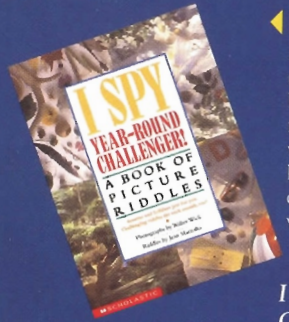
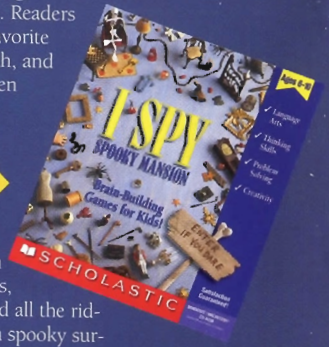
Also available from Scholastic:



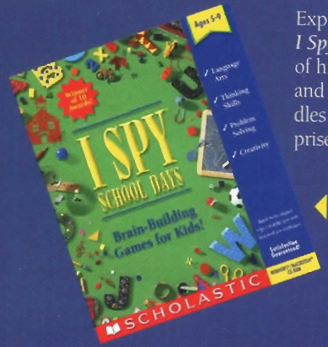
I Spy Year-Round Challenger

I Spy Year-Round Challenger is chock-full of gorgeous photographs by Walter Wick and challenging, new riddles by Jean Marzollo. Readers will delight in finding their favorite holidays, their birthday month, and dozens of clever objects hidden within the images.



I Spy Spooky Mansion CD-ROM

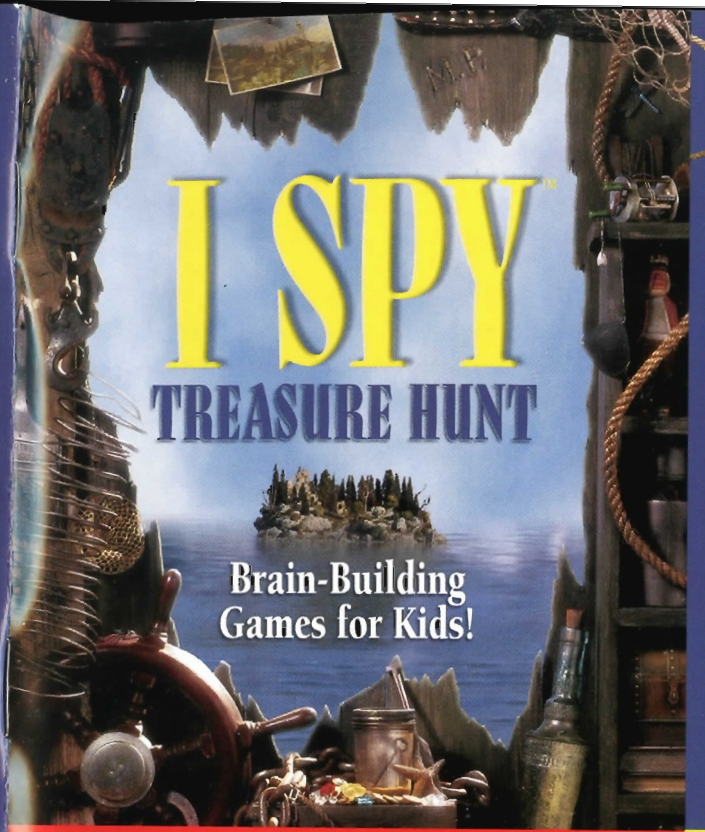
Explore ten creepy rooms of *I Spy Spooky Mansion* in search of hidden picture riddles, games, and other thrills. When you find all the riddles and games, you are in for a spooky surprise! (Ages 6-10)



I Spy School Days CD-ROM

Develop important skills as you tackle more then 1,600 object-and-word searches built into hundreds of riddles, puzzles, and games. (Ages 5-9)

Pull out this booklet for important user information.



Ages 6–10

Language Arts

Thinking Skills

Problem Solving

SCHOLASTIC

Parent's Guide

About Scholastic

Since 1920, Scholastic Inc., the global children's publishing and media company, has been committed to producing books, magazines, videos, and software that inspire children to read, learn, and grow. By bringing to life beloved stories and characters—such as *Harry Potter*, Scholastic's *The Magic School Bus*®, Scholastic's *Clifford The Big Red Dog*®, *I Spy*™, and *Animorphs*®—Scholastic helps children develop a love of learning as they build an understanding of the world around them.

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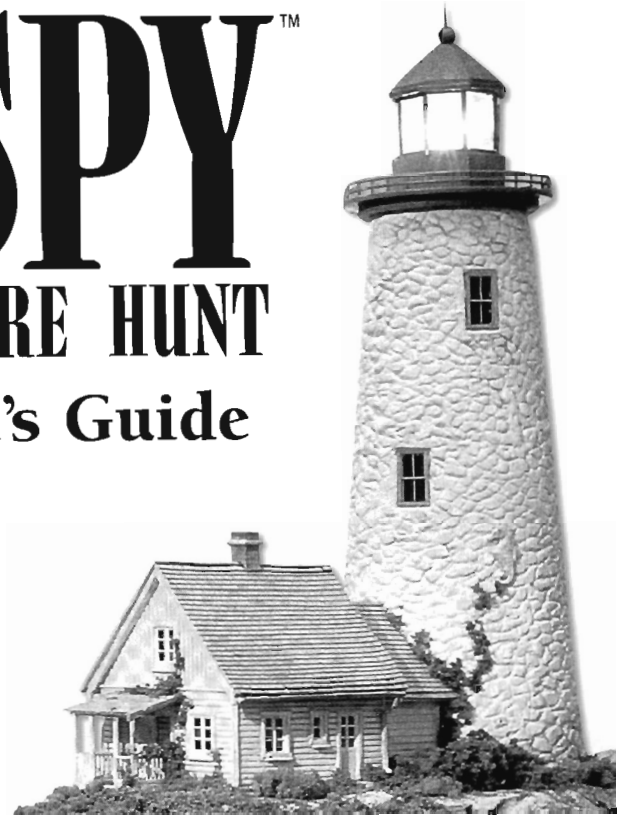
I SPY™
TREASURE HUNT
Parent's Guide



WELCOME

Ahoy...Welcome to Smuggler's Cove! Rumor has it that three legendary pirates came to these shores to bury their treasures. Exploring the town and playing I Spy riddles will uncover pieces of three mysterious maps leading you to the hidden goods. Assemble these maps and follow the clues to begin your exciting hunt. But, be careful...

X Doesn't Always Mark the Spot!

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System Requirements

Check the System Requirements below to make sure your computer is compatible with *I Spy Treasure Hunt*. If your system meets these requirements and you experience any difficulty installing or using our software, please refer to the Troubleshooting section at the end of this manual.

Windows®:
- Pentium® 133 MHz or faster processor
- Microsoft® Windows 95, 98, 2000, Me, XP, or later
- 32 MB RAM
- Minimum 12 MB hard disk space available
- 8X CD-ROM drive
- 16-bit color
- Windows-compatible sound card
- Printer optional

Macintosh®:
- PowerPC 120 MHz or faster processor
- System 7.6.1 or later, OS X
- 32 MB RAM
- Minimum 12 MB hard disk space available
- 8X CD-ROM drive
- 16-bit color
- Printer optional

Installing *I Spy Treasure Hunt*

Windows:
1. Insert the *I Spy Treasure Hunt* CD-ROM into the CD-ROM drive.
2. If the start-up screen appears, click **Install**. If the start-up screen does not appear, choose **Run** from the Start menu, and type **D:\SETUP**. (On most computers, the CD-ROM drive is "D." If your CD-ROM drive is not "D," type the appropriate letter.)
3. Follow the on-screen instructions for installation.

Macintosh:
1. Insert the *I Spy Treasure Hunt* CD-ROM into the CD-ROM drive.
2. If the start-up screen appears, click **Install**. If the start-up screen does not appear, double-click the ***I Spy Treasure Hunt* Installer** icon within the *I Spy Treasure Hunt* CD-ROM window.
3. Follow the on-screen instructions for installation.

Note: Macintosh OS X users will need to double-click the ***I Spy Treasure Hunt* Installer** icon within the *I Spy Treasure Hunt* CD-ROM window to start the installation. If the Classic Environment does not start up automatically, restart your computer in OS 9 and follow the steps above.

Launching *I Spy Treasure Hunt*

Windows:
1. Insert the *I Spy Treasure Hunt* CD-ROM into your CD-ROM drive and wait for the start-up screen to appear.
2. Click **Play.**

Note: If the start-up screen does not appear, select *I Spy Treasure Hunt* from Scholastic's *I Spy Treasure Hunt* menu within the Programs menu of the Start menu.

Macintosh:
1. Insert the *I Spy Treasure Hunt* CD-ROM into your CD-ROM drive and wait for the start-up screen to appear.
2. Click **Play.**

Notes:

•If you do not have QuickTime 2.0 or later installed on your computer, the start-up screen will not automatically appear. Double-click the ***I Spy Treasure Hunt*** icon within the *I Spy Treasure Hunt* CD-ROM window to start the program.

•Macintosh OS X users will need to double-click the ***I Spy Treasure Hunt*** icon within the *I Spy Treasure Hunt* CD-ROM window to start the program. If the Classic Environment does not start up automatically, restart your computer in OS 9 and follow the steps above.

Exiting Shortcuts

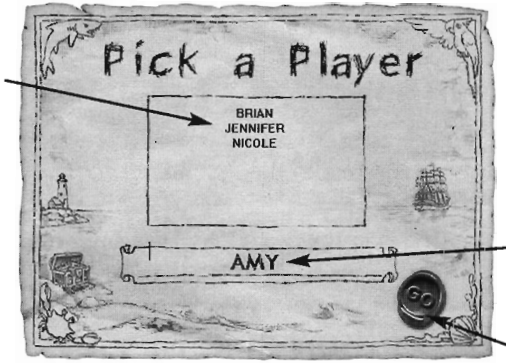
To exit the program on a Windows computer, press **Control** and **Q** keys at the same time or the **ESC** key.

To exit the program on a Macintosh computer, press the **COMMAND** and **Q** keys at the same time.

Getting Started

Pick a Player

Sign in by typing your name on the line. If you have played the game before, pick your name from the list. Click the **GO** button or press **ENTER/RETURN** on your keyboard to begin. When you enter your name, the program will automatically save your game. To delete a name from the list, click the name, then press **CONTROL+SHIFT+D**.



Select your name from the list if you have played before.

Type your name on the line if you have never played before.

Click to start.

Visiting Smuggler's Cove

Smuggler's Cove is a town full of pirate history, *I Spy* riddles, and hidden treasures. When you go through the train station doors, you will be in the center of town. Use the arrows that appear at the sides of your screen to see four different views of town. Find riddles and explore Smuggler's Cove by rolling your cursor around the screen and clicking on objects that move.

To stop playing *I Spy Treasure Hunt,* click the **Stop** sign that appears in all four of the town-center views. Return to the center of town from anywhere in Smuggler's Cove by clicking the **Back** arrow one or more times.

Click for help.

Click on objects that move to explore pathways and more!

Click to exit the program.

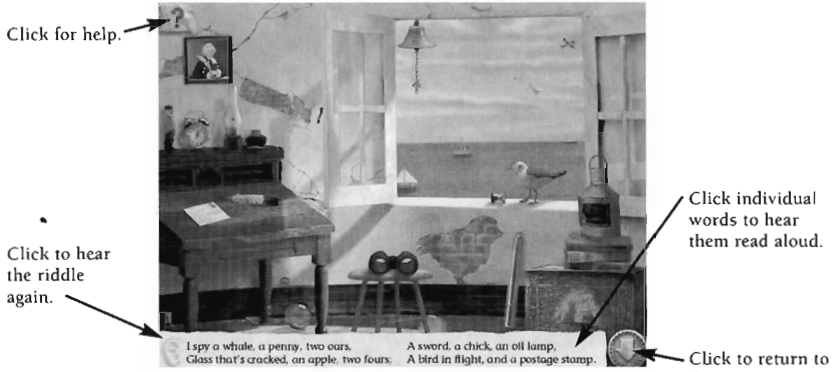
Click the arrows that appear on both sides of the screen to turn.

I Spy Picture Riddles

There are twenty unique riddle areas to discover in the town of Smuggler's Cove (see pages 8 & 9 for riddle locations.) Explore the center of town and travel down different paths and through exciting navigation areas to find them all. The riddle shown below can be found at the top of the lighthouse.

Game Play

In every riddle area, listen to the riddle and hunt for the objects listed. Once you find an object, click it and the word on the riddle will turn blue. Click the **Ear** to hear the whole riddle again. Click any word or phrase in the riddle to hear it read aloud.



Special Cursor Features

Binoculars

Past the picnic table, at the top of the fort, is a riddle area that uses binoculars as a cursor to help see the objects more closely.

Magnifying Glass

At the Museum, in a display case, is a riddle area that uses a magnifying glass as a cursor to help see the objects more clearly.

Moving Objects

The cursor changes to a hand in some of the riddle areas when you roll over an object that needs to be moved to a different part of the screen.

Riddle Areas, Navigation, and Path Locations

From the center of town, there are four different viewpoints: **the lighthouse, the island in the distance, the picnic table by the Museum**, and **the Train Station**. Each viewpoint contains riddle areas as well as navigation locations and paths that lead to more riddle areas.

View of the Lighthouse

- Riddle at the Treasure Chest store in the center of town

Path over the bridge to Shipwreck Shore:

- Riddle on Shipwreck Shore

Path by the tree and tool shed:

- Riddle in the tool shed

Navigation area in the lighthouse:

- Riddle in the lighthouse painting
- Riddle by the lighthouse window

View of the Island in the Distance

- Riddle in the Ice Cream store

Navigation area in the Boat Shop:

- Riddle at the Boat Shop wheel
- Riddle in the Boat Shop loft

Navigation area on the boat at the dock:

- Riddle in the tacklebox on the boat

Path on the island:

- Riddle at the ruin on the island
- Riddle at the well on the island
- Riddle in the nature clearing on the island

Riddle Areas, Navigation, and Path Locations (Cont.)

View of the Picnic Table by the Museum

Navigation area in the Museum:

- Riddle in the Museum display case
- Riddle at the Museum exhibit

Path by the picnic table:

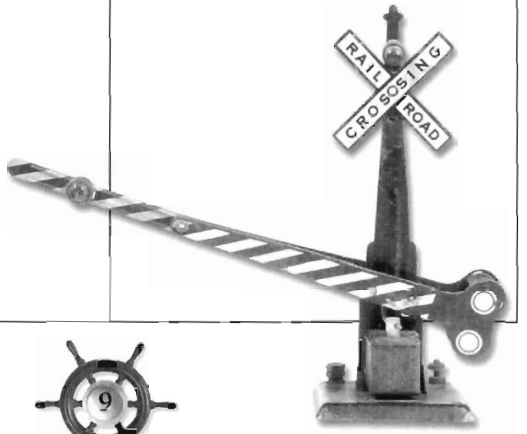
- Riddle at the picnic table

Path at the base of the fort:

- Riddle in the fort's dungeon
- Riddle at the top of the fort

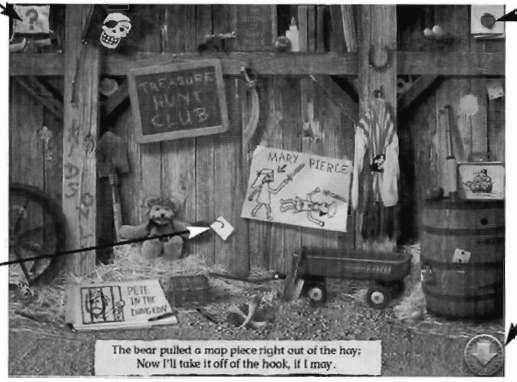
View of the Train Station

- Riddle in the Train Station
- Riddle in the General Store
- Riddle in the Duck Pond Inn



Earning Map Pieces

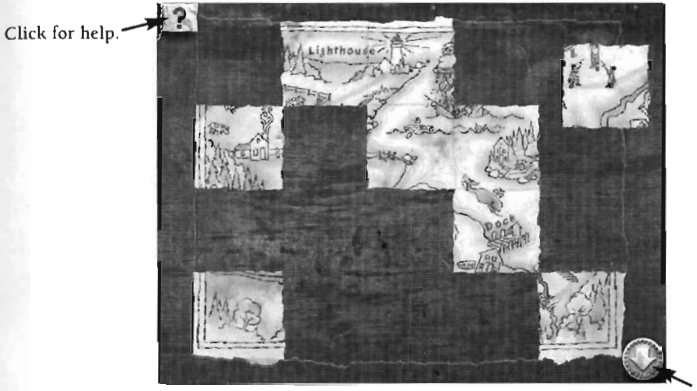
In every *I Spy* riddle area, you will uncover a hidden piece of a treasure map. Once you complete a riddle, a clue appears at the bottom of the screen that tells you where to find the map piece. Click the map piece to add it to your collection. To see the map pieces that you've collected, click the folded paper at the top of the screen.



Starting Your First Treasure Hunt

The map pieces that you collect will appear around the edges of the screen. Click and drag them to their correct locations. When all of the pieces have been put together, a map will lead you on a treasure hunt.

In the first hunt, the pirate tells an intriguing tale using a map of Smuggler's Cove. Put the pieces together to begin your hunt!



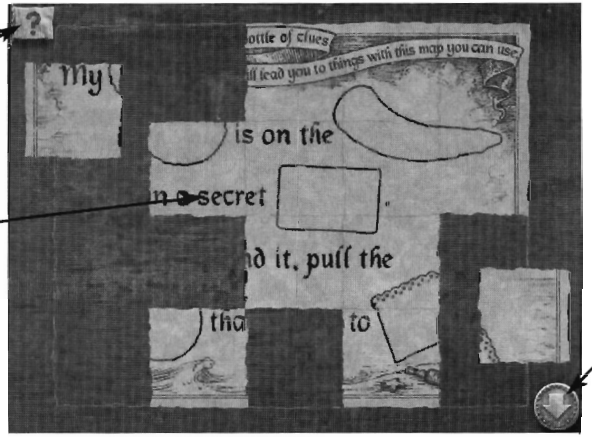
Hint:
Go to the place that's marked with a red X. The clue will tell you what to find.

Additional Treasure Hunt: Rebus Map

This pirate has left you a message, but it's not complete. Find the correct objects to complete this rebus map and decode the message to find the treasure.

Click for help.

Once the map is complete, click a word or phrase to hear it read aloud.



Click to return to previous screen.

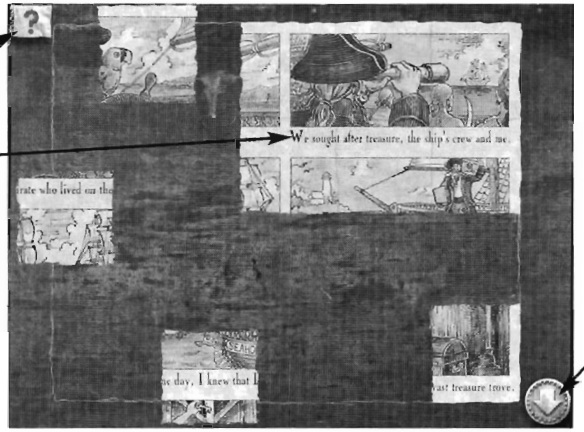
Hint:
When this map is complete, the clue on the top tells you where to go and what to find.

Additional Treasure Hunt: Story Map

Once complete, this story map will reveal the secret past of this pirate and where to look for the treasure. Use the picture clues and text on the map to figure out where to go.

Click for help.

Once the map is complete, click a sentence to hear it read aloud.



Click to return to previous screen.

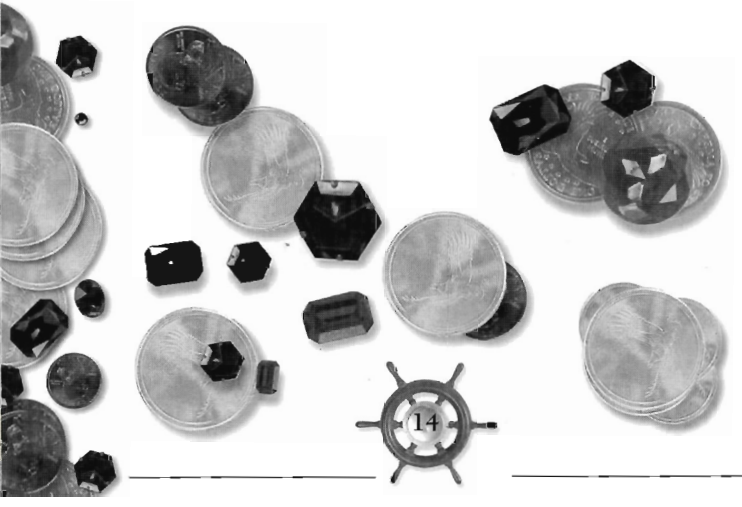
Hint:
The bottom two pictures show you where to go and what to find.

Finding the Treasure

When you find the treasure, you have reached the end of the treasure hunt. You can spend time playing with the treasure, navigating around the town, or starting a new game.

Printing Your Treasure

To print your treasure, click the camera that appears in the lower left corner of the screen.



Starting A New Game

Once you leave the treasure, a New Game button will appear in the upper right corner of the screen. Click this to start a new game.

There are three different treasure hunts in this game. Each one contains new riddles to solve, a new map to put together, and a new treasure to find. There are a total of sixty unique riddles to play. After you solve the first treasure hunt, the game will randomly pick the next one for you. You will not have access to your old treasure until you play the same hunt again from the beginning.

Troubleshooting (Windows)

PROBLEM	POSSIBLE CAUSE	SOLUTION
You see this message: "Cannot find D:\Setup (or one of its components.) Check to ensure the path and filename are correct and that all required libraries are available."	The CD-ROM is not inserted in your CD-ROM drive.	Insert the CD-ROM and be sure it is accessible in Windows Explorer.
The CD-ROM cannot be seen from the Windows Explorer.	The CD-ROM drivers are not installed properly. (Other CD-ROMs also cannot be seen from Windows Explorer.)	Open the Add New Hardware control panel and follow the instructions.
I Spy Treasure Hunt is running slowly.	Other programs are running.	Quit any other running programs.
You see the message "*I Spy Treasure Hunt* requires that your monitor be set to High Color (16-bit.) This will require restarting your computer. Would you like to reset your monitor (and restart your computer) now?" After restarting your computer and running *I Spy Treasure Hunt*, you receive another message: "An attempt to reset your monitor settings to High Color (16-bit) has failed. *I Spy Treasure Hunt* requires that your monitor settings be set to High Color (16-bit.) You should change these settings manually, and then launch the program again."	*I Spy Treasure Hunt* requires that your computer monitor settings be set to a color depth of High Color (16-bit.) An attempt was made to reset the color depth of your monitor and failed.	Open the Display control panel. Select the Settings tab and change the color palette to High Color (16-bit.)
On opening the Display control panel and choosing the Settings tab, High Color (16-bit) is not an option under the palette menu.	On some computers, problems in the video driver software may prevent *I Spy Treasure Hunt* from resetting the monitor's color depth to High Color (16-bit.)	Contact your computer manufacturer for instructions on getting updated video drivers.
Audio is not functioning within *I Spy Treasure Hunt*.	Your computer is missing a component required by *I Spy Treasure Hunt* for audio playback.	Double-click the dxsetup.exe file in the DirectX8 directory on the *I Spy Treasure Hunt* CD. Proceed through the installation of DirectX.
Audio is not functioning correctly within *I Spy Treasure Hunt*.	On some computers, problems in the audio driver software may prevent *I Spy Treasure Hunt* from playing sound correctly.	Contact your computer manufacturer for instructions on getting updated audio drivers.

Any other problem: Refer to the ReadMe File for more troubleshooting tips. Windows 95/98/2000/Me/XP users can access the ReadMe file in the Scholastic's *I Spy Treasure Hunt* menu within the Program menu of the Start menu.

Troubleshooting (Macintosh)

PROBLEM	POSSIBLE CAUSE	SOLUTION
You see this message: "There is not enough Memory to open *I Spy Treasure Hunt*."	Other applications are running. There is not enough available memory because system extensions are using too much of it.	Quit any other running applications. Turn off any unnecessary system extensions (possibly using Extensions Manager) and restart your Macintosh. Turn on Virtual Memory using the Memory control panel and restart your Macintosh.
I Spy Treasure Hunt is running slowly.	There is not enough available memory even after following the steps above. Other applications are running. File Sharing is on. Virtual Memory is on.	Add more RAM to your computer. Enough total memory to leave 16896 KB available is suggested. Quit any other running applications. Open the File Sharing Setup control panel and turn off File Sharing. Virtual Memory can sometimes slow down performance of applications on your computer. Open the Memory control panel and turn off Virtual Memory.
The *I Spy* installer or *I Spy Treasure Hunt* will not start up on Mac OS X computers.	*I Spy Treasure Hunt* should be run in the Classic Environment when running on Mac OS X computers.	Using the System Preferences window under the Apple menu, change the Startup Disk to Mac OS 9 and restart your computer.

Any other problem: Refer to the ReadMe File for more troubleshooting tips, found in the Scholastic's *I Spy Treasure Hunt* folder on your computer.

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Quality Assurance Testers
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Morgan Jame Hodgen
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Pirates
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Package Design by
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Special Thanks
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Some objects and images courtesy of the South Street Seaport Museum New York, NY

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9. Severability. Should any term of this License Agreement be declared void or unenforceable by any court of competent jurisdiction, such declaration shall have no effect on the remaining terms hereof.

10. No Waiver. The failure of either party to enforce any rights granted hereunder or take action against the other party in the event of any breach hereunder shall not be deemed a waiver by that party as to subsequent enforcement of rights or subsequent actions in the event of future breaches.