

Welcome to Gus and the CyberBuds Big Time Fun Disc!

Thank you for buying a Modern Media Ventures product.

Be sure to visit Gus and the CyberBuds on the Net at:
<http://www.gustown.com>

Please read all of this file as it contains important information about using Gus and the CyberBuds Big Time Fun Disc!

STARTING UP THE BIGTIME FUN DISC:

If your machine is configured with "autostart", The Big Time Fun Disc will boot automatically.

Windows 3.x

(To begin playing, double click on FUNDISC.EXE, which is located on the CD-ROM.)

1. Insert the Gus and the CyberBuds Big Time Fun Disc CD-ROM disk.
2. In the Windows Program Manager, select the "File", "Run" and then following the line labeled "Command", type d:\fundisc.exe ("d" equals the letter of your CD-ROM drive.)

Windows 95:

1. In the desktop area, click on "My Computer."
2. In the "My Computer" window, click on the icon displaying your CD-ROM drive letter.
3. A window displaying the contents of the CD-ROM drive will appear.
4. Double click on the icon that reads "FUNDISC.EXE"

Installing:

You may choose to use the installation set up on this CD. The installer will update your machine with the latest version of QuickTime and will create an Icon for the Big Time Fun Disc in a Gus Games Program Group. This may make it easier to start up the game in the future, but it is not necessary to play in Big Time Fun.

To Install:

Locate Install.exe on the CD-ROM and launch it. The installer will lead you through the rest of the process.

1. Minimum Hardware Requirements:

- _ A personal computer with an 80486DX or faster CPU._
- _ A CPU speed of 33 MHz or higher._
- _ 8 megabytes of conventional and extended memory._
- _ A CD-ROM drive supported by Microsoft Windows (access time less than 350ms, and sustained transfer rate of at least 300K per second)_
- _ A hard disk with at least 2 megabytes free for the basic QuickTime for Windows software._
- _ Mouse (or other pointing device) supported by Microsoft Windows._
- _ A ".WAV" compatible sound card supported by Microsoft Windows._

To Play:

Hello, and Welcome to the Big Time Fun Disk! To paint your own masterpiece using lots of colors and fun stamps, click on the button that shows Gus holding the paint brushes and color palette. To Print pages from the CyberBuds Coloring Book and listen to some CyberTunes, click on the button that shows Gus holding the Crayons.

Gus Help Painting:

Hey Buds! Are you ready to create a Masterpiece?

Great, let's get started. Just choose among the different tools on the bottom of the screen.

To paint, roll over a brush and see the different brush sizes you can use. Once you click down on

a brush, your cursor will turn into that brush point. To choose a color, click down and hold your mouse over the paint pallet that comes up onto the screen. You will see a box with lots of colors. With your mouse still down, drag it over to a color you'd like and let go. Now you're ready to paint. To add stamps, a new background, letters and number and Bud stamps, just click on them and you'll see them appear in the scroll bar to the right. Don't forget to use the arrows to move up and down to see all your choices. To erase a stamp, background or color, click on the eraser tool. To change the direction your stamp is facing, click on our friend, Rhoe Tater. Now click on an arrow Rhoe Tater is holding, to turn them left, right or upside down. To save your masterpiece, click on the Save button. To see a masterpiece you have saved, click on the Open button. To Print your picture, click on the button with the printer on it. To create a New Masterpiece, click on the New Button.

Gus Help Coloring:

Hey Buds! Get your crayons, colored pencils or markers and printer ready. We're going to color the old fashioned way. There are 10 pictures you can color; just click on one of them. Now click on the Print button. Your picture will be out in no time. If you need to stop the printing, just click on the Stop button in the middle of the screen. If you'd like to see the picture you have chosen colored and hear some CyberTunes, just click on the musical notes. There is a different song for each picture. To change the volume of the music, use the slider bar at the bottom of the screen. Sliding the bar to the left, will lower the music. Sliding the bar to the right will make it louder. To stop the music, click on the stop button in the middle of the screen

Save Function:

To Save your masterpiece, first choose a name; like Gus, or flowers or burger. After you decide what the name is, type it here.....on the line. You'll see your cursor blinking and that tells you to start typing. When you have named your masterpiece, hit the button that says O.K. and your Masterpiece will be saved. If you change your mind about saving this picture, just click on the cancel button.

OPEN Function:

To open your saved masterpiece, just look for the name of the picture you want to open, and click on it. Now click on the OK button and your picture will appear on the screen. If you don't see the name of your picture, use the arrows to the right to move your list up and down. If you change your mind about opening a picture, just click on the cancel button.

OTHER MODERN MEDIA VENTURES PRODUCTS INCLUDE:

GUS GOES TO CYBERTOWN

Gus Goes to CyberTown is an interactive multimedia CD-ROM learning adventure for the entire family, with engaging learning activities for those 3-7 years old. The title features the introduction of Gus, the hippest dog children will ever love and the elusive CyberBuds, intriguing characters that are friendly, resourceful and smart. The program advances the state-of-the-art in multimedia programming through its attractive graphics and animation, full motion video, digital photos, original soundtrack of children's songs, entertaining learning activities and more. (English, French and German)

GUS GOES TO CYBEROPOLIS

Gus Goes to Cyberopolis is the second release in Modern Media Ventures Gus and the CyberBuds Learning Adventure Series. In this product (recommended for ages 3 and up), users are encouraged to explore the interactive environment of Cyberopolis with Gus, the program's four-legged guide, in search of the CyberBuds, hidden characters that supply facts when users discover them throughout the program. Nine early learning activities can be accessed within the program's six different environments. These activities concentrate on the following skills:

vocabulary and language development, letter writing, dictionary usage, animal and continent association, memory development, scientific experimentation and observation, object matching, and pre-math. This product includes over 100 randomly animated hot spots, playful sound effects, QuickTime video, songs by folk singer David Maloney and much more.

GUS GOES TO THE KOOKY CARNIVAL

Gus Goes to the Kooky Carnival is the third in the Modern Media Ventures' Gus and the CyberBuds Learning Adventure Series. In this latest Learning Adventure children 3 years and older travel with Gus to the Kooky Carnival once again in search of the elusive CyberBuds. The newest CyberBud, Rae, is back after her debut performance in Cyberopolis; captivating children by revealing the wonderful worlds of her imagination. In addition, users are encouraged to explore five engaging environments including the Prop Trailer, Animal Lounge, Side Show, Midway, and Ride Area. Six multi-level learning activities can be accessed from within the various locations which develop the following: essential pre-reading skills; sound, letter, and object recognition, early geography, picture identification and matching, early math and problem solving, creativity, and musical sounds. Exciting new 3D effects plus over 100 randomly animated hot spots, playful sound effects and original songs by David Maloney ensure hours of fun and learning.

GUS GOES TO CYBERSTONE PARK

Travel with Gus to CyberStone Park, a colorful wilderness chock full of fun places to explore. In CyberStone Park children will meet Ranger Jackie and Ranger Rick. They will offer information and tips on how to safely enjoy time in the wilderness and award young users with CyberRanger Badges as they learn tips about the great outdoors. Cyberstone Park features 13 environments. These include the Trees, Mountains, Tents, Lake, and River. Plus, if you know the secret password, you can visit the CyberBud TreeHouse. Once inside these environments, there are six additional places to explore. The A-Maze-ing Fantastic Maze Game, The Connect the Stars Math Game, Fishing For Rhymes, Sorting by Habitats, Campfire Stories, and Rush the Rapids Spelling Activity. In these areas kids can develop the following: essential pre-reading skills; sound, letter, and object recognition, rhyming, picture identification and matching, early math and problem solving, categorization, navigation and eye hand coordination. In addition, as users navigate through the different environments, they are developing their curiosity and problem solving skills.

GUS AND THE CYBERBUDS BIG TIME FUN DISC

Stand by for some BIG TIME FUN with Gus and the CyberBuds Big Time Fun Disc! Creativity is king with two Modules dedicated to your child's artistic side. With the Big Time Paint module you create your own masterpiece using brushes, backgrounds, stamps and a rainbow of colors. With Coloring Book Print Fun choose a picture, print it out and color it while listening to your choice of CyberTunes! This disc is so big and fun, it also includes full versions of ten Cyber-Tunes which you can play on any audio CD player.

GUS GOES TO THE MUSEUM (Coming Soon)

Come along with Gus and explore the exquisite exhibits of this magnificent museum as you search for those elusive CyberBuds. Here you will visit a prehistoric cave, an Egyptian tomb, a Greek and Roman coliseum, and a modern art gallery. In addition, there are five multi-level learning activities for kids age 3-8 which help develop essential early learning skills.

GUS CHRONICLES (VOLUME 1) "The Beginning of the Beginning" (Coming Soon)

Who is Gus? Who are the CyberBuds? Where do they come from and what makes them so special? Join Gus as he uncovers the magic and wonder of his friend the CyberBuds in "The Gus Chronicles, The Beginning of the Beginning", Volume 1. Come along and watch the heroic stories of four remarkable young CyberBuds who triumphed over one of the greatest threats the world has ever known. Through individual courage, hard work, and supreme belief in each other, they form an indestructible team power. Don't miss this exciting CD-Rom coming soon that will let you in on the secrets of being a Cyberbud.

ADDITIONAL INFORMATION:

If you have more questions regarding this product, you may contact us at:

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Remember to check out GusTown on the World Wide Web!

<http://www.gustown.com>

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