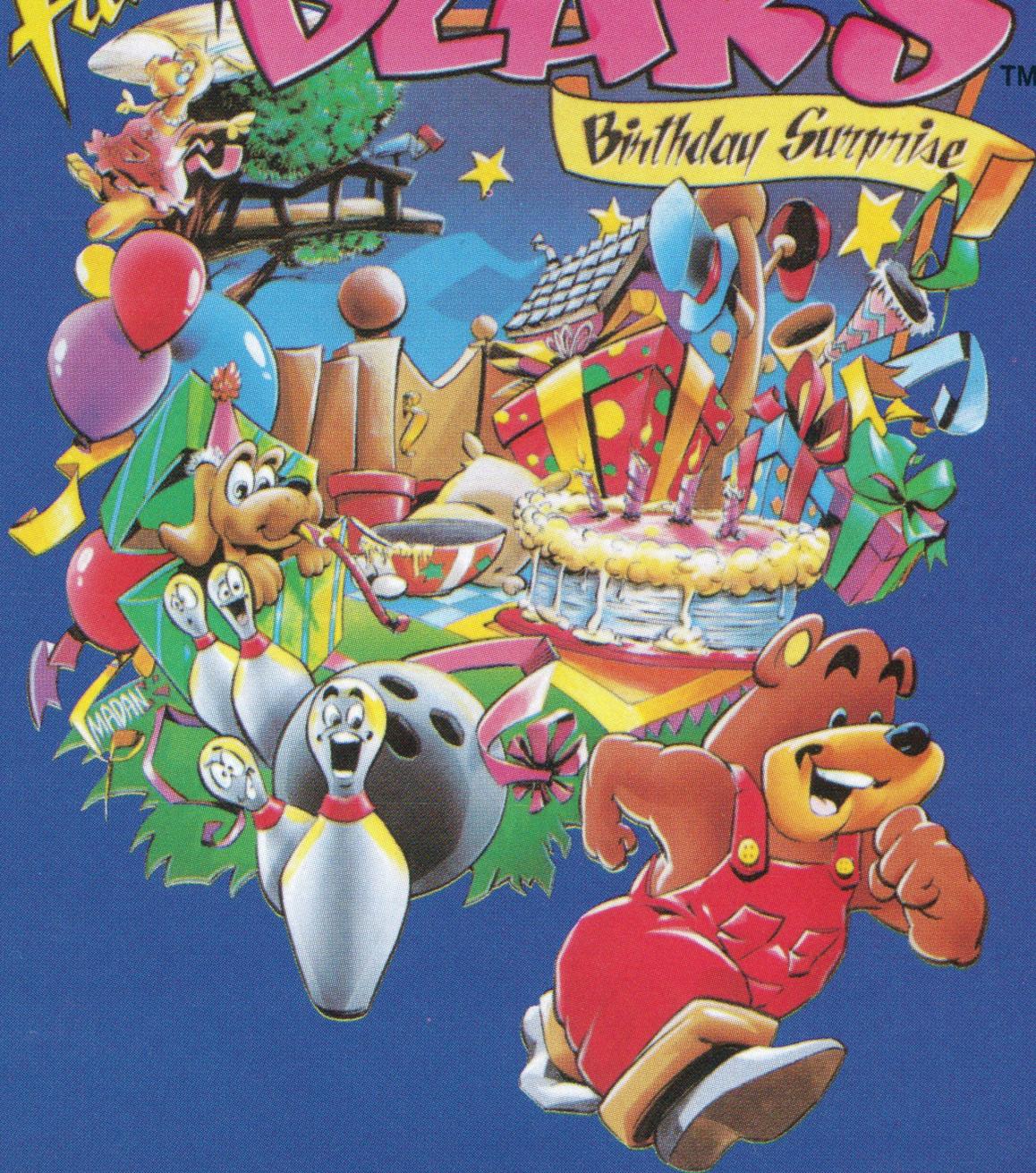


Fatty BEAR'S™

Birthday Surprise



Fatty Bear's Birthday Surprise™

Macintosh Manual

Getting Started

Installing the Disk version

Fatty Bear requires a Macintosh LCIII or higher, 13 Mb hard drive space, 256 color graphics and at least 2 Mb free RAM.

Place **Fatty Bear** Disk 1 in your floppy drive and double-click on the **Fatty Bear** application. You will be asked for a folder name and location for **Fatty Bear**. If this folder does not exist, one will be created for you. To start the game, open your new **Fatty Bear** folder and double-click on any **Fatty Bear** icon.

Installing the CD-ROM version

Fatty Bear requires a Macintosh LC III or higher, a CD-ROM drive, a 256 color graphics and at least 2 Mb free RAM. To play the game, open the CD-ROM drive icon and double-click on the **Fatty Bear** icon. **Fatty Bear** can be copied to your hard drive for greater speed. Simply create a folder and copy all the files on the CD-ROM into it.

Screen Sizes

Fatty Bear has several different screen sizes and options; each offers advantages. These options can be selected by pulling down the **Windows** menu once **Fatty Bear** is running.

| | |
|-----------|---|
| Small | This screen is ideal on slower machines. |
| Medium | If you have a smaller monitor or only 256K video memory, Medium works the best. |
| Large | Uses as much of the screen as possible, but with reduced speed on some computers. |
| Smoothing | Smooths out the graphics, but can cause speed loss on slower computers. |

If you find that Fatty Bear is running a bit slow, try starting up your Mac with INIT's and extensions turned off. To do this under System 7, hold down the SHIFT key while your Mac is booting. If you're running System 6, remove INIT's from your System folder and restart your computer.

Saving & Loading a Game

To Save your game, press **S**. On the Save Screen, your cursor will change to a picture of your current location. Click on any box to save the game. If the clicked box is already full, the old game will be erased, and the new game will replace it.

To Load a Saved Game, press **L**. On the Load Screen, click on the picture of the game you wish to load. To exit without loading a game, just click on the Exit Arrow.

How to Play *Fatty Bear's Birthday Surprise*[™]

Fatty Bear's Birthday Surprise is designed for kids who aren't old enough to read manuals. With that in mind, we've created a game that, we think, is so easy to use we considered just saying "Have Fun!" But here are a few basic pointers.

What's the object of the game?

Welcome to Fatty Bear's house! With Kayla's birthday just hours away, Fatty Bear and his friends set out to make it the best birthday ever. They need to make her a cake and

Keyboard Commands

Starting and Stopping the Game

| | |
|-----------------|--------------------|
| ⌘ Q | Exit game |
| ⌘ R | Restart game |
| Spacebar or ⌘ P | Pause/unpause game |

Music Commands

| | |
|-----|--------------------|
| ⌘ M | Turn on/off music |
| ⌘ D | Turn on/off voices |
| | Lower music volume |
| | Raise music volume |

Text Display Commands

| | |
|-----|--------------------------|
| ⌘ T | Turn on/off text display |
|-----|--------------------------|

Other Commands

| | |
|--------|------------------------|
| ? | Display version number |
| S or s | Save a game |
| L or l | Load a game |

decorate her room before she wakes up. It's a bit trickier than it sounds. Things are never where you left them, and there's always time to play a few tunes, bowl a few games, etc..

How do I move Fatty Bear from place to place?

Just point and click and you're on your way, directing Fatty Bear around the house and yard. When your cursor is over an exit, it changes to a big arrow. Now, just click and Fatty Bear will amble off to the next location.

About those secret Click Points...

Fatty Bear's world is alive with secret Click Points. Click on the light in Kayla's room, the bathrobes hanging on the wall in her parent's room, or the hundred or so other spots around Fatty Bear's home, and watch the fun unfold.

Making use of Useful Objects.

Some of the things you click on will be useful to Fatty Bear, he'll put these objects in his pockets. For example, you might want to click on the cheese (it's in the fridge). To use an object from his pocket, simply click on it. Your cursor will turn into that object. Now, position the cursor over an item in the Play Area and click.

Help! I'm stuck.

Your child can do some first class Junior Problem-Solving. Is there a locked door you can't get past? An ingredient missing from the cake? Can't find a new ribbon anywhere? There's always a way to accomplish the task at hand, but it might require following a few directions and applying some real kid brainpower to the problem.

Be sure to talk with Matilda Rabbit and Gretchen they're the equivalent of the HELP key on your adult software. Only they're a whole lot friendlier. Additional guidance can be found by clicking on items in Fatty Bear's pockets or Fatty Bear himself.

How does Bowling work?

When you enter the bowling field, Fatty Bear is taking aim by moving the ball back and forth from left to right. Keep your eye on the ball. When you think it's in a good position, release the ball by clicking the mouse button anywhere in the Play Area. Fatty Bear will then bowl . Your score appears in the lower part of the screen. You get to bowl twice per frame (unless you get a strike), and there are 10 frames in a game.

Tell me more about the Piano

Our piano is designed to provide children with only a very basic introduction to music; it is not a music tutor. As such, there are no measures to keep track of and all notes are quarter notes. The piano comes with 10 different built-in tunes, and you can create (and save) up to 10 of your own masterpieces.

To flip through the songs, click on the left and right arrows at the bottom of the sheet music. To play a song, click on the PLAY button at the top of the screen. To change instruments click on any one of the 6 instrument buttons prior to playing the song.

To create your own classic, scroll to an empty page, and start clicking on the piano keys. The keys you press will appear as notes on the sheet music. To add a pause between notes, click on the Rest symbol (located between the Play and Erase buttons). If you make a mistake, press the Oops button to erase one note at a time. If you want to start over, press Erase, or scroll to a new page. Your concerto will be saved automatically. You don't need to do a thing.

Our Design Philosophy

Children need to be given the opportunity to explore; it's how they learn, after all. You might find that younger kids want to spend their time trying to discover all the secret Click Points, while older kids focus on helping Fatty Bear accomplish his goals. Either approach is fine. If they ask for help, by all means give it. But if you're eager to take

over (as we've discovered some parents to be) wait until the kids are tucked in bed at night. Then Fatty Bear's all yours, and you don't have to breathe a word.

We've created our Junior Adventures as pure kid entertainment. They're not designed to drill kids on reading, writing and arithmetic, but we do think they're a wonderful way to help little ones develop their problem solving and critical thinking skills. We hope that your kids have as much fun with Fatty Bear as our kids do. We designed **Fatty Bear's Birthday Surprise** for them. We designed it for your kids too.

A Note about the Junior Adventurer's Handbook

We designed this handbook to include activities for children ages 3 thru 8. Some pages are too difficult for 3 year olds, while others are very simple for 8 year olds. As a general guideline, we've tried to place the easiest pages towards the beginning and the most complex ones at the end. Have fun with the Junior Adventurer's Handbook, and if you sign up for the Junior Adventurer's Club, we'll make sure your child receives even more fun stuff.

If you have more than one child, you can order extra Handbook/ToolKit sets. Send \$4.00 (U.S. currency only) for each additional Handbook/ToolKit set to the Customer Service address below.

Customer Service

Have a question? We're always happy to help. Call us at (206)485-1212, Monday through Friday between 9:00 a.m. and 5:30 p.m., PST, or write to us at:

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Please remove this booklet for instructions
on running the game.



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