



User's Guide
Cyberchase: Castleblanca Quest



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About Brighter Child Interactive

At Brighter Child we believe that the way a child learns is through doing. That's why our company motto is "Learning through exploration."

We take great pride in producing games that are not only educational, but also fun. Our creative staff is made up of educators and parents who recognize that children learn the most when they are enjoying themselves. And we design our games that way.

Every Brighter Child product is researched and tested to be the most educational—and most fun—for your child.

We welcome your feedback on this or any of our products. Feel free to contact us at teachme@brighterchild.com.

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Hardware and System Requirements

Windows

Pentium 233MHz Processor (or equivalent)

Windows 95/98/ME/2000/XP

64MB RAM [Note: Minimum requirements for Windows XP is 64MB, so additional memory will be needed for any other program to run]

30MB Free Hard Drive Space

Video Card, 16-bit Direct-X compatible, 2MB memory

Windows Compatible Sound Card

800x600, 16-bit Display

8 Speed CD-ROM Drive

Macintosh

266MHz G3 Processor

Operating System 8.6-9.X, OSX

64MB RAM

32MB Free RAM

8 Speed CD-ROM Drive

16-bit Color Video Card

800x600 16-bit Display

In the interest of product improvement, information and specifications represented here may be subject to change without notice.

Installation Instructions

NOTE: The Cyberchase Castleblanca Quest CD-ROM must be in your computer's CD-ROM drive at all times during installation and game play.

Installing on Windows®

These instructions assume that the AutoPlay feature of Windows is turned on. (AutoPlay is usually enabled when you install Windows on your computer. See your Windows documentation for more information.)

1. Start Windows and insert the Cyberchase Castleblanca Quest CD-ROM into your CD-ROM drive.
2. Follow the on-screen prompts. For systems without AutoPlay, choose RUN from the Start menu and type D:\play in the command line box, then click OK. (If your CD-ROM drive is not D:\, substitute the correct drive letter.)



3. When installation is complete, the Options Screen appears. Select PLAY to begin the game.
4. The installation process creates a shortcut in the Start menu that can be used to start the program anytime the Cyberchase Castleblanca Quest CD-ROM is in the CD-ROM drive.

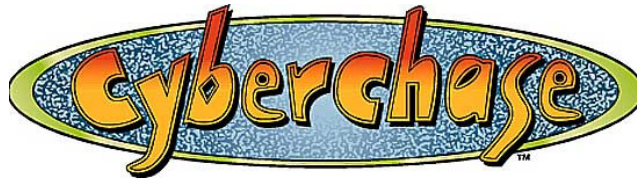
Starting the Program

The product must be installed before it can be launched. If your computer is set to Auto Run, the Options Screen will appear automatically when you insert the CD into your CD-ROM drive. Click on the 'Play' button to start the game. To launch the product on PC computers that are not set to Auto Run:

1. Either choose "Cyberchase Castleblanca Quest" from the "Cyberchase" folder, which is found in the "The Learning Company" folder within the "Programs" folder of the "Start Menu"; or Double click the "Play" icon from within the CD-ROM.
2. Click "Play" on the Options Screen that appears.

Installing and Starting the Program on a Macintosh®

1. Insert the Cyberchase Castleblanca Quest CD-ROM into your CD-ROM drive, and the CD window will open on the screen.
2. Installer will launch automatically. If it does not, double-click the "Castleblanca" icon and follow the installer instructions, choosing install location when prompted.
3. Once install is successful, double-click the "Castleblanca" icon to play.



Overview

Matt, Inez, and Jackie are summoned by Motherboard to find out what's happening at Castleblanca: a strange, medieval site populated by monsters, vampires, mummies and the like. Motherboard has received reports that Hacker is headed there and she suspects something bad is in the works. She sends the kids to investigate.

When they arrive at Castleblanca, it's somber and dark as usual...nothing seems out of the ordinary. Just as they decide things are fine and they can leave, the weather makes a sudden change; the town is flooded with sunshine. Hacker has stolen the gloom chip. He knows the residents can't stand bright sunny days. The sunlight makes them soooo gloomy.

Hacker will return the gloom chip IF they turn over all the gold in Castleblanca. Digit brings news of where the chip is hidden—but getting it seems impossible! Hacker placed the chip in the court of his castle with an intense sunbeam streaming through a giant lens, beating down onto it. The light is so hot that none of the residents of Castleblanca can grab the chip. You have to assist the team in finding items that can be used to build a Solar Protection Device (an SPD) to cast a shadow on the chip and let the kids grab the chip.

Join the Cyberchase team, through town where you'll enter buildings and encounter townsfolk. Through your explorations you'll find that the weather has caused all sorts of problems for the residents. They want to help—really! But they have their own pressing problems to deal with. If you help the residents...then they'll help YOU build the Solar Protection Device.

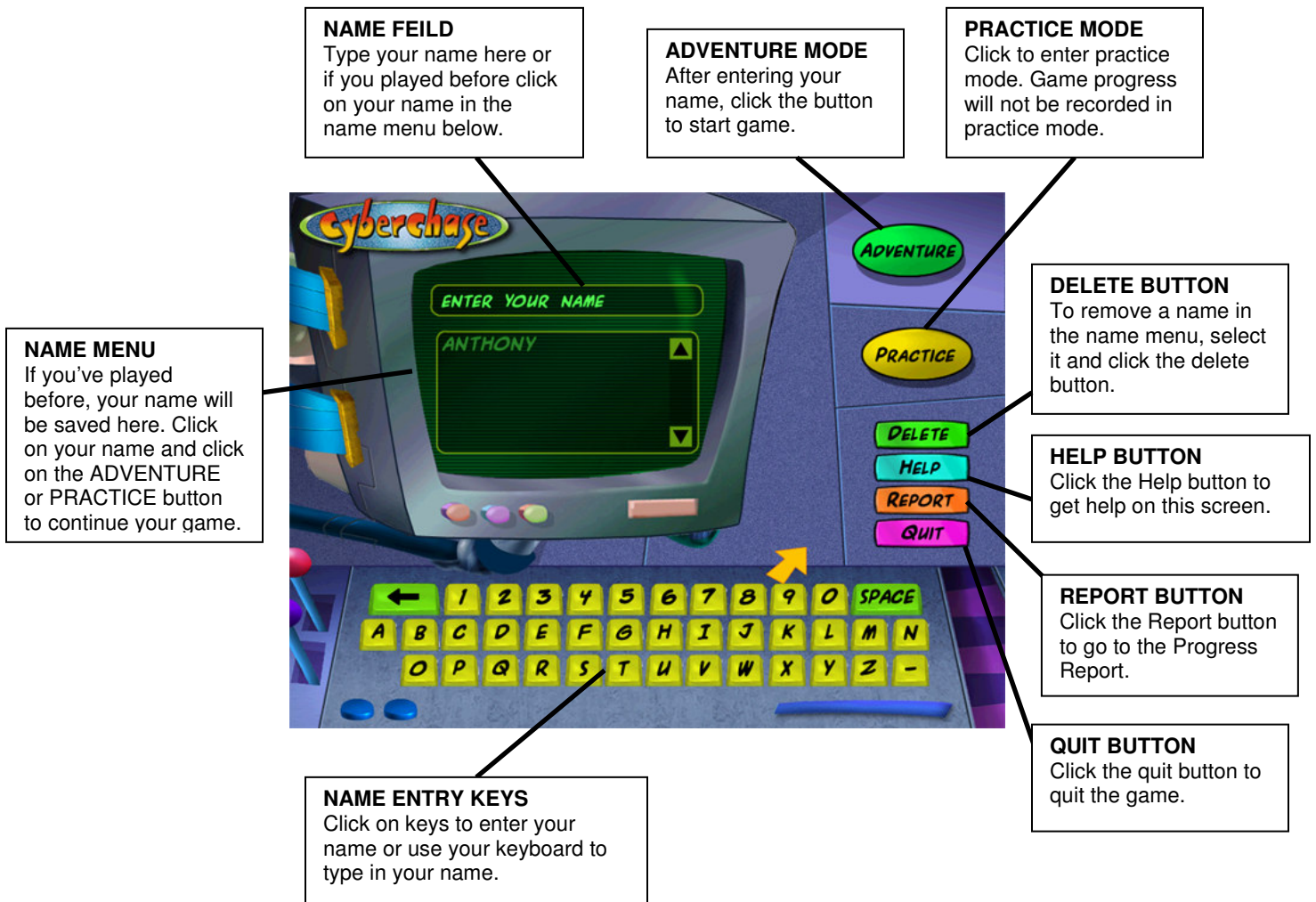


Playing The Game

To start Cyberchase – Castleblanca Quest, first sign in. Type your with the computer keyboard or use your mouse to click the letters on-screen. Click the green PLAY button to start in Adventure Mode.

If you have already played before, click on your name in the list and then on the green PLAY button. Your game will continue from where you left off.

You can either play Castleblanca Quest in 'Adventure Mode' (taken into the storyline of Castleblanca Quest) or in 'Practice Mode' (able to practice individual activities without storyline).





Exploring Cyberchase - Castleblanca Quest

Once you have signed in, you will be joining the Cyberchase team in Castleblanca. Explore Castleblanca, by clicking on the signpost.

As you explore, you can play activities by clicking on key buildings.

SIGNPOST

Click on a sign to explore that part of Castleblanca



SKWAK PAD

Click here for game help, to view inventory, adjust game controls, or to exit game.



Progress Report

The Progress Report is accessible from the Login Screen, or from the Skwak Pad. The Progress Report allows parents and teachers to see the progress of children through the game. Select a name from the dropdown menu and progress information is displayed for each activity. Click on the second tab to see if the child has completed the puzzles. Names can also be deleted from the list by clicking the delete button, although the current user may not be deleted.

Skwak Pad

The Skwak Pad may be accessed by clicking on the Skwak Pad icon. The Skwak Pad is a PDA-type device that the Cyberchase team/the player will “carry” with them throughout the game. It is multi-functional and will allow the player to access:

1. An inventory of the items needed and collected
2. Help/Tips information
3. Game Controls (such as volume and leveling)
4. Quit function for exiting the game



Skwak Pad: Help

The Help section contains two functions. The first function allows the user to request a replay of the instructions for the current screen. The second help function allows the player to get help with mathematical concepts from Dr. Marbles. Each activity or puzzle will have a clip, which shows a combination of charts, diagrams, tables and text interspersed with clips of Dr. Marbles speaking directly to the player. These help clips go over concepts key to the activity/puzzle and/or tips on how to approach the challenge.



ASK DR. MARBLES
Click this button to get help with mathematical concepts from Dr. Marbles.

ASK MOTHERBOARD
This button replays the instructions for the current screen.



Skwak Pad: Inventory

Collecting parts for the Solar Protection Device

After successfully completing an activity, you will be presented with a part for the Solar Protection Device. Once you have completed all the activities and puzzles, you will be build the Solar Protection Device (SPD) and rescue the gloomy weather chip and the monsters of Castleblanca.

If you want to check which items you still need to collect for the SPD, just click on the Skwak Pad then click on the Inventory button.

Clicking Left arrow steps back to the previous inventory item.

Clicking Right arrow steps forward to the next inventory item.

Here's the list of parts you need, and where you can get them:

When You're Here:	Collect This:
The Diner	The Activating Lever
Dracula's Castle	Cyber-Casket Chassis
Goop Store	SPD Arm
Eerie Inn	Micro-Grabbit
Castleblanca Slime Pool	SPD Undercarriage
The Moors	Solar Blocker



INVENTORY BUTTON

Click this button to view items that you have won.

NEXT BUTTON

Click on the next button to view next item in inventory.



Game Instructions

Scary Scales

Collect The Activating Lever for the Solar Protection Device.

Use estimation to help the mummies go through the door into the restaurant. Drop them through the trap doors so the weight on each side of the balance is almost the same.

To drop a mummy, click on it when it's over a trap door.

When the difference in weight between the two sides of the balance is smaller than the number at the middle of the scale, the mummies on the balance will go inside.

Don't let the balance touch the ground, or you'll have to begin again.

To Win Help 20 mummies into the restaurant to get the Activating Lever.

MUMMIES
Click on mummies to let them through the trap doors and on to the scale.

MUMMY'S WEIGHT
Displays the mummy's weight

WEIGHT TOTAL
Displays total weight of mummies on pan.

THRESHOLD INDICATOR
Displays the weight difference allowed to let mummies enter the diner

89 195 201 98 92 136 40 lbs 132

20 MUMMIES LEFT

BALANCE WITHIN

40 lbs



Light's Out

Collect

The Cyber-Casket Chassis for the Solar Protection Device.

Use spatial reasoning to help Matt use the grappling hook to close the window blinds in each room of the castle so Dracula can get out of his casket.

Use the arrow keys on the keyboard to move Matt left or right.

To aim the grappling hook, grab and turn the blue arrow in the green angle box.

To throw the hook, click the red THROW button. To change how far Matt throws the hook, click the up or down arrows in the blue distance box.

To reach a window ledge, click a window, aim, and throw. When the hook just reaches the ledge, it will catch. To move Matt to the ledge, use the left and right arrow keys.

Once Matt is on a ledge, click the orange JUMP button at the bottom of the screen to close the window blind.

Each room has a timer. If time runs out, you have to start over.

If Buzz and Delete cause trouble, bump them with the grappling hook to chase them away.

To Win

Close all the blinds in 3 rooms to get the Cyber-Casket Chassis.

Cyberchase

WINDOW

Click on a window to select it.

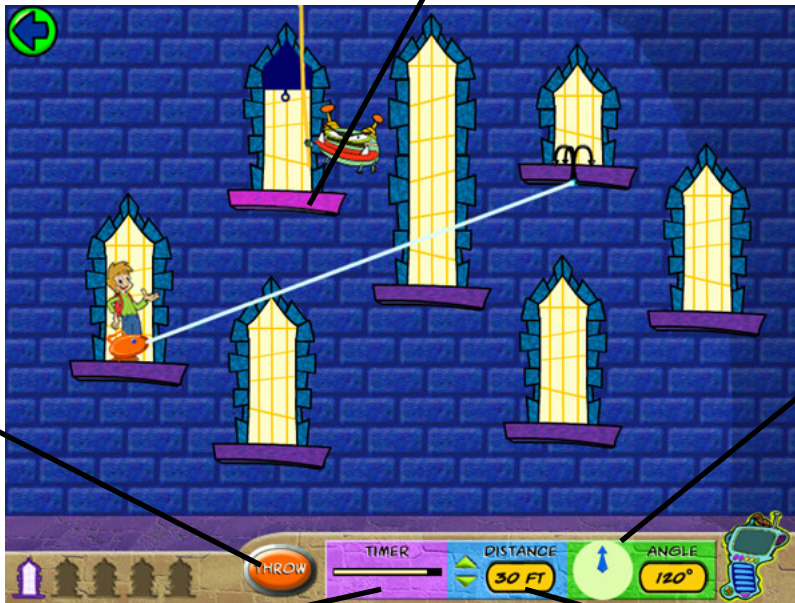
THROW/JUMP BUTTON

In THROW mode, click to throw grappling hook

In JUMP mode, click to close window blind

ANGLE CONTROL

Drag arrow to set angle of throw



TIMER

Shows how much time is left before light fills the room

DISTANCE CONTROL

Click on the arrows to increase or decrease throwing distance

Cyberchase

Goop Zapper

Collect The SPD Arm for the Solar Protection Device.

Help the store owner **change the size** of blocks of frozen goop to the right size for his orders.

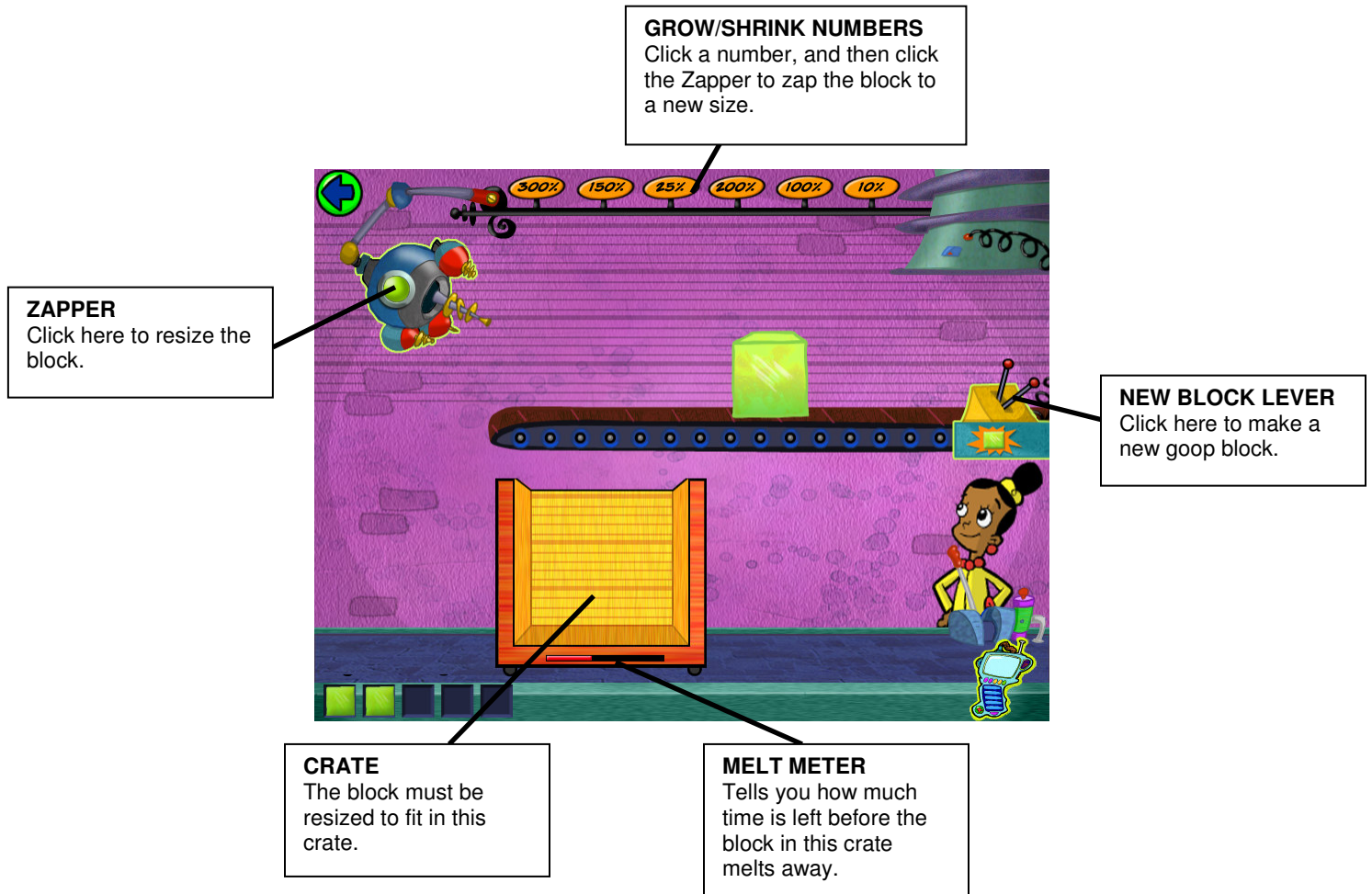
Change the size of each new block to make it fit inside the crate. If the block doesn't fit, it will melt away.

Click on the lever at the end of the conveyor belt to make a new block of goop.

As each new block travels down the conveyor belt, choose a grow or shrink number at the top of the screen. Then click on the zapper to zap the block to the new size.

When the timer under the crate runs out, the block inside will melt away.

To Win Resize enough goop blocks for 3 orders of goop to get the SPD Arm.



Cyberchase

Disco Deflector

Collect The Micro-Grabbit for the Solar Protection Device.

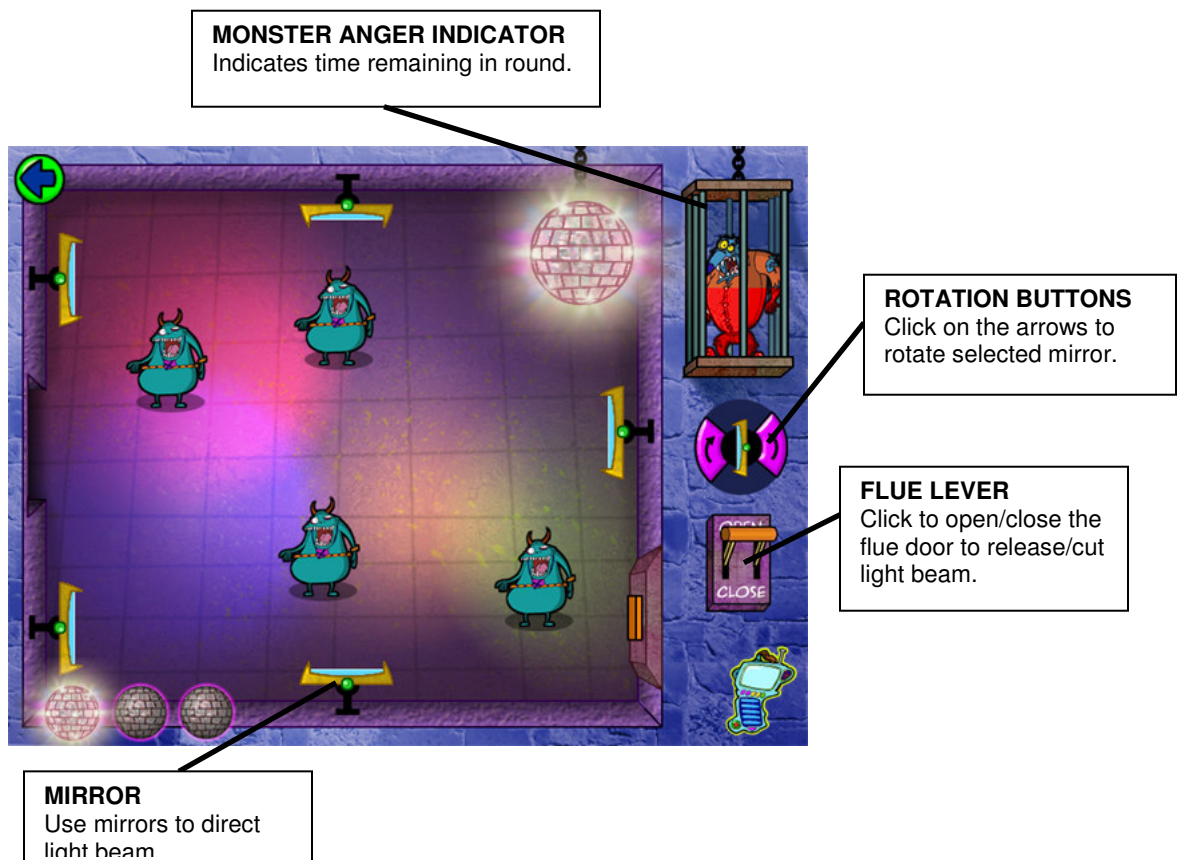
Change the angle of the mirrors on the walls to direct the light towards the disco ball.

To select a mirror, click on it. Use the buttons under the cage to rotate and change the path of light. Bounce the light from mirror to mirror to reach the disco ball.

Click on the switch at the side of the screen to turn on the light. Click it again to turn off the light so you can rotate the mirrors.

When the cage monster gets mad enough, the mirrors will reset.

To Win Light up the disco ball 3 times for the monsters to get the Micro-Grabbit.



Cyberchase

Monster Dive

Collect **The SPD Undercarriage for the Solar Protection Device.**

The divers need the right amount of water in the pool to score a perfect dive.

To find the right depth for a diver, multiply the 'Dive Depth' by the 'Diver Adjustment'. **Change the depth of the water** by adding or removing monsters from the pool.

To move a monster between the pool and the stands, click on him, move him to the new spot, and click again to drop him.

Click the monster on the diving board to make him dive. Once the next diver reaches the top of the ladder, the monster on the diving board dives.

If the depth needed for the dive has a decimal in it, change it to a friendlier number. If the decimal part is less than .5, just use the whole number part. If it is .5 or more, use the whole number plus one.

To Win **Help the monsters achieve 5 perfect dives to get the SPD Undercarriage.**

<p>DIVER Once you believe you've met the Depth Requirement, click on the diver to watch him dive.</p>	<p>MONSTER TRON Depth Requirement must be correctly calculated using Dive Depth and Diver Adjustment in order to get a perfect dive.</p>	<p>SPECTATORS Click on a small, medium or large monster and drag the monster into pool – the water level will rise based on the size of the monster.</p>
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Cyberchase

Haunting Hang Gliders

Collect	The Solar Blocker for the Solar Protection Device.
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Help the monsters practice their hang gliding. Then use the time it takes to fly the short course, to ***predict the time for a longer course***.

Use the up, down, left and right arrow keys on the keyboard to fly the monster through the short course.



After the flight, a calculation screen will help you tell how long it will take to fly the long course by using the time from the short one.

To compare the short and long courses, click and drag the pink dot at the end of the line to double its length. Do this again until the copies are the same length as the long course line.

To Win	Predict the time that the longer flight will take to get the Solar Blocker.
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Cyberchase

LENGTH OF LONG COURSE
Indicates the length of the Long Course.

SHORT COURSE NODE
Drag node until it reaches the same length as Long Course.

REFLY BUTTON
Click to re-fly the course.

TEST BUTTON
Click to calculate the Long Flight Time.

FLIGHT CALCULATION

Click and drag the pink dot to duplicate the short course.
● = distance of long course ● = distance of short course

Short Flight Time **6** sec x Short Flights **4** sec = Long Flight Time **24** sec



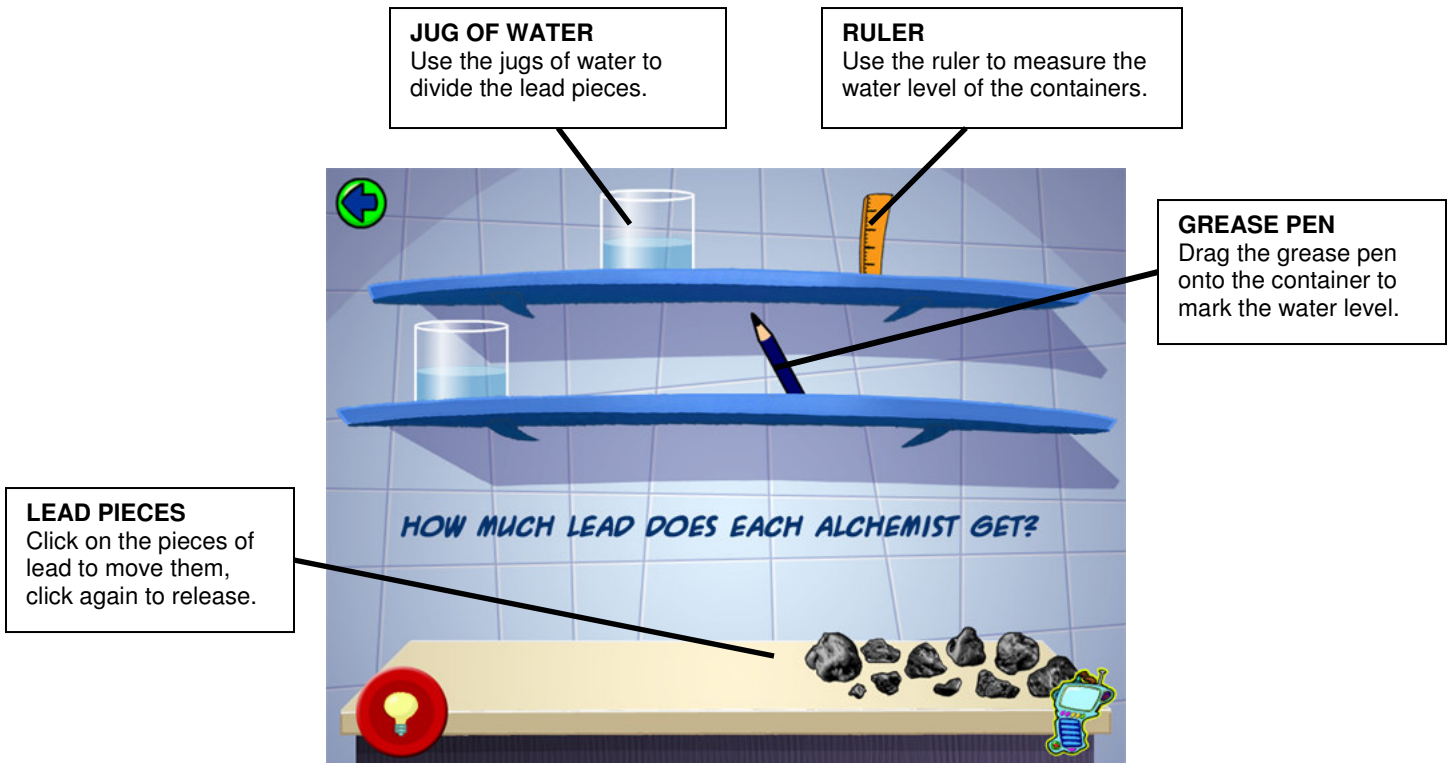
Get the Lead Out

Accessible	After completing 4 activities, by clicking on the lead piece on the main screen.
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Two alchemists want to turn lead into gold and split it evenly between them. Use the items in the lab to put the lead into two groups so they each have the same amount of lead.

To use an item, drag it to the item on the table that you want to use it with.

Click the HINT button for part of the solution. But if you do, you lose an item from your inventory and you have to get it again!





Drape Maker

Accessible	After completing 4 activities, by clicking on the scissors on the main screen.
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Find the area of each window and make curtains to help a Castleblanca resident hide from the sunlight.

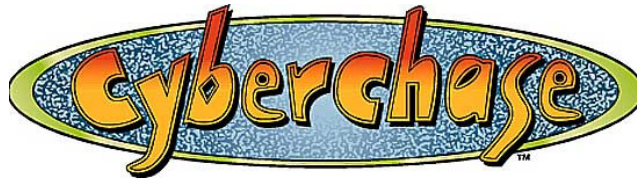
To use an item, drag it to the spot where you want to use it.

Measure the height and width of each window. Next, drag the correct math symbol onto the bottom box below the window to find the area.

When you've found the area, drag the fabric onto the window to make the curtains.

Click the HINT button for part of the solution. But if you do, you lose an item from your inventory and you have to get it again!





Final Puzzle Screen

Access to the Final Puzzle Screen is via the Hacker sign on the Main Navigational Screen. The Hacker sign appears after all the items have been collected.

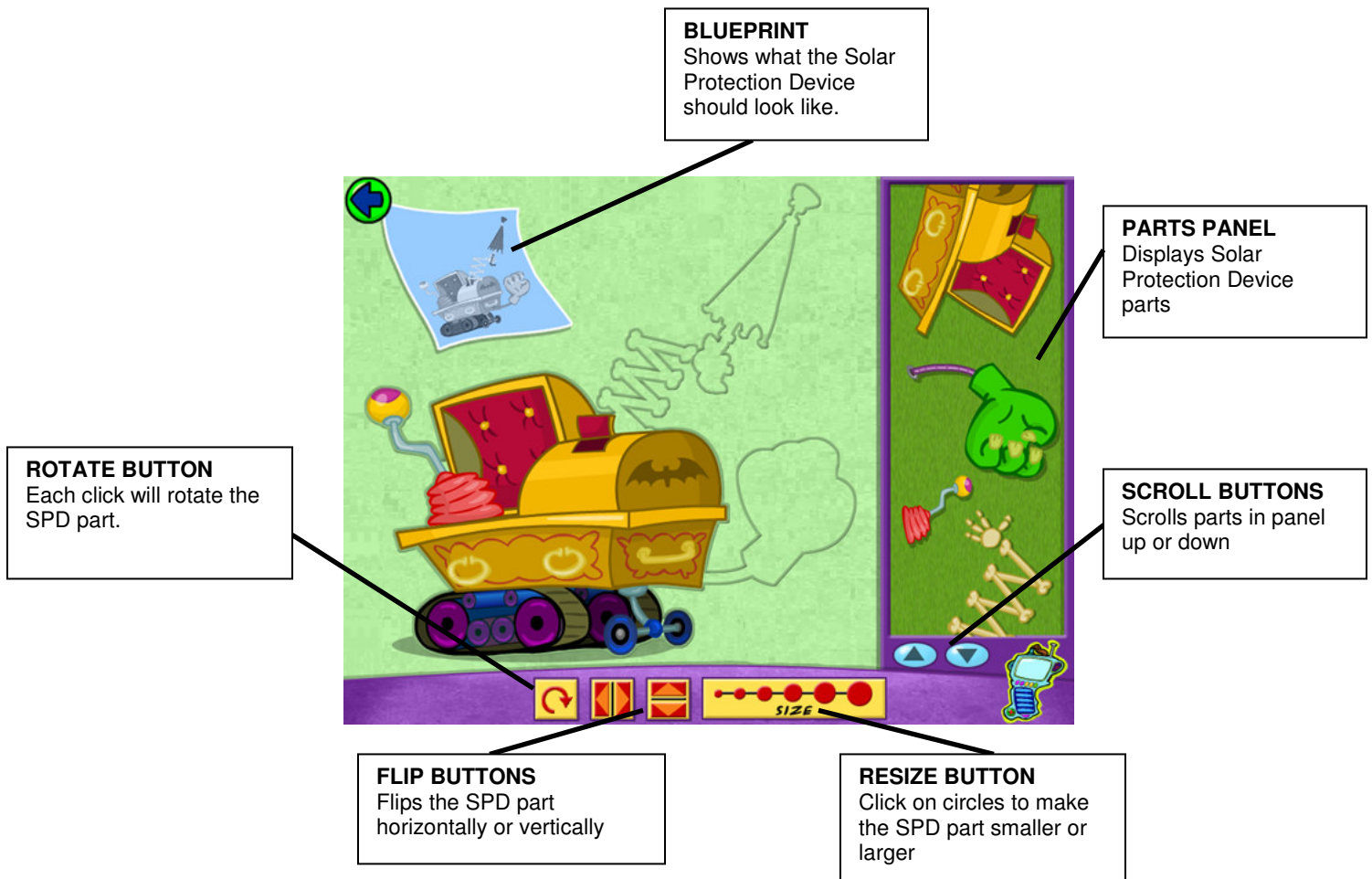
Use the parts you've collected to build the Solar Protection Device and rescue the gloom chip from Hacker.

Click on a part to select it.

Click the rotate button to rotate a selected part.

Click the horizontal or vertical flip button to flip a selected part.

To resize a part, select it and click one of the resize circles at the bottom of the screen.





Cyberchase eCards

Each time you complete the game, you earn a Cyberchase eCard that is put in your eCard Collection. There are 6 to collect! Here's how to access your Cyberchase eCard Collection:

Windows:

1. Choose "Cyberchase eCards" from the "Cyberchase" folder in the "The Learning Company" folder on the Start Menu.

Macintosh:

1. Navigate to the "The Learning Company" folder on your hard drive
2. Open the "E Card" folder
3. Double-click the "E Card" Icon to launch your eCard Collection!



Technical Notes

Installation

For two ROM drives (CD, CDR, DVD)

The Cyberchase Castleblanca Quest program requires installation on your master drive. If you have two ROM drives, (CD and CDR for example) and the QuickTime™ or Adobe® Acrobat™ Reader does not install, please uninstall the Cyberchase - Castleblanca Quest program and place the CD-ROM in the opposite drive. The installation should start automatically.

Since the installation windows overlap, make sure that you do not cancel the installation by closing the windows.

When installing Cyberchase-Castleblanca Quest

Make sure that you do not restart your computer until all of the components are installed. Adobe Acrobat requests that the computer be restarted to complete installation. This is not necessary. Restart after all applications are installed.

If you have audio problems with Cyberchase - Castleblanca Quest

Windows 95 – 98

Go to Control Panel and open the QuickTime applet and make sure that it is version 4.1.2 or higher. Select the Sound Out option from the pulldown menu by clicking the down arrow (About QuickTime). Change the device for playback setting from Direct Sound to waveOut. Close all windows.

For Windows Me

Open Control Panel and make sure that you are able to view all control panel options. (If you see more than ten icons, you have this option selected.) Double-click the blue QuickTime icon. When the QuickTime window appears, make sure that it is version 4.1.2 or higher. Click the arrow at the top of the window (about QuickTime) and select Sound Out. Change the device for playback from Direct Sound to waveOut (Windows preferred device).



If you have video problems with Cyberchase - Castleblanca Quest

Windows 95–98

Note: The opening videos may be slightly blurry during some fast movements. The video quality is improved for the rest of the game.

If the activity screens are not colored properly

Make sure that the computer is set to at least High Color 16-bit. To change the display settings, follow the instructions below.

To Change Display Settings

To change the display settings on your computer, make sure that you have the computer set to High Color 16-bit, not 256 colors. To do this, open Control Panel and double-click the Display icon. Select the Settings tab and change the colors setting from its current selection to High Color 16-bit by clicking the arrow and selecting the option from the pulldown list.

For Windows Me

If you have a multi-colored screen in the upper-left corner of the monitor when running the program, please do the following:

Open Control Panel and make sure that you are able to view all Control Panel options. (If you see more than ten icons, you have this option selected.) Double-click the blue QuickTime icon. When the QuickTime window appears, make sure that it is version 4.1.2 or higher and click the down arrow at the top of the window (about QuickTime) and select Video Settings. Remove the check to the left of Enable DirectDraw Acceleration.

For Mac OS X

Follow these steps to start up the computer using Mac OS 9.1 or later:

1. Choose System Preferences from the Apple Menu.
2. Click the Startup Disk icon.
3. Select the Mac OS 9.1 System Folder.
4. Restart the computer.



Contacting The Learning Company

If you have questions about your Cyberchase - Castleblanca Quest program, please refer to the Troubleshooting section. If you do not find an answer to your question, please visit The Learning Company Web site at:

<http://www.riverdeep.net/learningcompany/support/>

Point to Product Support and locate the product name under the alphabetized listing and check to see if the problem you are experiencing is listed under FAQs. If you need to speak to a technical support representative, point to the Contact Us button and scroll down to the technical support area which lists the phone numbers for the product.

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 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)