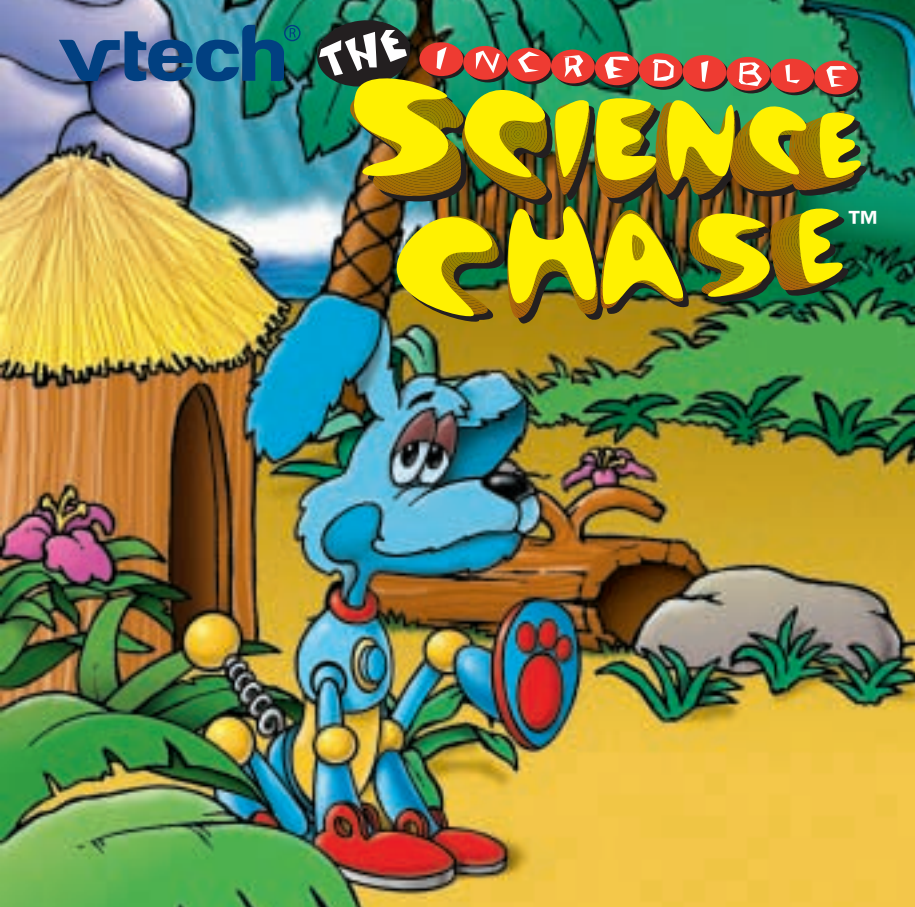


vtech®

THE INCREDIBLE

# SCIENCE CHASE™



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It's **THE INCREDIBLE SCIENCE CHASE™** software! This CD-ROM introduces kids to early science concepts. Together with aliens Missy and Egon, your child can take an Earth-wide field trip to discover different habitats, animals, plants, and weather.



**Egon**



**Missy**

# HOW TO GET STARTED

*With Windows® 3.1 or 3.11:*

1. Begin at the Windows® Program Manager.
2. Insert the CD-ROM into your CD-ROM drive.
3. Click the **"File"** option in the upper left hand corner of the tool bar.
4. When the option box appears, select **"Run"**.
5. A dialog box will appear. Type **"D:\INSTALL"** in the space provided (if your CD-ROM drive is other than the D: drive, substitute the appropriate letter for D).
6. Click **"OK"**.
7. At **THE INCREDIBLE SCIENCE CHASE™** software's installation screen select the drive you would like the program to install to. The **"C"** drive is the default. Only change the setting if you would like to install to a drive other than **"C"**.
8. After you have selected a drive click the **"Start"** install icon.
9. Click **"OK"** after the installation is successful.

## *With Windows® 95:*

1. Run Windows® 95.
2. Insert the CD-ROM into the CD-ROM drive.
3. Windows® 95 will automatically detect the CD and execute the installation program.
4. A selection screen will appear. You will see 4 icons to choose from. Click the **“RUN FROM CD”** icon to run the program without installing it. Click the **“EXIT”** icon to return to Windows®. Click the **“UNINSTALL”** icon if you have previously installed the program on your hard drive and would now like to remove it. Click the **“INSTALL”** icon to load the program to your hard drive.

If you have correctly installed the program **THE INCREDIBLE SCIENCE CHASE™** software's icon will now appear in the VTech - Science Chase group in your Program Manager.



Double click on this icon to start the program.



Double click on this icon to uninstall the program.



Double click on this icon to play the piano anytime the **SMART KEYS™ KEYBOARD** unit is attached to your computer. Press any of the yellow number keys on the **SMART KEYS™ KEYBOARD** to change the instrument sound.



Double click on this icon to get information on the program.

## Using the piano keyboard

Double clicking on the piano keyboard icon (**VTECH®** Piano option in Windows® 95) will allow you to play music on the piano keys (please ensure that the **SMART KEYS™** keyboard is connected and that the selector switch is in the **SMART KEYS™** keyboard position).

As the piano keys are pressed the screen will mirror your key strokes so you can see exactly which key creates which sound. For extra fun the piano keys themselves will light up as you press them.

### *Adjusting the Volume*

The volume can be adjusted by clicking on the arrow keys at each end

of the volume bar. If you would like greater volume ranges, please click on the '**read me**' icon, located in the VTech - Science Chase folder, for instructions on adjusting your system's volume.

### *Changing instruments*

Use the number keys at the top of the keyboard to select different instrument sounds.

## **GAME PLAY**

Missy, Egon, and their friends have crash landed on our planet. In the landing, part of their ship was damaged. The only traveler who can fix the ship is Scooter the Robot, but he has been missing since the landing.

Your mission is to help Missy and Egon visit various areas of the Earth looking for Scooter. The environments you can visit are the Arctic Tundra, Jungle, Mad Lab, Greenhouse, and Tropical Reef. When you enter an environment you will see a variety of objects on the screen. Any item which causes the arrow to turn into a hand can be clicked; these objects will animate briefly. One object in each environment will change the arrow into a door. Clicking on this object will allow you to enter a science experiment.



After you complete a science experiment you will receive a clue telling you where Scooter went. Go to the next environment as instructed and explore the science experiment. After you visit a variety of environments you will find Scooter; Missy and Egon will teleport back to the space ship and begin their journey home.

## SPACE SHIP




This is where Missy and Egon are when the program begins and it is the hub of their search for Scooter. From the Space Ship you can access any environment by clicking on the viewing screens displayed across the top of the ship.

If you are using a keyboard use the arrow keys (cursor pad when you are using the **SMART KEYS™ KEYBOARD** unit) to move the cursor into different hotspots or active areas. Press the **Enter** key to activate the animation or experiment.

Inside the Space Ship there are a variety of fun things to do and a selection of tools to help you, Missy, and Egon find Scooter. Here are the descriptions:




## *Remote Control*

The remote control is used mostly in the actual environments. It will appear when it is time for you to move on to a new environment. It allows you to select the next environment you would like to visit by clicking on the appropriate picture. Other functions of the remote control include the option to exit the program by clicking the  icon, staying in the current environment by clicking the  icon, and reviewing the photo album by clicking the  icon.

In the event that you would like to return to the Space Ship before the remote control appears just press the **ESC** key on your keyboard.



## *Alphabet Activity*

Click on this icon to enter the alphabet activity. In the activity, you can click any letter on the screen or press a letter on your keyboard. Then the unit will say a word which starts with that letter and show you a corresponding picture. Click the  icon or press the **ESC** button to exit and return to the Space Ship.



## *Photo Album*

Click on this icon to see a selection of snap shots showing Missy, Egon, and their friends.



## *Markers*

Click on this icon to see a selection of pictures you can print out and color.

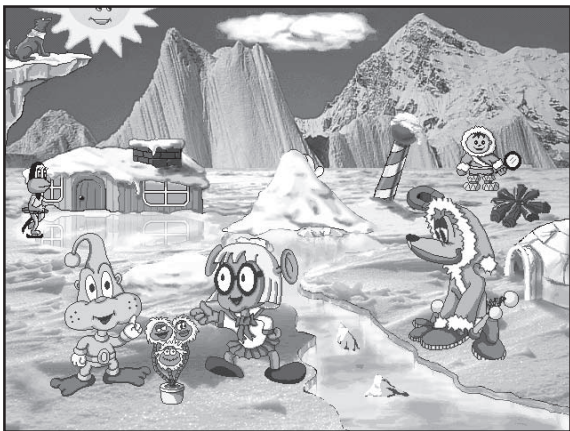


## *Toolbox*

The toolbox is available in every environment. You can open the toolbox by clicking on it. When the toolbox is open, certain on-screen objects will cause the cursor to turn into a camera. The camera will reveal pictures of real-life objects related to the object you clicked. For example, if you click on the scientific equipment in the Mad Lab you will see pictures of real-life items you might find in a lab. When you are done investigating the environment for camera items click on the toolbox again to return to normal game play.

# DESCRIPTION OF ENVIRONMENTS

## Environment: Arctic Tundra



When you first enter the Arctic Tundra, Missy and Egon will give you a brief introduction to the environment. After this you can move the arrow around the screen looking for objects to click. Every time the arrow turns into a hand, that object can be clicked. One of the objects is a window to this environment's science experiment.

This environment's experiment deals with density. Objects which are more dense than water will sink; objects which are less dense than water will float. Zinc the dog wants to get across the water to Missy and Egon, but there is no bridge. You must build a bridge for Zinc by selecting items which will float from the 8 objects displayed at the top of the screen. Here is how you can select an item:

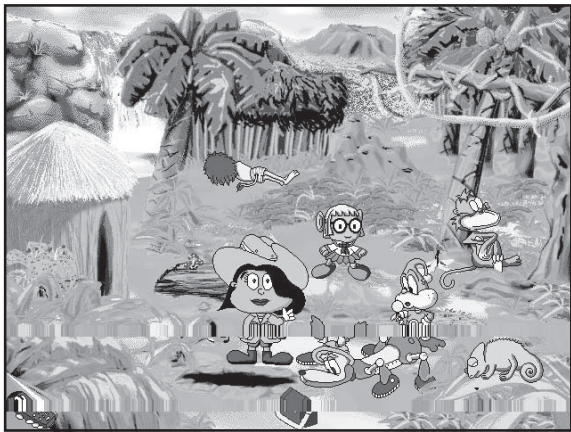
1. The mouse - point to an object and click with the mouse.
2. The **SMART KEYS™ KEYBOARD** unit's cursor pad - press the pad to have the cursor jump from one object to the next. Press the **ENTER** key when the object you want is highlighted.
3. The **SMART KEYS™ KEYBOARD** unit's alphabet keys - press the first letter of the object you would like to select. Press the **ENTER** key when the object you want is highlighted. If two items begin with the same letter press the alphabet key again to reach the second object.

**Note:** The name of the object the cursor is pointing at is displayed in the panel on the screen.

If you select an object which is more dense than water it will sink, and a new item will appear at the top of the screen for selection.

You are allowed to experiment with the objects as much as you would like. But once 4 floating objects are chosen Zinc will automatically walk across the bridge. Then one round is completed. At this point you can continue to experiment with density, or click the yellow arrow in the lower left hand corner of the screen to return to the Tundra.

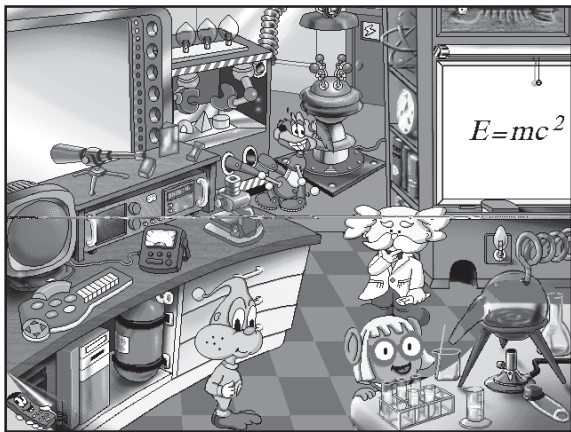
## Environment: Jungle



This environment deals with animals. Vicki the Geologist will ask you a series of questions about animals. You could be asked to match a tail with a body, a baby with its parent, a footprint with an animal, or a variety of other questions which all deal with animals. To match the objects just listen to the question then use the **SMART KEYS™ KEYBOARD** unit's cursor pad and the **ENTER** key or your mouse to click on the correct answer from the 4 options given. You can click the picture above Vicki's head to have the question repeated.

After a set of questions Missy will decide it is time to return to the Jungle. Of course you can stay and match more animals if you would like. To return to the Jungle, click the yellow arrow in the lower left hand corner of the screen.

## Environment: Mad Lab



This environment deals with technology. You will meet the friendly Professor What here. He has a horrible problem. One of the machines in his laboratory is acting strange. Every time it shows a picture of a technological device it fragments the image and mixes it up with other items. For example the machine may mix up the images of a disk, television, and radio.



The Professor needs you, Missy, and Egon to assemble the fragments back into the original object shown. To do this select each fragment and click it to scroll through some image options. When you see the fragment you need, leave it on the screen and move to the next box. When all the fragments are back together click the **“DONE”** bar at the bottom of the screen. Here is how you can select a fragment:

1. The mouse - point to an object and click with the mouse.
2. The **SMART KEYS™ KEYBOARD** unit's cursor pad - press the pad to have the cursor jump from one fragment to the next. Once the cursor is located on the fragment you would like to scroll press the **ENTER** key to scroll through the image options.

**Note:** The name of the wanted object is displayed in the panel on the screen.

You can make the puzzle more or less difficult by clicking one of the three square icons on the right hand side of the picture machine. Each square is divided to show you how many segments it will divide the picture into. For example,



will change the puzzle to 2x2 squares.



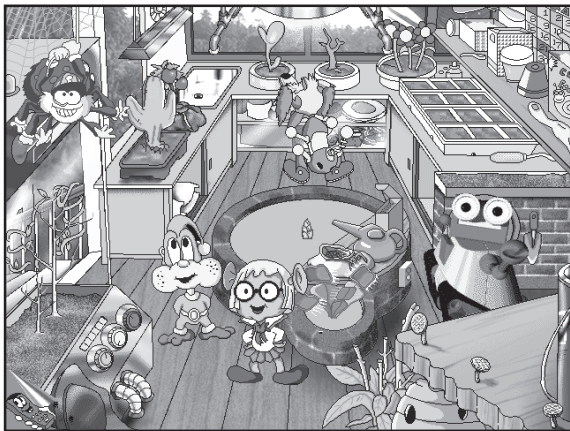
will change the puzzle to 3x3 squares.



will change the puzzle to 4x4 squares.

After a set of questions Missy will decide it is time to return to the Mad Lab. Of course you can stay and assemble more objects if you would like. To return to the Mad Lab, click the yellow arrow in the lower left hand corner of the screen.

## Environment: Greenhouse



This environment explores insects. The silly spider Bo Dangle has a lot of bugs in his greenhouse, and he would like to separate them into groups. To do this, he has created a long table with bins on the end. Each bin is labeled with a special bug trait like color, wings, or type of bug. Bo Dangle would like Missy and Egon to help separate the bugs, but they don't want to touch them. So instead Missy and Egon have decided to blow the bugs into the correct bins. You can control

the direction Missy and Egon blow by using your mouse or the **SMART KEYS™ KEYBOARD** unit's cursor pad to click the directional arrow icons shown at the upper right hand corner of the screen. If you identify the bug correctly, the bin will open and the bug will jump into it. If you try to put the bug into a different category the bin won't open and the bug will fall on the ground.

You can make the separation more or less difficult by clicking the rectangular icon located directly below the arrow control buttons in the upper right hand corner of the screen. Each click will change the number of bins you will see. For example,



will change the table to 2 bins.



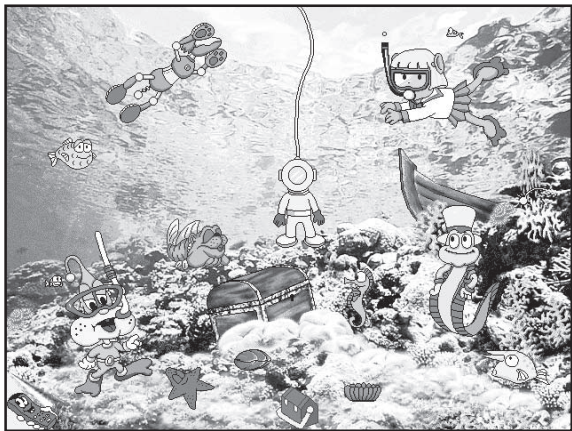
will change the table to 3 bins.



will change the table to 4 bins.

After a set of bugs are separated, Missy will decide it is time to return to the Greenhouse. Of course you can stay and separate more bugs if you would like. To return to the Greenhouse, click the yellow arrow in the lower left hand corner of the screen.

## Environment: Tropical Reef



This environment deals with textiles, measuring, transportation and other topics. Your hosts are Inchy the Worm and a friendly eel. The eel has lost his zap and he needs you to help Missy and Egon answer some questions so he can get it back.

The eel will display an object in the center of the screen. On the right hand side of the screen Inchy the Worm will display 4 answer options to the eel's question. Select the question's correct answer from the options Inchy the Worm is offering. Here is how you can select an answer:

1. The mouse - point to an answer and click with the mouse.
2. The **SMART KEYS™ KEYBOARD** unit's cursor pad - press the pad to have the cursor jump from one answer option to the next. Press the **ENTER** key when the cursor is pointing at the answer you want.
3. The **SMART KEYS™ KEYBOARD** unit's alphabet keys - press the first letter of the answer you would like to select. The cursor will jump to that option. Press the **ENTER** key when the cursor is pointing at the option you want. If two items begin with the same letter press the alphabet key again to reach the second object.

**Note:** The name of the object the cursor is pointing at is displayed in a panel on the screen.

After a set of questions, Missy will decide it is time to return to the Coral Reef. Of course you can stay and answer more questions if you would like. To return to the Coral Reef, click the yellow arrow in the lower left hand corner of the screen.

## TECHNICAL NOTES

This CD-ROM works best with the following computer configuration:

486DX 33 MHz

8 MB RAM

1 MB available hard disk space

Double speed CD-ROM drive

Windows® 3.1, Windows® 3.11, Windows® 95 or higher

VGA 640x480, 256 color mode

Windows®-compatible sound card

## MEMORY

If you find the program is running slow, we recommend you close all other applications running under Windows®.

## VIDEO

This program requires 256 colors. If you are using a video mode that supports 16 colors or thousands of colors, you will need to switch to 256 colors.

We recommend that you run this program in 640x480 mode with 256 colors. To change your color and/or resolution, please refer to your Windows® or video system manual.

## TROUBLE SHOOTING

1. Certain older drivers shipped with Cirrus Logic video cards may be incompatible with **THE INCREDIBLE SCIENCE CHASE™** software. Make sure you have the most updated version of the video driver for your card. Usually, you can get such a driver from your dealer or the card's manufacturer.
2. If you don't have enough RAM memory to run **THE INCREDIBLE SCIENCE CHASE™** software, try closing all other applications to free up the necessary memory.



3. Make sure the Virtual Memory is at least 8MB.
4. Windows® 3.1 or later has to be run in Enhanced Mode. You can check to see if you are in Enhanced Mode by choosing Help in your Program Manager, then going to About Program Manager. If About Program Manager says you are in Standard Mode, exit Windows®, then re-enter Windows® by typing **"WIN/3" <Enter>** at the DOS prompt (instead of **"WIN"**). This will force Windows® to start in Enhanced Mode.
5. Windows® for Workgroups 3.11  
If you are using Windows® for Workgroups 3.11, the only possible mode is Enhanced, so the About Program Manager box won't specify any mode. Instead the dialog box will display your free memory.
6. Also, it is best to run the software in 16-bits File Access option if you encounter problems such as **"MCI Error:264"**. You can reach the 16-bits File Access option by choosing Control Panel, then clicking the 386 Enhanced icon and choosing Virtual Memory to gain access into the File Access option. Change the Option to 16 bits if it has changed to 32-bits. You do not have to change your settings if you do not encounter problems such as **"MCI Error: 264"**.

## PRECAUTIONS FOR HANDLING THIS CD

Avoid touching the surface of the CD to prevent fingerprints or scratches. Keep the surface clean as dust or condensation may affect its performance.

Do not store in locations where the CD may be exposed to direct sunlight or in hot humid areas.

When not in use, store the CD in its original case.

For cleaning, a soft dry cloth or a standard CD cleaner should be used. No other cleaning solvents should be used as they may damage the CD.

### **IMPORTANT NOTE:**

We at **VTECH®** make every effort to ensure the accuracy of the information which directly contributes to the value of our product. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-800-267-7377 in Canada with any problems or suggestions that you might have. A service representative will be happy to help you.

Other VTECH® titles include:  
ALPHABET WORKSHOP™  
NUMBERS WORKSHOP™  
COLORS AND SHAPES WORKSHOP™



For more information about VTECH® software  
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check out other great VTech products at: [WWW.vtechkids.com](http://WWW.vtechkids.com).

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91-00970-005 (美)  
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