

Before you begin to use "Scavenger Hunt Adventure Series: AFRICA," you must first install the proper hardware including a CD-ROM drive and audio board. Please refer to the documentation provided with these products for further information.

### **MPC Windows Computers and Compatibles Installation**

MPC Windows computers and compatibles require the following:

- o Multimedia PC or IBM-compatible computer
- o MS-DOS 5.0 (or higher) with Microsoft Windows 3.1
- o CD-ROM drive with an average seek time of less than 400 milliseconds
- o 386 (or greater) processor with a CPU speed of 20 MHz (or higher)
- o 4 megabytes of available memory and 2 megabytes of available HD storage
- o SVGA (256 colors or greater) adapter supported by Microsoft Windows
- o Sound Blaster-compatible sound card supported by Microsoft Windows

To install "Scavenger Hunt Adventure Series: AFRICA" with MPC Windows:

1. Turn on your computer and CD-ROM drive (if attached externally).
2. Using a CD caddy, insert the "Scavenger Hunt Adventure Series: AFRICA" disc into the CD-ROM drive.
3. The install program will automatically install the related files that must be installed onto the hard disk. Start Windows in the enhanced mode by typing WIN at the DOS prompt. For computers that automatically start in Windows, select About Program Manager from the Help menu. If 386 Enhanced Mode is not displayed, refer to the Windows manual for further information.
4. Open the Program Manager window and select RUN from the File menu.
5. Type D:\SETUP (replace D with the designated letter of your CD-ROM drive) and press ENTER.
6. A dialogue box will appear. Press ENTER or select OK to accept the default destination, or type the desired drive and path information for placement of the related Scavenger Hunt files to be installed (e.g., C:\AFRICA (replace C with the designated letter of your hard disk drive)). A minimum of 2 megabytes of available hard disk space is required for installation.
7. The install program will create a new program group called AFRICA.
8. Double-click the AFRICA icon to start "Scavenger Hunt Adventure Series: AFRICA" from the Windows Program Manager. When using a shell program other than the Windows Program Manager, consult the appropriate documentation for instructions on accessing new programs.

NOTE: If you experience any difficulties installing Scavenger Hunt that are not covered by this manual, refer to the README.WRI file located on the CD-ROM. This file covers installation problems as well as compatibility problems.

### **Macintosh and PowerPC Installation**

Macintosh and PowerPC computers require the following:

- o Macintosh II, LCII (or higher), Centris, Performa, or Quadra computer
- o 12" (or larger) color monitor (256 colors or greater)
- o CD-ROM drive with an average seek time of less than 400 milliseconds
- o System 7.0 (or higher) with 4 megabytes of memory
- o QuickTime 1.6.1 (or higher) included

To install "Scavenger Hunt Adventure Series: AFRICA" on a Macintosh or PowerPC:

1. Turn on your computer and CD-ROM drive.

2. Using a CD caddy, insert the "Scavenger Hunt Adventure Series: AFRICA" disc into the CD-ROM drive.
3. Drag the QuickTime\_ extension and the Sound extensions into your start-up System folder. The QuickTime\_ extension and the Sound extensions are located in the Open Me First folder of the "Scavenger Hunt Adventure Series: AFRICA" CD-ROM.
4. Restart the computer.
5. Double-click the AFRICA icon to start "Scavenger Hunt Adventure Series: AFRICA."

Note: SWeDE recommends that Virtual Memory be turned off. Some animations may have difficulty replaying when selected if Virtual Memory is turned on. Use the Memory Control Panel to turn off Virtual Memory.

### **MPC Windows Computers and Compatibles Troubleshooting**

If the program and related files will not install:

- o Try turning off any screen savers, and make sure your system meets the minimum requirements listed above.

If a dialogue box appears stating that there is not enough memory to load the CD-ROM, try the following:

- o Check to ensure that a minimum of 4 megabytes of free memory are available.
- o Try turning off any TSRs to make additional memory available.

If a dialogue box appears stating that your system is unable to load the necessary Extensions try the following:

- o Reinstall "Scavenger Hunt Adventure Series: AFRICA."

### **Improving Performance**

o You may increase the number of buffers used by MSCDEX by using the /M switch. Using more buffers provides faster performance but leaves less memory for the program. We recommend you use 8 buffers for SWeDE products. The following is an example:

MSCDEX /D:CDROMDRV /M:8.

- o For the best quality and performance please set the color depth to thousands of colors (32,768 colors) or greater if supported by the graphics adapter.

### **Macintosh and PowerPC Troubleshooting**

If the CD-ROM does not mount on the Macintosh desktop, check that the CD-ROM extension is installed in the System folder of the start-up hard disk. If installing the CD-ROM extensions does not solve the problem, try the following:

- o Check the SCSI cables for proper connection, verify the SCSI ID addresses to ensure that no conflicts exist, and check the SCSI termination.

### ***If a dialogue box appears stating that there is not enough memory to load the CD-ROM, try the following:***

- o Disable any unnecessary Extensions and Control Panels that may be using available memory.
- o Make sure that there are at least 4 megabytes of RAM installed.
- o Be sure to turn off Virtual Memory, close all other open windows, and turn off File Sharing to allow Scavenger Hunt to perform at its intended level of operation.

***If mounting problems continue with the CD-ROM, check the following:***

- o Make sure that all SCSI cables are configured correctly and securely.
- o Make sure that two separate peripherals are not using the same SCSI ID number.
- o Check for proper SCSI termination. The Macintosh IIx uses different terminators from those of earlier Macintosh computing models.
- o Be sure that the proper extensions are installed. Restart the machine.

### **Improving Performance**

- o For the best quality and performance please set the color depth to thousands of colors (32,768 colors) or greater.

Note: A 12" (or larger) color monitor (256 colors or greater) is required.

### **Introduction**

"Whew, hello my little scavengers!" Meet Vica, the animated "Scavenger Hunt Adventure Series: AFRICA" vulture guide. The CD-ROM should have already been inserted into the CD player, and the Scavenger Hunt software should have already been installed onto the system.

Vica will provide a brief overview of instructions explaining how to use this interactive software adventure. Listen closely to this crafty vulture guide û she will tell you about the three simple tools, explain how to use Virtual Landscape navigation, and provide a brief explanation about completing the hunt.

To bypass the introduction at any time, simply click the Virtual Landscape screen to discontinue the dialogue. The introduction will terminate, and a randomly generated Scavenger Hunt List will be displayed on the screen.

Once Vica has completed her introduction, the List will appear on the screen. This is a list of six African animals that must be found to successfully complete the Scavenger Hunt. Each list of animals is comprised of clues describing characteristics associated with the specific animals being sought. The randomly selected List contains six frames for placement of photographs that can be taken during the hunt using the Camera tool. The associative clue is located underneath the frames with text-to-speech capability.

To begin the Scavenger Hunt, click the red return arrow to enter a randomly selected Virtual Landscape screen.

To review the items on the List at any time, simply click the List icon and the List will be displayed.

### **Virtual Landscape Navigation and Animal Animations**

There are four regional landscapes of Africa: The Congo Rainforest, the African Savanna, the Sahara Desert, and the Island of Madagascar. Within each landscape, experience the wonder of Virtual Landscape navigation.

Navigate right. Left. Upward. Downward. And diagonally. Placing the cursor near any outer edge of the Virtual Landscape screen will change the cursor into a directional arrow icon that will determine the direction of navigation through the landscape. Click to begin navigation.

To play any of the 130 animations, center the animal in the screen. Placing the cursor over the animal will change the cursor into a hand icon allowing animal selection. Click to play the animation. Listen carefully to the audio information to determine if this is one of the animals on the List. Minor placement adjustments of the animal may be necessary to play the animation.

### **The Brief Guide**

Throughout the hunt, factual information is available about the animals, plants, and land formations. The Brief guide feature provides additional information about the animal, plant, or land formation in a fun, rhyming format. Listen closely the information provided in the Brief guide

may help determine if this is one of the animals on the List.

To get to the Brief guide screen, center the desired animal, plant, or land formation in the screen and place the cursor over the Vica icon. Click the Vica icon and a book icon will appear. Dragging the cursor over the desired item will change the cursor into an open book icon. Click while the cursor is placed over the desired item. A bell will be heard. The result is a brief, rhyming audio dialogue associated with the animal, plant, or land formation.

In the example, a Brief guide screen contains a short, rhyming clue about the animal. Clicking any of the text will repeat the audio dialogue using the text-to-speech capability. The Brief guide screen for the animals, plants, and land formations may be accessed at any time.

Whenever the spinning globe icon appears, the machine is simply compiling data.

To return to the same Virtual Landscape region, simply click the red return arrow. The adventure will continue in the same spot.

### **The Extended Guide**

The Extended guide feature provides additional detailed information about each animal in a textbook format. Getting to the Extended guide screen is accomplished by clicking the Vica icon immediately following the Brief guide screen. A bell will be heard. The textbook-style information includes the scientific name, alternate names, endangered species status, and size and weight information, plus information about any unique features of the animal.

The Extended guide screen also includes a series of interactive animal profile questions about habitat, favorite foods, common enemies, and other fun facts. Clicking the question text will bring the corresponding answer into the profile box.

To return to the same Virtual Landscape region, simply click the red return arrow.

### **The Camera**

Use the information that is provided through the animations and audio dialogue, the rhyming Brief guide screens, and the textbook-style Extended guide screens to solve the clues and determine which animals are being sought. Before, during, or after an animation is played, use the Camera icon to take a picture of any of the animals that might be on the list. The only "shooting" that occurs in Africa is done with a camera.

Click the Camera icon and the cursor will change into a viewfinder icon. Drag the viewfinder icon over the desired animal and click to take a picture of the animal.

The sound of a camera shutter will be heard and the cursor will change into an instant photograph icon.

### **Photograph Placement**

Once a photograph is taken, the List will automatically be displayed on the screen. To place the photograph icon into the List, place the photograph icon into the correct frame and click. If the placement is correct, a photograph of the animal will appear in the frame. If the placement is incorrect, a "bonking" sound will be heard and the photograph will not be placed into the frame. There is no limit to the number of times a player can try to place a photograph into the List.

Once an animal is found, photographed, and placed, a static picture of the animal will appear in the List. At any time, clicking an item already placed in the List will play its animation.

To return to the same Virtual Landscape region, simply click the red return arrow. The adventure will continue in the same spot.

## **Regional Transitions and Glyphs**

Each landscape contains a different menagerie of indigenous animals, plants, and land formations. Navigation between landscapes is initiated by locating the hidden animal glyphs within each region. The "carved" glyphs may be found on a rock, on a tree trunk, or in the sand. Each transition glyph depicts an animal that is indigenous to the region that is to be navigated through next. Functionally and geographically, movement between Virtual Landscapes is restricted to adjacent geographical regions.

### ***Rainforest Glyph   Savanna Glyph   Desert Glyph   Madagascar Glyph***

To select a glyph, position the glyph in the center of the screen. Place the cursor over the image of the glyph and click. A puzzle will be displayed on the screen. The puzzle must be correctly solved before transition between regions is allowed.

There are four (4) African regions. There are four (4) versions of each of region. Thus, there are a total of sixteen (16) possible Virtual Landscapes. Only select a glyph when movement between landscapes is desired. It is sometimes necessary to exit from one region, enter another region, and then return to the original region in an effort to find a specific animal. The landscapes remain virtually the same, but the placement and availability of animals will vary between landscapes. The different regions accessible from a particular region will not change, but the placement of the transition glyphs may vary between Virtual Landscapes.

## **The Puzzles**

Puzzles are incorporated to reinforce educational content that has previously been provided during the exploration of the different regions. The subject matter of the puzzles may pertain to animal, plant, or regional data. For each puzzle, listen to the audio instructions and select the correct answer. The number of guesses required to correctly solve the puzzle will influence the frequency and quantity of animals that will be available in the subsequent landscape. Puzzles will only appear when a player transitions between Virtual Landscapes.

In the Footprints puzzle, click the animal or the name of the animal that is making the footprints that appear on the screen. There are four possible choices.

In the Natural Habitat puzzle, click the animal that does not belong in the habitat displayed on the screen. There are five possible choices.

In the Food Chain puzzle, click the animal or the name of the animal that is at the top of the food chain displayed on the screen. There are three possible choices.

In the Favorite Food puzzle, click the favorite food of the animal displayed on the screen. There are five possible choices.

In the Three Me puzzle, click the three animals or the names of the animals that make up the whimsical creature displayed on the screen. There are five possible choices.

In the Creature Feature puzzle, click the animal or the name of the animal that has the feature displayed on the screen. There are four possible choices. Movement between landscapes is allowed only after the correct answer has been selected.

## **Completing and Exiting the Adventure**

Seeking and finding the animals is intended to be a learning experience. There is not a "correct" path, so explore and experiment throughout the adventure. Vica says, "Read, listen, and learn." Use the information that is provided through the animations and audio dialogue, the rhyming Brief guides, and the textbook-style Extended guides to assist with the adventure.

Children that are goal oriented may search for all of the animals on their individual List. Younger children will enjoy the animations and music. The built-in randomness of the interface design makes a repeat experience unlikely. There are always new things to explore and discover throughout Scavenger Hunt.

For children not yet able to read, or for use with an English as a second language (ESL) curriculum, there is text-to-speech for each of the List and Brief guide screens. Clicking any of the text will repeat the audio dialogue. Audio dialogue or music accompanies all of the 130 different animal animations.

Once all of the animals on the List have been found, photographed, and placed correctly into the List, the Scavenger Hunt safari has been successfully completed. If all of the animals on the List are not found, the most recent List will be saved so that the Scavenger Hunt safari may be continued later. Only the most recent Scavenger Hunt List may be saved.

To exit at any time, locate the buffalo skull that is displayed in each Virtual Landscape. Once the skull is found, place the cursor over the skull and click. Once Vica has spoken, click again. The Scavenger Hunt safari will come to a close as the sun sets on the animals of Africa. On the Macintosh platform, the Command-Q key combination will terminate the adventure. On the MPC platform, the Alt-F4 key combination will terminate the adventure.

### **The Print Screen**

For Scavengers with printer capabilities, line art printouts of each animal that have been found may be printed. After you exit the Scavenger Hunt via the buffalo skull, the Print dialogue will be displayed on the screen.

#### ***The Print dialogue has four (4) options:***

- o Print: Clicking the Print button will print the line art of the animals on the List.
- o Quit: Clicking the Quit button will terminate the adventure.
- o Cancel: Clicking the Cancel button will resume the adventure in the landscape.
- o About: Clicking the About button will play the Scavenger Hunt credit screen.

Come visit Vica and all of her friends and experience the wonder of "Scavenger Hunt Adventure Series: AFRICA" again soon. Vica exclaims, "I can't wait till the next time we go scavenging!" *Must Read to Use Compact Disc* SWeDE Corporation reserves the right to make changes and improvements to the product described in this manual at any time and without notice.

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If the program disc is damaged within ONE (1) YEAR from the date of purchase, SWeDE Corporation will replace the disc with a functionally equivalent disc within a reasonable period of time upon receipt of the damaged disc and proof-of-purchase by the SWeDE Corporation.

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