WELCOME TO 3-D DINOSAUR ADVENTURE USER'S GUIDE

Thank you for using 3-D DINOSAUR ADVENTURE. We hope to send you off on the greatest adventure of all...

...from
Knowledge Adventure, Inc.
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===MEET THE FAMILY==

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

About the developer

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

Talk to us!

The Knowledge Adventure Bulletin Board System is available to you 24 hours a day at 1200 to 14,400 baud. You can read commonly-asked technical questions and answers, download new drivers for your sound card, order new products, and register your products--all online. Give us a call today!

Here's how to get in touch with us:

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===GETTING STARTED===

This section covers everything you need to know to set up and start 3-D Dinosaur Adventure on your computer.

What do I need?

To run 3-D Dinosaur Adventure, you will need the following:

- An IBM(r) or compatible computer. A 386 processor is required, and
 a 486 processor is recommended.

- A color VGA or SVGA monitor.

- A CD-ROM drive that supports ISO 9660.

- A hard disk with at least four megabytes of available disk space.

- Approximately 520 kilobytes of available RAM.

- A mouse (recommended); the software can also be run using the
  keyboard alone.

- A sound device (optional, but recommended) so that you can hear high-quality
  digitized sounds: Sound Blaster or compatible device, Sound Blaster Pro,
  Sound Blaster ASP16, Microsoft Sound, ATI Stereo FX, Disney Sound Source,
  Adlib or compatible device, Adlib Gold, Pro AudioSpectrum 8, Pro
  AudioSpectrum Plus/16, Tandy Sensation!, ThunderBoard, DigiSpeech 301 or
  portable, Artisoft/Lantastic, Aria, Roland SCC-1, or Gravis Ultrasound.

- A printer (optional) so that you can print 3-D Dinosaur Adventure text
  files; any printer that can accept ASCII text directly from your computer
  port will work.

- The original 3-D Dinosaur Adventure compact disk.

How do I install the program?

Follow these steps to install 3-D Dinosaur Adventure on your system:

1. Insert the 3-D Dinosaur Adventure compact disk into your CD-ROM drive and
   switch to that drive. For example, if your CD-ROM drive is F, type:

     F: and press <Enter>

2. Type:

     INSTALL and press <Enter>

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

The Install program will ask you where on your hard drive you'd like to store
the appropriate 3-D Dinosaur Adventure files, what sound device you have, and
whether or not you'd like to run under Microsoft Windows(r). If necessary,
your CONFIG.SYS file will be altered so that FILES=20 or greater and your
original CONFIG.SYS file will be saved to CONFIG.BKA. You will also be asked
to decide how much disk space 3-D Dinosaur Adventure will take up on your hard
drive. The more 3-D Dinosaur Adventure files you store on your hard drive,
the faster the program will run.

NOTE: If you have difficulty installing 3-D Dinosaur Adventure, turn to "About
installation."

Running under Windows

If you answered YES to the question about running under Microsoft Windows(r)
when you installed 3-D Dinosaur Adventure, a new program group called
Knowledge Adventure has been created for your system. It contains 3-D
Dinosaur Adventure, Read Me, and 3-D Dinosaur Adventure Config icons.
Double-click on the 3-D Dinosaur Adventure icon to start the program.

Double-click on the Read Me icon to see the latest information about 3-D Dinosaur Adventure. Double-click on the 3-D Dinosaur Adventure Config icon to edit the configuration file. See "About program defaults" for more information about the 3-D Dinosaur 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.

How do I begin?

To start 3-D Dinosaur Adventure, follow these steps:

1. Change to the directory on your hard drive containing the 3-D Dinosaur
 Adventure files. For example, to switch to the C:\DINO3D directory,
 type:

   C: and press <Enter>
   CD\DINO3D and press <Enter>

2. Then, to start the program, type:

   DINO3D and press <Enter>

NOTE: If you have difficulty starting 3-D Dinosaur Adventure, turn to "About startup."

===USING 3-D DINOSAUR
ADVENTURE===

This section explains how to use each 3-D Dinosaur Adventure activity as you explore the world of dinosaurs.

There is no "right" way to play with 3-D Dinosaur Adventure. You decide when, where, and how you want to travel from screen to screen. Just remember: You're on an adventure, so you may not always end up where you thought you were going!

Where to find more information: If you have not yet installed and started 3-D Dinosaur Adventure, see How do I install the program? for instructions. Also see Appendix B: Questions and Answers.

SOME BASICS

Keep your 3-D glasses handy: When you are viewing three-dimensional images in 3-D Dinosaur Adventure, put on your 3-D glasses and make sure you are about two to five feet away from your computer monitor. It's OK to be closer than two feet, but the 3-D effect won't be as pronounced. Relax your eyes and blink a few times. At first, it may look as if you are seeing double, but as you relax your eyes, the double images will fuse together into a fully three-dimensional image. If everything goes right, the 3-D image will begin to appear as if it is hovering outside of the monitor. Move your head from

side to side and it may seem as if the image in the computer is moving or that you are seeing different views of the image.

Move the mouse: There are three different ways that moving your mouse makes things happen, depending on what part of 3-D Dinosaur Adventure you are currently using. Moving the mouse may cause the arrow pointer to move around the screen. It may cause an object on the screen to move back and forth or rotate. Or it may change your view so that it seems as if you are moving along with the mouse. Don't worry if the pointer suddenly disappears--this is normal when you are beginning a different 3-D Dinosaur Adventure activity. If you want to click on an item but you do not see the pointer, simply click your mouse button and the pointer will reappear.

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 (if any) 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 3-D Dinosaur 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 a sound as it is playing, press <Esc>. To set music to "off," press <Alt-M>. Press <Alt-M> again to turn the music back on. To set narration and other sounds to "off," press <Alt-S>. Press <Alt-S> again to turn the narration and other sounds back on.

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 3-D Dinosaur Adventure logo and click on it to return to the Main menu. If there is no pointer on the screen, click your mouse button so that the pointer reappears.

The first still screen you'll see when you start 3-D Dinosaur Adventure is the Main menu. There is a row of activity buttons across the top of the screen above the gate to the 3-D Dinosaur Adventure Theme Park. You can choose to go directly to a specific activity, or travel through the theme park to find the activities on your own. Before you decide what to do, you might like to move the pointer around the screen and read the note balloons.

CHOOSE AN ACTIVITY BUTTON

To go to one of the 3-D Dinosaur Adventure activities, click on the activity button of your choice.

You will travel through time and space to arrive at the activity screen. (Watch carefully to see how to get to this activity on your own next time via the self-guided theme park tour.) If you want to get to the activity instantly, press <Esc> to interrupt the journey. You can also get to an activity instantly by clicking on the shortcut button above the activity button you choose.

TAKE THE THEME PARK TOUR

Begin the tour: Click on the Help (question mark) button in the lower left corner of the screen to get some helpful hints for traveling through the theme park plus a handy map of the park. Click on the park gate to start the tour. The pointer will disappear and you can guide your mouse at your own pace to travel through the theme park.

Check out the globe: Just inside the park gate is a large globe surrounded by water. You can spin the globe by moving your mouse in any direction. Click your mouse once to make the pointer reappear and then click on the globe if you want to leave the theme park to visit the Dinosaur Reference. See the section "Dinosaur Reference," below, for more information about using the Dinosaur Reference.

Find the activities: The theme park is full of different paths to explore. You can look around the main visitor's area or enter one of the caves to travel back in time to the Triassic Tour, Jurassic Jungle, or Cretaceous Corner. When you reach a fork in the path, arrows will appear in the lower right corner of the screen to indicate that you have a choice to make. When you reach one of the 3-D Dinosaur Adventure activities, a Mouse icon will light up at the bottom of the screen to indicate that you can use your mouse to play the activity. Click your mouse once to make the pointer reappear, and then click on the sign or related object to choose that activity.

Take a break: At any point along your path you can click your mouse button to make the pointer reappear. Click again to resume your journey, or click on the 3-D Dinosaur Adventure logo to return to the Main menu.

DINOSAUR REFERENCE

The main part of the Dinosaur Reference screen is a picture window. The text in the window to its left goes along with the picture. Below the picture window are the control buttons, which provide program options, and the data line, which reflects information about the dinosaur in the picture window. Above the text window is the map window, which shows the location of the animal or event described in the text window. The buttons at the top of the screen are the category buttons, which let you tap a specific category of dinosaur information.

The picture window

Move the pointer around in the picture window and read the note balloons to get more information about the picture shown. Click on a note balloon to visit a different screen about a related subject.

The text window

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 scrolling 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 Dinosaur 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 Dinosaur 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 Dinosaur Reference index as quickly as possible, just start typing the word!

The data line

The data line below the picture window shows either the year of the current screen (if the time line is active), the length of the dinosaur on the current screen (if the length line is active), or the weight of the dinosaur on the current screen (if the weight line is active).

Cycle through the data lines: You can cycle through the three different data lines (time, length, and weight) by clicking on the button to the left of the year, length, or weight information display.

Choose a screen by year, length, or weight: Click anywhere on the data line to visit the screen that is most closely related to the year you clicked on, or to visit the screen that shows a dinosaur of the length or weight you clicked on. If you want to move just one screen forward or backward in time, press <+> or <-> or click once on the right or left arrowheads at either end of the time 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.

The map window

Travel to a new location: Click anywhere in the map window to visit the screen that is most closely related to that location.

Spin the earth: To rotate the globe, click on one of the arrow buttons surrounding the map window, or hold down <Ctrl> as you press the up, down, left, or right arrow key to rotate the globe up, down, left, or right by set intervals. 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.

Zoom in and out: To move closer to or farther from the earth, click anywhere on the slider bar below the map window. Click on the left or right arrowheads on the slider bar or press <Ctrl-PgDn> or <Ctrl-PgUp> to zoom in or out gradually. You can also click on the slider and hold down the mouse button as you drag the slider to another part of the bar.

Expand the globe: Click on the button below the map window slider bar or press <Alt-Z> to get a full screen view of the map window. All of the map window features described above will continue to work in this mode. Pressing <Esc> or clicking anywhere on the map or on the button below the slider bar will return the screen to its normal display.

Category buttons

Each of the seven buttons above the picture window stands for a different category of dinosaur-related knowledge: Earth, Early Life, Dinosaur Neighbors, Herbivores, Carnivores, Family/Lifestyle, and Paleontology.

Choose a screen by category: Click on any of these category buttons to travel immediately to the next screen in history that relates to that category. To see all the screens in a particular category, keep clicking on that button. To travel backward in history within a certain category, hold down <Shift> and click on a category button.

Control buttons

The buttons below the picture window perform the functions described below.

Take a closer look: 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. This button will appear gray when no close-up images are available.

Go back the way you came: 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>.

Watch and listen: Click on the Audio/Video button to replay a sound or movie associated with the current screen.

Print the text: Click on the Print button to send the contents of the text window to your attached printer. (This will work only if your printer accepts ASCII text.)

See it in 3-D: Click on the 3-D button, when available, and put on your 3-D glasses to see a three-dimensional version of the image in the picture window. This button will appear gray when no 3-D images are available.

Return to the Main menu: When you have finished with the Dinosaur Reference, click on the 3-D Dinosaur Adventure logo to return to the Main menu.

DINOSAUR SAFARI

The object of this game is to answer the questions by indicating the correct prehistoric animal. 3-D Dinosaur Adventure will challenge you to find one of the animals on the screen. Click on your answer. The narrator 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 3-D Dinosaur Adventure logo to return to the Main menu at any time.

3-D DINOSAUR MUSEUM

Put on your 3-D glasses and use your mouse or the arrow keys to navigate through the 3-D Dinosaur Museum. Be sure to explore all four rooms of the museum. To get out of a room, move your mouse backward or press the down arrow key, and you will automatically "back out" the door. When you reach the

3-D movie theater, keep moving into the room until the movie screen fills up your computer screen. Then click your mouse button to start the movie. Press <Esc> or click your mouse button if you want to interrupt the movie before it's over. When you have finished with this activity, click your mouse button to make the pointer reappear and then click on the 3-D Dinosaur Adventure logo to return to the Main menu.

DINOSAUR STORYBOOK

The storybook narration will begin automatically. Words are highlighted as they're read. Click on the red triangle to the left of the text to re-read the text. Click on individual words to re-read them. Click on animals to hear their names. Click on the right-facing stegosaurus at the bottom of the screen to go to the next page. Click on the left-facing stegosaurus to go back a page. When you complete the storybook, you'll be returned to the Main menu automatically, or you can click on the 3-D Dinosaur Adventure logo to return to the Main menu at any time.

DINOSAUR MOVIES

Once you have taken your seat in the theater, you'll be presented with a full-screen menu of movie clips. Click on the clip from the movie you'd like to see. To stop a movie before it is finished, click your mouse button or press <Esc> and you will be returned to the movie menu. For the WaveBlaster choice, with its higher quality music, this feature has been disabled. When you have finished with this activity, click on the 3-D Dinosaur Adventure logo at the bottom of the movie menu to return to the Main menu.

CREATE-A-SAURUS

Click on one of the patterns along the top of the screen to "decorate" the dinosaur pictured in the center. (Remember to click your mouse button whenever you need to make the pointer reappear.) Click on one of the dinosaurs along the bottom of the screen when you're ready to decorate a different dinosaur. Your pointer will disappear after you click on a different dinosaur, and you can move your mouse left and right to rotate the dinosaur and see how it looks on all sides. You may find that the dinosaur has an opinion about what you've done! Click on the talking dinosaur at the left edge of the screen if you want to hear the dinosaur's opinion again. When you have finished with this activity, click on the 3-D Dinosaur Adventure logo to return to the Main menu.

NAME-A-SAURUS

The object of this game is to match the name of each prehistoric animal with its picture. Look at and listen to the name shown at the top of the screen. Click on the picture of that animal. 3-D Dinosaur Adventure will let you know if you are correct. You can click on the name at the top of the screen if you want to hear it again. If you complete the game you'll be returned to the Main menu automatically, or you can click on the 3-D Dinosaur Adventure logo to return to the Main menu at any time.

WHO AM I?

The object of this game is to identify correctly close-up illustrations of different parts of prehistoric animals. In the center of the screen you'll

see a close-up illustration of part of an animal. What animal is it? Click on
one of the small black-and-white illustrations 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 illustration. You have two more sets of pictures to
challenge you after you've identified the first eight pictures! If you
complete the game, you'll be returned to the Main menu automatically, or you
can click on the 3-D Dinosaur Adventure logo to return to the Main menu at any
time.

SAVE THE DINOSAURS

The object of this game is to save as many dinosaurs as possible before the
comet hits. The timer in the lower left corner of the screen shows you how
much time you have to save the dinosaurs. The narrator will tell you which
dinosaur to save. It's up to you to find it! You'll need to know which era
your dinosaur belongs to in order to select the right door: Jurassic,
Cretaceous, or Triassic. Go through the door you think is the right one and
then click on the dinosaur you were sent to save. Click on the Hint button in
the hallway to get general information about playing the game. Look for more
Hint buttons to click on if you need more help along the way. 3-D Dinosaur
Adventure will give you more information if your first guess is not correct.
If you are correct, you'll be returned to the beginning hallway and given a
new assignment.

Traveling hints: You'll find that moving around in this game is different from
the rest of 3-D Dinosaur Adventure. You are free to move anywhere instead of
following a path. Use your mouse to navigate down hallways and around corners
in this game. This takes a little practice. Don't be afraid to push the
mouse hard so you'll go far. Push the mouse diagonally (to the left or right)
to change directions. You might prefer to use the arrow keys at times: Press
the left arrow key to turn left, press the right arrow key to turn right,
press the up arrow key to move forward, and press the down arrow key to move
backward. Once you are moving in the proper direction, press <+> to
accelerate (speed up) and <-> to decelerate (slow down).

STOP

End your session: To exit from 3-D Dinosaur Adventure, click on the Stop
button on the Main menu or press <Alt-F4> or <Alt-X>.

===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 3-D Dinosaur
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!

3-D Dinosaur 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 3-D Dinosaur Adventure, or any
other program, you may want to keep the following suggestions in mind.

1. Let your child take the lead.

  If your child is old enough to read and follow the instructions in this
  manual, let him try to install and start 3-D Dinosaur 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 are good ways to encourage his learning without
  imposing your own agenda.

2. Be a learner yourself.

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

3. Ask appropriate questions.

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

4. Have fun together!

  The fact that you have purchased a Knowledge Adventure product for your
  child and you are taking the time to read this guide says something about
  you as a parent. You recognize the importance of both fun and learning.

Your own enjoyment of the learning process and the fun you have spending
time with your child will enhance your play together more than anything
specific you do or say.

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

This appendix will answer many of your questions about 3-D Dinosaur Adventure
and help you solve problems you may have.

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 send e-mail about technical
questions to support@adventure.com.

ABOUT INSTALLATION

My disk compression program indicates that I have enough disk space, but 3-D
Dinosaur Adventure will not install completely. Why not?

Programs such as Stacker(r) that compress your files on the hard disk may
indicate that you have enough disk space to install 3-D Dinosaur 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 3-D Dinosaur 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 3-D Dinosaur Adventure, then start the Install program from
the beginning.

ABOUT STARTUP

3-D Dinosaur 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. First,
change to the DINO3D directory on your hard drive, then type SETUP and press
<Enter> to run the program. Choose the correct sound device from the list
offered. If the problem persists, see "About sound and sound devices."

If you have correctly installed your sound device, edit the KA.CNF file in the
DINO3D directory on your hard drive so that ExtraMemory is set to None. See
"About program defaults" for more information about the KA.CNF file.

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

ABOUT MICE

I can use the keyboard with 3-D Dinosaur 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\DINO3D and press <Enter> at the DOS prompt from your hard drive. Then type
MOUSE and press <Enter>. Restart 3-D Dinosaur Adventure and try your mouse
again. 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 3-D
Dinosaur 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 3-D Dinosaur Adventure from the DOS prompt, change to the DINO3D
directory, and then type DINO3D and press <Enter>.

If you have a Mouse Systems(r) 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 3-D Dinosaur 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 3-D Dinosaur 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 3-D
Dinosaur 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. To change the address with
the SETUP program, run SETUP.EXE and select the correct sound device from the
list offered. After the program runs the sound and music tests, use the arrow
keys to select Change Sound Settings. You will be prompted to select the I/O
address, the IRQ vector, and the DMA channel that match your sound device.
After selecting the DMA channel, you will be returned to the Sound Test
screen, and may test those settings with the options Play Digitized Sound Test
and Play Music Test. Once you are satisfied that both music and sound are
working, select Save Sound Settings and Exit; your new configuration will be
saved to the KA.CNF file.

If, after selecting new settings, you are still not hearing music during the
music test, and you have checked your sound card's correct address, it's
likely that your sound card and another device (such as a CD-ROM drive or
scanner) may be sharing the same I/O address. Such a conflict may cause
either 3-D Dinosaur Adventure or the SETUP program to halt. Write down the
current configuration of all of the device cards in your computer. Try
changing some of the settings (jumpers or dip switches) to various

configurations until all of your programs work correctly. If you wish, you can pull the peripheral cards out of your computer and test just your sound card with 3-D Dinosaur Adventure. Add cards one by one until you find the problem.

When I try to run 3-D Dinosaur 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 previous question, but also check and correct the IRQ Vector and DMA Channel for your sound device. See SoundDevParams under "About program defaults."

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

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

If the sound is not working, make sure 3-D Dinosaur Adventure is configured correctly for your sound card. To see the program's current configuration, type TYPE KA.CNF from the DINO3D directory on your hard drive and press <Enter>. To edit the configuration file in Windows, click on the 3-D Dino Config icon. To change the configuration, run the SETUP.EXE program described under "About startup." Run the test program supplied with your sound card to make sure it is working. Make sure that your volume control dial is turned up, and that your speakers have power if they are externally powered. If it is still not working, you may need to reconfigure your sound card's jumper board settings to another I/O address, or the software settings for the IRQ vector and DMA channel. If you've changed any of the settings on your sound card since installing 3-D Dinosaur Adventure, you must let the program know these new settings. See MusicDevParams and SoundDevParams under "About program defaults."

I purchased a sound device after installing 3-D Dinosaur Adventure. How do I get the software to recognize my new piece of hardware?

Type setup at the DOS prompt from your C:\DINO3D directory on your CD-ROM drive and press <Enter>. Then type the number corresponding to your sound device and 3-D Dinosaur Adventure will be reconfigured to work with your new hardware.

ABOUT HARDWARE COMPATIBILITY

Can I use 3-D Dinosaur Adventure on an EGA or laptop display?

3-D Dinosaur 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 3-D Dinosaur 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 3-D Dinosaur Adventure after using certain
memory-resident programs. What should I do?

3-D Dinosaur 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 3-D Dinosaur Adventure under these circumstances, please remove
other programs from memory before starting 3-D Dinosaur Adventure.

ABOUT PROGRAM DEFAULTS

Is there a way to change certain defaults in 3-D Dinosaur Adventure?

Yes. You can change the default configurations by using a text editor (e.g.,
the DOS text editor if you are using DOS version 5 or later) to alter the
KA.CNF file in your DINO3D directory on your hard drive, or by clicking on the
3-D Dinosaur Adventure Config icon if you are running 3-D Dinosaur Adventure
under Windows. The case of letters and spacing between words do not matter.

SoundDevice: Type PCSpeaker, None, or the name of the sound device you have
hooked up. This setting can also be easily changed by running the SETUP.EXE
program described under "About startup" and under "About sound and sound
devices."

AutoMovie: Type ON or OFF to make movies in the Reference section play
automatically or only when you click on the Audio/Video button.

Printing: Type DETECT, YES, or NO to indicate whether you want the program to
automatically detect if your printer is hooked up, or to assume that it is on
or off.

PrinterPort: Type LPT1, LPT2, or LPT3 to indicate which printer port your
printer is hooked up to.

MusicVolume: Type a value from 50 to 80; 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.

MouseSensitivity: Type a value from 10 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.

Music: Type ON or OFF to turn the musical accompaniment on or off.

DigitizedSound: Type ON or OFF to turn the digitized sound 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.

MusicType: Type ADL if you have an Adlib-compatible sound device, or RLD if
you have a Roland-compatible sound device like the WaveBlaster General MIDI
daughter board.

CDDRIVE: Indicate the drive letter of your CD-ROM drive.

HDDRIVE: Indicate the drive letter of your hard drive.

CDROOT: Indicate the path of the CD-ROM directory containing your 3-D Dinosaur Adventure files.

HDROOT: Indicate the path of the hard drive directory containing your 3-D Dinosaur Adventure files.

MusicDevParams: 3-D Dinosaur 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 sound card. This setting can also be easily changed by running the SETUP.EXE program described under "About startup" and under "About sound and sound devices."

SoundDevParams: 3-D Dinosaur 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 sound card. This setting can also be easily changed by running the SETUP.EXE program described under "About startup" and under "About sound and sound devices."

ABOUT OTHER TOPICS

How can I print the graphic images?

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To print images, use the VGA Screen Capture Program (VGACAPT.EXE) supplied with 3-D Dinosaur Adventure. 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 CHKDSK and press <Enter>.

Then, to start Dinosaur Adventure 3-D (where your hard drive is C), type:

   C: and press <Enter>
   CD\DINO3D and press <Enter>
   DINO3D -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 that 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. Due to the video modes employed, the Screen Capture Program will not work within the Movie Theatre, the 3-D Dinosaur Museum, the Theme Park, or the Save the Dinosaurs Game.

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(r) 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. This problem can also occur if the BIOS on your video card is not current.

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documentation.

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===INTERNATIONAL
RESOURCES===

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

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

In Australia, contact:

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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
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===LATE-BREAKING
NEWS==

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

MEMORY REQUIREMENTS. 3-D DINOSAUR 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 3-D DINOSAUR 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 3-D DINOSAUR ADVENTURE icon will actually shut
down Windows, run 3-D DINOSAUR ADVENTURE, then re-start Windows on exit from
3-D DINOSUAR ADVENTURE. You may get a message saying, "Application still
active. Quit the application before quitting Windows." Switch to any other
running DOS applications and exit them normally, then click on the 3-D
DINOSAUR ADVENTURE icon again. If you have Windows applications already
running, they will be shut down and you will be asked to save any unsaved
data.

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 function may not be functional in all areas of the program.

LAPTOP/NOTEBOOK COMPUTER DISPLAYS. 3-D DINOSAUR 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 3-D DINOSAUR ADVENTURE will work fine
with your laptop hooked to an external VGA monitor. 3-D DINOSAUR 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 3-D DINOSAUR 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. 3-D DINOSAUR ADVENTURE requires a VGA color
monitor and therefore will not run on these monitors.

MOUSE SUPPORT. 3-D DINOSAUR 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
3-D DINOSAUR Adventure" for more information.

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

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

WINMATE USERS. 3-D DINOSAUR 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
3-D Dinosaur Icon to Winmate after installation is complete.

COMPAQ PROLINEA. During INSTALL, press ENTER if you get a message stating
that you do not have a VGA system. If you receive a similar message while
executing DINO3D, please contact Compaq Technical Support for a patch program
that will correct this problem with some early model Prolineas.

GRAVIS ULTRASOUND. The Gravis Ultrasound requires a large driver to load its
more realistic "wavetable" instruments to the sound card (about 20-25kb more
than other sound cards requiring a total of 580 kb). Consequently, you may
have to free up additional memory in order to perform properly. If you plan
to run 3-D DINOSAUR ADVENTURE from Windows please do NOT run your ULTRAMID or
ULTRASND TSR program before entering Windows. 3-D DINOSAUR ADVENTURE will
load and unload this program itself.

ROLAND SOUND CARDS. Roland sound cards have high quality music but no digital
speech capability. You will not get digitized speech and sound effects
without an additional sound board. If you have a second sound card, you will
have to manually edit the SoundDriver and SoundDevParams section of the KA.CNF

file. An example setup for a Sound Blaster card with a hardware configuration
of base address 220, interrupt 5, and DMA channel 1 would be:

    soundDevParams   : a220 i5 d1
    soundDriver   : D:\DINO3D\drivers\SBDIG.DRV
                (where D: is your CDROM drive)

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

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

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

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

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

PC SPEAKER. The PC Speaker is not supported in 3-D DINOSAUR ADVENTURE CD-ROM.

PC Speaker driver Copyright, 1988-1993 RealSound, Inc.