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Glossary

Menu Bar

Nature Collector Freshwater Fish contains a standard Windows Menu Bar, which is situated at the top of the screen. You can access the Menu Bar by either pressing the **ALT** key, or by moving the mouse cursor to the upper left corner of NC-FF window. You can hide it by pressing **ESC**, **ALT**, or moving the mouse cursor below the Menu Bar itself. The Menu Bar consists of the following menus:

[Files menu](#)

[Edit menu](#)

[Options menu](#)

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Museum Control buttons

Museum Control buttons are situated at the bottom of the lobby, travel, museum, and location screens. These buttons allow you to switch between the main parts of the game. Click on the descriptions of these buttons to see how each functions.

[Lobby Button](#)

[Museum Button](#)

[Travel button](#)

[Guide Book button](#)

[Help Button](#)

Lobby screen

The Lobby screen is the place where you can look at the table of scores, view the instructional video, and login a new player into the game. At any time in the game you can return to the Lobby screen by pressing the [Lobby button](#) or by accessing the [Menu bar](#), clicking on Window, and then clicking on Lobby.

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Travel screen

In the travel screen you will decide where in the world you want to go fishing. You can go to the travel screen by just clicking on the **Travel** button which is situated at the bottom of the screen, among other [Museum Control Buttons](#). The Travel screen can also be accessed through the [Menu Bar](#), by clicking on Window and then clicking on Travel.

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Location screen

In the location screen, you can catch the fish by using the fishing equipment that is displayed in the [Container Window](#) at the top of the screen. You can get here by clicking the **Go Fish** button on the Travel Screen. You can go back to the Museum Screen by pressing the **ESC** key.

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Museum screen

The Museum Screen provides you with the tools and data to setup, view and maintain museum displays. You can access the Museum Screen either by pressing the **Museum** button, which is one of the [Museum Control buttons](#), or by accessing the Window menu in the [Menu Bar](#), and clicking on Museum.

How to...

[Navigate through museum](#)

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[Museum Window Control Buttons](#)

[Museum Control buttons](#)

Museum Screen Info Buttons

These buttons provide information and controls for the selected exhibit. Click on the name of each button to find out more about its function.

[Exhibit Popularity Button](#)

[Exhibit Info Button](#)

[Exhibit Control Button](#)

[Fish Status Button](#)

[Stats Button](#)

[Missions Button](#)

Stats Button

This button gives all the information that the game has about you as a player: Your name, your rank (which depends upon the overall popularity of the museum), the number of exhibits you have setup, number of trips you have taken, number of fish you have caught, number of fish you have accidentally killed (that includes those that have died in your exhibits), and duration of the game.

Guide Book Screen

The Guide Book contains information about all fish, plants, objects, tank bottoms, fishing equipment, missions, as well as fishing locations around the world. Click on the Guide Book button, which is one of the [Museum Control Buttons](#) to access the Guide Book. It is also possible to access the Guide Book through the [Menu Bar](#). In the Menu Bar, click on Window, and then click on Guide Book

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[Find a particular topic in the Guide Book](#)

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Playing NC-FF

The main goal of Nature Collector Freshwater Fish is to create a collection of freshwater fish and display it in your museum. At the beginning of the game you are an assistant in charge of collecting fish for the aquarium(guppy rank). If you are successful, your score and rank as a player will grow. You are to collect the fish to setup the displays, and to put them together for public enjoyment. This is not as easy as it sounds. GOOD LUCK!

Main points to keep in mind while playing NC-FF:

Complete all the missions carefully. To learn how to complete a specific mission use the [Guide Book](#). From the Guide Book you can also obtain information about different fish, objects, locations, etc. mentioned in the mission.

Examine your tanks in the museum often. If the fish in a particular tank die, try to modify the tank controls. Remember, your ultimate goal is to make the entire museum as popular as possible, and if the fish do not survive, your exhibition will not attract people to the museum.

On the [Travel Screen](#), you can choose where you want to go fishing as well as catch a particular fish at that location.

Using the [Museum Screen](#) you can view and setup all of the exhibits, as well as tour the museum as a whole.

Files menu

This menu provides access to the following file function: EXIT. To exit Nature Collector Freshwater Fish, access the Menu Bar, click on File, and click on EXIT. As you exit, all information about exhibits you have made and fish you have caught will be automatically saved so you can continue later if you wish.

Edit menu

The commands of this menu are available only in the [Exhibit Setup Screen](#).

[Remove](#)

[Flip](#)

Remove

This command can be used to remove items from the exhibit. To activate this command go to the Exhibit Setup Screen, click on the object to be removed, such as a fish, a plant, a rock, etc., access the Edit Menu in the [Menu Bar](#), and then click on Remove. This will place the removed object into a free slot in the [Container Window](#). It is also possible to complete the same task by selecting an object and then pressing the DELETE key.

Options menu

The following commands are available through the Options menu:

[Sound Effects On/Off](#)

[Exhibit Music On/Off](#)

[Background Music On/Off](#)

[Popularity On/Off](#)

[Warnings On/Off](#)

[Simulator On/Off](#)

[Speed...](#)

Sound Effects On/Off

This command allows the user to turn various sound effects on and off throughout the game. To toggle between on and off, access the Menu Bar, click on Options and then click on Sound Effects.

Exhibit Music On/Off

Exhibit Music is the music you hear when you are in the View Exhibit Screen or while Touring the Museum you have made. This command allows you to turn that music on and off. To toggle between on and off, access the Menu Bar, click on Options and then click on Exhibit Music.

Background Music On/Off

Background Music is the music you hear while you are playing the game, and while [Exhibit Music](#) is not playing. To toggle between on and off, access the Menu Bar, click on Options and then click on Background Music.

Popularity On/Off

The result of this command can be seen only in the [Exhibit View Screen](#), or in Tour. If Popularity is on, in Exhibit View Screen, you will be able to see the silhouettes of people currently watching the exhibit. As your exhibit grows more and more popular, the number of such silhouettes will increase. If Popularity is off, these silhouettes will not appear. To toggle between Popularity On and Popularity Off, access the Menu Bar, click on Options and then click on Popularity.

Warnings On/Off

This command allows you to turn on and off various warning messages that can appear during the game. To toggle between Warnings On and Warnings Off, access the Menu Bar, click on Options and then click on Warnings.

Simulator On/Off

With the Simulator On, the physical conditions in the fish exhibit, as well as the health and hunger of the fish are continuously recalculated to correspond to your adjustments of exhibit conditions. With the Simulator Off, all of these conditions are held balanced. To toggle between Simulator On and Simulator Off, access the Menu Bar, click on Options and then click on Simulator.

Speed

This menu allows you to adjust the speed of the simulator, from slow to extremely fast-warp. The speed at which the game is currently playing is indicated by the checkmark to the left of one of the listed speeds. To change the speed of the simulator, access the Menu Bar, click on Options, and then click on Speed. Now click on the desired speed rating.

Window Screen

The following commands are available through the Windows menu:

[Full Screen On/Off](#)

[Lobby](#)

[Museum](#)

[Travel](#)

[Guide Book](#)

Full Screen On/Off

This command allows you to toggle between Full Screen View On and Full Screen View Off while you are at the [Location Screen](#). To toggle between the Full Screen View On and Full Screen View off, access the Menu Bar, click on Window, and then click on Full Screen. It is also possible to toggle between Full Screen View On/Off, by pressing **F8**.

Lobby

By activating this command, you are transported from any location to the [Lobby Screen](#). To go to the Lobby Screen access the Menu Bar, click on Window, and then click on Lobby. It is also possible to achieve the same result by clicking on the Lobby Button which is one of the [Museum Control Buttons](#) in the lower part of the screen.

Museum

By activating this command, you are transported from any location to the [Museum Screen](#). To go to the Museum Screen, access the Menu Bar, click on Window, and then click on Museum. It is also possible to achieve the same result by clicking on the Museum Button, which is one of the [Museum Control Buttons](#) in the lower part of the screen.

Travel

By activating this command, you are transported from any location to the [Travel Screen](#). To go to the Travel Screen, access the Menu Bar, click on Window, and then click on Travel. It is also possible to achieve the same result by clicking on the Travel Button, which is on of the [Museum Control Buttons](#) in the lower part of the screen.

Guide Book Menu

By activating this command, the [Guide Book](#) is shown. To invoke the Guide Book, access the Menu Bar, click on Window, and then click on Guide Book. It is also possible to achieve the same result by clicking on the Guide Book Button, which is one of the [Museum Control Buttons](#) in the lower part of the screen.

Help menu

The following commands are available from the Help Menu: There are several ways to access the Help menu, by clicking on the Help button in the bottom right corner of Nature Collection Freshwater Fish window, by accessing the Menu Bar, selecting the Help Menu, and then clicking on Help, or by pressing **F1**.

[Help](#)

[About](#)

Choose fishing location

Move the cursor over one of the red location squares on the map. In the [Map Window Title](#) you will see the name of the location you have selected. To go to the location, just click on one of the red squares. The location you have selected will start blinking and information in the [Current Location Info Window](#) will be updated.

Map window

The Map window displays a World Map with all the fishing sites shown by red squares on the map. The name of the selected location appears in the [Map Window Title](#). When a location mark is clicked, it starts blinking and [Current Location Info Window](#) will show information corresponding to this location.

Current Location Info window

This window displays a picture, as well as a short description of the location you have selected.

Map Window Title

This window displays the name of the location which corresponds to the red location square, over which you have placed your cursor.

Current player field

It displays name of the current player.

Login text input box

Type in a new player name in this box. Then click the **Login button** to set the name of the new player.

Login button

This button lets you log into the game. Beforehand you should select a player name in the **Table of best scores** or type in a new player name in the [Login text input box](#). After pressing the **Login button** the selected line is highlighted and the [Travel](#), [Museum](#) and [Guide Book](#) buttons become available. Now you can play NC-FF!

Catch a fish

You catch a fish by moving it off the top of the screen. This can be done using all of the tools available for catching fish. See the [Guide Book](#) on how to use each tool. To put a fish-catching tool into the water, select it in the [Container Window](#), and click on [USE button](#). To activate the tool click your mouse again. Since there are only twelve fish containers available, it is possible to catch only twelve fish at a time. In order to catch more fish you will have to throw some fish back into the water. To do that click on the fish, and then click on the [Trash Button](#).

Container window

The container is the strip of boxes at the top of the Nature Collection Freshwater Fish window, in which equipment, fish that you have caught, plants, objects, and bottoms are placed. It enables you to move items from one part of the game to the other. Click on the name of the container window elements to see the description of its elements:

[Use button](#)

[Trash button](#)

[Container Display area](#)

[Container Scroll bar with thumb button](#)

Container Display area

The Container Display area shows only six out of total of 65 container boxes available. Use the [Container Scroll Bar](#) to scroll through the box items. To select an item, simply click your mouse in the proper [Container Window](#).

Container Scroll bar with thumb button

There are two ways to scroll through the [Container Window](#). To scroll through the window slowly, one by one, click on one of the arrows located below the container window, to the left or to the right of the scroll bar. It is also possible to scroll through the Container Windows by clicking your mouse within the scroll bar, so the thumb button, which shows the relative position of the object being displayed within the container moves to the desired location.

Use button

When you are at the [Location Screen](#), select the desired fishing equipment by clicking on the corresponding picture in the Container Window and then click on the Use button. This will enable you to use the selected equipment for fishing.

When you are in the [Exhibit Setup Screen](#), select the desired item in the [Container Window](#), and then click on the Use button - the item you have selected will be added to the tank you are setting up.

Trash button

When an object is selected, press this button to remove the object from the Container window. A message box asking whether you are sure about your actions will appear. Click on **Yes** to remove this object, and click on **No** to leave the item in the container.

Video playback area

In this area you can see video movie.

Video Control Buttons

This is the window which enables you to control all the video-playing that is done throughout the game. Click on the description of the button in the control panel to find out how it works.

[Fast rewind button](#)

[Rewind button](#)

[Stop button](#)

[Play button](#)

[Fast Forward button](#)

Fishing Location Screen

Lets Go Fishing! The Fishing Location Screen displays the chosen location (river, lake), where freshwater fish live. In this window you try to catch fish to bring back to the museum. You can get here by pressing the **Go Fish** button in the Travel Screen. You can return from the Fishing Location Screen to the [Travel Screen](#) by pressing the **ESC** key or by clicking on the **Travel Button**.

Log in the game

Select a line with your name in the [Table of Best Scores](#) or [Enter a New Name](#). Once you have done that the line that you have selected will be highlighted. Click on the Login Button to record your name. Your name now will be displayed in the [Login Name Display Box](#). All [Museum Control Buttons](#) become available - you can start.

Table of Best Scores

The Table of Best Scores contains information about the best players: Name of a player, his or her final score, his or her rank as a player and the number of exhibits he or she has organized. Information is sorted by the players final score.

Exhibit Popularity Button

This button lets you observe the popularity of the whole museum (top graph) and the popularity of the currently selected exhibit (bottom graph). The bottom graph will not work when no exhibits are selected. The top graph is calculated from the popularity of all the exhibits you have set up. Popularity of the exhibit depends on how successful you were in setting up the exhibit and keeping the fish healthy. Your score depends on the popularity of the whole museum.

Help

To start Help, access the Menu Bar, select the Help menu, and then click on Help.

About

To activate this command, access the Menu Bar, click on the Help Menu, and click on About. This will bring up a window with the latest version information about NCFE, as well as the people who worked on this game.

Lobby Button

Click on this button to display the [Lobby Screen](#) .

Travel Button

Click on this button to display the [Travel Screen](#).

Museum Button

Click on this button to display the [Museum Screen](#).

Guide Book button

Click on this button to display the [Guide Book](#).

Museum View window

In this window you can see the 3D or the 2D view of the museum. You can [Navigate through the museum](#) (in **2D** and **3D**) , or [Edit or View tank environments](#). This window is displayed when you enter the Museum screen. This window can be controlled with the help of the [Museum window control buttons](#).

Museum View Control buttons

These buttons allow you to go along the exhibition. Two buttons let you go forward and backward, other two let you rotate left and right. To select any exhibit, situate yourself with Control buttons near the particular exhibit and left-click on it.

Navigate through museum

There are two ways to navigate through the museum in the 3D view. You can either use your mouse or your keyboard.

By pressing the left arrow and right arrow keys you will turn either left or right. By pressing the up arrow key you will move forward, and by pressing the down arrow key you will move backward.

You can also move around the museum in 3D view by using your mouse. First move the mouse cursor in the center of the 3D Museum View. Now depress the mouse button and do not release it. You will find yourself slowly moving forward. If you want to go backward, just move the mouse cursor toward the lower portion of the 3D Museum View. To move right or left, move your mouse to the right or left side of the 3D Museum View. Remember, the farther you are from the center of the screen the faster you will move through the museum halls. You can stop either by releasing your mouse button, moving your mouse cursor to the lower center of the screen, or by moving the mouse cursor outside the 3D Museum View part of the screen.

Unlike the 3D Museum View, movement in the 2D Museum View is not dynamic. To access the 2D Museum View, in the Museum Screen, click on [Switch View button](#). After you have switched from 3D to 2D Museum View, a picture on which six pentagons, each corresponding to an exhibit hall, will appear. This is a top view of the whole museum. You can click on any one of 30 exhibits to go to it.

Edit or View exhibit environment

First you should [Select an Exhibit](#). After a tank has been selected, you can either choose [Exhibit Setup](#) (to edit or create tank environment) or [View Exhibit](#).

Museum window control buttons

These buttons enable you to manage the Museum View window. They are active only when you are in the Museum screen. Click on the name of the button to find out more about its function.

[Exhibit Setup Button](#)

[View Exhibit Button](#)

[Tour Button](#)

[Switch View Button](#)

Exhibit Info button

This button shows you the names of the fish and plants that are currently in the exhibit you have selected. Those fish which have died have a plus sign in front of their name.

Exhibit Controls button

This button allows you to control the temperature, oxygen level, filtering, and food in the selected exhibit. Each of the control parameters has a slider, which can be used to increase or decrease the level of that parameter by sliding the arrow to the right to increase and to the left to decrease. Also, each of the control parameters has an on/off switch. Unless the switch is on, moving the sliders will have an effect. To turn the switch on, click on it with a mouse button. When on, it will light up with a light that corresponds to the color of the slider. The window above the sliders indicates graphically the changes in the levels of the control parameters that you implemented. Energy bar beneath the sliders indicated the maximum level of energy you are allowed to use in each exhibit. If it is already at its maximum, you will not be able to increase any of the control parameters.

Fish Status button

This button gives information about all the fish in an aquarium you have selected. You observe the status of one fish at a time. You can advance from one fish to the other by using scroll buttons, situated at the bottom of the fish status display. You learn, its age, its sex, its health and hunger graphs. To see its health or hunger graphs, press the corresponding button. They are situated right under the picture of the fish that you are currently observing. Once the button is pressed, it becomes highlighted and the desired graph appears. If you want to change the period of time, for which the graph is drawn, press one of the buttons situated right above the scroll buttons. You can choose between hours, days, and weeks. Once one the buttons is pressed, it appears to be depressed and highlighted with red.

Missions button

The missions button will activate the video which corresponds to the selected tank. It will also display the name of the mission and mission status, which demonstrates how successful percentage-wise you were in completing the mission so far. Once you have completed 70 percent of a mission, expect a surprise!

Exhibit Setup screen

It is possible to setup and edit the exhibit that you have selected. It has two modes: Full Screen On and Full Screen Off. You can go to the Exhibit Setup screen by pressing the **Exhibit Setup** Button from the Museum screen. To return to the Museum screen, press the **Return** button which is located on the Exhibit Control button bar.

How to ...

[Add an object to the exhibit](#)

[Remove an object from exhibit and return to the container](#)

[Flip objects](#)

[Move objects](#)

[Select object](#)

[Import a background picture](#)

[Attach Music to an Exhibit](#)

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Interface components

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View Exhibit screen

The View Exhibit Screen allows you to view an exhibit in the same way as a museum visitor would see it. To go to the View Exhibit screen, click on the exhibit from either the 2D or 3D Museum Screen, and then click on the View Exhibit button in the lower left corner of the screen.

How to ...

[Return from viewing to the Museum screen](#)

[Switch Popularity On/Off](#)

[Exhibit Music On/Off](#)

Video Progress Bar

While the video clip is playing, the **Progress bar** changes its color from red to yellow to indicate how much of the video has already played.

Exhibit Setup button

This button moves you to the [Exhibit Setup Screen](#).

Select an Exhibit

To select an exhibit, either move to it in a 3D mode and then click on the picture that represents it or, in a 2D mode, click on the panel in the map that corresponds to the desired tank. The tank becomes highlighted with a yellow frame (3D) or turns from a blue to a yellow rectangle (2D). Information in the Museum screen info window will now refer to the selected tank.

View Exhibit button

This transports you from the Museum Screen to the [View Exhibit Screen](#).

Tour button

This button allows you to tour all the exhibits that you have setup. You will see your exhibits as any museum visitor would. Once you have started your tour, press **SPACEBAR** to go from tank to tank. Press **ESC** to stop your tour.

Switch View button

Clicking on this button allows you to switch from a 2D view of the museum to a 3D view, and back.

Exhibit window

This window displays a preview of how the exhibit is going to appear to the museum visitors. The only difference is that here, all animated objects are shown as icons, and do not actually move.

Add Music to Exhibit

Click on the **Music** button in the bottom of the Exhibit Setup Screen. A new dialog box will appear, which showing all the music (*.mid) files available. You may select any of the files as a background music for your exhibit. To select music for an exhibit, select the one you like by clicking on it and then click on the **OK** button, located at the bottom of the dialog box.

Guide Book Text Window

This window contains information about the topic currently selected. Use the [Guide Book Topic Selection Buttons](#) to change the topic of information currently displayed in the Text Window. Use the [Guide Book Scroll Buttons](#) to scroll to the next page of information on the current entry, or to go to the next entry in the same topic. Click on any red-highlighted words, to change the entry in the Text Window to one describing the highlighted word.

Guide Book Topic Selection Buttons

With these buttons you can load different topics of information into the [Guide Book Text Window](#). Topics of information include:

[Fish](#)

[Plants](#)

[Objects](#)

[Bottoms](#)

[Equipment](#)

[Locations](#)

[Missions](#)

Guide Book Scroll Buttons

It allows you to navigate through the information in the Guide Book. Click on any of the following descriptions of buttons to learn more about their actions.

[Scroll Up Button](#)

[Scroll Down Button](#)

[Scroll to Next Entry Button](#)

[Scroll to Previous Entry Button](#)

[Collect](#)

Enter a new name

Select a line that has no name in the [Table of best scores](#) by clicking on it. The line you have selected will become highlighted. Type your new name in the [Login text input box](#). Click on the Login button to set your new name. Your name will now be displayed in the Login Name display box.

Change a name

Select a line with the name you want to change in the [Table of Best Scores](#). The name will appear in the [Login text input box](#) . Type your new name. Click on Login Button to set your new name. Click on CANCEL when asked whether you want to erase all game parameters.

Delete a name

You can delete a name by starting a new game under a different name. To do that, select a line with the name you want to delete in the [Table of Best Scores](#). Type in your new name, press ENTER, and click on DELETE to delete a name, and start a new game.

Add object to the exhibit

To add an object to the exhibit, click on the objects icon in the [Container window](#) to highlight it and press the **USE** button, or you can just double click on the object you want to put into the exhibit. If the object selected is always stationary, it appears highlighted, full-size in the front center of the exhibit. If the object is an icon object such as fish or animations, it appears as a small icon in the upper left part of the exhibit screen. If there are multiple icons, the next icon is placed to the right of the previous icon on the same line.

Go Fishing

To go fishing to the location you have selected in the [Travel Screen](#), just click on the **Go Fishing ...** button

Remove object from exhibit and return to the container

There are three ways to remove an item from the exhibit:

Keyboard: click on the desired item and then press the **DELETE** key.

Remove Button: click on the desired item and choose the **Remove** button, which is located at the bottom of the Exhibit Setup Screen.

Menu Bar: click on the desired item and then select **REMOVE** from the [Edit menu](#).

Flip objects

This command can be used to flip an object in the [Exhibit Setup Screen](#) creating a mirror image of the original object. To flip an object, select it by clicking it, then access the Edit Menu in the Menu Bar, and then click on Flip. It is also possible to complete the same task by selecting an object and clicking on the Flip button in the lower left corner of the Exhibit Setup Screen.

Move objects

To move an object on the screen, click on the item and drag it to the desired position. You can move an item in all three dimension in the exhibit you are setting up. To move an object into and out of the screen, hold down the **SHIFT** key, then click on the item and drag it to the desired position.

Select object

To select an object while in [Exhibit Setup Screen](#), simply click it with your mouse.

Import a background picture

To choose a background for your exhibit, click on the Background Button at the bottom of the screen. If you would like to put in a picture as a background for your tank, click on Pictures. You can also choose to make the background a shade of one color, by clicking on palette. Click on the scroll bar arrows to scroll through all the possible background. When you have found the background you like, simply click on it, and then click on OK. If you do not want to make any changes, click on CANCEL.

Find a particular topic in the Guide Book

First choose what kind of information you want to see by clicking on one of the [Guide Book Topic Selection Buttons](#). Then click on one of the [Guide Book Scroll Buttons](#) to find information about a particular entry.

Remove an item from container

If your container is full, and you want to catch more fish, select an item in the [Container window](#), click on the [Trash button](#), or press the **DELETE** key. The object will be removed from the container.

Return to the Museum screen

To return to the [Museum Screen](#) from the [Exhibit Setup Screen](#), either press the **ESC** key or click on the **RETURN** button in the bottom of the screen.

Return from viewing to the Museum screen

To return from the [View Exhibit Screen](#) to the [Museum Screen](#), press the **ESC** key on the keyboard.

Scroll Up Button

This button allows you to scroll up through one of the entries in the Guide Book.

Scroll Down Button

Click on this button to scroll down in the Guide Book entry you have selected.

Scroll to Previous Entry Button

Click on this button to retreat to the previous entry in the same category of the Guide Book.

Fish Entries Button

Click on this button to see a list of all the fish in the game.

Plants Entries Button

Click on this button to see a list of all the plants available in the game as well as their descriptions.

Objects Entries Button

Click on this button to see a list of all of the collectible objects in the game.

Equipment Entries Button

Click on this button to see descriptions of all equipment available in the game.

Locations Entries Button

Click on this button to see descriptions of all locations in the game.

Missions Entries Button

Click here to see a list of all the missions you will complete to finish the game.

Collect Entry Button

Click on this button to collect the item currently displayed in the Guide Book Text Window. This button is only available for collecting plants, objects and exhibit bottoms. For other objects, such as fish, this button cannot be used. You must [GO FISH](#) in order to collect fish.

Scroll to Next Entry Button

Click on this button to advance to the next entry in the same category of the Guide Book.

Help Button

Click on this button to display the Help Screen.

Museum Button

Click on this button to display the [Museum Screen](#).

Login Name Display Box

The Login Name Display Box is located at the top of the [Table of Best Scores](#). It shows the name of the player currently in charge of the Museum.

Fast Rewind Button

This button brings you back to the beginning of the video clip.

Rewind Button

This button allows you to return to a place in the video clip which you might have missed.

Stop Button

This button stops the video. The video clip will remain at the place at which you have stopped in case you would like to continue.

Play Button

Click on this button to start the video clip.

Fast Forward Button

This button allows you to fast forward the video clip to the moment you would like to see.

Bottoms Entries Button

Click on this button to see a list of all tank bottoms available in this game.

