

Instructions Manual

Didi & Ditto

The Wolf King





Introduction

Didi and Ditto invite you to a wacky and colorful world populated with lovable and engaging characters. A very special place filled with things to do, discover and learn.

In this story, the wolves have invaded Jako's Valley and to avoid having their homeland destroyed by the wolves, the animals have accepted the Wolf King as their ruler. The animals must work hard to fill the demands of the King and his Lieutenants. They feel as if they are being treated as slaves! This can't go on! Didi and Ditto have a plan. They know the Wolf King believes that wolves are more intelligent than the other animals of the valley. So, they go see the King and make a bet with him: if they can prove to him that they are more clever than his Lieutenants, the King and his wolf pack will have to leave the valley alone. At first the King looks really angry but then he starts laughing, convinced that the beavers will never win such a bet. So, he accepts. However, there is one condition: only one of our two courageous beavers can go. And he warns them: if they don't succeed, the beaver left behind will become his personal slave for ever. Now, the beavers really need your help to pull their risky bet off!

Two ways to play!

Didi and Ditto are two very special beavers with two very different personalities and one of the special features of this game is that you can choose to play as either one.



More than just a game!

To succeed in proving to the King that the beavers are more clever than the wolves, you will need to use all your special talents in math, spelling, rhyming and problem solving. All the activities are inspired by the curriculum and cover what you are presently learning in your classroom. The activities are so much fun that you will want to do them over and over! As you explore this game's fresh 3D graphic look you will discover sixteen different educational activities and several fun games, most of them offering three difficulty levels.





Before you begin...

Before beginning the game you have a few choices to make. Many options are presented to you in the introduction. First choose an icon to identify your saved games. Write your name under the icon if you wish. (Four different players can each save up to 10 games). Then, you must choose the difficulty level for the activities. From one game to the other, the questions in the activities will differ. If you are not sure what level to choose, we suggest that you start with level one.



Teacher's Mode

On the first menu screen you will see the "Teacher's Mode" button. This is a feature to encourage classroom use of the program. When this button is on, the activities are all unlocked from the beginning of the game whereas in the regular mode, they will only unlock as you play them during the adventure.

In the Teacher's Mode, you will still have the option of either playing the game with the activities or to just play the activities.

If you decide to play with the Teacher's Mode on, you will still have to choose a Player flower before pressing the start button.



Getting around...

After choosing your character, Didi or Ditto will go to a place where there is a map of the whole valley. If you move your cursor around the screen, the areas that you can visit will become highlighted in a circle. Click where you would like to go.

The main controls

When you drag your pointer to the bottom of the screen, a few things will slide up from the bottom of the screen, a "Back" arrow, the inventory panel and an "Options" button. These are the controls you will need the most often.

Getting back...

To get back from any of the places you have visited, including the activities, you must use the "Back" arrow that becomes available when you move your cursor to the bottom of the screen or press the F1 key.

Keeping track of your progress...

To see how you are doing just check your inventory which appears when you drag your cursor to the bottom of the screen or when you press the F1 key. This shows you how many medallions and flags you have collected. You will need sixteen to complete the game.



Getting back...



Keeping track of your progress...



The options...



The options...

Clicking on the flower-like button will take you to the "Options" screen. This is where you can adjust the volume, change levels, have access to the activities you have played, save and load games, see the credits or quit.

The Activity Menu

With this menu, you can access directly each of the sixteen educational activities. They are classified under four different tabs: Math, Reading, Science and Creativity. Unroll the tabs and choose the activity you would like to play.

Hints and help

The pointer...

By default, the pointer is a purple arrow. When it is over a "clickable" it will turn yellow.

When the pointer takes the shape of an "opened" hand, it means that it is above an object that can be "dragged and dropped". For example, catching a bee and bringing it to the hive, or giving the carrying sack to Didi or Ditto.

A little help from your friends...

To get an idea of what to do next, click on Didi or Ditto. He or she will give you hints and clues.

Automatic saving...

When you quit, your progress in the game will be automatically saved. To continue your game, click on the same flower icon as you selected in your last game, on the following menu screen, click on "Saved Game". Your most recent game is represented by the leaf icon at the bottom center of the screen. Click on it and you will be at the same place as you left from.

Keyboard Commands

- F1** Will bring up the inventory, back arrow and options buttons. Dragging your cursor to the bottom of the screen will have the same effect.
- F2** Will take you to the "Options" screen. This is where you can adjust the volume, change levels, have access to the activities you have played, save and load games, see the credits, or quit.
- F3** Will take you to the "Save Game" screen, where you just have to click on one of the leaves to save your progress in the game.





SPACEBAR

Can be used to skip animations, activity instructions and the movies at the beginning and end of the game. Be careful, most of this content is really entertaining so you won't want to miss anything.

ESC, CTRL + Q (Windows), APPLE + Q (Mac)

All of these controls will allow you to quit the game.



Jako's Valley

Far from the city and over the mountains is a special place called Jako's Valley. This is where Didi and Ditto live and when standing on the hilltop you can see the eight special areas that you need to explore in order to find the food you need.

Click on any of the highlighted sections to go there. Remember to first give Didi or Ditto their carrying sack.

Activities

There are sixteen different educational activities to be uncovered and completed. Following is a short description of each activity as well as an image indicating where they can be found in the 8 different parts of the valley.

In order to prove to the King that beavers are more clever than wolves, the royal medallion and flag of each of the Lieutenants, that represent their authority, must be brought back to the King as proof of success. To gather them, you will have to complete successfully sixteen different activities. The fate of the valley relies on your shoulders! Good luck!

THE FARM

The Goods Cart Associations

Skills:

- Image-word association;
- Letter-word association;
- Word-syllable association;
- Vocabulary building.





Cross-curricular skill:

- Objects: spatial relation.

To move a crate, move the mouse pointer on the crate, click on it and move it into an empty space. To load the cart, you just need to slide the crate to the opening of the wagon. After each Lieutenant Rufus' instruction, remove two or three cases from the sorting table.

Six questions need to be answered in order to successfully complete the activity and win Lieutenant Rufus' royal medallion.

LEVELS 1 AND 2:

In levels 1 and 2, identify illustrated words which contain precise phonemes and those which begin with specific letters.

LEVEL 3:

In level 3, identify illustrated words: some holding precise letters, made of one syllable, made of two syllables, made of four letters or ending in precise letters.

Length or duration?

Measurements

Skills:

- Choosing the proper unit to measure the length of an object;
- Choosing the proper unit to measure the length/duration of an action or an event.

Cross-curricular skill:

- Acquiring new vocabulary.

It's Brigitte the hen who reads the exam questions. She will show an image and describe each question. Each answer is given in two parts. For the first part, you must pick the appropriate tool depending on whether you are measuring time or distance. Choose the measuring tape to measure distance or the stopwatch if you're dealing with an action or an event. For the second part, choose what would be the most appropriate measuring unit by clicking on it on the selected tool.

Six questions (two parts each) need to be answered correctly in order to successfully complete the activity and win a royal flag.

The measuring units covered in this activity are as follows: inches, feet, yards, miles, seconds, minutes, hours, months.





THE MEADOW

The Honey Extractor

Spelling

Skills:

- Word recognition and identification;
- Letter-sounds and syllables relationships;
- Word spelling.

Cross-curricular skill:

- Addition.

The honey extractor activity is partially a game of chance. To win the royal medallion, you will need to win more honey drops than Lieutenant Petula. However even if you find the missing letters from the five words, thus the good answers, it's possible that you may not win as many candies as the wolf. Indeed, it's chance that will decide how many candies you'll receive for every good answer. If the Lieutenant is luckier than you, you will need to play again until you're able to win more candies than her. When it's your turn, click first on the crank to randomly choose which word needs to be completed. Then, to earn the number of candies indicated to the right above the image, type the missing letters of the word on your keyboard. After each good answer, you will need to add up the number of candies that you've won by using your keyboard.

Each game consists of five words for each player to complete. If you gather enough candies you will win Lieutenant Petula's royal medallion.

LEVEL 1:

There are only a few letters or one syllable missing from the word.

LEVEL 2:

Only two letters of a word are given and the words are a little longer.

LEVEL 3:

No letter is given, only the number of spaces corresponding to the number of letters comprising the word.



Petula



Hip Hop



The King's Dominoes

Life Science

Skills:

- Identify different states of animal and human life;
- Identify familiar objects that belong together;
- Learning about anatomy.

Cross-curricular skill:

- Acquiring new vocabulary.

Have fun trying to find the link between the images on the dominoes. First you need to take the time to examine the images carefully. When you think you've found the link, align the six dominoes neatly one following the other in the lower part of the screen. To move a domino, click on it and hold the mouse down while sliding it to the desired place. As soon as you select your first domino, the cherries on the meter will start to roll. Act quickly! You don't have much time! If you don't recognize an image, hold the mouse pointer over it to hear its description. When you're done with the sequence, don't forget to click on the green pin to stop the berries from rolling.

Six dominoes must be aligned correctly in order to successfully complete this activity and win a royal flag.

LEVEL 1:

- Various stages of animal and vegetable life;
- Human anatomy;
- Animal habitats;
- Objects that match.

LEVEL 2:

- Animals and their tails;
- Objects that match;
- Animal food;
- Various stages of human life.

LEVEL 3:

- Animal life evolution;
- Objects that match;
- Animal prints;
- Food transformation.



THE WATERFALL

Which turtle?

Probability

Skills:

- Developing logical thinking;
- Observing, comparing and deducing;
- Identifying common attributes;
- Collecting information and classifying it according to characteristics.

Cross-curricular skill:

- Making interrogative sentences.

To obtain the royal medallion, you must prove to Lieutenant Helmut that you know the waterfall turtles as well as him. With this in mind, you must guess which turtle appears on his leaf before he discovers which one has appeared on yours. Start by "picking" a leaf from the stack which is on the top, on the left side of the screen. The wolf draws a card on his side. You cannot see the turtle that is on his leaf and he doesn't see the one which is on yours. In order to discover which turtle is on the Lieutenant's card you need to ask him questions that can be answered by "yes" or "no" by clicking on the various choices placed on the little planks. Then, use your pencil to cross off the images of the turtles which are eliminated based on the Lieutenant's answers. To put your pencil or the magnifying glass down, click on the ground. When you think you know which turtle is on the Lieutenant's leaf, click on its name on the large display. If it is indeed the right turtle, you've won. If it's not, then you must go on with the round of questions. To indicate to the wolf that it's now his turn to ask you a question, don't forget to ring the little orange bell.

To win Lieutenant Helmut's royal medallion, you just need to know which tortoise the wolf has "picked".

LEVEL 1:

Fewer questions are available in this level. The questions you can ask are made up of drawings and colors.

LEVEL 2:

In this level the questions you can ask are made up of fewer visual components.

LEVEL 3:

In this level the turtles also have written descriptive information. It is thus necessary to read and understand the information provided in order to ask the appropriate questions.



Helmut





Tiny Turtle

Living or non-living?

Categorizing

Skills:

- Recognizing objects as belonging to the living or to the non-living categories.
- Classifying objects according to their attributes.

Cross-curricular skill:

- Acquiring new vocabulary.

Several objects are falling in the waterfall. Move the beaver on the footbridge by pressing on the left or right arrows of the keyboard in order that the basket is in position to catch a falling object. First, catch five objects which belong to the living category. Then catch five objects which belong to the non-living category.

To win a royal flag, you need to catch five living things in the first round and five non-living things in the second one.

LEVELS:

You're certainly going to recognize all the living beings and objects in level 1. On the other hand, in levels 2 and 3, some of them will be less familiar to you.

THE MOUNTAIN CAVE

The Necklaces

Words and sentences

Skills:

- Identifying distinctive units, syllables, words;
- Finding words in a group of letters;
- Simple sentence structure and punctuation.

"I would like to see you do that! I am ready to bet my royal medallion that you cannot finish the eight necklaces that the King has ordered from me..."

Lieutenant Clarice has already threaded the right pearls on the cords. They now need to be moved left and right in order to form the right words. To move a bead, click and hold the mouse down over it and slide it to the right or to the left. When you've managed to place the pearls in the appropriate order, the wolf will read the words they have formed.

Eight necklaces need to be completed in order to win Lieutenant Clarice's royal medallion.





Clarice



The Cave Maze

Problem solving

Skills:

- Developing analytical thinking;
- Problem solving;
- Identifying cause and effect relationships;
- Spatial organization.

To successfully achieve this challenge, you must block the frogs so that they cannot change tiles, pick up the teddy bear and exit from the labyrinth through the hidden staircase. Use the yellow arrows or the arrow keys to make your way through the labyrinth; you will need to move the carts and the rocks by pushing on them. Look at the symbols displayed on the left side of the labyrinth, they show you in which direction you can move them. Use the carts and the rocks to trap the frogs.

You must absolutely avoid being touched by a frog! If one touches you, you'll have to start again. You have four chances to succeed. Once the teddy bear is picked up, you will have to find the staircase that will allow you leave to leave the labyrinth.

If at anytime you think you are trapped, just press the "R" key on your keyboard to start again.

To win a royal flag, you must block the frogs, pick up the teddy bear and leave the labyrinth through the secret staircase.

LEVELS:

The objectives are the same for the three levels of difficulty. But the labyrinths are more complicated in levels 2 and 3!



Blue Bear





THE HERMIT'S HOUSE

A Fragrance for the King

Addition and subtraction

Skills:

- Recognizing natural numbers and their order;
- Developing mental arithmetic;
- Operations: addition and subtraction;
- Counting by tens.

Among the bottles of perfume which are displayed on the rack, you must find the one which must be brought back to the King. To find it, you must carefully follow the hints that are going to be read to you by Lieutenant Ralf. To move from one bottle to another, you need to press on the arrows of the console. After each move, click on the purple lever on the left of the console to indicate you are ready for the next instruction.

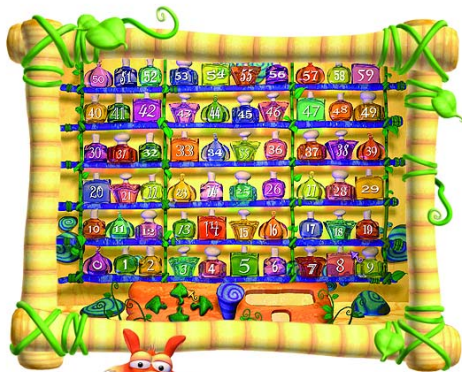
To win Lieutenant Ralf's royal medallion, you need to follow his eight instructions correctly to find the King's bottle of perfume.

LEVEL 1:

In this level you need to move forward or backward from a certain number of bottles by using addition and subtraction and be able to identify numbers in terms of tens and units.

LEVELS 2 AND 3:

In these levels you must also be able to identify even and odd numbers.



Ralf



Couki

Couki's Wagon

Rhymes & Opposites

Skills:

- Reading and understanding specific words;
- Identifying opposites;
- Identifying rhymes.

You will need to tell Couki in which wagon the stones must be dropped. He's already loaded a stone in each of the three wagons. Read the word initially engraved on the stone which is in the dog's wagon. If you have trouble reading a word, just hold the mouse pointer over it and it will be said aloud. In order to know in which wagon to drop Couki's stone, you must identify the wagon which contains a stone with a word which is related to the word on the stone that is pushed by Couki. To let him know when to drop a stone, press on the down arrow key on your keyboard. Press the left and right arrows keys to let Couki know what direction he needs to push the wagon in. You can also use the mouse to move the wagon in one direction or another and then click when you want him to drop the stone. You must finish loading the wagons before the timer stops.

To win a royal flag you need to drop nine stones in the appropriate wagons.

LEVEL 1:

In this level the stones are engraved with words that rhyme.

LEVEL 2:

In this level the stones are engraved with words that have opposite meanings.

LEVEL 3:

In this level the stones are engraved with words from the same family.

THE DEEP FOREST

The Singing Snails

Music

Skills:

- Playing short musical pieces following a simplified music sheet;
- Maintaining concentration while playing;
- Creating musical and rhythmical pieces.





Hootdini



First listen to the notes on the music score. Each of the small colored shells on the staff corresponds to a musical note. To hear the notes, click on the snails whose shells are of the same color as those of the notes on the score. You must play all the notes one after another. After you have completed the music piece, you'll be able to practice your own songs. Hootdini will join you as a percussionist, he will be sitting on a mushroom on the left side of the screen. He can play four different beats, select one by pressing on the buttons below him on the mushroom. The three buttons on the mushroom on the right can be used to record a song, click on the round button and start playing. To listen to it back, click on the triangular key, which is located on the right. To stop the recording or the playing of the song, press on the square key which is to the left of the recording button.

To win a royal flag, you need to play all the parts of the musical piece without making one false note.

LEVEL 1:

In this level the music score to be played has 4 bars.

LEVELS 2 AND 3:

In these levels the music score to be played has 8 bars.

The Dice Game

Addition

Skills:

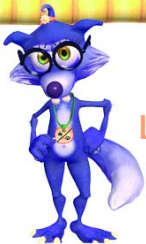
- Operation: addition;
- Recognizing mathematical symbols (+, =)

This digital version of the traditional "shut the box" is a game of chance. The winner is the player who, at the end of two rounds, earns the least number of points. At the beginning of the round, the numbered boxes are all open. The bottom row is yours. Roll the dice then add their values together. Input that number using your keyboard. Then, close the boxes whose numbers correspond to each of the dice and their sum. To close a box you just need to click on it. You can keep rolling the dice until you can no longer close any more boxes. Then it's Lieutenant Lizzy's turn.

To win Lieutenant Lizzy's royal medallion, you need to earn as few points as possible.



Lizzy





LEVEL 1:

In this level the game has nine boxes.

LEVEL 2:

In this level the game has ten boxes.

LEVEL 3:

In this level the game has twelve boxes.

THE BEAVERS' HUT

The King's Picture

Colors

Skills:

- Experimenting with color;
- Making 9 colors from three primary colors;
- Using colors to create two-dimensional drawings.

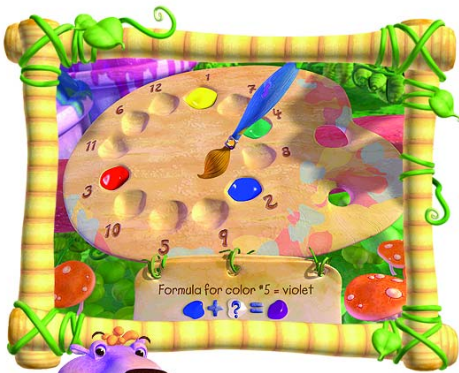
Cross-curricular skill:

- Understanding specific words in a text.

For this activity, you need to mix various colors and then create a painting. In order to mix the paints, the King has provided a notebook with nine recipes and a paint palette with the three primary colors: yellow, blue and red. To make a mixture, use the paint brush to take the paint from a cup and then deposit it into another cup. Click on the brush and move the tip of the brush to the desired cup then click on it to take the color. Mix two colors in an empty cup to obtain a new color. When you're done, use all twelve colors to paint a beautiful landscape of the valley or anything else you might like.

To paint, pick a color by clicking on it. Select the thickness of the brush by clicking on the circles on the handle of the brush. To apply the paint, move the mouse pointer to the canvas and hold down the mouse button while you move the mouse. To erase a detail, adjust the thickness of the sponge and make the necessary corrections on the painting. If you want to erase everything at once, click on the rag. When you're done with your painting, move the pointer to the bottom of the screen and click on the back button.

To win a royal flag, you need to successfully mix the nine colors using the recipes provided.



Wheezy



LEVELS 1 AND 2:

In these levels the paint recipes in the notebook are illustrated. You can see an equation made up of blank and colored paint swatches.

LEVEL 3:

In this level there are no illustrations, no equations, but rather a written goal.

The Writing Machine

Writing

Skills:

- Understanding specific words in a text;
- Simple sentence structure and punctuation;
- Plural of nouns and adjectives;
- Identifying proper nouns and common nouns.

You need to complete the six messages of the activity. First read what is written on the sheet on the notebook, towards the back on the top left-hand side. It is your hint. Some letters of the message are already displayed on the plaques of the machine. Based on the hint displayed, input the correct letter or punctuation on each empty plaque.

There are two ways to use the machine. First move the large arrow on the machine to the plate where you want to place a letter. Then, use the purple arrow leaf buttons to go through the letters and punctuation. Once selected, click on the red lever so that it can be displayed on the plaque that the large arrow is pointed at. To display a capital letter, first press on the "Capital" button and then type the letter. To enter a small letter, make sure that the "Lowercase" button is pressed... then type the letter. The second method consists in typing the missing letters using your keyboard. Use the keyboard's arrow keys to move the large arrow to the desired plaque, then type the letters on your keyboard.

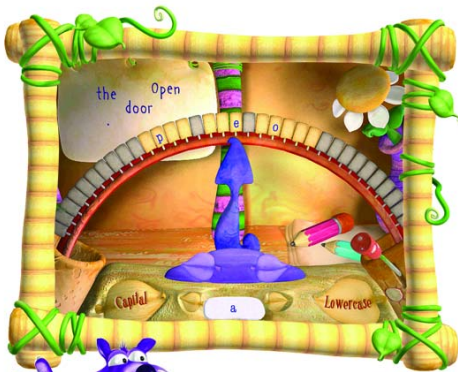
To win Lieutenant Zolt's royal medallion, you need to complete the six messages provided in the exam.

LEVEL 1:

In this level you begin your sentence with a capital letter, and finish it with a period. All the nouns and adjectives are singular.

LEVEL 2:

In this level you begin your sentence with a capital letter, and finish it with a period. Nouns and adjectives may use the plural version.



Zolt



LEVEL 3:

In this level you begin your sentence with a capital letter, and finish it with a period. Nouns and adjectives may use the plural version and proper names must be capitalized.

THE SWAMP

Tangram Geometry

Skills:

- Identifying shapes and forms;
- Knowing the different attributes of shapes and forms: face, vertex, side, angle, etc.;
- Spatial organization;
- Localizing and constructing objects.

You must first find the seven pieces of the tangram among the fourteen pieces which are displayed. The Wolf Lieutenant will begin by reading seven descriptions to you. Each time you identify a part, you just need to click on it.

After you've identified the seven pieces of the tangram, you can work on the real challenge! You must create the tangram which is in front of you by using all the pieces available. To move a piece, click on it and hold the mouse down while moving it to the desired spot. In order to rotate it, click on the arrow located in its center. Move all the pieces as much as you wish. The idea is to place them at the appropriate spots on the model to complete the shape.

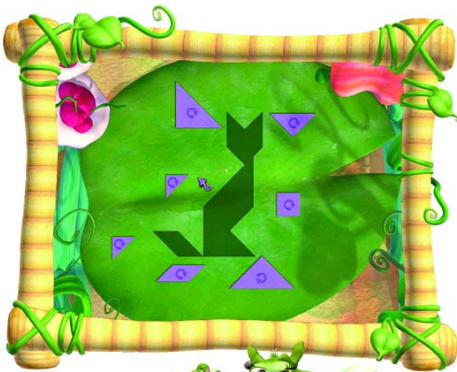
Identify the seven parts of the tangram and complete the figure to win Lieutenant Bella's royal medallion.

LEVEL 1

For this level the geometric shapes used are the square, the rectangle, the triangle, the circle and the rhombus and the spatial relations used are: on the left, on the right, below, above, etc. Four different tangrams are available in the second part of this level.

LEVEL 2

For this level the geometric shapes used are the ellipse, the pentagon, the hexagon, the parallelogram, the octagon, the trapezoid and the spatial relations used are: on the left, on the right, below, above, etc. Four different tangrams are available in the second part of this level.



Bella





Grumpy

LEVEL 3:

For this level, the geometry questions includes the identification of the following attributes: number of sides, vertex, right angles. Four different tangrams are available in the second part of this level.

Where in Jako's Valley?

Geography

Skills:

- Reading a simple map;
- Using landmarks;
- Using compass points and orientation;
- Location of places in space: on the left of, on the right of, on top, below;
- Spatial relationships.

Grumpy has lost his stick. In order to help him find it, he is going to give you a list of the six directions in the valley for you to follow. When you've reached a place after following Grumpy Bug's directions, mark your progress by clicking on that place. Then, he will tell you what the next destination will be. In order to better identify the various parts of the valley, move your mouse pointer over the signs. If you would like Grumpy to repeat a direction, click on the question mark which is located on the top right portion of the map. Finally, to identify the various compass directions, move the mouse pointer over the compass points.

To win a royal flag, you must carefully follow Grumpy's eight directions in order to find his lost stick.

LEVEL 1:

In this level spatial references are limited to: above, below, on the left and on the right.

LEVEL 2:

In this level spatial references used are the compass points: North, East, South and West.

LEVEL 3:

In this level spatial references used are: North-East, South-East, North-West and South-West.



The Characters

There are a many wonderful characters in the world of Didi and Ditto. Here is a little background information about some of them.

Didi and Ditto

Our two main characters are members of the Castor Canacolouris family, which can be distinguished from regular beavers by their rich coloring and the fact that they walk on two rather than four legs. They are highly intelligent, speak and act very similarly to humans. This is very surprising as most of these beavers have never seen a human.

Didi

Didi is someone who always has her life under control. She is confident, bold and always ready for a new adventure. She loves her younger (by one minute) twin brother, but she will be the last person to let him know. Because she sees Ditto as her younger brother, she feels responsible for him and tries to run his life like her own.

Ditto

Ditto always feels good about himself until his sister Didi points out some lame reason why he should not feel good about himself. But he knows she's just teasing him and quickly recovers. He just wishes she would stop putting him in situations where he needs to make a quick decision, because he hates not being able to think things through. He likes to plan as much as possible before doing something, which usually is a good thing.

Hip Hop

A very energetic creature that can be found in great numbers in the Valley is the Lepus Jaunus or Yellow Rabbit. Fast and mischievous, these animals love to play practical jokes. Their favorite target being the purple wolves, they usually work alone but every now and then will group up to target a particular wolf. When they are not teasing wolves, they can usually be found showing off their deep understanding of prepositions, adverbs and their opposites.



Didi

Ditto



Hip Hop



Couki



Couki

Couki is a very curious puppy. His nose often gets him into trouble. Couki's favorite activity is riding down the mountain side in a buggy, because he really loves it when the wind is strong enough to blow his ears into the air. With the exception of when he is in his dog house, Couki always wants to be in the place where he is not. For example, if he is inside, he wants to be outside; if he is outside, he will want to be inside.

Zolt



Zolt

One of the predators that live in the Valley is the Canis Mauvus or Purple Wolf. These wolves have the very peculiar trait of being vegetarians. Something about their ancestors making friends with a flock of sheep and then not being able to eat them. However members of this pack of wolves are sworn to hide this little known fact. They are not to be confused with their cousins Canis Rohasis or Reddish Wolves, who can be understood better by reading Ralf's description below.

Wheezy



Wheezy

Wheezy is a mischievous prairie dog. Practical jokes are his passion, to the point of sometimes annoying his friends and family. He gets his name from the odd laughing sound he makes when he thinks he has found or done something quite clever. Of course, what Wheezy thinks is clever is not always what everyone thinks is clever.

Fly Guy



Fly Guy

Don't let his small size fool you. Fly Guy is a champion when it comes to flying. He is also an athlete that is interested in all sports. You will always find him practicing and trying to improve himself. His one big dream is to one day be on the Olympic team. Unfortunately Jako's Valley does not have an olympic team, but that's not stopping Fly Guy!

Grumpy



Grumpy

This old bug is really a grump, but somehow we can tell that deep inside he has a soft spot. It's finding his soft spot that is so hard! When the old hermit stopped using the house on the mountain, Grumpy moved right in and took over the whole house. He considers Cooki the dog as part of the package, making him the first bug to have a dog as a pet.



Blue Bear

Blue Bear

Blue Bear is a little shy and likes hiding behind trees and pretending no one can see him. He also loves having birthday parties and will give one for anyone whose birthday it happens to be. This has had the effect of his cave being in an almost permanent party state. The only thing he cannot tolerate are sneaky wolves.

Comedy Ann



Comedy Ann

The habitants of Jako's Valley have never heard of Whoopi Goldberg or Phyllis Diller, but that doesn't matter as they have their very own Comedy Ann, who is always nearby with a joke to tell.



Tiny Turtle

Tiny Turtle

Tiny is one of quite a few turtles that live in the valley. This species has wonderful coloring, with no two turtles being alike. But there is a downside to their wonderful shells, they are unfortunately always popping open. An effect that happens mostly when they try and stand on the rear two legs. The true annoyance of this ill effect is that these turtles love to stand on their two hind legs.

Belinda Bug



Belinda Bug

This ladybug is a clean freak. She is on a war against dirt! So don't get in her way or you might end up in her dustpan! Belinda is also an incurable romantic and loves things that are heart-shaped and pink.



Ralf

Ralf

Ralf is a Canis Rohasis or Reddish Wolf, who are close cousins to the Purple Wolves, and although they eat mostly plants, they like to think of themselves as carnivores. Members of his species are very clumsy and can be found tripping and falling all around the Valley. Just like Zolt, Ralf is always hungry and spends all his time looking for food.



Didi & Ditto

Minimal System Requirements

WINDOWS

Windows 98, 2000, ME, XP;
Processor: Pentium III-500 MHz;
RAM: 128 MB;
Video and sound:
DirectX Compatible
CD-ROM Drive: 12X;
Disk Space: 560 MB

MACINTOSH

OS X 10.2, 10.3, 10.4;
Processor: G3 - 900MHz,
G4 - 700MHz, G5;
RAM: 128 MB;
Video: 800 x 600 and 24-bit colors;
Sound: Standard Macintosh;
CD-ROM Drive: 12X;
Disk Space: 600 MB



Installation

WINDOWS

1. Insert the Didi and Ditto disk in your CD-ROM drive. A window appears on your screen. It displays three buttons: "Install", "Quit" and "Options".

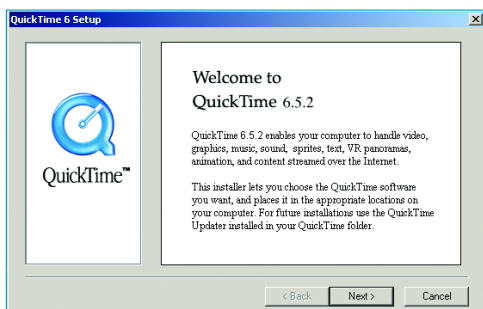
NOTE : You can change the target disk for the installation by clicking on the "Options" button. Then, select the local disk you want to install the game on using the left and right arrows at the bottom of the window.

2. Click on the "Install" button to begin the installation of the game.

The files are copied from the disk to your computer.

3. If QuickTime 6 is not already installed on your computer, a message offering you to install it is displayed. Click on the "Install" button to launch the installation of QuickTime 6.

NOTE : If QuickTime is already installed, the installation of the game will be complete at that point. Click on the "Play" button to start playing the game right away.



INSTALLATION OF QUICKTIME 6

Follow the instructions of the QuickTime 6 installer program. Click on the "Next" button to go to the next step of the installation. You can safely accept the default settings of the installation. The settings can be modified at a later time.



Uninstallation

WINDOWS

1. Insert the Didi and Ditto disk in your CD-ROM drive.
A window offering you to "Play" or "Quit" appears on your screen.
2. As indicated at the bottom of the window, press the "U" key while holding down the "Shift" key on your keyboard to uninstall.
A message asking you to confirm the uninstallation is displayed.
3. Click on the "Yes" button to confirm. The uninstallation is performed.
The files of the game are removed from your computer.

Installation

MACINTOSH

1. Insert the Didi and Ditto disk in your CD-ROM drive.
The CD-ROM icon appears on your desktop.
2. Double-click on the CD-ROM icon.
A window appears on your screen. It displays three buttons: "Install", "Quit" and "Options".
3. Click on the "Install" button to begin the installation.
The files are copied from the disk to your computer.

Uninstallation

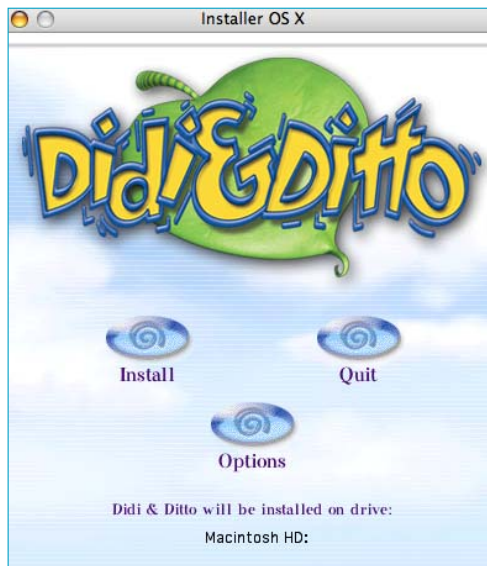
MACINTOSH

You will find the "Didi & Ditto First Grade" icon in the Applications folder. Simply drag it to your Trash can to uninstall the game.

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Didi & Ditto

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