WELCOME!

Are you ready to join Blinky Bill, Nutsy, Splodge, Marcia, Flap and The Rabbit Family on an interactive adventure into the Ghost Cave? Discover the world of Greenpatch and watch objects come to life as you click around the screen. Mr Wombat will narrate the story and help you play a host of puzzles, jigsaws and games that will keep you entertained for hours.

This wonderfully interactive program has it all, cartoon quality animation, music, sound effects plus 'point and click' ease of use.

So grab onto your mouse and get ready for a learning experience like no other!

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PARENTS HINTS AND TIPS

HARDWARE REQUIREMENTS

Windows

* 66 MHZ 486 DX/2 processor or better
* 8 Mb of Ram (12-16 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)
* 12 Mb Ram or better preferred
* Sound Manager 3.0
* Double speed CDRom 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 Pack (if applicable)
* Adjust volume to a comfortable level – **Please note:** It is not possible to adjust volume while the programme is running
* If you are running Windows 3.1 with only 8 Meg 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 RamDisk applications (Mac only)
* Restart your computer
* Do not open any other applications
* Insert CD Rom and run as per below

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HOW TO RUN BLINKY BILL S GHOST CAVE

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 Ghost Cave 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 will do the rest!

Macintosh

Insert CD
Double click on Blinky head Icon.

To Exit the Game

Click on the door behind Mr Wombat

GENERALNAVIGATION

* All navigation is done via the mouse or other pointing device. The keyboard is not used.
* Whenever you see the pointing hand 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 exceptions to this are during the Slide Show and in Read Mode of the Story Book- during these you will not see the hand, however if you wish to stop them simply click the mouse button once and you will be returned to Mr Wombat's Living Room or 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. See below for details:

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 on table
Click on this and you will be taken to the Story Book home page

Book with question mark
Click on this and you will be taken to the Memory Game home page

Jigsaw pieces on ground
Click on this and you will be taken to the Puzzle Game Page

Painting palette on ground
Click on this and you will be taken to the Painting Game Page

Movie Projector
Click on this and you will be taken to the Slide Show

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! If you wish you can still return to the game by clicking on the door as the credits roll.

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 returned to Mr Wombat's Living Room.

3. The Memory Game Home Page

The objects surrounding Blinky 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. Most of these are based on knowledge of the Ghost Cave story so it is recommended that you have played the story before you play the memory games. 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.

Blinky silhouette – Who's in Blinky's gang game.

Ear without arrow –- Sound identification game.

Ear with arrow – Sound memory game.

Leaf with arrow –- Colour identification game.

Human silhouette – Remembering what moved game.

Open book –- Story description game.

**Badge with question mark** – Match character with name game.

Jig-saw pieces – Story structure game.

Eye – Animal identification game.

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
Click on Mr Wombat and you will then be returned to Mr Wombat's Living Room .
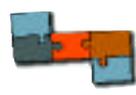
The Story book in Play Mode

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!

To Turn the Page

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.

Other Options

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

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 reread). At the conclusion of the read you will be returned to interaction mode.

Select a Page

Clicking here brings up a page that shows miniatures of all the pages of the storybook. Each miniature has the pages 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.

Puzzle Page

Click on any of the characters along the bottom of the page. They will then fall to pieces. Your job is to put them back together again by grabbing the pieces with the mouse - this is done by moving the pointer to a piece then clicking and holding the mouse button down, now you can move the piece to its correct place and then release the piece by releasing the mouse button. If you get really stuck try clicking on the question mark! Once you have reassembled a character you can choose another.

To Leave the Puzzle Page

Click on Mr Wombat and you will 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 on the character and then clicking once. To choose another 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 scenery and other 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. By moving this over various pieces of scenery or the pile of fun objects near the hand tool you can grab them by clicking and holding and then you can 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.

To Leave the Painting Page
Click 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
This has no interactive elements. The slide show introduces the viewer to real images of native Australian fauna with a fun and informative narration from Mr Wombat. These slides should prompt some discussion about the uniqueness of Australia's wonderful wildlife. Blinky causes some mischief in the middle of the show but all is restored to normal and at the end you will be automatically returned to Mr Wombat's Living Room.

To Leave the Slide Show
Simply click the mouse button once (please note you will not see the pointer during the slide show).

LIST OF HIDDEN SURPRISES BY PAGE

(The interactions with asterisks are only found if your computer has 12 Meg or more of Ram)

Page 1

Splodge 1 (Dialogue), Splodge 2 (Ducks/Frisbee), Flap 1 (Dialogue), Flap 2 (Throws plate), Marcia 1 (Dialogue), Nutsy 1 (Dialogue), Mr Rabbit 1 (Drops plate), Mr Rabbit 2, Suitcase A/B/C/D/E, Butterfly/2, Flying Bunnies, Gloops Plane, Worm, Dancing Suitcases, Flying Saucer, Newton, Ducks, Skate boarding, Plate 3/4/5.

Page 2

Mrs Rabbit (Dialogue), Rabbit D-a/b (catches plate), Flap (Dialogue), Splodge (Dialogue), Book, Worm, Bottled Person, Rabbits, Dummy, Blinky.

Page 3

Blinky 1 (Dialogue), Splodge (Dialogue), Flap (Dialogue), Weed, Parrot, Nutsy, Frog, Eyes, Marcia, Lizard, Fish, Weed 2, Bird, Rush 1/2, Frog Landing.

Page 4

Blinky (Magic Trick)*, Splodge1 (Dialogue), Splodge 2 (Hat blows off), Flap1 (Dialogue), Flap 2 (Snake Charmer), Nutsy (Dialogue), Marcia, Nutsy 2, Flying Fox, Mount Rushmore 1/2, Blinky 2, Frog, Helicopter, Eyes, Chicken, Egg.

Page 5

Blinky (Dialogue), Marcia (Dialogue), Bat A, Bat B, Bat C, Bat D, Danny Dingo (Moaning)*, Spider (Playing Harp), Splodge 1 (Dialogue), Splodge 2 (Bumps head), Flap 1 (Dialogue), Flap 2 (Dialogue), Rock, Walkies, Mushy, Tite 1/2/3, Shelf, Spider, Harp.

Page 6

Marcia, Blinky, Mr Rabbit, Mrs Rabbit, Nutsy, Rabbit A (Juggling)*, Rabbit B (Magician), Rabbit C (Candle), Rabbit D (Driving), Rabbit E (Pants fall down), Rabbit F, Rabbit G (Gets exhausted), Rabbit H (With doll)*, Flap (Trips over)*, Splodge (Dialogue)*, Log Rabbit, Flowers, Rockeyes, Bush grass, Egg rock, Leaves.

Page 7

Mr Rabbit, Rabbits A,B, C, D, F, E, Rabbit J/ K/ L, Mr Rabbit 2, Mrs Rabbit, knives, forks, Carrots1/2, Pans, Flowers, Flour, Sugar, Salt, Flame, Lamp, Jug, Cave.

Page 8

Eyes 3, Eyes 1/ 2/ 4/ 5, Spider Caterpillar, Slug, Beetle, Scorpion,Stalagmites 1/2/3, Mushy 1/2, Crystal 1/2/3a/3b/4, Drip1/2.

Page 9

Rabbit D 1, Rabbit D 2, Mrs Rabbit 1, Mrs Rabbit 2 (Dialogue), Rabbit E, Frog Jumping, Fisherman, mozzie, Bees, Ladybug, Ripples, Bug, Stunt Rider, Rabbit A, K, O, Bird 1/2, Fish, Mr Rabbit, Frog, Bush.

Page 10

Meatball*, Blinky 1 (Extraordinary), Blinky 2 (Dialogue), Blinky 3 (Scratching), Bear, Dingo C/ E, Ma Dingo, Bats, Basketball, Can 1/2, Apple Core,Apple 2, Sneaker worm, Plant A/B, Bottle, Paper Aeroplane, Peanut man, Fishburp, Flower stem, Spider, Ants1/2, Lamp.

Page 11

Gloop 1 (Breaks glass), Gloop 2, Gloop 3 (Dialogue), Nutsy, Marcia,Splodge (Dialogue), Flap, Blinky (Dialogue), Cup, Flowers, Wood worm,Corn chips, Banana, Roof, Sign, Dancing Cutlery, Spaceships, Radio.

Page 12

No interactions.

BlINKY BILL S THE GHOST CAVE CREDITS

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Yoram Gross Film Studios

Story By
Sally Odgers

Based on
An episode from the television series
"The Adventures of Blinky Bill"

Developed and Created By
Forest Interactive

Distribution and Marketing
Roadshow Interactive

Made with Macromedia

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Yoram Gross

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