

kids count[™]
entertainment, inc.
presents

Jack's[™]



Your doorway to adventure!

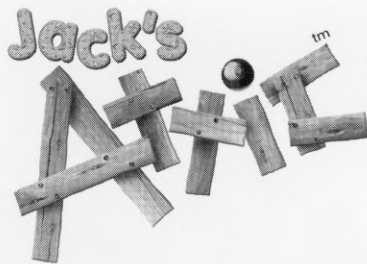


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System Requirements

Windows 3.x

486/DX required (486DX/66+ highly recommended)
8MB memory (16MB recommended)
2x CD-ROM drive
100% Windows 3.x compliant video card & driver that
can support 256 colors/640x480 resolution in Windows
100% Windows 3.x compliant sound card & driver (i.e. SoundBlaster)
100% Windows 3.x compliant mouse

Windows 95

486DX/66 required (Pentium+ recommended)
8MB memory (16MB highly recommended)
2x CD-ROM drive
100% Windows 95 compliant video card & driver that can support
256 colors/640x480 resolution in Windows
100% Windows 95 compliant sound card & driver (i.e. SoundBlaster)
100% Windows 95 compliant mouse

Macintosh

68040 processor (PowerPC recommended)
System 7.1 or better
8MB of memory, 5MB free (16MB highly recommended)
2x CD-ROM drive
Video sub-system that can support 256 colors/640x480 resolution

Easy Installation

It's very easy to install and run **Jack's Attic**. Just follow these directions:

Windows 3.x

Place the **Jack's Attic** CD in the CD-ROM drive. From the program manager menu bar, select "File" and then "Run..." Type in "D:\SETUP.EXE", where "D" is the drive letter of your CD-ROM drive. Click on "OK" to initiate the installation program.

Windows 95

Place the **Jack's Attic** CD in the CD-ROM drive. From the "Start" button, select "Settings" and then "Control Panel". Double-click on "Add-Remove Programs". Click on "Install...". Click on "Next". Click on "Finish" to initiate the installation program.

Macintosh

Place the **Jack's Attic** CD in the CD-ROM drive. Double-click on "Setup" to initiate the installation program.

To run Jack's Attic...

Windows 3.x

(If you choose Minimal Install, be sure that the **Jack's Attic** CD is in the drive.) From the program manager, open the Jack's Attic program group and double-click on "Jack's Attic."

Windows 95

(If you choose Minimal Install, be sure that the **Jack's Attic** CD is in the drive.) From the "Start" button, select "Programs" and then "Jack's Attic."

Macintosh

Minimal Install: Double-click the item "Jack's Attic" in the folder "Atticf" on the **Jack's Attic** CD.

Full Install: Double-click on the item "Jack's Attic" in the folder you selected during installation.



Windows Icon



Macintosh Icon

Welcome to the Attic: Your Doorway to Adventure

What's so fun about an attic? It's filled with all kinds of stuff. Like doodads and knick knacks. Treasures old and new. Surprises big and small. Even an ordinary desk is far from ordinary, when you take the time to examine all the nooks and crannies! The more you explore, the more fun you'll have. So be sure to check everything out—you won't be disappointed!

Explore The Armoire: It's More Than a Closet

It's fun to dress up Jack—and you'll find all the accessories and clothing you need to create many different outfits. Just select what you want him to wear, and click! To take it off, click on it again. But pay attention... amazing things happen when you complete an outfit. That's when the real fun begins!

Dig This: An Archeological Expedition

Ever wonder what it'd be like to go on an archeological dig? Now you can find out! An expedition has just begun and you're in charge of digging up and identifying all the fossils!

To begin, use the binoculars in the upper right hand corner of the screen to zoom in on an area. Click once to pick the binoculars up, and click the area where you want to zoom in. Once you've found the ideal spot, it's time to dig with the shovel. Click it to pick it up, and click again to start digging. Use the hammer and chisel to loosen up what you've found and then brush it clean so you can clearly see what it is.

When you've made a discovery, three stones will appear. They can help you identify what the fossil or bone represents. If you select the right stone, you'll learn more about the history of your object. Click on the "?", and you'll get to answer a question or you'll get some more information. Want to see how your fossil looked a long, long time ago? Click on the picture. And if you want to return to the dig, go back to the main screen by clicking the name on the card.

Workin' on the Railroad

How can a small farm get its products to the big city? All you have to do is build a railroad! The only problem is that there are obstacles in the way. But don't worry—you're smart enough to overcome them.

Before you begin the game, choose between Level 1 and Level 2. If you've never played the Railroad Puzzle before, you'll probably want to choose Level 1. If you've played the game before and are ready for a challenge, choose Level 2.

To place a track on the ground, click on a track and drag it to where you want it placed.

Level 1 Only

- If you click on the "Grid" button, a grid will appear over the land, which will help you place the railroad tracks.
- If you've already laid down a few tracks, you can use the "Hint" button to see which tracks you've placed correctly. If the track lights up, you've done it right. But be careful—you only get a few hints!
- You can lay the tracks in any order.

Level 2 Only

- You must lay down the tracks from the farm to the city—in order.
- There are no "Hint" or "Grid" buttons.

Level 1 & 2

- You cannot rotate or bend the tracks. How you find them is how you use them.
- Remember: a track has to be on dry land, but the opposite is true for a bridge. You can't remove objects like wishing wells and stagecoaches, either. And you can't build your tracks over rocks or trees. Everything else can be crossed somehow—you just have to be clever.

And if you want to learn more about the development of the railroad, just click on the "Fact" button.

Pizza by the Numbers

Jack and his friends are craving a pizza—and you're the chef! Fortunately, you've got all the ingredients... but you can't make the pizza until you solve the math problems on the chalkboard menu.

First, you have to choose between Level 1 and Level 2. Level 1 features equations of addition and subtraction. Equations in Level 2 use multiplication and division.

When you've made your selection, it's time to make the pizza. But you have to solve a math problem before each step. Just click on the correct answer and a portion of pizza will be made for you. But if you click the wrong answer, you have to start making the pizza from scratch! Once you've completed all the steps, the pizza will go into the oven. Click on the blinking light to cook the pizza!

After you've served the pizza to Jack and his friends, another pizza appears. It'll be sliced into 12 pieces before your very eyes! Just click on a piece and it flips over to reveal an equation or number you've just learned. Match the equation with its solution and see what happens to the pizza slices!

What happens when the game is completed? A cash register appears—it's time to pay the bill. To use the cash register, type in the amount of money Jack pays you, and subtract the price of the pizza. If you make a mistake, hit "Clear" and type the amount again. Pull the "Equals" lever to see the change you owe Jack. Click the "Open" button so that you can give Jack his change. After you give Jack the right change, click the "Close" button. If you gave the correct amount, then you beat the pizza game!

This Arcade is Sew Cool!

Wonder what you'll find in the sewing box? It's a rip-roarin' arcade game! You'll want to catch as many falling objects as you can as fast as you can, because there's a limited amount of time to play. But you have to watch out for certain things that can lower your score—or even end the game! Beware of the scissors and knitting needle—if they hit you, you'll lose points. And if you hit the seam ripper, you have to start over!

There are 12 rounds to play, and the games get harder with each round. When you earn 100 points in a game, you move to the next round.

- Red items are worth 25 points
- Blue items are worth 10 points
- Green items are worth 5 points

Complete all 12 rounds and you can add your name to a list of high scores. Once you've won, try and beat your own high score!

The Secret of the Chimney

There's something hidden behind a brick in the chimney—an old piece of paper that shows all the activities in **Jack's Attic**, plus a poem that can lead you to a special place. But it's no ordinary list with words—it's all done with pictures! If you've completed a game, the picture appears in color. Complete them all, and see what happens!

The Extraordinary, Ordinary Desk

You'll find lots of ordinary looking things in this desk. But just click on them once or twice, and you'll see they're not ordinary at all!

Be sure not to miss The Coin Counter Game. Just find the coin counter, and then look for the coins in the desk. Your goal is to put all the coins in the counter and then count all your money. Then add up your total, click on the right answer and see what happens!

The Mighty Pyramid Puzzle

You're in Ancient Egypt, and one of the great pyramids of Giza is almost complete. It's up to you to finish the pyramid, but it's not as easy as it seems! Look carefully at each sequence of blocks. Can you figure out what order they're supposed to be in? The blocks won't fit if you don't do it right. But never fear—you always get more than one chance.

It's A Whole New Ballgame

You've never played a game like this before—it's a real mind-bender! You want to use the arrows to direct the metal ball—and it has to touch every object on the board—and the ball can't fall off the board!

- Look at the upper right hand corner. That's how many directional arrows you can use.
- Click on the arrow you want to use to direct the ball and then click on the checkerboard square where you want that action to stop. The square will change to that color. Repeat until you've completely programmed the ball's movement.
- Click on the ball to get it moving.
- You get points if you have arrows left over. Earn 15 points or more, you win!

Tick Tock, Wind the Clock

See the Grandfather Clock? Click on it to get a real close-up. If the watch hands are at 6:30, you'll have to wind it. But first you have to find the key! Where is it?

Once you find the key, the clock face will open. Is it working, or will you have to fix the clock?

It's Time to Gear Up

The Grandfather Clock is broken and you've got to fix it! All you have to do is connect the gears—but you've got to connect them in the right order. And be sure to start with the outer gears and work your way toward the center of the clock.

The pegs you see on the board are spots where you place the gears. You can place green, purple and blue gears on top of any peg, as long as the gear fits. But be careful—if you connect the gears to turn the the wrong way, the last gear will not click into place.

You can click on the "On/Off" lever at any time, in order to see what the turning gears will look like. The "Clear" button will remove all the gears you've placed and will let you start over.

The Rhythm of the Rainforest

Want to make music in a rainforest? Start by clicking on the drum in the attic—you'll discover many instruments used in rainforests around the world. You can choose from three musical activities—just use the jam box as your guide.

To play "Remember the Rhythm," just click the red button. Then you'll choose between 3 different levels—with each level offering more challenging rhythms to duplicate. Once you choose, listen closely. You'll hear a rhythm created by instruments found in the rainforest region. Try to duplicate what you hear. If you want to have more fun in the Rainforest, click on the radio.

"Follow The Rhythm" is another activity you'll enjoy in the rainforest. To begin, just click on the blue button. The goal is to duplicate a rhythm as it progressively develops. Each time you correctly repeat a rhythm, another instrument is added. Look for your score in the lower right hand corner! Level 1 lets you see and hear the instruments being played. Level 2 only lets you hear the instruments. When you are ready to quit, click on the radio or the "Attic" button.

Finally, you can "Make Your Own Music." Just click on the "Record" button on the radio located in the first screen. Choose any or all of the instruments provided. Then record, rewind, and play back the song you create. You can only record one song at a time, but you can keep adding on to the song as long as you want. Also, the game will save your song until you compose a new one! You'll find it's fun to fill the rainforest with music!

Starlight, Starbright

When you're exploring the attic, be sure to look for the telescope. Because a click on the telescope will let you explore the beauty and wonder of the sky. Can you see the constellations? (Hint: some of the stars will be twinkling.) Click once on a constellation to learn its name. And remember—there are two constellations in each screen. As soon as you identify them, you will automatically be moved to a different part of the starfield so you can discover even more constellations! And wait until you see how they interact with one another!

Global Golf: Get Into the Swing of Things

An exciting global adventure begins with a simple click on the golf clubs in the attic. Before you know it, you'll be playing golf at famous locations around the world!

When a Global Golf screen appears, you'll see a golf tee nearby, with a hole off in the distance. Look closely—the hole may be far, far away. Notice the "Strength Meter" in the corner of the screen. This is important, because you have to put the right amount of strength into your swing in order to get the ball into the hole. To swing the golf club, click and hold the mouse down. Watch the "Strength Meter" grow larger. The longer you hold down the mouse, the stronger your swing will be. When you're ready to swing, let go of the mouse and watch the ball fly! If you don't get the ball in the hole, don't worry. You'll get another chance!

As you continue to play, don't be surprised if you see screens with more than one tee. You can play from any tee, and you only need to get one ball into a hole to win.

When you complete all the holes, your scorecard will appear. Add up your total and figure out your score for this round. And look out for a great surprise!

Other Features

● Saving and Loading Games

If you press the "Games" button located in the upper left hand corner of the attic, you will be able to save or load up to five games. Click on the "Save" button and then click on a number corresponding to the game you want to save. Give it a name that you can remember. Click on the "Save" button one more time and your game will be stored in your computer's memory. To load a previously played game, click the "Load" button and then select the number which corresponds with the game you wish to play, and your game will be up and running.

● Sounds and Music

You also have the power to turn on and off the sound effects and music for **Jack's Attic**. Simply press "1" on your keyboard to mute the background music. Press "1" again to turn the music back on. Pressing "2" will mute the sound effects, and another press will turn them back on.

Troubleshooting

General:

- Quicktime movies appear only as empty frames? Quicktime was not installed. Run installation program to install Quicktime.
- Animation is slow? Select full install during the installation process. Although this option does take a lot of drive space, **Jack's Attic** will run a lot faster.
- Animation is still slow? If you add more RAM to your machine, the game will run faster.

Windows 3.x:

- Some sounds are out of synch? Due to the limited sound capabilities of Windows 3.x, this problem is unavoidable. Turn off one of the sound channels to increase performance.

Windows 95:

- Sound does not work? DirectX needs to be re-installed. Run the program "SUPPORT\DIRECTX\DIRECTX\DXSETUP.EXE" and restore the Windows 95 drivers. Run "DXSETUP" again and reinstall the DirectX drivers.

Macintosh:

- Performance is choppy? Virtual memory programs (Apple's virtual memory, RAM Doubler), can cause performance problems in multimedia programs. Disable the virtual memory program if there is enough available RAM.
- 'Not enough memory' messages? Exit all running applications. Run "Extensions Manager", turn off all extensions except Quicktime and Apple CD-ROM. Restart the computer.

See the README file for any last minute additions.

Technical and Customer Support

When contacting Kids Count about a technical problem, please have the following information handy:

- Detailed description of problem
- Your computer type (Mac, PC), operating system, RAM and processor speed
- Video and sound card makes and models

You can contact Kids Count technical/customer support five ways:

MAIL:

Kids Count Entertainment
Technical Support
P.O. Box 428, Northbrook, IL
60065-0428

PHONE:

(847) 272-9766 during normal
business hours (9am-5pm CT)
After business hours, call the
same number and dial the Tech
Support extension "12" and leave
a voice mail message.

FAX:

(847) 272-1355
24 hours a day

E-MAIL:

Drop us an e-mail message at
kidscount@aol.com

WORLD WIDE WEB:

<http://www.kidscount.com>
We have a Tech Support page
on our web site.

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our vision. Our success depends on you.

We're proud to donate
a portion of all sales to
organizations that inspire,
nurture and protect our
children.

Thank you for
making this possible.



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