WELCOME TO UNDERSEA ADVENTURE USER'S GUIDE!

Thank you for using UNDERSEA ADVENTURE. We hope to send you off on the greatest adventure of all...

...from
Knowledge Adventure, Inc.
4502 Dyer Street
La Crescenta, CA 91214
(800) 542-4240 (orders)
(818) 249-0212 (technical support)
(818) 542-4205 (fax)
(818) 248-0166 (bulletin board - N, 8, 1)
sales@adventure.com, support@adventure.com (internet)

===CONTENTS==

===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 UNDERSEA 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 UNDERSEA ADVENTURE, Interactive Books available to date
include the original Knowledge Adventure; Isaac Asimov's Science
Adventure(tm); Space Adventure(tm), authored by Caltech's Tom McDonough
with Astronaut Buzz Aldrin; Dinosaur Adventure(tm); Kid's Zoo -- A Baby
Animal Adventure(tm); America Adventure(tm); Bug Adventure(tm); 3-D
Dinosaur Adventure(tm); 3-D Body Adventure(tm); and Science Adventure
II(tm). The first Interactive Movie, Speed: The Ultimate Interactive
Movie Experience, is now available, and a second Interactive Movie, The
Discoverers(tm), is coming soon. Send in your registration card to be
sure you're kept informed of new titles, including disk-based, 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!

===GETTING
STARTED===

This section covers everything you need to know to set up and start
UNDERSEA ADVENTURE on your computer.

What do I need?

To run UNDERSEA ADVENTURE you will need the following:

An IBM(r) or compatible computer.

A color VGA or SVGA monitor.

A CD-ROM drive that supports ISO 9660.

A hard disk with at least one megabyte of available hard
disk space.

Approximately 520 kilobytes of available RAM.

A mouse is recommended; however, the software can be run using the keyboard alone.

- A sound device is required so that you can hear high-quality digitized
 sounds. Supported sound cards include:

  - Sound Blaster or compatible device
  - Sound Blaster Pro
  - Sound Blaster 16
  - Aria Synthesizer Sound Card
  - ATI Stereo FX
  - Adlib Gold
  - Pro AudioSpectrum 8
  - Pro Audio 16
  - Media Vision ThunderBoard
  - DigiSpeech PORT-ABLE Sound Plus
  - Gravis Ultrasound
  - Logitech Soundman 16
  - Roland Sound Canvas-General Midi

A printer (optional) so that you can print UNDERSEA ADVENTURE text files; any printer that can accept ASCII text directly from your computer port will work.

The original UNDERSEA ADVENTURE CD-ROM.

How do I install the files?

Follow these steps to install UNDERSEA ADVENTURE on your system:

Insert the UNDERSEA ADVENTURE 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>

Type:

    INSTALL and press <Enter>

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

The Install program will ask you where you'd like to store the appropriate UNDERSEA ADVENTURE files on your hard drive, what sound device you have, and whether or not you'd like to run under Microsoft Windows. You will also be asked to decide how much disk space UNDERSEA ADVENTURE will take up on your hard drive. The more UNDERSEA ADVENTURE files you store on your hard drive, the faster the program will run.

NOTE: If you have difficulty installing UNDERSEA ADVENTURE see "Commonly asked questions and answers" below.

Running under Windows

If you answered YES to the question about running under Microsoft Windows when you installed UNDERSEA ADVENTURE, a new program group called Knowledge Adventure has been created for your system. It contains Undersea

Adventure, Read Me and Undersea Adventure Config, icons. Double-click on the UNDERSEA ADVENTURE icon to start the program. Double-click on the Read Me icon to see the latest information about UNDERSEA ADVENTURE. Double-click on the UNDERSEA ADVENTURE Config icon to edit the configuration file. See About program defaults for more information about the UNDERSEA ADVENTURE configuration.

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

DMABUFFERSIZE=150

Your original SYSTEM.INI and WIN.INI files are saved to the files SYSTEM.BKA and WIN.BKA. (If WIN.BKA already exists, the old WIN.BKA is renamed to WIN.BKB.)

How do I begin?

To start UNDERSEA ADVENTURE, follow these steps:

Change to the directory where the program was installed. For example, to switch to the C:\SEA directory, type:

    C: and press <Enter>
    CD\SEA and press <Enter>

Then, to start the program, type:

    SEA and press <Enter>

NOTE: If you have difficulty starting UNDERSEA ADVENTURE, please see "APPENDIX B: Questions and Answers" below.

===USING UNDERSEA ADVENTURE===

This section explains how to use each activity and explore all that UNDERSEA ADVENTURE has to offer.

Ready to begin?

There is no right way to play with UNDERSEA ADVENTURE. You decide when, where, and how you want to move around in the program and which activities you want to do.

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.

Note the balloons: Many of the items on the UNDERSEA ADVENTURE 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.

Turn off the sound: 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 Anchor button on the current screen and click on it to return to the previous level. Click on as many Anchor buttons as necessary to return to the Main menu.

What can I do?

The first still screen you'll see after you start UNDERSEA ADVENTURE, following the title and credits, is the Main menu of activities for you to choose from. Move the pointer around the screen and read the note balloons. Click on one of the objects on the screen to start an activity. (A few objects will only make sounds when you click on them without taking you to an activity screen.) Each of the activities is explained below.

CAN YOU FIND ME?

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. UNDERSEA ADVENTURE will let you know whether you are correct. If you complete the game you'll be returned to the Main menu automatically, or you can click on the Anchor button at any time to return to the Main menu.

WHO AM I?

In the center of the screen is a close-up photograph of part of an undersea creature. 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 complete the game you'll be returned to the Main menu automatically, or you can click on the Anchor button at any time to return to the Main menu.

WHAT DO I EAT?

In the center of the screen is a photograph of an undersea creature. Click on one of the small pictures at the sides of the screen that you think shows something the animal in the center picture might eat. UNDERSEA ADVENTURE will let you know if you are correct. If you complete the game you'll be returned to the Main menu automatically, or you can click on the Anchor button at any time to return to the Main menu.

3-D UNDERSEA WORLD

An introductory screen will present you with two choices and give you

helpful hints for moving around in the 3-D Undersea World. Press Esc at any time to interrupt the sound that is playing. Press Esc a second time if you want to leave the 3-D Undersea World.

Wander around the aquarium: Splash, the Manatee, is your undersea guide who will greet you and give you hints while you're in the 3-D Undersea World. Use your mouse to navigate down hallways and around corners. This takes a little practice. Don't be afraid to push the mouse hard so you'll go far. Push the mouse diagonally to change directions. You might prefer to use the arrow keys at times: press the left arrow key to move left, press the right arrow key to move right, press the up arrow key to move forward, and press the down arrow key to move backwards. Once you are moving in the proper direction, press + to accelerate (move faster) and - to decelerate (slow down). Each room of the aquarium contains pictures of marine life from a particular environment, such as a coral reef, kelp forest or the open ocean. Click on pictures to hear animal sounds and read related text. Click on the picture of the anchor or press Alt-F4 to return to the introductory screen.

Hunt for treasure: Be sure to practice wandering around in the aquarium (see above) before you try this game! Click on the picture of the great white shark to play the Undersea Treasure Hunt game. See how quickly you can get through the maze and find the treasure room. You will lose time if you run into predators. Click on pictures to get fun facts and hints. Click on the picture of the anchor or press Alt-F4 to return to the introductory screen.

MARINE ANIMAL LAB

In the center of the screen is a large picture of a marine animal. Click anywhere on the animal to see that part enlarged in the magnifying glass below the animal. The text window in the lower left corner of the screen displays interesting information about that part of the animal. Click on the microscope in the left center of the screen to see the animal's internal organs. Click on one of the small animal pictures in the lower right corner to examine a different creature, or click on the Anchor button to return to the Main menu.

UNDERSEA REFERENCE

The picture window in the right center of the screen and the text window in the lower left corner display information about oceans and marine life. Different pictures and text will appear in these windows depending on where you click in the picture window, on the data line below the picture window, in the map window to the left of the picture window, or on one of the icons at the top of the screen. Keep reading below for more details.

Travel to related topics: Click in the picture window to visit a different screen about a related subject. If the picture window displays a marine organism, you will travel to a screen about another marine organism. If the picture window displays an ocean, you will travel to a different ocean. If the current screen is about ocean mechanics, you will travel to a different screen about ocean mechanics.

Choose an ocean or organism by location: Click anywhere in the map window to visit the marine life that is nearest that place or to visit a

particular ocean. To rotate the globe, click on one of the arrow buttons surrounding the map window. You can also rotate the globe by placing the pointer at any spot on the earth except the very center, then pressing and holding down the mouse button. The longer the line that appears when you do this, the faster the globe will rotate. To move closer to or farther from the earth, click anywhere on the slider bar below the map window. You can also click on the slider and hold down the mouse button as you drag the slider to another part of the bar.

Choose an ocean or organism by length or depth: The data line below the picture window shows either the length or depth of the ocean or organism in the picture window. Click on the button to the left of the data line to cycle through the two types of data. Click anywhere on the length line and a picture of the plant, animal or ocean that is closest to that length will appear in the window. Click anywhere on the depth line and a picture of the plant or animal who lives at about that depth, or the ocean that is that deep, will appear in the window. If you want to move just one screen forward or backward in length or depth, 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.

Choose an ocean or organism by category: The 10 small pictures across the top of the screen are icons that stand for the following categories: Oceans, Plants, Sponges, Echinoderms, Cnidarians, Mollusks, Crustaceans, Fish, Reptiles, and Mammals. Click on one of these icons to see a screen on that topic. To see all the screens in a particular category, keep clicking on that icon.

Read all about it: Click on the single up and down arrow buttons below the text window to scroll the window so you can read all the text. The text will scroll as long as you hold down the mouse button, and will stop when you release the mouse button. To scroll quickly one page at a time, click on the double arrow buttons below the text window or press PgUp or PgDn.

Look for more information: To go to the Undersea Reference index, click on a word in the text window that interests you. The text window will change to display an index of words used in the Undersea Reference and the screens in which they appear, with the word you chose (or a similar word) at the top of the window. From the index, you can click on the name of the screen you want to visit, or press Esc or click on the Retrace button to return the text window to its previous display. To move forward or backward in the index one page at a time, click on the single up and down arrow buttons below the text window. To scroll quickly to the next word in the index that has a different second letter, click on the double down arrow button below the text window. Similarly, to scroll to the previous word in the index that has a different second letter, click on the double up arrow button.

NOTE: To get to a specific word in the index as quickly as possible, just start typing the word!

Try out the controls: There are five control buttons at the bottom of the screen: Audio/Video, Print, Zoom, Retrace, and Anchor. Click on the Audio/Video button to replay a sound or movie associated with the current screen. Click on the Print button to send the contents of the text window

to your attached printer that accepts ASCII text. Click on the Zoom button, when available, to expand the picture window to fill the screen with a close-up view of the current image. Click on the Retrace button, or press Backspace, to travel to the screen you visited last. Each time you click on it you'll travel back one more screen. You can also move forward in the history of your travels by holding down Shift and clicking on the Retrace button or by pressing <Ctrl-Backspace>. Click on the Anchor button to return to the Main menu when you have finished using the Undersea Reference.

UNDERSEA THEATER

Along the bottom of the screen are pictures of undersea creatures. These are clips from the UNDERSEA ADVENTURE movies. Click on a movie clip to start that movie. Try them all! When you have finished with this activity, click on the Anchor button to return to the Main menu.

OCEAN TOUR - MENU

The four portholes at the top of the screen represent each of the available storybook tours. Click on one of the portholes to choose a tour, or click on the Anchor button to return to the Main menu. Keep reading below for more details.

OCEAN TOUR - STORYBOOKS

Read a story: When you have chosen a tour, you'll see five portholes at the top of the screen that represent each of the pages of the current storybook tour. Click on one of the portholes to go directly to that page, or click on the fish in the lower right or left corners of the screen to move forward or backward one page. Click on the text to hear it repeated; click on the pictures to hear the names of organisms. You can press Esc to turn off the narration at any time. When you have finished with the current tour, click on the Anchor button to return to the Ocean Tours Menu.

EXIT

End your session: To exit from UNDERSEA ADVENTURE, click on the Anchor button or press Alt-X or Alt-F4 from 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 UNDERSEA 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!

UNDERSEA ADVENTURE 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 UNDERSEA ADVENTURE, or any other program, you may want to keep the following suggestions in mind.

Let your child take the lead.

If your child is old enough to read and follow the instructions in this document, let him try to install and start UNDERSEA ADVENTURE 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.

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 document?

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!

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 UNDERSEA ADVENTURE 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) 249-0212, 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 INSTALLATION

There is junk on the screen and the Install program has stopped. What should I do?

A data read error sometimes looks like a strip of horizontal lines. Try typing R (retry). If it still doesn't work, call Knowledge Adventure, Inc. for a replacement disk.

My disk compression program indicates that I have enough disk space, but UNDERSEA ADVENTURE will not install completely. Why not?

Programs such as Stacker that compress your files on the hard disk may indicate that you have enough disk space to install UNDERSEA ADVENTURE completely when you really do not. These programs report on your disk space based on how much they are usually able to compress your files. The files that UNDERSEA ADVENTURE copies to your hard disk are already compressed and your disk compression program will not be able to compress them further to give you more space. Try to move or remove any files you don't need in order to make room for UNDERSEA ADVENTURE, then start the Install program from the beginning.

ABOUT STARTUP

UNDERSEA ADVENTURE 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.
In the directory on your hard drive that you installed Undersea, 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, run SETUP, select the
"Change Sound Settings" menu item, and set ExtraMemory 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 UNDERSEA ADVENTURE, 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\sea and press <Enter> at the DOS prompt from your CD-ROM drive (for
CD-ROM users). 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 UNDERSEA ADVENTURE
instead of the one currently being used by your system.

If you are a Windows user, try exiting Windows first (using File Exit).
Then, to start UNDERSEA ADVENTURE from the DOS prompt type sea 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 UNDERSEA ADVENTURE 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 UNDERSEA ADVENTURE 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
UNDERSEA ADVENTURE 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.

If the problem still persists after you have checked your sound card's
correct address and changed the MusicDevParams default, 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. 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 Undersea Adventure. Add cards one by one until you find the problem.

When I try to run UNDERSEA ADVENTURE 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 you have a sound card, but the sound is not working, make sure Undersea Adventure is configured for the correct sound device. To see the configuration, type MORE < ka.cnf from your SEA directory and press <Enter>. To edit the configuration file in Windows, click on the Undersea Adventure 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. If there is a volume control dial, make sure that it is turned up. If it is still not working, you may need to reconfigure your sound card jumper board settings to another I/O address or IRQ vector. If you've changed any of the factory settings (switches, jumpers) on your sound card, you must let Undersea Adventure know these new settings. See MusicDevParams and SoundDevParams under "ABOUT PROGRAM DEFAULTS".

The digital audio (voice and sound effects) doesn't sound very good on my Reveal SoundFX SC600 Wave 32 sound card. What's wrong?

The quality of the digital sound can be improved by changing into the SOUNDFX directory created by the Reveal sound card installation. From here run the SSINIT program. Once in the program choose the Hardware option and then select the Advanced option. From this menu, set the Treble slider to -20. Also make sure the treble and/or bass boost switches on your speakers are OFF.

I can't seem to control the music and sound volume on my Reveal SoundFX SC600 Wave 32 sound card using SSINIT. What's wrong?

3-D Body Adventure sets the music and sound volume to the appropriate values on this card before it starts up.

I purchased a sound device after installing Undersea Adventure. How do I get the software to recognize my new piece of hardware?

Type SETUP at the DOS prompt from your C:\SEA directory on your hard
drive and press <Enter>. Highlight the correct sound device and press
<Enter>, and Undersea Adventure will be reconfigured to work with your
new hardware.

ABOUT HARDWARE COMPATIBILITY

Can I use UNDERSEA ADVENTURE on an EGA or laptop display?

UNDERSEA ADVENTURE won't run on some laptops because it uses a special
high-resolution VGA mode. It will not work on an EGA monitor, or on the
internal plasma or LCD monitors on laptop PCs. Most laptops, however, have
a connector for an external monitor, and UNDERSEA ADVENTURE will work fine
with your laptop hooked to an external color VGA monitor with the internal
LCD monitor disabled.

ABOUT SOFTWARE COMPATIBILITY

I have trouble running UNDERSEA ADVENTURE after using certain
memory-resident programs. What should I do?

UNDERSEA ADVENTURE 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 UNDERSEA ADVENTURE under these circumstances, please
remove other programs from memory before starting UNDERSEA ADVENTURE.

ABOUT PROGRAM DEFAULTS

Is there a way to change certain defaults in UNDERSEA ADVENTURE?

Yes. You can change the default configurations by running SETUP
to alter the KA.CNF file in your SEA directory, or by clicking on the
UNDERSEA ADVENTURE Config icon if you are running UNDERSEA ADVENTURE under
Windows.

SoundDevice. Type 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. UNDERSEA ADVENTURE will look for your sound card at the
address 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. UNDERSEA ADVENTURE will look for your sound card at the address 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.

ADVANCED USER OPTIONS (SETUP)

The program defaults can also be changed through the Advanced User Options menu. The Advanced User Options menu can be accessed by typing SETUP from the UNDERSEA directory on your hard disk, selecting the appropriate sound device, and selecting Change Sound Settings. To change the defults, press <Enter> on the appropriate option and select the desired new setting from the options listed. A description of Advanced User Options menu is listed below.

Sound Card I/O Port: Select the correct I/O port used by your sound device. You need not change these default parameters unless you have changed the factory settings on your sound device.

Sound Card IRQ: Select the correct IRQ setting used by your sound device. You need not change these default parameters unless you have changed the factory settings on your sound device.

Sound Card DMA: Select the correct DMA setting used by your sound device. You need not change these default parameters unless you have changed the factory settings on your sound device.

Music Card I/O Port: Select the correct Music I/O port setting used by your sound device. You need not change these default parameters unless you have changed the factory settings on your sound device.

Digitized Sound: This option can be set to either ON or OFF. Setting this option OFF can increase movie playing performance on slower machines.

Sound Volume: Controls the loudness of the digital sound (narration and sound effects.) The higher the number the louder the sound. (Note: functions only on sound cards with software volume control capability.)

Music: Setting can be ON or OFF. This will turn musical accompaniment on or off throughout the entire game. The Alt-M feature will not function when set to OFF.

Hushed Music Volume: Type a value from 1 to 100; the lower the number, the softer the music volume while digitized sounds are playing. This setting does not change the overall music volume; music volume is altered only while digitized sounds are being played.

Use XMS Memory: Select Automatic or None to indicate if you want the program to use extra memory or not.

Printer Port: Select LPT1 or LPT2 to indicate which printer port your printer is hooked up to. Printers that connect to a serial port are not supported by this option.

Printing: Select Detect to indicated whether you want the program to automatically detect if your printer is available. Select None to disable the printing feature of this program.

Mouse Sensitivity: Type a value from 1 to 100; the lower the number, the less sensitive your mouse is to your movements. Lower numbers make it easier for younger children to handle the mouse.

Sound Device Driver: States the path to the sound device driver used by your sound device. If changed, corresponding Sound Card I/O Port, IRQ, and DMA may be required.

Music Device Driver: States the path to the music device driver used by your sound device. If changed, corresponding Music Card I/O Port may be required.

ABOUT OTHER TOPICS

How can I print the graphic images?

NOTE Images in this product may not be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage and retrieval system, without permission in writing from the publisher.

To print images, use the -v option to SEA.BAT.
(First make sure that you have at least 530KB of lower RAM available. Unload any unnecessary TSR programs. To see how much memory is available, type MEM and press <Enter>.)

Type:
    C: and press <Enter>
    CD \SEA and press <Enter>
    SEA -V and press <Enter>

You can then capture a graphic by pressing <Ctrl-PrtScr> to create a bit-mapped file called SCREEN0.BMP. (Make sure you turn off any sound or music that is playing before you press <Ctrl-PrtScr>.) Press <Ctrl-PrtScr> again to create SCREEN1.BMP, and so on. These bit-mapped files can be retrieved and printed from within many graphics programs.

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

You may need to move some DIP switches on your video card. 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==
==

Producer: Robert Wrubel

Executive Producer: Bill Gross

Product Management: Marcee Kleinman, Paul Chesis

Software Engineering: Steve Colwell, Fernando Echeverria, Jim Echmalian, Matt Goheen, Larry Gross, Lee Hasiuk, Dan Kegel, Jeremy Leader, Scott Reynolds

Speech Compression Licensed From: Chuck Messenger

Text: Based on Random House Atlas of the Oceans with an introduction by Jacques Cousteau; Robert Wrubel, Nicole Wrubel, Camm Swift, Toni Weingarten

Graphics: Suzanne Abramson, Alice Rosen, Manny Wong, Pam Spertus, Ann Pickard

Music: Hamilton Altstatt

Content Development: Brad Haugaard, Leonard Mlodinow, Will Drake, Andrew Postman

Documentation: Andrea Hill, Elaine Hayden

Production Assistance: Roxann Thompson, Ellen McWhirter

Photos: Global Editions: James Gritz, Scott Frier, Stuart Westmarland 5595 Arapahoe Road, Boulder, CO 80303, (303) 449-3840

Additional Photos: Archive Photos, Picture Library Associates, Photo Researchers, Inc., U.S. Department of the Interior, National Marine Fisheries, National Oceanographic and Atmospheric Agency

Video: Marine Mammal Fund, The Film Bank, U.S. Virgin Islands Board of Tourism

Voice: Ben Hurst, Barry Jenner

Quality Assurance: Suzanne Singer, Patrick Briggs, Alan Brookman, Raymond Plows, Tatyana Stolyarskaya, Caskey Dickson, Jeff Lorentzen, Michael Casler, Dennis Hatch

Copyrights

electronic medium or machine readable form, in whole or part, without the prior written consent of Knowledge Adventure, Inc., except in the manner described in the documentation.

Trademarks Knowledge Adventure, UNDERSEA ADVENTURE, Science Adventure, Space Adventure, Dinosaur Adventure, Kid's Zoo - A Baby Animal Adventure, America Adventure, Bug Adventure, 3-D Dinosaur Adventure, 3-D Body Adventure and Science Adventure II, Speed: The Ultimate Interactive Movie Experience, and The Discoverers and Interactive Books are trademarks of Knowledge Adventure, Inc. All other product names referenced herein are trademarks of their respective companies.

===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:

Sega Ozisoft Pty. Ltd.
Lock bag 7 Rosebery NSW 2018
Phone: (02) 317 0000
Fax: (02) 317 0010
Hot Line: (008) 808 257

In the United Kingdom:

GuildSoft LTD.
The Computer Complex
City Business Park, Stoke
Plymouth PL 4BB
Phone: (0752) 60 6200
Fax: (0752) 60 6174

In France:

EDUSOFT
132 Boulevard Camélinat
92 247 MALAKOFF Cedex
Phone: (1) 46 73 05 05

In Germany:

HEUREKA-Klett Softwareverlag
Bestellservice
Postfach 11 70
71398 Korb
Phone: (711)-66 72-333
Fax: (711)-66 72-800

In Israel:

ISB Systems Trade Ltd.
76 Allenby Street
Tel Aviv 65812
Phone: (3) 510-5764
Fax: (3) 517-7257

In Spain:

ANAYA Multimedia
Dpto. De Marketing
Juan Ignacio Luca de Tena 15
28027 Madrid
Phone: (1) 320 90 52

===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. UNDERSEA ADVENTURE 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 UNDERSEA ADVENTURE 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 UNDERSEA ADVENTURE icon will actually shut
down Windows, run UNDERSEA ADVENTURE, then re-start Windows on exit from
UNDERSEA 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 UNDERSEA
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.

UPGRADING YOUR SOUND DEVICE. The "Set Sound Volume" selection in the
Knowledge Adventure Menu System is specifically designed for your
Packard Bell system. This feature may not function with other sound
devices. But, you may use the software that comes with your new sound
device to control volume levels.

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

LAPTOP/NOTEBOOK COMPUTER DISPLAYS. UNDERSEA ADVENTURE 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 UNDERSEA ADVENTURE will work fine with your laptop hooked to an external VGA monitor. UNDERSEA ADVENTURE 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 UNDERSEA ADVENTURE 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. UNDERSEA ADVENTURE requires a VGA color monitor and therefore will not run on these monitors.

MOUSE SUPPORT. UNDERSEA ADVENTURE 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 UNDERSEA ADVENTURE" for more information.

DIGITIZING TABLETS. Digitizing tablets are not supported by UNDERSEA ADVENTURE. If you are using a digitizing tablet and it is not functioning properly, unplug the tablet, plug in a mouse, and restart UNDERSEA 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 noticable difference, you should run the volume control program that came with you sound card to equal out the settings.

WINMATE USERS. UNDERSEA ADVENTURE 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 UNDERSEA 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 UNDERSEA, 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 50kb 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 UNDERSEA ADVENTURE from Windows please do NOT run your ULTRAMID or ULTRASND TSR program before entering Windows. UNDERSEA ADVENTURE will load and unload this program itself. NOTE: The Gravis Ultrasound will not play the music/sound tests during setup.

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:\SEA\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
PASDIG.DRV   - Pro AudioSpectrum/Studio 8/16 or Logitech Soundman 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."

If your second sound card uses the default I/O Address, you can use the
Advanced User Options menu.

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.