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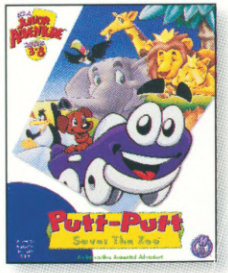

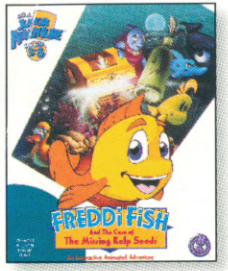

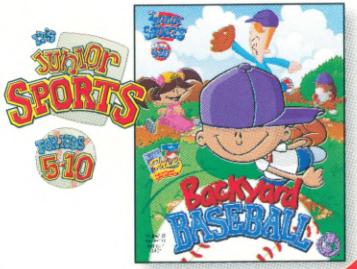

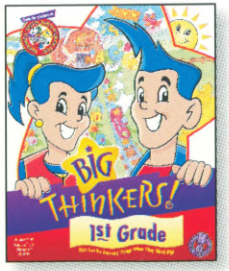

LOOK INSIDE THIS MANUAL

for Technical Support & Customer Service information.

It's a Junior Adventure™ for Kids 3-8

FREDDI FISH 3

The Case of The Stolen Conch Shell™

Windows® 98/95
Windows® 3.1
Macintosh®
CD-ROM

HUMONGOUS ENTERTAINMENT®

IMPORTANT KEYBOARD COMMANDS

Here is a comprehensive list of Windows and Macintosh keyboard commands.

Purpose	Windows	Macintosh
Help	F1	See Readme file
Load a saved game	L	L or Command+L
Pause/Unpause the game	Spacebar	Spacebar
Play the game in a window	Shift+F5	F5/Shift+F5
Quit the game	Spacebar or Alt+F4	Command+Q
Resize the screen	Shift+F7 (for 1280x1024 or larger)	
Restart the game	Spacebar	Command+R
Save a game	S	S or Command+S
Terminate a cut-scene (e.g. intro)	Escape	Escape
Terminate the current character dialogue	. (full-stop)	. (full-stop)
Turn on/off the music	Spacebar/Options	Command+Game

Technical Support

Help via Telephone in the United Kingdom:

If you encounter technical problems with the game you should call the Technical Helpline which operates between the hours of 9am and 5.30pm, Monday to Friday. Please ensure that you are sitting in front of your computer or have full details of your computer configuration and the problem you are encountering when you call.

English speaking customers call 01923 209 145

Assistance via World Wide Web:

Visit Humongous Entertainment's Web site (**http://www.humongous.com**) for up-to-the-minute technical information. You'll find answers to our most Frequently Asked Questions (**FAQs**), all the latest Humongous Entertainment product information, and even an E-mail area where you can ask specific technical support questions.

Quick Tips:

TO QUIT..... press the space bar

TO SAVE..... press S

TO LOAD..... press L

HELP..... press F1

NOTICE

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SET-UP

Freddi Fish 3: The Case of The Stolen Conch Shell™ is a high-performance multimedia program. It has been designed to take full advantage of your multimedia computer. Before installing the program or beginning play, we recommend you close any open applications or windows.

SYSTEM REQUIREMENTS

Windows® System Requirements

Freddi Fish 3: The Case of The Stolen Conch Shell™ requires a 33 MHz 486 (or faster) PC with 8 MB of RAM, Windows 3.1 or higher, SVGA card (640x480, 256 colour video display), a sound card and a double-speed (or faster) CD-ROM drive, PCI video card.

Macintosh® System Requirements

Freddi Fish 3: The Case of The Stolen Conch Shell™ requires a 68040 (25 MHz or faster) Macintosh, with 8 MB of RAM, a double-speed (or faster) CD-ROM drive, and a 640x480, 256 colour video display.

INSTALLATION

Windows 3.1 Customers:

Before playing *Freddi Fish 3: The Case of The Stolen Conch Shell™* you must run our installation program. Insert the CD-ROM into your CD-ROM drive. Select the **Run...** command from the **File** menu in the Windows Program Manager. Type the following into the Command Line area: **D:\INSTALL.EXE** (Replace "D" with your CD-ROM drive letter). Click the **Quick Install** button to start the installation.

Follow the on-screen instructions. The installation program will create a *Humongous* group in Program Manager. A *Freddi Fish 3: The Case of The Stolen Conch Shell™* icon will be placed in the group. When the installation is finished, you may need to **Restart Windows.**

Important Note: In order to take full advantage of the 32-bit capabilities of your computer, the installation program must copy some Windows system files to your hard disk. This will take no more than 2.5 MB of hard disk space. The installation program does not copy any of the game files to your hard disk. You will still need to insert the *Freddi Fish 3: The Case of The Stolen Conch Shell™* CD into your CD-ROM drive each time you play.

Windows 98/95 Customers:

No installation is required with the Windows 98/95 AutoPlay feature. Just insert the CD-ROM into your CD-ROM drive, wait for the AutoPlay window and click on the **PLAY** button.

Macintosh Customers:

No installation is required on the Macintosh. Just insert the CD-ROM into your CD-ROM drive, wait for the *Freddi Fish 3: The Case of The Stolen Conch Shell™* icon to appear on your desktop and double click on it.

HELP

Windows Customers:

For online documentation and game hints, just press the **F1** key from within the game. Or, for troubleshooting tips, see the **Readme** file on your game CD.

Macintosh Customers:

Gameplay information, hints and troubleshooting advice are all located in the readme file. Just open the CD-ROM and double-click **Freddi Fish 3 Readme** to view.

HOW TO PLAY (Starting the game)

Windows 3.1 Customers: Insert the CD into your CD-ROM drive. To start *Freddi Fish 3: The Case of The Stolen Conch Shell™*, double-click on its icon in the *Humongous* group.

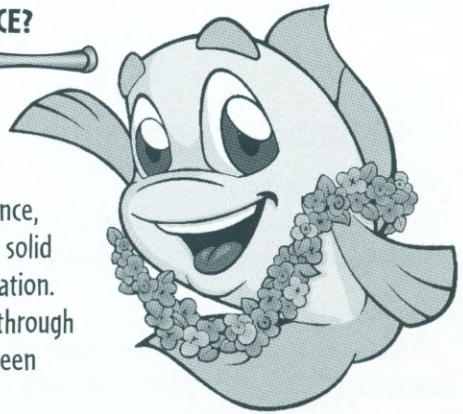
Windows 98/95 Customers: Insert the CD into your CD-ROM drive, wait for the AutoPlay window and click on the **PLAY** button.

Windows Customers: Due to ongoing Windows upgrades, it may be necessary to upgrade your video drivers for optimum performance.

Macintosh Customers: To start *Freddi Fish 3: The Case of The Stolen Conch Shell™*, insert the CD-ROM into the CD-ROM drive, then double-click on the *Freddi Fish 3* icon.

Important Note: In order to get the best performance from your computer, we may need to perform a video and CD-ROM drive speed test the first time you run *Freddi Fish 3: The Case of The Stolen Conch Shell™*. **It will take 3 to 5 minutes and will run only once.**

HOW DO I MOVE FREDDI FISH FROM PLACE TO PLACE?



To guide Freddi Fish through this adventure, move your mouse to move the cursor across the screen. When your cursor is over an active area, it will change shape and/or colour according to the current action. For instance, when your cursor is over an exit it will change to a large solid arrow; clicking at that point will take you to another location. Pressing the Escape (Esc) key during play will jump you through cut-scenes (opening title sequences, conversations between characters, etc.).

HOW TO QUIT

To quit the Windows version, press **Alt+F4**, or press the **spacebar** to pause the game and select **Quit**. On the Macintosh, press **Command+Q** or press **F5** and select **Quit** from the File Menu.

QUICK TIPS

Handy Items: Some of the items you come across–like a drainplug, feather or chisel–may be useful to Freddi Fish. Click on the item and Freddi Fish will pick it up. The item will appear in the bubble inventory at the bottom of the screen. To use an item, click on it and the cursor will become that item. Now, position the cursor in the play area, on top of the object or character you want to use the item with, and click.

Multiple Suspects: *Freddi Fish 3: The Case of The Stolen Conch Shell™* has a twist–you catch the culprit! Freddi Fish and Luther find the clues and you join in to deduce who, from among the suspects, is the shell-napper.

Mini-Games: There are seven mini games you can play. Sometimes, they are necessary to catch the culprit.

SAVING AND LOADING A GAME

To save a game in progress, press **S** on the keyboard. The **Save** screen will appear. Click on one of the empty boxes to save the game (Note: You can also save over an existing game.) Type in a name for your saved game, if you wish. To exit, click on the **EXIT ARROW** at the top of the screen. To load a saved game, press **L**. Click on the picture of the game you wish to load. To exit without loading a game, click on the **EXIT ARROW**.