Yoram Gross

Blinky Bill's

Extraordinary
Balloon Adventure

PARENTS HINTS AND TIPS

HARDWARE REQUIREMENTS:

WINDOWS

- 66 MHZ 486 DX/2 processor or better
- 8 Mb of RAM (16 Mb preferred)
- 256 SVGA graphics card - local bus
- Windows compatible 16 bit sound card
- 14" monitor set to 640 x 480
- Double speed CD ROM drive or better
- Windows 3.1 or later
- Mouse or other pointing device

APPLE MACINTOSH

- 25 MHZ 68040 or better
- Power PC 66Mhz or better
- 8 Mb of RAM (6Mb free)
- 16 Mb RAM or better preferred
- Sound Manager 3.0
- Double speed CD ROM drive or better
- System 7.1 or later
- Mouse or other pointing device

WHAT TO DO BEFORE OPENING THE GAME:

- Check Monitor is set to 256 colours
- Suspend Windows '95 Plus Pac (if available)
- If you are running Windows 3.1 with only 8 Mb of RAM then you should reduce the hard disk cache setting to its minimum.
- Turn off any screen savers or other background processes
- Turn off any virtual RAM or RAM Disk applications (Mac only)
- Restart your computer
- Do not open any other applications
- Insert CD ROM and run as per below

TO OPEN THE GAME:

WINDOWS 3.1 -   Insert CD
Choose Run from Program Manager File Menu
Click Browse
Choose the CD from the drives Pull-Down box
Select "Blinky.exe"
Click OK

ICON INSTALL INSTRUCTIONS

Open the programme group you wish to add the Balloon Adventure to.
Select "New..." from the File Menu in Programme Manager.
Select New Programme Item and click OK
Click Browse, Select the CD from the drives pull down box
Click on "blinky. exe" and click OK
Click OK once more, Click YES

WINDOWS '95 -   Insert CD
Auto boot should do the rest!

MACINTOSH -   Insert CD
Double click on Blinky head Icor

TO EXIT THE GAME

Click on the door behind Mr Wombat

GENERAL NAVIGATION:

- All navigation is done via the mouse or other pointing device. The keyboard is not used.

- Whenever you see the pointing hand or other pointing objects you can use it to navigate or interact with the elements of the game. This is controlled by the mouse with only single button pushes required for all commands and actions.

- If you do not see the hand or you can see a clock face then it means the computer is accessing information from the disk. Most of the time this also means you cannot interact with the game - please wait until the hand returns before clicking the mouse. The only exception to this is during the Read Mode of the Story Book - during this you will not see the hand, however if you wish to stop it simply click the mouse button once and you will be given other navigational choices.

- There are three major navigational pages:

1. MR WOMBAT'S LIVING ROOM (THE MAIN HOME PAGE)

2. THE STORY BOOK HOME PAGE

3. THE MEMORY GAME HOME PAGE

- There are various images on these pages that act as buttons and when clicked on with the pointer will either take you to other parts of the programme or will initiate the reading of further instructions. Details of what these images are and what they do is described below:

1. IN MR WOMBAT'S LIVING ROOM:

- **MR WOMBAT** - Click on Mr Wombat and he will give you further details of what can be done from this room.

- **OPEN BOOK** - Click on this and you will be taken to the Story Book home page

- **THINKING BLINKY** - Click on this and you will be taken to the Memory Game home page

- **FLOATING BALLOON** - Click on this and you will be taken to the Dot to Dot Game Page

- **PAINTING PALETTE** - Click on this and you will be taken to the Painting Game Page

- **PROJECTOR** - Click on this and you will be taken to the Slide Show

- **PRINTER** - Click on this and you will be taken to the Print page

- **SNAKE LIKE SLIDER** - Click on the slider knob and by dragging it either up or down you can adjust the volume of the whole programme

- **DOOR BEHIND MR WOMBAT** - Click on this and you will exit the Game via the credit page - to leave the credits simply click the mouse once - but I'm sure you'll want to know who made this great product!

2. THE STORY BOOK HOME PAGE:

- RABBIT PLAYING DRUM - Click on this to begin the story book in the mode that allows you to play with hidden surprises or interactions on each page (except page 12).

- RABBIT READING BOOK - Click on this to begin the story book in the read only mode. This does not allow you to play with hidden surprises or interactions. In this mode you will not see the pointer while the story is being read. However, if you wish to stop the story simply click the mouse button once and when Mr Wombat is finished reading that particular page you will be given other navigational choices.

3. THE MEMORY GAME HOME PAGE:

The objects around the screen are the buttons that take you to the various memory game pages. Each memory game page presents you with a fun comprehension style puzzle or activity - verbal instructions are given at the beginning of each game. These can be played with reference back to the story book (usually from Mum or Dad) or they can be played as independent activities. Some of the memory game pages offer random question possibilities so these will appear different each time they are selected. The following lists the respective object/button with its memory game description.

- DANCING BLINKY - Left and Right arrow game. (1)

- MARCIA AT BUS STOP - The transport game. (2)

- BLINKY WITH MAGNIFYING GLASS - The shape hunt. (3)

- EMUS - Pick the odd one out. (4)

- SNOW AND SUN - When it's hot and when it's not! (5)

- BLINKY HEADS - How did the Gang feel? (6)

- WRISTWATCH - The Time it takes game. (7)

- BAG OF LEAVES - The Gum leaf hunt. (8)

- THINGS WITH QUESTION MARKS - Matching words with objects. (9)
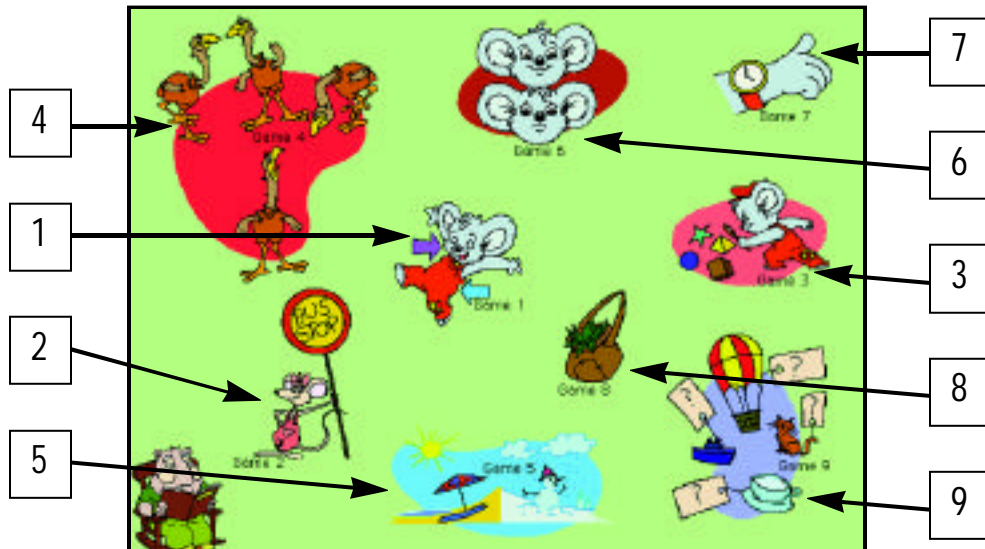
When you have successfully completed a memory game you will be congratulated and returned to the Memory Game Home Page. However, if you wish to escape a game before completion simply click on Mr Wombat in the corner. To leave the Memory Game Home Page click on Mr Wombat and you will then be returned to Mr Wombat's Living Room.

GENERAL PLAY HINTS AND TIPS:

THE STORY BOOK IN PLAY MODE:

As each page appears Mr Wombat will firstly narrate that page of the story - during the narration you will not be able to interrupt or find interactions. After Mr Wombat has finished the pointer will appear and you can begin to find the hidden surprises by using the mouse and clicking around the picture. A list of these interactions appears at the end of this booklet, however the idea is to explore the page and expect the unexpected - but you may want to check whether you have found them all! Also, if you click on individual words they will both highlight and be spoken - this can be a great word recognition game in itself!

When you want to go to the next page you simply move the pointer to the bottom right hand corner of the picture and when you see the hand start to move up click the mouse button once - this will initiate a page turn forward. Alternatively, you can click on Mr Wombat in the corner and then use the "Select a Page" option (see below).
To discover other options during play mode click once on Mr Wombat in the bottom left hand corner. This will reveal four options - these are described below:

READ AGAIN (WORD HIGHLIGHTING): Clicking on this makes Mr Wombat read the story for that page again, but this time each word will highlight as it is read (there will be no animation during this re-read). At the conclusion of the read you will be returned to the interactive mode

SELECT A PAGE: Clicking here brings up a navigation page that shows miniatures of all the pages of the storybook. Each miniature has a page number superimposed over it. Choose which page you want to go to and then click on it.

HELP / QUESTION MARK: Clicking here will prompt Mr Wombat to remind you of what to do in Play mode and how to turn the page.

HOME: Clicking here will take you back to Mr Wombat's Living Room.

Please note: There are no interactions on page 12. This is the last page of the story and when finished you will automatically be taken back to Mr Wombat's Living Room.

DOT TO DOT PAGE:

When you arrive at this page you will be given a randomly selected dot to dot puzzle. Join the dots by moving the mouse so that the moving number (now your mouse pointer) overlaps the same number on the page. When the same numbers overlap, click the mouse button. Then you will see the balloon help draw your picture. When you have finished the picture will be fully revealed. Another dot to dot puzzle will then be presented. At any time you can leave this page by clicking on Mr Wombat - you will then be taken back to Mr Wombat's Living Room.

PAINTING PAGE:

Click on any of the characters along the bottom of the page. Your pointer will now turn into a paint brush. You can paint the chosen character by positioning the tip of the brush where you wish to colour the character and then click the mouse once. To choose a different colour move the tip of the brush to the desired colour on the palette and click once, now repeat the painting process. To erase your painting move the tip of the brush over the eraser found in the centre of the painting palette, click once and you will be asked if you wish to erase your painting, click again to actually erase.

You can also move the fun objects by using the hand tool. Move the paint brush over the hand on the bottom of the screen and click once. Your brush has now turned into a hand. You can grab the fun objects near the hand by using the hand tool. Clicking and holding the mouse will let you move them around. To let them go simply release the mouse button.

To go back to painting mode move the hand tool over the paint brush and click once. At any time you can leave this page by clicking on Mr Wombat twice - clicking once resets the painting page to character selection mode, clicking again will take you back to Mr Wombat's Living Room.

THE SLIDE SHOW:

The slide show offers a small selection of photographs of animals from around the world. Use the mouse pointer, click to select one of the animal images on the screen. Once selected, the image will fill the screen and Mr Wombat will offer a brief informative description of that animal - you will then be returned to the selection page. If you wish to leave the slide show click on Mr Wombat in the corner and you will be returned to his living room.

PRINT PAGE:

By clicking on the printer image found in Mr Wombat's living room you will be given a selection of line drawings from the Balloon story and games. These can be printed and then coloured by hand. Simply identify the image you wish to print and then using the mouse pointer click on it once. You will be then shown a dialogue box that asks you to confirm that you wish to print - click yes if you do and no if you don't. Please note that there are a total of twenty images that can be printed - these are randomly displayed in groups of eight whenever you open the print selection page. If you wish to leave the print selection page click on Mr Wombat, in the corner, and you will be returned to his living room. Please make sure your printer is turned on and connected before using this function.

LIST OF HIDDEN SURPRISES BY PAGE:

 If you have a computer with less than 16Mb of RAM some of the following events may not function.

PAGE 1   Blinky, Flap 1, Flap 2, Marcia, Splodge, Nutsy, Flap 3, Marcia 2, Racing Cars, 4WD off-road, Birds in distance, Magic Rocks, Cloud and Sun, Marching Ants, Falling Leaf, Balloon.

PAGE 2   Flap, Marcia 1, Marcia 2, Blinky, Nutsy 1, Nutsy 2, Splodge 1, Splodge 2, Motor Bike Daredevil, Aliens, Canon Man, Beatles, Flowers, Floating balloon, Falling Pod.

PAGE 3   Blinky 1, Blinky 2, Flap 1, Flap 2, Marcia, Splodge, Nutsy, Lovesick bird, Crashing bird, Twister, Car, Crane, Rocket, House, UFO.

PAGE 4   Blinky, Flap 1, Flap 2, Marcia, Nutsy, Rope A, B, C, D, Skiers, Abseiler, Parachute, Mud pool, Kevin Kiwi, Angel, Sheep 1, 2, 3.

PAGE 5   Blinky, Flap 1, Flap 2, Marcia, Nutsy, Lesley Llama 1, 2, Platypus eating plant, Venus flytrap, Lips, Plant 1, 2, 3, Mountain, Background Llama.

PAGE 6   Marcia, Blinky, Lesley Llama 1, 2, Nutsy, Lovesick bird, Rabbit, Warrior, Ghost, City 1, 2, Foot, River.

VISIT BLINKY'S CLUBHOUSE - ON LINE!

If you have the necessary hardware and software to connect your computer to the Internet then we have a button that can take you directly to **BLINKY BILL'S CLUBHOUSE** found in the Village world wide web site. At Blinky's Clubhouse you will be able to read some news about Blinky and the Gang, play some games, send messages and visit great sites around the world. You will also be given access, via a secret password, to the **BASEMENT** of the Clubhouse where you will find even more surprises!

You will find the Clubhouse button in the CD-ROM folder. By opening the button (usually by double clicking) your Internet browser will be launched and a page will be displayed that will initiate your direct access to Blinky's Clubhouse. Please note that some browsers automatically connect you to the Internet while others expect you to establish the connection. If your computer set-up is the latter you will need to establish Internet connection before using our Clubhouse button.

Oh, and by the way, the secret PASSWORD to get into Blinky's Basement is **"basement"**   .

BLINKY BILL'S EXTRAORDINARY BALLOON ADVENTURE CREDITS

- **PRODUCED BY**
Yoram Gross Film Studios Pty Ltd.
- **STORY BY**
Sally Odgers
- **BASED ON**
An episode from the television series "Blinky Bill's Extraordinary Excursion"
The Blinky Bill series is based on the original character created by Dorothy Wall.
- **DEVELOPED AND CREATED BY**
Forest Interactive
- **DISTRIBUTION AND MARKETING**
Roadshow Interactive, a division of Roadshow Entertainment Pty Ltd
- **MADE WITH MACROMEDIA**
"Made with Macromedia" is a trademark of
Macromedia Inc. DIRECTOR © 1994 Macromedia Inc.
- **PRODUCTION MANAGER**
Geoff Watson
- **LEAD PROGRAMMER**
Dr Foster Langbein
- **LEAD ANIMATOR**
Michael Dunn
- **PROGRAMMING & GRAPHIC DESIGN**
David Gross
- **COMPOSER**
Guy Gross
- **TECHNICAL SUPERVISOR**
Simon Leadley

- **VOICE ACTORS**
  Keith Scott
  Robyn Moore

- **MEMORY GAMES**
  Devised by:
  Melanie Alexander Dip. Ed.
  Script:
  Melanie Alexander & Geoff Watson

- **WOMBO'S SLIDE SHOW (SCRIPT)**
  Geoff Watson

- **CLEANUP AND INBETWEEN ARTISTS**
  Robyne Dunn
  Mario Dingal
  Barbara Izofska
  Amanda Thompson
  Milan Zahorsky
  Ke-Wei Zhu
  Aaron Stannard

- **ADDITIONAL GRAPHICS & ANIMATION**
  Mario Donk

- **COMPUTER RENDERING**
  Gail Hall
  Dragan Njegovan
  Billy Lincoln

- **PACKAGING DESIGN**
  Anita Van Der Hart

- **MARKETING MANAGER**
  Kathryn Saducas

- **AUDIO PRODUCTION**
  Trackdown Digital P/L

- **AUDIO TEAM**
  Leon Horrocks
  Katrina Schiller
  Tim Ryan

- **SLIDE SHOW PHOTOGRAPHS**
  Courtesy of Taronga Zoo, Sydney,
  Silverfox Photography &
  Orlie Makler

- **PRINT ENGINE**
  PrintOMatic Xtra

- **TESTING**
  Leon Horrocks BA (Media Communications)
  Jamie Datour
  The Lindsay family
  Philip Jaffas BA Dip Ed.
  Alexi Creecy
  Nichcolas Creecy
  Zorb
  Sven Leader
  Computer Telephony Solutions

- **NAME OF TITLE**
  Ryan Perry

LICENCE

that the functions contained in the Software will meet your requirements or that the operation of the Software will be uninterrupted or error free.

Except as provided above, the software is provided "as is". Roadshow disclaims all other warranties, either express or implied, including but not limited to implied warranties of merchantability, fitness for a particular purpose and non-infringement of third party rights with respect to the software. The entire risk as to the quality and performance of the software is with you.

LIMITATION OF LIABILITY

In no event shall Roadshow be liable to you or any third party for any consequential, special, incidental or indirect damages of any kind arising out of the use of the software, even if Roadshow has been advised of the possibility of such damages and in no event will Roadshow's liability for any claim, whether in contract, tort or any other theory of liability exceed the purchase price paid by you.

Roadshow does not warrant or represent the accuracy, reliability or correctness of any information contained in or derived from the Software and shall not be liable for any damage resulting from any reliance of the Software.

Some jurisdictions do not allow the exclusion of implied warranties or limitations on how long an implied warranty may last, or the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights and you may also have other rights which vary from jurisdiction to jurisdiction.

Any limitation of liability made in this Licence is made for and on behalf of Roadshow Entertainment (ACN: 005 078 428), Yoram Gross Film Studios Pty Ltd (ACN: 001 046 680), Forest Interactive Pty Ltd (ACN: 070 181 332) and all sub-contractors used in the development of this CD-ROM.

GENERAL

This Licence will be governed and interpreted under the laws of the state of New South Wales, Australia, and the parties hereto submit to its jurisdiction. This Licence is the entire Licence between us and supersedes any other communications or advertising with respect to the Software. If any provision of this Agreement is held invalid, the remainder of this Agreement shall continue in full force and effect. If you have any questions, please contact in writing:

Roadshow Interactive
Customer Service
Level 1, 26-32 Pyrmont Bridge Road
Pyrmont NSW 2009
Australia

YOU AGREE THAT YOU HAVE READ AND UNDERSTAND THIS AGREEMENT AND AGREE TO BE BOUND BY ITS TERMS.