



SCOPS
SOFTWARE
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 **TELSTAR**
Electronic Studios

STRAWBERRY MAGIC

Dear Parents

Thank you for buying this program, one of Scops Creative Adventure Series. Strawberry Magic is a quest-style game which incorporates educational topics and activities specially designed as preparation for school:

- Concepts of relative size and volume
- Above and below; in front of/behind
- Diagrams
- Sequences
- The odd one out
- Counting up to ten
- Opposites
- Memory
- Patterns
- Mouse dexterity
- Prioritising
- Mirror images
- Hand/eye co-ordination
- Comparisons

Reading skills are not needed for this title, as all instructions are given verbally by characters within the game. The program also incorporates an "artificial intelligence" which manifests itself in the following ways:

When the child confronts a particular problem to solve onscreen, the computer will assess and respond according to the child's choice of action. If the child finds the level of play easy and chooses the correct answer or displays a higher degree of skill, the "intelligence" will recognise this and react accordingly.

On the other hand, if the child finds the particular activity difficult, the "intelligence" will linger on that level and will respond with further help and hints. This allows the child to stay on this level and exercise further the skills in question.

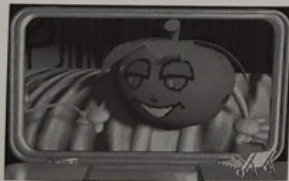
Dear Children

The game begins when Ronny's teacher tells each pupil what they will be doing in the end of term play. Ronny is given the difficult task of being a Master Magician.

But poor Ronny does not know any magic spells. What is he to do? Sitting under a tree he cries his eyes out. His tears wake up a strawberry who demands to know why he is being made all wet. Ronny explains his problem and together they make an agreement which will solve it.

Join Ronny on his adventure through the strange and unusual Magic Land. Help him solve the various problems that arise. You may have to rush about, but it is worth it! Be a waiter at the Rabbit Restaurant and make sure the rabbits have enough carrots. Ride on a train you have just built. Find the book of Magic and catch a falling star. Visit the artist's studio and show him your skills. Open a secret in the Firefly Fairy's cave.

You will be given help if you need it. And when you complete the game, you will discover the secret of real magic, which is not as easy as it looks! Perhaps you can even teach Strawberry himself a thing or two!!



Installing the Program

You can install this program either from DOS or from Windows. Once the installation is complete, you will be able to bypass the credits and the introduction by pressing <Esc>.

Installing from DOS

1. Insert the CD into your CD-ROM drive.
2. Enter the drive's letter followed by a colon (eg D:) and press <Enter>.
3. Type Install and press <Enter>.
4. Follow the on-screen installation instructions:
 - a. To play immediately, type STR, and press <Enter>.
 - b. Once Strawberry Magic has been installed onto your hard drive:
 - i. Change to the directory where Strawberry Magic was installed.
 - ii. Type STR and press <Enter>.

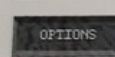

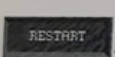

Installing from Windows

1. Start Windows and open the Program Manager window.
2. Insert the Strawberry Magic CD in the CD-ROM drive.
3. In the command line box under File/Run, type the drive letter of your CD-ROM drive, a colon, and SETUP.EXE, for example D:SETUP.EXE.
4. Click on the OK button and follow the instructions that appear on your screen. To start Strawberry Magic, double click the Strawberry Magic icon, then click on the OK button.

The Main Screen



This is the main screen. In this screen there are four boxes you can choose:

-  Clicking on the "OPTIONS" box will lead you to a screen where you can choose the level of difficulty of play, and the sound volume.
-  Clicking on the "PLAY INTRO" box will re-play the introduction, and remind you of the background to the story.
-  Clicking on the "RESTART" box will delete all your saved games and the program will start again from the very beginning.
-  Clicking on the "EXIT" box will allow you to leave the game.


As well as these boxes, in the centre of the screen you will find a suitcase that will take you to Magic Land. To open the suitcase you have to click on the button in the middle.


After saving games, you will be able to browse and choose one of these saved games using the arrow keys.

Options Screen



In this screen you can change the level of difficulty of the game with the arrows. First choose between levels 1, 2 and 3 (1 is the easiest, 3 the hardest).

 To change the music volume, move the musical note button.

 To change the volume of the voice, move the lips button. Then click on OK.

How to Play

Once inside Magic Land, you can move from place to place with the cursor when it is in the shape of a big yellow arrow.

In every screen there will be characters you can talk to, and/or items you can collect.

- When either of these is possible the cursor will change into a hand shape.
- Items you collect will automatically be put in the window at the bottom of the screen.

When you want to use an item, click on the object with the mouse. The cursor will then turn into the item shape. Drag it to where you want to use it and click again.

In every screen you will meet characters who will explain to you what is needed.

Through all the screens you can receive hints from the "real" Strawberry Magic who has been resting on his director's chair while watching you work. He will help you - but you may need to wake him up first.

Exit the Game

If you want to stop playing, move the cursor to the top of the screen, and click on one of the suitcase locks. The suitcase will close and you will find yourself in the main screen where you will be asked if you want to save the magic you have done up to that point. You will then be able exit the game.

Problems...

1. The Program does not run, or a memory error occurred.

Try to maximise the amount of available memory for the game (which needs at least 3.3 MB) - for more information on this subject, consult your DOS documentation. (You may need to change your CONFIG.SYS and AUTOEXEC.BAT files.)

One way to optimise conventional memory is to make a boot disk. First insert an empty formatted diskette into drive A and in the command line (C:>) type SYS A: C:. Wait until the computer tells you that the system has been transferred. You will now also need to transfer your mouse and CD-ROM (your documentation should help you to do this).

After you have created a boot disk, reboot or restart your computer with the diskette inside drive A.

2. Voice or sound are either not heard, or are heard at an incorrect speed; the program freezes or your computer crashes after installation.

Exit the game and run SETSOUND. If you installed the program from Windows, click on the sound icon next to the game icon. Make sure the computer has correctly detected your sound parameters. Read the documentation supplied with your soundware if you need further help.

3. No mouse was detected.

Check that the mouse and its driver are installed properly.

Technical Support

If you encounter any technical problems with your copy of Strawberry Magic, or you are unable to install or play the game, please contact SCOPS Software Ltd for advice. Technical support is available between 09.00 and 17.30, telephone 01252 722223

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