

THE INTERACTIVE BASEBALL COMIC BOOK

Version 2.0

I AT BAT

IT'S INTERACTIVE!



Authentic
jAmBone
Interactive Product



Windows
& Mac

CD-ROM

"AT BAT"

Windows™ & Macintosh

- **Navigation in Windows**

Navigating in the Windows version of "At Bat" is virtually the same as navigating in the Mac version. The difference, however, is that wherever the booklet mentions 'Option' key, substitute 'Alt' key and where it mentions 'Command' key substitute 'Ctrl' key.

- **Improved Navigation/Interactivity**

This improvement in your newer version of "At Bat" relates to the information on page 6 of your booklet. In the previous version of "At Bat" you could only skip to other panels on a page from the first or last panel. In this version of "At Bat", as long as you do it while a red arrow is flashing, you can skip to any panel on the page at any time. Once you have started the dialogue for a particular panel by clicking on its flashing red arrow, you must continue through all the dialogue for that panel before you can continue.

This navigational improvement has been implemented in both the Windows and Macintosh versions of "At Bat".



Rudy, Joey and the rest of the Hawks would like to welcome you to “At Bat”, a fun-filled “interactive comic book” about baseball for children of all ages .

Like a comic book, “At Bat” tells a story through the dialogue of the characters. Unlike print comic books, this “interactive comic book” allows you to click on a character’s speech bubble and have that character say the dialogue while you read along.

You can choose to: follow the stories; play one of six games on the ‘Interactive Television’; or, look for ‘Hidden Discoverables’, including fun animations, sounds and baseball trivia. At various points in the story, characters relate historical anecdotes about the game of baseball. The program includes a joke section and song section. You determine the outcome of the story (one of four possible endings) by directing Joey’s final at bat.

This is your instruction booklet. It will get you started and tell you how “At Bat” works. We recommend that you read this booklet in order to get the most out of “At Bat”. We assume that you already know how your computer, mouse and CD-ROM drive work, and what terms such as ‘clicking’ and ‘dragging’ with the mouse mean. If you don’t, consult the manuals that came with your computer or CD-ROM drive.

The rest of this booklet is organized by the following headings:

- 1. Getting started and Quitting the program (Mac) - p.4
- 2. Getting started and Quitting the program (Win) - p.5
- 3. Turning pages backwards and forwards - p.6
- 4. Using Option/Alt to get around more easily - p.6-7
- 5. Hearing/Reading the story - p.8-9
- 6. Looking for ‘Hidden Discoverables’ - p.10
- 7. Getting ‘Help’ - p.11
- 8. Setting your ‘Preferences’ - p.12-13

1 • Getting Started and Quitting the Program (Mac)

To get started you must do the following:

1. Turn on your CD-ROM drive. If it is built in, just turn on your computer.
2. Turn on your Computer. Make sure your CD-ROM driver, Quicktime™, and Apple Sound Manager™ extensions are installed and turned on. (If you don't have Quicktime or Apple Sound Manager, don't worry, we've supplied them. They can be found in the "Put in System" folder on the CD-ROM).
3. Restart your computer if these extensions were not on to begin with.
4. Put the "At Bat" CD-ROM in the caddy and insert the caddy in the CD-ROM drive.
5. Double click on the "At Bat" CD-ROM icon that appears on your desktop.
6. Open the "Read Me" file that appears inside "At Bat". *It is IMPORTANT that you read it and follow the instructions.*
6. Click and drag the Quicktime and Sound Manager extensions into your system folder if they are not already there. (You will need to restart your computer in order to activate them).
7. Double-click on the "At Bat" program icon and you are ready to go.

To quit the program at any time, hold down the command key on your keyboard and type 'Q'.

Have Fun!



2 • Getting Started and Quitting the Program (Win)

Installation Options: The program ATBAT.EXE may be run directly from the File Manager. If you would prefer to set up a program group in your Program Manager, go to your File Menu and select “Run...” and type in the following command: x:setup where the letter x should be replaced with the drive letter indicating your CD-ROM drive.

Alternatively, you can open File Manager, switch to your CD-ROM drive, and find the SETUP.EXE item, and double-click it.

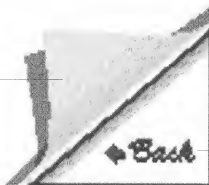
This ‘setup’ procedure will place an “At Bat” program group in your Windows Program Manager, and an “At Bat” program icon in that group. If you prefer to customize your Windows environment by placing the “At Bat” program icon in some other group (for example, “Games”), please consult your Windows Users Manual for information on how to do this. The performance and behavior of “At Bat” will not be affected. The ‘setup’ procedure is designed for your convenience only.

To quit the program at any time, hold down the control key on your keyboard and type ‘Q’.

3 • Turning pages backwards and forwards

Since this is a comic book, knowing how to turn the page is important. This is your main way of getting around in the program. The **'Page Turn' (Forward and Back) buttons** are always located in the bottom right corner of the screen. *To turn the page forward, click on the turned up corner (whitish triangular part). To turn the page back, click on the little word "Back".* Your cursor (the little black arrow on the screen) will point to the right when you are on the forward button, and will point to the left when you are on the back button.

*'Page turn Forward'
button turns the
page forward one page.*



*'Page turn Back'
button turns the
page back one page.*

4 • Using the Option/Alt key to get around more easily

There are three ways that the Option/Alt key on your keyboard can help you get around more quickly and easily in this program and save you from getting lost.

1. When you are on the 'Title Page' (that's the first screen you come to when you open up "At Bat") hold the Option/Alt key down on your keyboard and move the cursor slowly over to the left hand side of the page. A number of but-

tons appear. These buttons take you to all the major sections of the program. You can click on any of these buttons, while still holding down the Option/Alt key, to skip to that section.

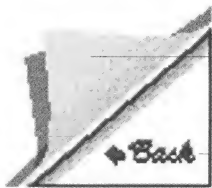
2. If you hold the Option/Alt key down and click on the 'Page Turn Forward' button you will always return to the 'Title' page.

3. If you hold the Option/Alt key down and click on the 'Page Turn Back' button you will always return to the page you were on most recently. The 'Page Turn Back' button normally takes you back one page in the program. If you have arrived at a page by skipping to it, and you want to return to where you were before you skipped, the 'Page Turn Back' button alone won't get you there. Holding the Option/Alt key down and clicking on the 'Page Turn Back' button will achieve this for you.



Part

Buttons like this will appear whenever you hold the 'Option' key down and move the cursor about a half inch from the left edge of the 'Title' page. Use these buttons to skip to a section.




'Option Key' + 'Page Turn Forward' button always returns you to the 'Title' page.

'Option Key' + 'Page Turn Back' button always returns you to the page you were on most recently.

5 • Hearing/Reading the story

The “At Bat” story is told by way of **narrative boxes** (containing narration) and **speech bubbles** (containing dialogue between characters).

 Unlike the Brimble game, I don't remember exactly how the final game unfolded. I remember the little things more...The big noisy crowd, their homemade signs and happy faces...

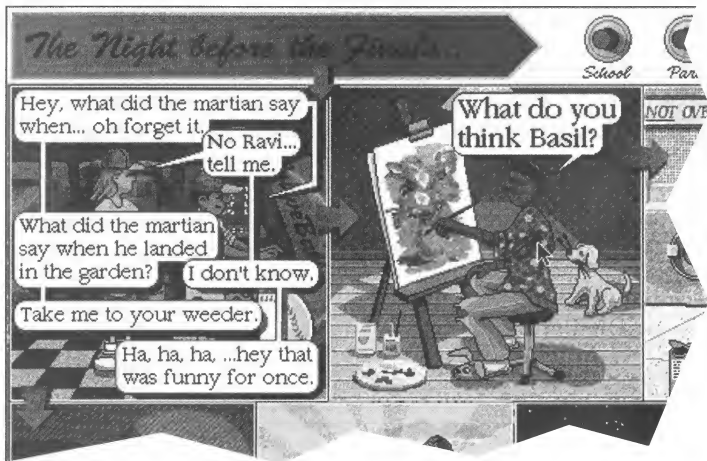
Click to Continue...

The **narrative boxes** contain an ‘Ear’ button, always located in the top left corner of the box. Clicking on the ‘Ear’ button allows you to hear (or rehear) the words contained in that narrative box.

The narrative boxes also sometimes contain the words “Click to continue...”, always located in the bottom right corner of the narrative box. This means that the program is waiting for you to finish reading the narrative, there are no other areas on the page that you can click on and *you must click somewhere in the narrative box (other than on the ‘Ear’ button) in order to continue.*

Most of the pages you will encounter in “At Bat” look like a comic book page consisting of a number of panels. A flashing red arrow points to the panel that is active and that the next part of the story will take place in. When you click on the flashing red arrow, a **speech bubble** will appear and the character will say the words contained in it. *To continue through the dialogue, click anywhere within the speech bubble and the next speech bubble will appear.* When there is no more dialogue for that panel, all the speech bubbles for that panel will appear (in

smaller text) in the panel and a red arrow pointing to the next panel will start flashing. If you want, you can rehear any of the dialogue from the previous panel by clicking on the smaller text bubbles.



When an arrow is flashing, you have an opportunity to skip to any of the other panels on the page. You can do so by clicking on the red arrow pointing to the panel you wish to skip to. However, *once you have started the dialogue by clicking on a flashing red arrow, you must continue through the dialogue to the end of that panel.* You can turn the page forward or back, or skip to a different section at any time.

6 • Looking for 'Hidden Discoverables'



Throughout the program there are hidden animations, sound effects and baseball trivia that you can discover by clicking on areas of the page. For example, there are a couple of green aliens that appear somewhere on every page. Make it a challenge to try and find them as you go through the story. There are three things you must know about the way the program works, with respect to looking for 'Hidden Discoverables':

1. You can only look for 'Hidden Discoverables' in a panel that a flashing red arrow is pointing to. All the other panels on the page are inactive.
2. You must do your looking before you click on the flashing red arrow (which starts the dialogue again). You look for 'Hidden Discoverables' by clicking on objects and areas in the active panel.
3. If there is no flashing red arrow on the page (for example in the vignette scenes), or if the page consists of only one panel, then the whole page is active and you can look for 'Hidden Discoverables' anywhere at anytime.



The red arrows start the dialogue for that frame. Click on the dialogue bubbles to continue.

Click here for more...



The ‘Help’ button (Rudy’s head with a question mark in it) provides general information about what all the buttons on a page do, how to start and continue through the dialogue or narrative and how to turn the page forward and back. It also explains how the Option/Alt key might help you get to where you want to go. When you click on the ‘Help’ button, a little speech bubble will appear. Click within the speech bubble to cycle through the ‘Help’ information or click on Rudy’s head to make ‘Help’ go away.

On pages where the ‘Help’ button is not available, if you don’t use the mouse for a certain amount of time, a bigger Rudy will appear at the bottom of the page to give some ‘Help’ specific to that page. The information again will be contained in a speech bubble. Click within the speech bubble to cycle through the information or click on Rudy’s head to make ‘Help’ go away.

8 • Setting your 'Preferences'



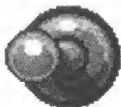
Clicking on the 'Preferences' button (shown above) on the 'Title' page takes you to a box where you can change how you would 'prefer' to view/hear the program. *IMPORTANT! You don't have to do this.* In all likelihood you will want to view/hear the program as it is.

Volume



Click and drag the sliding knob to set the volume of all the sounds in the program. You will hear a sound (System beep) indicating the volume level when you let go of the mouse button.

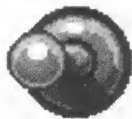
Spoken Dialogue



Silent Dialogue

'Spoken Dialogue' allows you to hear the character/narrator say the words in the narration boxes and large dialogue bubbles as well as hear the sound effects and music. 'Silent Dialogue' allows you to hear all the sound effects and music and lets you read the dialogue/narration without hearing it spoken. (Teachers, Parents: Think of this as the 'challenge them to read it' option).

Help On



Help Off

On pages where there is no 'Help' button, an automatic 'Help' function will be activated if you do not use the mouse for 30 to 50 seconds. This can be very helpful if you are stuck and don't know what to do on a certain page. It can also be annoying if you are familiar with the program and you don't need it. This switch in the preferences box simply allows you to turn this automatic 'Help' function off if you don't want it.



When you have the preferences the way you want them, click the 'OK' button in the top right corner. This takes you back to where you were (probably the 'Title' page, if you clicked the 'Preferences' button to get here). *You can change the preferences at any time, while in the program. Press the Command/Ctrl and Option/Alt keys on your keyboard at the same time as you click with the mouse, on the 'Help' button.* Make your changes in the preferences window and then click the 'OK' button. You will return to where you were in the program.

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