



UNDERSEA[®]

ADVENTURE

User's Guide

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Getting Started

This section covers everything you need to know to set up and start *Undersa Adventure* on your computer.

System Requirements

Windows® 95/Windows® 3.1 or 3.11

- 486SX/25 MHz PC or higher
- Double-speed CD-ROM Drive
- 8 MB RAM
- 5 MB available on hard drive
- SVGA 256-color style graphic adapter
- MPC-compatible sound card
- Mouse

Macintosh®

- 68040 or PowerPC processor
- Double-speed CD-ROM Drive
- 8 MB RAM
- 4 MB available on hard drive
- 256-color graphics capability
- 13" or larger color monitor
- Macintosh System 7.1 or higher
- QuickTime 2.0 (included)
- Sound Manager 3.0 (included)

Installing the Program

Installation for Windows 95/Macintosh

No installation is required.

Installation for Windows 3.1 or 3.11

1. Start Windows if it is not already running.
2. Insert the CD into your CD-ROM drive.
3. Click on **File** at the top of the Program Manager in Windows.
4. Choose **Run...**
5. Type **D:\SETUP**, where **D** represents the letter of your CD-ROM drive and click on **OK**.
6. Follow the instructions on the screen.
7. The program will install needed files to your hard drive, create a Knowledge Adventure program group, and place the **Undersea Adventure** icon, the **Undersea Adventure Help** icon and the **KA Movie Demo** icon within it.

Starting the Program

Windows 95

This product uses the AutoPlay feature of Windows 95. Just insert the CD-ROM in the CD-ROM drive and the program will start automatically.

Windows 3.1 or 3.11

To start the Windows version of 3-D Undersea Adventure:

1. Make sure the CD is in your computer's CD-ROM drive.
2. Close all running Windows application.

3. Double click on **Undersea Adventure** icon.

Macintosh

To start the Macintosh version of Undersea Adventure:

1. Insert the CD into your CD-ROM drive according to the drive manufacturer's instructions.
2. Double click on the **CD** icon to show the contents of the CD.
3. Double-click on the **Undersea Adventure** icon.

Using Undersea Adventure

This section covers all the details of using Undersea Adventure.

Getting Some Basic Training

Ready to begin? The first screen you'll see after you click on the **Undersea Adventure** icon is the Main Menu of activities for you to choose from. Move the pointer around the screen and read the Note Balloons. To uncover the buttons that lead to four activities especially for the youngest adventurers, click on the round door handle at the right side of the screen. Click on one of the objects on the screen to start an activity. Each of the activities is explained below.

What Do I Eat?

In the center of the screen is a photograph of an undersea creature. Click on one of the small pictures at the sides of the screen that you think shows something the animal in the center picture might eat. The animal will let you know if you are correct. If you choose incorrectly, the animal you selected will tell you so, and give you a hint about the animal that might eat it. If you complete the entire game you'll be returned to the Main Menu automatically, or click on the Submarine Button at any time to return to the Main Menu.

Who Am I?

In the center of the screen is a close-up photograph of part of an undersea creature. What animal is it? Click on one of the small black-and-white photographs at the sides of the screen that you think shows the same animal. If you are correct, the small picture will become a full-color photograph. If you complete the entire game, you'll be returned to the Main Menu automatically, or click on the Submarine Button at any time to return to the Main Menu.

Can You Find Me?

Listen to the animal name and look at the word that is shown at the top of the screen. Click on the picture of that animal. The animal will let you know whether you are correct. If you complete the entire game, you'll be returned to the Main Menu automatically, or you can click on the Submarine Button at any time to return to the Main Menu.

Ocean Tour

Choose a tour. The four panels at the bottom of the screen represent each of the available storybook tours. You can:

- Click on one of the panels to choose a tour.
- Click on the Submarine Button to return to the Main Menu.

Listen to a story. When you have chosen a tour, you'll see a picture displayed in the periscope. Each word of the story is highlighted in the text window below the periscope as it is read. You can:

- Click on the right handle of the periscope to see the next "page."
- Click on the left handle of the periscope to go back to the previous "page."
- Click on a word in the text window to hear that word read aloud.
- Click on the pictures displayed in the periscope to hear the names of the organisms.

- Click on the Speaker Button to the right of the Text Window to hear the narration again.
- Click on the Dolphin Button to return to the Ocean Tours Menu.

Undersea Reference

The Picture Window in the right center of the screen and the Text Window in the lower left corner display information about oceans and marine life. Different pictures and text will appear in these windows depending on where you click in the Picture Window, on the data line below the Picture Window, in the Map Window to the left of the Picture Window, or on one of the icons at the top of the screen. Keep reading below for more details.

Travel to related topics. Click in the Picture Window to visit a different entry about a related topic.

Watch a movie or two. If the Picture Window displays a movie clip instead of a photograph, you'll see a Movie Camera Button in the lower right corner of the window. You can:

- Click on the Movie Camera Button to travel to the Undersea Movie Theater and see more movies.

Choose an ocean or organism by location. You can:

- Click anywhere in the Map Window to visit the marine life that is nearest that place or to visit a particular ocean.
- Click on one of the arrow buttons surrounding the map window to rotate the globe.
- Click on the Magnifying Glass under the globe to go to full-screen globe mode. To return, just click on the photo or the Magnifying Glass.
- Click anywhere on the slider bar below the Map Window to move closer to or farther from the earth. You can also click on the slider and hold down the Mouse Button as you drag the slider to another part of the bar.

Choose an ocean or organism by length or depth. The data line below the Picture Window shows either the length or depth of the ocean or organism in the Picture Window. You can:

- Click on the button to the left of the Dateline to cycle through the two types of data.
- Click anywhere on the Lengthline to travel to the plant, animal or ocean that is closest to that length.
- Click anywhere on the Depthline to travel to the plant or animal which lives at that depth, or the ocean that is that deep.
- Click once on the right or left arrowheads at either end of the Dateline to move just one entry forward or backward in length or depth. You can also click on the slider and hold down the Mouse Button as you drag the slider to another part of the bar.

Choose an ocean or organism by category. The 10 small pictures across the top of the screen are icons that stand for the following categories: Earth, Oceans, Sponges, Echinoderms, Cnidarians, Mollusks, Crustaceans, Fish, Reptiles, and Mammals. You can:

- Click on one of these icons to see an entry on that topic.
- Keep clicking on the same icon to see all the entries in a particular category in alphabetical order.

Read all about it. You can:

- Click on the single up or down arrow buttons below the Text Window to scroll the window so you can read all the text. The text will scroll as long as you hold down the Mouse Button. The text will stop scrolling when you release the Mouse Button.
- Click on the double arrow buttons below the Text Window to scroll quickly one page at a time.
- Click on the center button below the Text Window to go to the full screen text mode. Click on the photo to return to the reference screen.

Look for more information. To go to the Undersea Reference index, click on a word in the Text Window that interests you. The Text Window will change to display an index of words used in the Undersea Reference and the entries in which they appear, with the word you chose (or a similar word) at the top of the window. From the index, you can:

- Click on the name of the entry you want to visit.
- Click on the single up or down arrow buttons below the Text Window to move forward or backward in the index one line at a time.
- Click on the double up or down arrow buttons below the Text Window to move forward or backward in the index one page at a time.
- Press **ESC** to return the Text Window to its previous display.

Note: At any time while using the Undersea Reference, you can travel immediately to a specific word in the index by simply typing the word! You can also access the index by clicking on the "A-Z" Button.

Try out the controls. There are six Control Buttons at the bottom of the screen: Movie/Narration, Print, Zoom, Retrace, Help, and Submarine. You can:

- Click on the Movie/Narration Button to replay a sound or movie associated with the current entry.
- Click on the Print Button to send the contents of the Text Window to your attached printer that accepts ASCII text.
- Click on the Zoom Button to expand the Picture Window to fill the screen with a close-up view of the current image.
- Click on the Retrace Button to travel to the entry you visited last. Each time you click on it you'll travel back one more entry.
- Click on the Help Button for instructions on how to use the Reference Screen.
- Click on the Submarine Button to return to the Main Menu when you have finished using the Undersea Reference.

3-D Museum—No Glasses Required

Wander around the Museum. Here are some hints for traveling in the 3-D Museum:

- Use your mouse to navigate down hallways and around corners. This takes a little practice. Don't be afraid to push the mouse hard so you'll go far. Push the mouse diagonally to change directions.
- You might prefer to use the arrow keys at times: Press the left arrow key to move left, press the right arrow key to move right, press the up arrow key to move forward, and press the down arrow key to move backwards.

Learn about the creatures. Each room of the Museum contains pictures of marine life from a particular environment such as a coral reef, a kelp forest, or the open ocean. You can:

- Move close to a picture and click your Mouse Button to see and hear information about that picture.
- Click your Mouse Button again to make the Text Window go away so you can see the picture and resume traveling.

Press **ESC** if you want to return to the Main Menu.

Marine Animal Lab

In the center of the screen is a large picture of a marine animal. You can:

- Click anywhere on the animal to see that part enlarged in the small window below the large Picture Window. The Text Window in the lower left corner of the screen displays interesting information about that part of the animal. You'll hear the text read aloud.
- Click your Mouse Button to stop the narration.

- Click on the single up or down Arrow Buttons below the Text Window to scroll the text. The text will scroll as long as you hold down the Mouse Button, and will stop when you release the Mouse Button.
- Click on the double Arrow Buttons below the text window to scroll quickly one page at a time.
- Click on the Fish Skeleton in the left center of the screen to see the animal's internal organs.
- Click on one of the small animal pictures in the lower right corner of the screen to examine a different creature.
- Click on the More Button to see more choices of animals to examine.
- Click on the Submarine Button to return to the Main Menu.

Treasure Hunt

Splash, the Manatee, is your undersea guide who will greet you and give you hints on how to play the Treasure Hunt Game. You may want to practice wandering around in the aquarium before you try this game. You can:

- Click on the picture of the great white shark to play the Undersea Treasure Hunt Game. See how quickly you can get through the maze and find the Treasure Room. You will lose time if you run into predators.
- Click on sea creatures to get fun facts and hints.
- Press **ESC** or click on the Exit Button if you want to return to the Main Menu.

Undersea Movie Theater

Choose a movie. There are various movies to choose from, arranged on five marquees. You can:

- Click on any of the Numbered Buttons along the right side of the screen to go to that marquee.
- Click on a Movie Clip to start that movie.
- Click on the Rectangular Button below a movie clip to travel to a related entry in the Undersea Reference.
- Click on the Submarine Button to return to the Main Menu.

Watch a movie. When you have chosen a movie, you will automatically travel to the movie screen to watch the movie, and be returned to the Undersea Movie Theater marquee when the movie is over. You can also:

- Click your Mouse Button at any time during the movie to return to the Undersea Movie Theater marquee.

Exiting the Program

To exit from 3-D Body Adventure, click on the Exit Button on the Main Menu or press **ALT-F4** for Windows or **⌘Q** for the Macintosh from anywhere in the program.

Visit Us on the World Wide Web

KIDS! Point your web browser to <http://www.adventure.com> to play interactive games, download cool graphics and see exciting sneak previews of upcoming Knowledge Adventure products.

PARENTS! Use the Knowledge Adventure home page as your starting place to locate the most up-to-date information on finding, buying and using educational software and on-line educational resources.

CD-ROM Storage and Handling

In storing and handling this CD-ROM disc, you should use the same care as you do with music CDs. If this CD-ROM disc stops working, check to see if it is soiled by fingerprints, dust or dirt. If so, it can be wiped clean. Always wipe the non-printed side in a straight line, from the center to the edge with a clean, lint-free, soft, dry cloth. **No solvent or abrasive cleaner should ever be used on any CD-ROM.** No further cleaning will be necessary if the CD-ROM is always held by the edges and is replaced in its "jewel case" immediately after playing.

Follow these tips and your CD-ROM will provide a lifetime of creativity, learning and fun.

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Where To Get Help

In addition to this printed User's Guide, this program contains a complete User's Guide on the CD-ROM disc. Access the User's Guide as follows: **For Windows 95**, (1) Click on **My computer** which should be located by default in the upper left hand corner of your screen; (2) Right click on the **CD-ROM** icon; (3) In the menu, select **Help**. **For Windows 3.x and Macintosh**, click on the **Help** icon.

The User's Guide should answer your questions about this program. If you do not find the answer to your question in the User's Guide, please contact us at the numbers below.

Before calling Knowledge Adventure, please be seated at your computer. You can also read commonly asked technical questions and answers (among other things) on the Knowledge Adventure Bulletin Board System (BBS).

You can talk to us by phone, fax, or mail:

Phone: (818) 246-4400 Fax: (818) 246-5604 Phone orders: (800) 542-4240
Bulletin Board Systems: (818) 246-6830 (1,200-14,400 BPS,N,8,1)
CompuServe: GO KNOWADY

For Technical Support or Product Information via Internet, visit our web site.

To send us E-mail go to the Technical Support area on our web site:

World Wide Web: <http://www.adventure.com>

Technical Support and Automated Help: (818) 246-6811

Help is available through our automated line 24 hours a day, seven days a week.

Mail: Knowledge Adventure, Inc., 1311 Grand Central Ave., Glendale, CA 91201



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