

READING & SPELLING ADVENTURE 1



Technical Support

If you have any problems with the set-up procedure of this product, please refer to our website at www.nodtronics.com.au. Ensure that you have access to your computer, and, make note of any error message.

It is essential to close all running programs before beginning the set-up procedure. Failure to do this can result in set-up problems.

Close all programs on the taskbar, such as virus scanning programs, to ensure a successful new program set-up.

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Installation for 'Reading & Spelling Adventure 1'

Windows® 95, 98, ME, 2000 & XP

The program should begin automatically via the autoplay feature. If this has not been enabled, follow these simple steps:

1. Place CD into the CD ROM drive.
2. Click **Start**, located on the left corner of the taskbar.
3. Select **Run** option.
4. Type the following at the entry box: "D:\SETUPEXE" (where "D" is your CD ROM drive letter, change if otherwise).
5. Follow on-screen instructions to finish the set-up.

Installation for 'DirectX 7'

This game requires **DirectX version 5** or higher. If after running the game, you get a "Direct....." error message, or you know you don't have **DirectX 5** or higher on your system, you must install it from the CD.

1. Follow steps 1, 2 and 3 outlined above.
2. Type the following at the entry box: "D:\DX\SETUPEXE"
(where 'D' is your CD ROM drive letter, change if otherwise).
3. Follow on-screen instructions to finish the set-up.

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Starting 'Reading & Spelling Adventure 1'

You can run the game via the **Programs/Reading & Spelling Adventure 1** menu item.

NOTE: If you have used any software before, you can probably jump straight in without reading on. We have made this CD ROM very easy to use.

Select an empty space on the **Superhero Sign-In** screen and enter your name. From the **Current Hero** screen, click on **New Mission**. Select a difficulty level to start the mini-movie which introduces the game.

(NOTE: always use your own name slot when starting your game, as this keeps track of your progress.) Your game is saved progressively as you play, as well as when you return to base, ie. the **Current Hero** screen or **Sign-In**. The game is made up of levels, which are introduced by mini-movies. You should pay attention to the movies, as they will give you clues about what to do in the next level. (Click on the mouse or press the **Esc** key to skip the movie.)

The screen will go black for a few seconds when loading levels, please be patient.

Difficulty Levels

Beginner

Recommended for non-readers, showing a visual clue for most puzzles, or having a 50/50 trial and error approach. The spelling section leaves the word permanently on-screen so they can copy it and become familiar with the keyboard. Four words must be correctly entered per visit.

Capable

Recommended for readers who think they know these words. Sentence puzzles now have 2 words missing and 5 to choose from. The spelling section lets them view the word until they start typing. 8 words must be spelt correctly per visit. Note: If they are having difficulty spelling the words, let them copy the word onto a piece of paper before typing the first letter. This is also good practice. Most other areas have a 33/66% trial and error approach.

Expert

Recommended for good readers, presenting maximum mental challenge. Sentence puzzles now have three words missing and seven to choose from. The completed sentence of instructions is not read out, requiring the player to read it for themselves. The spelling section lets them view the word for half a second, twelve words must be spelt correctly per visit. Most other areas have a 25/75% trial and error approach.

Difficulty Levels

You assume the role of Mick Millennium and need to control his movement by one of 2 methods.

Virtual Joystick (VJ)

Place the mouse cursor either in the 3D window, or on the VJ panel and hold the **left mouse button** down whilst dragging the mouse. Use small movements until you are used to it. Release the **left mouse button** to stop moving and use the mouse normally. Click the other buttons to see what they do.

Keyboard Control

This is recommended for situations where precise control is required. (eg in space, or the Lava Planet). Once you have started a mission, press the **H** key to bring up the keyboard Help panel. Some keys have alternatives for ease of use and compatibility.

<u>FUNCTION</u>	<u>KEY</u>	<u>ALTERNATE</u>
Walk forward	Up arrow	
Walk backward	Down arrow	
Turn left	Left arrow	
Turn right	Right arrow	
Fast speed	SHIFT + arrow keys	1 + arrow keys
Jump / Raise	Home	A
Crouch / Dive	End	Z
Look up	Pg Up	
Look down	Pg Dn	
Slide left	<	
Slide right	>	
Throw object	Ctrl	Right mouse button
HELP	H	

NOTE: Some keyboards may not fully support the alternate keys.

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We have also provided several **HOT** keys to access certain functions directly. These are not necessary for playing the game, however they may be convenient for some users.

FUNCTION	HOT KEY
Options menu to EXIT	Esc or move mouse to top right of screen, click Options.
Read active sentence or clue	Enter
Quick Save	F1
Load Game	F2
3D Window Size	F3
Previous Music Track	F4
Next Music Track	F5
Decrease Volume	F7 Does not affect Music volume, (See below)
Increase Volume	F8
Toggle Music mode	M

Music Volume

The game music is played directly from the CD as normal CD audio tracks ie. just like a normal music CD. Therefore the volume should be set using the Speaker Icon, on the windows task bar, to bring up the Mixer Control. Set the CD Audio Control to the required level before starting the game. Make sure it is NOT muted.

The Puzzles

Sentence Puzzles

These are completed by replacing the missing words.

- Click on a word from the word list (on the right) to pick it up.
- Move it into a missing word position and click to drop it.
- Repeat the above two steps for any other missing words.
- Click the ? button (or press Enter on the keyboard) to see if the sentence is correct.
- If it is incorrect, you must remove the incorrect word by clicking on it, return it to the list and select another word to try in its place. (Only incorrect words can be removed from the sentence.)

Word Doors

These are opened by dropping (clicking) the correct word on the door, in sequence from top to bottom. Click the Door (with ?) for a clue.

Picture sentences

Are compiled by flying through the words that the commander calls out. Once all words are collected, wait for the commander to read the sentence before flying into the correct picture. In difficulty 3, you don't have to wait because the commander doesn't read the completed sentence. (It's up to you to read it. If you're not sure, click on each word in sequence to hear it read!)

Laser Locks

These are similar to word doors, however each laser beam has its own computer console that must be programmed with the correct word to turn its beam off. Move closer to the lasers to bring the consoles out of the floor.

Parent / Teacher- Please spend a couple of minutes explaining these instructions to the user.

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Help! I Have a Problem.

Before ringing for technical support, please read the following section to make sure your problem is not solved here.

Why does the game freeze from time to time?

- a) This will happen when the automatic **save game** feature runs.
- b) When a CD music track finishes it must seek to the beginning of the song. You may not notice this depending on your CD ROM drive speed.
- c) Windows may be doing something in the background, we recommend having no other applications running whilst playing the game.

Why does the mouse cursor become jerky sometimes?

- a) Once again, windows may be doing something in the background. See c) above.
- b) Some levels with complicated topography require a lot of power to generate each image. If you have a Pentium 166 or lower, you may need to reduce the 3D window size. (press F3)

Mick is difficult to control, I'm having trouble completing a level!

- a) This may be due to you having a slower computer, see b) above.
- b) The virtual joystick, was mainly provided for the first couple of levels, so you can just leave your hand on the mouse to do all functions of the game. We suggest using the keyboard in the frictionless environment of space and on the treacherous Lava Planet.

There is no music playing at all!

- a) This is dependent on your windows mixer controls, (see Music Volume above)
- b) The game music is played exactly like an audio music CD. This requires a CD audio cable connected from your CD ROM drive to your sound card. This is an internal cable and should be installed by a qualified person. In any case, you can plug a headphone into the headphone socket of your CD ROM drive to test it is working.
- c) If you have more than one CD ROM drive, ensure your windows Multimedia Properties have CD MUSIC set to the correct CD ROM Drive.

There are no voices or sound effects.

- a) Even though we have in-game sound effect volume controls (F7 & F8), they still use the windows mixer volume as a maximum level. Double-click the **Speaker** Icon in the task bar and check the volume level of the **Wave** and main **Volume Control**. Make sure none are muted.
- b) Ensure that your speakers are plugged in and functioning.

The music stops intermittently!

- a) Whenever a main educational puzzle starts, the music stops so you can hear the words. This is the default music setting when starting a new mission. This can be changed to **Always Enable Music**, in the options menu, or by pressing the **M** key a couple of times.
- b) You may have a dirty CD.

The **Start Menu** method of starting the game no longer works, it can't find the CD.

- a) Ensure that you have the correct CD in the drive and it is clean. Give your CD ROM drive a few seconds to read the disk. (If you have more than one CD ROM drive you must use the one you installed from. See below.)
- b) The most likely cause for this is that you have installed a new drive in your system, ie. your CD ROM drive letter has changed. Simply uninstall **Reading & Spelling Adventure 1** through the **Control Panel** and **Add / Remove Programs**.

Why does my monitor click or flash when the mini movies play?

This is due to the movies playing back in a different resolution to the game (320 x 200). Some monitors may bring up some numbers and need to store a setting for this resolution. Please consult your monitor manual if this happens.

If I exit the spelling room with the exit button, when I resume my mission, I start at the first word in the spelling room. Is this normal?

Yes, your game is only saved at the beginning of this level, so this is where it restarts the mission. We recommend letting the next level start before exiting the game.

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220 Word List

Aa

a
about
after
again
all
always
am
an
and
any
are
around
as
ask
at
ate
away

Bb

be
because
been
before
best
better
big
black
blue
both
bring
brown
but
buy
by

Cc

call
came
can
carry
clean
cold
come
could
cut

Dd

did
do
does
done
don't
door
down
draw
drink

Ee

eat
eight
every

Ff

for
far
fast
find
first
five
fly
for
found
four
from
full
funny

Gg

gave
get
give
go
goes
going
good
got
green
grow

Hh

had
has
have
he
help
her
here
him
his
hold
hot
how
hurt

Ii

I
if
in
into
is
it
its

Jj

jump
just

Kk

keep
kind
know

Ll

laugh
let
light
like
little
live
long
look

Mm

made
make
many
may
me
much
must
my
myself

Nn

never
new
no
not
now

Oo

of
old
on
once
one
only
open
or
our
out
over
own

Pp

pick
play
please
pretty
pull
put

Rr

ran
read
red
ride

right
round
run

Ss

said
saw
say
see
seven
shall
she
show
sing
sit
six
sleep
small
so
some
soon
start
stop

Tt

take
tell
ten
thank
that
the
their
them
then
there
these
they
think
this
those
three
to
today

together
too
try
two

Uu

under
up
upon
us
use

Vv

very

Ww

walk
want
warm
was
wash
we
well
went
were
what
when
where
which
white
who
why
will
wish
with
work
would
write

Yy

yellow
yes
you
yours