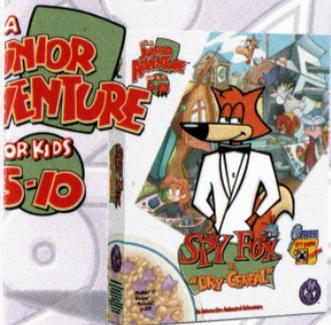


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FREDDI FISH 4
The Case of
The Hogfish Rustlers
of Briny Gulch

Look inside this manual for
Technical Support and
Customer Service information.



IT'S A
**JUNIOR
ADVENTURE™**
FOR KIDS
3-8

A World of
Fun & Learning!



FREDDI FISH 4
The Case of
The Hogfish Rustlers
of Briny Gulch





A World of
Fun & Learning!

Introducing Another Humongous Entertainment Junior Adventure

Children are always learning. Inquisitive and curious by nature, kids regard their world – both real and imaginary – as an adventure to be explored and a story to be told.

At Humongous Entertainment, we believe that playing is a critical component of learning, and that experimentation, exploration, and excitement form an important foundation to a lifelong quest for knowledge and appreciation of storytelling. We believe that friendship, fantasy and humor are catalysts to learning and creative expression, and that children develop enthusiasm about their world through familiar and lovable characters and through exciting stories and adventures.

As kids explore Humongous Entertainment's Junior Adventures, they develop important problem-solving and critical thinking skills. They use inductive and deductive reasoning as well as trial-and-error and observation to gather information and solve problems. We invite you to pull up a chair and join your child in a world of fantasy, adventure, learning and excitement.

Techy Stuff

System Requirements:

Windows®: Pentium® 90, Windows 95/98 with 16MB RAM

Macintosh®: 80MHz PowerPC™, System 7.5.3 with 16MB RAM

Installation and Starting the Game:

Before installing Freddi Fish 4: The Case of the Hogfish Rustlers of Briny Gulch, close all Windows and any open applications.

Windows 98/95 Users:

No installation is required with the Windows 98/95 AutoPlay feature. Just insert the CD-ROM into your CD-ROM drive, wait for the AutoPlay window, and click the PLAY button. Once the CD is inserted, you can also double-click on the "My Computer" icon on your desktop, then double-click on the CD-ROM icon, and double-click on the "Freddi4.exe" file.

Macintosh Users:

No installation is required on the Macintosh. Just insert the CD-ROM into your CD-ROM drive, wait for the Freddi Fish 4: The Case of the Hogfish Rustlers of Briny Gulch icon to appear on your desktop, and double-click it.

Important Note: If necessary, we may perform a video and CD-ROM drive speed test the first time you run *Freddi Fish 4: The Case of the Hogfish Rustlers of Briny Gulch*. This test takes three to five minutes and requires no input from you. Your hard drive will not be altered in any way.

The Case of the Hogfish Rustlers of Briny Gulch

Freddi Fish's cousin, Calico Catfish™, has invited Freddi and Luther to visit her hogfish ranch at the world's only underwater Wild West town, Briny Gulch. Unfortunately, Calico Catfish has bad news: mysterious hogfish rustlers have stolen her prize-winning hogfish! Always the brave adventurers, Freddi and Luther offer to find the rustlers' secret hideout, rescue the hogfish, and capture the culprits! Freddi and Luther need your help to bring the hogfish home to Calico Catfish and to bring justice back to Briny Gulch.

Skills and Learning Objectives:

- Logical thinking and problem solving skills
- Deductive and inductive reasoning skills
- Hypothesis testing
- Prediction and evaluation
- Color, shape, number and letter recognition
- Sequencing and memory skills

Playing the Game

To guide Freddi and Luther through Briny Gulch, lead the way with your cursor. When your cursor is on an object that can be manipulated, the hollow arrow becomes solid. Click on the object to make it move, to pick it up, or to learn more about it.

To move from place to place, click the mouse when your cursor becomes a large, solid arrow.

To move quickly through a scene without listening to all dialog or watching all action, press the Escape (Esc) key. Use this sparingly, though; you won't want to miss any important information!

Helpful Hints:

- Explore all locations. Click everywhere – and often. The more you click, the more important information you'll discover!
- Click characters more than once – stay and chat with them awhile! They might have something important to say, but you might need to “get to know them better” before they'll tell you critical information!
- Make a map. Give each place a name and draw a line to other locations you can gain access to from there. List the characters, things and information you find in each place.

- Write down interesting tidbits of information and keep a list of these “clues” next to you. You never know when you might need information you learned earlier.
- If you can’t get somewhere, go back to where you’ve already been and explore some more. Sometimes you need to have completed a specific action before you can continue.

The Mini-Activities

THE NICKELODEON: Visit Saltwater Stella’s™ sodaloon and click on the nickelodeon machine to see a variety of old-fashioned movie clips. Experience thrilling chases, surprise endings, and humorous escapades! To scroll through choices, click the arrows. To see a movie, click “Play.” To exit the nickelodeon, move your cursor to the upper right corner of the screen and click the big arrow.

THE OYSTEROID ARCADE: Once you’ve met “U,” you can visit the Oysteroid Arcade where bubbles are full of troubles! Aim the clam with your mouse, then press the button to split bubbles with a pearl. If you split a bubble enough, you can pop it. But watch out – if a bubble touches the clam, it’s doomsday for that clam! Fortunately, Briny Gulch clams have three lives. You can play the Oysteroid Arcade as much as you want.

THE WANTED POSTER: Once you’ve endured Gill Barker’s™ ardent sales pitch, you can continue on to find an interactive Wanted Poster! You can create outlaws and describe their crimes by scrolling through descriptive words and names. You can make some fun and silly combinations. Let’s hope you don’t run into your outlaws as you explore Briny Gulch! To exit the poster, move your cursor to the upper right corner of the screen and click the big arrow.

Saving, Loading and Quitting the Game

To save, load, or quit a game while you’re playing, click the picture of Freddi on lower left corner of your screen. To save a game, click “save,” then place the picture of your current game into a box and name it. To play a game you’ve previously saved, click “load,” then click the picture of the game you would like to play. To quit a game, click “quit.” To exit the menu, click the big arrow at the top right of the screen.

Parent/Teacher Guide

A note to parents and teachers: You can share the excitement of *Freddi Fish 4: The Case of the Hogfish Rustlers of Briny Gulch* with your child(ren) or students in these themed extension activities designed to bring fun and learning from the computer to the kitchen or classroom table.

Extension Activities:

A Short Introduction to the Characters of Briny Gulch:

Freddi Fish and Luther: Our adventurous and loveable heroes. They're happy to see you and ask for your help in solving the latest mystery.

Cousin Calico: Freddi's cousin. She's a hogfish rancher with a mystery to solve.

Nelson Torso: The owner of "Just Buckles." Can you guess what he makes?

Saltwater Stella: Stella is always ready to slip you a soda and lend a sympathetic ear.

Eight Finger Phil: Phil sure is a good piano player! He even plays requests!

The Squid Family: Orchid, Apricot and Periwinkle are experts on – what else – colors! Oh, and spitting, too.

The Guard: He's very fashion conscious and will tell you what the "in crowd" is wearing this year.

Hammerhead and Sawfish: These construction workers are confused, but loveable. If they only knew their shapes, their lives would be much simpler!

Sahara Slim: Sahara has a story from every corner of the earth – "story" being the operative word here!

E. Tippet: E. the hermit lives in a mailbox, waiting for an important package. He means well, he's just moody.

U: A snail whose real name is Uriah Jedediah Eruipides Algernon Fortesque Forsythe but you can call him "U." He's pretty slow, if you know what I mean.

Sheriff Shrimp: Problems in Briny Gulch? Just call on Sheriff Shrimp. If he's not tied up or in the dark, that is.

Shark: Do you know the meaning of "voracious appetite?" This shark's mom never taught him to chew his food slowly!

Gill Barker: Wheel nuts and gum are Gill's specialty. Don't you wish he were around last time you needed a wheel nut?

Fluke: This whale has something stuck in her teeth. Have you ever seen a whale with a toothache?

Puffer: As the breath-holding champion of Briny Gulch, Puffer will blow you away.

Some Western Lingo (Vocabulary) for Cowpokes (Kids):

Rustler – a thief

Gulch – a deep, narrow valley

Reckon – to think, suppose, guess

Spittoon – a container used to spit into

Sassafras – flavoring that comes from the North American sassafras tree

Grub – food

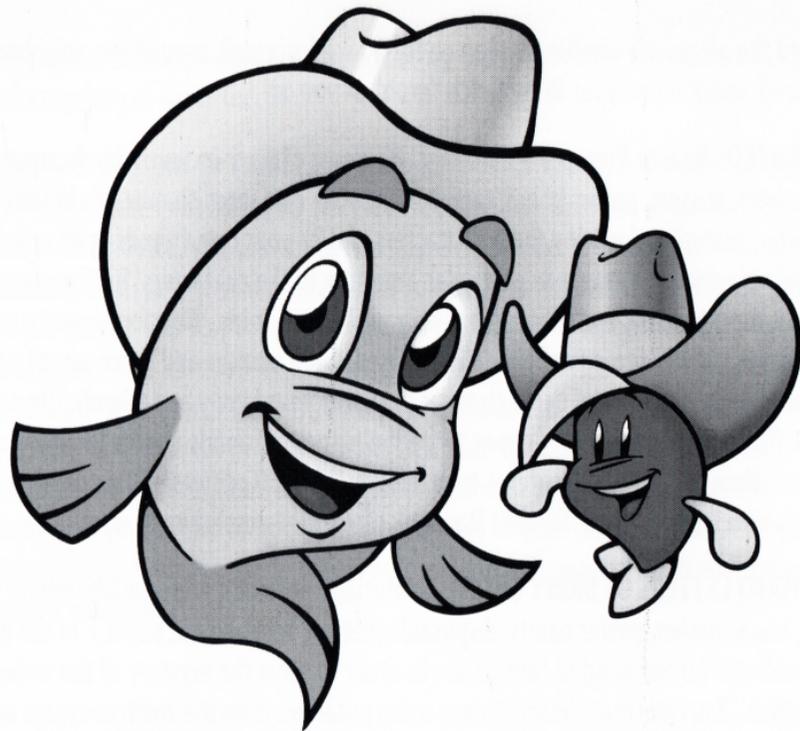
Lasso – a rope with a noose on the end used to capture things

Tumbleweed – a plant that breaks away from its roots and is driven by the wind

Corral – an enclosure used for confining animals

Bandanna – a large, colorful handkerchief

Hoe-down – a gathering of festive singing and dancing



BRINY GULCH TRAIL MIX: (Materials: Raisins, chocolate pieces, oats, granola, nuts, dried fruit, etc.) Numbers appear all through Briny Gulch! Use interesting numbers from the game to combine your favorite trail foods into a sealed plastic bag. Add as many raisins as Phil has legs. Add the numbers in the lock combination, and put that number of chocolate pieces into the mix. If you wrote down clues as you played the game, you will have plenty of numbers to choose from! Mix and shake the trail mix

until the pieces are combined, then go for a hike (or a walk around the neighborhood), snacking on your Briny Gulch "grub" as you go!

WANTED: Real or Pretend! (Materials: 20 pieces of 8 x 5-inch notebook paper, markers, scissors, poster board, tape.) Make your own inter-changeable WANTED poster, featuring the Briny Gulch characters and/or your own friends and family! While playing the game, pay particular attention to the characters' features (eyes, nose, mouth, ears), and sketch them on your "clues" notes. Now, on separate pieces of paper, draw three sets of eyes, three noses, three mouths and three sets of ears, representing features of game characters and/or your family and friends. On each of the five remaining pieces of paper, write the names of friends and/or family members. Now, combine the features to make silly WANTED posters! How does Aunt Tilly look with Freddi's eyes? Doesn't Dad look silly with Hammerhead's nose?

POTATO LETTERS OF BRINY GULCH: (Materials: potatoes, knife (adults only!), pencil, black marker, poster paints, disposable plate or bowl, brush, paper.) In the game, Freddi and Luther need to find letters in order to solve the mystery of the stolen hogfish. You can create letter stamps using potatoes, then use them to create an artistic scene from the game! Have an adult cut a raw potato in half. On the white surface of each potato half, use a pencil tip to gently "carve" block letters representing your initials. (If you use numerous potatoes, you can create the letters of your name!) Once you are satisfied with your letters, trace the carving with a black pen. Ask an adult to cut the potato around your letter so the letter surface protrudes from the rest of the potato. Now dip your potato stamp in paint and create artistic scenes

from the game, showing where Freddi and Luther found the letter they used to help solve the mystery of Briny Gulch!

AN ADVENTUROUS DAY IN YOUR LIFE: (Materials: Plain white paper, cut into five to six 5 x 5-inch squares, markers.) As you play Freddi Fish 4: The Case of the Hogfish Rustlers of Briny Gulch, you will notice that there is an order to the game. That is, it is sometimes necessary to visit a location or complete an action before you can proceed in the game. Your day is no different: before you go to school you must get dressed. Before you have lunch, you must have breakfast. You can not have dessert until you finish your dinner (unless you are very persuasive with your parents)! Draw pictures depicting an event in your day on each piece of paper. When you're finished, shuffle the pictures, then ask a friend or sibling to arrange them correctly. How familiar is your friend or sibling with the events of your day? For fun, arrange the pictures in a silly order. Go to school before getting dressed! Put on your pajamas before you take a bath!

Keyboard Command Chart

Purpose	Windows	Macintosh
Online Help	Press F1	See Readme file
Save	Click picture of Freddi on lower left or press spacebar	Click picture of Freddi on lower left, press spacebar or Command S
Load	Click picture of Freddi on lower left or press spacebar	Click picture of Freddi on lower left, press spacebar or Command L
Quit	Click picture of Freddi on lower left or press spacebar	Click picture of Freddi on lower left, press spacebar or Command Q
Pause the Game	Press spacebar	Press spacebar
Re-start the Game	Press spacebar	Press Spacebar or Command R
Play the Game in a Window	Shift + F5	F5/ Shift + F5
Re-size the Screen	Shift + F7 (1280 x 1024 only)	N/A
Terminate a Scene	Press escape (Esc)	Press escape (Esc)
Terminate Dialog Only	. (period)	. (period)
Change Sound and Other Options	Click picture of Freddi on lower left or press spacebar	Click picture of Freddi on lower left, press spacebar or Command + Game
For Text Subtitles	Add the line: <code>Text-on=1</code> to humongous.ini file	

Here are just a few of our newest games!

