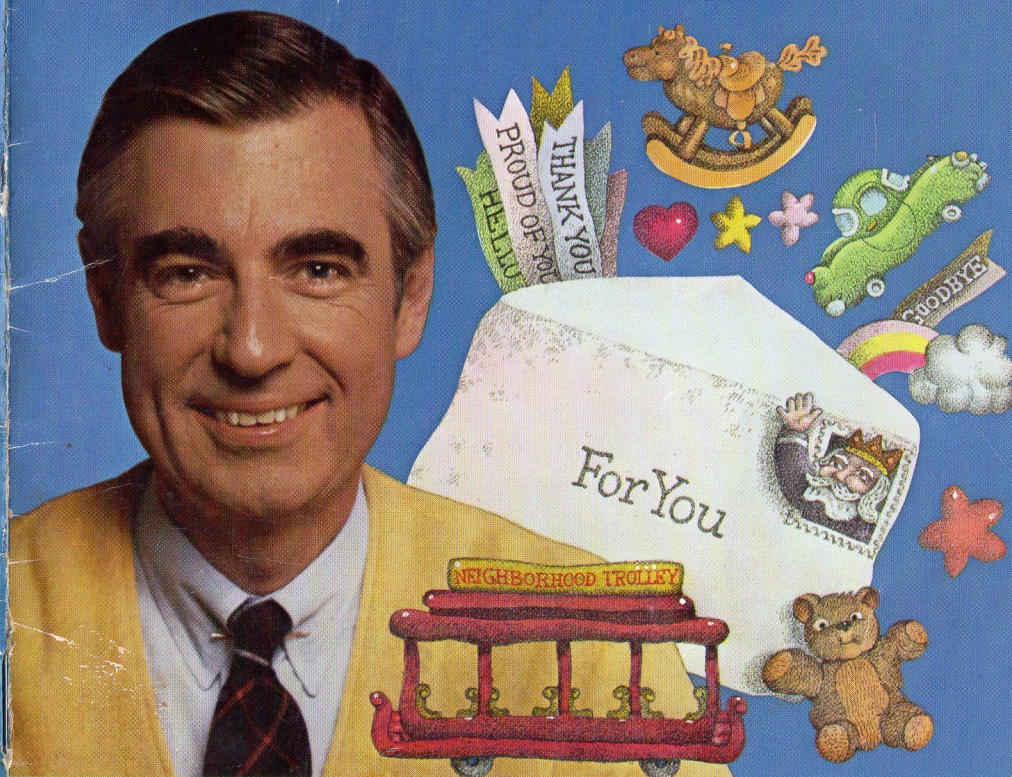
**CBS SOFTWARE**

**CBS SOFTWARE**

# MISTER ROGERS' NEIGHBORHOOD®

Dear Friends,

Hello times, goodbye times, thank you times, "I am sorry" times, mealtimes, bedtimes, playing times, cleaning times—so many times children and their family, friends, and caring adults communicate "I love you" to each other. What could be more important than finding our own ways to express love to the people who are close to us!

That is why we decided to develop this software package around the theme of our song, "There Are Many Ways to Say I Love You." We wanted to provide a tool for a child or adult to make and receive messages of care for each other. I like to think of this as an electronic greeting card.

Our new friends at CBS Software and Looking Glass Software have worked with us to offer a variety of meaningful and appealing symbols of love that can be used by young children and people of all ages.

We at Family Communications, Inc. hope you will find "Many Ways to Say I Love You" a helpful way to express the many feelings that adults and children have for each other. As far as we're concerned, that is the way technology can serve us best!

*Fred Rogers*

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**A MESSAGE FROM MISTER ROGERS**

We use songs on *Mister Rogers' Neighborhood* as one way to express what's important to children and their families. Feeling that we are capable of giving love and receiving love is one of the most important foundations for healthy growing.

## THERE ARE MANY WAYS TO SAY I LOVE YOU

*There are many ways to say I love you —*
*There are many ways to say I care about you.*
*Many ways, many ways, many ways to say*
*I love you.*

*There's the singing way to say I love you —*
*There's the singing something someone really likes to hear,*
*The singing way, the singing way, the singing way to say*
*I love you.*

*Cleaning up a room can say I love you.*
*Hanging up a coat before you're asked to —*
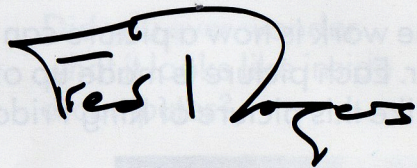*Drawing special pictures for the holidays and*
*Making plays.*

*You'll find many ways to say I love you.*
*You'll find many ways to understand what love is.*
*Many ways, many ways, many ways to say*
*I love you.*

*Singing, cleaning,*
*Drawing, being*
*Understanding,*
*Love you.*

©Fred M. Rogers 1970

**W**e have all worked together to give families a computer way to say "I love you." With a computer, you can make your own choices about what you want on the screen, and you can move the pictures around. You can also have different ways on different days.

We often end our television visits by saying, "There's only one person in the whole world exactly like you." Each child is special. And so is each family! That's especially true when it comes to finding your own ways to say, "I love you."

Because there are many things you can use for your own electronic card, like "stickers," music, and blocks of color, there are many instructions. We have written these directions for the adults to read. Then they can help the children understand how to use this program. The directions might sound rather technical, but we hope you can think of this as a playful piece. Most new things take a while to learn...and the best way of learning something fun is by playing with it.

*Fred Rogers*

## SETTING UP YOUR COMPUTER

### For Apple® II+/IIe/IIc Owners

*Loading Your Program:*
Insert the program disk into the disk drive and close the drive door. Then turn on your computer and monitor.

### For Commodore 64™ Owners

*Loading Your Program:*
Insert your program disk into the disk drive and close the drive door.
Turn on your computer, disk drive, and monitor.
After the word "READY" appears, type: **LOAD "CBS"**, **8** and press **RETURN**. When you see "READY," type **RUN** and press **RETURN**.
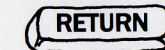The program may take a while to load.
It's ready when you hear the music. Press the **SPACE BAR** to have the Trolley move across the screen. When you see the title, press any key to start.
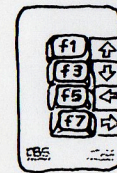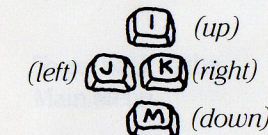
## KEYS USED
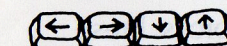
**SPACE BAR** — To cycle through choices

**RETURN** — To make your choice

To move a sticker or the drawing crayon on your greeting card

*(On Commodore 64)*

(up) (left) (right) (down)

To move a sticker or the drawing crayon on your greeting card

*(On Apple II+)*

*(On Apple IIe or IIc)*

## TO MAKE YOUR ELECTRONIC GREETING CARD

In "Many Ways To Say I Love You" you will use picture menus to move within an activity or to the next step in the program.
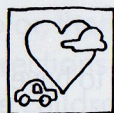
### Level Menu

To make simple design choices: Background,* Stickers, Erase, and Music

To use all the design choices: Background,* Borders, Stickers, Erase, Words, Music, and Draw
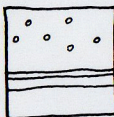
### Start-Up Menu
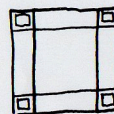
To create a new greeting card

To load a greeting card you saved

**NOTE:** If you choose to load a design you've saved before, refer to the **LOAD** section.

### Background Menu

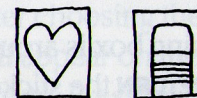To choose basic designs for your background*

To choose borders

To go on to the Main Menu

After choosing the picture symbol for backgrounds or borders with **RETURN**, press **SPACE BAR** to cycle through choices. Press **RETURN** to make your choice.

*Commodore version only.*

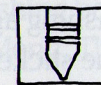### Main Menu

To add stickers

To erase stickers

To add word messages

To add music

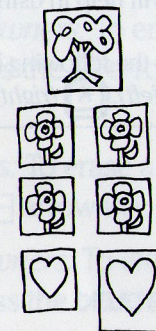To draw your own designs using blocks of color

To see stickers animate

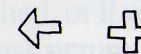To go to the last menu for delivery, "trashing", or saving

### STICKERS

After choosing the heart-shaped symbol, you will see the first menu of stickers to choose from, such as the example shown. There are lots of other stickers to see; a car, a teddy bear, a house, and many more.

To get back to the Main Menu

To see more stickers

## Using the Sticker Menu

Press the **SPACE BAR** until the flashing box is around the sticker of your choice. When you press **RETURN** the sticker will appear on your greeting card with an arrow pointing to it.

Use the arrow keys* to move the sticker around your greeting card. When you have the sticker in the place where you want it, press **RETURN**. The box will start flashing again on the Sticker menu. Then you can pick up the same sticker, another sticker on that menu or move to the ✢ to see more stickers.

One sticker won't go on top of another. It will jump to the next available space.

If you change your mind and want to erase a sticker, press **RETURN** to place it on the card. Then go to the Main Menu to Erase.

When you're finished adding stickers and want to return to the Main Menu, move the flashing box to the ⇦ and press **RETURN**.

*Commodore 64 Owners:* Be sure your function key template is in place. It will help in using the function keys as arrow keys.
*Apple II + Owners:* Use the following keys to move the sticker: **I** (up), **J** (left), **K** (right), **M** (down).

### ERASE

After choosing the eraser symbol, a small eraser will appear on the upper leftmost sticker in your design. Pressing the **SPACE BAR** will move the eraser to each sticker in turn. Once you find the sticker you want to erase, press **RETURN** and the sticker will disappear. Each time you erase a sticker the flashing box will automatically move back to the Main Menu. Then you can make a new activity choice.

### WORDS

After choosing "HI," the first phrase will appear in the top border of your card.

Use the **SPACE BAR** to cycle through the word messages included in the program. To lock in your choice, press **RETURN**.

**NOTE:** If you decide to leave the top area empty, choose the blank white line.

Next, the flashing line will move to the bottom border of your card, and you can use the keyboard as a typewriter for making your own message or writing a name.

*Commodore 64 Owners:* To erase a letter or a message you've typed, press the ⇦ arrow key on the upper left side of your keyboard.

*Apple II + Owners:* To erase a letter or message you've typed, press the ⇦ arrow key.

*Apple IIe or IIc Owners:* To erase a letter or a message you've typed, press the **DELETE** key.

When you've finished, or if you decided not to type a message on the bottom, press **RETURN** to move the flashing box back to the Main Menu.

## MUSIC

After choosing the note-shaped music symbol, the following menu will appear:

"There Are Many Ways to Say I Love You"

"Won't You Be My Neighbor?"   "It's Such a Good Feeling"

"Frère Jacques"

"Twinkle, Twinkle Little Star"   "Brahms' Lullaby"

To get back to the Main Menu

Use the **SPACE BAR** to move the flashing box to one of the notes and press **RETURN** to lock in your first song. Listen to the song as it begins to play. If you want to try a different tune, you can interrupt the song and move the box to another note, then press **RETURN**.
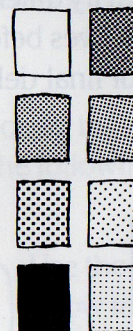
When you've found the song you like, move the flashing box to the ⇐. The last song you chose and heard will stay locked in your greeting. Now press **RETURN** to go back to the Main Menu.

## DRAW
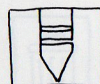
After choosing the crayon-shaped draw symbol, a menu of colors will appear:

Color blocks from which to choose

To get back to the Main Menu

Use the **SPACE BAR** to choose from eight blocks of color. When you press **RETURN**, a small crayon will appear on your greeting card. Use the arrow keys (template for the Commodore) to move the crayon to the place where you want to begin to draw.

*Apple II+ owners:* Use the following keys to move the crayon: [I] *(up)* [J] *(left)* [K] *(right)* [M] *(down)*

To draw, the **SHIFT** key on your Apple or Commodore must be down. Use the arrow keys (template on the Commodore) to move the crayon on the screen.

*Remember:* Your crayon is "on" only when the **SHIFT** or **SHIFT/LOCK**, **SHIFT** or **CAPS/LOCK** is down.

Press **RETURN** to stop drawing or to change to another color.

**NOTE:**   To erase in the Draw mode, draw over your design using the same color as the background.

You cannot draw over stickers.
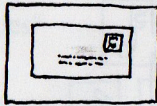
You can place stickers on top of your crayon design.

## ANIMATION

After choosing "GO", the stickers will move automatically one at a time without music. As you design, you can try different stickers to see how each one moves before you decide what to include in your final delivery.

## Last Menu

To deliver your card
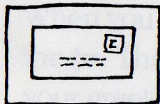
To trash (erase) the card you've made

To save on a disk

To get back to the Main Menu to change or add more

## DELIVERY

After choosing the envelope-shaped Delivery symbol, the menu area will clear and the message will look like it's going into an envelope. When you want to "deliver" your greeting, press **SPACE BAR** to move the Trolley. You will see your stickers move and hear your chosen song play.

If you want to stop the delivery (the envelope part), press the **RUN/STOP** key on your Commodore or the **ESC** key on your Apple. This will take you to your greeting. Press the key again to stop the animation.
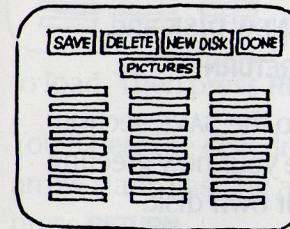
## TRASHING

After choosing the Trash symbol, your design will be erased and you can start a new picture. You will automatically go back to the Start-Up Menu.

## SAVE

After choosing the disk-shaped Save symbol, you will see the following screen:

| SAVE | DELETE | NEW DISK | DONE |

PICTURES

Use the **SPACE BAR** to move the flashing arrow to **SAVE** . The press **RETURN**. The arrow will move to the Name List area. Using the keyboard, type the name of your design (up to 10 characters). The name will appear in the first blank space on the list. Press **RETURN** to save your design. (You can save up to 24 designs on your program disk.)

If there is no room on the disk to save any new designs, you'll hear a "beep" and the arrow will keep flashing. When this happens, there are two choices:

**A.** You can erase an old greeting to make room for your new greeting.

1. Use the **SPACE BAR** to move the arrow to **DELETE**. Then press **RETURN**. The flashing arrow will move to the first name in your list.

2. Move the arrow to the name of the design you want to erase and press **RETURN**.

3. To save your new design, move the arrow back to **SAVE** and press **RETURN**. Follow the directions for saving your design as outlined in the **SAVE** section.

4. Use the **SPACE BAR** to move the arrow to **DONE** and press **RETURN**. The last menu of the program will appear.

**B.** You can take the program disk out and save your new greeting on your own initialized disk.*

1. Remove your "Many Ways to Say I Love You" disk from your disk drive and insert your initialized disk.

2. Move the arrow to the words **NEW DISK** and press **RETURN**.

3. Refer to the **SAVE** section to save your new greeting on your own disk.

4. Before you move the flashing arrow to **DONE**, remove your disk from the disk drive and insert "Many Ways to Say I Love You".

5. Use the **SPACE BAR** to move the arrow to **DONE** and press **RETURN**. The last menu of the program will appear.

*Refer to your computer manual for instructions on how to initialize a disk.*

## LOAD

After choosing the disk-shaped Load symbol from the Start-Up Menu, you will see the following screen:
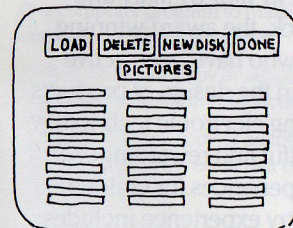


Use the **SPACE BAR** to move the flashing arrow to **LOAD**. Then press **RETURN**. The flashing arrow will then move to the first name in the Name List area. Use the **SPACE BAR** to move the arrow to the name of the picture you want to load. Then press **RETURN**.

You'll hear the disk drive begin to load your design. When the arrow starts flashing again, move it to the word **DONE** and press **RETURN**.

### To load a greeting you've saved from your own disk:

1. Remove the "Many Ways to Say I Love You" disk and insert your own disk.
2. Use the **SPACE BAR** to move the arrow to **NEW DISK** and press **RETURN**.
3. Refer to the loading instructions above to load your new greeting from your own disk.
4. Remove your own disk and insert the "Many Ways to Say I Love You" disk.
5. Move the flashing arrow to **DONE** and press **RETURN**.

# Faiiiily Communications

## LOOKINGLASS ™

FAMILY COMMUNICATIONS, INC. (FCI) was founded by Fred M. Rogers as the non-profit organization for producing *Mister Rogers' Neighborhood*®. In addition, FCI develops a wide variety of materials for helping children and families grow in healthy ways.

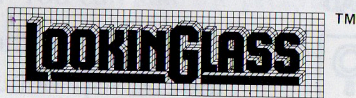**FAMILY COMMUNICATIONS, INC.**

*Project Director:* Hedda Sharapan
*President:* Fred Rogers
*Vice President:* Bill Isler
*Senior Consultant:*
 Margaret B. McFarland, Ph.D.
*Music Consultant:* John Costa

LOOKING GLASS SOFTWARE, INC. was formed in 1981 by Mary and Gary Schenck, the award-winning principals, who have been active since 1977 in the design of products incorporating electronic technology with delightful and rewarding learning experiences for children. Their industry experience includes product development for Children's Television Workshop and Texas Instruments.

**LOOKING GLASS SOFTWARE, INC.**

*Principals:* Mary and Gary Schenck
*Programmer:* Michael Archuleta
*Software Designer:* Mary Schenck
*Consultant:* Sandy Damashek