Welcome to Odell Down Under

Dive into the *Odell Down Under*™ software program, where the shimmering tropical colors often mask the minute-to-minute struggle for survival. Living as a member of the reef community is more than just a pleasure dive. When you enter *Odell Down Under,* you will pit all of your skills against the best the reef has to offer. As you become one of over 50 reef dwellers, you must learn to identify predators and prey, avoid poisonous snacks, and not waste all of your energy (and points) chasing down a meal.

Odell Down Under offers four levels of play, with an almost endless array of games. To get your feet wet, start with Practice, where you learn about the reef inhabitants as you try out your fins. Successfully avoiding the electric ray and finding food is an acquired skill. When you are ready, Challenge rewards you with increasingly larger fish to play. For a creative turn, design your own fish with Create-A-Fish and see if you score more points than with the fish that nature has designed. Once you've conquered all the levels, proceed to the grand Tournament, where you test your skills against all of the fish on the reef. The ultimate goal is to become the Great White Shark and swim off to open sea in search of new prey.

A note to parents. The drama of survival and the lure of the Great White Shark in *Odell Down Under* will keep your kids so busy enjoying themselves that they won't even realize how much they are learning. As they work to survive, your kids will sharpen their observation skills, develop problem-solving strategies, create and test hypotheses, and learn about food chains, food webs, and natural communities.

A note to kids. Australia, sharks, and swimming all day—it's like a vacation in your own room. Do you have the brains and strength to either outswim or outsmart your prey? Sure you do!

Requirements

Odell Down Under requires the following hardware and software:

- Macintosh LC (68020 or higher CPU required) with CD-ROM drive

- System 6.0.7 or later

- 2 MB free RAM

- Color display

- Hard disk

- 32-bit QuickDraw (If it is not built into your system, look for it on Apple's Printing Tools disk or System Additions disk.)

  * If you don't know which version of the System you have, pull down your *a* menu and look for the System Software version under "About the Finder..." or "About this Macintosh."

Getting Started

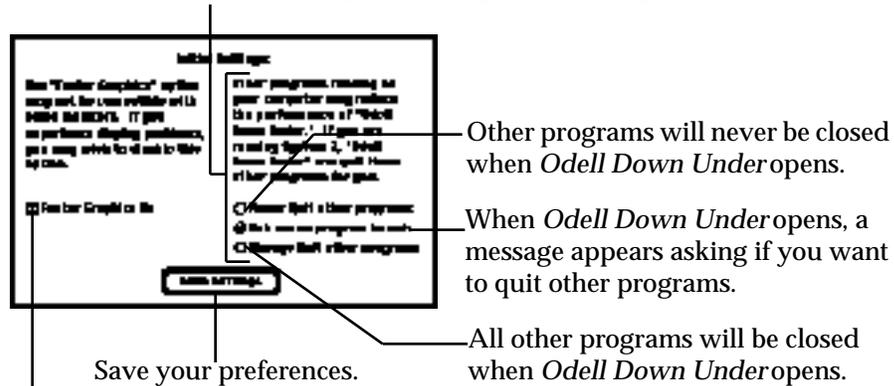### Putting the Software on Your Macintosh

1. Quit all other applications that you may be running

2. Insert the *Odell Down Under* CD-ROM into your drive. A copyright screen will appear. Please read this information, and then click Continue. The Install dialog box will appear.

3. Click on the Install button.

4. Make sure that you want to install *Odell Down Under* on the hard disk indicated. If the hard disk shown is not the right one, click on the Desktop button and choose the location that you want.

5. Click on the Install button and follow the on-screen instructions.

6. When you are finished, store your *Odell Down Under CD-ROM* in a safe place as your backup copy of the program.

Starting the Program

To start *Odell Down Under*:

1. Click on the *Odell Down Under* icon.

2. The first time you play, the following dialog box will appear. You will only see this box the first time you play. These options can also be adjusted through the Management Options.

Quitting other programs may help *Odell Down Under* run faster. Also, if another program is open, you could switch to it accidentally by clicking outside the game window.

Other programs will never be closed when *Odell Down Under* opens.

When *Odell Down Under* opens, a message appears asking if you want to quit other programs.

All other programs will be closed when *Odell Down Under* opens.
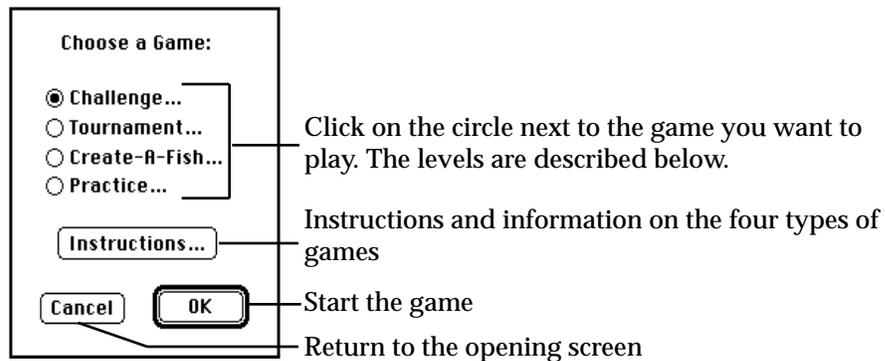
Save your preferences.

Most computers will work best with this box checked. If you have a monitor connected through the SCSI port, you may need to un-check this box.

3. Click anywhere on the opening screen, or select `New Game` from the `File` menu.

   The Choose a Game box appears. The four types of games are described in the next section.

Diving into the Reef

When you start a new game, an options box offers you four levels of play: Challenge, Tournament, Create-A-Fish, and Practice.

Choose a Game:

◉ Challenge...
○ Tournament...
○ Create-A-Fish...
○ Practice...

Click on the circle next to the game you want to play. The levels are described below.

[Instructions...]

Instructions and information on the four types of games

[Cancel] [OK]

Start the game

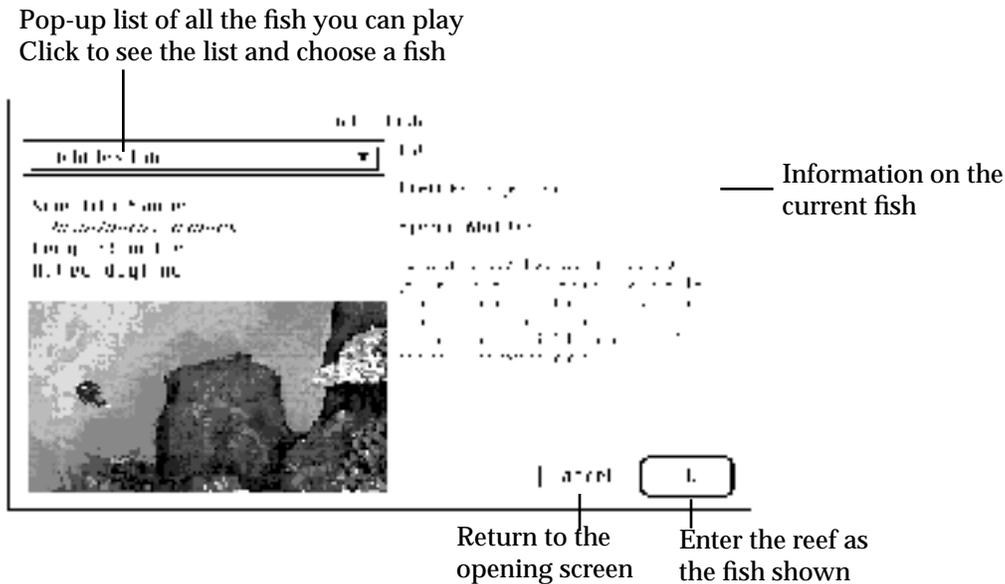Return to the opening screen

Practice

Practice lets you get your feet wet while taking on the role of one of over 50 fish or other reef dwellers. In Practice you can explore the reef as you play and eat—until your fish is eaten or until you decide to try another fish or start another game. Use Practice to learn more about an individual fish or to learn more about the program before taking on Challenge.

When you start a new game in Practice, the Pick-a-Fish screen appears. Use the pop-up list to learn more about the fish available for play and to choose a fish. Pay close attention to the information about your fish—what you don't know *can* hurt you.

Scroll through the pop-up list of fish by:

• clicking on the pop-up box and scrolling through the list while you hold down your mouse button.

• typing a letter or part of a name.

• pressing the ⬆⬇ keys.

Pop-up list of all the fish you can play
Click to see the list and choose a fish

Information on the
current fish

Return to the
opening screen

Enter the reef as
the fish shown

Look at as many fish as you like. When you click on **OK**, you will
enter the reef as the fish that is shown. The program brings you into
the reef at your fish's preferred location. So, you will start where
more of your prey can be found (and more of your predators). From
here, you can go anywhere you want.

While you cruise the reef, you see a message when you eat
something. You can turn these messages off with the **Show Action
Dialogs** option (see "Preferences" on page 15).

Challenge

In Challenge, the computer picks four fish for you to play. Start as the
smallest fish in the group. Move up to a larger fish when you earn
enough points. When you succeed as the largest fish, you may earn a
place on the list of Reef Rulers! Then you can start a new Challenge
game and face an entirely new group of fish—and new challenges.

When you start a new Challenge, you will see a list of the fish you
will play, in the order you will play them. Your first fish is

highlighted and the information box tells you about that fish. When you earn enough points to move to the next level, the program will give you information on your new fish.

Pop-up list of the fish you will play, in the order you will play them

Information on the fish you will play first

Return to the opening screen

Enter the reef as the fish shown
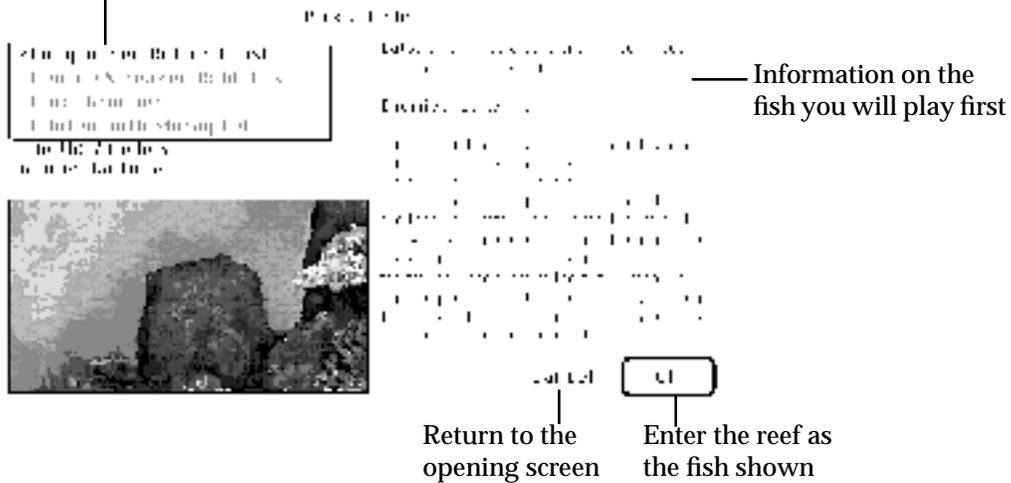
Any time you want to look at this information sheet, choose the name of your fish from the Field Guide in the `Game` menu (see page 13). (If you forgot the name of your fish, use the `Info` button—see page 11).

Tournament

Tournament offers the greatest challenge. Become each of the creatures available for play on the reef—from the smallest fish to the Great White Shark at the top of the food chain. When you start the Tournament, you will see a list of all the fish, in the order you will play them. Your first fish is highlighted and the information box tells you about that fish.
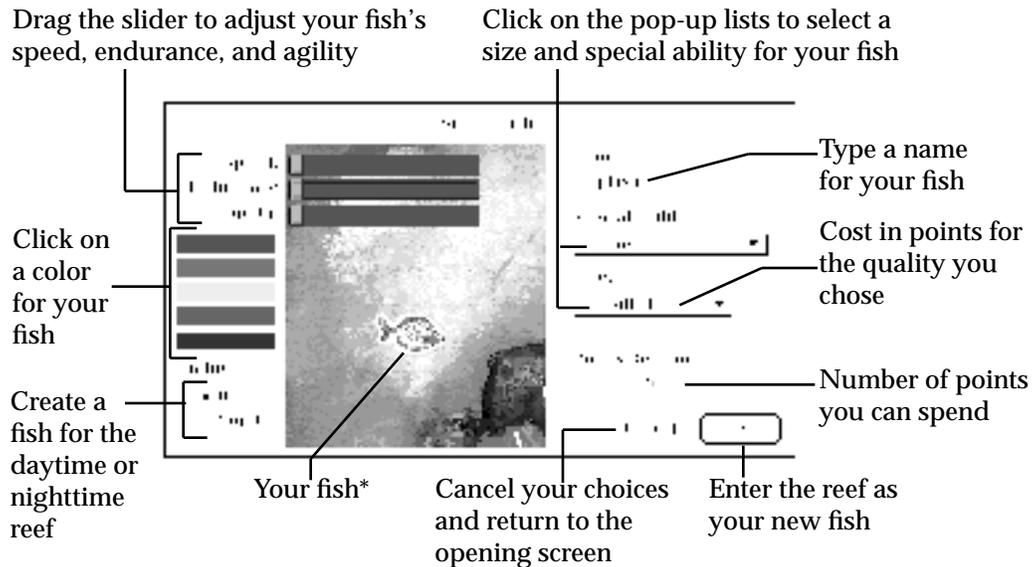
Pop-up list of all the fish you will play, in
the order you will play them

Information on the fish
you will play first

Return to the
opening screen

Enter the reef as
the fish shown
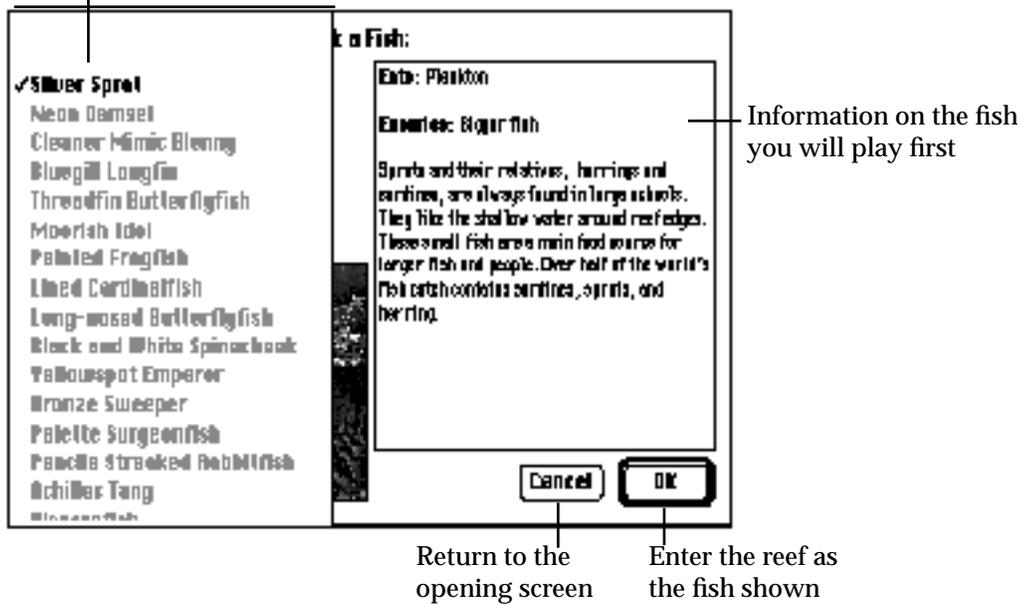
When you earn enough points as the first fish, you will move to the
next level. Before you start the next level, the program will give you
information on your new fish. If your fish dies before you reach the
next level, you have the option of starting a new game or giving up
all of your points and continuing.

Create-A-Fish

After playing the other games, you can try to do nature one better.
With Create-A-Fish, you design a fish and then try it out in the reef.
Create-A-Fish gives you a basic number of points, which you use to
buy options, including a special ability for your fish.

Drag the slider to adjust your fish's speed, endurance, and agility

Click on the pop-up lists to select a size and special ability for your fish

Type a name for your fish

Cost in points for the quality you chose

Click on a color for your fish

Create a fish for the daytime or nighttime reef

Your fish*

Cancel your choices and return to the opening screen

Enter the reef as your new fish

Number of points you can spend

* The shape of your fish will change as you adjust the speed, endurance, and agility. Fish that rely on speed have a slender body for fast acceleration. Fish that cruise for long distances in search of food have stiff, streamlined bodies to reduce drag. A disk-shaped body with fins all around gives an agile fish the ability to turn quickly in tight places.

To try your fish out on the reef, click on OK. Your game will be similar to that described under "Practice" (see page 4).

Surviving on the Reef

When you first enter the reef, your fish is in a protected mode. Your fish can't be eaten until you take an action like eating something or moving to another area of the reef. So, you have a little time to check out the reef before putting your life on the line.
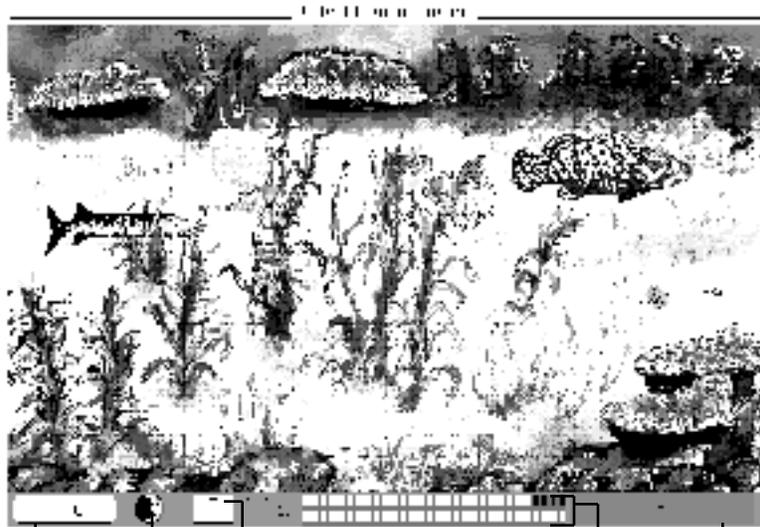
Information on plants and animals on the screen   Day or Night   Where you are on the reef   Energy level and health of your fish   Current score

Moving Your Fish

To move your fish, move your mouse. The fish follows your cursor around the reef. If you move the cursor faster than the fish's normal speed, the fish will lag behind. You probably want to spend some time in Practice until you quit floundering around in the water. (Since there are no Flounders in this program, floundering will not gain you points!)
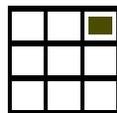
The grid icon shows your location in the reef. The reef has nine sections and the shaded square in the icon shows the section you are in right now. To move into a different area of the reef, move your cursor to the edge of the game screen.

Survival Skills

You will survive longer and earn more points if you start thinking like a fish. The following are your most important survival skills:

Eat	Click your mouse button when the cursor is over the fish or other sea life you want to eat.
Run Away	Move the cursor—your fish will follow. (You may not be able to outrun a large predator, so practice your other survival skills as well.)
Use Special Ability	Press the space bar on your keyboard. (Special abilities include puffing, squirting ink, giving an electric shock, and extending spines. The space bar only works if your fish has a special ability.)
Hide	Stop in front of a cave or behind a plant. When your fish is hidden, the cursor becomes a red square. Until you move it, your fish is hidden from predators and prey.
Ignore Other Sea Life	Don't do anything.

Day and Night

Based on the habits of your fish, you will play in the daytime reef or nighttime reef. The day/night icon will show you the time of day—a sun for day and a moon for night. The other sea life appearing on the reef will fit the time of day you are playing. Since you don't have night vision, we won't dim the lights!

Energy and Health

Energy: ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▯ — Energy level
Health: ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▯ — Level of parasites on your fish
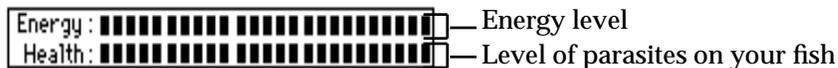
The energy bar gives you feedback on your fish's energy level. Green indicates a healthy fish, yellow warns you about poor lifestyle or

choices, and red is the final warning. To live out your fish's lifespan, which is the goal, you need to follow your parents' advice — eat right, get rest, and keep clean. The energy level reflects what you choose to eat on the reef and how much you move your fish. How fast your fish uses energy is also based on its metabolism, size, and speed.

The health bar shows how many parasites have infested your fish. If your fish's health is failing because of parasites, the bar will change from green to yellow, and eventually to red. When you see yellow, proceed at once to your nearest cleaner fish (see "Being Cleaned" below). Not all fish need to be cleaned, so watch this meter carefully when you play a new fish.

Being Cleaned

To survive for your fish's full lifespan, you must have parasites removed from your fish by a cleaner. Watching the other fish may give you a hint as to which creatures are cleaners and where they hang out.

 To be cleaned, move your fish close to the fish or other creature you believe is a cleaner. By staying in one place for a few seconds, without trying to chase or eat the fish you think is a cleaner, you signal the desire to be cleaned. If a cleaner fish really is close by, it will remove the parasites from your fish. If not, a painful wound may teach you a valuable lesson!

The daytime and nighttime reefs each have a different reef dweller serving as the local cleaner. So, pay attention to the day/night indicator.

Information on the Reef Dwellers

You have two options for learning about the sea life around you (both swimming and stationary).

- Click on ⌜ **Info** ⌝ at the lower left corner of your screen (or press the Esc key). The action will stop and you have a chance to get information on the plants and animals on the screen by clicking on
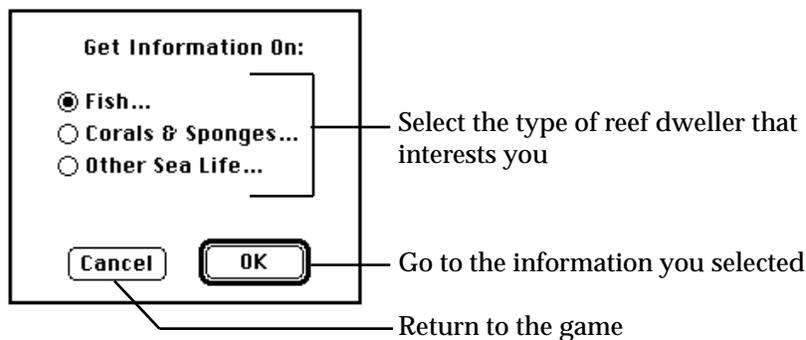
them. To plunge back into the game, click on (Continue) or press the Esc key.

While you are in Info mode, you can see the names of the plants and animals on the screen. When your cursor becomes a 🛈, click to see the name of the plant or animal under your cursor.

• For more information about the plants and animals living on the reef, consult Captain Odell's Field Guide. Captain Odell was a salty old sea traveler who kept detailed notes on all of the reef dwellers. To view this information, select **Field Guide** from the **Game** menu.

If you go to the Field Guide, the following screen appears:

Get Information On:

◉ Fish...
○ Corals & Sponges...   —— Select the type of reef dweller that
○ Other Sea Life...   interests you

(Cancel) [OK]   —— Go to the information you selected

                                   —— Return to the game

The information screens in the field guide have pop-up lists just like the Pick-a-Fish screen in Practice. You can scroll through these lists of reef dwellers in the same way (see page 4 for more information).

Scoring

Your score reflects your skill in finding food, keeping a high level of energy, and staying clean of parasites. To earn the most points, you need to find the balance between pursuing food and wasting energy. In Challenge and Tournament, you also earn a bonus for surviving long enough to advance to the next level. In both games, the most skilled players claim the title *Reef Ruler*. The highest scoring player also swims off into the sunset, in pursuit of new prey.

You lose points or die when you eat something poisonous. Like the real reef inhabitants, a mild poisoning may teach you to stay away the next time.

Program Options

File Menu

Start a new game —— **New Game...** ⌘N

Open Game... ⌘O —— Open a game you
End your current game —— **End Game** ⌘W — saved before

Save Game... ⌘S —— Save your current game
Save your game —— **Save Game As...**
under a new name

Set the size of your
Page Setup... — paper for printing
Print information on —— **Print...** ⌘P
one of the reef dwellers

Quit ⌘Q —— Leave *Odell Down Under*

Game Menu

Introduction to the —— Introduction...
game
Instructions... —— Instructions for the game

Look up the definition —— Dictionary... ⌘D
for a word
Field Guide... ⌘F

Information on all of ——
the reef dwellers
Turn the sound effects
Sound ⌘E — on or off
Music ⌘V
Turn the music on or off

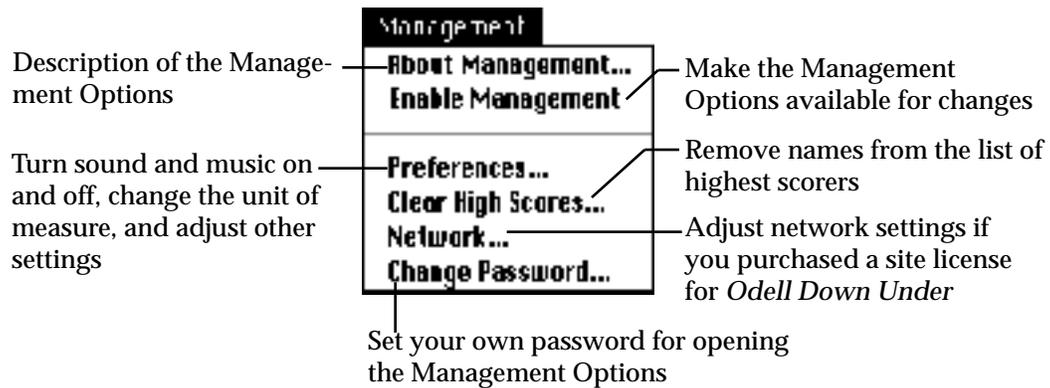See a list of the highest
scoring players —— See Reef Files... ⌘R

Printing Fish Information

You can print information about the plants and animals living on the reef by selecting `Print`...from the `File` pull-down menu or by

clicking on the `Print` button on the information screen in the Field Guide. Both options let you print information on a specific reef dweller, and both options can be used before or during a game.

Management Options

The Management Options let you erase high-score lists, change measurements to metric or English, and set other preferences. To use the Management Options, you need the correct password.

Description of the Management Options

Turn sound and music on and off, change the unit of measure, and adjust other settings

Make the Management Options available for changes

Remove names from the list of highest scorers

Adjust network settings if you purchased a site license for *Odell Down Under*

Set your own password for opening the Management Options

When you pull down the menu, most of its options are dimmed or grayed, showing that they are not active. To make the options active:
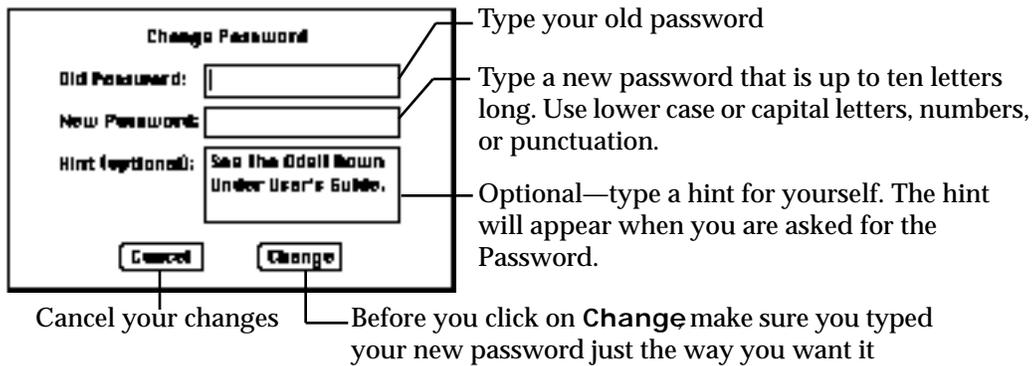
1. Select **Enable Management** from the **Management** pull-down menu.

2. When the Password box appears, type your password. (For information on the password, see "Password" on page 15.)

Please Note: The changes you make to the Management Options take effect when you open a new game.
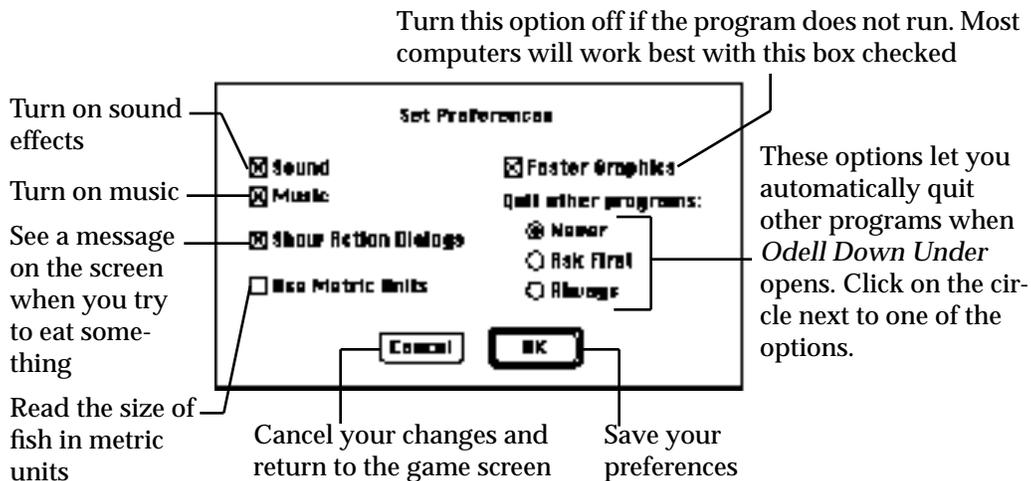
Password

When you install the program, the password is *Neptune* (the god of the sea in Roman mythology). You can keep this password or change to a word, name, or number of your choice. To change the password, select **Change Password** from the **Management** menu.

Type your old password

Type a new password that is up to ten letters long. Use lower case or capital letters, numbers, or punctuation.

Optional—type a hint for yourself. The hint will appear when you are asked for the Password.

Cancel your changes

Before you click on **Change**, make sure you typed your new password just the way you want it

Preferences

When you select **Preferences** from the **Management** menu, you will see the following box:

Turn this option off if the program does not run. Most computers will work best with this box checked

Turn on sound effects

Turn on music

See a message on the screen when you try to eat something

Read the size of fish in metric units

These options let you automatically quit other programs when *Odell Down Under* opens. Click on the circle next to one of the options.

Cancel your changes and return to the game screen

Save your preferences

Quit Other Programs

Quitting other programs may help *Odell Down Under* run faster. Also, if another program is open, you could switch to it accidentally by clicking outside the game window.

If you set **Quit other programs** to **Ask First** (in the Set Preferences box shown above), the message shown below will appear each time you open *Odell Down Under.*

If you click on **Yes**, all of your programs will close. Clicking on **Yes** will not harm your computer.

If you click on **No**, all of your other programs will stay open and *Odell Down Under* may run more slowly.

Clear High Scores

To remove names from the Reef Ruler lists:

1. Select **Clear High Scores** from the **Management** menu.

2. Choose the type of game—Challenge, Tournament, or Create-A-Fish.

3. Select on the names you want to remove from the list of Reef Rulers. (To select one name, click on it. To select more names, hold down the shift key while you click on the names.)

4. Click on **Remove** to remove the selected names.

5. When you are finished, click on **Done**

The names you selected will be removed and you will return to the opening screen.

Network
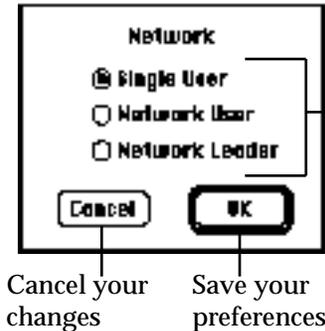
Unless you have purchased a network license from MECC, you may not run *Odell Down Under* on a network. "Single User" should be selected in the Network dialog box.

Cancel your changes

Save your preferences

Disabling Management

When you have finished using the Management Options to set up the program, you need to disable management. If you don't disable management, someone else can make changes, undoing all of your hard work. To disable management, select **Disable Management** from the **Management** pull-down menu. The text in the pull-down menu now reads **Enable Management** and the other options are dimmed.

Leaving the Reef

Start a Fresh Game

When you want to move to a new game, close your current game by selecting **End Game** from the **File** menu. Then start a fresh game by clicking anywhere on the opening screen or selecting **New Game** from the **File** menu.

Save Your Game

When you've got a good thing going, but all those fish are making you hungry, select **Save Game** from the **File** menu. You can now safely end your game and return to it later.

Quit and Play Again Later

To leave the reef, choose `Quit` from the `File` menu. Next time, you will start a fresh game, unless you saved your current game.

Pursue an Interest in Coral Reefs

If you are hooked on aquatics, the following books and organizations might feed your frenzy.

Books for Kids

Arnold, C. *A Walk on the Great Barrier Reef.* Minneapolis, MN: Carolrhoda Books, 1988.	Johnson, R. *The Great Barrier Reef: A Living Laboratory.* Minneapolis, MN: Lerner Publications, 1991.
Fletcher, A. *Fishes That Hide.* Reading, MA: Addison-Wesley, 1973.	Sargent, W. *Night Reef: Dusk to Dawn on a Coral Reef.* New York: F. Watts, 1991.
Jacobs, F. *Coral.* New York: Putnam, 1980.	Tayntor, E. *Dive to the Coral Reefs.* New York: Crown Publishers, 1986.
Jacobson, M. *Wonders of Corals and Coral Reefs.* New York: Dodd, Mead, 1979.	

Organizations

American Cetacean Society P.O. Box 2639 San Pedro, CA 90731 Send self-addressed envelope with 55¢ postage.	Center for Marine Conservation 1725 DeSales Street NW Suite 500 Washington, DC 20036
The Cousteau Society 870 Greenbrier Circle, Suite 402 Chesapeake, VA 23320-2641	Nature Conservancy 1815 North Lynn Street Arlington, VA 22209
Looe Key National Marine Sanctuary Rt. 1, Box 782 Big Pine Key, FL 33043	Reef Relief 201 William Street, P.O. Box 430 Key West, FL 33041
National Wildlife Federation 1412 Sixteenth Street NW Washington, DC 20036-2266	Sierra Club 730 Polk Street San Francisco, CA 94109
World Wildlife Fund 1250 24th Street NW Washington, DC 20237	The Wilderness Society 1400 I Street NW Washington, DC 20005

Troubleshooting

Installing or Starting the Program

Problem	*Solution*
Installing with *At Ease*™	If you have *At Ease* installed on your system, you must return to the Finder before starting the *Odell Down Under* installation program. After installing *Odell Down Under,* remember to add the *Odell Down Under* icon to your *At Ease* desktop.
I installed *Odell Down Under,* but it doesn't run.	You may have a conflict with an extension. To test for this problem: • Start your computer without System Extensions by holding down the Shift key while restarting. Continue holding down the Shift key until the Finder appears. • Start *Odell Down Under.* If it runs, you have a conflict with an extension.

Hard Disk Space

Not enough hard disk space!	If a message shows that your hard disk does not have enough space available, you need more free space to install the program.

Memory

Can I make more memory available to *Odell Down Under*?	You can reduce the use of memory by closing all unused programs. You can also follow the steps below to give the program more memory: 1. Go to your desktop and select the *Odell Down Under* icon. 2. Select **Get Info** from the **File** menu. The Info dialog box will appear. 3. In the box next to **Current size**: or **Preferred size**: in the lower right corner, type a number larger than the number currently there.

Problem	*Solution*

In the Program

I am clicking to eat and nothing happens.	You can only eat an animal or plant that is edible. If you try to eat something that is not edible, you will see a message if you have "Show action dialogs" turned on in the Management Preferences. (See "Preferences" on page 15.)
I am pressing the space bar and nothing happens.	The space bar only activates a special ability if your fish has a special ability. Check the description of your fish in Captain Odell's Field Guide to be sure it has a special ability. (For more information on the Field Guide, see "Information on the Reef Dwellers" on page 11.)
Odell Down Under is very sluggish.	You may need to close other programs you have open or you may need to turn off the faster graphics option. In most cases, closing other programs will speed up the response of the program. You can adjust both of these options through the Preferences box:

1. Select **Enable** from the **Management** menu and enter your password to enable the Management Options.

2. Select **Preferences** from the **Management** menu.

3. To automatically quit other programs when you start *Odell Down Under*, click on the circle next to **Always**.

4. To turn off Faster Graphics, click on the check-box. With this option turned off, the check-box will be empty.

These options will take effect the next time you open an *Odell Down Under* game.

Sound or Music

I can't select Sound or Music under the Game menu.	Someone may have turned off the sound through the Management Options. See "Preferences" on page 15 for more information.

Problem	Solution

Printing

Printing was stopped.	Printing may be stopped for a number of reasons. The paper may be jammed, cables may have been jarred loose, or there may be AppleTalk problems. Check your printer and all of the cables connecting your computer to the printer.

More Information

Is there anything else I should know?	Any additions made after we sent this manual to the printer are described in a file called **Odell Down Under Read Me**, which is in your program folder. To read the **Odell Down Under Read Me** file, double-click its icon.

Credits

MECC Development: Cathy Baxter, DeeDee Daus, Dave Denninger, Greg Johnson, Pat Korn, John Krenz, Tom Martin, Tom Naughton, Dick Sisco, Steve Splinter, Kirk Sumner, and Liz Wendland

MECC Testing and Technical Support: Brian Anderson, Glen Anderson, Todd George, Mark Larson, Josef Ling, Barry Mansur, Dan Megears, Mark Schneider, Dawn Wichmann, and LaDonna Williams

Music and Sound Effects: Rob Wallace; additional sound effects by Lon Koenig and Larry Phenow

Special thanks to: Allan Maguire and John Prevost, Aquarists with the Minnesota Zoological Gardens, for their technical review.