

Babe Interactive Moviebook Demo

This demo contains functional, but limited, versions of the activities and storybook in the Babe Interactive Moviebook.

FIRST THINGS FIRST!

After installing, you'll see a "Video for Windows Installer" icon in your SSI Moviebooks program group. Although this is the most current version of Video for Windows as of this shipping, you may already have Video for Windows on your system. If so, you don't have to install it. If you don't have Video for Windows, then run the installer before running the book. Video for Windows is necessary to see the movie clips.

If you are currently using Win'95, you will not need to install Video for Windows.

STARTING THE INTERACTIVE MOVIEBOOK

1. Double-click the MovieBook icon in your SSI MovieBooks program group to start the story.
2. To proceed past the title and credit pages, just click on them.
3. Click the book cover. After the mouse animation reveals the farmyard background, click on the screen to proceed to the barn door.
4. To exit the barn, you can always exit the door you came in. Just turn (by clicking left or right) until you see the door, then click it. If you are in the book, click at the bottom of the page to return to the barn interior.
To do a fast exit at any time, press ALT-F4. (Hold the Alt key and the F4 key simultaneously.)
5. Click the "?" button for helpful hints.

NOTE: Some activities allow printing of various items in the commercial version of this product. All print functions are disabled in this demo.

THE BARN AND BARNYARD ACTIVITIES

This is where many fun activities take place. To go forward at any point, click the middle of the screen, or if you are facing a wall with activities, click on the activity. To turn left or right, click on the sides of the screen.

You can navigate all four walls of the barn in this fashion, as well as go out to the barnyard or climb the loft ladder in this fashion.

1. CURIO CABINET

Answer the questions in the question box by clicking on the correct item in the curio cabinet. Click the question mark for an answer if you get stuck.

2. KOOKY KOOP

It's a crazy game of concentration. Click a chicken to see the egg underneath. Then click on another. If the two eggs are the same color, then the eggs and the chickens will disappear. If the selected eggs don't match, then the chickens return to roost and you'll have to try another pairing. The object is to clear all chickens and eggs out of the roost.

3. BARNYARD SCENE

In this activity, you can create your own barnyard scene with your favorite Babe characters. Just click the animals and drag them to wherever you like. If you have a printer, you can choose options to print your scene, or print out pages of cutouts.

4. SILLY SKINS

This activity allows you to see your favorite barnyard character with the "silly skin" of your choice. Click the animal you want, then select a skin by clicking it. Click the bottom center of the page to exit back to the clubhouse.

5. CREATE A CARD

Find the missing item and drag it to the correct place to complete your special card. If you have a printer, you can print it out for family and friends!

6. HIDDEN PICTURES

The object of this activity is to click on the items hidden in the picture. A collection of objects in the "clue box" on the left will show you what to look for, but it's not always easy! If you need help, click the object in the clue box.

After finding the pictures, you can click the lower right hand corner to turn to the next Hidden Pictures page.

7. DANGER MAZE

This activity features Babe and Ferdinand. Lead them through the maze by clicking the mouse in front of them. If you want them to move backwards, click behind them. They'll follow you as long as you click nearby and within the maze.

THE BOOK CABINET

As you enter the Babe barn, you'll be facing a cabinet wall. If you click on it once, you'll move closer. Clicking the open door-way will take you out into the barnyard, where the Danger Maze, Kooky Koop, and Create-a-Card activities are. Click on the book cover to enter the MovieBook, where the story takes place. The open book pages are where the text and animations for the story will be displayed. On the right side of the screen, on the cabinet shelf you'll see snapshots, movies, and word puzzles. The Moviebook works in two modes:

AUTO-READ MODE:

To go into "auto-read" mode from within the book, click the group of boxes spelling READ. This activates the narration, highlighting the story text as the story is read aloud. Various sound effects, animations, and movies will be triggered automatically. Unless the user clicks the STOP blocks, the narrator will read until the book ends.

INTERACTIVE MODE:

"Turn" the pages by moving the cursor over the bottom left or right corner of the page. The pages will curl up and the cursor will change its appearance to indicate it is over an active "hot-spot." Click to turn the page. Click on the various graphic icons in the text to trigger sounds, animation, and movies as you read the story. The cursor appearance will change any time it is over an interactive multimedia event. You can also use the left and right arrows on the keyboard to turn pages forward and backward instead of using the mouse. Each page will have a different puzzle. These include word scrambles, in which you arrange the letters to spell a word, and puzzles to identify a word in a group of words that doesn't belong.

CHAPTER QUIZZES AND PUZZLES

At the end of each chapter is a fun, graphic-based quiz. It is accessible only when the reader is in interactive mode. (without "Read" enabled). Typically the reader will be asked to answer a quiz question related to material presented in the chapter. When the reader clicks on the correct object, the PUZZLE board will be revealed.

On the puzzle board will be an incomplete scene from the movie. Each chapter quiz provides one piece to place in the puzzle. To fit the puzzle piece, position the cursor over it, click and hold the mouse button, and move it into place. If the location is correct, the piece will snap into place.

When all the chapter quiz questions have been answered and the puzzle completed, the reader can print the puzzle picture, if a printer is connected to the computer.

VIDEO RESOLUTION

The recommended display resolution for the MovieBooks is 640 X 480, 256 colors. You can run MovieBooks in higher resolutions, but they will look proportionately smaller, and may run slower in higher color resolutions.

VIDEO FOR WINDOWS

The movies featured in this storybook use Microsoft's Video for Windows for playback. These movies were captured and processed using state-of-the-art technology to achieve the highest visual clarity and smoothest motion. Playback performance will be scaled to the abilities of your video card. If you encounter any problems, please make sure you have updated Windows video drivers in your system. Don't install Video for Windows if you are running Windows 95.

TECHNICAL SUPPORT

If you cannot get the MovieBook to run properly, contact us for technical support: (805) 494-9996. Our support line is open Monday - Friday, 9AM - 6PM Pacific Time.

QUICK TIPS:

Make sure you have the CD installed before running the Moviebook.

Try to have the latest, up-to-date Windows sound card and video drivers.

If you're running on 4 megabytes of RAM, performance will be slow. Upgrade to 8 MB for greatly improved Windows performance.

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