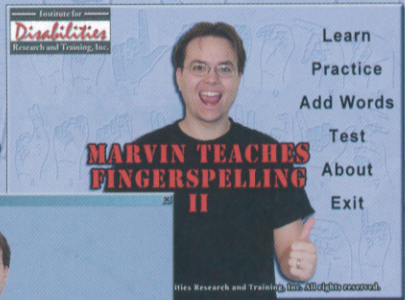


MARVIN TEACHES FINGERSPELLING II

is the coolest way yet to improve your receptive fingerspelling skills. Beginners can learn to recognize the different hand shapes that make up the letters of the alphabet. Signers of every ability level can practice reading over 2,375 fingerspelled words at speeds varying from novice to expert. A new option allows you to put in your own vocabulary words as well. After becoming confident with your fingerspelling perception, test your new skills and receive an evaluation of your performance.

Can you read Marvin's blazingly fast fingers to qualify as a world champion?

LEARN TO FINGERSPELL!

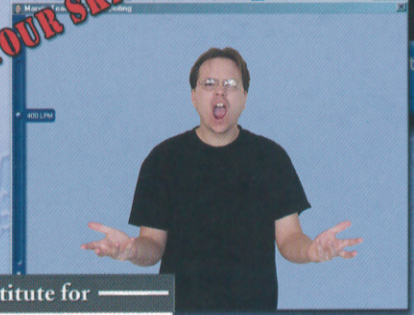
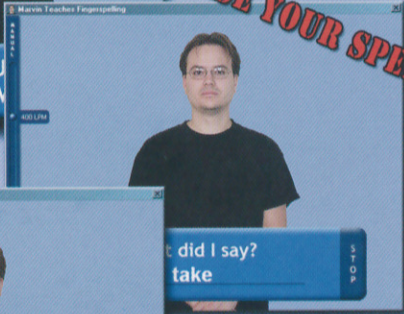


MARVIN TEACHES FINGERSPELLING II

INCREASE YOUR SPEED!



TEST YOUR SKILLS!



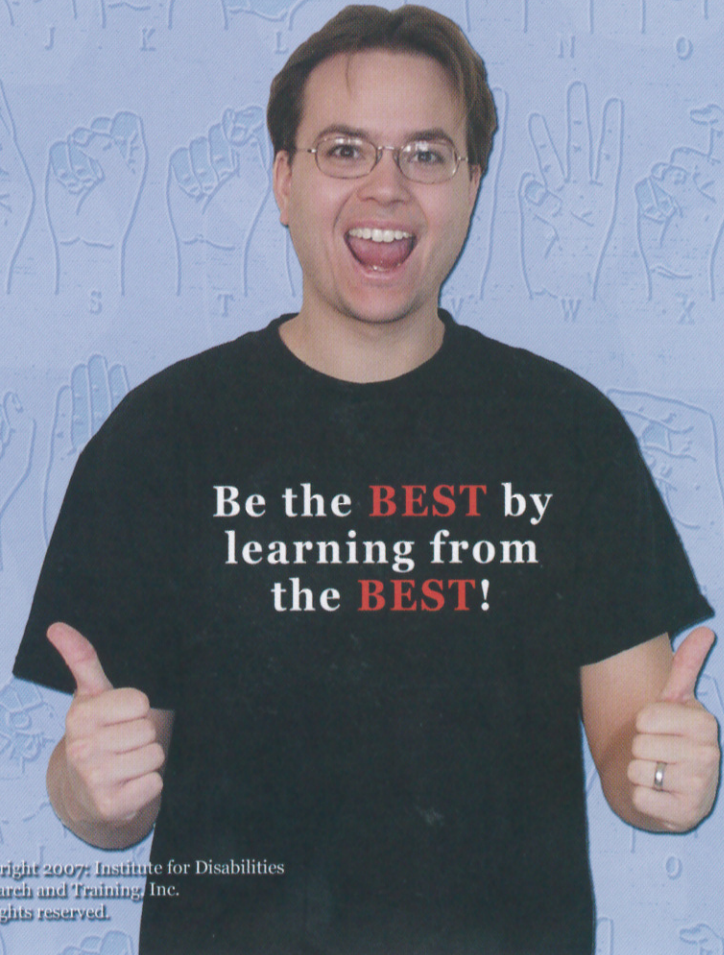
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MARVIN TEACHES FINGERSPELLING II



Be the **BEST** by
learning from
the **BEST!**

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MARVIN TEACHES FINGERSPELLING II

MINIMUM SYSTEM REQUIREMENTS:

- * Pentium II or equivalent
- * CD-ROM drive, 16x
- * Windows 98 SE, ME, 2000, XP, Vista

GETTING STARTED:

This program has AutoRun. Place the CD-ROM in the CD drive. An installation screen will appear. Follow the directions on the screen. Once installation is complete, an icon will appear on your desktop and Start Menu. If the CD does not start automatically, click on My Computer, click on the CD-ROM drive icon, click on Autorun.exe.



TO PLAY THE PROGRAM:

Insert the CD-ROM in the CD drive. If AutoRun is enabled, the program will begin automatically. If it does not begin automatically, click on the Marvin II icon on your desktop, or click on Start, Program Menu, click on IDRT, click on Marvin II. To exit, click on the "x" in the upper right-hand corner.

Marvin Teaches Fingerspelling II has a new feature--you can add your own words to the spelling list. Use the Add Words feature on the Main Menu. It will create a new .txt file on your hard drive. Once you have a new .txt file, you will have the option of adding the words directly there too.



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