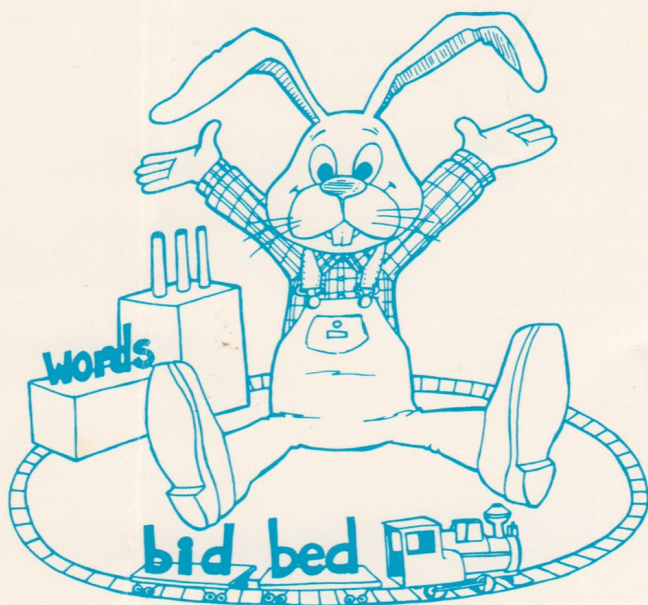


The Learning Company®

IBM/Tandy & Compatibles Version
and
Apple Version

Reader Rabbit®

User's Guide



*Four animated games build fundamental skills
required for good reading and spelling.*

Quick Start

Reader Rabbit is extremely easy for children to use. Nonreaders will need a few minutes of help learning which keys to use and how to play each game. This user's guide is designed to be read by parents or helpers so they can guide children as they learn to play the games. With a little help at the beginning, children will be on their own for hours and hours of fun.

If your child can't wait to play Reader Rabbit, here's all you need to do:

- Load the program into your computer. (See page 2.)
- Press **ENTER** to go on to the menu.
- Select a game by pressing a number.
- Press **?** to view game instructions on your screen. All the games are played with a few simple keystrokes to move a pointer or select a letter, word, or picture. (See page 5.)
- Spend 5 or 10 minutes with your child until he or she understands the game and knows which keys to use.
- Refer to this user's guide for more information on playing the games and changing game options such as speed, letters and pictures.

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Reader Rabbit®

For

- Ages 3-7

Runs On:

- IBM PC, XT, AT, PS/2 and compatibles with 256K
Tandy 1000 HX, EX, SX, TX, SL, TL, and Tandy 3000
with 256K*

With:

- 3.5" drive or 5.25" drive
- DOS 2.0 or higher
- 16-color EGA and TGA;
VGA and PS/2 MCGA in
16-color EGA mode; 4-
color CGA; and Hercules
monochrome

Optional:

- Joystick

- Apple II+, Apple IIc, or Apple IIe with 64K, Apple IIgs*,
and IIc Plus

With:

- 5.25" drive, 64K
- 3.5" drive, 128K
- Monitor or TV
(color monitor recom-
mended but not required)

Optional:

- Joystick

Separate special "talking" versions of Reader Rabbit are available for the Macintosh, Tandy 1000's, and Apple IIgs.

A School Edition of this product is available for classroom teachers. Contact our School Division for more information.

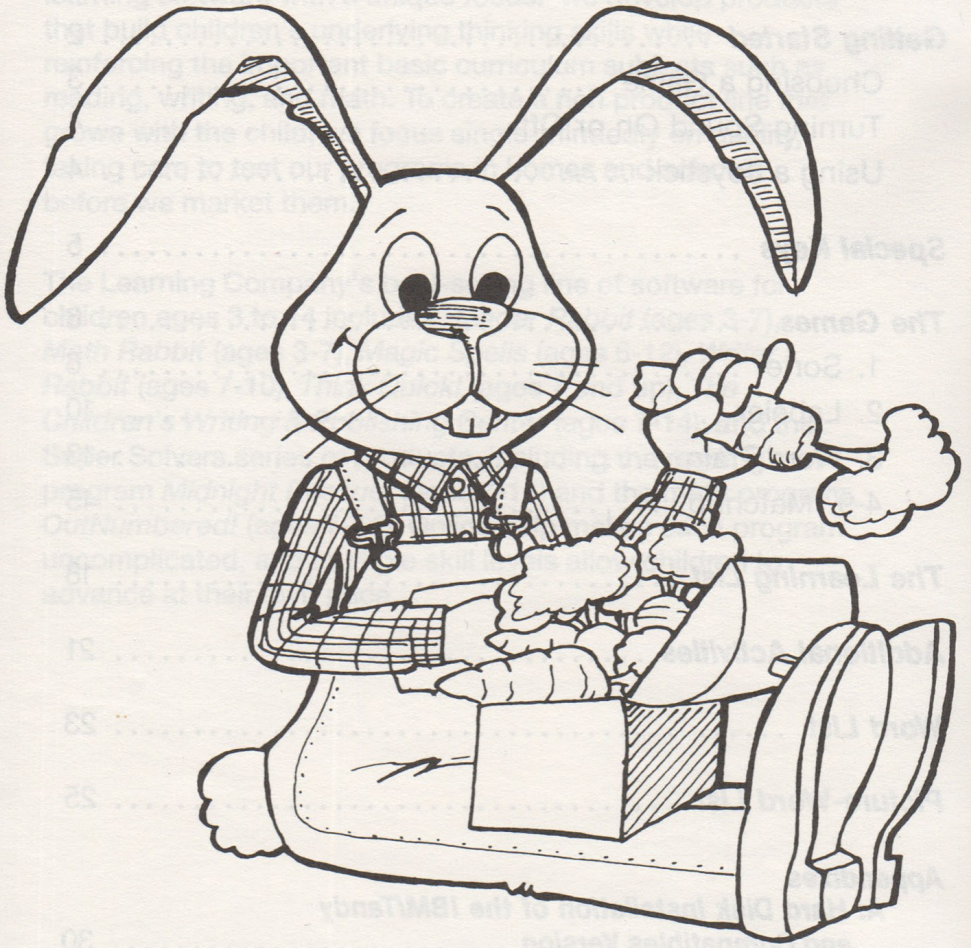
THE LEARNING COMPANY

The Learning Company is a leading publisher of children's learning software with a unique focus: we develop products that build children's underlying thinking skills while reinforcing the important basic curriculum subjects such as reading, writing, and math. To create a rich product line that grows with the child, we focus single-mindedly on quality, taking care to test our programs in homes and schools before we market them.

The Learning Company's best-selling line of software for children ages 3 to 14 includes *Reader Rabbit* (ages 3-7), *Math Rabbit* (ages 3-7), *Magic Spells* (ages 6-12), *Writer Rabbit* (ages 7-10), *Think Quick!* (ages 7 and up), *The Children's Writing & Publishing Center* (ages 7-14), and the Super Solvers series of products, including the reading program *Midnight Rescue!* (ages 7-14) and the math program *OutNumbered!* (ages 7-14). Online help makes each program uncomplicated, and multiple skill levels allow children to advance at their own pace.

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Welcome to Reader Rabbit

Meet Reader Rabbit—your tour guide on a trip through the Fabulous Word Factory! It's an exciting place to learn reading skills, and Reader Rabbit has marvelous machines to help you.

Inside the factory, you'll use machines to store words on shelves or drop them into a trash can. You'll get to label cartons for shipping that have colorful pictures on them. And you'll even get to load words onto a train and see it head off to faraway places. Reader Rabbit is there to cheer you on. He'll dance and tumble for you and help you play his favorite card game with words and pictures.

Wonderful things happen inside the Word Factory. And with the help of Reader Rabbit and his marvelous machines, learning to read is the most wonderful thing of all.

A Note to Parents:

Reader Rabbit is an imaginative and challenging educational program that helps children learn important reading skills.

Children interact with "machines" to sort words, label shipping cartons, and load trains with words. The games help children:

- develop early reading skills
- increase vocabulary
- improve spelling
- develop spatial awareness
- sharpen memory and concentration skills

Here's how it works:

Through a series of four carefully sequenced games, children learn to identify letters and sort them into words. Then, by sequencing words using simple logic, children match pictures, words, and parts of words. They learn one concept at a time, at their own pace, and use those skills to master new ones. Since each game can be played in a variety of ways, children are in control of their learning experience and motivation remains high. With over 200 three-letter words and more than 70 pictures, children will continue to enjoy Reader Rabbit even after they've learned to read.

Getting Started

Running the *Reader Rabbit* Program on an IBM/Tandy or Compatible Computer

Before you start the program for the first time, it's best to make a backup copy of the disk. For instructions on how to make a backup copy of a disk using the DOS (Disk Operating System) command DISKCOPY, see your DOS manual.

The most efficient way to run the program is to install it on your hard disk (or fixed disk), if you have one. See Appendix A on page 30 for instructions.

To run the program from the *Reader Rabbit* floppy disk:

1. Put your DOS disk (version 2.0 or higher) in drive A of your computer and close the disk drive door. Turn on the monitor and then the computer. (If DOS is in your computer's permanent memory or on a hard disk, or if your computer is already up and running, you don't have to insert the DOS disk.)
2. If you see the prompts for entering a new date and time, just press **ENTER** on your keyboard twice.
3. When you see A:> on the screen, remove the DOS disk and insert the *Reader Rabbit* disk (label side up) in drive A. (If you see C:> on the screen, insert the *Reader Rabbit* disk in drive A, type A: and press **ENTER**.)
4. Type **RR** and press **ENTER**. A message appears that lets you know the program is loading.
5. In a few moments, the title screen appears and then, after several seconds, you'll see the message, "Press **ENTER** to go to on." Press **ENTER** to continue and see the Main Menu.

Running the *Reader Rabbit* Program on an Apple Computer

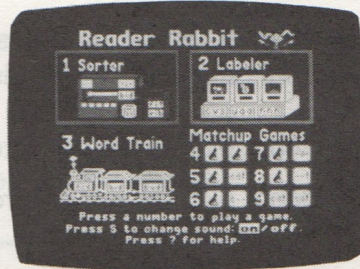
1. Put the *Reader Rabbit* disk in the disk drive, Side 1 up, and close the door.
2. Turn on your computer.
3. In a few moments, the title screen appears and then, after several seconds, you'll see the message, "Press any key to go on." Press any key to continue and see the main menu.

If you have a hard disk and the 3.5" Apple version, and want to install (copy) the program on your hard disk, see Appendix B on page 31 of this user's guide for instructions.

CHOOSING A GAME

Once you've reached the main menu, choose a game by pressing its number.

If this is the first time you've played Reader Rabbit, choose Sorter Game **1** or Matchup Game **4**. These are the easiest ones to play.



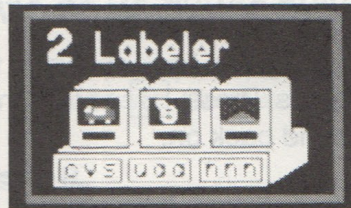
1. Sorter Game

Pick words that have the same letter in the same place as the one shown on the Sorter Machine.



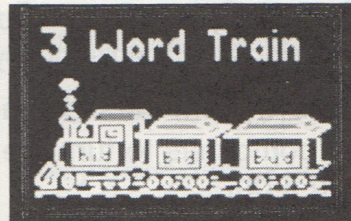
2. Labeler Game

Unscramble letters to spell out picture labels.



3. Word Train Game

Make a train of words that differ by only one letter from the last word on the train.

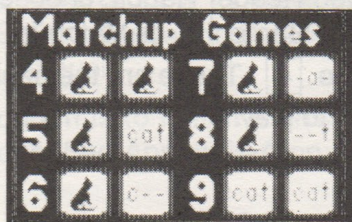


(The screen shots included in this user's guide were taken on an Apple IIe computer. The Apple IIGS and IBM versions of this program have enhanced graphics.)

4-9. Matchup Games

Match pictures, words, or letters in a memory card game. There are six different games — the first is the easiest:

4. Match a picture with a picture.
5. Match a picture with a word.
6. Match a picture with a beginning letter.
7. Match a picture with a middle letter.
8. Match a picture with an ending letter.
9. Match a word with a word.



TURNING SOUND ON OR OFF

The highlighted "on" shown in the menu means the sound is on in the games. Press **[S]** to turn the sound off. Press **[S]** again to turn the sound back on.



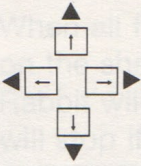
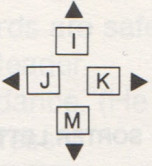


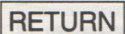








USING A JOYSTICK

If you have an Apple, IBM, or Tandy 1000 computer, you can play Reader Rabbit using a self-centering joystick.

- Press **[J]** from the main menu for IBM/Tandy & compatible computers to turn the joystick on. Press **[J]** again to turn it off.
- Press the button on the joystick instead of **[RETURN]** or **[ENTER]** to select a letter, word, or picture, or to start a game or clear away a game.

Special Keys

This chart shows all the keys used to play the games.

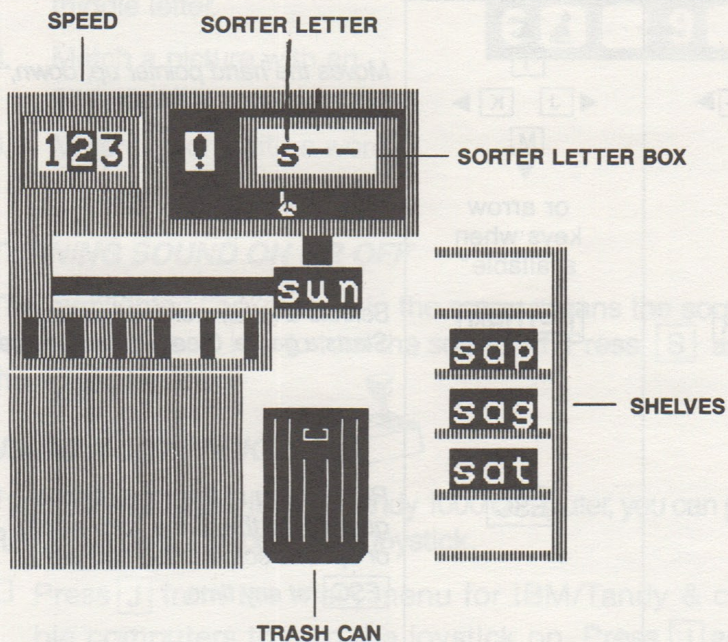
KEYS		FUNCTION
IBM/ TANDY 1000	APPLE	
		<i>Moves the hand pointer up, down, left, and right.</i>
	or arrow keys when available*	
 or 		<i>Selects a letter, word, or picture. Starts a game. Clears away a game.</i>
		
		<i>Returns you to the menu from a game or to the game from a help or options screen. You can press  at any time.</i>
		<i>Gives you instructions for each game. You can press  at any time.</i>
		<i>Lets you change options in the Sorter, Labeler, and Matchup games.</i>

*If your keyboard doesn't have arrow keys, you can mark the I, J, K, and M keys with stickers or tape to help you find them. Or, you can write the letters on a 3×5 card with arrows and place it near the computer.

The Games

1. SORTER

To run the Sorter machine, you need to pick words that have the same letter in the same place as the letter shown in the sorter letter box. Let the other words fall into the trash can. Try to fill all five shelves with words that have the same letter in the same place as the sorter letter.



*Fill the shelves with words that have letters that match the SORTER LETTER. Here, pick words that **begin** with "s."*

How To Play

- Press **RETURN** or **ENTER** to start the game.

Watch a word slide out of the machine.

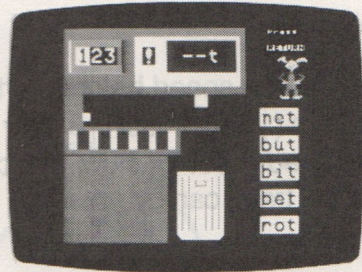
If it has the same letter in the same place as the sorter letter:

Press **RETURN** or **ENTER** or **←** to move the word onto a shelf.

If it does not match:

Do nothing or press **↓** and it will drop into the trash can.

- When all five words are safely on the shelves, Reader Rabbit will do a dance. (He will stop if you press **RETURN** or **ENTER**).



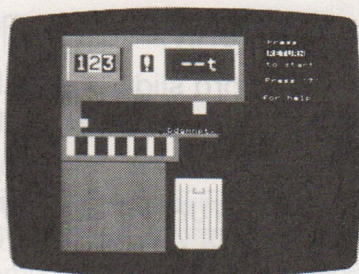
- Press **RETURN** or **ENTER** to clear away the game so you can play again.

If an incorrect word is saved or a correct word is thrown away, it will change color. Then, in the next game you'll get the same letter in the same place.

How To Change The Game

Before you press **RETURN** or **ENTER** to start a game, you can change:

- the speed of the game.
- the sorter letter position.
- the sorter letter.



SPEED

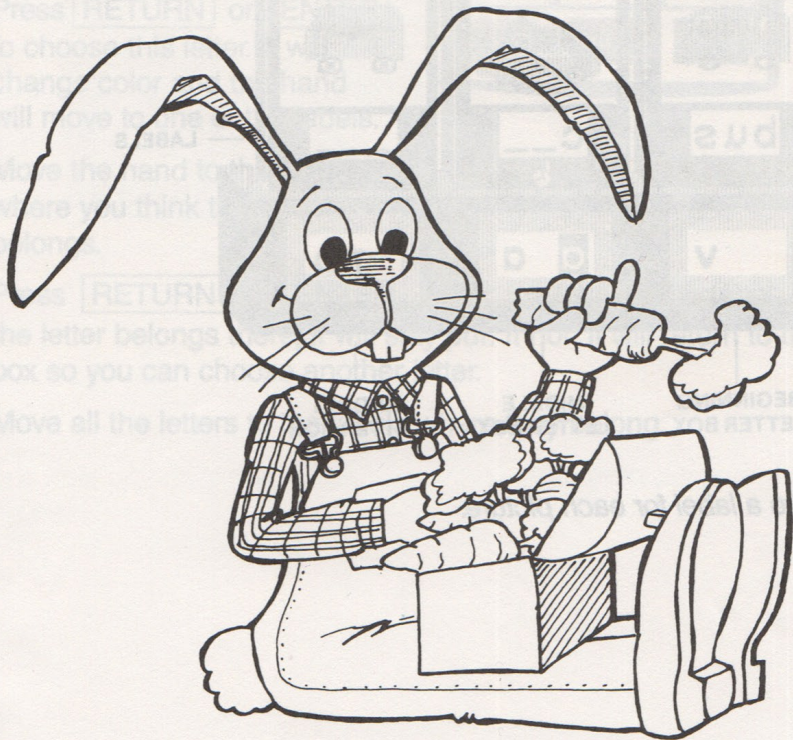
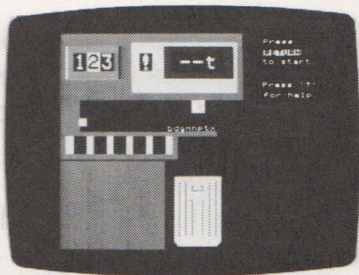
Change the speed before starting a new game from slow (**1**), to medium (**2**), or fast (**3**) by pressing the number you want. When the speed is set for slow, you can make the words drop even sooner into the trash can by pressing **↓** or **M** so you won't have to wait.

SORTER LETTER POSITION

The game chooses letters and letter positions at random when the hand pointer is under the exclamation point (!). To set the position of the sorter letter to a beginning, middle or ending letter, use the **←** and **→** keys or the **J** and **K** keys to move the hand. A random letter will appear in the selected position.

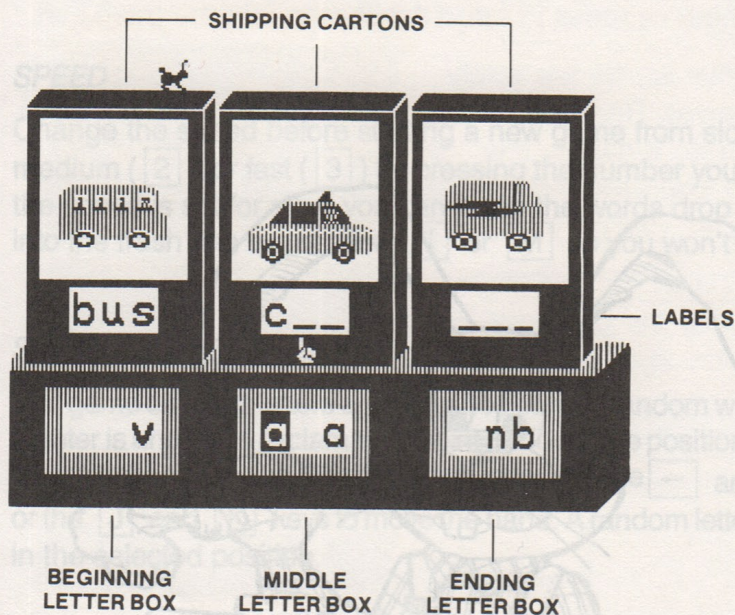
SORTER LETTER

After you've selected a letter position, press * and a set of letters will appear from which you can choose. Type the letter you want and it will appear in the sorter letter box. (NOTE: You cannot select a letter if the hand pointer is under "I".)



2. LABELER

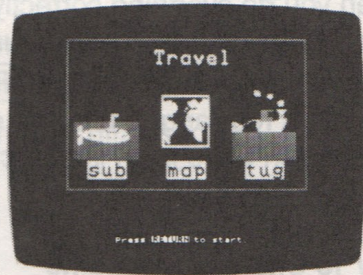
Label the pictures on the shipping cartons by moving the letters from the letter boxes to the labels. The letters in the left box are beginning letters. They belong on the first lines on the labels. The letters in the middle box belong on the middle lines. The letters in the right box belong on the last lines. When all the letters are in the right places, the labels will spell the words for the pictures on the cartons.



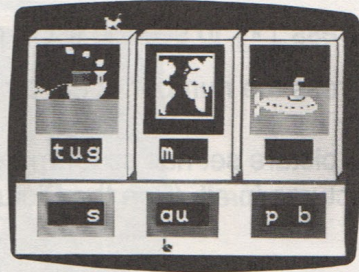
Make a label for each picture.

How To Play

- Take a good look at the first screen of pictures and words. It shows how the words are spelled and where they go.
- Press **RETURN** or **ENTER** to start the game.



- Use the **←** and **→** keys or **J** and **K** keys to move the hand pointer to a letter you want.
- Press **RETURN** or **ENTER** to choose this letter. It will change color and the hand will move to one of the labels.
- Move the hand to the label where you think the letter belongs.
- Press **RETURN** or **ENTER** to put the letter in the label. If the letter belongs there, it will stay put. If not, it will return to the box so you can choose another letter.
- Move all the letters to the labels where they belong.



Make a train of words that differ by only one letter from the last word on the train.

When you do everything correctly, Reader Rabbit will perform a dance, and you'll see new pictures for your next game. (He will stop dancing if you press **RETURN** or **ENTER**.) Reader Rabbit will rearrange the same cartons and letters for the next game when there is an incorrect answer.

How To Change The Game

You can choose a different set of pictures at any time.

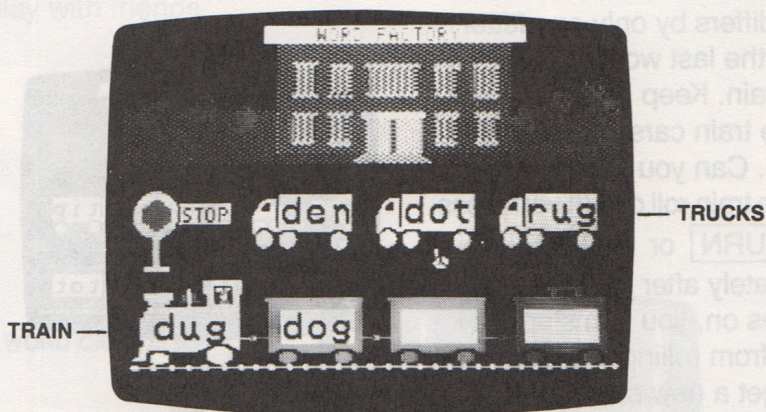
- Press ***** to see the list of picture sets.
- Press the number of the picture set you want.

Each picture set has six or more different pictures. There are over 70 pictures in all. (See the Picture-Word List on page 25.)

3. WORD TRAIN

Fill the train with words from the Word Factory trucks. Follow Reader Rabbit's **One-Difference Rule**:

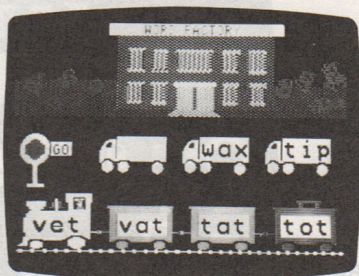
Each word you put in a train car must differ by just one letter from the word in front of it.



Make a train of words that differ by only one letter from the last word on the train.

How To Play

- Look at the word in the locomotive. Find a word in one of the trucks that has only one letter different.
- Use the and keys or and keys to move the hand pointer under that truck.
- Press or to put the word in the first train car. If it fits the one-difference rule, new words will appear in the trucks.
- Find a new word in the trucks that differs by only one letter from the last word you put on the train. Keep loading words in the train cars until the train is full. Can you make the whole train roll off? (If you press or immediately after the GO sign comes on, you can stop the train from rolling off. This lets you get a new set of words more quickly.)



If the word you pick doesn't fit the one-difference rule, the two incorrect words will change color and won't go in the train car. Press or and the loaded cars will roll off. Then you can play again with a new set of words.

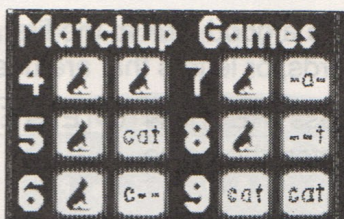
If you get stuck, ask yourself these questions about each word in the trucks:

- Does it have the same beginning letter (as the word in the train)?
- Does it have the same middle letter?
- Does it have the same ending letter?

Only one "no" means that you've found the word that belongs in the train car.

4. MATCHUP

Matchup is a memory game where you match pairs of cards. By choosing different games from the menu, you can match pictures to pictures (4), pictures to words (5), pictures to parts of words (6, 7, 8), or words to words (9). Matchup is a good game to play with friends.

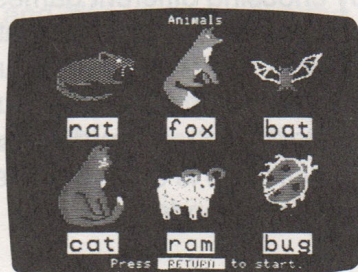


WORD CARD



How To Play

- Take a good look at the first screen. It shows the pictures, words, or letters that are used in the game.
- Press **RETURN** or **ENTER** to start the game.
- Use the arrow keys **↑**, **←**, **→**, **↓**, or **I**, **J**, **K**, **M** to move the hand pointer to any card you want.
- Press **RETURN** or **ENTER** to turn the card over and see the picture, word, or letter.
- Move the hand to another card and press **RETURN** or **ENTER** to turn that card over. If the two cards match, they will disappear. If they don't match, the cards will flip over again.
- Continue turning cards over and keep trying to match them up. When you've matched all the cards, you'll see all the word-picture pairs.



Matchup 5—Match pairs of cards until all cards disappear.

If it took a lot of turns to find the cards, you'll get the same cards in the next game. Otherwise, you'll play the next game with new cards.

Does it have the same middle letter?

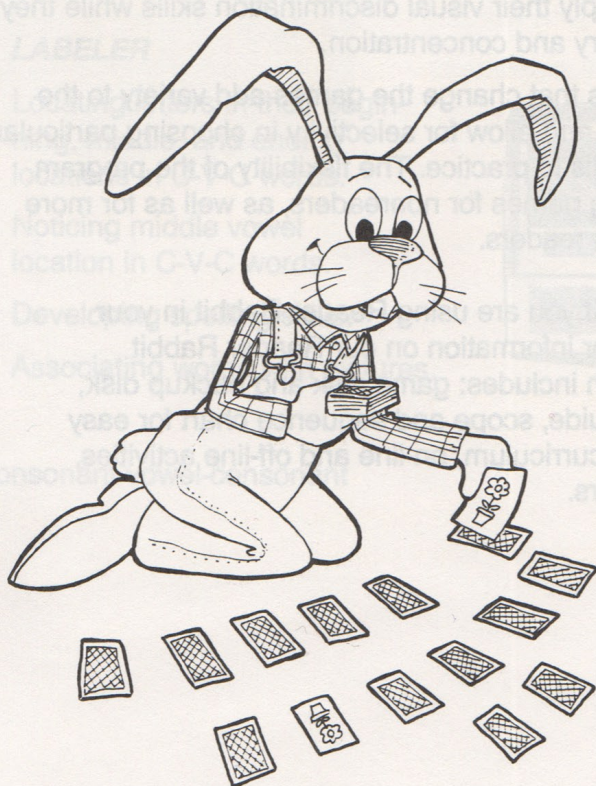
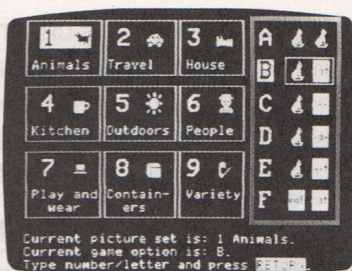
Does it have the same ending letter?

Only one "no" means that you've found the word that belongs in the train car.

How To Change The Game

At any time you can choose a different set of pictures and change the game.

- Press to see your choices.
- Press the number of the picture set you want.
- Press the letter of the match-up game you want.
- Press or to return to the game.



The Learning List

Reader Rabbit provides children with a playful and exciting way to learn important reading skills and to increase their vocabulary. Using over 200 three-letter words, each of the first three games builds on the skills from the game before it. The Matchup games reinforce those skills in six different ways.

At first, children learn to recognize letters and their locations in consonant-vowel-consonant (C-V-C) words with short vowels. Next, they unscramble letters to spell over 70 words that match pictures. Then, they use logic to compare words and identify those that differ by just one letter. The last six games give children an opportunity to apply their visual discrimination skills while they improve their memory and concentration.

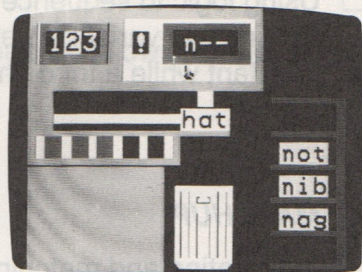
The program options that change the games add variety to the visual presentations and allow for selectivity in choosing particular word recognition skills to practice. The flexibility of the program provides challenging games for nonreaders, as well as for more advanced beginning readers.

Note to Teachers: If you are using Reader Rabbit in your classroom, call us for information on our Reader Rabbit School Edition which includes: game disk and backup disk, detailed teacher's guide, scope and sequence chart for easy integration with the curriculum, on-line and off-line activities, and blackline masters.

Games — Concepts And Skills Presented

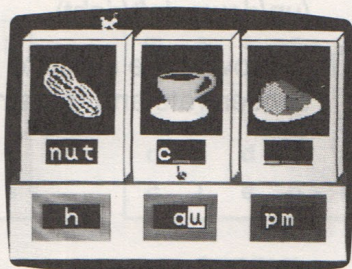
1. **SORTER**

- Identifying unfamiliar letters.
- Gaining speed in recognizing letters.
- Locating beginning, middle, and ending letters in C-V-C* words.
- Recognizing spelling patterns.



2. **LABELER**

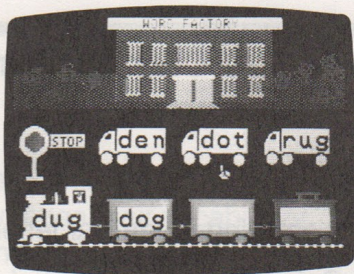
- Locating letters in their beginning, middle, and ending locations in C-V-C words.
- Noticing middle vowel location in C-V-C words.
- Developing spelling skills.
- Associating words with pictures.



*consonant-vowel-consonant

3. WORD TRAIN

- Identifying words that differ by one letter from a given word.
- Using logic to sequence words: holding two variables (letters) constant while a third changes.



4. MATCHUP





- Associating and matching pictures with pictures, words, and parts of words.
- Matching words with words.
- Improving spatial awareness (up/down, left/right).
- Improving the ability to concentrate and remember.



Additional Activities

Word Search

There are eight words hidden in each puzzle below. All words have three letters. The words may go:

- across 
- down 
- diagonally  

Circle the words as you find them. If you can't find all eight words, turn to the Picture-Word List beginning on page 25. The words are listed there.

p	z	d	o	g
i	f	o	x	b
g	r	m	z	u
c	a	t	z	g
r	t	h	e	n

ANIMALS

m	a	t	x	p
y	r	u	g	a
f	z	b	e	d
i	a	m	o	p
p	e	n	c	s

HOUSE

m	e	n	r	y
o	a	i	p	
m	x	v	b	y
d	a	d	e	z
c	l	e	g	t

PEOPLE

Word Play

Word Play is a game for two or more players. All you need is the Word List on pages 23 and 24 of this guide.

The first player names a word from the Word List and then says either "beginning," "middle," or "ending." The other player must name the letter in that location. If the first player says "rug" and "ending," the second player names the letter "g."

The players take turns naming words, locations, and letters. The player who names all the letters correctly wins.

VARIATION 1:

This two-player game uses the Word List on pages 23 and 24 and the Picture-Word List beginning on page 25.

The first player names a word from the Word List. The other player identifies the ending letter and names a picture from the Picture-Word List that *begins* with that letter. If the first player says "mat," the second player may say "tug," or "tag," or "tub."

The players take turns naming words and pictures. The player who doesn't get stuck or make a mistake wins the game.

Tell your child not to name a word from the word list that ends in "X," such as fox or box, otherwise he or she will lose the game.

VARIATION 2:

Use the letters of the alphabet below. Players take turns naming words that begin with each letter. They may name words from the Word List or any word that begins with the given letter.

b c d f g h j k l
m n p r s t v w

Word List

bad	bag	ban	bat	bed	beg
bet	bib	bid	big	bin	bit
bog	bop	box	bud	bug	bum
bun	bus	but			

cab	can	cap	cat	cob	cod
cog	cop	cot	cub	cud	cup
cut					

dab	dad	dam	den	did	dig
dim	din	dip	dog	don	dot
dub	dug				

fad	fan	fat	fed	fib	fig
fin	fit	fix	fog	fox	

gab	gap	gas	get	gig	gob
got	gum	gun	gut		

had	hag	ham	has	hat	hem
hen	hid	him	hip	his	hit
hog	hop	hot	hub	hug	hum
hut					

jab	jam	jet	jig	job	jog
jot	jug	jut			

keg	kid	kin	kit		
-----	-----	-----	-----	--	--

lab	lad	lag	lap	lax	led
leg	let	lid	lip	lit	lob
log	lop	lot	lug		

mad man map mat men met
mid mix mob mom mop mud
mug

nab nag nap net nib nip
nit nod not nut

pad pan pat peg pen pep
pet pig pin pit pod pop
pot pun pup put

rag ram ran rap rat red
rib rid rig rim rip rob
rod rot rub rug run rut

sad sag sap sat set sip
sit six sob sod sop sub
sum sun sup

tab tag tan tap tat tax
ten tin tip top tot tub
tug

van vat vet vim

wag wax web wed wet wig
win wit

Picture-Word List

ANIMALS



bat *



bug



cat



dog



fox



hen



pig



ram



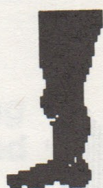
rat

*In the IBM/Tandy & compatibles program, the bat is part of the "OUTDOORS" group.

PEOPLE



dad



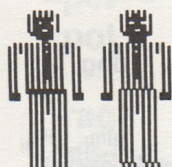
leg



lip



man



men



mom



rib



vet

HOUSE



bed



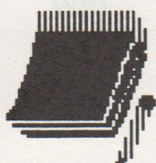
fan



mat



mop



pad



pen



rug



tub

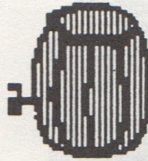
CONTAINERS



bag



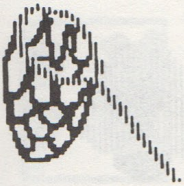
box



keg



lid



net



pot

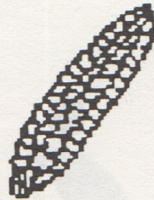
KITCHEN



bun



can



cob



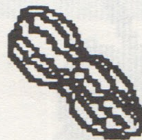
cup*



ham



jam



nut



pan*



pot

*In the IBM/Tandy & compatibles program, the cup and pan are part of the "CONTAINERS" group.

PLAY AND WEAR



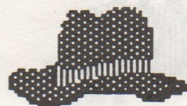
bat



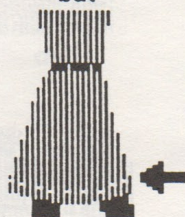
bib*



cap



hat



hem



peg



top



wig

VARIETY



cot



dot



fan



pin



rod*



six



tag

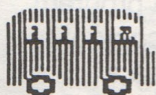


ten

*In the IBM/Tandy & compatibles program, the bib is part of the "KITCHEN" group; the rod is part of the "PLAY AND WEAR" group.

(The IBM/Tandy & compatibles version also has the picture "red" in the "VARIETY" group.)

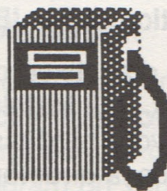
TRAVEL



bus



cab



gas



jet



map



sub



tug



van

OUTDOORS



bud



dam



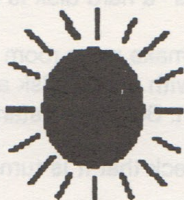
fin



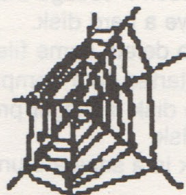
hut



log



sun



web

Appendix A:

Hard Disk Installation of the IBM/Tandy & Compatibles Version

If you have a hard disk (fixed disk), it is best to run the program from that hard disk. The installation procedure puts a copy of *Reader Rabbit* on your hard disk. This procedure creates a special storage area, a directory, on your hard disk called TLC (for The Learning Company) and another directory within that one called RR (for *Reader Rabbit*).

Before you continue, be sure you have made a backup copy of the disk using the DOS command DISKCOPY. (See your DOS manual for instructions.)

To install *Reader Rabbit* on a hard disk:

1. When you see the C:> prompt (or another DOS prompt that identifies your hard disk), insert the *Reader Rabbit* disk in drive A (or another floppy disk drive).
2. Type **A:** (or the letter of the drive you put the disk in followed by a colon), and press **ENTER**. Then type **INSTALL**, and press **ENTER** again.
3. Follow the instructions on the screen.

To start the program once you have installed it on your hard disk, at the C:> prompt, type **RR** and press **ENTER**

Troubleshooting

1. If you see an onscreen message that says "a hard disk is not available":
 - a. You may not have a hard disk.
 - b. You may have to delete some files to make more room on your hard disk.
 - c. You may have started your computer with a DOS disk and have a hard disk set up by a disk manager program. Be sure to start your computer from the hard disk.
 - d. If your hard disk is a separate unit, check that it is turned on.

If you have any questions, call our Customer Service Department at 1-800-852-2255

APPENDIX B:

Hard Disk Installation of the 3.5" Apple Version

If you have a hard disk drive and the 3.5" disk version of *Reader Rabbit*, you can run the program directly from your hard disk and keep the program disk for backup purposes. To do this you will need to install (put a copy of) the program on your hard disk.

To install the program:

1. Put the program disk in a disk drive.
2. Open that drive from your Finder or Launcher. You will then see the contents of the program.
3. Run the program called *INSTALL*. (You may have to scroll to the right or down to find the *INSTALL* program.)
4. Follow the instructions on the screen.

The *INSTALL* program will create a folder on your hard disk with all the files in it. Do not change the name of this folder or the program may not run properly.

If you have any questions, call our Customer Service Department at 1-800-852-2255

Customer Service

We are proud of the special relationship we have with many satisfied parents, children, and teachers. If you have a problem, a question, or a suggestion, please call our Customer Service Department at 1-800-852-2255 or 1-415-792-2101.

The Learning Company warrants to the original purchaser that the disk provided with this user's guide and the software program coded there on will perform in accordance with the descriptions in this user's guide when used with the specified equipment. If the program is found defective within 90 days of your purchase, it will be replaced. Simply call The Learning Company's Customer Service Department at the above toll-free number and a replacement disk will be sent within 24 hours. Replacement of the disk is the full extent of our liability.

This warranty is in lieu of all other warranties, whether oral or written, express or implied. Any implied warranties, including those of merchantability and fitness for a particular purpose, are limited in duration to 90 days from the date of purchase of this product.

The Learning Company shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury even if The Learning Company has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusion may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Warning: Any attempt to duplicate this program may result in a damaged disk. This does not constitute user damage as covered by the warranty.

Damaged Disk Replacement Policy

The Learning Company will replace disks that the user damages for a duplicating and handling fee. Return your damaged disk and a check for \$10 to:

The Learning Company
6493 Kaiser Drive
Fremont, CA 94555
Attention: Disk Return Dept.

Credits

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