

ClueFinders®
The Incredible Toy Store
Adventure™

User's Guide



ABOUT THE LEARNING COMPANY®

Since 1980, The Learning Company has consistently produced the highest quality educational software available. Our award-winning products help develop your child's underlying thinking skills and creativity, while reinforcing important areas of the basic curriculum, such as reading, writing, and mathematics.

Every product under the ClueFinders® brand undergoes extensive research and testing, with input from educational professionals, parents, and children. Each product features a precise balance of educational content and entertainment value, so your child has fun while learning!

How do we do it? Enchanting characters. Challenging situations. Rich game environments. State-of-the-art graphics and sound. Progressive skill levels and game segments that can be customized to meet your child's individual needs.

As parents and educators, we recognize that education is a continuous process. So we developed a complete system of age-appropriate programs. Carefully sequenced by age groups, this system makes it easy for you to confidently choose the right products for your children at each stage of their educational development. As an integral part of The Learning Company's system, each of our products addresses a specific age group and subject area with appropriate themes to heighten your child's interest in learning.

A NOTE TO PARENTS AND EDUCATORS

The Educational Focus section of this User's Guide is where parents and educators can find information to help children integrate what they learn at the computer into their daily lives. The Educational Focus chapter explains how *The Incredible Toy Store Adventure!*[™] was developed specifically for the age of your child and how the software provides the correct level of educational challenge for your child's skill level. There is a table showing the educational subjects and the skills addressed by the activities, as well as more detailed descriptions of the skills each activity encourages your child to develop within the different difficulty levels of the program.

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GETTING STARTED

TECHNICAL SPECIFICATIONS

The Incredible Toy Store Adventure![™] comes on a CD-ROM that supports both Windows and Macintosh platforms.

MINIMUM SYSTEM REQUIREMENTS

PC Compatible:

❖ Processor:	166 MHz+
❖ Operating System:	Windows 95/98/Me, 2000, XP*
❖ Hard Disk:	100 MB Free**
❖ RAM:	32 MB
❖ CD-ROM:	8x Speed
❖ Monitor:	16-Bit Color Monitor
❖ Audio:	Windows-compatible sound card Speakers
❖ Other:	Mouse
❖ Recommended:	Internet Access Printer

Macintosh®:

❖ Processor:	PowerPC, 180 MHz+
❖ Operating System:	System 8.6 to OS X
❖ Hard Disk:	100 MB Free*
❖ RAM:	32 MB
❖ CD-ROM:	8x Speed
❖ Monitor:	Thousands Color Monitor
❖ Audio:	Speakers
❖ Other:	Mouse
❖ Recommended:	Internet Access Printer

* If you are running Windows 2000 or Windows XP, you must have administrative privileges to install this program correctly.

** An additional 7 MB of hard disk space may be required to install Adobe® Acrobat® Reader.

Note: In the interest of product improvement, information and specifications represented here are subject to change without notice.

SETTING UP & STARTING THE PROGRAM

The Incredible Toy Store Adventure![™] runs from your computer's CD-ROM drive. However, you need 100 MB of free hard disk space to store some program files. If needed, the TLC Learning Launcher will also be installed on your computer. (See Using the TLC Learning Launcher.)

WINDOWS®

AutoPlay is usually enabled when you install Windows on your computer. (See your Windows documentation for more information.)

To install the program with AutoPlay on:

1. Insert the program CD into your CD-ROM drive.
2. Follow the onscreen instructions to complete the setup process. Once you've completed the setup, the program will run automatically any time you insert the program CD into the CD-ROM drive.

To install the program with AutoPlay off:

1. Insert the program CD into your CD-ROM drive.
2. Double-click My Computer.
3. Double-click on the CD-ROM icon.
4. Follow the onscreen instructions to complete the setup process

MACINTOSH®

To install the program with the AutoPlay extension on:

1. Insert the program CD into your CD-ROM drive.
2. Follow the onscreen instructions to complete the setup process.

To install the program with the AutoPlay extension off:

1. Insert the program CD into your CD-ROM drive.
2. Double-click Toy Story icon.
3. Follow the onscreen instructions to complete the setup process.

STARTING THE PROGRAM

WINDOWS®

To start the program with AutoPlay on:

1. Insert the program CD into your CD-ROM drive.
2. At the TLC Learning Launcher, click Play.

There are two ways to start the program with AutoPlay turned off. You can choose to follow either set of instructions.

To start the program with AutoPlay off (Option 1):

1. Insert the program CD into your CD-ROM drive.
2. Double-click My Computer.
3. Double-click on the CD-ROM icon.
4. Double-click Play.

To start the program with AutoPlay off (Option 2):

1. Insert the program CD into your CD-ROM drive.
2. Click the Start button. Then choose Programs, The Learning Company, ClueFinders, and Toy Story in that order.
3. At the TLC Learning Launcher, click Play.

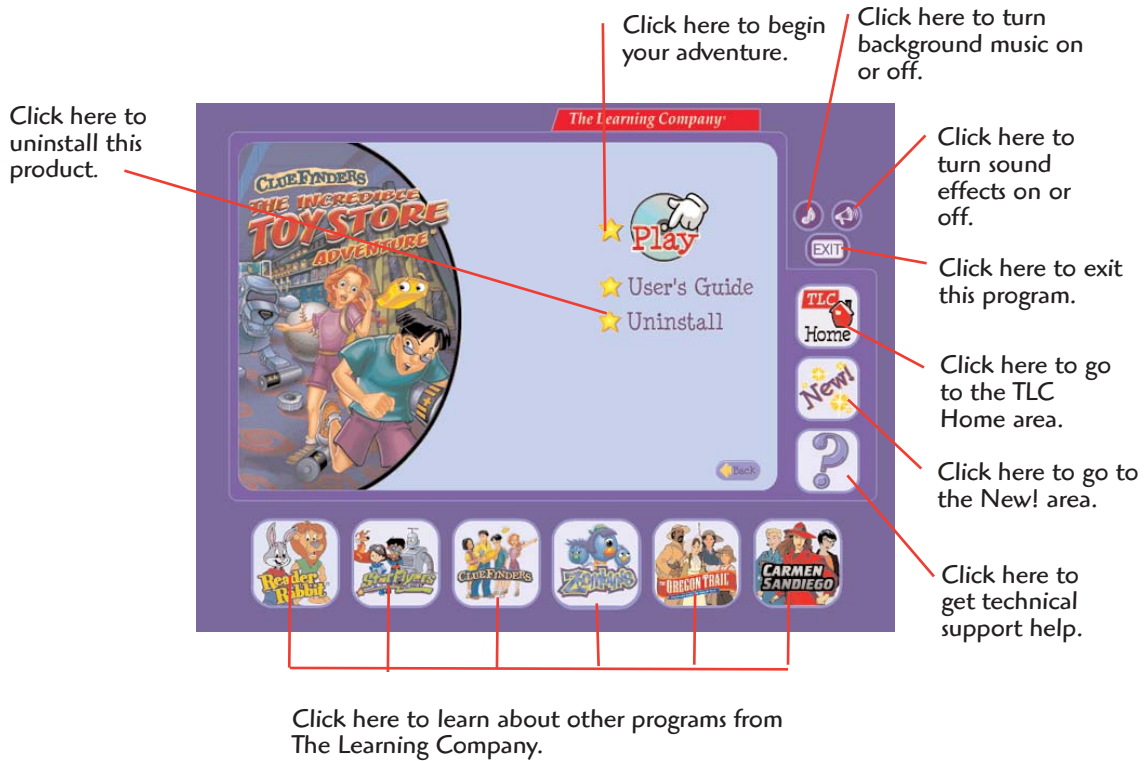
MACINTOSH®

To start the program with AutoPlay extension on:

1. Insert the program CD into your CD-ROM drive.
2. At the TLC Learning Launcher, click Play.

To start the program with the AutoPlay extension off:

1. Insert the program CD into your CD-ROM drive.
2. Double-click on the program icon.
3. At the TLC Learning Launcher, click Play.



USING THE TLC LEARNING LAUNCHER

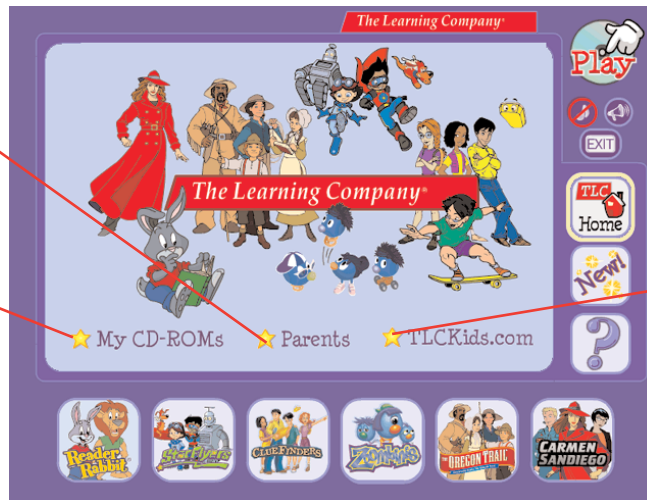
The TLC Learning Launcher is your gateway to *The Incredible Toy Store Adventure* and other programs from The Learning Company.

If you are not yet ready to begin playing *The Incredible Toy Store Adventure*, take some time to explore the other areas of the TLC Learning Launcher. The TLC Learning Launcher provides an innovative interface with convenient tools to update and organize your Learning Company educational software through The Learning Company's secure server. On the Automatic setting, the launcher will ask if you would like to receive an update. On the Manual setting, you can click on the New! button any time you want to receive the latest updates.

Note: The online services advertised as part of this product may be changed or discontinued at any time.

Click here to go to the Parents area.

Click here to go to the My CD-ROMs area.



Click here to visit TLCKids.com on the Web.

My CD-ROMs Area

If you have purchased and installed other products from The Learning Company, you may be able to access those products in the My CD-ROMs area.

Parents Area

Go to the Parents area to learn more information about the TLC Learning Launcher. Here you can change the Launcher setting to Manual. You can also find out which products from The Learning Company are appropriate for different age groups.

TLCKIDS.COM

In the TLCKids.com area, be on the lookout for fun movies and demos of new products. You may also find updates that you can download for your program.

EDUCATIONAL FOCUS

When the ClueFinders visit Ultimate Toys, they suddenly find themselves in the middle of a mystery, a mystery which requires all of their skills in logic, reading, math, geography, and science to solve.

The Developmental Level of the Typical Third and Fourth Grader (7-10 Year Old)

Children in third and fourth grade can apply simple logic, form conclusions and classify objects. Third and fourth graders are expanding both emotionally and geographically, exploring beyond the boundary of their neighborhoods. Children of this age are curious about human relationships, and are growing more physically adept at sports, with refinement in fine motor performance and hand-eye coordination. Most enjoy reading and like to tackle new words. They have passed the stage of decoding and are usually on their way to reading fluency. Writing is usually well spaced, and many are learning to write cursive. Doodling and art shows that most are aware of body proportions, and they are beginning to draw in perspective. In math, this age group likes variety. Most can count by threes to thirty, and by fours to forty. They can add and subtract one- to three-digit numbers. Most can multiply through the x10 tables and use fractions of one-half and one-quarter. Money is also important to many children of this age.

How the Adventure Provides the Correct Level of Educational Challenge

Once a player has signed in, the computer tracks performance as the player advances through the game. The computer then uses this information to automatically adjust the difficulty levels of the puzzles and problems to provide an appropriate level of educational challenge. Players may also adjust the difficulty levels manually at any time using the Levels and Progress option in Laptrap or Alitrap.

If a player wishes to get additional practice on a particular type of puzzle or content area, a “practice mode” is available at the sign-in screen for players to preview the activities before starting the adventure. In practice mode, the player can choose a specific activity and level on which to work.

Problem-Solving Help

A first step in effective problem solving is to understand the problem. The next step is to devise a plan. The third step is to carry out the plan. In *The Incredible Toy Store Adventure!*[™], players are given opportunities to problem solve. An onscreen character explains each activity. This explanation supports players in understanding what they are being asked to do. Often it directs players toward recognizing the onscreen resources (words, numbers, and clues) to help find a solution. Players can get additional help by clicking on characters or on the red video phone. Their helpful tips will offer encouragement and can help players develop strategies for solving problems.

Auto-Adjusting Skill Levels

The activities in *The Incredible Toy Store Adventure!*[™] have multiple levels, so the program can move from simple to more complex concepts at a pace that suits each player. Players can tackle more challenging problems even if they haven't mastered all skills or concepts in the program. Each activity area adjusts its level up or down independently from the others, thereby creating a tailored learning experience that addresses each player's specific needs.

Children can play the game at any of four levels:

Level 1: appropriate for most children in the beginning to middle of third grade

Level 2: appropriate for most children in the middle to end of third grade

Level 3: appropriate for most children in the beginning to middle of fourth grade

Level 4: appropriate for most children in the middle to end of fourth grade

THE EDUCATIONAL CONTENT

Subject Focus	Skills Addressed	Activities
Language Arts	Grammar, identifying parts of speech, punctuation, and capitalization	Escape from Alcatraz
	Spelling	Taxi Bug Express, Decoding the Divide
	Reading Comprehension	Escape from Alcatraz, Global Trek
	Following directions	Global Trek
	Sequencing	Global Trek, Escape from Alcatraz
Mathematics	Whole number addition, subtraction, multiplication, and division	Eldon the Talking Elevator
	Addition and subtraction with decimals and money	Gumball Jackpot
	Pre-Algebra	Eldon the Talking Elevator
	Recognizing and extending patterns (time, number, letter, geometric, and Roman numeral patterns)	Pneumatic Pipe Blast

Subject Focus	Skills Addressed	Activities
Mathematics (cont.)	Estimation	Eldon the Talking Elevator, Gumball Jackpot
	Sequencing	Pneumatic Pipe Blast
Social Studies	Mapping, recognizing geographic features	Global Trek
Science	Physics experimentation	Catapult Fling
	Ecology, environmental study	Escape from Alcatraz
Problem Solving	Visualizing spatial relationships	Ultimate Toys' Creation Lab, Catapult Fling
	Logical thinking	Decoding the Divide, Catapult Fling, Pneumatic Pipe Blast

The following is a synopsis of the content and levels in each activity.

Escape from Alcatraz

Players use grammar skills, and also learn about ecology, as they fill in missing words on sentence cards. The completion of each sentence card triggers a reaction in the streets of San Francisco. After all the cards are filled, players use reading comprehension skills to arrange the sentences into a paragraph, which will help Lucky Lucy escape from Alcatraz.

- ❖ **LEVEL 1** – Fill in blanks with nouns, proper nouns, pronouns, and punctuation. Topic sentence must be placed in the first position; detail sentences may appear in any order.
- ❖ **LEVEL 2** – Fill in blanks with verbs and contractions, in addition to parts of speech from the previous level. Topic sentence must be placed in the first position, detail sentences may appear in any order.
- ❖ **LEVEL 3** – Fill in blanks with adjectives and conjunctions, in addition to parts of speech from previous levels. Topic sentence and detail sentences must be placed in a specific order.
- ❖ **LEVEL 4** – Fill in blanks with adverbs and prepositions, in addition to parts of speech from previous levels. Topic sentence and detail sentences must be placed in a specific order.

Taxi Bug Express

In this spelling activity, players choose correctly spelled words to help Taxini the Taxi Bug on his voyage to the Ultimate Toys Marina. In each round the majority of the words deal with one of the following spelling rules:

- Adding suffixes to words that end in silent “e”
- Adding suffixes to words that end in “y”
- When to double the final consonant when adding suffixes
- “i before e” rules
- Making nouns plural
- ❖ LEVEL 1 – Collect 12 correctly spelled 1-2 syllable words
- ❖ LEVEL 2 – Collect 12 correctly spelled 1-4 syllable words in alphabetical order
- ❖ LEVEL 3 – Collect 12 correctly spelled 1-4 syllable words in alphabetical order
- ❖ LEVEL 4 – Collect 12 correctly spelled 1-4 syllable words in alphabetical order

Eldon the Talking Elevator

In this math activity players complete an equation by choosing the correct answer from Eldon’s game grid. The player must connect 5 numbers in a row vertically, horizontally, or diagonally before Eldon the Talking Elevator will take them to the next floor.

- ❖ LEVEL 1 – Addition and subtraction of whole numbers with and without regrouping; sums and differences between 1 and 100.
- ❖ LEVEL 2 – Multiplication and division facts; multiplication of whole numbers with factors between 1 and 10 and products up to 100. Division of whole numbers with dividends up to 100 and quotients and divisors from 1 to 10.
- ❖ LEVEL 3 – Addition and subtraction of whole numbers with and without regrouping; sums and differences between 1 and 999.
- ❖ LEVEL 4 – Multiplication and division of whole numbers; products and dividends from 1 to 999.

Gumball Jackpot

Chewy the Gumball Machine already has some money inside. Players add just enough money to bring the starting price up to the target price and release an exciting prize.

- ❖ LEVEL 1 – Add pennies, nickels, dimes, and quarters with sums to \$1.00.
- ❖ LEVEL 2 – Add half-dollars and dollars, in addition to coins from previous level, with sums to \$5.00.
- ❖ LEVEL 3 – Add \$5 and \$10, in addition to coins and bills from previous levels, with sums to \$20.00.
- ❖ LEVEL 4 – Add \$20 and \$50, in addition to coins and bills from previous levels, with sums to \$100.00.

Pneumatic Pipe Blast

In this pattern recognition activity, players must escape the hungry rat by recognizing and then extending patterns that are displayed in a pipe system.

- ❖ LEVEL 1 – Recognize and extend time and geometric patterns.
- ❖ LEVEL 2 – Recognize and extend letter patterns.
- ❖ LEVEL 3 – Recognize and extend numeric patterns.
- ❖ LEVEL 4 – Recognize and extend time, geometric, letter, numeric, and Roman numerals patterns.

Global Trek

Players sequence directions and then identify geographic landmarks to navigate a toy car. Eight maps are featured in this activity: one of each of the seven continents, and a world map.

- ❖ LEVEL 1 – Locate places on a map using cardinal directions N, S, E, W, and the intermediate directions NE, NW, SE, SW. Directions are given in the order the route is to be plotted.
- ❖ LEVEL 2 – Locate places on a map using cardinal and intermediate directions. Directions are not given in the correct order. Players must determine the correct order before plotting the route.
- ❖ LEVEL 3 – Locate places on a map using coordinate grids. Directions are not given in the correct order. Players must determine the correct order before plotting the route.
- ❖ LEVEL 4 – Locate places on a map using longitude and latitude. Directions are not given in the correct order. Players must determine the correct order before plotting the route.

Catapult Fling

Keeping the scientific method in mind, players predict, experiment, observe, and then adjust their hypotheses in order to launch a wheel and knock an item out of a bag.

- ❖ LEVEL 1 – Two pivot points, two launcher positions, large target, and 3 wheels of different sizes.
- ❖ LEVEL 2 – Three pivot points, three launcher positions, large and medium targets, and 3 wheels of different sizes.
- ❖ LEVEL 3 – Four pivot points, three launcher positions, medium and small targets, and 3 wheels of different sizes.
- ❖ LEVEL 4 – Five pivot points, three launcher positions, small target, and 3 wheels of different sizes.

Decoding the Divide

Players use logic skills as well as knowledge of letter combinations and spelling to decipher a mysterious message and cross the moat of danger.

- ❖ LEVEL 1 – 5 uncoded blanks per puzzle
- ❖ LEVEL 2 – 6 uncoded blanks per puzzle
- ❖ LEVEL 3 – 8 uncoded blanks per puzzle (at least one per word)
- ❖ LEVEL 4 – 10 uncoded blanks per puzzle (two per word)



Ultimate Toys' Creation Lab

In order to build the Unshrinking Device, players use logic and spatial visualization skills to arrange pieces collected throughout the game.

This activity has only one difficulty level.

GETTING AROUND THE GAME

KEYBOARD SHORTCUTS

	Windows	Macintosh
Quit and exit the program	ALT + F4	 + Q
Remove user's name	CTRL + R	 + R
Video:	The user will generally be able to interrupt a movie through normal input methods.	
Audio:	The user will generally be able to interrupt a sound through normal input methods.	

Location	Action	Effect
The Learning Company logo	Press RETURN , Click Mouse	Skips to Opening movie
Opening movie	Press RETURN , Click Mouse	Skips to Sign in
All other movies	Press RETURN	Stops movie

CLOSED CAPTIONING

Closed Captioning is a special feature of this ClueFinders program. When Closed Captioning is turned on, the captions will appear in the game when dialog is present.

INTRODUCING THE CLUEFINDERS

MEET THE CLUEFINDERS TEAM—THEY NEED YOUR HELP!



The ClueFinders are a group of friends—Joni Savage, Santiago Rivera, Owen Lam, and Leslie Clark—who, along with their mechanical helpers, LapTrap and AliTrap, team up to use their individual strengths to solve the mysteries that come their way. In their new adventure, they are on their way to San Francisco’s latest landmark, Ultimate Toys. But before they reach their destination, the unexpected happens: Joni, Owen, and LapTrap suddenly find that they have been shrunk down in size by a mysterious Shrinking Device!

Who is responsible for this diabolical plot that has the beautiful city of San Francisco in jeopardy?

The ClueFinders need your help! Inside Ultimate Toys, Santiago, Leslie, and AliTrap embark on their mission to find the parts needed to build an Unshrinking Device and to reach Joni, Owen, and LapTrap on the 6th Floor. As the adventure unfolds, they will search for clues to reveal who is behind the scheme of the Shrinking Device.

In the meantime, Joni, Owen, and LapTrap navigate through the toy store to find more parts needed to build the Unshrinking Device, and because they are only three inches tall, everything inside Ultimate Toys becomes a giant challenge!

Get ready to use your problem-solving skills to complete the activities and help the ClueFinders build the Unshrinking Device. Join the ClueFinders and solve the mystery inside Ultimate Toys!

SIGNING IN

After you meet the ClueFinders and learn their story, you will automatically go to the sign-in screen to begin your adventure.



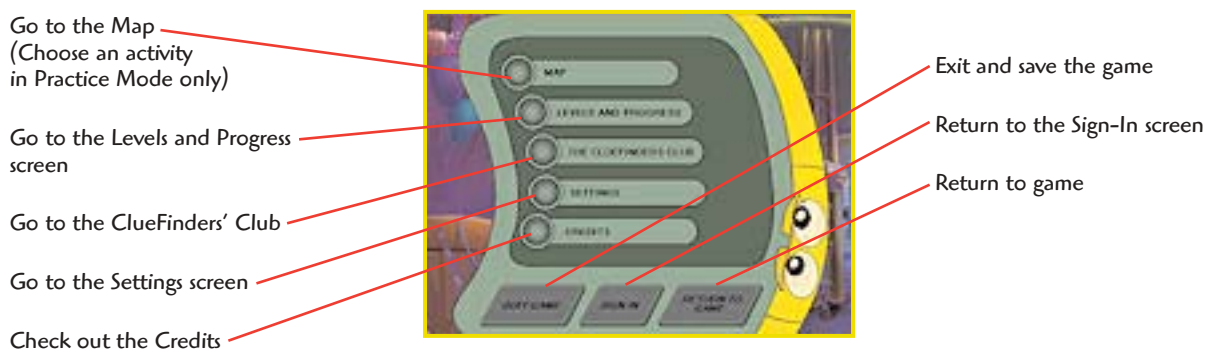
- ❖ Click on the **NEW PLAYER** button to sign in. Type your name (up to 16 characters long), and then click on **START**.
- ❖ To go to a previously saved adventure, find your name by scrolling down the list, then click on it. Then click on **START** to continue.

The sign-in list is full when it has 99 names on it. You'll need to remove a name before you can enter a new one. Click on the name you want to remove, then press **CTRL+R** (Windows) or **⌘+R** (Macintosh). You will permanently erase that player's adventure information from the hard disk.

- ❖ Click on **PRACTICE MODE** at the sign-in screen to go directly to LapTrap and the Choose Activity screen. Click on any activity to sharpen your skills in Practice Mode. You can return to a saved adventure whenever you're ready. (For more information, see the Practice Mode section of this user's guide.)
- ❖ Click on **EXIT** at the sign-in screen to quit the game.

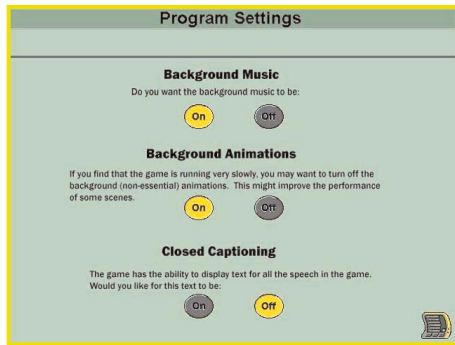
CHANGING THE PROGRAM OPTIONS WITH LAPTRAP OR ALITRAP

You can access and change the Program Options through these characters' onboard computers. Click on LapTrap or AliTrap to see the Program Options screen when you are in Game Mode.



The Program Options Screen

Settings Screen



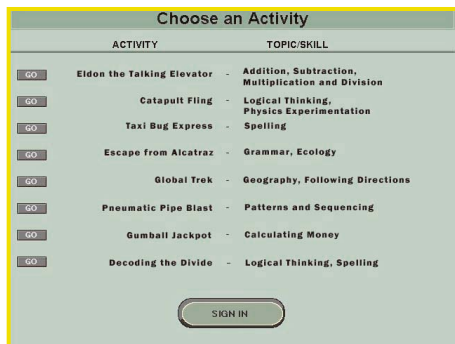
When you click on the **SETTINGS** button in the Program Options screen, you will go to the Program Settings screen. Here, you can turn the Background Music **ON** or **OFF**. (You will still hear the ClueFinders' voices, even if you turn off the background music.) You can also turn the Background Animations **ON** or **OFF**, or choose to turn the Closed Captioning **ON** or **OFF**. Click on the LapTrap icon at the bottom right of the screen to return to the Program Options screen.

Map



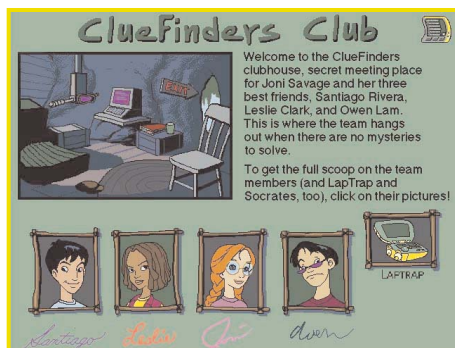
From the the Program Options screen, click on the **MAP** to see a blueprint of Ultimate Toys. This will show you where you are in the game so you can navigate to other areas. Click on an activity icon to return to an activity location you have already visited. Places you have not yet explored will not appear. Click on the LapTrap icon in the top right corner to return to the Program Options screen.

Choose an Activity Screen



If you are in Practice Mode, you can click on the **CHOOSE AN ACTIVITY** button in the Program Options screen, then you will see a list of activities. Click on the **GO** button next to the activity you want to practice. Click on the **SIGN IN** button to return to the Sign-In screen.

ClueFinders Club Screen



The ClueFinders Club screen is the place to learn about the personalities of the ClueFinders team members. Click on the image of the ClueFinder you want to know more about. When you are finished, click **DONE** to return to the main ClueFinders Club screen. Click on the LapTrap icon in the top right corner of the screen to return to the Program Options screen.

Levels and Progress Screen

Activity	Skills	Level (click to change)	Auto Leveling On
Eidon the Talking Elevator	Addition, Subtraction Multiplication and Division	1 2 3 4	<input checked="" type="checkbox"/>
Catapult Fling	Logical Thinking, Physics Experimentation	1 2 3 4	<input checked="" type="checkbox"/>
Taxi Bug Express	Spelling	1 2 3 4	<input checked="" type="checkbox"/>
Escape from Alcatraz	Language, Ecology	1 2 3 4	<input checked="" type="checkbox"/>
Global Trek	Geography, Following Directions	1 2 3 4	<input checked="" type="checkbox"/>
Pneumatic Pipe Blast	Patterns and Sequencing	1 2 3 4	<input checked="" type="checkbox"/>
Gumball Jackpot	Calculating Money	1 2 3 4	<input checked="" type="checkbox"/>
Decoding the Divide	Logical Thinking, Spelling	1 2 3 4	<input checked="" type="checkbox"/>

You are currently playing this activity
 You are currently on this level.
 You have mastered this level.
 You found this level difficult.

When you click on the **LEVELS AND PROGRESS** button in the Program Options screen, you'll go to the Levels and Progress screen, where you can manually adjust the difficulty levels of the activities. Normally, the program automatically adjusts the levels to the most appropriate challenge for you in response to your performance. You can turn off this auto-leveling feature and manually set the levels from 1 to 4 for each activity. The levels you set will remain in effect until you change them again. The Progress Report on the Levels screen will show you how you are doing with the problems in each activity.

GETTING HELP

As you proceed through the challenges, you can get help whenever you need it.

Character Prompts

In *The Incredible Toy Store Adventure!*[™], an on-screen character will explain the activities to you. If you don't understand the directions the first time, click on one of the characters for more information.

Red Video Phone



Owen and Santiago each carry this communication device. Click on the on-screen red video phone icon any time you want assistance, and the ClueFinders will appear in a window to give you tips and suggestions. If you are having difficulty solving a problem, the ClueFinders will appear automatically when they realize you need help.

THE BACKPACKS



Both Leslie and Joni wear backpacks to store the items that you collect. Each item you collect will automatically go into the correct pocket in the backpack. When you have collected all the necessary items, you will be able to use these pieces to build the Unshrinking Device. You can open a backpack by clicking on it, then click on the pockets to see the items you have collected so far.

GAME FEATURES

Game Mode or Practice Mode

This adventure can be played in two modes. Game Mode is the default mode of play that tells the story and presents the scenes in order. Game Mode will lead you through the activities and Clue Spots to solve the mystery. As you play in Game Mode, your progress is tracked and saved automatically to your user name.

Practice Mode allows you to choose a specific activity so you can concentrate on the activity's skills. Practice Mode does not track your progress, and you will not move through the game to solve the mystery.

Auto-Leveling

The automatic leveling feature sets your difficulty level higher or lower within an activity based on your performance. Each activity sets its own level independently, adjusting to fit your needs in each educational category.

Manual Leveling

If an activity is too easy or too difficult, you can override the auto-leveling feature and manually change the difficulty level. Open LapTrap or AliTrap, go to the Levels and Progress screen, and select a new level. A dialog box appears.

- ❖ Click **YES** if you want to change the difficulty level and discard the work you've done on the current problem. Changing the level happens immediately.
- ❖ Click **CANCEL** if you do not want to lose your current work. You will return to your activity at the same difficulty level.

Automatic Saving of Player Data (Game Mode only)

When you exit each scene and when you quit the game, all of your status information will be saved to your player data file. You will be able to re-enter your game and begin where you left off by choosing your name at the Sign-In screen. Information from work on a puzzle in progress will not be saved.

INSIDE ULTIMATE TOYS

After you sign in to play *The Incredible Toy Store Adventure!*[™], you'll find out how the ClueFinders have become separated. Your goal is to help both teams of the ClueFinders work through the adventure and solve the puzzles. You can help re-unite them and solve the mystery!

THE 6TH FLOOR



Here on the 6th Floor of Ultimate Toys, Joni, Owen, and LapTrap find themselves among the toys—but the friends are only three inches tall! While they want to stay put, there are many exciting and mysterious things for them to explore. As you pass the cursor over different areas of the 6th Floor, it will change to show special areas that will lead to activities. Click on an area to begin another part of the adventure. As you assist the shrunken ClueFinders in these challenging situations, the solutions to the activities will lead you one step closer to helping them out of their dilemma.

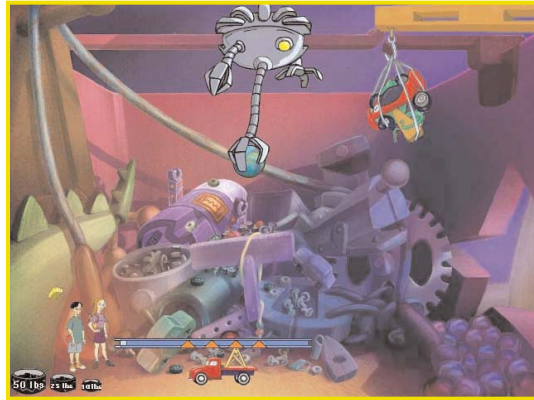
ELDON THE TALKING ELEVATOR



Each time you successfully help the shrunken ClueFinders out of a predicament on the 6th Floor and collect an item for the Unshrinking Device, you will automatically join Santiago, Leslie, and AliTrap in Eldon the Talking Elevator. They are trying to reach the other ClueFinders by solving the puzzles that Eldon poses. After you correctly solve each of his puzzles, Eldon will visit new floors in Ultimate Toys. These floors are Clue Spots where you will collect more parts to build the Unshrinking Device. As you visit the Clue Spots, the story behind the mystery will be revealed.

PLAYING THE ACTIVITIES

CATAPULT FLING



Joni, Owen, and LapTrap are picked up by Flo the Robot and deposited at the bottom of a bin full of mismatched toy parts. They must aim at a bag of toy parts in order to release some of the parts for the Unshrinking Device.


Directions: Aim and launch wheels of different weights to hit the hanging bag of toy parts. Adjust the launcher arm, move the launcher, and choose a wheel in order to hit the target.

Activity Focus: Physics experimentaion, Logical thinking

TAXI BUG EXPRESS

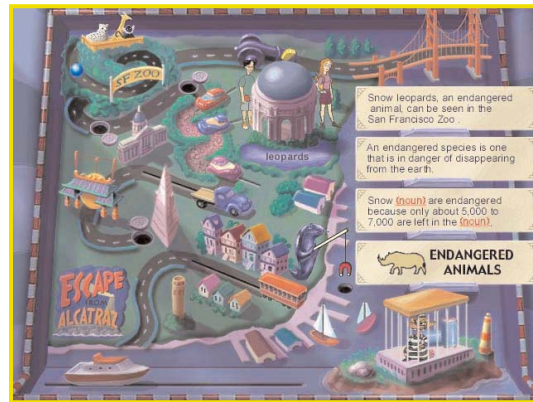


Joni, Owen, and LapTrap are at the edge of the toy boat pond and are too tiny to get across the water to the marina. Taxini the bug will let them earn the taxi fare if they assist him with his spelling.

Directions: Navigate Taxini to the correctly spelled words. Each correctly spelled word that is reached earns \$1 toward the fare. Use the mouse or the  keys on the keyboard to move Taxini around to avoid floating obstacles and collect the correct words.

Activity Focus: Spelling

ESCAPE FROM ALCATRAZ



The shrunken ClueFinders are trapped inside the “Escape from Alcatraz” board game display! The ClueFinders can help rescue Lucky Lucy the Mouse from prison by using knowledge of grammar.

Directions: Choose an appropriate word from the rotunda and click-and-drag it to fill in a blank on the game card. Fill in both blanks on each card and a section of the game board will light up. Answer four game cards correctly and then put the sentences in order to make a paragraph.

Activity Focus: Grammar, Ecology

GLOBAL TREK



Joni, Owen, and LapTrap are lost and are too small to get back without the help of Marlena the Mini Car. But Marlena is stubborn—she will carry them back only if they plot the courses outlined on her navigation system.

Directions: Plot the course by reading the directions on the navigation system and clicking the correct locations on the map. After successfully plotting four points on the map, you’ll move forward to the next navigational problem.

Activity Focus: Geography, Following directions

PNEUMATIC PIPE BLAST

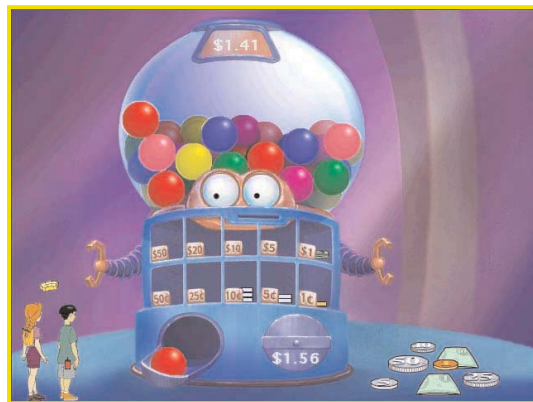


The shrunken ClueFinders jump into Ultimate Toy's pneumatic pipe system to escape a hungry rat! Joni, Owen, and LapTrap must avoid the rat to get out of the pipe system. They must continue each pattern to navigate a way out.

Directions: Choose a sequence by clicking on a pipe segment. The ClueFinders blast through to the next set, where there are three more pipe segments. Click on the one that continues the chosen pattern and move to the next set.

Activity Focus: Patterns, Sequencing

GUMBALL JACKPOT



Chewy the Gumball Machine towers in front of the tiny ClueFinders. They need what's inside Chewy to continue their adventure.

Directions: Using the money provided, calculate the correct amount to reach the target price. The coins that have been used are shown, but the running total is hidden from view. When the target price is achieved, turn the dial and receive a prize.

Activity Focus: Calculating money

ELDON THE TALKING ELEVATOR

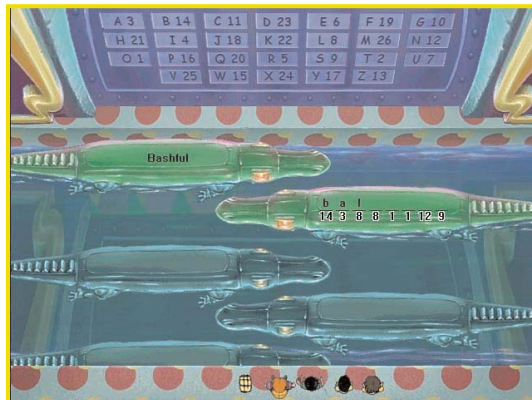


Eldon the Talking Elevator will take Santiago, Leslie, and AliTrap to the next floor to look for clues, but only after they solve the puzzle presented on his game board grid.

Directions: Answer the questions correctly to connect five numbers on the grid horizontally, vertically, or diagonally.

Activity Focus: Addition, Subtraction, Multiplication, Division

DECODING THE DIVIDE



The ClueFinders stand in front of a moat that is filled with alligators. There is no bridge, but there is a code over the entrance on the other side of the moat. Each of the alligators has a coded word on its back. Can the ClueFinders break the code?

Directions: Click on an alligator to work on decoding the message on its back. Fill in the blanks with letters chosen from above the entrance to solve the puzzle.

Activity Focus: Logical thinking, Spelling

ULTIMATE TOYS' CREATION LAB



At last! The ClueFinders have reached the Creation Lab, and have gathered together to build the Unshrinking Device.

Directions: Assemble the items collected from the activities and Clue Spots and put them in their correct places to build the Unshrinking Device.

Activity Focus: Logical reasoning, Spatial visualization

CONGRATULATIONS!

You have helped the ClueFinders solve the mystery, build the Unshrinking Device, and reunite the team. You can play the game as many times as you like, with new problems to solve each time you visit.

TROUBLESHOOTING

Try this first! If you have problems running the program, try cleaning the CD. Gently remove any fingerprints and dust using a clean, soft, lint-free cloth dampened with water or a CD-cleaning solution. Avoid using materials such as tissue, which may scratch the CD.

If you have additional questions, please visit The Learning Company Web site at <http://www.riverdeep.net/learningcompany/support>

WINDOWS®

- 1.** *The Incredible Toy Store Adventure!™ program icon does not appear on the desktop or in the Start menu.*
 - ❖ Reinstall the program.
- 2.** *You see a message telling you that there is not enough available space on the hard disk.*

The Incredible Toy Store Adventure!™ requires 100 MB of hard disk space for the program's data and executable files. An additional 7 MB of hard disk space is needed to install the Adobe® Acrobat® program.

 - ❖ Create some free hard disk space by removing some files after backing them up.
- 3.** *You see a message telling you that there is not enough memory to run the program.*

The Incredible Toy Store Adventure!™ needs at least 32 MB of installed memory (RAM) to run. Your computer's memory may be filled with other programs that are running in the background.

 - ❖ Close any other applications that are running, and restart the program.
- 4.** *The mouse doesn't seem to work.*

There are times in the program when the animation or sound cannot be interrupted. You will see the hourglass cursor on the screen and any key presses or mouse clicks will be ignored.

 - ❖ Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.
- 5.** *Program speed is very slow.*

The Incredible Toy Store Adventure!™ needs at least a Pentium 166 MHz computer with an 8x speed CD-ROM drive for basic performance.

 - ❖ Close any other applications that are running.
 - ❖ Turn off Background Animations at the **SETTINGS** screen in LapTrap or AliTrap.
 - ❖ Make sure that you have the latest Windows video drivers for your graphics card. (Contact the manufacturer to obtain the latest drivers.)

6. *You do not hear music, sound, or speech.*

- ❖ Check that the speakers are properly connected to your computer. Make sure the speakers are getting power and are turned on, and that the volume is turned up.
- ❖ Make sure that your sound card is Windows-compatible and is properly installed for Windows. Be sure that the sound card is specifically designed to work with the version of Windows that you are using. Also check that the volume is properly set. (See the manufacturer's documentation for information relating to your sound card.)
- ❖ Make sure the mixer level setting is correct. Click on the **START** button. Choose **PROGRAMS** from the Start menu. Next choose **ACCESSORIES**. Then choose **MULTIMEDIA**, and choose **VOLUME CONTROL**. Make sure that the sliders on the mixer control panel are all the way up and that no mute buttons are selected.

7. *Strange graphics appear; the game action stops unexpectedly.*

- ❖ Try using the 800 x 600, 16-bit display mode driver that came with your video card. (See your Windows documentation for more information.)
- ❖ Make sure you have the latest Windows video drivers installed. (Contact your video card manufacturer for more information.)

8. *Colors don't look right.*

- ❖ Adjust your monitor's color and brightness.
- ❖ Make sure the color display is set to 16-bit.
- ❖ Turn off your screen saver.
- ❖ Close any other applications that are running.
- ❖ Make sure you have the latest graphics drivers installed. (Contact your video card manufacturer for more information.)

9. *The game window seems small.*

The program window may not fill the entire screen.

- ❖ For maximum window size, make sure that the display mode is set to 800 x 600. (See your Windows documentation for more information.)

10. *You are not able to connect to our online Web sites.*

This feature requires a browser.

- ❖ Make sure that you have a browser properly installed. (See your browser and Windows documentation for more information.)
- ❖ Make sure that the files with an **.HTM** extension (for example, **bookmark.htm**) are associated with the browser of your choice. To check this, double-click on any **.HTM** file. If the browser does not launch, create an association from the File Manager. (See your Windows documentation for more information.)

MACINTOSH

1. *You do not see The Incredible Toy Store Adventure!™ program icon.*

- ❖ Make sure the CD is inserted in the CD tray, printed side up.
- ❖ Try restarting your computer and/or rebuilding your desktop.
- ❖ Make sure that the CD-ROM drivers are correctly installed.

2. *You see a message that there is not enough space on the hard disk.*

The Incredible Toy Store Adventure!™ requires 100 MB of hard disk space for program data files.

- ❖ Create some free hard disk space by removing some files after backing them up.
- ❖ Adjust the Virtual Memory setting to take less hard disk space. (See your Macintosh documentation for more information.)

3. *You see a message telling you that there is not enough memory to run the program.*

The Incredible Toy Store Adventure!™ requires at least 32 MB of installed memory (RAM) to run. Try to increase available memory and then restart the program. (Depending on which Internet browser you use, you may not be able to run both your browser and the program with only 32 MB of RAM.)

- ❖ Quit any programs that you may be running.
- ❖ Turn off or remove from the System Folder non-Apple® control panels and extensions. (Leave the CD-ROM drivers.) Restart your computer.
- ❖ Reduce the size of the disk cache in the Memory control panel. (See your Macintosh documentation for more information.)
- ❖ Turn off AppleTalk.

4. *The mouse doesn't seem to work.*

There are times in the program when the animation or sound cannot be interrupted. You will see the watch cursor on the screen and any key presses or mouse clicks will be ignored.

- ❖ Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.

5. *The music and voice in the game are too loud or too soft.*

- ❖ Choose Sound from Control Panels. Adjust the system's speaker volume as needed by selecting the Volume setting.

6. *You do not hear music, sound, or speech.*

- ❖ Make sure that the Volume setting in the Sound control panel in Control Panels is not set to zero.
- ❖ If you have external speakers, make sure they are turned on, getting power, and that they are properly connected to your computer. Also check the speaker volume controls.
- ❖ Turn off or remove from the System Folder non-Apple control panels and extensions. (Leave the CD-ROM drivers.) Restart your computer.

7. *The game window seems small.*

The program window may not fill the entire screen.

- ❖ For maximum window size, make sure the display mode is set to 800 x 600 in the Monitors control panel.

8. *Program speed is very slow, or sounds and animation do not play smoothly.*

*The Incredible Toy Store Adventure!*TM needs at least a 180 MHz Power Macintosh computer with a 8x speed CD-ROM drive for basic performance.

- ❖ Make sure Virtual Memory is turned off in your Memory control panel.
- ❖ Turn off Background Animations at the Settings screen in LapTrap.

9. *You are not able to connect to our online Web sites.*

This feature requires an Internet browser.

- ❖ Make sure that you have a browser properly installed. (See your browser and Macintosh documentation for more information.)

CONTACTING THE LEARNING COMPANY

If you have questions about *The Incredible Toy Store Adventure!*[™] program, please refer to the Troubleshooting section. If you do not find an answer to your question, contact Technical Support by visiting our website at <http://www.riverdeep.net/learningcompany/support>

TECHNICAL SUPPORT

You may be asked to provide the following information:

- Your contact information (name and email address, plus phone or mailing address if you wish)
- Description of the problem you're having
- Product name and version number (The version number is often printed on the CD label.)
- Brand of computer
- Operating system (for example, Windows 98 or Mac® OS 8.6)
- Processor type and speed
- RAM memory (in MB or megabytes)
- Video card manufacturer
- Sound card manufacturer
- Printer type
- Hard disk space remaining
- Background programs (antivirus programs or screen savers)

CUSTOMER SUPPORT

For assistance with product orders, purchases, and refunds, please contact our Customer Support department at <http://www.riverdeep.net/learningcompany>

Satisfaction Guaranteed!

If you are not completely satisfied with this product, Riverdeep - The Learning Company will gladly refund your purchase price. Return the complete package to us at The Learning Company, Dock Door #9, 120 Hidden Lake Circle, Duncan, SC 29334, within 30 days of purchase. Include a copy of the sales receipt, packing slip, or invoice showing the store name and location. Please enclose an explanation for the return. Allow 4–6 weeks for refund. Limit 1 per household. Dealers, wholesalers, and their immediate families are not eligible.

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