

WELCOME TO SPACE ADVENTURE USER'S GUIDE!

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

...from
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===ABOUT SPACE
ADVENTURE=====

SPACE ADVENTURE(tm) is a new type of educational software that is a different adventure in learning each time you use it. SPACE ADVENTURE

encourages intellectual discovery as you choose the path of your adventure through time and place, learning about the people, places, and events that highlight the history of man's fascination with outer space.

Experience sights and sounds

Go along with Buzz Aldrin on a space-age tour from the Big Bang to the present, and into the future. You'll read about missions in space, see photographs of planets, and hear the sounds of rockets. The eye-catching images, some with full-motion video, interesting text, and exciting digitized sounds mean SPACE ADVENTURE will entertain every member of your family for hours.

Discover connections

Because there are so many choices within SPACE ADVENTURE, you'll take a different journey every time you play, and always learn something new. The "connections" that SPACE ADVENTURE allows you to make between items and events in the history of space exploration will inspire your imagination and increase your understanding of our world.

Look up facts

SPACE ADVENTURE also acts as an "instant" reference tool that allows you to look up any word, name, place, or event mentioned in the text and travel to any or all of the relevant screens to learn more about it. Interested in weightlessness? What about the search for extraterrestrial intelligence? Has there ever been a spider in space? It's in there!

For ages 5 to 105

SPACE ADVENTURE can be approached on many different levels; it is truly for all ages. Everyone gets something different out of it. Even those who cannot read can enjoy "traveling" from one scene to another by selecting a date from the timeline or a place on the map, or by activating the hidden "travel buttons" that are part of each picture. Full-motion video screens and note balloons make the visual display even more absorbing. It is impossible to outgrow SPACE ADVENTURE. Parents and children can enjoy the experience together again and again.

===MEET THE FAMILY=====

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

About the developer

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

What are Interactive Books?

Knowledge Adventure Interactive Books such as SPACE ADVENTURE encourage

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

The growing family

In addition to SPACE ADVENTURE, Interactive Books available to date include the original Knowledge Adventure; Isaac Asimov's Science Adventure(tm); Dinosaur Adventure(tm); Kid's Zoo -- A Baby Animal Adventure(tm); Undersea Adventure(tm); America Adventure(tm); Bug Adventure(tm); 3-D Dinosaur Adventure(tm); 3-D Body Adventure(tm); and Science Adventure II(tm). The first Interactive Movie, Speed(tm): The Ultimate Interactive Movie Experience, is now available, and a second Interactive Movie, The Discoverers(tm), is coming soon. Send in your registration card to be sure you're kept informed of new titles, including disk-based, and Macintosh versions, of these exciting products.

Talk to us!

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

===GETTING
STARTED=====

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

What do I need?

To run SPACE ADVENTURE you will need the following:

- An IBM(r) or compatible computer.
- A color VGA or SVGA monitor.
- A CD-ROM drive that supports ISO 9660.
- A hard disk with at least 2.25 megabytes of available disk space.
- Approximately 520 kilobytes of available RAM.
- A mouse is recommended; however, the software can be run using the keyboard alone.
- A sound device is required so that you can hear high-quality digitized sounds. Supported sound cards include:

Sound Blaster or compatible, Sound Blaster Pro, Sound Blaster 16, Pro Audio Spectrum 8, Pro Audio 16, ATI Stereo FX, Adlib Gold, ThunderBoard, DigiSpeech 301 or portable, Aria, Roland SCC-1, and Gravis Ultrasound.

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

- The original SPACE ADVENTURE CD-ROM.

How do I install the program?

Follow these steps to install SPACE ADVENTURE on your system:

Insert the SPACE ADVENTURE compact disk into your CD-ROM drive and log onto that drive. For example, if your CD-ROM drive is F: type:

F: and press <Enter>

Type:

INSTALL and press <Enter>

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

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

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

Running under Windows

If you answered YES to the question about running under Microsoft Windows when you installed SPACE ADVENTURE, a new program group called Knowledge Adventure has been created for your system. It contains Space Adventure, Read Me and SPACE ADVENTURE Config, icons. Double-click on the SPACE ADVENTURE icon to start the program. Double-click on the Read Me icon to see the latest information about SPACE ADVENTURE. Double-click on the SPACE ADVENTURE Config icon to edit the configuration file. See About program defaults for more information about the SPACE ADVENTURE configuration.

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

```
DMABUFFERSIZE=150
```

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

How do I begin?

To start SPACE ADVENTURE, follow these steps:

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

```
C: and press <Enter>  
CD\SPACE and press <Enter>
```

Then, to start the program, type:

```
SPACE and press <Enter>
```

NOTE: If you have difficulty starting SPACE ADVENTURE, please see "APPENDIX B: QUESTIONS AND ANSWERS" below.

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===USING SPACE  
ADVENTURE=====
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This section explains the purpose of each part of the SPACE ADVENTURE screen, and summarizes the various ways of traveling through Space Adventure.

Ready for takeoff?

There is no "right" way to play with SPACE 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!

If you have not yet installed and started SPACE ADVENTURE, see "How do I install the program?" for instructions. Also see "APPENDIX B: QUESTIONS AND ANSWERS."

NOTE (for keyboard users): If you do not have a mouse, use the arrow keys on your keyboard to move the pointer around on the screen and press <Enter> in place of clicking the mouse button. You can also press <Tab> to move the pointer to each button on the screen in turn; press <Shift-Tab> to cycle backward through the buttons. If the picture window contains a dialog box, pressing <Tab> or <Shift-Tab> will move the pointer only to those buttons in the dialog box.

NOTE (for mouse users): Always use the left mouse button to click on items on the SPACE ADVENTURE screen.

Does this picture do anything?

The main part of the SPACE ADVENTURE screen is the picture window. The text in the window to its left goes along with the picture.

Move the pointer: As you move the pointer across the picture window, you may see a note balloon appear that gives additional information about the object you are pointing to. Stop moving the pointer in order to read the note. The balloon will disappear when you move the pointer away from that

spot.

Click on a picture: When a particular item in the picture window interests you, click on it to see whether there is a travel button in that spot. If you clicked on a travel button, the screen will change as you travel to a time and place that is related in some way to the object you clicked on. If there is no travel button in the spot you selected, nothing will happen. Try clicking on a different area of the picture. Note balloons are sometimes, but not always, on top of travel buttons.

How does the text window work?

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

NOTE (for keyboard users): Press <PgUp> or <PgDn> to scroll the text window up or down one page.

Search the index: When you are especially interested in a particular word in the text window, click on that word. The text window will change to display an index of words used in SPACE ADVENTURE, and the screens in which they appear, with the word you chose (or a similar word) at the top of the text window. You can move forward and backward in the index and click on the name of the screen you want to travel to. See "Look up a topic" under "What about these other buttons?" below for hints on getting around in the index quickly.

NOTE: While you are viewing the index, you can click on the Retrace button (see "What about these other buttons?" for more information) or press <Esc> at any time to restore the text window to its normal display.

What does the timeline do?

The timeline below the picture window changes to reflect the date of the screen you are viewing every time you travel to a new time period.

Travel through time: When you want to travel to a specific time in history, click anywhere on the timeline below the picture. The screen will change as you travel to the event that is nearest in time to the spot you selected. If you want to move just one screen forward or backward in time, click once on the right or left arrowheads at either end of the timeline. You can also pick up the slider by holding down the mouse button and dragging it to any other time in history.

NOTE: for keyboard users: Press <+> or <-> to move forward or backward one screen on the timeline.

How do I use the map window?

The map window above the text window changes to reflect the location of the screen you are viewing every time you travel to a new place on the earth.

Pick a destination: When you want to travel to a specific area on the

earth or in the galaxy, click anywhere in the map window. The screen will change as you travel to the place that is nearest geographically to the spot you selected.

Zoom in and out: When you want to move closer to or farther from the earth, click anywhere on the slider bar below the map window or on the right or left arrowheads at either end of the bar. The scale of the map window will appear in the box above the slider bar: from 100 miles across to 100,000 light years across. You can also pick up the slider by holding down the mouse button and dragging it to any other position on the bar.

NOTE: for keyboard users: Press <Ctrl-PgDn> to move down closer to the earth. Press <Ctrl-PgUp> to move up away from the earth.

Spin the earth: When the earth is pictured by itself in the map window you can rotate it to get to a place on the opposite side by clicking on one of the arrow buttons below the window.

Fly around the world: You can also rotate the globe by placing the pointer at any spot on the globe except the very center, then pressing and holding down the mouse button. A colored line will appear with a cross at the spot you clicked on and the globe will begin rotating. To increase the rotation rate, increase the length of the line (up to the edge of the earth). To decrease the rotation rate, shorten the line. When you have located the place you want to travel to, release the mouse button and then click on that spot.

NOTE (for keyboard users): 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.

Blow up the earth: Click on the button below the map window slider bar 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.

NOTE (for keyboard users): Press <Alt-Z> to zoom the globe to full screen; press <Esc> to return the screen to its normal display.

What does this button do?

The seven buttons at the top of the screen above the picture window are known as "category buttons." Each stands for a different category of space-related knowledge: Rockets, Human Exploration, Robotic Exploration, Science, Solar System, Universe, and SETI (Search for Extraterrestrial Intelligence) & Science Fiction. The name of the category appears when you move the pointer over the button. A red border around a button indicates the category of the current screen. If none of the buttons have a red border, that means the screen you are looking at belongs to the "miscellaneous" category. There are two ways to use the category buttons:

Quick pick: Click on any category button to travel immediately to the next screen in history that relates to that category. For example, if the timeline is at the year 1900 and you click on the Rockets category button, you will travel to the first screen about rockets that is dated later than

1900.

Sticky click: Hold down <Shift> and click the mouse button while the pointer is on a category button to make that category "stick." A yellow border will appear around any category button you have locked in this way. To unlock a category, hold down <Shift> and click again. Whenever any category buttons have a yellow border around them, your travels via the timeline and map window will be limited to screens within those categories. Even when you have selected one or more categories by this method, you can still travel to a screen in a different category using the "quick pick" method above.

NOTE: for keyboard users: Press <Ctrl-Enter> while the pointer is on a category button to lock or unlock that category.

NOTE: If all categories are locked, miscellaneous screens are excluded from your travels; all categories unlocked means you can travel to screens in all categories, including miscellaneous ones.

What about these other buttons?

The second row of seven buttons above the picture window perform the functions described below. If any of these buttons appears gray, it means the function is not currently available (for example, no printer attached, no close-up view available, etc.).

Get help: If you need help using SPACE ADVENTURE, click on the Help button.

Go back the way you came: When you want to go back to the time and place you visited last, click on the Retrace button. 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.

NOTE: for keyboard users: Press <Backspace> to travel back to previous screens you visited. Press <Ctrl-Backspace> to move forward again in your "travel history."

Play the quiz game: Click on the Game button to start the SPACE ADVENTURE Challenge game. See "Games to Play," for more information.

Take a closer look: Click on the Zoom button to expand the picture window to fill the screen with a close-up view of the current image, if one is available. Press any key to return the screen to normal.

Study the simulation: Click on the Simulation button to see a simulation, when available, of the concept discussed in the text window. When a simulation is available, the Simulation button replaces the Zoom button (see above).

Hear the sounds: Click on the Audio button to play the sounds, if any, associated with the current screen. When sound is available, the Audio button replaces the Video button (see below). Click again on the Audio button, or press <Esc>, if you want to stop the sound.

Watch the movie: Click on the Video button to start the full-motion video, when available. When a video is available, the Video button replaces the Audio button (see above).

Print the text: Click on the Print button to send the entire current text to the printer. SPACE ADVENTURE works with any printer that can accept ASCII text directly from the computer port.

NOTE: for keyboard users: Press <Ctrl-PrtScr> to print the contents of the text window.

The Library button lets you access the index of words used in Space Adventure, or end the program.

Look up a topic: Click on the Library button and then click on any drawer of the card catalog in the library picture. The text window will change to display an index of words used in SPACE ADVENTURE (in all capital letters), and the screens in which they appear (indented beneath each index word), with the first word that begins with the letter you chose at the top of the text window. You can move forward and backward in the index and click on the name of the screen you want to travel to.

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. For example, if the word at the top of the text window is "abacus," click on the double down arrow button to scroll the window so that the first word in the index that begins with "ac" is at the top of the window. Similarly, you can scroll backward in the index to get to the first previous word that has a different second letter by clicking on the double up arrow button. If you decide not to travel to a new screen by clicking on a screen title in the index, click on the Retrace button or press <Esc> to return the text window to its previous display.

NOTE: for keyboard users: To get to a specific word in the index as quickly as possible, just start typing the word and the cursor will move to the first occurrence of the letters you type.

End your session: Click on the Library button and then click on the EXIT sign in the library picture when you want to end your SPACE ADVENTURE session.

NOTE: for keyboard users: Press <Alt-X> to exit from SPACE ADVENTURE. You can also press <Alt-F4 >to exit immediately without having to confirm your decision.

How many ways can I travel?

These are all of the ways to travel through SPACE ADVENTURE.

To travel to:	Click:
A new place	Anywhere in the map window.
A different time	Anywhere on the timeline.

A screen that is related in some way to the current screen Anywhere in the picture window.

Where you were before On the Retrace button.

The next screen in history within a specific category On one of the category buttons.

A screen about a specific topic On the Library button and select an index drawer, then click on the name of the screen you want; or, just start typing the word you are interested in.

Happy Traveling!

===GAMES TO

PLAY=====

Ready for even more fun with Space Adventure? Try these games on your own or with friends.

SPACE ADVENTURE CHALLENGE

When you want to test your knowledge and speed, try a Space Adventure Challenge question:

1. Click on the Game button.
2. Select the level of difficulty for the question you will receive.
3. After reading the question, try to travel to the screen that answers it using as few mouse clicks as possible.
4. If you think you know the answer, just start typing it and Space Adventure will take you to that word in the index. Then click on the name of the screen that answers the question.

If you need a hint, go back to the Challenge screen again by clicking on the Game button. Space Adventure will keep track of your score; each click will cost you points. When you reach the correct screen, you'll hear the victory tone!

To stop playing Space Adventure Challenge at any time before you have reached the correct screen, click on the Game button, then on the Cancel button on the Challenge screen.

Keep score: Try to reach the correct screen with the lowest possible score. The more clicks it takes the more points you'll have. Write down your score after you reach the correct screen and try to beat that score next time.

Beat the clock: Try playing Space Adventure Challenge against the clock. Start a stop watch at the same time that you start the game. Stop the watch when you reach the correct screen. Write down how long it took you to reach

the screen and try to do it even faster next time.

FOR ONE PLAYER

Identify the picture: Tape a dark piece of paper or cardboard over the text window and try to recognize what the slide is about from the picture alone. You may want to select a single category to test your knowledge.

Figure out the connection: Click on parts of the picture in the picture window and then tell why Space Adventure takes you to the place it does. For example, when you click on the surface of the moon, you may travel to Phobos, which orbits Mars, because it is also a moon.

FOR TWO PLAYERS, ONE COMPUTER

Alien explorations: Imagine you are an alien whose mission it is to land your spaceship on the earth and then report to your superior back home about what you find there. Click in the map window and read the information in the text window. Then describe your findings to the other player.

Remember: you don't know anything about Earth except what you can learn from looking at the picture window and reading the text window. What are the people like? Are they intelligent? What do they do? How much do they know about space? Take turns. See how different your descriptions are depending on where you landed.

Find that screen: Challenge your opponent to find a certain picture while you time her. For example: "Can you find the picture of Jupiter and its moons?" Then it's her turn to name a picture for you to find. The one who finds the picture fastest wins.

Time machine: Take turns pretending you are traveling in a time machine. Click anywhere on the timeline and imagine you have really traveled back in time as you read the screen. Explain to the other player why you would or would not want to live during that time.

FOR MULTIPLE PLAYERS, WITH THEIR OWN COMPUTERS

Quiz race . Play Space Adventure Challenge against one or more players at other computers. Make sure you are all at the same screen when you start. Take turns selecting a Challenge question and reading it out loud.

Follow the leader: Divide the players into teams of two per computer. Have someone who is not playing write down the name of a picture and show it to one player on each team. That player then describes to his partner how to get to the picture using only these words: "up," "down," "right," "left," "click." Race against other teams or against the clock.

===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 SPACE 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!

SPACE 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, children respond to the positive learning experience of one-on-one time with you.

Enhancing your child's play

When you sit down with your child to play with SPACE 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 document, let him try to install and start SPACE ADVENTURE himself. If you set up the software for him, let him take over as soon as it is ready to play with. Simply observing and making interested comments about what your child is doing is a good way to encourage his learning without imposing your own agenda. For example, say, You're clicking on different parts of the screen to see what happens.

2. Be a learner yourself.

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

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 SPACE 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 APPENDIX B: QUESTIONS AND ANSWERS, among other things, on the Knowledge Adventure Bulletin Board System. The BBS is available to you 24 hours a day at (818) 248-0166 (N, 8, 1) 1200 to 14,400 baud.

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

ABOUT INSTALLATION

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

Programs such as Stacker that compress your files on the hard disk may indicate that you have enough disk space to install SPACE 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 SPACE 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 SPACE ADVENTURE, then start the Install program from the beginning.

ABOUT STARTUP

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

You may have incorrect sound and music drivers installed. Use the SETUP.EXE program supplied with the software to change this configuration. In the directory on your hard drive that you installed Space, type SETUP and press <Enter> to run the program. Choose the correct sound device from the list offered. If the problem persists, see "ABOUT SOUND AND SOUND

DEVICES."

If you have correctly installed your sound device, run SETUP, select the "Change Sound Settings" menu item, and set ExtraMemory to None. See About program defaults for more information about the KA.CNF file.

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

ABOUT MICE

I can use the keyboard with SPACE 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\space and press <Enter> at the DOS prompt from your CD-ROM drive. Then type mouse and press <Enter>. If this solves the problem, you can modify the mouse commands in your AUTOEXEC.BAT or CONFIG.SYS file to use the mouse driver supplied with SPACE 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 SPACE ADVENTURE from the DOS prompt type SPACE 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 SPACE 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 SPACE 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 SPACE ADVENTURE to find your card, you must specify the correct I/O address in the KA.CNF file. See MusicDevParams under About program defaults for more information about changing the KA.CNF file.

If the problem still persists after you have checked your sound card's correct address and changed the MusicDevParams default, it's likely that your sound card and another device (such as a CD-ROM drive or scanner) may be sharing the same I/O address. Write down the current configuration of all of the device cards in your computer. Try changing some of the settings (jumpers or dip switches) to various configurations until all of your programs work correctly. If you wish, you can pull the peripheral

cards out of your computer and test just your sound card with Space Adventure. Add cards one by one until you find the problem.

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

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

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

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

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

ABOUT HARDWARE COMPATIBILITY

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

SPACE 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 SPACE 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 SPACE ADVENTURE after using certain memory-resident programs. What should I do?

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

ABOUT PROGRAM DEFAULTS

Is there a way to change certain defaults in SPACE 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 SPACE directory on your hard drive, or by clicking on the Space Adventure Config icon if you are running Space Adventure under Windows. The case of letters and spacing between words do not matter.

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

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

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

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

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 or NONE to indicate whether you want the program to use extra memory or not.

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 Body Adventure files.

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

MusicDevParams: 3-D Body 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 the I/O address for your MIDI audio device (e.g., A240). See the documentation that came with your audio device. 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 Body Adventure will look for your sound card at the address set in the factory. You need not change these default parameters unless you have changed the factory settings (switches, jumpers) on your sound card. Type an I/O Address, IRQ Vector, and DMA Channel for your digitized sound audio device (e.g., A220 I7 D3). See the documentation that came with your audio device. This setting can also be easily changed by running the SETUP.EXE program described under "About startup" and under "About sound and sound devices."

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

SoundDriver: These option is set automatically by the SETUP program and states the path to the sound device driver used by your sound device.

MusicDriver: These option is set automatically by the SETUP program and states the path to the music device driver used by your sound device.

AutoSound: Tells Space Adventure whether or not to play a sounds automatically every time you arrive on a screen that has a sound associated with it. Choices or ON of OFF . You may stop a sound by pressing ESC or clicking on the ear icon while a sound is playing.

PlayTune: Tells Space Adventure whether or not to play a start-up tune every time you run the program. Choices are YES or NO.

ShadowCD: If you installed Space Adventure on to a compressed drive, this setting should be OFF. If you are not using a compressed drive setting this option to ON will increase performance.

SETUP - ADVANCED USER OPTIONS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

ABOUT OTHER TOPICS

How can I print the graphic images?

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

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

Type:

C: and press <Enter>
CD \SPACE and press <Enter>
SPACE -V and press <Enter>

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

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

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

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===INTERNATIONAL RESOURCES=====

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

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

In Australia, contact:

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

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

MEMORY REQUIREMENTS. SPACE 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 SPACE 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 SPACE ADVENTURE icon will actually shut down Windows, run SPACE ADVENTURE, then re-start Windows on exit from SPACE 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 SPACE 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. SPACE 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 SPACE ADVENTURE will work fine with your laptop hooked to an external VGA monitor. SPACE 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 SPACE 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. SPACE ADVENTURE requires a VGA color monitor and therefore will not run on these monitors.

MOUSE SUPPORT. SPACE 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 Space Adventure" for more information.

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

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

WINMATE USERS. SPACE 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

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

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 SPACE ADVENTURE CD-ROM.

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