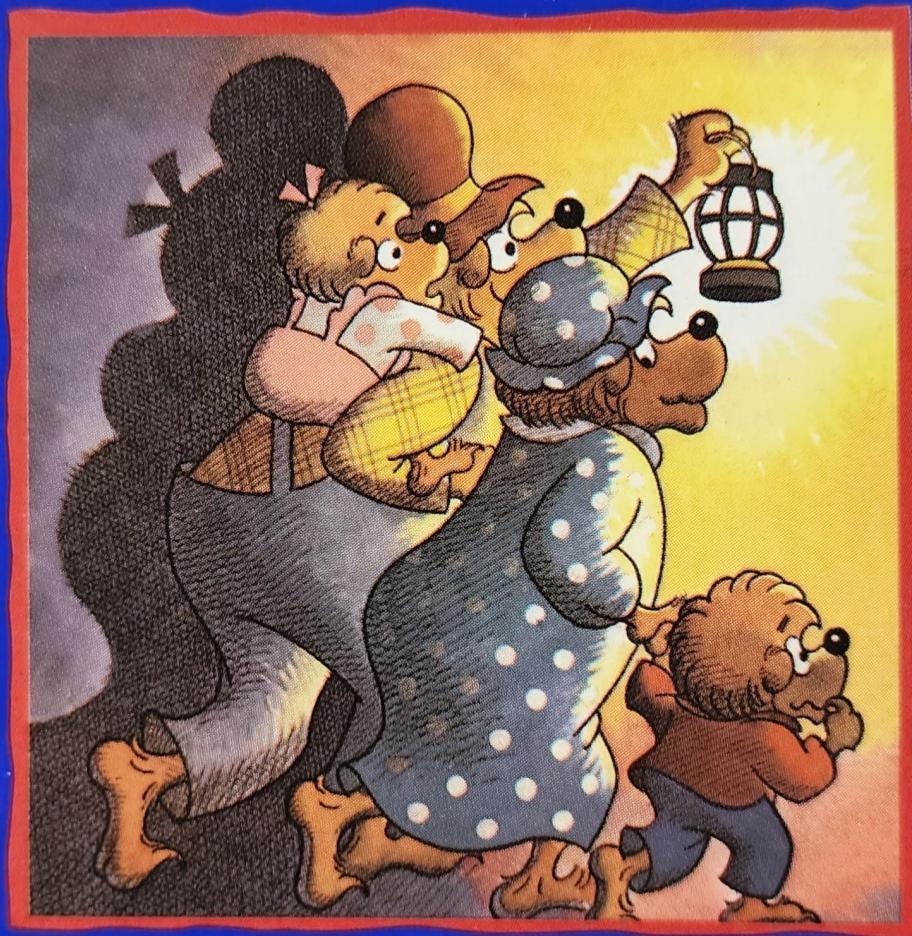


Living  Books®

A Random House/Brøderbund Company



The Berenstain Bears
IN THE DARK

Stan & Jan Berenstain

User's Guide

Welcome to the world of Living Books. You and your child are about to experience a fun and fantastic learning environment where characters and objects come alive and bring a whole new dimension to storytelling.

Installation Instructions for Macintosh® and Windows®

Macintosh or Power Macintosh®

To play ***The Berenstain Bears In The Dark***, simply insert the CD-ROM disc into your CD-ROM drive. Double-click the icon labeled ***"In The Dark"*** to begin playing.



In The Dark

Windows 3.1x

To Install

Begin at the Windows Program Manager to install the program. Place the CD into your CD-ROM drive. Choose "Run" under the "File" menu. Type **D:\SETUP.EXE** in the line labeled Command Line. (If your CD-ROM drive uses a letter other than D, substitute that letter for D.) Click **OK** to begin the installation. Follow the on screen instructions to install ***The Berenstain Bears In The Dark***.

To Play

A program group titled Living Books will be created in the Windows Program Manager and will contain an icon labeled ***"In The Dark."*** Double click this icon to begin playing.

Windows® 95 - Autoplay Instructions

To Install

Start at the Windows 95 desktop to install the program. Place the CD into

your CD-ROM drive. ***The Berenstain Bears In The Dark*** Startup window will appear. Click on the Install button and follow the on screen instructions to install the program.

To Play

After successfully installing the program, click the Run button at the Startup window to start the program. The Startup window will appear each time the CD is inserted into the CD-ROM drive. If you prefer to not see this screen and automatically launch ***The Berenstain Bears In The Dark***, click on the check box at the bottom of the Startup window marked "Show window next time you insert the CD" so that the check mark is removed. The next time the CD is inserted *The Berenstain Bears In The Dark* will automatically launch. (Note: This autoplay feature is not available if ***The Berenstain Bears In The Dark*** Startup window does not automatically appear the first time the CD is inserted.)

Windows 95 - Manual Instructions

To Install

If the Living Books Startup window does not appear automatically on screen, you can install the program manually by starting at the Windows 95 desktop. Click on the **Start** button on the task bar and choose **Run**. Type **D:\SETUP.EXE** in the line labeled Open. (If your CD-ROM drive uses a letter other than D, substitute that letter for D.) Click **OK** to begin the installation. Follow the on screen instructions to install ***The Berenstain Bears In The Dark***.

To Play

After successfully installing the program, begin at the Windows 95 desktop. Click on the **Start** button and select **Programs**, and then Living Books. Click the "***In the Dark***" menu item to begin playing.

Select a Mode

**READ
TO ME**

When you make this selection, your cursor will disappear as you see the book unfold page by page. Your cursor will only reappear when you return to the main selection screen after the book is finished. You can also use the space bar on your keyboard to exit the book. Use the right or left arrow key on your keyboard to skip ahead or see an earlier page in the book. You can switch to "Let Me Play" mode by pressing "P" on your keyboard.

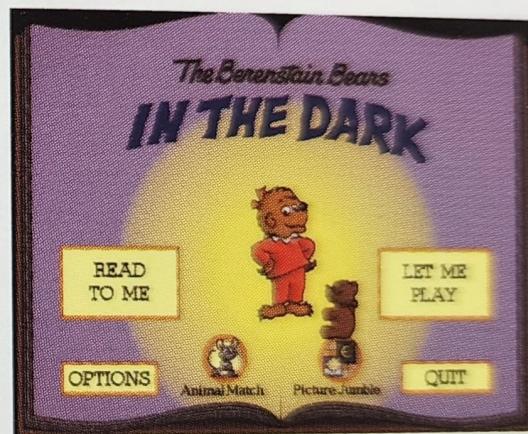
**LET ME
PLAY**

When you click on this button, you'll be able to start exploring each page after its introduction. Use the mouse to select different items you would like to see

come to life on the screen. There are many hidden buttons on every page, so be sure to search carefully before turning each page. For example, be sure to click on the librarian. You can switch to "Read To Me" mode while reading the book by pressing "R" on your keyboard.

OPTIONS

Clicking on this button takes you to the options page where you can go directly to any page in the book in interactive ("Let Me Play") mode. You cannot jump into the story in passive ("Read To Me") mode. To go directly to a page, click the forward and back arrows until you see the page you want. To see demos of other Living Books, click on the "Demos" button.

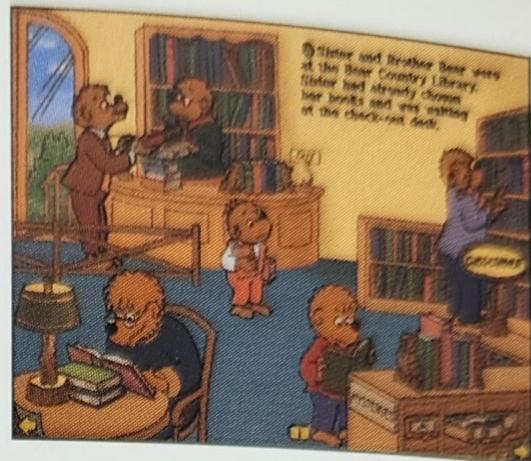


OK

1

Turning Pages

To turn pages, click the forward or backward arrows located in the lower right and left corners of the screen, or press the right or left arrow on your keyboard. To return to the main selection screen, click on the page number at the bottom of each screen, or press the space bar.



Animal Match

Clicking on this button will take you to the Animal Match Game. The game will begin automatically. To return to the main selection screen, click on the "Quit" button in the right hand corner or press the spacebar on your keyboard.



Picture Jumble

Clicking on this button will take you to the Picture Jumble Game. The game will begin automatically. To return to the main selection screen, click on the "Quit" button in the right hand corner or press the spacebar on your keyboard.

Soundtrack

Extended versions of the music from this Living Book have been included on the CD-ROM disc. This music can be played on any home or car audio CD player, or any CD-ROM audio-playing utility supplied with your computer's CD-ROM drive. Be sure to have the volume of your headphones or amplifier turned down before listening to the disc to avoid harming your ears and/or audio equipment. Also, skip track number 1 on the disc, since it is the data track only your computer can read.

Songs:

1. Data Track (Do Not Play)
2. Sister Bear's Dance
3. I Love Books
4. Bookcase Shuffle
5. Music Section Medley
6. Mama's Rockin'
7. Yee Who!
8. Fiddler's Fling
9. Ribbitzicato
10. Bullfrog Blues
11. Clothes Rack Tango
12. Spoon Tune
13. Boppin' Birdies
14. Hip Hop Hardware
15. Scout Jugband
16. Teddy Bear Boogie
17. Credits Theme

Macintosh Technical Notes

Please see the **Troubleshooting Guide** supplied with this product for more detailed technical information.

Shortcuts

In either mode of play, you can press the -M combination to display or hide the menu bar, which will be hidden when play begins.

To go directly to the Options Page from anywhere in the book use the -B combination.

Press the space bar from anywhere in the story to go directly to the main selection screen.

You can use the  and the up or down arrow to adjust your computer's volume level.

Press "R" for "Read To Me" and "P" for "Let Me Play" on your keyboard to

change from one mode to the other.

Press -Q combination from anywhere in the story to quit.

Memory

Living Books are designed to use 4.5 MB of memory in your Macintosh. You may not have that much memory available because of Control Panels or Extensions that are enabled. In order to play, you may need to disable some Control Panels or Extensions and restart your computer to regain the memory needed.

Screen Savers

If your computer has a software screen saver enabled it might interrupt Living Books, especially during the "Read To Me" mode. Be sure to disable your screen saver software while using this Living Book to avoid its interruption.

Virtual Memory

Be sure to turn off virtual memory, close other windows and turn off file sharing to allow Living Books to perform at their intended level. Living Books are 32-bit clean.

Launcher and At Ease Users

Launcher and At Ease (both products by Apple) are designed to provide a simplified interface for you and your child. If Launcher or At Ease programs are enabled when you try to use Living Books, they may cause

performance or sound problems. We recommend that you turn off Launcher or At Ease before using Living Books. It is possible to stop Launcher and At Ease from automatically starting up each time you start your computer by dragging them out of the folder "StartUp Items" in your system folder. Please see your Macintosh manuals for more details.

Windows Technical Notes

Please see the **Troubleshooting Guide** supplied with this product for more detailed technical information.

Video Boards

Some accelerated video boards with special device drivers or boards made by specific manufacturers cause sporadic problems with Living Books. We suggest you use the 640 x 480 x 256 color device driver designed for your video board. See your Windows manual or the Trouble Shooting Guide supplied with this product for information on changing video drivers and other tips.

Shortcuts

Press the spacebar from anywhere in the story to go directly to the main selection screen.

Press "R" for "Read To Me" and "P" for "Let Me Play" on your keyboard to change from one mode to the other.

Press Control-Q from anywhere in the story to quit.

Credits

Project Director:

Creative Director:

Producer:

Associate Producer:

Production Coordinator:

Sound Director:

Sound Designer:

Manager, New Product Development:

Animation Coordinator:

Animation:

Director:

Animators:

Assistant Animation/Cleanup:

Storyboard/ Layout:

Camera:

Editorial:

Production Assistant:

Animation Staff:

Other Animation:

Computer Graphic Technicians:

Programmers:

Activities Prototype Programmers:

Activities Final Programmer:

Additional Sound Editing:

Composition:

Title Theme:

Credits Theme:

Additional Music:

Live Band Arrangements:

Vocals:

Instrumentalists:

Sam Comstock

Mark Schlichting

Multimedia Consulting

Teri Rousseau

Esther Suzuki Arnold

Stacey Cornely

Jane Scolieri

Robert Thomure

Barbara Serwin

Cecilia Laureys

Caged Beagle Productions, Inc.

Dean Yeagle

Vinnie Bell, Ed Smith, Bill Railey, Dean Yeagle

Ed Cerullo, Ed Klein, Bill Peckman, Bonnie Chiarito

Bill Peckmann, Bill Railey, Vinnie Bell, Dean Yeagle

Bill Railey, George Davis of Eighth Frame Camera Service

Barbara Schwartzman of Sandpiper Editorial Services

Dana Fallanca

Living Books

Kim Kerr, Cecilia Laureys, Alana Guy, Shawn Brownell,

Jeff Petersen, Tony Margioni

Betty Gai of Eyebright Interactive, Phillip Bossant of Wolf Hill

Studio, Bill Eral, Wen Yi Wu

Robert Hoffman, Robert Bell, Eric Schipper, Gary

Heikura, Darren Wong

Glenn Axworthy, Ed Rose, Dave Lucas, Jeff Mossberg

Robert Hoffman, Karen Helweg

Dave Cohn of Eyebright Interactive

Jane Scolieri, Olivia Raymond, Bryan Myers, Klaudia Promessi,

Eric Jensen, Robert Johnson II, Jeff Ray

Mike Marshall, Robert Thomure

Robert Thomure

Joey Edelman

Bob Marshall, Eric Jensen

Mike Marshall

Musicians

Jo-Carol Block

Bob Marshall

Jane Scolieri

Robert Johnson II

Mike Marshall's Group

Mandolin and Fiddle: Mike Marshall

Guitars: Mike Marshall, Scott Nygaard
Banjo: Tony Furtado, Avrum Segal
Dobro: Sally van Meter
Acoustic Bass: Todd Phillips
Classical
Violin: Kaila Flexor
Drums: Aaron Johnston
Percussion: Mike Marshall, Steve Robertson
Keyboards: John R. Burr

Electronic Instruments and Guitar:

Robert Thomure

Additional Musicians

Hammer
Dulcimer: Robin Petrie
Trumpet: Tim Larkin
Tablas: Nikhil Pandya
Jaw's Harp: Bob Marshall
Narrator: Joanne Greene
Sister Bear: Imogene Tondre
Brother Bear: Mark Engberg
Papa Bear: Hank Bassior
Mama Bear: Prakash Capen
Sam Comstock, Alana Guy, Trevor Marcam, Mikey Greene, Danny Greene, Bob Marshall, Don Albrecht, Ron Seawright, Philo Northrup, Olivia Raymond, Mark Schlichting, Erika Luckett, Mark West, Michael Dashow, Robert Hoffman, Tami Tsark, Susan Adams-Graves, Lisa Hanauer, Jo-Carol Block, Kim Kerr, Robert Thomure, Esther Suzuki Arnold, Eric Jensen, Jayne Miller, Mary Snyder Lee

David Jensen

Drew Garske, Joy Southern, Ken Piper, John Spitta
Susan Lee-Merrow

Laura Norman

Kim Dempster

Chris Jones

Kristin Cooper

Cynthia Leonard

Carrie Scott

Daniela Jerve

Jill Davis at FCI Communications and Dana Shields

Stan and Jan Berenstain, Sharon Lerner, Hope Innelli, Jeff Schon, Robyn Berry, Randy Spencer, Sarah Starr Hergenrather, Dana Shields, Jill Davis, Brenda Goti, Tom Geary and all of the folks at Brøderbund and Random House who make our work possible.

Voice Talent:

Extra Character Voices:

Educational Research:

Quality Assurance Lead Technician:

Quality Assurance Testers:

Vice President of Marketing:

Product Marketing Manager:

Marketing Communications Manager:

Public Relations Specialist:

Marketing Communications Specialist:

Communications Coordinator:

Product Marketing Coordinator:

Marketing Assistant:

Package Design:

Special Thanks:

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Living Books guarantees for a period of ninety (90) days following the original retail purchase of this copy of The Berenstain Bears In The Dark that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any error or defect in the program during the warranty period, call Living Books' Technical Support Department at 415/382-7818 between the hours of 7 a.m. and 5 p.m. (Pacific Time), Monday through Friday. Living Books' technical personnel will attempt to help you correct or avoid the problem. If any error or defect cannot be corrected or reasonably avoided, Living Books will inform you how to obtain a corrected program disc (or, at Living Books' option, may authorize a refund of your purchase price).

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