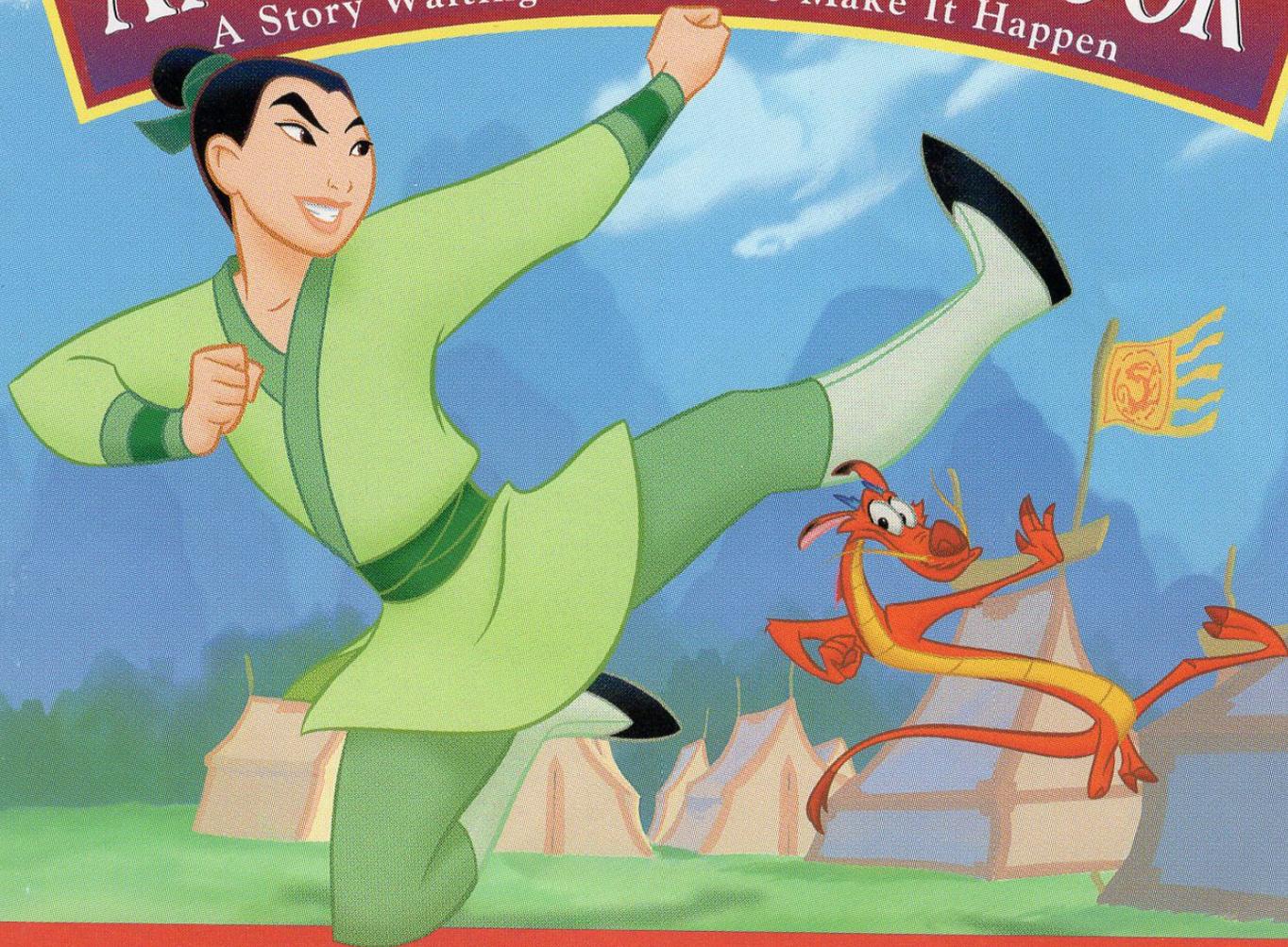


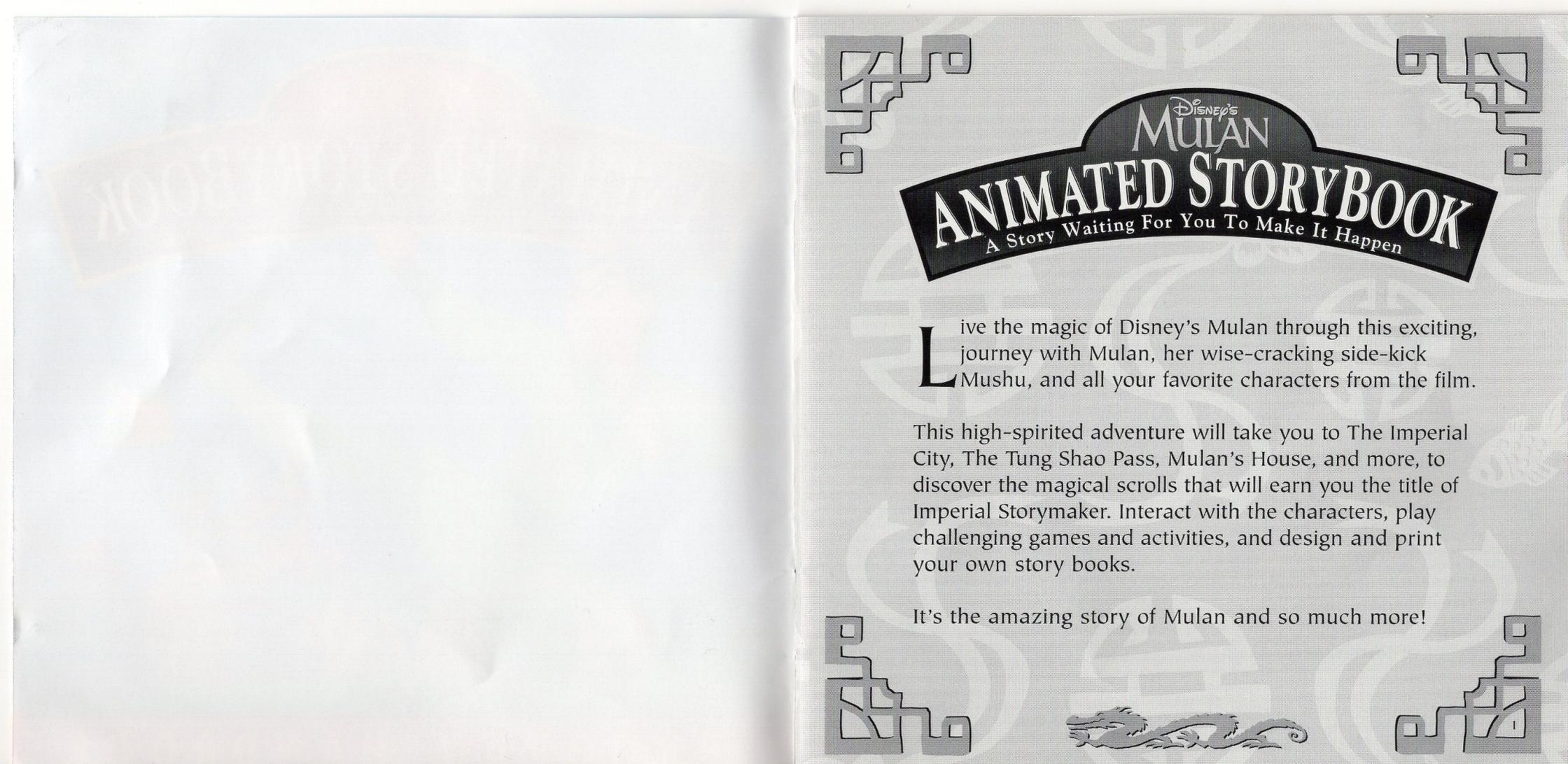
Disney's
MULAN

ANIMATED STORYBOOK

A Story Waiting For You To Make It Happen



PROGRAM HANDBOOK

The image shows the front cover of a Disney's Mulan Animated Storybook. The cover is light gray with a repeating pattern of the Mulan dragon logo. The title 'Disney's MULAN ANIMATED STORYBOOK' is written in a stylized font, with 'Disney's' in small letters above 'MULAN'. Below the title is the subtitle 'A Story Waiting For You To Make It Happen'. The cover is decorated with four large, stylized dragon head icons in the corners and a smaller dragon illustration at the bottom center. The left page of the book is visible, showing a faint, embossed version of the title and a large, stylized dragon head.

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

Live the magic of Disney's *Mulan* through this exciting, journey with *Mulan*, her wise-cracking side-kick *Mushu*, and all your favorite characters from the film.

This high-spirited adventure will take you to The Imperial City, The Tung Shao Pass, *Mulan's* House, and more, to discover the magical scrolls that will earn you the title of Imperial Storymaker. Interact with the characters, play challenging games and activities, and design and print your own story books.

It's the amazing story of *Mulan* and so much more!



Table of Contents

Minimum System Requirements	3
Installing Mulan Animated StoryBook	4
Starting Mulan Animated StoryBook	5
Signing In	6
How To Play	6
Navigation Commands	8
Key Commands	8
Games & Activities	9
The Village	9
The Dressmaker	10
Mulan's House	11
The Temple / Wake up the Ancestors	12
Mahjong	13
The Tung Shao Pass	14
Avalanche!	15
The Imperial City	15
The Imperial Storymaker	16
Sing-Alongs	17
Uninstalling Mulan Animated StoryBook	17
Troubleshooting	17
Customer Support	18
Proof of Purchase	20



Minimum System Requirements

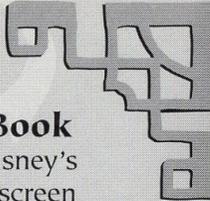
Windows 95® CD-ROM

- Microsoft® Windows 95
- Pentium 90MHz or faster processor
- 16MB RAM
- 20MB free disk space
- Quad speed (4x) CD-ROM drive
- 16-bit Windows compatible sound card
- 256 color VESA, PCI or other local bus video
- Windows compatible mouse

Macintosh® PowerPC CD-ROM

- PowerPC 75MHz or faster processor
- System 7.5 or later
- 24MB RAM
- 20MB free disk space
- Quad speed (4x) CD-ROM drive
- 256 color video display





Installing Disney's Mulan Animated StoryBook

Exit all other programs and applications when installing Disney's Mulan Animated StoryBook CD-ROM. Also exit any active screen savers, utility programs, anti-virus programs, or shell programs to ensure that these programs will not interfere with installation. When all other programs have been closed, verify that the CD-ROM is not smudged or scratched, then insert the CD in the CD-ROM drive.

Windows 95

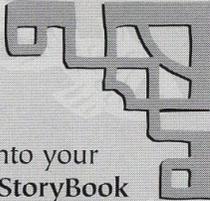
If your CD-ROM is AutoPlay-compliant, an introduction screen will automatically appear when the CD-ROM is inserted in the CD-ROM drive. Follow the on-screen prompts to complete the installation. During the installation, you will be given the opportunity to register the program electronically. If the introduction screen does not appear, proceed as follows.

From the Taskbar, click on **Start** and point to **Settings**; from the Settings submenu, 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

Insert Disney's Mulan Animated StoryBook CD-ROM into your CD-ROM drive. Double-click on the **Mulan Animated StoryBook CD-ROM** icon on your desktop to open the Mulan Animated StoryBook window. Then, double-click on the **Install Mulan Animated StoryBook** icon in the open Mulan Animated StoryBook window. Follow the on-screen instructions to complete the installation.

Starting Disney's Mulan Animated StoryBook

Make sure you have successfully installed the Disney's Mulan Animated StoryBook CD-ROM. See previous section for installation instructions.

Windows 95

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

Macintosh

Double-click on the **Mulan Animated StoryBook** icon in the "Mulan Animated StoryBook" folder within the Disney Interactive folder on your hard drive, to begin.

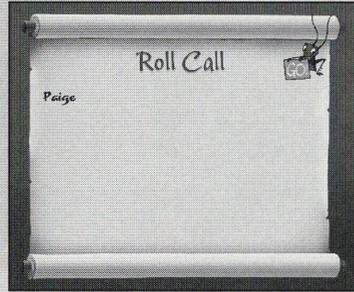
Signing In

At the opening of the story, Mushu will ask you to type in your name and then click on **GO**. Once you've signed in, your name will automatically appear, and can be selected each time you play.

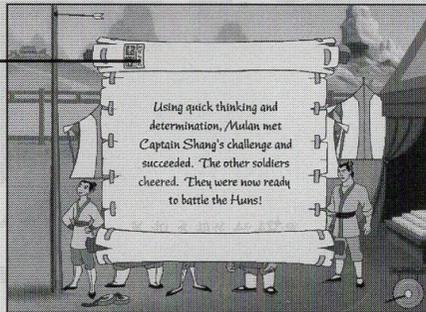
How To Play

This legendary reading adventure lets you journey into the world of ancient China, while you search for the magic scrolls that tell Mulan's amazing story.

Mushu will be your guide (and comic relief) throughout your quest to find the magical scrolls and replace their magic.



You can click the top left portion of the scroll to hear the passage read again.



Dictionary

Click on the magic words in blue to watch that word come to life.

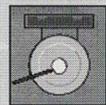
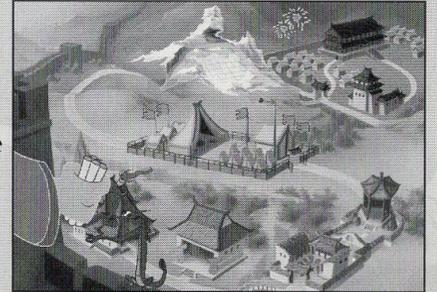
Thesaurus

Click on the words in a box to reveal synonyms or different words that mean the same thing.

Clumsy Mushu has dropped the magical story scrolls throughout the story screens, losing some of the magic in each. Your task is to collect all five magical scrolls (one in each story screen) and replace their lost magic as you journey through the story. Look for clues and suggestions from Mushu on how to move the story along to all the wonderful places in Mulan's world.

Once you find a magic scroll, click on it to reveal a narrated passage that will unfold the story of Mulan's great adventure.

To begin the story in sequence, start with the Village, then proceed to Mulan's House, the Army Camp, Tung Shao Pass, and finally, the Imperial City. Just move your cursor over the area you'd like to visit first, then click to be whisked away into ancient China.



You can travel to any location in the story from The Great Wall. Any time you want to return to The Great Wall, just click the gong in the bottom right of the screen. You will be asked if you want to quit the program, reset the game or go to The Great Wall.

Within each place, you'll find lots of clickables, games and activities that will help you find the hidden scrolls, replace their magic, and have a great time while you're at it. Make sure you solve all the puzzles on each page to move forward in the story.



Navigation Commands



The Yin-Yang symbol is your cursor. It will turn red and white when it is over something fun to click. Some items have different sounds and animations when you click a second or a third time. Don't miss a single one. You might even uncover a clue for finding a scroll.



When you've uncovered a navigational hot spot, a directional arrow will appear showing you the way to a new location. Your cursor becomes an arrow when you move it over the navigational hot spot. Click the arrow if you wish to leave your current screen and travel to the new location. If you do not wish to leave your current screen, simply move your cursor away from the arrow.



Your cursor becomes an open hand when it is over a movable object. Listen for suggestions from the characters in the story, then click once on the object and move it to a new place on the screen. Click again to release the object.

Key Commands

Spacebar Takes you through to the end of an animation, narration or sound at any time.

Command-Q (Mac) . . . Quits and returns user to the Desktop.

Alt-F4 (Windows 95) . . . Quits and returns user to the Windows 95 Desktop.

Quit / Exit

To exit the StoryBook, click on the large navigational gong in the bottom right corner of any story screen. Cri-kee will offer you the choice to Reset, go back to The Great Wall or Quit. Click **Quit** to Exit the program.



Games & Activities

Each of these games and activities is designed to let you interact with the story. There are four levels for many of the games so you can increase your level as your skill increases. In many activities, you can play a character in the story, by yourself or with a friend.

The Village

Help Grandma Fa gather good luck charms for Mulan. Listen to her requests carefully then click and drag the items over to her. Grandma changes her mind often, so each time you return, she may ask for different items. To start this activity over again, click on the **navigational gong** and choose **Reset**.



The Dressmaker

You get to put together the perfect outfit for Mulan as she prepares to meet the matchmaker. Choose from dozens of hats, shoes, accessories and dazzling dresses. Mix and match them to design your very own outfit. Don't forget to pick out something nice for Mushu too. We don't want him to feel left out!

You can even print out your spectacular creations for the paper dolls included in Disney's Mulan Animated StoryBook. Just click on the open book at the bottom right of your screen.



Click the arrows next to the clothes or accessories to scroll through all your options. When you've found the perfect item for your ensemble, just click and drag it over to Mulan.

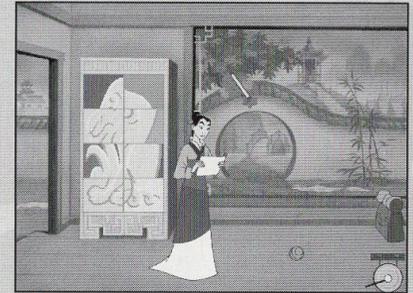
Click again to place the item on Mulan. Make sure you view them all before you choose!



If you change your mind, just click and drag the item away from Mulan, then click on a new item and drag it over to Mulan. Click again to place the item.

Mulan's House

Before Mulan can leave for battle, you must solve the puzzle lock on the armor cabinet so she can get her father's armor. Click on the squares on the front of the cabinet until you reveal one of 12 animals of the Chinese Zodiac.



Hint: Click each square until the backgrounds are all the same color to reveal a zodiac animal.

Next you can help Mulan pack her bags with useful items for her trip by clicking on them and placing them in her saddlebag. Watch out though, Little Brother, her dog, thinks he is helping by replacing useful things with doggy toys!

You'll have to remove his things and replace them with the essentials like fatigues, a comb, a small knife, a quilt and a canteen. You can use a small ball to distract Little Brother if you need to.



The Temple/Wake up the Ancestors

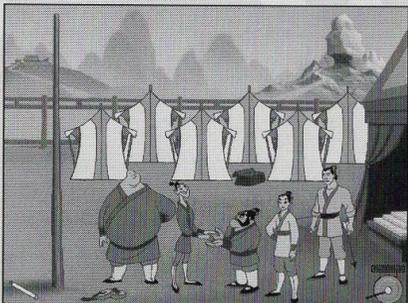
Mushu needs your help to wake up the ancestors! In this game of logic and memory, you'll click on the gongs with the mallet (hanging on the wall on the left side of the screen) to figure out which ones put the ancestors to sleep and which ones wake them up. Choose from levels 1 through 4.



The goal is to wake them all up so you'll have to remember the correct sequence of gongs. Once you do, you'll win a printable trading card full of wisdom and facts about ancient Chinese customs. Collect all of these cards. They're a treasure you'll want to share with all your friends!

The Army Camp

As the story builds, you can help Mulan get back all her missing items from the other soldiers. Click on a tent and a soldier will reveal an item and tell you what he'll trade for it. You must pick up that item from a different tent to trade with him. Continue until you've retrieved the missing items and returned them to her saddlebag.

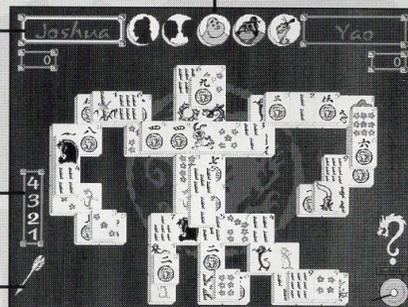


Mulan can really show her stuff in meeting Captain Shang's challenge with your help. Just click on Captain Shang and he'll issue his challenge. Then click on Mulan and she'll attempt to climb the pole. If she doesn't get it the first try, keep trying, you can help her!

Mahjong

Click on player mode.

Player and opponent scores are marked here.



Choose a level of difficulty, 1-4.

Click here to return to the Army Camp.

Play this game of strategy only if you're up for a real challenge. You can play this tile matching game in solitaire mode, with a friend, or with Yao, Chien-Po or Ling.

Try to clear the board by matching all the pairs of tiles. Just click on two tiles that match to watch them disappear. You must choose tiles that are "free" or that do not have other tiles on top of them and that are "free" on the left or right side.



Look for the tiles that will increase your score fast!

Numbers 1-9 are worth their face value.

Animals = 10

Dragons = 12

Seasons = 15

Flowers = 15

You can ask Mushu for clues if you get stumped. The winner (in single player mode) receives a printable certificate proclaiming them Apprentice, Master, Master Champion, or the ultimate, Grand Master Champion!

The Tung Shao Pass

In this thrilling story screen, you can have a snowball fight with Mulan and the soldiers as they march off to battle. Just click on the snowballs, drag them over to your target and POW!

Click on the wagon to reveal a cannon that will help you defeat the Hun Archers.



Click again and again for an explosive surprise that helps Mulan start an Avalanche and save the day!

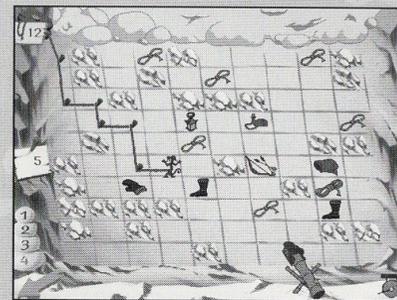
Avalanche!

In this game of strategy, you must help Mushu climb down the ice and snow as you pick up valuable supplies you'll need to finish the trip.

The goal is to pick up all of the supplies without running out of rope and stakes, and fire the cannon located at the bottom right of the screen.

You can move Mushu up, down and to the side, one square at a time, using your mouse or arrow keys.

There is a running tally of the rope and stakes you have left at the top left corner of the screen. When you've picked up supplies, your tally will go up. Good luck and be careful. It's slippery out there!



The Imperial City

Help Mulan rescue the Emperor by throwing watermelons at the Huns! Just click and drag them over the Huns to wipe them out one by one.

When Mulan and Mushu rescue the Emperor and save China from the Huns there's a celebration in order.

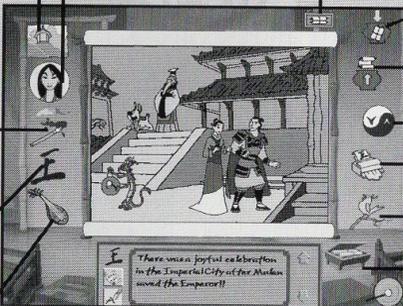
You can participate in the festivities by lighting lanterns, playing drums and setting off fireworks!



The Imperial Storymaker

When you have collected all five scrolls and have restored their magic, deliver them to the Emperor in the Imperial Palace. With many thanks, he'll crown you Imperial Storymaker! Now you can make and print your own story scrolls, using the text provided or write your own.

This creative activity has endless possibilities, as you paint and design your story pages and cover, add stickers and choose from lots of different backgrounds to color.



Click here to scroll through the stickers and background choices. Once you find the one you want, click on it to place it on the scroll page.

Click here to begin a new scroll.

Click on the paint brush to reveal the paint function. Add color by clicking on a color block, then clicking on a space in your picture. You can change the color by just re-selecting the space and choosing another color.

Click here to be able to type in your own text.

Click here to select from beautiful music while you work.

Save your work by clicking here.

Open any of your saved files by clicking here.

Clicking here will undo your last command and let you start over.

Print out your work by clicking here.

Click Here for Sing-Along fun.

Click on this chest for story suggestions.

There once was a joyful celebration in the Imperial City of the Mulan and the Emperor!

Hint: Click the rug on the bottom left corner of the screen to be taken back to the Imperial City.

Sing-Alongs

In the Imperial Storymaker activity, you can click the song bird icon in the lower right for the popular Sing-along feature that will allow you to sing along with your friends from the story, or sing by yourself, karaoke style!

Uninstalling Disney's Mulan Animated StoryBook Windows 95

To remove the program from your hard drive, click on Start and point to Programs from the Programs sub-menu, point to Disney Interactive then Mulan Animated StoryBook. Then click on Uninstall Mulan Animated StoryBook. Follow the on-screen instructions to complete the uninstallation.

Macintosh

To remove the program from your hard drive, select the Mulan Animated StoryBook folder and drag it to the trash can.

Troubleshooting

Please check the "Mulan Animated StoryBook Help File" for the latest troubleshooting information.



Customer Support

If your computer system is not running Disney's Mulan Animated StoryBook properly, refer to the Mulan Animated StoryBook Help File in the Disney Interactive folder to obtain information about running the program with the best possible performance.

If you need additional information, Disney Interactive offers you a variety of support options.

Internet Support

The Disney Interactive Customer Support Web Site contains a variety of information that can be used to help your system run Disney Interactive programs with the best possible performance. To access information about Disney Interactive programs on the World Wide Web, point your browser to www.disneyinteractive.com and click on **Customer Support**.

Disney Interactive Fax-On-Demand Service

This service is available 24-hours-a-day at **(800) 965-5360**. 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 obtain a complete list of available documents.

Mailing Address

If you want to write to us, our address is: Disney Interactive Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-8139.

Fax Support

Our fax machine is available 24-hours-a-day at **(800) 965-5820**.



Automated Telephone Support

This service is available 24-hours-a-day at **(888) 357-4692**. Using a touch tone phone, you can obtain answers to some of the most frequently asked questions regarding Disney Interactive programs. If you need additional information, our Customer Support staff is available Monday through Friday from 7:00 a.m. to 7:00 p.m. (Pacific Time).

TDD Support

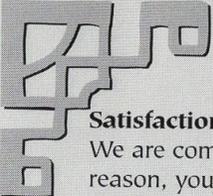
Our Customer Support for the hearing impaired is available by telephone Monday through Friday from 7:00 a.m. to 7:00 p.m. (Pacific Time). The toll-free number is **(800) 441-1243**.

Replacing A Defective CD Or Missing/Damaged/Lost Items

Important! If, within 90 days from the date of purchase, you need to replace a defective CD-ROM or missing/damaged/lost item, please be sure to include the following information when sending the defective CD-ROM or requesting the replacement of the missing/damaged/lost item: full name; daytime telephone number with area code; complete street address, apartment number (if applicable), city, state, and zip code. There is a \$10.00 fee to replace lost or damaged items.

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





Satisfaction Guaranteed!

We are committed to bringing you the best software possible. If, for any reason, you are not satisfied with the product within 90 days from the date of purchase, just return to us the CD-ROM, Program Handbook and the original sales receipt along with a note describing the problem and how we can better serve you, and we will send you a check for the purchase price, plus any applicable sales tax. Please be sure to include in the note your full name, daytime telephone number with area code, complete street address, apartment number (if applicable), city, state and zip code.

Do not mail the packaging or other materials; send only the CD-ROM, Program Handbook, and your receipt along with the note to the mailing address listed under "Customer Support." Please add "Attn: Refunds" to the mailing address and allow four to six weeks for processing. This offer is good in the US and Canada only.

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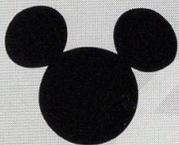
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PROOF OF PURCHASE



Mulan ASB

You can access all of the locations in
Disney's Mulan Animated StoryBook from The Great Wall.



For additional help, please read the inside of this Program Handbook or the Customer Support section of our website at www.disneyinteractive.com

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