

THE  
WIND IN  
THE  
WILLOWS  
AN INTERACTIVE ADVENTURE



Based on Kenneth Grahame's best-selling book  
Featuring images, footage and voices from the feature film!

AGES 5 AND ABOVE



MACMILLAN INTERACTIVE PUBLISHING

## INSTALLATION PROCEDURE

### **Windows 3.1 and Windows 95**

- 1 Insert the CD-ROM into your CD-ROM drive
- 2 Click File in the control bar from the Program Manager and choose Run
- 3 Type the letter of your CD-ROM drive (probably D) followed by \setup.exe
- 4 Click OK or press enter
- 5 Follow the instructions on screen

### **Macintosh**

- 1 Insert the CD-ROM into your CD-ROM drive
- 2 Double click on the Wind in the Willows icon which will appear on your desktop
- 3 Follow the instructions on screen

## YOUR GUIDE AROUND THIS DISK

### **Introduction**

Your aim is to help our heroes, Mole, Ratty and Toad to succeed in their quest to overcome the wicked weasels! To do this you must complete 15 different tasks. Once each task is completed, you earn some food, which distracts the weasels from destroying the Hall for a short time. Apart from earning extra time you will also have the chance to print out various rewards such as face masks, recipes for animal biscuits and origami water bombs!

Each character has their own set of "signature games". This means that each time you select a different character, you will get a different set of games to tackle.

While loading, the screen shows a scene of Mole, Ratty and Toad by the riverbank. You will see that your cursor is represented by a dragonfly.

Before you do anything you need to pull the bell or knock on the door and wake up Badger. Badger will then introduce you to the world of "The Wind in the Willows". He is your guide to the disk. Within this scene are some blue flowers which, if clicked on, will bypass this introductory sequence and take you straight to the 'car screen' described below. At the end of

Badger's introduction, the screen fades to the logo and title at which point you can begin your adventures by clicking to continue.

The screen will cut to a scene of the back of Toad Hall and a line-up of Toad's favourite cars. There are six of them in all. Click on one of the number plates and type in your name to set up a personalised record of your progress through the disk, so that every time you return to The Wind in the Willows you can begin from where you left off simply by clicking on your car. Badger will explain the different features and icons, which will be pointed out by the animated dragonfly.

#### **The characters**

The map will feature our three favourite characters – Toad, Rat and Mole. Choose your friend by clicking on one of the three animated characters. Badger will then explain the character's adventures in which you are to take part.

#### **Navigation**

Navigating around the Wind in the Willows CD-ROM is designed to be as easy as possible. You are guided entirely by images; there is no text anywhere on the disk and all help is given verbally.

Each corner of the screen offers you a different navigational aid. There is a map at the bottom-right of the screen, the Story of "Toad of Toad Hall and his friends" at the top-left, Help at the bottom-left and a 'Levels Selector' at the top-right. Go into the relevant corner of the screen to retrieve the icon that represents that item.

#### **Geographical progression**

Progression is depicted by how close the characters are to Toad Hall and the appearance of the characters. The voice of Badger quickens as time runs out for reaching Toad Hall. Once Ratty, Mole and Toad have completed all their games on the way to Toad Hall, the map changes to give more detail of the Hall, which until then will be in the distance.

### **Levels**

You can also choose different levels of ease/difficulty. Select the levels icon which is always present in the top right corner of the screen. Levels are indicated by a willow sapling for the simplest level, a willow tree for the medium level and a mature cracked willow that represents the more challenging approach to the activities. Select your level by clicking on one of the trees. When a level is selected the tree which represents the level comes into focus.

### **Help**

When you choose the help icon from the bottom of the screen the voice of Badger will explain the objectives and techniques relevant to the current screen. The amount of help available will vary depending on which level you have selected.

### **Print out options**

The print out options are represented by a carrier pigeon. Badger will explain to you that when there is a print out option available the pigeon will appear on screen in a way that is natural to the scene. Click on the pigeon to get the print dialogue box (if you do not have a printer installed, the dialogue box will recognise this).

### **The story**

Click on the bottom right hand corner of the screen to access the story of "Toad of Toad Hall and his friends". You will be transported to Toad Hall where you will find a gallery. Each of the pictures hanging on the walls will represent a different adventure in the story of "Toad of Toad Hall and his friends" and one of the paintings contains the story in full.

Roll over the paintings to see the painting distort and hear the title of that section of the story. If you click again, the painting will be "rolled" on screen by Toad and the video will begin. You can print out a colouring picture of the adventure represented in each frame and stop each video by clicking on the background around the large picture frame.

### **Main Games Menu**

Click on Portly the baby otter in the main riverside scene to access a complete games menu. Each game is represented by an icon relating to the content of the game hidden somewhere in the bush. Click on an icon to be taken to the start of the game and hear an audio description of how to play. The level can be changed at any point during a game but you will return to the start of the game again if you do this. You can also access each character's individual games by clicking on the appropriate character (Toad, Ratty or Mole) in the riverside scene.

### **Nature trails**

Click on the magnifying glass in Mole and Ratty's games to access the nature section. Your dragonfly cursor will then be replaced with the magnifying glass. The dragonfly will remain at the left of the nature screen, to enable you to exit the nature section by exchanging the magnifying glass for the dragonfly and cutting back to the riverbank scene.

The nature section has two scrolling screens. Move around the screens and you will see lights that flash on the magnifying glass. If you click at that point the screen will scroll. Using the cursor as the magnifying glass, six random hot spots will reveal pieces of video inside the magnifying glass. Clicking will change the footage inside the magnifying glass. There are up to three pieces of footage for each hot spot. Each piece of footage has an interesting fact about that animal, narrated by Johnny Morris.

### **Endings**

When you have completed all the games you can return to the Map where Toad Hall will now take up most of the space. This scene is elaborated depending on the degree of your achievements. If you have done exceptionally well, Toad Hall is decorated with banners and fireworks; if you have achieved moderate success Toad Hall is undecorated; if you have been unsuccessful Toad Hall

will have been reduced to smouldering ashes. You will be heralded with a fanfare and given the chance to print out a certificate if you have been successful. Various recipes will also be presented as print out options so that you can have your very own banquet to celebrate completing the games.

#### **Where's Moley?**

There is one, final hidden game which you must play to assert your supremacy over the weasels. This game will only appear once you have achieved the 'best' of the three possible endings. In retaliation the weasels perform the dastardly act of kidnapping poor Moley. It is up to you to prove your worth, capture Moley back from the Weasels and shut the door of Toad Hall forever!

#### **Quit**

The quit icon is represented by a weasel who lurks around on the map screen. Once clicked on he will take you to the credit screen, where again if clicked will quit you out of the CD-ROM. The 'weasel' quit icon, remains on screen so that you can exit the credits and close the programme at any time.

#### **Technical support services, information and help**

For help using this disk or for further information please call our technical support line on lo-call 0345 697008 (calls charged at local rate). Alternatively, for more information about any of our titles why not visit our web site at <http://mip.macmillan.co.uk>, or email us on [mip@macmillan.co.uk](mailto:mip@macmillan.co.uk)