

Disney's
ANIMATED STORYBOOK
A Story Waiting For You To Make It Happen

Program Handbook

Disney's **101**
DALMATIANS



Disney's ANIMATED STORYBOOK

A Story Waiting For You To Make It Happen



Welcome to a classic story of adventure, heroic rescue and puppy love. Based on the classic Disney movie, Disney's Animated StoryBook, 101 Dalmatians CD-ROM will warm hearts while sharpening learning skills. You make the action happen, bringing to life unique animations with every click of the mouse. Surprises are hidden everywhere. Click an object again and again and see something new!

A variety of interactive learning activities, including four games with multiple skill levels, are integrated into the story, helping your child develop essential skills, such as reading, vocabulary, problem-solving, logical thinking and more. Six fun sing-along songs also help involve children in the story's plot. A thesaurus allows you to substitute synonyms right into the story text and a dictionary defines key words with easy-to-remember poems. There are so many ways for children to learn and grow while they read, explore, and play along.

If you are using a Disney's Animated StoryBook CD-ROM for the first time, please read on. Experienced users who wish to start right away may turn to page 6 for Quick Reference or page 7 for Modes of Play.

From all of us at Disney Interactive, welcome to the wonderful world of 101 Dalmatians.



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Minimum System Requirements

Windows®

- ☐ Intel 80486 processor, 50 MHz or faster
- ☐ Microsoft® Windows 95, Windows version 3.1 or later
- ☐ 8MB RAM
- ☐ 20MB free disk space
- ☐ Microsoft-compatible mouse
- ☐ Standard AT-101 keyboard
- ☐ 256-color VESA, PCI or other local bus video card
- ☐ Windows compatible 8-bit sound card
- ☐ Double-speed (2X) CD-ROM drive (or better) - minimum 300 KB transfer rate

Macintosh®

- ☐ Motorola 68040 25 MHz or faster OR any PowerPC processor
- ☐ System 7.1 or later
- ☐ 8MB RAM with 4000KB of free contiguous memory (Largest Unused Block)
- ☐ 16MB RAM with PowerPC processor and 4000 KB of free contiguous memory (Largest Unused Block)
- ☐ 20MB free disk space
- ☐ Standard keyboard and mouse
- ☐ 256-color video display
- ☐ Double-speed (2X) CD-ROM drive (or better) - minimum 300 KB transfer rate

Installing Disney's Animated Storybook, 101 Dalmatians CD-ROM

Exit all other programs and applications when installing and running 101 Dalmatians Animated StoryBook CD-ROM. Also exit any active screen savers, utility programs, anti-virus programs, or shell programs to assure that the maximum amount of RAM is available for your system to run the program as quickly and smoothly as possible.

Windows

1. Start Windows if Windows is not already running.
2. Insert the CD in the CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.
3. From Program Manager, click on the **File** menu and select **Run**.
4. In the command line box that appears, type: d:\setup (if your CD-ROM drive is not designated by the letter "d", substitute the appropriate drive letter). Click on **OK** to begin the installation.
5. Follow the on-screen prompts and instructions to complete the installation.

Windows 95

1. Start Windows if Windows is not already running and insert the CD in the CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.
2. If your CD-ROM drive is AutoPlay-compliant, an introduction screen will automatically appear. Click on **Setup**, then follow the on-screen prompts and instructions to complete the installation.
3. If the introduction screen does not appear, proceed as follows:

 From the Taskbar, click on **Start** and point to **Settings**; from the Settings sub-menu, click on **Control Panel** to open the Control Panel window.

 In the Control Panel window, double-click on the **Add/Remove Programs** icon.

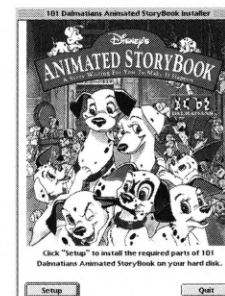
 From the Install/Uninstall tab, click on **Install** to begin the installation.



Follow the on-screen prompts and instructions to complete the installation

Macintosh

1. Insert the 101 Dalmatians Animated StoryBook CD-ROM into your CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.
2. From the Dalmatians window, double-click on the **101 Dalmatians Installer** icon to launch the installation program.
3. From the installation program, click on **Setup** for your installation options. Click on **Install** to install the 101 Dalmatians Animated StoryBook CD-ROM on your system disk or click on **Custom** to select another location.
4. When installation is complete, click on **Exit** to quit the installation program.



Starting The Program

Make sure you have successfully installed the 101 Dalmatians Animated StoryBook CD-ROM. See the previous section for installation instructions. When you are sure that the program has been successfully installed, exit all other programs and screen savers and insert the CD in the CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.

Windows

From Program Manager, double-click the **Disney Interactive** program group to open it, then double-click on the **101 Dalmatians Animated StoryBook** icon to begin playing.

Windows 95

If your CD-ROM drive is AutoPlay-compliant, an introduction screen will automatically appear. Click on **Play** to start. If the introduction screen does not appear, click on **Start** and point to **Programs**; from the Programs sub-menu, point to **Disney Interactive** and click on **101 Dalmatians Animated StoryBook**.

Macintosh

From the Dalmatians window, double-click on the **101 Dalmatians** icon to launch the program.

Quick Reference



Active



Inactive



Click on the narrator to hear the paragraph read again.



To quit or jump to the Pick-A-Page screen, click the Dalmatian-spotted bone at the bottom of any story screen. You can also press the spacebar to go to Pick-A-Page.



When you move your cursor over a sing-along hot-spot you'll see musical notes. Click in that spot to sing a song with your favorite 101 Dalmatians characters.



When you move your cursor over a game hotspot, you'll see a Dalmatian-spotted border around that object. Click the object to play the game.



When you see this spotted arrow, click on the door or path next to it to move forward or backward in the story.

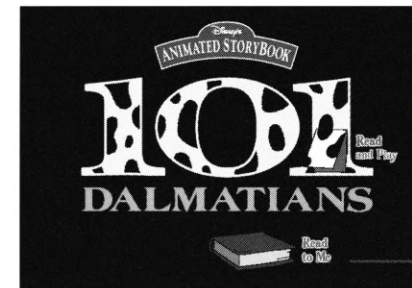


From a Game, Sing-Along or Pick-A-Page, click on the fire hydrant icon to return to the previous story screen.

Key Commands

ESC	In Read To Me mode, skips to "The End" screen
Spacebar	Leads to Pick-A-Page Screen.
Right Arrow	Moves ahead to the next story page.
Left Arrow	Moves back to the previous story page.
Command + Q (Macintosh)	Quits and returns user to the Desktop.
Alt + F4 (Windows)	Quits and returns user to the Program Manager or Windows 95 Desktop.

Modes of Play



Title Screen

From the 101 Title Screen you can select the mode of play. Click on the doggie door to read and play in the story. Click on the book to have the story read to you from start to finish, while you sit back and relax. (Games are not available in this mode.)

Read And Play

In this mode you can read the story at your own pace, explore each page and play the games and activities that are part of the story.

To begin reading and playing from the beginning, click on the doggie door on the title screen.



After each page is read, a cursor appears. Now you are free to click on objects and explore the many surprises hidden in each scene.

Read To Me

In this mode you can sit back and have the story read to you. Games and activities will not be available.



From the title screen, click on the red book with the words **READ TO ME**.

After each page is read, the story will automatically advance to the next screen.

Things To Do In The Story

Read Along

Each story screen begins with an opening animation in which the story is read aloud to you by your Dalmatian narrator.



If you want to skip past the opening animation, just click your mouse. Click again to skip past the narration. If you want to hear the paragraph read again, just click on the narrator.

Dictionary

Click on any word you see highlighted in red and Lucky will define the word with an easy-to-remember poem. You can interrupt the poem and return to the story screen with a click of your mouse.

Dalmatian

Thesaurus

One word in the paragraph is framed in a red box. Click on the word to see another word that could be used instead. Keep clicking until you find a word you prefer, or return to the original word. Click on the narrator to have the paragraph read again with your new word in place. Your choice will remain in the story until you change it, even if you leave the screen and come back to it later in the story.

dog-napped.

Panorama Screens



Pan Arrows

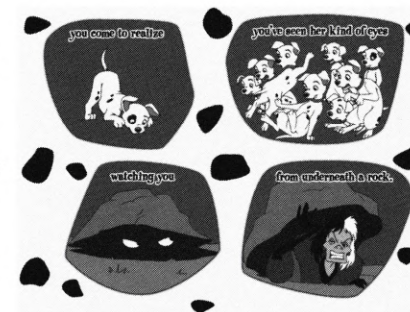
Three of the story pages are double-width "panorama screens" you can explore simply by moving your cursor to the far right or far left of the screen. The cursor becomes a large, Dalmatian-spotted arrow, and the screen will pan (move across) in the direction the cursor is moving.



That morning at the park.
A beautiful day for Roger and Anita.

Sing-Alongs

Click on the sing-along hotspot (usually a sound-related object such as a stereo, a radio tower, a juke box, etc.) to sing a song with your favorite 101 Dalmatians. The lyrics to all the songs are in this program handbook starting on page 16.



Games

Throughout the story, when you move your cursor over a game hot spot, you'll see a Dalmatian-spotted border around that object. Click the object to play the game. Go to page 11 to learn more about each game.

Hot Spot



Pick-A-Page



In Pick-A-Page, you can go directly to your favorite game or page in the story. In the bottom right hand corner of each story page, you'll see a small Dalmatian-spotted bone. Click on the bone and a puppy will appear with two dog dishes: **Pick-A-Page** on the left and **Quit** on the right.

If you go to the Pick-A-Page screen, you can select the title screen, a story page, a game or the credits screen by clicking on any of the doghouse icons. Each doghouse shows a picture of a screen. The blue houses contain games, the red houses contain story pages. You'll notice that the puppy sits and waits in front of the doghouse containing the screen you just came from.

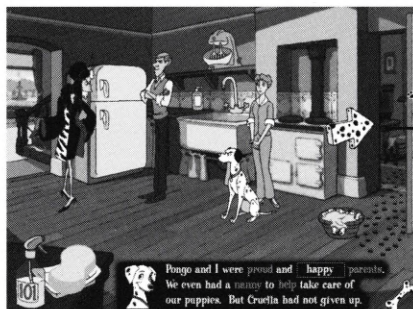


Return To The Story



You can return to the story at any time by clicking on the fire hydrant. It appears only when you are in a game, sing-along or Pick-A-Page.

Move To The Next Story Page



Move Forward
To The Next
Story Page

On the left and right sides of each story screen are “exit areas”, usually a door. When you click on an exit area, a spotted arrow and puppy tracks will appear. Click again on the exit area to move to the next story page.

Click on the exit area on the left of the screen to move back a page in the story. Click on the exit area on the right to move forward.

If you decide you're not quite ready to leave, just click anywhere else on the screen and the door will close.

Game Instructions

Canine Commons

Ready, set, concentrate! The goal is to match all the dogs to their owners. To play, click on any two windows or doors and remember what you see.



Click on the left window of Roger's bedroom to find this game. Or choose the **Canine Commons** doghouse from the Pick-A-Page screen.



Level 1 is easiest, Level 2 is more difficult, and Level 3 is most challenging. To change levels, click on the elevator on the outside of the building to take a ride to the different levels.

At Level 1 you'll be matching dogs and owners that strongly resemble each other.

HINT: The matching pairs are facing in the same direction.

At Level 2, match the dogs and humans by the dogs' names. Each human is holding up a sign with his or her dog's name written on it, and each dog has its name labeled on a dog bowl.

HINT: Each dog's name begins with a different letter.

At Level 3, match the names written on the dogs' bowls with the names called out by their owners.

HINT: Click on an owner's window to hear the name again.

It takes good visual memory, initial letter matching and symbol-sound recognition skills to win this game, and the more you play, the better you'll get.

Break The Secret Code

It's going to take a group effort to rescue the puppies from the De Vil Mansion. The gate is locked with a security keypad, and only those who know the code may enter.

Fortunately, the neighborhood animals can help... but they don't speak Human! At all levels, once you've spelled three words correctly, the gate will open and you'll win the game.



To reach this game, enter through the gate on the Vignettes screen or choose the **Break The Secret Code** doghouse from the **Pick-A-Page** screen.



Level 1 is easiest, Level 2 is more difficult, and Level 3 is most challenging. To change levels, use the level indicator buttons on the security box.

At Level 1, each animal represents one letter. Listen to the animal sound (meow, cluck, moo, etc.) and check the code chart to see which letter it represents. Then using your cursor, click the letter on the keypad. Repeat this process until you've spelled the three-letter word that breaks the code.

At Level 2, a series of three animal sounds represent a single letter in the code. Listen to the sounds and check the code chart to see which letter is represented by the sequence you heard. Then enter the letter on the keypad. Repeat this process until you've spelled the four-letter word that breaks the code.

At Level 3, a series of five animal sounds represent a single letter in the code. Listen to the sounds and check the code chart to see which letter is represented by the sequence you heard. Then enter the letter on the keypad. Repeat this process until you've spelled the five-or six-letter word that breaks the code.

Even if you're not sure you remember a sequence, go ahead and guess or click on Kipper (the dog at the bottom of the page) to hear the sequence again. You may be surprised to learn how sharp your memory skills are becoming!

While you play, you'll practice your listening and recognition skills, and learn to solve problems using strategy and memory.

Find The Puppies

Ready, pet detectives? The action begins in the mansion's creepy old library, then moves to the bedroom and the attic. Your goal is to click on certain objects to open secret doors leading to the puppies' hiding place. As you move the cursor around the room, each object's name is pronounced to help you identify it. Each screen has a secret door that can be opened only with a three-part combination you can deduce from the three notes (clues) the puppies left behind.



Enter this game from the top of the steps in the Mansion Foyer, or choose the **Find The Puppies** doghouse from the **Pick-A-Page** screen.



Level 1 is easiest, Level 2 is more difficult, and Level 3 is most challenging. To change levels, use the level indicator buttons on the notes.

At Level 1, the clues show an outline of an object in the room. Find the object that matches the outline and click on it.

At Level 2 the clue is a letter. Click on an object in the room that begins with that letter.

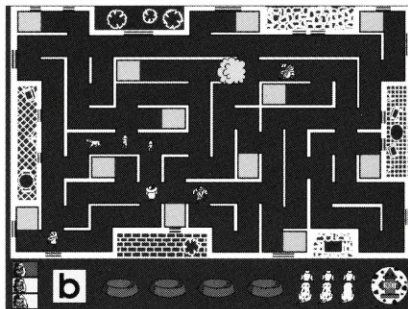
At Level 3, each clue is a riddle. Read the note and decide which object in the room answers the riddle.

Once you reach the attic, you're in for a big surprise. You'll have to look around in the dark with your flashlight to find the puppies, and a few more surprises, too.

This game gives children many opportunities to practice visual discrimination and vocabulary while it helps build memory and language skills.

Roger Radcliff's Fetch!

It's a-maze-ing how much fun learning can be! In this game you're a puppy searching for objects beginning with a certain letter or blend of letters. Move around the maze picking up objects as you go: four objects for each of three goal letters or blends. By playing and winning, you can help the puppies win their spots and foil Cruella for good! (The police will even come and take her away in a paddy wagon!)



You'll find this game on the last story page, the reunion at Roger and Anita's house. Click on the game machine on the coffee table to start the game, or choose the **Roger Radcliff's Fetch** doghouse from the **Pick-A-Page** screen.

If you see Cruella De Vil in your maze, watch out! If you run into her she will return one of your collected objects and you'll have to fetch it again! There is one way to foil Cruella's evil plans, however. When you pick up the Magic Bone (Levels 2 and 3 only), you've acquired a secret weapon: Puppy Breath! Cruella hates Puppy Breath. If you chase her down and catch her while the Magic Bone is "active," she will scam for a brief period of time.

Whenever you want to pause the action, just click your mouse. The puppy will sit down during the time out. Click on the puppy in the maze to resume the action.



Level 1 is easiest, Level 2 is more difficult, and Level 3 is most challenging. To change levels, click the mouse for a time out, then use the level indicator buttons in the bottom left corner of the screen.

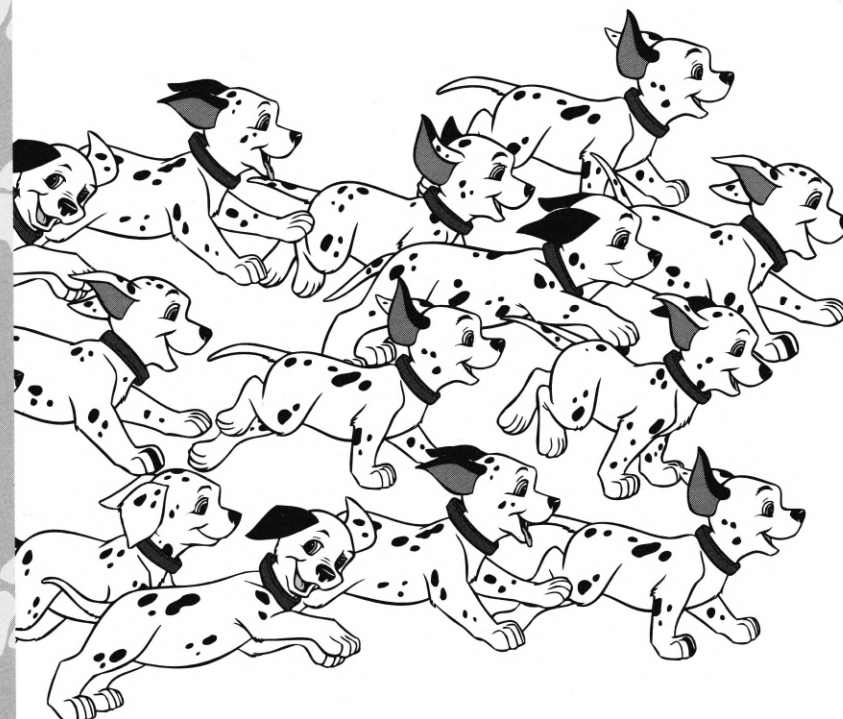
At Level 1 your goal is move through the maze collecting items beginning with the goal letter. Do this three times and win. At this level, Cruella is

easy to avoid.

At Level 2, the your goal is the same as Level 1, however Cruella is smarter. But, you can acquire Puppy Breath when you pick up the Magic Bone.

At Level 3, your goal is to collect items beginning with a specific consonant blend (i.e. br, th, sl, etc.) Cruella is more aggressive, and Puppy Breath lasts for a shorter period of time.

This game is great for practicing mouse navigation skills, and helps build visual and auditory discrimination, letter-sound recognition and vocabulary.



Sing-Along Song Lyrics

I Love Fur

Fur is just essential, darling,
crucial, don't you think?
I just adore chinchilla
or a lovely baby mink.

A rabbit or some foxes,
as long as they're in boxes.
Oh, life would be obnoxious
without sable on the label.

Cotton is pathetic
and anything synthetic
is abominable.
I know that you concur.

But the fur from a Dalmatian
will be the new sensation,
an original creation by me!

Animals are cute.
They make a lovely suit,
like an alligator boot on a bear skin rug.

Rabbits I just love
(for the lining in my glove)
and, along with the above,
I love ermine, a lynx, leopards and minks.

Zebra skin or elk will do,
coyote, beaver, badger, too.
Opossum, squirrel, raccoon or deer.
I don't care just bring them here!

Fur is what I have to have.
That's all there is to that.
Animals were meant to be a matching coat and hat.

A diamond ring's a lovely thing, but still I would prefer
a full length, lovely, rare
Dalmatian fur!

Puppies, Oh, Puppies

Jasper: Puppies, oh, puppies,
now don't you go hide.
How would you all
like to go for a ride?

Horace: Far from old London
to someplace that's new.
Lots of excitement
and fun things to do.

Jasper & Horace: Have any treat
'cause there's all-you-can-eat.
And it's free,
yes, siree!

Get ready for fun,
everyone,
if you'll just follow me.

Jasper: Puppy dog darlings,
now don't you look back.
Come here to Jasper
and climb in his sack.

Horace: We'll show you a world
that you've not seen before.
And what an adventure
is waiting in store.

Jasper & Horace: It's all so exciting
and, yes,
we're inviting you, too.
Lucky you!

We're Jasper and Horace.
All puppies adore us.
Let's sing one more chorus.
Okay!

As we gather the puppies
like cute little guppies
and take them away!

Twilight Bark

Pongo:

We'll spread the word
through every yard
from a Great big Dane
to a Saint Bernard.

There's a Bulldog,
Sheepdog,
cute Maltese,
and a German Shepherd
and a Pekingese.

A Boxer,
Bowser,
Beagle,
Schnauzer,
Russian Wolfhound,
stray.

A Pug, by golly,
Dachshund,
Collie,
Doberman
and cute Shar Pei.

An Alaskan Husky (still not through),
an Irish Setter
and an Airedale, too.

A Terrier Scott and next we've got
a Poodle
and a Pointer
and a Mutt.

(instrumental)

Perdy:

There's still more dogs
but I don't know how,
like a Cocker Spaniel
and a Chinese Chow.

A big Rottweiler
and a small Shih Tzu,

a Yorkshire Terrier
and a Pit Bull, too.

An Afghan's fab
to a great big Lab
and a Foxhound's nice, it's true,

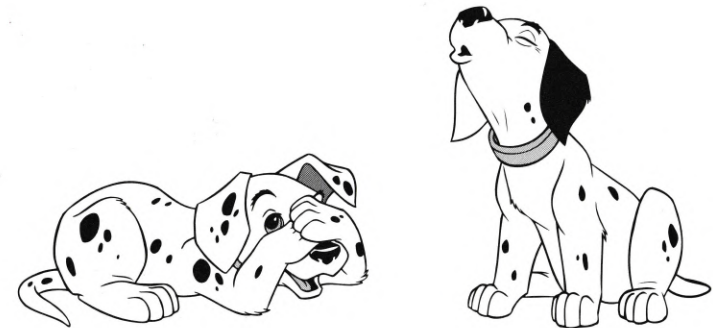
to a Basset Hound, and next we found
a little Pomeranian, too.

Pongo & Perdy:

A Greyhound,
Bloodhound. Still there's more,
Like a Lhasa Apso,
Komondor.

A Chihuahua's sweet
and a Terrier's neat.
We'll shout through
every street and park,

so they can hear
the Twilight Bark
and help us find
our lost Dalmatian dogs!



Up the Stair

Up the stair, look out!
Beware!
There's danger lurking everywhere.

This house is very
dark and scary,
creepy and erratic from the basement to the attic.

As we're looking for the pups
who are lost and hiding
up in the rooms on the floors above,

down the hall
by the west wing wall,
in the pitch black dark, as we listen for the bark

of puppies hiding
in the bathrooms, bedrooms,
kitchen, closets, pantry, too.

Carpet's old
and the rooms are cold.
The air is musty, hinges rusty.

Cobwebs up
on the crumbling ceilings.
Animal heads up on the walls.

Rats are shrieking,
floors are creaking.
Be prepared 'cause I'm deathly scared.

As you wander down
these empty hallways
looking for Dalmatian pups,

got no clue
where we all went to
in this great big place full of empty space.

We're all about,
so let's come out,
and get us out of this spooky, creepy place!

Cover Yourselfs With Soot

Cover yourselves with soot,
straight from your head to your foot.
Look at the way that I
put it over me.

Cover your front
and your back
'till your fur's completely black
like a Labrador Retriever, don't you see?

Then we'll go marching,
marching, one by one,
as we all head down the street.

And there will be no fuss,
'cause they won't realize it's us.
As they look for you and I,
we'll be walking by.

(4-measure instrumental)

So cover yourselves with dirt.
It's fun and it doesn't hurt.
And everyone stay alert, you see.

We've got to whip into shape
if we're going to escape.
It's time to be on our way.

Undiscovered,
'cause they don't know
we're covered
from head to toe.

Come on, you guys,
a perfect disguise.
Get dirty and covered with soot!

Cruella De Vil

- Roger & Puppies: Cruella De Vil.
Cruella De Vil.
If she doesn't scare you, no evil thing will.
- Roger solo: To see her is to take a sudden chill.
- Roger & Puppies: Cruella.
Cruella De Vil.
- Puppies solo: At first you think
Cruella is the devil,
but after time
has worn away the shock,
- Roger solo: you come to realize
you've seen her kind of eyes
- Roger & Puppies: watching you
from underneath a rock.
- This vampire bat.
This inhuman beast.
She ought to be locked up
and never released.
- Roger solo: The world
was such a wholesome place
until
- Roger & Puppies: Cruella.
Cruella De Vil!

Uninstalling Disney's Animated StoryBook, 101 Dalmatians CD-ROM

Windows

1. From Program Manager, double-click the **Disney Interactive** program group to open it, then double-click on the **Uninstall 101 Dalmatians Animated StoryBook** icon to remove the program from your hard drive.
2. Follow the on-screen instructions to complete the uninstallation.

Windows 95

1. Start Windows if Windows is not already running and insert the CD-ROM into the CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.
2. If your CD-ROM drive is Auto-Play compliant, an introduction screen will automatically appear. Click on **Uninstall** and follow the on-screen instructions.
3. If the instruction screen doesn't appear, proceed as follows:

From the Taskbar, click on **Start** and point to **Programs**; from the Programs sub-menu, point to **Disney Interactive** and click on **Uninstall 101 Dalmatians StoryBook**.

Follow the on-screen instructions.

Macintosh

1. From the Dalmatians window, double-click on the **101 Dalmatians Installer** icon to launch the installation program.
2. From the installation program, click on **Uninstall** to proceed to a Warning screen. After reading the warning, click on **Uninstall** to remove the 101 Dalmatians Animated StoryBook CD-ROM from your hard drive.
3. When all files are removed, click on **Exit** to quit the installation program.

General Troubleshooting

First, always verify that the CD is not smudged or scratched. Even a small smudge can cause the program to experience problems that may lead to lockups or program errors. If you were previously able to run the Disney program, a smudge or scratch is a likely source of the problem. Clean the CD with a soft dry cloth. After cleaning the CD, try running the program again.

If the error occurs after making a change to the configuration of the system (e.g., adding new hardware, updating drivers, installing another program), then the system change is a likely source of the problem. Refer to the manufacturer's instructions to verify that the proper installation procedure was used and note any incompatibility issue or system modifications listed in the documentation. Please mention all recent system changes when contacting Disney Interactive Customer Support.

Be sure to check the Parent's Help File for the latest troubleshooting information.

Windows Troubleshooting

Q. Why do I get an error message saying I need a newer version of a file?

A. This error message occurs when there are two copies of the same file in different Windows directories and Windows tries to use the older file, looking in the Windows directory before looking in the Windows\System directory. Use **File Manager** (Windows 3.1x) or **Explorer** (Windows 95) to search all directories on the hard drive for multiple occurrences of the file in question. Rename the files that are not in the Windows\System directory with a .DIS extension (the .DIS extension will identify this as a file renamed for Disney Interactive purposes). Renaming the older files should not affect any other software.

Q. Why does some of the animation seem to move unevenly? Why is the program locking up or running slowly?

A. First, clean the CD and make sure that your system meets the

minimum requirements. A system with a single-speed CD-ROM or a processor below the minimum requirement may not be able to play all the animation properly. Your system must have 8 MB of RAM to run the 101 Dalmatians Animated StoryBook CD-ROM but will run faster and more smoothly when more RAM is available. Close any open programs, including screen savers, to free up RAM.

If you use Windows 3.1x, you should have a **Permanent Swapfile** of at least 12 MB. **Warning:** If you have not created a Swapfile before or if you have a compressed drive, please refer to your Windows user's manual. If you use Windows 95, you should let Windows 95 manage **Virtual Memory**. To check your **Virtual Memory** setting in Windows 95, click on the **Start** button and point to **Settings** then select **Control Panel**. In the Control Panel window, double-click on **System** then click on the **Performance** tab and finally, click on the **Virtual Memory** button to view the current settings.

Install the latest video driver for your video card. Video drivers are constantly being upgraded for better performance. Contact your computer or video card manufacturer for the latest version of your video driver. Set the resolution of your video card to 640x480x256 colors. Refer to your hardware documentation for additional information.

Q. Why doesn't the program run as soon as I put the CD-ROM in the drive on a system using Windows 95?

A. Unfortunately, some CD-ROM drives do not yet support the AutoPlay functions of Windows 95. Contact your CD-ROM manufacturer to see if they have an updated driver that would make your CD-ROM drive AutoPlay-compliant. Even if AutoPlay does not work, you can run the program by clicking on the 101 Dalmatians Animated StoryBook icon in the Disney Interactive folder.

Q. I exited the program from Windows 95, and there is no icon in the Programs sub-menu. How do I restart the program?

A. Restart the program either by double-clicking on the **My Computer** icon, then double-clicking on the **Dalmatians CD-ROM** icon, or by removing and reinserting the disc into your CD-ROM drive.

Macintosh Troubleshooting

Q. Should Virtual Memory be turned On or Off when running the 101 Dalmatians Animated StoryBook CD-ROM?

- A. If you use **System 7.1.x**, the 101 Dalmatians Animated StoryBook CD-ROM performs best when **Virtual Memory** is turned **OFF**. If you use **System 7.5.5 or later**, the 101 Dalmatians Animated StoryBook CD-ROM performs best when **Virtual Memory** is turned **ON**. The 101 Dalmatians Animated StoryBook CD-ROM will set the amount of hard disk space to use as **Virtual Memory**. **Modern Memory Manager** also must be **On** for this to work. You can verify these settings in the **Memory** control panel. To turn **Virtual Memory On or Off**, quit the 101 Dalmatians Animated StoryBook CD-ROM and select **Control Panels** from the **Apple Menu**. Open the **Memory** control panel. Click on **Off** or **On** under **Virtual Memory**. Close all windows and restart the computer for the change to take effect.

Q. Why is the program running slowly (for example, there are long delays between screens and the sound occasionally drops out)?

- A. The disk cache setting may not be optimized for your system. Open your **Memory** control panel and make sure that the **Disk Cache** is set no lower than 128K and no higher than 512K; restart your computer if you change the Disk Cache setting. Note: when you increase the size of the disk cache you are also reducing the size of the Largest Unused Block of memory available for the program.

Q. When starting the 101 Dalmatians Animated StoryBook CD-ROM, a message appears that states I do not have enough memory, or, when the program is running, the video or sound seems jumpy or out of sync. What can I do?

- A.
1. Make sure that your system meets the minimum requirements. Please check the Parent's Help File for the size of the Largest Unused Block of memory required to run the program.
 2. Be sure that your disk cache is set correctly (as explained in the previous answer).
 3. If your computer uses system 7.1.x, be sure that 32-bit addressing is turned on by checking your **Memory** control panel.

4. Be sure to quit all other applications, including screen savers, fax software, and file sharing (networking).

If performance does not improve, increase the amount of RAM available to the 101 Dalmatians Animated StoryBook CD-ROM by disabling unneeded extensions and control panels.

- 1a. If you use System 7.1.x, disable unneeded extensions by removing them from the **Extensions** folder, found within the **System Folder** on your hard drive, and storing them in a different folder. Double-click on your hard drive icon. Double-click on the **System Folder** and locate a folder named **Extensions (disabled)**. If it does not exist, select **New Folder** from the **File** menu. Type: **Extensions (disabled)** over the **Untitled Folder** text and press **Return**. Open the **Extensions** folder by double-clicking on it. Arrange the desktop so you can see the contents of both **Extensions** and the **Extensions (disabled)** folders at the same time. Drag each of the extensions you wish to disable from the **Extensions** folder to the **Extensions (disabled)** folder. Repeat this process, substituting **Control Panels** for **Extensions** to disable unneeded control panels. Restart the computer for the changes to take effect.
- 1b. If you are using System 7.5.x, create a custom set of extensions and control panels in **Extensions Manager**. From the **Apple Menu**, click and hold on **Control Panels** then select **Extensions Manager** from the cascading submenu. Click the pop-up menu beside the word **Sets** and select **Save Set**, type: **Standard** in the box, and then click on **OK** to save your current setup. In the list of extensions and control panels, uncheck unneeded extensions and control panels. If you accidentally uncheck a needed item, recheck it by clicking on it again. Click on the pop-up menu beside the word **Sets** and select **Save Set**. Name this set **Disney** and click **OK** to save your custom setup then close **Extensions Manager**. Whenever you want to play the 101 Dalmatians Animated StoryBook CD-ROM, restart the computer and when you see the **Welcome to Macintosh** screen, hold down the **space bar** until the **Extensions Manager** launches. Then select the extension set **Disney** from the pop-up menu beside the word **Sets**.

2. After the computer restarts, check the amount of memory available by selecting **About this Macintosh** from the **Apple Menu**. Look at the size of the **Largest Unused Block**. If it is still not enough, call Disney Interactive Customer Support.
3. With System 7.5.x you can change the current startup set to **Disney** or back to **Standard** whenever you turn on or restart your computer by holding down the spacebar when you hear the startup tone (bong). A pop-up menu appears, from which you can choose **Disney**. When finished with the 101 Dalmatians Animated StoryBook CD-ROM, restart your computer. Hold down the **Spacebar** and then choose **Standard** from the pop-up list. This will load all the extensions which you need for normal operation.

Please be aware that some extensions or control panels that you disabled may be needed by other programs or by the system. If you experience performance difficulties, re-enable those extensions and control panels.

Disney Interactive Customer Support

Satisfaction Guaranteed!

We are committed to bringing you the best software possible. If you are not satisfied with the program for any reason, just return the disc with a description of the problem and the original sales receipt to us and we will send you a check for the purchase price, plus any sales tax you paid. Please be sure to include in the note your full name, daytime telephone number with area code, complete street address, apartment number (if applicable) and zip code.

Do not mail us the packaging or other materials; send only the disc, Program Handbook, and your receipt, along with a note on how we can better serve you to our mailing address listed under "How To Contact Customer Support." Please add "Attn: Refunds" to the mailing address. Please allow four to six weeks for delivery. This offer is good in the US and Canada only.

Please Register Your Software!

Filling out and mailing the enclosed registration card ensures that you will be eligible to receive updates, product information and special offers.

How To Contact Customer Support

Be sure to check the Parent's Help File for the latest troubleshooting information.

If you are contacting us for customer support, please have the following information ready. This information is very important to help us quickly solve your problem.

- ☐ Name and version of the program you are using.
- ☐ Computer brand and model the program is running on (e.g., IBM Aptiva®, Macintosh Quadra® 660).
- ☐ Sound card brand and model name (if applicable).
- ☐ Video card brand and model name (if applicable).
- ☐ Information on other peripherals you are using (printers, modems, joysticks, etc.).

- ☐ A detailed description of the problem you are having, including where in the program the problem occurred and how.
- ☐ Please remember to tell us about any other recent changes you have made to your system.

Disney Interactive currently offers you a variety of ways to contact us

Telephone Support

Our Customer Support staff is available by telephone Monday through Friday from 7:00 a.m. to 7:00 p.m., and Saturday from 8:00 a.m. to 5:00 p.m. (Pacific Time). The toll-free number is 1-800-228-0988.

TDD Support

Our Customer Support for the hearing impaired is available by telephone Monday through Friday from 7:00 a.m. to 7:00 p.m., and Saturday from 8:00 a.m. to 5:00 p.m. (Pacific Time). The toll-free number is 1-800-441-1243.

Mailing Address

If you want to write to us, our address is: Disney Interactive Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-7704.

Fax Support

Our fax machine is available 24-hours-a-day at (818) 623-2754.

Frequently Asked Questions

Automated or On-Line Support

There may already be a solution to your problem posted as one of our Frequently Asked Questions (FAQs). On each system, you can also obtain upgrade offers and other information about Disney Interactive products.

Disney Interactive Bulletin Board Service (BBS)

Disney Interactive maintains an 8 line BBS at (818) 623-2727 24-hours-a-day. In addition to the information listed above, you may also obtain demo programs and patch files. To connect to the BBS properly, your modem should be set to **8 data bits**, **No Parity**, and **1 stop bit** using **ANSI** terminal emulation. The BBS supports modem speeds from 300 BPS to 14.4K BPS (v.32bis). Download **ALLFILES.ZIP** for a complete listing of available files and instructions on using the BBS.

Disney Interactive Fax-on-Demand Service

This service is available 24 hours a day at (818) 623-2716. Using a touch tone phone, you can request information from an easy to use menu and have it faxed back to you during the same call or if you are not at your fax machine, the system will fax the document later. Simply select the number of the document you wish to have sent to you. Select document 1 to have a complete list of available documents faxed to you.

On-Line Services

Frequently Asked Questions (FAQ) are available through on-line services as well as other Internet gateways. Disney Interactive's on-line IDs and keywords are listed below:

On-Line Service	On-Line ID	Support Area Keyword
America Online	DISNEYSOFT	Press CTRL-K and then type DISNEY INTERACTIVE
CompuServe	71333,14	Type GO GAMBPUB and then select Section 6
Internet	sysop@disneysoft.com	
Prodigy	BWBF40A	JUMP File Libraries then select Disney

Internet File Services

Disney Interactive support files are available via the Internet using the following methods:

- ☐ **FTP:** FTP to **ftp.caprica.com** in the directory **pub/disneysoft**.
- ☐ **GOPHER:** Gopher to **gopher.caprica.com** and choose menu item **FTP Server at Caprica Telecomputing Resources**.

These Internet services are provided by Caprica Telecomputing Resources, and any questions regarding the use of these Internet services should be directed by E-mail to **info@caprica.com**.

- ☐ **WEB SITE:** Point your browser to **http://www.disneyinteractive.com** and click on **Customer Support**.

Replacing A Defective CD Or Missing/Damaged/Lost Items

Important! Please include the following information when sending a defective disc or requesting the replacement of a Missing/Damaged/Lost item: full name; daytime telephone number with area code; complete street address, apartment number (if applicable) and zip code. There is a \$10.00 fee to replace lost or damaged items.

If you need an item other than a defective disc replaced, include a description of that item. Do not mail us the packaging or other materials; **send only the disc or damaged item** along with a note describing the reason for replacement to our mailing address listed under "How To Contact Customer Support." Please add "Attn: Replacement" to the mailing address. Please allow four to six weeks for delivery.

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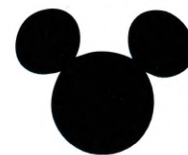
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