

WELCOME TO KID'S ZOO--A BABY ANIMAL ADVENTURE CD-ROM USER'S GUIDE

Thank you for using KID'S ZOO--A BABY ANIMAL ADVENTURE. We hope to send you off on the greatest adventure of all...

...from
Knowledge Adventure, Inc.
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La Crescenta, CA 91214
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(818) 249-0212 (technical support)
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===MEET THE
FAMILY=====

This section introduces the family of enjoyable software learning tools developed by Knowledge Adventure, Inc.

About the developer

Knowledge Adventure, Inc. develops disk-based and CD-ROM software products for the PC and the Macintosh that encompass a wide base of information on history, literature, nature, science, art and music within an interactive book format that encourages exploration in ways never before possible.

What are Interactive Books?

Knowledge Adventure Interactive Books such as Kid's Zoo--A Baby Animal Adventure encourage exploration by igniting the innate sense of interest and curiosity that kids of all ages have about things new and different. Interactive Books tap the power of the personal computer to demonstrate how seemingly isolated facts are linked in a manner that makes them more interesting, understandable and memorable. Most important, these books empower the user with a sense of control over the entire experience, reinforcing the thrill of discovery.

The growing family

In addition to Kid's Zoo, Interactive Books available to date include the original Knowledge Adventure(tm); Isaac Asimov's Science Adventure(tm); Space Adventure(tm), authored by Caltech's Tom McDonough with Astronaut Buzz Aldrin; Dinosaur Adventure(tm); 3-D Dinosaur Adventure(tm); Undersea Adventure(tm); America Adventure(tm); 3-D Body Adventure(tm); Isaac Asimov's Science Adventure II(tm); and The Tale of Peter Rabbit Storybook(tm). Our first Interactive Movie(tm), Speed(tm): The Ultimate Interactive Movie Experience, is also now available. Send in your registration card to be sure you're kept informed of new titles, including disk-based, CD-ROM, and Macintosh versions of these exciting products.

Talk to us!

The Knowledge Adventure Bulletin Board System is available to you 24 hours a day at (818) 248-0166 (N, 8, 1) 1200 to 14,400 baud. You can read commonly-asked technical questions and answers, join a conference to learn how other parents and teachers are using our Interactive Books to stimulate their children's imaginations, download new drivers for your sound card, order new products, and register your products--all online. Give us a call today!

Here's how to get in touch with us:

Knowledge Adventure, Inc.
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===GETTING STARTED =====

This section covers everything you need to know to set up and start Kid's Zoo--A Baby Animal Adventure on your computer.

What do I need?

To run Kid's Zoo CD-ROM you will need the following:

- An IBM or compatible computer.

- A color VGA or SVGA monitor.
- A CD-ROM drive that supports ISO 9660.
- Approximately 520 kilobytes of available RAM.
- A hard disk with at least 600 kilobytes of available disk space.
- A mouse is recommended; however, the software can be run using the keyboard alone.
- A sound device (optional, but recommended) so that you can hear high-quality digitized sounds: Sound Blaster or compatible device, Sound Blaster Pro, Sound Blaster ASP16, ATI Stereo FX, Adlib Gold, Pro AudioSpectrum 8, Pro AudioSpectrum Plus/16, ThunderBoard, DigiSpeech, Artisoft/Lantastic, Turtle Beach, Aria, or Roland SCC-1.
- The original Kid's Zoo CD-ROM.

How do I install the program?

Follow these steps to install the Kid's Zoo configuration files on your hard disk:

1. Insert the Kid's Zoo compact disk into your CD-ROM drive and log onto that drive. For example, if your CD-ROM drive is F: type:

f: and press <Enter>

2. Type:

install and press <Enter>

3. Follow the messages on the screen until the installation is complete.

The Install program will ask you where you'd like to store the Kid's Zoo configuration files on your hard drive, what sound device you have, and whether or not you'd like to run under Microsoft Windows.

Running under Windows

If you answered YES to the question about running under Microsoft Windows during the Kid's Zoo Install program, a new Windows program group called Knowledge Adventure has been created on your desktop. It contains Kid's Zoo, Read Me, and Kid's Zoo Config icons. Double-click on the Kid's Zoo icon to start the program. Double-click on the Read Me icon to see the latest information about Kid's Zoo. Double-click on the Kid's Zoo Config icon to edit the configuration file. See "About program defaults" for more information about the Kid's Zoo configuration.

NOTE: You'll find that the following statement has been added to the [386ENH] section of your SYSTEM.INI file:

```
DMABUFFERSIZE=150
```

If you selected PC Speaker during the Install program, you'll also find the

following statement in the [386ENH] section of your SYSTEM.INI file:
DEVICE=VRSD.386

Your original SYSTEM.INI file is saved to the file SYSTEM.ZOO.

How do I begin?

To start Kid's Zoo CD-ROM, follow these steps:

1. Change to the directory on your hard drive where you installed the Kid's Zoo configuration files. For example, to switch to the C:\ZOO directory, type:

c: and press <Enter>
cd\zoo and press <Enter>

2. Then, to start the program, type:

zoo and press <Enter>

NOTE: If you have difficulty starting Kid's Zoo, turn to "About startup."

===USING KID'S

ZOO=====

This section explains how to use each activity and explore all that Kid's Zoo--A Baby Animal Adventure has to offer.

Ready to begin?

There is no "right" way to play with Kid's Zoo. You decide when, where, and how you want to move around in the program and which activities you want to do.

If you have not yet installed and started Kid's Zoo, see "How do I install the program?" for instructions. For information about Kid's Zoo that is too recent to appear in this book, type readme and press <Enter> from the ZOO directory.

Some basics

What if I don't have a mouse? If you do not have a mouse, use the arrow keys on your keyboard to move the pointer around on the screen and press <Enter> in place of clicking the mouse button. You can also press <Tab> to move the pointer to each button on the screen in turn; press <Shift-Tab> to cycle backward through the buttons. If there is a dialog box on the screen, pressing <Tab> or <Shift-Tab> will move the pointer only to those buttons in the dialog box.

About note balloons: Many of the items on the Kid's Zoo screen are labeled with note balloons that appear whenever the pointer touches that spot on the screen. If you want to know more about an item on the screen, move the pointer around that area to see if there is a note balloon to read. Certain note balloons will be read aloud if you click on them. Try it!

Quiet please: If you want to turn off the sound at any time, press <Esc>.

What if I get lost? If you're not sure how you got to a certain place and would rather be somewhere else, look for the Kid's Zoo logo at the bottom of the screen and click on it to return to the Main menu.

What can I do?

The first still screen you'll see when you start Kid's Zoo, following the credits and opening movie, is a display of activities for you to choose from. This is the Main menu. Click on the activity button you want to try; each activity is explained below.

Who Am I?

Take a close look: To play this game, click on the first button, in the upper left corner of the Main menu. In the center of the screen you'll see a close-up photograph of part of an animal. What animal is it? Click on one of the small black-and-white photographs at the sides of the screen that you think shows the same animal. If you are correct, the small picture will become a full-color photograph. If you are wrong, you'll have to start over again with the first close-up photograph on the current screen. When you have identified the first eight animals, keep going and see if you can guess your way through two more sets of eight pictures! When you have finished with this activity, click on the Kid's Zoo logo at the bottom of the screen to return to the Main menu.

Picture Dictionary

Animal ABC's: To go to the animal picture dictionary and game, click on the second button of the Main menu, in the center of the top row. Click on any letter on the alphabet bar at the top of the screen to go to that part of the dictionary. Click on a picture of an animal to hear the name of that animal. Click on a letter on the screen to hear that letter pronounced.

Photo safari: To play a game that tests and helps improve your knowledge of animals, click on the camera in the lower left corner of the screen. Kid's Zoo will challenge you to find one of the animals on the screen. Click on your answer. If you are correct, Kid's Zoo will let you go on to the next question. If you are wrong, you'll have to start over again with the first question on the current screen. When you have correctly identified all the animals on the current screen, Kid's Zoo will take you to the next screen. See if you can make it through the whole alphabet!

When you have finished with the picture dictionary and photo safari game, click on the Kid's Zoo logo at the bottom of the screen to return to the Main menu.

Who Makes This Sound?

Animal sounds: To play this game, click on the third button, in the upper right corner of the Main menu. You'll see a screen with pictures of animals. Listen to the animal sound. To hear the sound again, click anywhere along the upper part of the screen. Click on the picture of the animal that makes that sound. Kid's Zoo will let you know whether you are correct. If you are wrong, you'll have to start over again with the first animal. When you have finished with this activity, click on the Kid's Zoo logo at the bottom of the

screen to return to the Main menu.

Can You Find Me?

Animal names: To play this game, click on button number four, the left button in the center row of the Main menu. You'll see a screen with pictures of animals. Listen to the animal name and look at the word that is shown at the top of the screen. Click on the picture of that animal. Remember, baby animals and adult animals often have different names. Kid's Zoo will let you know whether you are correct. If you are wrong, you'll have to start over again with the first animal. When you have finished with this activity, click on the Kid's Zoo logo at the bottom of the screen to return to the Main menu.

Movie Theater

Let's go to the movies: To reach the Kid's Zoo theater, click on the button in the very center of the Main menu. You'll see animal pictures along the bottom of the screen. These are clips from the Kid's Zoo movies. Click on a movie clip to start that movie. Click on the arrow symbol for more movies. Try them all! When you have finished with this activity, click on the Kid's Zoo logo at the bottom of the screen to return to the Main menu.

Where Do I Live?

Animal addresses: To play this game, click on button number six, the right button in the center row of the Main menu. In the center of the screen you'll see a map of the world. There is a picture of an animal in the upper right corner of the screen; where does it live? Move the mouse over the map to see the names of various places. Click on the map where you think the animal lives. Kid's Zoo will let you know whether you are correct. When you have finished with this activity, click on the Kid's Zoo logo at the bottom of the screen to return to the Main menu.

Talking Storybook

Ready for a story? To hear the story, click on button number seven, in the bottom left corner of the Main menu. You'll see a book with two rows of numbers above it that represent each of the pages of the book. Click on the arrow in the lower right corner of the screen or on the right edge of the book to move forward one page. Click on the arrow in the lower left corner of the screen to move backward one page. Click on one of the numbers at the top of the screen to go to that page. To hear the text repeat, click on the page that has words on it. You can press Esc> to turn off the narration. You can also click on items in the picture to hear their names or the sounds they make. When you have finished with this activity, click on the Kid's Zoo logo at the bottom of the screen to return to the Main menu.

Quit

Say goodbye: To exit from Kid's Zoo, click on the stop sign in the bottom center of the Main menu.

NOTE: for keyboard users: Press <Alt-X> or <Alt-F4> to exit from Kid's Zoo.

Kid's Zoo Encyclopedia

Animal pictures: To visit the animal reference section, click on the last button, in the lower right corner of the Main menu. You'll see a picture window in the middle of the screen. Different animal pictures will appear in this window depending on where you click--on the data bar at the bottom of the picture window; on one of the icons at the top of the screen; or on the footprints to the left and right of the picture window.

Animal facts: Move the pointer across the animal in the picture window until a note balloon appears. Then read or listen to the information about baby animals--how they are born, how they play and grow, what's special about them, and so on.

Animal data. Along the bottom of the picture window is the data bar. It shows either the length, lifespan, or speed of the animal in the picture window. Click on the button to the left of the data bar to cycle through the three types of data. Click anywhere on the length bar and a picture of the animal who is closest to that length will appear in the window. Click anywhere on the lifespan bar and a picture of the animal who lives about that long will appear in the window. Click anywhere on the speed bar and a picture of the animal who moves about that fast will appear in the window. If you want to move just one screen forward or backward in length, lifespan, or speed, press <+> or <-> or click once on the right or left arrowheads at either end of the data line. You can also click on the slider and hold down the mouse button as you drag the slider to another part of the bar.

Animal categories: The six small pictures across the top of the screen are icons that stand for categories of animals: Mammals, Birds, Fish, Reptiles, Amphibians and Invertebrates. Click on one of these icons to see an animal of that type in the picture window. To see all the animals in a particular category, keep clicking on that icon.

Animal footprints: Click on one of the animal footprints beside the picture window to travel to a screen about that animal.

When you have finished using the Baby Animal Encyclopedia, click on the Kid's Zoo logo at the bottom of the screen to return to the Main menu.

===APPENDIX A: LEARNING GUIDE=====

This section is especially for parents, or for any adult who wants to help a child learn and grow as much as possible from playing with Kid's Zoo--A Baby Animal Adventure.

Playing and learning

Having fun and learning are two of the most natural things in the world to a child. Your child is learning in some way when he does the things that are most fun to him. When he plays a video game in which the object is to shoot down the most aliens in the least amount of time, he enjoys himself while improving his hand-eye coordination and dexterity. In virtually every activity kids enjoy, there is at least the potential for learning. Want a simple formula for getting kids to learn? Make it fun!

But what are they learning? How do we help them to learn the really important things? How do we teach them to take initiative in learning about themselves and their world? After all, there won't always be a game to play that will

teach them what they need to know.

The theory behind Knowledge Adventure Interactive Books is that the way to ignite a child's intellect is to introduce him or her to the fun of learning. If we truly achieve this, we no longer have to come up with sneaky ways to get kids to learn; once they recognize the inherent joy of learning, nothing will stop them from finding out everything they want to know!

Kid's Zoo is designed to provide your child with many possible directions to explore according to her own interests. As a parent, you are the best possible assistant in this process because you know your child, her level, and her interests. Most importantly, she craves one-on-one time with you.

Enhancing your child's play

When you sit down with your child to play with Kid's Zoo, or any other program, you may want to keep the following suggestions in mind.

1. Let your child take the lead:

If your child is old enough to read and follow the instructions in this manual, let him try to install and start Kid's Zoo himself. If you set up the software for him, let him take over as soon as it is ready to play with. Simply observing and making interested comments about what your child is doing is a good way to encourage his learning without imposing your own agenda. For example, say, "You're clicking on different parts of the screen to see what happens."

2. Be a learner yourself:

Aim to be a student of your child more than of the software. What can you find out about your child's learning style, interests, attention span, and thought processes? If there is something neither of you can figure out about the software, find out the answer together by looking it up in the documentation. Set an example by talking through this process: "Why don't we look up 'sound' in the manual?"

3. Ask appropriate questions:

An excellent way to assist your child's learning while following the first two guidelines is to ask questions that are appropriate for her age and interests and that challenge her to go a step further in her play: "I wonder what would happen if you clicked on those little symbols?" Go slowly and sparingly with these questions, challenging your child only as she seems ready. Rather than interrupting her play, you might wait a few minutes for her to discover something on her own. That way you'll both learn something!

4. Have fun together!

The fact that you have purchased a Knowledge Adventure product for your child and you are taking the time to read this guide says something about you as a parent. You recognize the importance of both fun and learning. Your own enjoyment of the learning process and the fun you have spending time with your child will enhance your play together more than anything specific you do or say.

===APPENDIX B: QUESTIONS AND ANSWERS=====

This appendix will answer many of your questions about Kid's Zoo and help you solve problems you may have. For information that is even more recent than this guide, see the README file by typing `readme` at the DOS prompt or by clicking on the Read Me icon in Windows.

If you do not find the answer to your question here you can call Knowledge Adventure, Inc. at (818) 542-4200, or write down your question and fax it to us at (818) 542-4205. Before calling Knowledge Adventure, please be seated at your computer with the DOS prompt on the screen.

You can also read commonly-asked technical questions and answers, among other things, on the Knowledge Adventure Bulletin Board System. The BBS is available to you 24 hours a day at (818) 248-0166 (N, 8, 1), 1200 to 14,400 baud.

If you have access to the Internet, you can also send e-mail about technical questions to support@adventure.com.

ABOUT STARTUP

Kid's Zoo won't start or it freezes on the first screen. What's wrong?

You may have incorrect sound and music drivers installed. Use the `SETUP.EXE` program supplied with the software to change this configuration. First, change to the `ZOO` directory on your hard disk, then type `setup` and press `<Enter>` to run the program. Choose the correct sound device from the list offered. If the problem persists, see "About sound and sound devices."

If you have correctly installed your sound device, edit the `KA.CNF` file in your `ZOO` directory so that `ExtraMemory` is set to `None`. See "About program defaults" for more information about the `KA.CNF` file.

Also try unloading any TSR programs and reboot your computer from a DOS system disk.

ABOUT MICE

I can use the keyboard with Kid's Zoo, but my mouse doesn't work. What should I do?

If you find that the cursor does not respond when you move the mouse, type `CD\ZOO` at the DOS prompt. Then type `mouse` and press `<Enter>`. If this solves the problem, you can modify the mouse commands in your `AUTOEXEC.BAT` or `CONFIG.SYS` file to use the mouse driver supplied with Kid's Zoo instead of the one currently being used by your system.

If you are a Windows user, exit from Windows first (using File Exit). Then, to start Kid's Zoo from the DOS prompt type `zoo` and press `<Enter>`.

If you have a Mouse Systems mouse or trackball, or a Mouse Systems-compatible mouse, you may experience the hand pointer jumping to the bottom left corner of the screen. If so, you are using a version of the Mouse Systems mouse driver that is not compatible with the Microsoft mouse standard. Please try

the mouse driver that we have provided by following the instructions above, and the mouse should then work perfectly.

ABOUT SOUND AND SOUND DEVICES

When I try to run Kid's Zoo I don't hear any music and I get the message "Warning: Couldn't initialize music driver; Music output disabled." What's wrong?

You may have configured Kid's Zoo for a different sound device than the one you have. Run the SETUP.EXE program described under "About startup."

If the problem persists after you have followed the instructions above, your sound card's I/O address has probably been reconfigured. In order for Kid's Zoo to find your card, you must specify the correct I/O address in the KA.CNF file. See MusicDevParams under "About program defaults" for more information about changing the KA.CNF file. To change the address with the SETUP program, run SETUP.EXE and select the correct sound device from the list offered. After the program runs the sound and music tests, use the arrow keys to select Change Sound Settings. You will be prompted to select the I/O address, the IRQ vector, and the DMA channel that match your sound device. After selecting the DMA channel, you will be returned to the Sound Test screen, and may test those settings with the options Play Digitized Sound Test and Play Music Test. Once you are satisfied that both music and sound are working, select Save Sound Settings and Exit; your new configuration will be saved to the KA.CNF file.

If, after selecting new settings, you are still not hearing music during the music test, and you have checked your sound card's correct address, it's likely that your sound card and another device (such as a CD-ROM drive or scanner) may be sharing the same I/O address. Such a conflict may cause either Kid's Zoo or the SETUP program to halt. Write down the current configuration of all of the device cards in your computer. Try changing some of the settings (jumpers or dip switches) to various configurations until all of your programs work correctly. If you wish, you can pull the peripheral cards out of your computer and test just your sound card with Kid's Zoo. Add cards one by one until you find the problem.

When I try to run Kid's Zoo I don't get sound other than music and I get the message "Warning: Couldn't initialize sound driver; Sound output disabled." What's wrong?

Follow the advice given for the last question, but also check and correct the IRQ Vector and DMA Channel for your sound device. See SoundDevParams under "About program defaults."

Nothing happens when I click on parts of the screen that are supposed to play sounds. What's wrong?

The problem may be that you do not have enough RAM for certain sounds to load and play. Try unloading memory-resident programs or device drivers in your AUTOEXEC.BAT or CONFIG.SYS files to free sufficient memory to play those sounds.

If the sound is still not working, make sure Kid's Zoo is configured correctly for your sound card. To see the program's current configuration, type TYPE KA.CNF from the ZOO directory on your hard drive and press <Enter>. To edit

the configuration file in Windows, click on the Kid's Zoo Config icon. To change the configuration, run the SETUP.EXE program described under "About startup." Run the test program supplied with your sound card to make sure it is working. Make sure that your volume control dial is turned up, and that your speakers have power if they are externally powered. If it is still not working, you may need to reconfigure your sound card's jumper board settings to another I/O address, or the software settings for the IRQ vector and DMA channel. If you've changed any of the settings on your sound card since installing Kid's Zoo, you must let the program know these new settings. See MusicDevParams and SoundDevParams under "About program defaults."

When I press <Esc>, the narration does not stop as it should. What's wrong?

Due to hardware limitations, if Kid's Zoo is configured to play sound through the PC speaker, pressing <Esc> will not stop narration. This feature will work only with a sound card.

I purchased a sound device after installing Kid's Zoo. How do I get the software to recognize my new piece of hardware?

Type SETUP at the DOS prompt from your C:\ZOO directory and press <Enter>. Then type the number corresponding to your sound device and Kid's Zoo will be reconfigured to work with your new hardware.

In the Kid's Zoo Movie Theatre, the sound is not synchronized with the movie. What's wrong?

Sound will not play simultaneously with movies if you have your system configured to play sound through the PC speaker. The sound will play before the video unless you have a digitized sound card.

NOTE: If you are using an AdLib sound card, the synchronization of audio and video during movie playback may not be precise. Also, simultaneous playing of digitized sound and musical sound may become blurred.

ABOUT HARDWARE COMPATIBILITY

Can I use Kid's Zoo on an EGA or laptop display?

Kid's Zoo requires a color VGA monitor to display its high-resolution images. It will not work on the internal plasma or LCD monitors on laptop PCs. Most laptops, however, have a connector for an external monitor, and Kid's Zoo will work fine with your laptop hooked to an external VGA monitor. Kid's Zoo will run fine on certain laptop screens, such as the Toshiba 4400SXC, COMPAQ LTE's and the PC BRAND NB 486slx which have 256 shades of grey or color screens. The only problem will be that the right edge of the screen will be slightly cut off. This is due to the fact that Kid's Zoo runs in the extra high resolution VGA video mode of 360 x 480 pixels with 256 colors and most of the internal laptop screens can only show 320 pixels in width.

ABOUT SOFTWARE COMPATIBILITY

I have trouble running Kid's Zoo after using certain memory-resident programs. What should I do?

Kid's Zoo requires approximately 520 kilobytes of RAM in order to run. Even

when there is adequate total RAM to run the program, there may be conflicts with other programs occupying memory. If you experience difficulty in running Kid's Zoo under these circumstances, please remove other programs from memory before starting Kid's Zoo.

ABOUT PROGRAM DEFAULTS

Is there a way to change certain defaults in Kid's Zoo?

Yes. You can change the default configurations by using a text editor (e.g., the DOS text editor if you are using DOS version 5 or later) to alter the KA.CNF file in your ZOO directory, or by clicking on the KA.CNF icon if you are running Kid's Zoo under Windows. The case of letters and spacing between words does not matter.

SoundDevice: Type PCSpeaker, None, or the name of the sound device you have hooked up. (You can also alter this setting by running the SETUP.EXE program described under "About startup.")

Music: Type On or Off to turn the musical accompaniment on or off.

Digitized Sound: Type On or Off to turn the digitized sound (words) on or off.

ExtraMemory: Type Automatic, XMS, EMS, or None to indicate whether you want the program to detect extra memory and use it automatically or to use only extended, only expanded, or no extra memory.

MusicDevParams: Kid's Zoo will look for your sound card at the addresses set in the factory. You need not change these default parameters unless you have changed the factory settings (switches, jumpers) on your sound card. Type an I/O address for your MIDI audio device, e.g., A240. See the documentation that came with your audio device. Also see "About sound and sound devices."

SoundDevParams: Kid's Zoo will look for your sound card at the addresses set in the factory. You need not change these default parameters unless you have changed the factory settings (switches, jumpers) on your sound card. Type an I/O Address, IRQ Vector, and DMA Channel for your digitized sound audio device, e.g., A220 I7 D3. See the documentation that came with your audio device. Also see "About sound and sound devices."

ABOUT OTHER TOPICS

What can I do about video problems like stripes on the screen?

You may need to move some DIP switches on your video card in order to enable your monitor to display graphics in standard VGA mode. For example, if you see horizontal stripes on the screen while using Headland Technology's Video-7 VRAM card to display VGA graphics, move DIP switch number 8 to the position opposite the one that it is currently in. This will enable IBM nonstandard video modes to display correctly without affecting the operation of your other software.

===CREDITS=====

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===INTERNATIONAL RESOURCES=====

Please contact the following local dealers to acquire additional Knowledge Adventure (tm) products in your geographic area.

Be sure to also inquire about the availability of international versions of your favorite Knowledge Adventure (tm) programs. We are proud to announce that our programs are being translated into German, French, and Spanish, with more languages to come later in 1994.

In Australia, contact:

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===LATE-BREAKING NEWS=====

This "README" file has some additional information and late-breaking news that could not make the manual as well as some important pieces of technical information.

MEMORY REQUIREMENTS. KID'S ZOO requires approximately 520KB of RAM in order to run. Even when there is adequate total RAM to run the program, there may be conflicts with other programs occupying memory. If you experience difficulty in running KID'S ZOO under these circumstances, please remove other memory resident programs from memory. In MS-DOS versions 5.0 and above type

"MEM /C | MORE" to see what programs and drivers are loaded in memory. To verify the RAM available, check the next screen for "Largest executable program size" parameter in K. In MS-DOS version 6.0 and above try running the MEMMAKER program to free more conventional RAM. For more information about conventional memory and memory management please consult your DOS manual.

RUNNING FROM WINDOWS. To avoid possible complications under the Windows environment, clicking on the KID'S ZOO icon will actually shut down Windows, run KID'S ZOO, then re-start Windows on exit from 3-D DINOSUAR ADVENTURE. You may get a message saying, "Application still active. Quit the application before quitting Windows." Switch to any other running DOS applications and exit them normally, then click on the 3-D DINOSAUR ADVENTURE icon again. If you have Windows applications already running, they will be shut down and you will be asked to save any unsaved data.

ALT-S/ALT-M. These keys will toggle sound and music (respectively) off and on, this function may not be functional in all areas of the program.

LAPTOP/NOTEBOOK COMPUTER DISPLAYS. KID'S ZOO requires a color VGA monitor to display its high-resolution images. It will not work on the internal plasma or LCD monitors on laptop PCs. Most laptops, however, have a connector for an external monitor, and KID'S ZOO will work fine with your laptop hooked to an external VGA monitor. KID'S ZOO will run fine on certain laptop screens, such as the Toshiba 4400SXC, COMPAQ LTE's and the PC BRAND NB 486slc which have 256 shades of grey or color screens. The only problem will be that the right edge of the screen will be slightly cut off. This is due to the fact that KID'S ZOO runs in the extra high resolution VGA video mode of 360 x 480 pixels with 256 colors and most of the internal laptop screens can only display 320 pixels in width.

MONO, CGA, and EGA DISPLAYS. KID'S ZOO requires a VGA color monitor and therefore will not run on these monitors.

MOUSE SUPPORT. KID'S ZOO takes great advantage of your mouse if you have one, but it does not require one. There are keyboard equivalents which will allow you to enjoy the product without a mouse. Refer to "Using Kid's Zoo" for more information.

DIGITIZING TABLETS. Digitizing tablets are not supported by 3-D BODY ADVENTURE. If you are using a digitizing tablet and it is not functioning properly, unplug the tablet, plug in a mouse, and restart 3-D BODY ADVENTURE. Your tablet manufacturer may be able to provide a software solution to any problems experienced.

LOW VOLUME SOUND OR MUSIC. Sound cards that allow software volume control may have different volume levels for sound and music. If you hear a noticeable difference, you should run the volume control program that came with your sound card to equal out the settings.

WINMATE USERS. KID'S ZOO install program will not generate a Knowledge Adventure program group and icon if you run under Winmate - even if you said YES to the Windows question during install. Manually add the 3-D Dinosaur Icon to Winmate after installation is complete.

COMPAQ PROLINEA. During INSTALL, press ENTER if you get a message stating that you do not have a VGA system. If you receive a similar message while

executing DINO3D, please contact Compaq Technical Support for a patch program that will correct this problem with some early model Prolineas.

GRAVIS ULTRASOUND. The Gravis Ultrasound requires a large driver to load its more realistic "wavetable" instruments to the sound card (about 20-25kb more than other sound cards requiring a total of 580 kb). Consequently, you may have to free up additional memory in order to perform properly. If you plan to run KID'S ZOO from Windows please do NOT run your ULTRAMID or ULTRASND TSR program before entering Windows. KID'S ZOO will load and unload this program itself.

ROLAND SOUND CARDS. Roland sound cards have high quality music but no digital speech capability. You will not get digitized speech and sound effects without an additional sound board. If you have a second sound card, you will have to manually edit the SoundDriver and SoundDevParams section of the KA.CNF file. An example setup for a Sound Blaster card with a hardware configuration of base address 220, interrupt 5, and DMA channel 1 would be:

```
soundDevParams : a220 i5 d1
soundDriver    : D:\ZOO\drivers\SBDIG.DRV
                (where D: is your CDROM drive)
```

Other sound cards can be configured in a similar way, choose the correct Driver from the following list:

ALGDIG.DRV - Ad Lib Gold
ARIADIG.DRV - Aria
GRAVISDG.DRV - Gravis Ultra Sound
LANTSND.DRV - LANTastic Voice
PASDIG.DRV - Pro AudioSpectrum/Studio 8/16
 (DMA's 0 - 3, otherwise configure for Sound Blaster)
SBPDIG.DRV - Sound Blaster Pro

For further information on sound cards and editing the KA.CNF file, please see "About sound and sound devices."

DIGISPEECH PORTABLE. If you are using the Digispeech PortAble Sound Plus, check the date of your BMASTER.* driver files. If the files are dated earlier than August, 1993, contact Digispeech or our BBS for an update.

REVEAL SOUND FX MODEL SC600. If problems occur in Windows after returning from a DOS application, you may need to update your sound drivers for Windows. To obtain these drivers, please contact Reveal at (800) 4-REVEAL, fax (818) 340-2379, or BBS (818) 704-6321.

PC SPEAKER. The PC Speaker is not supported in KID'S ZOO CD-ROM.

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