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User's Guide

Cyberchase: Carnival Chaos



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About Brighter Child Interactive

At Brighter Child we believe that the way a child learns is through doing. That's why our company motto is "Learning through exploration."

We take great pride in producing games that are not only educational, but also fun. Our creative staff is made up of educators and parents who recognize that children learn the most when they are enjoying themselves. And we design our games that way.

Every Brighter Child product is researched and tested to be the most educational—and most fun—for your child.

We welcome your feedback on this or any of our products. Feel free to contact us at teachme@brighterchild.com.

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Hardware and System Requirements

Windows

Pentium 233MHz Processor (or equivalent)

Windows 95/98/ME/2000/XP

64MB RAM [Note: Minimum requirements for Windows XP is 64MB, so additional memory will be needed for any other program to run]

30MB Free Hard Drive Space

Video Card, 16-bit Direct-X compatible, 2MB memory

Windows Compatible Sound Card

800x600, 16-bit Display

8 Speed CD-ROM Drive

Macintosh

266MHz G3 Processor

Operating System 8.6-9.X, OSX

64MB RAM

32MB Free RAM

8 Speed CD-ROM Drive

16-bit Color Video Card

800x600 16-bit Display

In the interest of product improvement, information and specifications represented here may be subject to change without notice.

Installation Instructions

NOTE: The Cyberchase Carnival Chaos CD-ROM must be in your computer's CD-ROM drive at all times during installation and game play.

Installing on Windows®

These instructions assume that the AutoPlay feature of Windows is turned on. (AutoPlay is usually enabled when you install Windows on your computer. See your Windows documentation for more information.)

1. Start Windows and insert the Cyberchase Carnival Chaos CD-ROM into your CD-ROM drive.
2. Follow the on-screen prompts. For systems without AutoPlay, choose RUN from the Start menu and type D:\play in the command line box, then



click OK. (If your CD-ROM drive is not D:\, substitute the correct drive letter.)

3. When installation is complete, the Options Screen appears. Select PLAY to begin the game.
4. The installation process creates a shortcut in the Start menu that can be used to start the program anytime the Cyberchase Carnival Chaos CD-ROM is in the CD-ROM drive.

Starting the Program

The product must be installed before it can be launched. If your computer is set to Auto Run, the Options Screen will appear automatically when you insert the CD into your CD-ROM drive. Click on the 'Play' button to start the game. To launch the product on PC computers that are not set to Auto Run:

1. Either choose "Cyberchase Carnival Chaos" from the "Cyberchase" folder, which is found in the "The Learning Company" folder within the "Programs" folder of the "Start Menu"; or Double click the "Play" icon from within the CD-ROM.
2. Click "Play" on the Options Screen that appears.

Installing and Starting the Program on a Macintosh®

1. Insert the Cyberchase Carnival Chaos CD-ROM into your CD-ROM drive, and the CD window will open on the screen.
2. Installer will launch automatically. If it does not, double-click the "CarnivalChaos" icon and follow the installer instructions, choosing install location when prompted.
3. Once install is successful, double-click the "CarnivalChaos" icon to play.



Overview

Motherboard needs the Cyberchase team to recover the Mega-Bolt Hacker has stolen. Just as Hacker hits the hyper-drive button in the Grim Wreaker, Delete drops the Mega-Bolt into a Cybersite called R-Fair-City.

If the kids hurry, they might recover the Mega-Bolt before Hacker! All they have to do...is find it! Not easy! This time they'll need YOUR help to stop Hacker.

The city is a giant carnival with rides, games, attractions and more. Barker, who runs the city, greets the players. He is a fast talking hustler in the true carnival tradition. He says he has the Mega-Bolt in his safe. In fact, it bounced all over R-Fair-City and finally landed on Barker's house and even put a hole in the roof!

He and the fair citizens are more than annoyed, but he will tell the kids the combination to the safe holding the Mega-Bolt if they do something good for the residents. He has a list of people who need certain things. Win what they want, deliver it, and when the list is done, Barker will tell them the combination.

You'll have to watch for Hacker, Buzz and Delete as they try to keep you from delivering the items to the residents of R-Fair-City.

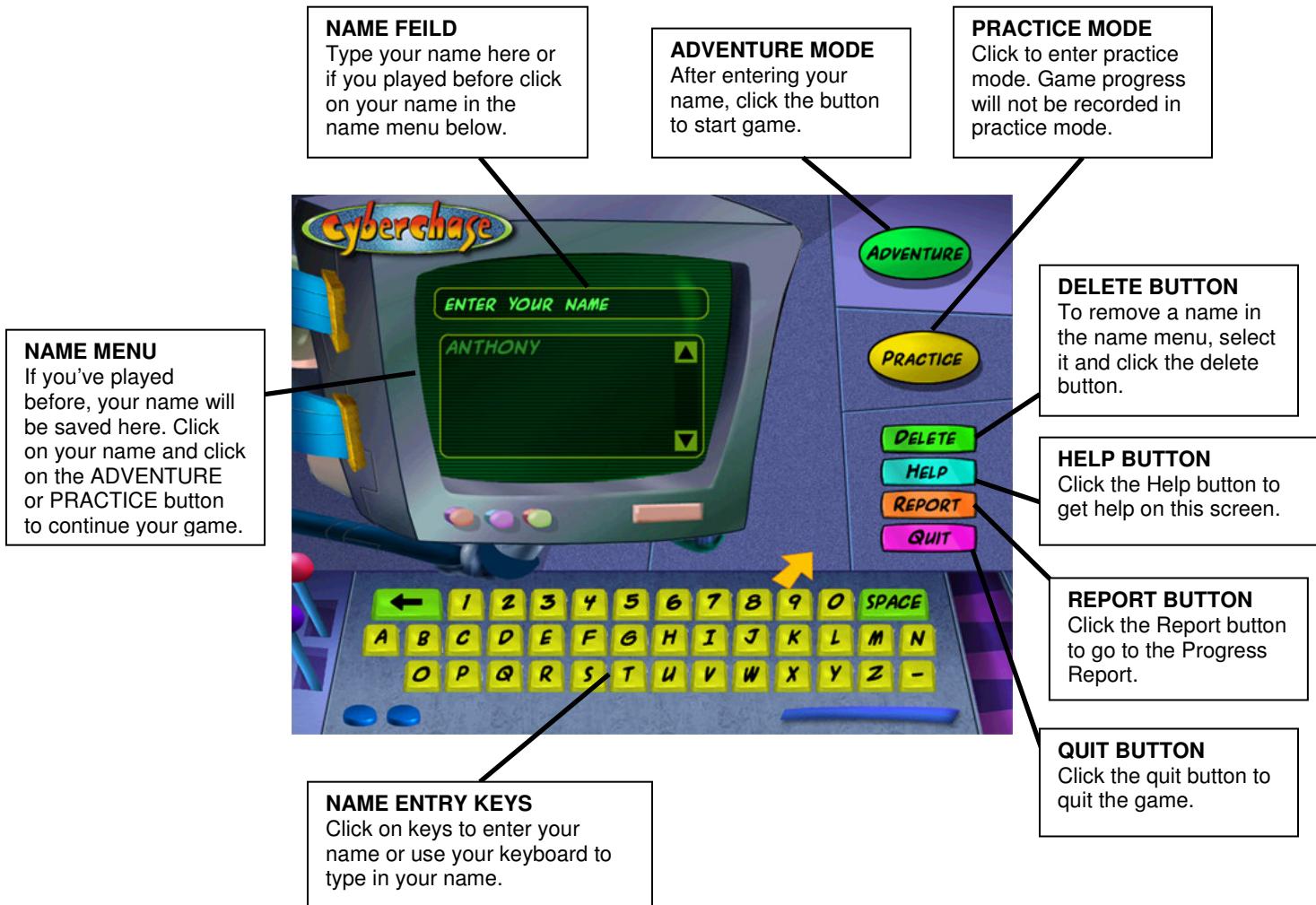


Playing the Game

To start Cyberchase - Carnival Chaos, first sign in. Type your name with the computer keyboard or use your mouse to click the letters on-screen. Click the green PLAY button to start in Adventure Mode.

If you have already played before, click on your name in the list and then on the green PLAY button. Your game will continue from where you left off.

You can either play Carnival Chaos in 'Adventure Mode' (taken into the storyline of Carnival Chaos) or in 'Practice Mode' (able to practice individual activities without storyline).





Exploring Cyberchase – Carnival Chaos

Once you have signed in, you will join the Cyberchase team in R-Fair City. Explore R-Fair City by clicking on the Information Booth.

As you explore, play activities by clicking on buildings in the city.



INFORMATION BOOTH
Click on a sign to explore
that part of R Fair City

SKWAK PAD
Click here for game
help, to view inventory,
adjust game controls,
or to exit game.



Progress Report

The Progress Report is accessible from the Login Screen, or from the Skwak Pad. The Progress Report allows parents and teachers to see the progress of children through the game. Select a name from the dropdown menu and progress information is displayed for each activity. Click on the second tab to see if the child has completed the puzzles. Names can also be deleted from the list by clicking the delete button, although the current user may not be deleted.

Skwak Pad

The Skwak Pad is accessible from most screens by clicking on the Skwak Pad icon at the bottom of the screen. The Skwak Pad is a PDA-type device that the Cyberchase team carries through the game. It is multi-functional and will allow the player to access:

1. An inventory of items needed, collected, and delivered
2. Help/Tips
3. Game Controls (volume, units, and leveling)
4. Quit button



Skwak Pad: Help

The Help section contains two sections. The first, "Ask Motherboard", allows the player to listen to the instructions for the current activity. The second, "Ask Dr. Marbles", gives tips on the mathematical concepts involved in each activity.



ASK DR. MARBLES
Click this button to get tips on mathematical concepts from Dr. Marbles.

ASK MOTHERBOARD
This button replays the instructions for the current screen.

EXIT SKWAK PAD
Close Skwak pad and return to game.

QUIT
Click to quit Carnival Chaos.

SETUP
Click to adjust game level, volumes, and units of measurement.



Skwak Pad: Inventory

Collecting Items for the Residents of R Fair City

To retrieve the Megabolt, you must collect 6 items in R Fair City, and deliver them to the right residents. To help you with this, Barker has uploaded a list of these items to the Skwak Pad. This list is found by clicking on the 'Inventory' button.

If there is a carnie on the screen with the kids, you can click the 'Beam' button to beam the current item to the carnie.

Clicking Left arrow steps back to the previous inventory item.

Clicking Right arrow steps forward to the next inventory item.

Clicking Beam, beams the current item to the carnie on screen.

Here's the list of items, where you get them, and who they need to be delivered to:

When You're Here:	Collect This:	To Deliver To:
Bumper Pods Arena	Toy Anti-Gravity Pod	R-Cadian Man (Code Cracker Carnie)
Whirly Bird Gates	3D Whirly Bird Poster	Stilt Walker 1 (Skee Ball Carnie)
Busting Balloons Booth	Stuffed Cyber Bear	Grubby (Whirly Bird Carnie)
Code Cracker Booth	Never Ending Cotton Candy	Lucky (Bumper Pods Carnie)
Skee Ball Alley	Super Sneezing Clown Nose	R-Cadian Juggler (Soggy Soaker Carnie)
Soggy Soaker Booth	Karaoke Squirt Flower	Stilt Walker 2 (Busting Balloons Carnie)





Game Instructions

Bumper Bash

Collect **Toy Anti-Gravity Pod** to give to R-Cadian Man at Code Cracker Booth

Choose your angle to knock Hacker, Buzz, and Delete out of the Bumper Pod Arena before they knock YOU out.

To launch your pod, pull it away from where you want it to go, then let go of the mouse button. Pull the pod further back to make it go faster.

To Win

Knock your opponents out of the arena 3 times to win the Toy Anti-Gravity Pod.



POWER LEVEL INDICATOR

Shows how much power your pod has before launching



GREEN POD CAR

Knock all green pod cars out of the playing area

MATT'S POD CAR

Pull your pod away from where you want it to go, then let go of the mouse button. Pull the pod back farther to make it go faster

BUMPER

Pod bounces off bumpers. Play the angles to hit enemy pods



Maze Madness

Collect **3D Whirly Bird Poster** to give to Stilt Walker I at the Skee Ball Alley.

Use strategy and spatial reasoning to change the line that Whirly Bird riders wait in as the line grows and shrinks. Don't let the line grow past the entrance and don't let riders get stuck with no place to go for more than 10 seconds.

Keep the path short enough that the line of riders fills at least half of the whole path. If the path gets too long for more than 10 seconds, you start again.

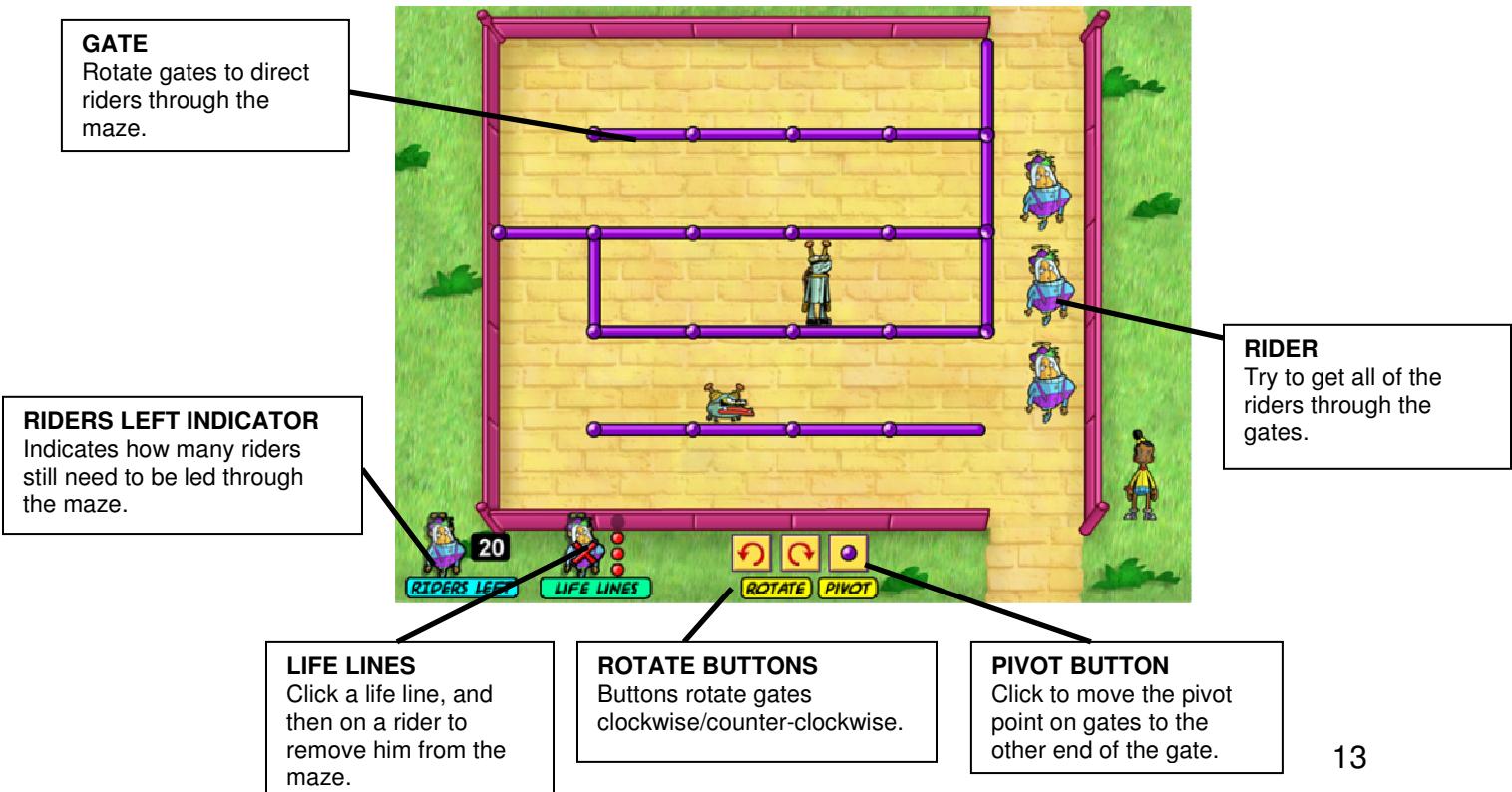
If a rider can go in more than one direction, they will wait for you to close off choices until only one is left.

To change the path, open and close gates in the maze. Click on a gate to select it and use the rotate buttons to swing it open or closed.

To rotate around the other end of a gate, click on the PIVOT button.

To remove a rider who is stuck in the maze, click on a life line and then click on the rider.

To Win Lead riders through the maze until the “Riders Left” box displays ‘0’ to win the 3D Whirly Bird Poster.





Busting Balloons

Collect **Stuffed Cyber Bear** to give to Grubby at the Gates to the Whirly Bird.

Click on a balloon to pop a group of 3 or more of the same color. **Plan your strategy correctly** -- to pop, they have to be next to each other (side-by-side, or above and below).

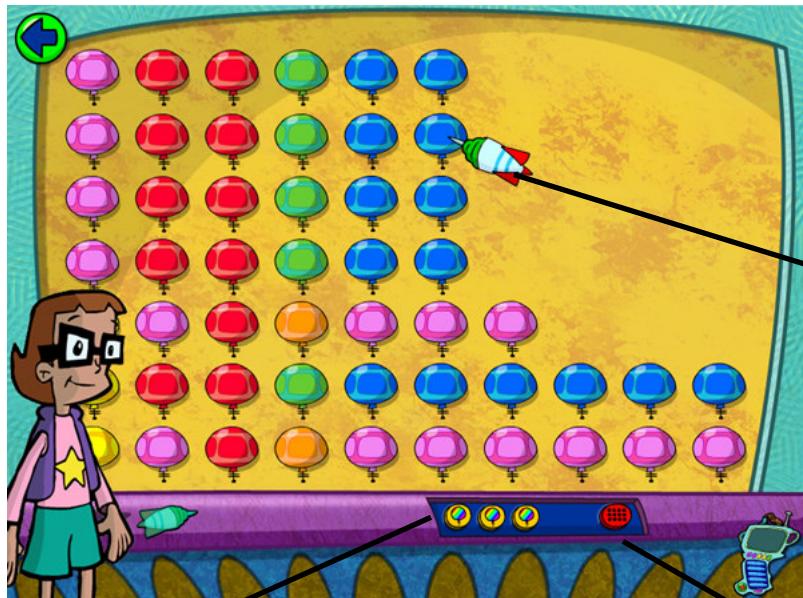
Balloons float up to fill spots left empty by popped balloons. Then balloons move left to fill more empty spots.

Click the red reset button if you get stuck and can't pop any more balloons.

To change a balloon's color, first click on a lifeline and then click on the balloon. The balloon will change color to one of the other colors still on the board.

To Win

Clear 3 boards of balloons to win the Stuffed Cyber Bear.



CYBER DART

Position dart over a group of three or more balloons of the same color and click to pop them

LIFELINE

Change the color of a single balloon by clicking on a lifeline and then clicking on the balloon you want to change.

RESET BUTTON

Click the reset button if you get stuck and can't pop any more balloons.



Code Cracker

Collect **Never-Ending Cotton Candy** to give to Lucky at the Bumper Pod Arena.

With reasoning and strategic thinking, find the hidden pattern of the blocks at the right of the screen. The pattern is made up of a specific block in each row. Some blocks in the pattern have been rotated a quarter turn, a half turn, or a three-quarter turn.

As a block slides along the screen, rotate it and put it in one of the rows. When it stops, you'll find out if it's the same block that the carnie put in that row and if you've rotated it the same way HE did.

As other blocks appear, repeat what you did right, and change what didn't work until you've discovered the carnie's pattern. If a row fills up, you'll have to start over.

Use the up and down arrow keys to move a block from row to row. Use the left arrow to rotate a block.

Use the SPACE bar to change the block to a different symbol.

To Win **Crack 3 of the carnie's patterns to win the Never-Ending Cotton Candy.**

SYMBOL BLOCK

Player must guess the correct symbol and the correct orientation for each row.

SOLUTION

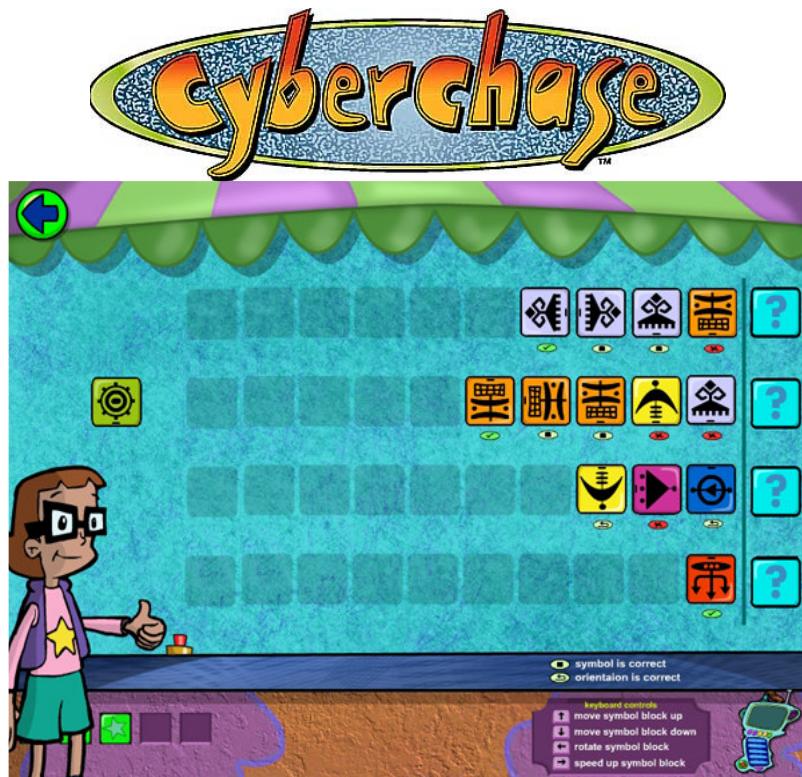
The solution will appear as the player wins each row, or at the end of the game if the player has not won all the rows

SUCCESS ICON

Indicates if the symbol and the orientation are correct

KEYBOARD LEGEND

Explains arrow key functions



Skee Ball Challenge

Collect **Super Sneezing Clown Nose** to give to R-Cadian Juggler at Soggy Soaker.

Practice your multiplication and approximation skills. Get tickets to buy the super-sneezing clown nose by winning points until your score is within the range shown above the Skee Ball alley.

Score points by rolling Skee Balls into the holes at the end of the alley. The number on the ball is multiplied by the number in the hole and added to your score.

Throw the “-100” ball into any hole and 100 points is subtracted from your score.

When you get your score within the range, you win one ticket for each ball you have left over!

Bonus holes appear briefly. Hit these before they disappear and win extra balls.



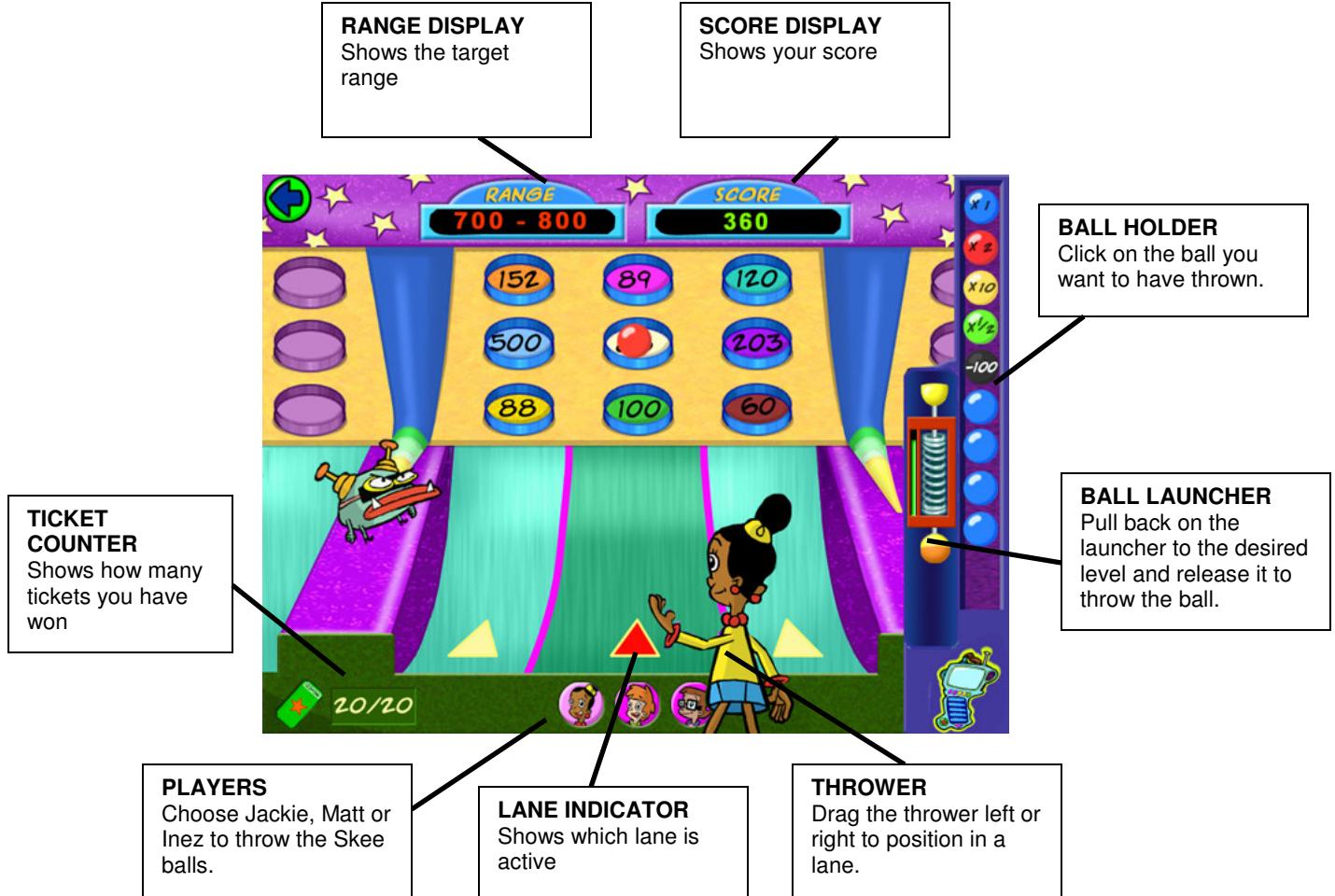
To throw a Skee Ball, position the thrower at the left, middle, or right of the alley, and choose the ball you want to throw. Pull back on the launcher and let go to throw the ball.

To select a thrower, click on the icon of Jackie, Matt or Inez.

To Win

Earn 20 tickets to win the Super Sneezing Clown Nose.

Cyberchase





Soggy Soaker

Collect

Karaoke Squirt Flower to give to Stilt Walker II at Busting Balloons.

Logical thinking will help you squirt the objects on screen with the spray pump before you run out of water. The carnie is a magician. Though some objects are closer than others, his illusions make them APPEAR to be the same distance away. The objects are spaced evenly from nearest to farthest.

Add more water to your spray pump to shoot farther. To set the amount of water, turn the water cartridges on or off by clicking on them.

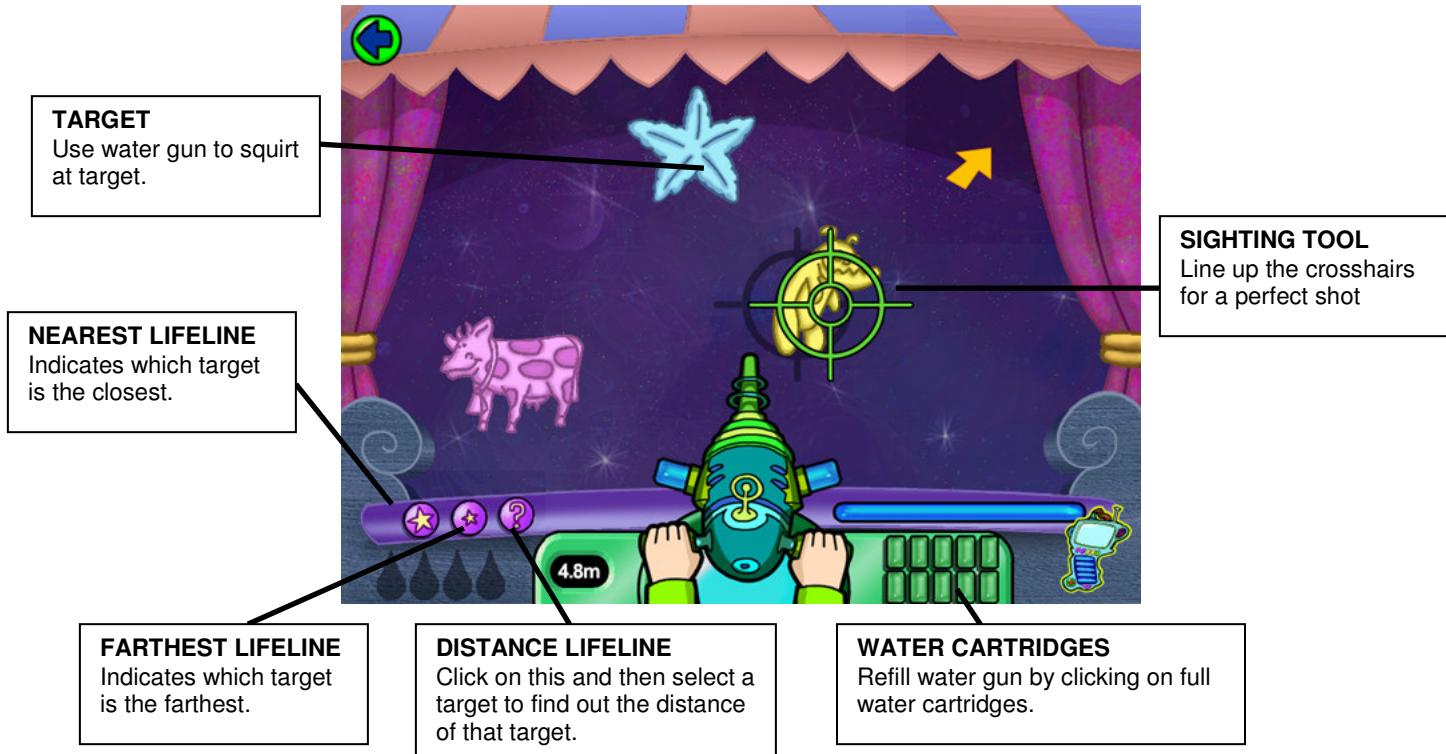
To hit an object, click the mouse button when the two targets are lined up.

The water level gauge shows how much water is left.

Once each round, you can ask: "Which object is farthest away?", "Which object is closest?", or "What is the distance to one particular object?" Click the button for the questions you want to ask. If you want the distance to one particular object, then click on that object.

To Win

Hit all the objects on 3 screens to win the Karaoke Squirt Flower.





Toasted Coaster

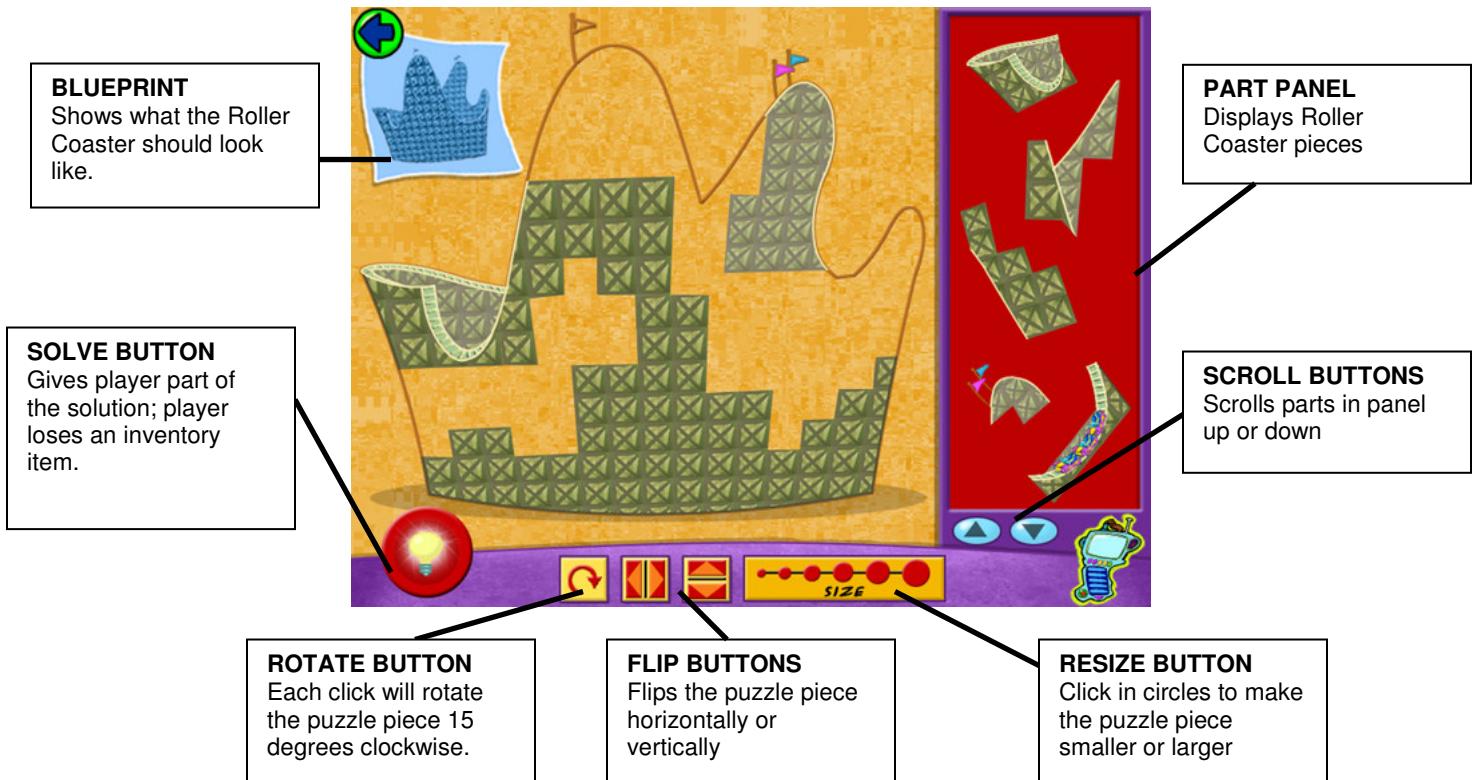
Accessible

After completing 2 activities, by clicking on the wrench on the main screen.

Buzz and Delete have sabotaged the roller coaster. Rotate, flip, and resize the roller coaster parts and drag them to their position on the real roller coaster to reassemble it. Examine the blueprint of the roller coaster to determine where the real pieces go.

- To select a part, click on it.
- To rotate a part, select it and click the rotate button.
- To flip a part, select it and click either the horizontal or vertical flip button.
- To resize a part, select it and click on one of the resize circles at the bottom of the screen.

Click the HINT button for part of the solution. But if you do, you'll lose an item from your inventory and you'll have to go get it again.



SOLVE BUTTON
Gives player part of the solution; player loses an inventory item.

ROTATE BUTTON
Each click will rotate the puzzle piece 15 degrees clockwise.

FLIP BUTTONS
Flips the puzzle piece horizontally or vertically

RESIZE BUTTON
Click in circles to make the puzzle piece smaller or larger

PART PANEL
Displays Roller Coaster pieces

SCROLL BUTTONS
Scrolls parts in panel up or down



Shell game

Accessible

After completing 4 activities, by clicking on the shell on the main screen.

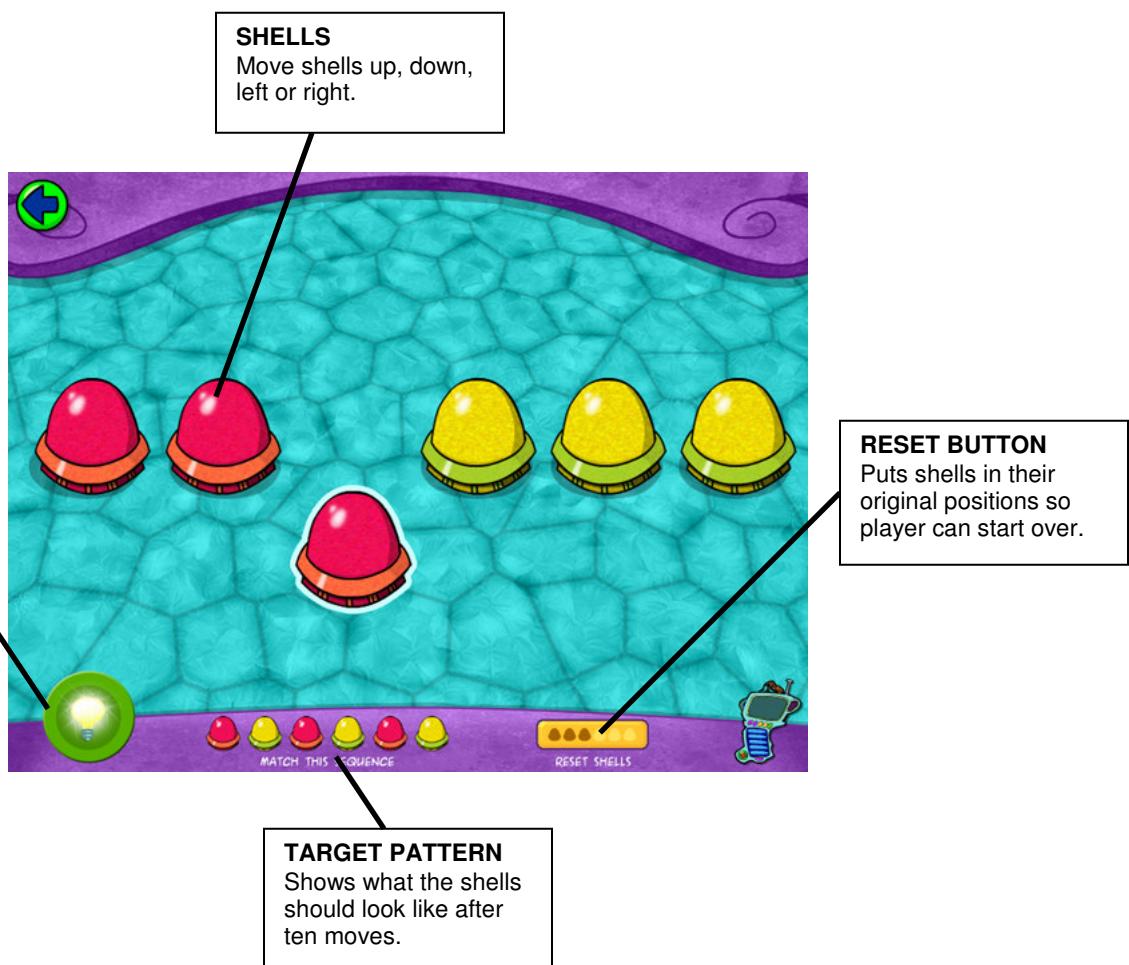
After completing 4 Activities, the next time the user enters the Main Navigational Screen, a shell appears on the ground. When you click on it, you're taken to the Shell Game. Once the puzzle is complete, you are returned to the Main Navigational Screen.

Change the pattern of shells so they alternate -- dark, light, dark, light, dark, light.

Move one shell at a time: up, down, left or right. You get ten moves to win the game.

To select a shell, click on it.

To move a shell, use the keyboard arrow keys or click beside, above or below the selected shell



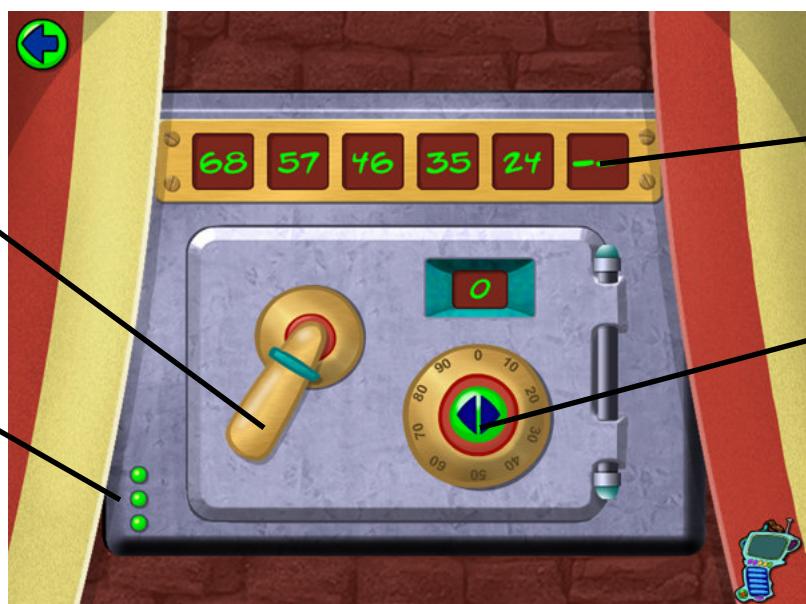


Final Puzzle Screen

Access to the Final Puzzle Screen is via Barker's Tent hotspot button on the Main Navigational Hub Screen. The Barker's Tent sign appears after all the items have been collected.

To open the safe and get the Megabolt, figure out the last number in the sequence. You have two chances to crack the code. If you're successful, the Megabolt is yours! If not, you'll have to collect and deliver 2 of the items again!

To complete the code, set the dial to the next number in the sequence. Click on the handle to see if it's correct and open the safe.



SAFE HANDLE
Click on this to test the code.

CHANCE INDICATOR
Shows how many chances are left to complete the code.

CODE
Player must complete the code.

CODE DIAL
Rotate dial until the desired number appears in the code window.



Cyberchase eCards

Each time you complete the game, you earn a Cyberchase eCard that is put in your eCard Collection. There are 6 to collect! Here's how to access your Cyberchase eCard Collection:

Windows:

1. Choose "Cyberchase eCards" from the "Cyberchase" folder in the "The Learning Company" folder on the Start Menu.

Macintosh:

1. Navigate to the "The Learning Company" folder on your hard drive
2. Open the "E Card" folder
3. Double-click the "E Card" Icon to launch your eCard Collection!



Technical Notes

Installation

For two ROM drives (CD, CDR, DVD)

The Cyberchase Carnival Chaos program requires installation on your master drive. If you have two ROM drives, (CD and CDR for example) and the QuickTime™ or Adobe® Acrobat™ Reader does not install, please uninstall the Cyberchase - Carnival Chaos program and place the CD-ROM in the opposite drive. The installation should start automatically.

Since the installation windows overlap, make sure that you do not cancel the installation by closing the windows.

When installing Cyberchase-Carnival Chaos:

Make sure that you do not restart your computer until all of the components are installed. Adobe Acrobat requests that the computer be restarted to complete installation. This is not necessary. Restart after all applications are installed.

If you have audio problems with Cyberchase - Carnival Chaos

Windows 95 – 98:

Go to Control Panel and open the QuickTime applet and make sure that it is version 4.1.2 or higher. Select the Sound Out option from the pulldown menu by clicking the down arrow (About QuickTime). Change the device for playback setting from Direct Sound to waveOut. Close all windows.

For Windows Me:

Open Control Panel and make sure that you are able to view all control panel options. (If you see more than ten icons, you have this option selected.) Double-click the blue QuickTime icon. When the QuickTime window appears, make sure that it is version 4.1.2 or higher. Click the arrow at the top of the window (about QuickTime) and select Sound Out. Change the device for playback from Direct Sound to waveOut (Windows preferred device).

If you have video problems with Cyberchase - Carnival Chaos

Windows 95–98:

Note: The opening videos may be slightly blurry during some fast movements. The video quality is improved for the rest of the game.

If the activity screens are not colored properly.

Make sure that the computer is set to at least High Color 16-bit. To change the display settings, follow the instructions below.



To Change Display Settings:

To change the display settings on your computer, make sure that you have the computer set to High Color 16-bit, not 256 colors. To do this, open Control Panel and double-click the Display icon. Select the Settings tab and change the colors setting from its current selection to High Color 16-bit by clicking the arrow and selecting the option from the pulldown list.

For Windows Me:

If you have a multi-colored screen in the upper-left corner of the monitor when running the program, please do the following:

Open Control Panel and make sure that you are able to view all Control Panel options. (If you see more than ten icons, you have this option selected.) Double-click the blue QuickTime icon. When the QuickTime window appears, make sure that it is version 4.1.2 or higher and click the down arrow at the top of the window (about QuickTime) and select Video Settings. Remove the check to the left of Enable DirectDraw Acceleration.

For Mac OS X

Follow these steps to start up the computer using Mac OS 9.1 or later:

1. Choose System Preferences from the Apple Menu.
2. Click the Startup Disk icon.
3. Select the Mac OS 9.1 System Folder.
4. Restart the computer.



Contacting The Learning Company

If you have questions about your Cyberchase - Carnival Chaos program, please refer to the Troubleshooting section. If you do not find an answer to your question, please visit The Learning Company Web site at:

<http://www.riverdeep.net/learningcompany/support/>

Point to Product Support and locate the product name under the alphabetized listing and check to see if the problem you are experiencing is listed under FAQs. If you need to speak to a technical support representative, point to the Contact Us button and scroll down to the technical support area which lists the phone numbers for the product.

You may be asked to provide the following information:

- Your contact information (name and email address, plus phone or mailing address if you wish)
- Description of problem you're having
- Product name and version number (the version number is often printed on the CD label)
- Brand of computer
- Operating system (for example, Windows 98 or Mac OS 8.6)
- Processor type and speed
- RAM memory (in MB or megabytes)
- Video card manufacturer
- Sound card manufacturer
- Printer type
- Hard disk space remaining
- Background programs (antivirus programs or screen savers)