J201H

MODERN MEDIA VENTURES

QuickTime

MADE WITH M MACROMEDIA

B&N SOFTWARE

B&N SOFTWARE of Atlanta, Georgia.
Bringing you the next wave of software
for home, business and play.

B&N SOFTWARE, and its logo are trademarks of The B&N Companies, Inc. MODERN MEDIA, and its logo are trademarks of Modern Media Ventures 300 Brannan St. Suite 302 San Francisco, Ca. 94107
All other brand or product names are trademarks or registered trademarks of their respective holders.

Software ©1995, Modern Media Ventures
Art & Design, ©1996, The B&N Companies, Inc.

HELP IS JUST A PHONE CALL AWAY! QUESTIONS?
1-404-816-0090
9am-7pm E.S.T.
Mon.-Fri.

Ages 3-8

EDUCATION
WIN / MAC

CD-ROM

GUS™ GOES TO

Kooky Carnival™

GUS & THE CYBERBUDS LEARNING ADVENTURE SERIES™

CD-ROM ENTERTAINMENT FOR WINDOWS & MACINTOSH

MODERN MEDIA VENTURES PRESENTS
'GUS GOES TO THE KOOKY CARNIVAL - IN SEARCH OF RANT'

Welcome to Gus Goes to the Kooky Carnival - In Search of Rant, the third in the series of learning adventures from Modern Media Ventures. This self-guided, interactive, learning experience will build multiple skills and provide hours of engaging fun as Gus and your children search for the elusive CyberBuds, Rant, Rave, Rom and Rae.

START UP - MACHINE REQUIREMENTS AND TECHNICAL SET UP.

* For optimal performance for both MAC and MPC versions, remove all virus detection programs, screen savers and memory resident programs.
  For MPC version only, disable virtual memory.

MAC VERSION - Requirements:
Macintosh 68030 processor or higher, 256 colors, System 7.0 or later, 8 MB RAM, CD-ROM Drive, 13" monitor or larger.

Insert the CD-ROM disk, the Gus and the "Put into System Folder" icons will appear. For optimal performance, place provided icons from the Gus CD into your system folder. Double click on the Gus icon when it appears on the Desktop to begin.

MPC VERSION - Requirements:
386DX processor or higher, 256 colors VGA, Windows 3.1 or later, 8 MB RAM, CD-ROM Drive, 13" monitor or larger.

Insert the CD-ROM disk into the CD-ROM drive. From within Windows Program Manager, select "File", "Run" and then following the line labeled "Command", type: **x:\install. exe** ("x" equals designation of CD-ROM drive). This process creates a Gus icon and reboots your machine. It akso installs a version of QuickTime which is not neccessary to run the Carnival. If you do not want QuickTime on you machine you may choose to omit it during the install. To begin the game, double click on the Gus icon, which is located in the Modern Media Ventures program group. Make sure that the video driver is set to display at 640 x 480 resolution in 256 colors.

PROGRAM OVERVIEW:

The underlying purpose of the program is to encourage children to explore, participate in learning activities, and promote intellectual curiosity through the search for the CyberBuds. CyberBuds, as you will soon find out while exploring **The Kooky Carnival**, are organic and cerebral. They are of the earth, yet are highly evolved, enlightened individuals. CyberBuds employ technology and humanism to reach for their highest potential, to make the most out of their lives and the lives of others.

The Kooky Carnival motivates children to explore each environment for our friends, the CyberBuds. You can set the level of difficulty for the Find the CyberBud Game at the start of the program. As you begin exploring you will first meet Rave, Rom, and Rae. They are hidden in each of the 5 environments. As you discover these Buds in an environment (15 Cyberbuds in all) and return to the main Fairgrounds, a portion of a ticket that Gus is holding (he will be dressed as the ringmaster) will be colored in. When all 15 Buds have been found, half of the ticket will be totally colored in. This ticket is very important because it allows you to gain access into the Big top and see the Finale; but, before you can get in, there's one last thing you must do. You must find Rant. He's the little blue guy with the pointed head. He's hiding and has the other half of the ticket with him. In level 1 of the Find the CyberBud Game, Rant will appear on the screen automatically once you have found all the Buds. In level 2 and 3 Rant will appear and then he will run and hide again. He may be in any of the tents, the Prop Trailer, the Ride Area, or the Game Area. Once inside these places, you will need to look very carefully for him, because as you will soon learn, Rant loves to change or morph into different things.

The Kooky Carnival features 13 environments. Five environments are directly accessible from the **Main Fairgrounds** screen. These include the **The Prop Trailer**, **The Animal Lounge Tent**, **The Side Show Tent**, **The Midway**, and **The Ride Area**. To enter the tents click on their entrance.

To enter the **Prop Trailer** click on its door. To enter the **Midway** click on the sign and to get to the **Ride Area** click on the roller coaster. Once inside these locations, there are six additional places to explore. **Map-O-Rama** can be accessed by clicking on the **steamer trunk** under the shelves in the **Prop Trailer**. The **Hoolie Monster Game** and the **Peanut Count Game** can be accessed by clicking on the **deck of cards** on the table and the **elephant** in the lounge chair in the **Animal Lounge Tent**, respectively. **Create-a-Creature** can be accessed by clicking on the **powder puff** on the vanity in the **Side Show Tent**. The **Alphabet Shooting Gallery** and **Milk Bottle Game** can be accessed by clicking on the **blue bunny** and the **milk bottles** on the right in the **Midway**, respectively.

HELP BUTTON

Located in every screen, provides directions as required for each screen and activity and gives information about the Bud spottings.

BUD METER

Accessed by clicking on the help button, allows you to keep track of how many Bud Spottings you've made within each environment and how many more you need to find to complete the game. From here you can hyperlink to any environment

EXIT BUTTON

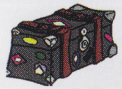
Located in every screen, allows you to return to the prior screen. If you are in the main screen, it will allow you to exit the program.

ABOUT THE ENVIRONMENTS:

The Prop Trailer

Things to do:

*Find each CyberBud - Discover where the Buds are hiding and hear interesting and fun facts.
*Animated Hotspots - Explore the Prop Trailer and see things come to Life.
*Map-O-Rama - Learn fun facts about the 50 United States.



Map-O-Rama - access by clicking on the Steamer Trunk under the shelves. Come along with Gus as he explores the United States. Click on any of the states and learn fun facts about them and see some of the countries most beautiful sights in Digital Photos.

The Animal Lounge Tent:

Things to do:

*Find each CyberBud - Discover where the Buds are hiding and hear interesting and fun facts.
*Animated Hotspots - Explore the **Animal Lounge Tent** and see things come to life.
*The Hoolie Monster Game - Develop matching skills while playing against a friendly monster.
*Peanut Count - Develop number/object correspondence and problem solving skills. Develop and practice simple addition and subtraction equations.

The Hoolie Monster Game - access by clicking on the Deck of Cards in the middle of the table. First, choose an opponent by clicking on one of the six animals provided. Once you have entered the game, choose the level you'd like to play by clicking on the chip in the lower left corner of the screen. Opponent begins with shuffling cards and then deals them. Player who is not holding the Hoolie Monster in their hand, picks a card from the opponent's hand simply by clicking on it. That card is then enlarged, floats up into the middle of the screen for player to see. Player must find the same card in their hand and click on it. The matching card will then float out, show the pair and then dissolve. The player who is not left holding the Hoolie Monster is the winner. If you are left holding the Hoolie Monster, watch out, he's got a mean tickle.

Level 1 uses 5 cards in the game
Level 2 uses 7 cards in the game
Level 3 uses 10 cards in the game

Peanut Count - access by clicking on the Elephant. Click on the bag of peanuts to change levels. Level one is accessed immediately.

Level 1 - Number/Object correspondence - count the peanuts that Mousey throws to Ellie and click on the correct number.
Level 2 - Equation Format/Addition - add the numbers together that appear on each peanut and click on the correct number below.

Level 3 - Equation Format/Subtraction - find the difference between the numbers that appear on each peanut andclick on the correct number below.

The Side Show Tent:

Things to do:

*Find each CyberBud - Discover where the Buds are hiding and hear interesting and fun facts
*Animated Hotspots - Explore The Side Show Tent and see things come to Life.
*Create-a-Creature - Enhance creativity and imagination as you Create -a-Creature.

Create-a-Creature - access by clicking on the Powder Puff on the vanity.

Are you ready to create your very own creature? It's as simple as drag and plop. You can choose one face shape, one set of eyes, one nose, any two ears, one mouth, one hairstyle, and up to three accessories. To begin designing your face, choose the face shape you would like to use from the panel on the left side of the screen. The shapes will appear in the scroll bar below the mirror. Click down on the face shape of your choice then drag and plop it onto the screen. Now choose among the different stamps of eyes, noses, ears, mouths, hairstyles and accessories in the same manner. To remove an object from the face just click on the face part and drag it off the screen.

You can choose the kind of music you would like to hear when your creature comes to life by clicking on the music button. Preview the music by clicking on any of the eight note buttons provided in the scroll bar and dragging it into the juke box in the upper left hand corner of the screen. Once your creature is finished, click on the play button and watch your creature come to life.

Games Area:

Things to do:
*Find each CyberBud - Discover where the Buds are hiding and hear interesting and fun facts
*Animated Hotspots - Explore The Midway and see things come to life.
*Alphabet Shooting Gallery - Develop letter recognition and spelling skills through sight and sound
*Milk Bottle Game - Develop sound recognition and discrimination skills and matching skills

Alphabet Shooting Gallery - access by clicking on the Blue Bunny. Click on the barrel to change levels of difficulty. To change speed of letters popping up and down, use the lever marked 1, 2, 3. 3 will move the fastest.
1 is accessed immediately when entering the screen.

Level 1 - Letter Recognition - Find the same letter that is in front of the bush that's on any of the animals that pop up in the shooting gallery. When you do, click on it. Make the animals pop up and down faster simply by moving the lever.

Level 2 - Spelling with text, picture and sound - Find the same letters in the gallery that spell the word and picture you see in front of the bush. When you do, just click on them. It's great fun! You can also make the animals pop up and down faster simply by moving the lever.

Level 3 - Spelling with picture and sound - See how many words you can spell before the counter reaches 100. Use the letters that pop up in the shooting gallery, to spell what you see in front of the bush. You can also make the animals pop up and down faster simply by moving the lever.

Milk Bottle Game - access by clicking on any of the Three Bottles on the right side. Click on the faucet to change levels. Level one is accessed immediately.

Level 1: Compose your own song or play along to some all time favorites.

To compose your own song, click on the "**My Own Song**" button. Now just click on the bottles and listen to your song come alive. To record your song, click on the **Microphone** button. To stop recording, click on the **Stop** button. To hear your song, click on the **Ear**.

To play along to some all time favorites, click on the "**My Favorite Songs**" button. To choose a song you want to follow along with, click on the **Picture Panel**. Continue clicking to find a song you like. Once you have chosen a song, a sheet of music will appear in the middle of the screen with the words as well as numbers. Just match the numbers on the sheet of music with those on the bottles to play your favorite song. To record your song, click on the **Microphone** button. To stop recording, click on the **Stop** button. To hear your song, click on the **Ear**.

Level 2: Follow Gus as he taps on the Milk Bottles.

Gus will begin by tapping a bottle, then you tap the same bottle. As you continue to follow Gus correctly, he will continue to add new notes. To set the number of bottles you will use, click on the bottle button. To hear the bottles played again before you try to match them, click on the ear button. To play the game again after you have missed one, click on the ear button. If you get a high score, the High Score Chart will appear once the sequence is broken. You will be asked to type in your name. The High Score Chart will remain the same every time you return to the Milk Bottle Game unless you press the "Reset high score" button.

Level 3: Adjust water levels to match the notes.

Player chooses a song from the Song Panel. The number of corresponding bottles needed to match the sounds will appear on screen. First click on a note to hear the sound it makes. Now, try to fill the bottle with water by clicking on the pitcher tool and then the bottle you want to add water to. Water will rise in the bottle as many times as you click, until the bottle is completely filled. Click the **Spoon tool** to hear the sound you've just made in the bottle. If the sound you've made is too low, use the **Straw tool** to remove some water. When a match has been made, the bottle will play that sound and highlight. Player moves on to next bottle and continues until all the notes have been matched. Song will automatically play once all notes have been matched. Click the **Ear tool** to hear the song in its entirety.

The Ride Area

Things to do:

*Find each CyberBud - Discover where the Buds are hiding and hear interesting and fun facts

*Animated Hotspots - Explore The Ride Area and see things come to life.

CREDITS

DESIGN: Pat Lewis, Raul Viceral, Bob Lewis and Bruce Goedde Jr.
ART DIRECTION: Pat Lewis, Raul Viceral
ARTISTS AND ANIMATORS: Raul Viceral, Anthony Tarantino, Brian Thomas, Eric Perez, Antonio White, and Marlin "Fish" Lum.
PROGRAMMING: Brian Thomas, Tom Pollock, Bruce Epstein
PRODUCTION MANAGER: Lisa Hoffman
VOICE TALENT: David Maloney, Pat Lewis, Bruce Goedde Jr., Raul Viceral.
VOICE OVER RECORDING: Ice House Studios, On the Moon Studio
PHOTOGRAPHY: Anne & Dick Lewis, Ron and Ilene Hoffman, Heidi Snyder.
SOUND TRACK: Canyon Recording
DIGITAL AUDIO CONSULTANTS: Tony Hoffer
SOUND EFFECTS: Jeff Essex, Bruce Buchanan, Jeff Malkin
MUSICIAN, SINGER, SONGWRITER: David Maloney
PACKAGING DESIGN & PRODUCTION: Karen Chandler, Raul Viceral, Pat Lewis, Lisa Hoffman
SPECIAL THANKS TO: Jackie Briggs and Kim Lenox

FREE SOFTWARE

Choose One CD-ROM Title From The List Below, *FREE*.

Journey to the Planets

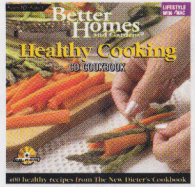
Windows & Macintosh
Education
Ages 3-12

Discovering Shakespeare

- Windows & Macintosh
- Education
- Ages 7-Adult

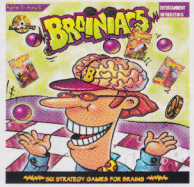
Gus goes to Kooky Carnival

- Windows & Macintosh
- Education
- Ages 3-8



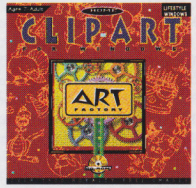
Better Homes & Gardens Healthy Cooking

- Windows & Macintosh
- Lifestyle
- Ages 10-Adult



Brainiacs Six Games In One

- Windows
- Entertainment
- Ages 5-Adult



Clip Art For Home

- Windows
- Lifestyle
- Ages 7-Adult

SYSTEM REQUIREMENTS: The following are minimum system requirements for running these CD-ROM programs.

WINDOWS
486 or faster, 8MB RAM, 2X CD-ROM, 256 Color Display, Windows 3.1 or Later, Sound Blaster Compatible.

MACINTOSH
8 MB RAM, System 7.1 or Later 2X CD-ROM, 256 Color Display.

B&N SOFTWARE of Atlanta, Georgia.
Great Software For Less!

FREE SOFTWARE OFFER

Please register my purchase and send my FREE SOFTWARE to:

Name _____

Address _____

City _____ *State* _____ *Zip* _____

Phone ( ) _____

Name of Product _____ *Date Purchased* _____

☐ *Please check if registering only.*

WITH THE RETURN OF YOUR WARRANTY CARD, YOU MAY RECEIVE ONE FREE SOFTWARE TITLE, PAYING JUST $5.00 SHIPPING AND HANDLING.

Please send me (Product Name) _____

☐ **I have enclosed $5.00 for shipping and handling.**

Do not send cash. Please send check or money order only.
This is a Warranty Registration Incentive. There is no time limitation on this offer.
Only one piece of software per registration. Please allow 6-8 weeks for delivery.
Additional state tax of 6% required for Georgia residents only.

The B&N Companies makes no warranties or representations, either expressed or implied, as to the software and documentation, including, without limitation, the condition of the software and any implied warranties regarding merchantability or fitness for a particular purpose. The B&N Companies shall not be held liable for any lost profits or any direct, indirect, incidental, consequential or other damages of any breach of warranty.

Signature _____

Date _____

Please mail this form, (photocopies or mechanical reproductions will not be accepted) along with your check or money order, to:

The B&N Companies, Inc.
One Buckhead Plaza
3060 Peachtree Rd. NW Suite 1460
Atlanta, GA 30305

B&N SOFTWARE of Atlanta, Georgia.
Great Software For Less!