



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 premium product under the StarFlyers brand undergoes extensive research and testing, with input from parents, children, and professionals in education. 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 choose with confidence 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.

© 2002 Riverdeep Interactive Learning Limited, and its licensors. All rights reserved. Uses Miles Sound System. Copyright © 1991–2002 by RAD Game Tools, Inc. Miles 3D Realistic Sound Experience (RSX) Software Copyright © 1997–2002 by Intel Corporation and RAD Game Tools, Inc. Uses Bink Video Technology. Copyright © 1997–2002 by RAD Game Tools, Inc. Adobe® Acrobat® © 2002 Adobe Systems Incorporated. All rights reserved. The Learning Company is a registered trademark and StarFlyers and Royal Jewel Rescue are trademarks of Riverdeep Interactive Learning Limited. Windows and Win are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Macintosh and Mac are registered trademarks of Apple Computer, Inc. Adobe and Acrobat are trademarks of Adobe Systems Incorporated. Immersion is a registered trademark and TouchSense is a trademark of Immersion Corporation. All other trademarks are the property of their respective owners.

TABLE OF CONTENTS

Hardware and System Requirements	4
Getting Started	5
Installing the Program	5
Starting the Program	5
Signing In	7
Choosing a Difficulty Level	7
Using the TLC Learning Launcher	7
In Search of the Royal Jewels	9
Exploring Space	9
Using the Dashboard	9
Inventory Items	10
Special Inventory Items	10
Dashboard Buttons	10
Getting Help	11
Playing the Game	12
Home Base	12
Cosmic Ray's Astro-Prize Center	12
Snaktopia Diner	13
Launch Pad	13
Traveling in Space	14
Popcorn Nebula	14
Hot Chocologagus	15
Marshmallow Pattern Wall Activity	15
Mallow Monster Scene	15
Queen Mallow Scene	16
Marching Mallows Activity	16
Aqua Cube	17
Spaceship Graveyard Scene	17
Newton's Mouth	17
Navigate Newton Activity	18
Three Moons of Bowlarama	19
Using Special Powers	19
Moving Around	20
Reaching the End of a Hideout	20
Troubleshooting	21
Windows®	21
Macintosh®	23
Contacting The Learning Company	26
Technical Support	26
Customer Support	26
Credits	27

HARDWARE AND SYSTEM REQUIREMENTS*

Windows® version

Runs on: IBM® PC and compatibles—Pentium® 166 MHz or faster

With:

- 32 MB of memory (RAM)
- Hard disk with 100 MB of free disk space**
- 8x or faster CD-ROM drive
- 16-bit color monitor capable of 640 x 480 resolution
- Windows 95, 98, Me, 2000,*** and XP****
- Windows-compatible sound card
- Windows-compatible mouse
- 16-bit Direct X-compatible video card with 2 MB memory

Recommended:

- Browser, such as Netscape® Navigator® 4.75 or Microsoft® Internet Explorer® 5.0 or higher
- 28.8 Kbps or faster modem
- Printer

Optional:

- Immersion® TouchSense™ - compatible mouse to experience touch sensation (available only on Windows 98/Me/2000)

Macintosh® version

Runs on: PowerPC® Macintosh computers—180 MHz or faster

With:

- 32 MB of memory (RAM)
- Hard disk with 100 MB of free disk space**
- 8x or faster CD-ROM drive
- 16-bit color display, 13" or larger
- System 8.6 to System 9.1, OS X
- Mouse

Recommended:

- Browser, such as Netscape Navigator 4.75 or Microsoft Internet Explorer 5.0 or higher
- 28.8 Kbps or faster modem
- Printer

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

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

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

GETTING STARTED

StarFlyers Royal Jewel Rescue runs from your CD-ROM drive. However, you need 60 MB of free hard disk space to store some program files.

Installing the Program

Some program files for *StarFlyers Royal Jewel Rescue* will be installed on your computer. 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 on **My Computer**.
3. Double-click on the CD-ROM icon.
4. Double-click on the program name.
5. 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 on the program 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 on **Play**.
3. Sign into the program. (See *Signing In*.)
4. You can then choose a difficulty level for your game and begin your *StarFlyers* adventure. (See *Choosing a Difficulty Level*.)

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 on **My Computer**.
3. Double-click on the CD-ROM icon.
4. Double-click on the program name.
5. Sign into the program. (See *Signing In*.)
6. You can then choose a difficulty level for your game and begin your StarFlyers adventure. (See *Choosing a Difficulty Level*.)

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

1. Insert the program CD into your CD-ROM drive.
2. Click on the **Start** button. Then choose **Programs, The Learning Company, StarFlyers, and Royal Jewel Rescue** in that order.
3. At the TLC Learning Launcher, click on **Play**.
4. Sign into the program. (See *Signing In*.)
5. You can then choose a difficulty level for your game and begin your StarFlyers adventure. (See *Choosing a Difficulty Level*.)

MACINTOSH®

To start the program with the AutoPlay extension on:

1. Insert the program CD into your CD-ROM drive.
2. At the TLC Learning Launcher, click on **Play**.
3. Sign into the program. (See *Signing In*.)
4. You can then choose a difficulty level for your game and begin your StarFlyers adventure. (See *Choosing a Difficulty Level*.)

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 on **Play**.
4. Sign into the program. (See *Signing In*.)
5. You can then choose a difficulty level for your game and begin your StarFlyers adventure. (See *Choosing a Difficulty Level*.)

Signing In

If this is your first time signing in with the TLC Learning Launcher, click on **New Name**. Type your name onto the sign-in list, and click on **OK**.

If your name is already on the sign-in list, click on your name. If you don't see your name, click on the arrows on the side of the list until you find it. Then click on **OK**.

Note: If you have inserted the *StarFlyers Royal Jewel Rescue* CD into the CD-ROM drive, clicking on **OK** will start the program.

When the sign-in list has 99 names, it is full. 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). This will permanently erase that player's adventure information from the hard disk.

Choosing a Difficulty Level

Whenever you start a new game, you'll need to choose a difficulty level. You can choose from three levels of difficulty: Tough, Tougher, and Toughest. To start the game at a particular difficulty level, simply click on the picture above that level.

Note: Once you begin playing the game, *Royal Jewel Rescue* will carefully monitor your performance and automatically adjust each activity to your skill level. Each activity will be leveled up or down independently from the others. If you like, you can also reset the skill level of all activities within the product. (See *Dashboard Buttons*.)

Using the TLC Learning Launcher

The TLC Learning Launcher is your gateway to *StarFlyers Royal Jewel Rescue* and other programs from The Learning Company. Once you have started the TLC Learning Launcher, you'll have to sign in before you can begin your *StarFlyers* adventure. (See *Signing In*.)

If you are not yet ready to begin playing *StarFlyers Royal Jewel Rescue*, take some time to explore the other areas of the TLC Learning Launcher.



MY STUFF AREA

If you have purchased and installed other products from The Learning Company, you may be able to access those products in the My Stuff area. You can also watch movies and try out demos of other programs from The Learning Company.

NEW! AREA

In the New! area, you can see what's new from The Learning Company. Be on the lookout for fun movies and demos of new products. You may also find updates that you can download for your program.

PARENTS AREA

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

IN SEARCH OF THE ROYAL JEWELS

Coming down the stairs of her home, Katherine Cadell has her arms full with a big bowl of popcorn and her mom’s jewelry box. Suddenly, Katherine trips. An earring and a bracelet fall into the fish tank. Another earring plunges into a mug of hot chocolate. And a pearl necklace breaks into pieces, which scatter all over the house. To make matters worse, a ring rolls out the door, and Victor Wexler, the neighborhood bully, skates off with it to the bowling alley.

That’s when Katherine enters the fantasy land of her imagination and becomes Katie Cadet, fearless leader of the StarFlyers. In Katherine’s active imagination, the famous Royal Jewels have gotten lost on their way to the coronation of Princess Popcorn. Worst of all, the evil Vexar has kidnapped Captain Signet, the Royal Ring! Katie Cadet and her fellow StarFlyers—AJ the Super Spinner, Klanker, and Io—must explore space, find the missing Royal Jewels, and bring them back to Home Base for the princess’s coronation.

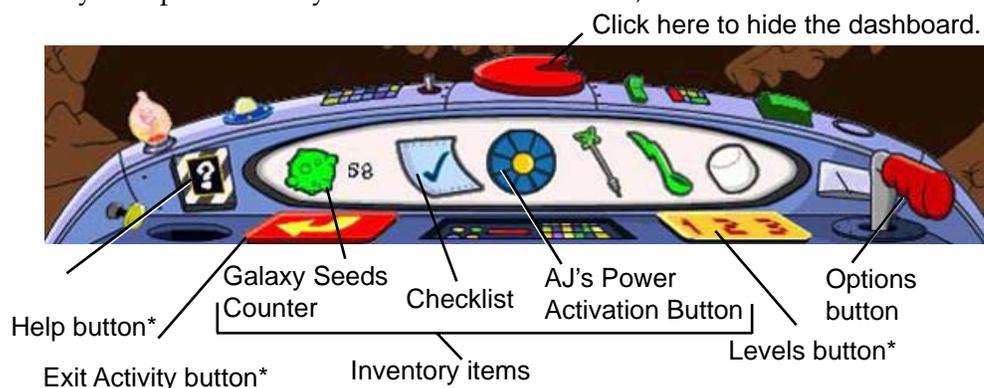
Can you help the StarFlyers explore the exciting worlds of Aqua Cube, Hot Chocolopagus, and the Three Moons of Bowlarama in search of the missing Royal Jewels? Don’t delay—if the Royal Jewels are not found, Princess Popcorn’s coronation will be ruined, and Vexar will have the last laugh!

Exploring Space

Your job is to help the StarFlyers find the missing Royal Jewels: Pierce, Loba, Bauble, Captain Signet, and the ten Pearlites. Keep an eye out for them as you search the various planets. As you explore, you will meet interesting characters and encounter challenging puzzles. If you solve these puzzles, you may find the Royal Jewels. You may also collect objects to help you on your mission.

USING THE DASHBOARD

The dashboard contains your inventory items and lets you access program options. You can open the dashboard by clicking on the red button at the bottom of the screen. (**Note:** If you open the dashboard while playing an activity, the activity will pause until you close the dashboard.)



*These buttons appear only if you have opened the dashboard while playing an activity.

INVENTORY ITEMS

As you explore space, you will find different objects that may be useful on your mission. To collect an object, simply click on it. The object will then appear in the inventory area of the dashboard. (See *Using the Dashboard*.) If you ever want to use an object that you have collected, simply open the dashboard and click on that object. You can then click on the character who needs the object or on the area where you want to use the object.

Special Inventory Items

There are three special items in your inventory area. These inventory items cannot be given to characters in the program.

- The **Galaxy Seeds Counter** shows you how many galaxy seeds you have collected. You can use your galaxy seeds to buy astro-prizes at Cosmic Ray's Intergalactic Trading Station. (See *Cosmic Ray's Astro-Prize Center*.)
- The **Checklist** helps you keep track of the missing Royal Jewels. Click on the Checklist to see which Royal Jewels have been found and which ones are still missing.
- Click on **AJ's Power Activation Button** to unleash AJ's special powers. (**Note:** AJ's power can only be activated at certain places in the game where his power is needed. When you click on the Power Activation Button, AJ will tell you if his power is not appropriate for the situation.)

DASHBOARD BUTTONS

The following buttons appear on the dashboard only if you have opened the dashboard while playing an activity. These buttons are activity-specific.

- Click on the **Help button** to watch a movie showing you how to play the activity.
- Click on the **Exit Activity button** to leave the activity and go back to the previous scene.
- Click on the **Levels button** to select a difficulty level (Tough, Tougher, or Toughest) for the activity.

You can always access the **Options button** on the dashboard. Clicking on this button brings up the Options menu. You can then click on different buttons to access the following options:

- Click on **New Game** to start a new game. Your current game will be saved. (**Note:** You can only save six games. If you have already saved six games and you want to start a new game, you will have to choose which one of your previously saved games to replace with the new game.)
- Click on **Quit** to leave the program. Your current game will be saved.
- Click on **Load Game** to load a previously saved game.
- Click on **Other Options** to access the following additional program options:
 - ◆ Click on **Reset Levels** to see the Reset Levels menu. At this menu you

can choose a new difficulty level for the entire program. You can also turn auto-leveling off or on.

- ◆ For Windows users only: If you have an Immersion TouchSense-compatible mouse connected to the computer, click on **Vibrating Mouse** to turn it off or on. (See *Immersion TouchSense Technology*.)
- ◆ Move the **Music** slider button to adjust the volume of the program's background music.
- ◆ Click on **Printer** to turn the printing features in the program off or on. When printing is turned off, a slash mark appears across the button.
- ◆ Click on **Movies** to replay a movie that you have seen in the game.
- ◆ Click on **Credits** to see the creative team that designed and produced *StarFlyers Royal Jewel Rescue*.

Immersion® TouchSense™ Technology (Windows® Only)

Immersion TouchSense technology brings a new dimension of realism to games and children's software by unlocking the sense of touch and allowing you to feel what you see and do on the computer screen. By unifying touch with sight and sound for a complete sensory experience, an Immersion TouchSense-enabled mouse adds realistic tactile feedback that corresponds to events and environments within the computer world. If you are a Windows user and have a tactile mouse, you can turn Immersion TouchSense on or off in the Options menu. (See *Dashboard Buttons*.)

Note: If you are using a Logitech® mouse, pressing the web wheel will take you to the Logitech Web site.

To disable this feature:

1. Click on the **Start** button and select **Programs, Logitech MouseWare,** and **Mouse Properties** in that order.
2. Click on the Buttons menu.
3. Look at the diagram and find the number assigned to the web wheel.
4. Click on the pop-up list for that number and assign it to "unassigned."

Getting Help

As you explore the different planets, there are many ways to get help.

- If you are playing an activity, you can click on the **Help button** on the dashboard to learn how to play that activity. (See *Dashboard Buttons*.)
- Some of the **characters** that you meet will give you specific directions about what to do. Click on them if you need to hear the directions again.
- The **StarFlyers** can also give you helpful information. Click on them to hear what they have to say.

PLAYING THE GAME

Home Base

Your StarFlyers adventure begins at the Home Base. But before you can jump into the SnoozeCruiser and explore distant planets, you must find Katie's Handroid, which is in Cosmic Ray's Astro-Prize Center. (See *Cosmic Ray's Astro-Prize Center*.) Go to Cosmic Ray's and click on Katie's Handroid to collect it in the dashboard. (See *Inventory Items*.) Then return to Home Base, and give the Handroid to Katie.

Once Katie has her Handroid, there are many places you can visit. You can go back to Cosmic Ray's, or you can go to the Snaktopia Diner. You can also go to the Launch Pad to ride the SnoozeCruiser to another planet.



COSMIC RAY'S ASTRO-PRIZE CENTER

At Cosmic Ray's Astro-Prize Center, intergalactic trader Cosmic Ray will sell you astro-prizes in exchange for galaxy seeds. So be sure to look for galaxy seeds as you travel in space! You can see how many galaxy seeds you have by looking at the Galaxy Seeds Counter in the dashboard. (See *Using the Dashboard*.) Any astro-prize that you buy will be placed in your Prize Box. You can then come back to Cosmic Ray's at any time to play with it.

Move your mouse over an astro-prize to see how many galaxy seeds you need to buy it. Or click on an astro-prize. If you have enough galaxy seeds to buy that item, it will appear on Cosmic Ray's shelf. You can then click on the item to buy it.



Click on the arrows to scroll through the astro-prizes.

Click here to go back to Home Base.

Click on an astro-prize to play with it. (**Note:** Some astro-prizes have printable activities that you can play away from the computer.) If you have more than nine astro-prizes, you can click on the arrows to scroll through your astro-prizes.

Note: You can buy multiple copies of any astro-prize. Your Prize Box can display a maximum of 99 astro-prizes.

SNAKTOPIA DINER

Can you help Klanker make gobblewiches for the hungry customers? At the Tough level, the customer always wants a gobblewich just like the “special of the day.” But at the higher levels, the customers will make special requests, so listen carefully! Then make each gobblewich by placing the ingredients in the correct order on a slice of space-loaf. You can choose ingredients by clicking on the intergalactic ingredient servers.

Note: Be careful—the space-loaf floats on an anti-gravity conveyor. So time your clicks carefully, or else the ingredients will fall on the floor. If you drop too many ingredients, you’ll have to start making your gobblewich again.

When you finish placing ingredients, click on the space-loaf slice in Klanker’s hand. If you made the gobblewich correctly, it will be topped with a Space Pick. After the fifth gobblewich, the customer will leave a space pick on the counter. Collect it to use on Planet Aqua Cube. (See *Aqua Cube*.) You may also earn galaxy seeds for completed gobblewiches.

Click on an ingredient server to drop its ingredient.

Click on a customer to hear its order again.

The gobblewich “special of the day” appears here.

Click on the space-loaf slice to finish the gobblewich.

Click on these buttons to slow down or speed up the anti-gravity conveyor.



Click on the top ingredient on the gobblewich to remove it.

Click here to open the dashboard. You can then click on the Exit Activity button to leave the activity.

Click on the handle to pause the anti-gravity conveyor. Then click on the handle again to restart the conveyor.

LAUNCH PAD

At the Launch Pad, you can begin your space travels by clicking on the SnoozeCruiser. Or win some galaxy seeds by playing the Venus Flytraps mini-activity. You can also collect a lost Pearlite at the Launch Pad. Keep an eye out for other Pearliters as you explore the different planets.

Click on the SnoozeCruiser to go to the Planet Selection Screen.

Click here to go back to Home Base.



Click on a Venus flytrap to begin playing the mini-activity. Your job is to help the Venus flytraps catch flies. Each time you click on a Venus flytrap, it will stretch up and snap shut. Be sure to time your clicks carefully! When a Venus flytrap has caught three flies, it will give you a galaxy seed.

Traveling in Space

Whenever you wish to travel in space, click on the SnoozeCruiser. Inside the SnoozeCruiser, you can select your destination by clicking on its picture at the Planet Selection Screen. You can also move your mouse over a picture to learn more about that destination.

Click here to travel to Hot Choclopagus.

Click here to travel to Home Base.



Click here to travel to Aqua Cube.

Click here to travel to the Three Moons of Bowlarama.

POPCORN NEBULA

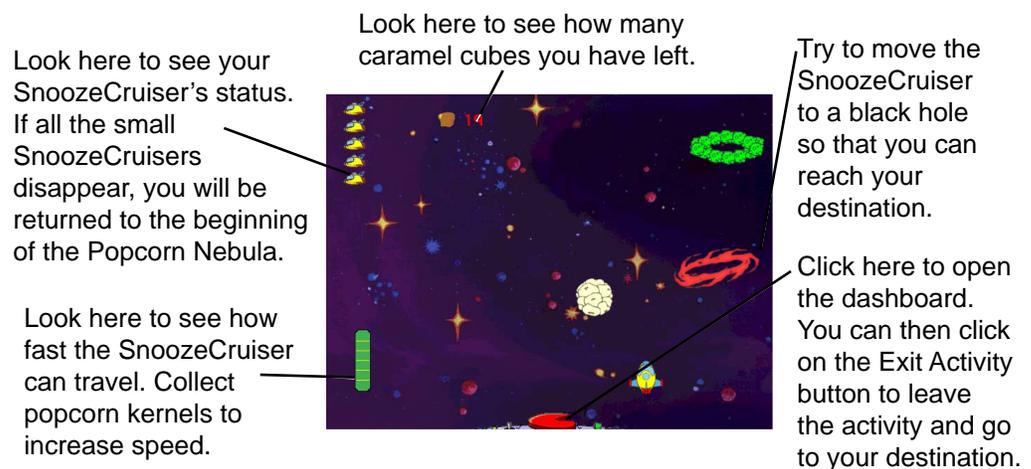
After choosing your destination, you will need to navigate the SnoozeCruiser through the dangerous Popcorn Nebula. You can move the SnoozeCruiser by using your mouse or the arrow keys on your keyboard.

Look for black holes. If you can move the SnoozeCruiser to a black hole, you will immediately exit the Popcorn Nebula and arrive at your destination.

Watch out for flying popcorn, salt, and pats of butter! If the SnoozeCruiser runs into salt, or any kind of popcorn besides popcorn kernels, it will be damaged. If it becomes too badly damaged, you will return to the beginning of the Popcorn Nebula. The SnoozeCruiser will slow down if it runs over a pat of butter. However, if the SnoozeCruiser runs over a popcorn kernel, the kernel will pop, giving the SnoozeCruiser a turbo boost.

You can shoot caramel cubes at any obstacles in your way by either pressing the mouse button or the space bar. If you hit an obstacle, it may change into a galaxy seed, which you can then collect. Collect more caramel cubes by moving the SnoozeCruiser over any caramel cubes in the Popcorn Nebula. Be sure to also collect any galaxy seeds or galaxy rings that you see.

At the higher levels, obstacles appear more often.



Hot Chocolopagus

The StarFlyers have landed on the delicious planet of Hot Chocolopagus. This planet is made entirely of chocolate. Click on the path to the right if you want to speak to the Mallow Monster. To play the Marshmallow Pattern Wall activity, click on the path to the left. Or simply click on the SnoozeCruiser to leave.

MARSHMALLOW PATTERN WALL ACTIVITY

Take some time to draw at the Marshmallow Marsh! You can doodle on any of the marshmallow bricks. Then watch as your drawing appears on all the other marshmallow bricks. If you want to erase parts of your drawing, click on the bucket of marshmallow goop. Your paintbrush tip will turn white, and you can use it as an eraser. To change your paintbrush tip back to brown, just click on the bucket of chocolate syrup.

When you see the giant marshmallow, click on it to collect it. It will come in handy at the Three Moons of Bowlarama. (See *Three Moons of Bowlarama*.)

Click on the giant marshmallow to collect it.

Click here to go back to the Hot Chocolopagus landing site.



Bucket of chocolate syrup

Bucket of marshmallow goop

Click here to go to the Queen Mallow scene.

MALLOW MONSTER SCENE

The Mallow Monster is carrying a giant Thunderbolt Accelerator Spoon. The StarFlyers need this spoon on the Aqua Cube planet. (See *Aqua Cube*.) Can you help AJ and Klanker take the spoon from the Mallow Monster?

Open the dashboard, and click on AJ's Power Activation Button to unleash AJ's Tickle Blast Power. The Mallow Monster will collapse in laughter, and you can collect the spoon. Then follow the path to meet Queen Mallow.

Click here to visit Queen Mallow.

Click here to go back to the Hot Chocolopagus landing site.



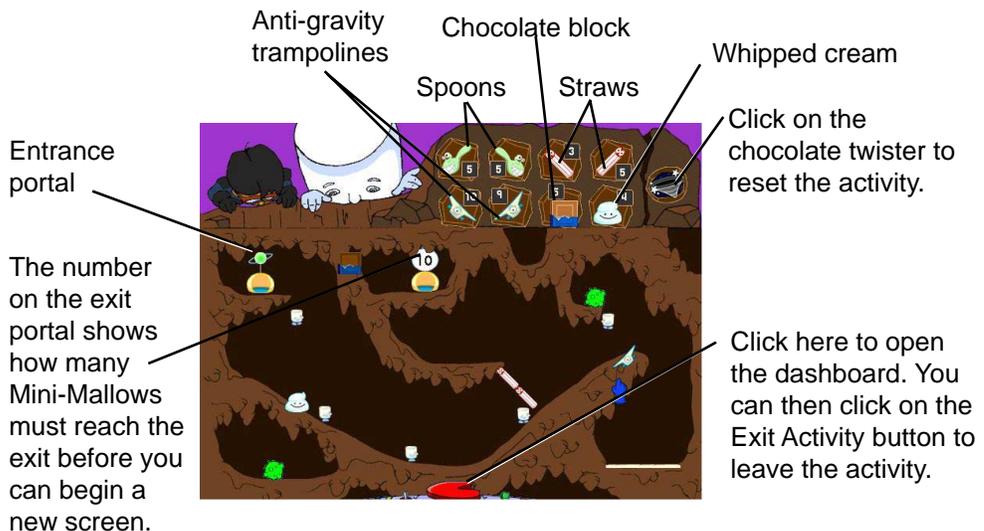
QUEEN MALLOW SCENE

Queen Mallow tells AJ and Klanker that a strange object fell into the chocolate cavern. AJ suspects the object is a Royal Jewel, but the cavern is too narrow for AJ to search. Instead, he must climb down the rope ladder to the Marching Mallows activity. AJ can then direct the Mini-Mallows to find the Royal Jewel. If you do not want to play the Marching Mallows activity, follow the path behind Queen Mallow to go to the Marshmallow Pattern Wall activity. Or you can follow the path to the left to speak to the Mallow Monster.

MARCHING MALLOW'S ACTIVITY

Can you help AJ direct the Mini-Mallows through five caverns to rescue Pierce, one of the Royal Earrings? The Mini-Mallows enter each cavern from an entrance portal. They must then pass many obstacles and dangers. Your job is to select and place different tools in the cavern so that a target number of Mini-Mallows can overcome the obstacles and reach the exit portal. You can also direct the Mini-Mallows to collect galaxy seeds for you.

At the higher levels, you have to guide more Mini-Mallows to the exit portal. There may also be more obstacles. (**Note:** You have a limited number of tools, so try not to waste them. If you run out, or if you do not get enough mallows to the exit portal, you can reset the activity by clicking on the chocolate twister.)



Tool	Function
Spoon	Digs a hole down diagonally in the direction of the spoon.
Straw	Forms a bridge diagonally upwards in the direction of the straw.
Anti-gravity trampoline	Launches Mini-Mallows diagonally upwards in the direction of the trampoline.
Chocolate block	Reverses the direction of any Mini-Mallow that touches it.
Whipped cream	Softens a Mini-Mallow's landing, making long falls possible.

Note: You can remove any tool that you have placed by clicking on it.

Aqua Cube

The SnoozeCruiser has entered the watery world of Aqua Cube. You can click on the cavern to the left to go to the Spaceship Graveyard scene. Or click on Newton, the sea monster, to enter his mouth.

SPACESHIP GRAVEYARD SCENE

Inside the Spaceship Graveyard, you can play the Galaxy Clam Game mini-activity. To begin playing, click on a clam. Then click on the clam that you think has a galaxy seed hidden inside. If you are correct, you will collect a galaxy seed!

You also have a chance to rescue Bauble, the Royal Bracelet. Bauble is trapped inside an alien pod. To keep the pod's door open, you will need to use the Thunderbolt Accelerator Spoon. If you do not have this spoon, go back to Hot Chocologagus and get the spoon from the Mallow Monster. (See *Mallow Monster Scene*.) Once you place the spoon on the alien pod, the door will stay open, and you can collect Bauble.

Click on a clam to begin playing the Galaxy Clam Game mini-activity.



Click here to return to the entrance of Aqua Cube.

Place the spoon in the alien pod to keep the door open.

NEWTON'S MOUTH

Newton has a problem in his mouth. He has a propeller stuck in his teeth. Can you help the StarFlyers take the propeller out of his mouth?

To help Newton, you'll need to use the Space Pick from the Snaktopia Diner. If you have not yet collected the Space Pick, go back to the diner and build some gobblewiches! (See *Snaktopia Diner*.) Once you have removed the propeller from Newton's mouth, Newton can swallow you. You can then play the Navigate Newton activity and rescue Loba, one of the Royal Earrings.

Click on Newton's tongue to have him swallow you so you can play the Navigate Newton activity.



Click on the water to return to the entrance of Aqua Cube.

NAVIGATE NEWTON ACTIVITY

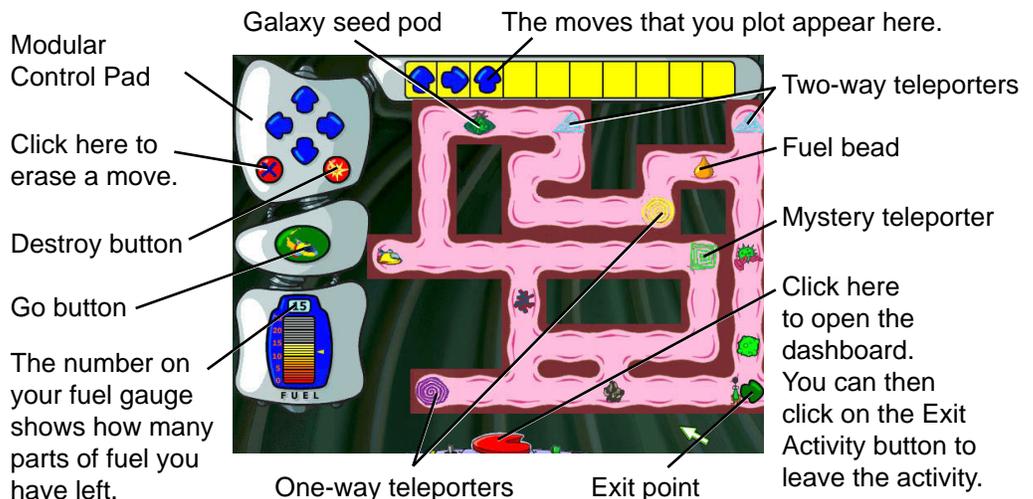
The StarFlyers must explore Newton's stomach to find Loba, one of the lost Royal Earrings. But Newton's stomach is full of dangerous obstacles that can damage the SnoozeCruiser. There are also teleporters that may transport the SnoozeCruiser within the stomach. Even worse, the SnoozeCruiser's fuel sensors don't work well inside Newton's stomach. So the StarFlyers must plot their course carefully, or else the SnoozeCruiser may run out of fuel.

Can you help the StarFlyers navigate the SnoozeCruiser through five mazes in Newton's stomach to rescue Loba? The SnoozeCruiser enters each maze at a specific starting point. Your job is to plot the SnoozeCruiser's path to the exit point by clicking on the arrows in the Modular Control Pad. Then click on the Go button to watch the SnoozeCruiser carry out those moves. (**Note:** Before you can click on the Go button, you must plot one move in the Tough level, two moves in the Tougher level, and three moves in the Toughest level.) Each move uses one part of fuel, so plan your moves carefully.

Try not to bump into any walls or alien ship parts. If the SnoozeCruiser runs into an obstacle, it will return to where it was before carrying out the moves that led to the obstacle. The SnoozeCruiser will also lose the same number of fuel parts as the number of moves it made before hitting the obstacle. You can destroy an obstacle as one of your moves by clicking on the Destroy button when plotting your moves.

Add to your fuel supply by collecting fuel beads. Each bead has five parts of fuel. You can also collect galaxy seeds and galaxy seed pods.

Be careful with teleporters. Two teleporters that look exactly alike are two-way teleporters. If the SnoozeCruiser enters a two-way teleporter, it will come out at the other teleporter. Two teleporters that look similar but have different colors are one-way teleporters. The SnoozeCruiser can enter one of these teleporters, but it cannot go back the same way. Finally, some teleporters are mystery teleporters. You will not know where a mystery teleporter will take the SnoozeCruiser until you try it.



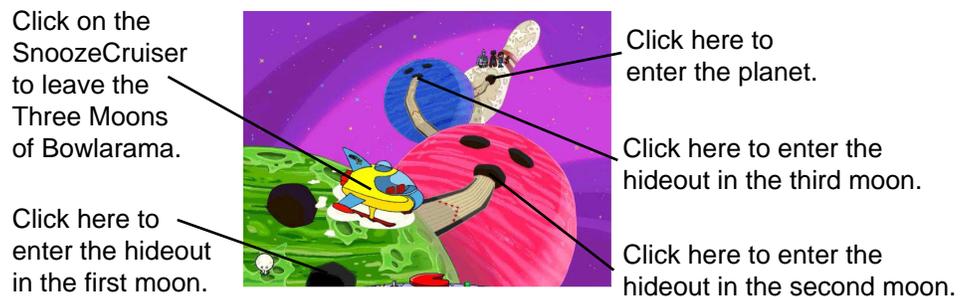
Three Moons of Bowlarama

The Planet Bowlarama has three moons. Unfortunately, the outer moon is very slippery. So instead of landing, the SnoozeCruiser keeps sliding around the moon's surface. To create a safe landing site, the StarFlyers need to use the giant marshmallow from the Marshmallow Pattern Wall activity on Hot Chocolopagus. (See *Marshmallow Pattern Wall Activity*.)

Once the StarFlyers land on Bowlarama, they can begin their search for Captain Signet, who is being held prisoner by the evil Vexar. Vexar is hiding in the innermost depths of Bowlarama. To reach him, the StarFlyers must first find their way through the catacombs hidden in each moon of the planet.

Each time the StarFlyers make their way through a moon's hideout, a bridge to the next moon or planet forms. The StarFlyers can only enter the planet to find Captain Signet if they have collected all other Royal Jewels and Pearlites.

Note: At the higher levels, the mission becomes especially perilous, as Vexar has planted even more traps and monsters throughout his lair.



USING SPECIAL POWERS

The hideouts on Bowlarama are complex catacombs filled with obstacles and traps. Each StarFlyer has a special power that can overcome certain obstacles. A StarFlyer's power can be used only when that StarFlyer is leading the team. You choose which StarFlyer is leading, and you can change leaders at any time if you decide that you need a specific power to overcome an obstacle.

StarFlyer	Special Power
Katie Cadet	Uses her Handroid to freeze monsters.
AJ, the Super Spinner	Uses his Super Spinner power to tickle monsters (in the moons) or create tornado-like winds with his Super Breath (in the planet).
Io	Breathes fire, which can ignite ropes and melt ice.
Klanker	Uses his great strength to break some types of walls and push heavy objects.

To use a leader's power on an obstacle, simply click on the obstacle. You can also use a leader's power in the general area in front of the leader by pressing the **Ctrl** (Windows) or **control** (Macintosh) key.

Note: If the current leader's power does not overcome an obstacle, try using a different power by switching leaders. You can choose a new leader by clicking on the new leader or by clicking on the new leader's icon at the top of the screen. Or press the **Enter** (Windows) or **return** (Macintosh) key until your chosen StarFlyer is leading the team.

MOVING AROUND

To move the StarFlyers to a certain place on the screen, simply click on that place. The StarFlyers will travel there unless their path is blocked.

You can also use your keyboard to move the StarFlyers. Press an arrow key to move the StarFlyers in a certain direction. Again, the StarFlyers will move in that direction unless their path is blocked. If you want the StarFlyers to jump over an obstacle, press the space bar.

Note: Try to avoid the monsters that are lurking in the catacombs. If the StarFlyers touch one, they will be moved back to the last checkpoint that they passed. (See *Checkpoints*.)

If you want to reset to the last checkpoint, use the following keyboard shortcut: **Alt + R** (Windows) or **Option + R** (Macintosh).

Click on a StarFlyer icon to have that StarFlyer become the new leader. (The large icon indicates the current leader.)

Try to avoid touching monsters like this one.



Click here to open the dashboard. You can then click on the Exit Activity button to leave the activity.

Checkpoints

While exploring the hideouts, the StarFlyers will find several flags. Each flag marks a checkpoint. Once the StarFlyers have passed a checkpoint, they cannot be moved back beyond that checkpoint.

REACHING THE END OF A HIDEOUT

When the StarFlyers have overcome all the obstacles in a hideout and have reached its end, they will find a switch. Move the StarFlyers toward the switch, and AJ will flip the switch to unlock the entrance to the next hideout. The StarFlyers will be transported back to the landing site of Bowlarama, where they can either enter the next hideout or take the SnoozeCruiser to a different planet.

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 program icon does not appear on the desktop or in the Start menu.**
 - Make sure the product has been properly installed. Reinstall the program if necessary.

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

Royal Jewel Rescue requires 60 MB of hard disk space for the program's data and executable files. (Additional hard disk space will be required to save player information for more than five players.)

- 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.**

Royal Jewel Rescue 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.

- Check that the mouse is properly connected to the computer.
- 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.**

Royal Jewel Rescue needs at least a Pentium 166 MHz computer with an 8x CD-ROM drive for basic performance.

- Close any other applications that are running.
- Remove any non-essential applications from your Startup folder.
- Make sure that you have the latest Windows video drivers for your

graphics card. (Contact the video card manufacturer for the latest drivers.)

- Change your display adapter settings to 640 x 480, 16-bit color display mode.

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

- Check that the speakers are properly connected to your computer. Make sure that they 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** (Windows 95) or **Entertainment** (Windows 98, Me, 2000, XP), 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 changing your display adapter settings to 640 x 480, 16-bit color display mode. (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.)
- Remove any non-essential applications from your Startup folder.

8. Colors don't look right.

- Adjust your monitor's color and brightness.
- Make sure your color display is set to 16-bit.
- Turn off your screensaver.
- 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 program window seems small.

The program window may not fill the entire screen.

- For maximum window size, make sure the display mode is set to 640 x 480. (See your Windows documentation.)

10. Nothing prints.

- Make sure the printer is plugged in and switched on.
- Check the indicator light on the printer to be sure the printer is “online” or “selected.”
- Make sure the printer cables are connected tightly.
- Make sure you have selected at least one print item from the Printing area. Where applicable, make sure you have selected either **Colored In** or **Outlined**.

11. When you print, pictures or text look faint, blurred, or streaky.

- Check your print quality settings. (See your printer documentation.)
- Replace your printer’s ink or toner cartridge.

12. The printer displays an “out of memory” message.

- Make sure your printer has at least 1 MB of memory.

13. 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 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.

Macintosh®

1. You do not see the program icon.

- Make sure the program CD is inserted in the CD tray, printed side up.
- 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.

Royal Jewel Rescue requires 60 MB of hard disk space for program data files. (Additional hard disk space will be required to save player information for more than five players.)

- Create some free hard disk space by removing some files after backing them up.
- Adjust the Virtual Memory setting to take up 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.

Royal Jewel Rescue requires at least 32 MB of installed memory (RAM) to run. Try to increase available memory and then start the program again. (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.
- 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 hourglass cursor on the screen, and any key presses or mouse clicks will be ignored.

- Check that the mouse is properly connected to the computer.
- 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 **Volumes** from **Control Panels**. Adjust your system's speaker volume as needed by selecting the Volume setting.

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

- Make sure that the Volumes 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 and getting power and that they are properly connected to your computer. Also check the speaker volume.
- Turn off or remove from the System Folder non-Apple control panels and extensions. (Leave the CD-ROM drivers.) Restart your computer.

7. You hear popping noises in the game sounds and character voices.

- Check the speaker connection to the computer.
- Close all other applications.

8. The program window seems small.

Some monitors are not able to display the program at the optimum display setting, so the program window may not fill the entire screen.

- For maximum window size, make sure the display mode is set to 640 x 480 in the Monitors control panel.

9. Program speed is very slow, or sounds and animations do not play smoothly.

Royal Jewel Rescue needs at least a 160 MHz Power Macintosh computer with an 8x CD-ROM drive for basic performance.

- Make sure Virtual Memory is turned off in the Memory control panel.
- If you must have Virtual Memory turned on, reduce the amount of Virtual Memory allocated in the Memory control panel.

10. Nothing prints.

- Make sure the printer is plugged in and switched on.
- Check the indicator light on the printer to be sure the printer is “online” or “selected.”
- Make sure the printer cables are connected tightly.
- Make sure you have selected at least one print item from the Printing area. Where applicable, make sure you have selected either **Colored In** or **Outlined**.

11. When you print, pictures or text look faint, blurred, or streaky.

- Check your print quality settings. (See your printer documentation.)
- Replace your printer’s ink or toner cartridge.

12. The printer displays an “out of memory” message.

- Make sure your printer has at least 1 MB of memory.

13. 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

Technical Support

If you have questions about your *StarFlyers Royal Jewel Rescue* program, please refer to the Troubleshooting section. If you do not find an answer to your question, you can obtain technical support and help by filling out an online support request form on The Learning Company Web site (<http://www.riverdeep.net/learningcompany/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 screensavers)

Customer Support

For assistance with product orders, purchases, and refunds, please contact our Customer Support department by visiting The Learning Company Web site at <http://www.riverdeep.net/learningcompany/support>.

SATISFACTION GUARANTEED

If you are not completely satisfied with this product, The Learning Company will gladly refund your purchase price or provide a replacement product.

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 and specify the replacement title. Allow 4-6 weeks for refund. Limit 1 per household. Dealers, wholesalers, and their immediate families are not eligible.

CREDITS

ART

Lead Artists

Ann Horowitz
Joy Steuerwald

Primary Artist

Fred Dianda

Artists

Kristina Higuchi
Krista Hubbard

Ink & Paint Artists

Tim Nelson
Craig Wong

Art Manager

Fred Butts

Animation

Jason Sadler
Waaahoo Productions

Movie Backgrounds

Johnny Karwan

Movie Compiler

Kyle Hand
Collin Fix

Game Backgrounds

Julie Lundman
Fluent Solutions
Lightsource Studios
Mez Design

AUDIO

Audio Lead

Alan Nu

Lead Sound Designer

Andrew Kawamura

StarFlyers Theme Song

Brian Burge

Dialogue Editing & Sound Design

Jamie Hert

Daniel Ward

Production Specialist

Jenny Nguyen

Director of Creative Development

Drayson Nowlan

DESIGN

Designers

Michael Brown
Chris Hoge
Shannon Taylor
Michelle Woods

Prototype Engineer

Stevo Brock

Contributing Writers

Laurie Bauman Arnold
Alon Kaplan

Art Director

Nick Stern

Creative Director

Kenny Dinkin

EDITORIAL

Editorial Manager

Gabriele Rennie

Editor

Elizabeth Robinson

User's Guide Writer

Emmeline Chen

EDUCATION

Education Designer

Alexander Watson

Child Test Coordinator

Shelly Hall

Education Design Consultant

Sherri Wright

ENGINEERING

Lead Senior

Software Engineer

Brian Saunders

Senior Software Engineer

Cuong Nguyen

Software Engineers

Michelle Abraham

Dan Tjandra

Associate Software Engineer

Will Gayer

Principal Software Engineer

Darrell Fetzer

Production Engineers

Lyn Bernabe

Gregory Kitamura

Director of Engineering

Peter Fokos

Vice President, Engineering

Hugo Paz

PROJECT MANAGEMENT

Development Producer

Solveig Pederson

Development Director

Sid Weber

QUALITY ASSURANCE

QA Leads

Andrew Pate
Josh Harris
Carolyn Nachand

QA Testers

Lance Brandon
Tony Carbajal

David Carter

Dan Matanski

Carolyn Nachand

Cory Paul

Tom Pheigaru

Tammy Jo Sherlock

Chauncey Tuss

QA Supervisor

Carlos Molina

Director of QA

Ron Runyon

QA Manager

Dan Mizuba

VOICE TALENT

Katie Cadet

Brett Abramson

AJ the Super Spinner

Kevin O'Shea

Klanker / Cosmic Ray

Les Hedger

Io

Derek Sorrentino

Vexar / Victor Wexler/Alien

Customer

Charles Martinet

Newton / Mallow Monster

Jon Olson

Queen Mallow

Irene Trapp

Narrator & Chef

David Nowlin

Katie's Mom

Joy Steuerwald

STARFLYERS BRAND MGT.

Senior Producer

Maryann Duringer

Associate Producer

Marissa Rocha

Director of Marketing

Vandana Mehra

Brand Manager

Kathy Degan

DESIGN SERVICES

Design Services Manager

Sally Mark

Package Design

Mez Design

OPERATIONS

Operations Manager

Carole Kochan

Operations Specialist

Patricia Aparicio

PUBLIC RELATIONS

Media Manager

Evelyn Dubocq

Public Relations Manager

Debbie Galdin

ADMINISTRATIVE

Contract Administrator

Frannie La Day

Executive Assistant

Sarah Zentner

Contract & IP Administrator

Arlette Labat

SPECIAL THANKS

Pat Chew

Scott Graham

Chris Hyder

Jeffrey Kessler

Christa McClintock

Ted Pratt

Sandi Weingart

All the kids who helped us

test our product!

RIVERDEEP—THE LEARNING COMPANY

Controller

Lisa Thomas

Vice President, Marketing

Mark Hittie

Vice President, R & D

Derek Miyahara

Vice President, Associate

General Counsel

Dan Guggenheim

Senior Vice President, GM

Eric Stone