

## User's Guide



## ABOUT RIVERDEEP – THE LEARNING COMPANY

Riverdeep – The Learning Company provides highly motivating, dynamic, curriculum-based Internet and CD-ROM learning experiences for the K–12 market. Our products feature interactive, problem-solving approaches and real-world applications that help develop your child's underlying thinking skills and creativity, while reinforcing important areas of the basic curriculum, such as reading, writing, and mathematics.

Since 1980, The Learning Company's award-winning titles have consistently produced the highest quality of educational software available. Every product developed by Riverdeep – The Learning Company undergoes extensive research and testing to provide a precise balance of educational content and entertainment value, so your child has fun while learning!

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**The Learning Company®**





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## WELCOME!



Strawberry Shortcake thinks baking is berry fun. She likes baking cookies for all her special friends, so she has decided to throw the biggest and best cookie party ever!

Her friend Ginger Snap has the most amazing cookie machine that Strawberry has ever seen. But Ginger has only a few ingredients. So Strawberry and her cat Custard set off in search of the berry best ingredients to bake the berry best cookies. They journey down the turbulent River Fudge, up into the dizzying treetops of Orange Blossom Acres, and across to the frosted roads of Angel Cake's Cakewalk to collect the ingredients they need. Then, they visit the Amazing Cookie Machine to bake only the berry best cookies for their friends.

Finally, it's back home to Strawberry's house for a happy feast of exotic cookies. All of the invitations have been sent out, and Strawberry's special friends have arrived, ready to munch some tasty treats. They won't be disappointed.

Mmm! Strawberry Shortcake's amazing cookie party!





## SYSTEM REQUIREMENTS

### PC AND COMPATIBLES:

- ◆ Pentium® II processor; 266 MHz or faster
- ◆ Windows® 98//Me/2000/XP
- ◆ 64 MB of free memory (RAM)
- ◆ 100 MB of free hard disk space
- ◆ 8x or faster CD-ROM drive
- ◆ 16-bit color monitor capable of 800 x 600 resolution
- ◆ Windows-compatible sound card
- ◆ 16-bit Direct X-compatible video card with 2 MB memory

### MACINTOSH®:

- ◆ G3, 266 MHz or faster
- ◆ System 8.6 to 9.2.2, OS X: 10.2.x
- ◆ 64 MB of free memory (RAM), plus 128 MB Virtual Memory
- ◆ 100 MB of free hard disk space
- ◆ 8X or faster CD-ROM drive
- ◆ High Color, 16 bit, 13"+, capable of 800 x 600 resolution
- ◆ 16-bit color video card

### RECOMMENDED:

- ◆ Internet browser
- ◆ 28.8 kbps or faster modem
- ◆ 4 MB video memory
- ◆ Printer
- ◆ Speakers
- ◆ Mouse

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







## SETTING UP AND STARTING THE PROGRAM

*Strawberry Shortcake Amazing Cookie Party* runs from your CD-ROM drive. However, you need 100 MB of free hard disk space to store some program files.

### INSTALLING THE PROGRAM

Some program files for *Strawberry Shortcake Amazing Cookie Party* will be installed on your computer. (See *Starting the Program*.)

#### 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 **MY COMPUTER**.
3. Double-click the CD-ROM icon.
4. Click **PLAY**.
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 the **AMAZING COOKIE PARTY** icon in the open window.
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 launcher, click **PLAY**.

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 **MY COMPUTER**.
3. Double-click the CD-ROM icon.
4. Double-click **PLAY**.





5. At the launcher, click **PLAY**.

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

1. Insert the program CD into your CD-ROM drive.
2. Click the START button. Then choose PROGRAMS, THE LEARNING COMPANY, STRAWBERRY SHORTCAKE, and *Amazing Cookie Party* in that order.
3. At the launcher, click **PLAY**.

**MACINTOSH®**

***To start the program with the AutoPlay extension on:***

1. Insert the program CD into your CD-ROM drive.
2. At the launcher, click **PLAY**.

***To start the program with the AutoPlay extension off:***

1. Insert the program CD into your CD-ROM drive.
2. Double-click the program icon.
3. At the launcher, click **PLAY**.







What a delightful tea party Strawberry Shortcake is having in front of her house! And how berry lucky she feels to live in such a great place with so many wonderful friends living nearby.

Strawberry has a berry great idea! To show her appreciation for her friends, she's going to throw the most amazing cookie party anyone has ever seen! She decides to visit her friend, Ginger Snap, who can show her how to bake a batch of cookies.



Outside the bakery at Cookie Corners, Ginger explains that she has only a few of the ingredients Strawberry needs. So, along with Custard, Strawberry sets off on a journey to gather extraordinary cookie ingredients, including magic berries! Finding magic berries will be especially helpful because they can be transformed by the bakery's cookie machine into many of the different ingredients she needs!



**The River Fudge!** Perched on a graham cracker while surfing the River Fudge, Strawberry and Custard catch fish pops and magic berries, dodge bothersome bubbles and rock candy crystals, and avoid worrisome taffy whirlpools.



**Rolling Oranges!** After climbing into the branches of Orange Blossom's tree home, Strawberry uses tools to help guide oranges down the branches and into a basket so that Orange Blossom can make juice. By successfully helping Orange Blossom, Strawberry collects candy eggs and more magic berries.



**The Cakewalk!** At Angel Cake's Cakewalk, Strawberry helps Angel build comfortable and tasty cake houses. Strawberry chooses the basic cake shape and then decorates the house, all the while collecting chocolate cherries and more magic berries.

Help Strawberry and Custard gather cookie ingredients from each place they visit. Then return to Cookie Corners and help them bake the berry best cookies in Ginger Snap's amazing cookie machine!



**The Amazing Cookie Machine!** Once you have collected enough fish pops, candy eggs, chocolate cherries, and magic berries, you can enter the cookie factory and help Strawberry and Custard bake a mouth-watering assortment of cookies. After helping Strawberry bake enough cookies in the amazing cookie machine, return to Strawberry Shortcake's house to join the most amazing cookie party ever!





## GETTING STARTED

Join Strawberry Shortcake and Custard on their journey in *Strawberry Shortcake Amazing Cookie Party*. To start, you need to sign in.

### SIGNING IN

The sign-in screen lists all the players who have already entered their names. Begin your game by typing your name onto the sign-in list, then click START or press the [Enter] key.

Click here to quit and exit the program.

Type your name by using your computer's keyboard or by clicking on the letters.

Click here to create a game for a new player.

Click here to start your game.



Use these arrow keys to scroll through the list of names to find a previously saved game.

To start a previously saved game, find your name on the list and click on it. If you don't see your name, click the up and down arrows on the side of the list until you find it. Click on your name, then click START or press the [Enter] key to continue.

The sign-in list is full when it contains 99 names. If the list is full, you will need to remove a name before you can enter a new player's name. Click a name to remove, then press Control + R (PC) or Command + R (Macintosh). This will permanently erase that player's name and saved game information from the hard disk.





## COOKIE CORNERS

Begin your adventure with Strawberry and Custard at Cookie Corners, outside Ginger Snap's cookie bakery. This screen gives you access to the activities along three different paths. You can also access the Control Bar or go to the amazing cookie machine in Ginger Snap's cookie bakery.

Click the cookie bakery to go to The Amazing Cookie Machine activity.

Click here to go The River Fudge activity.



Click here to go to the Cakewalk activity.

Click here to go to the Rolling Oranges activity.

## USING THE CONTROL BAR

Click the strawberry in the lower-left of the screen to open or close the Control Bar. You can access the following items in the Control Bar:

Click on the strawberry to open and close the Control Bar.

Click the sun to get help.

Click the hat to access the Options screen.

Click the door to quit the game.



Click the backpack to see how many ingredients you have collected.

Click the cookie jar to see how many cookies you have made in the cookie factory.





## GETTING HELP

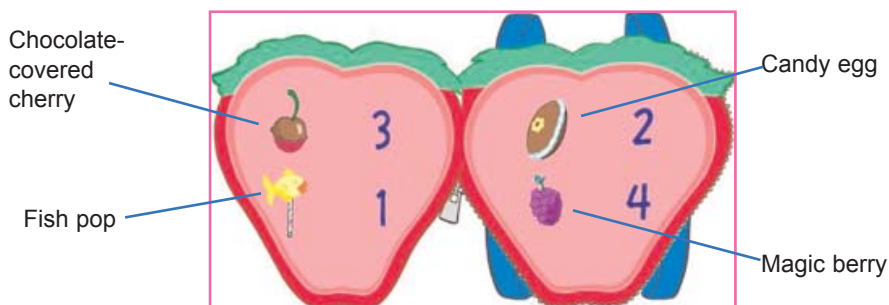


You can access help at any time. If you click the sun in the Control Bar, a movie will launch, demonstrating how to play the activity you are in. If you are having difficulty while you are playing an activity, Custard or one of the other characters may offer a helpful hint. In addition, you can click on a character at any time to hear a helpful hint.

## INGREDIENTS INVENTORY



When you successfully help Strawberry in The River Fudge, Rolling Oranges, and The Cakewalk activities, you earn cookie ingredients, which can be used to make cookies in Ginger Snap's cookie factory. Click the strawberry backpack to see how many of each ingredient you have earned. Each activity rewards different ingredients (fish pops, candy eggs, or cherries), and all activities reward magic berries, which can be transformed into a variety of ingredients in the cookie factory. The backpack keeps track of how many of each type of ingredient you have collected as you progress in the game.



**Note:** You can play *The Amazing Cookie Machine* activity at the start of the game. However, you won't be able to play for long, as you will have only a few ingredients. To play the activity further, you will need to play the other activities first, to collect ingredients of each type.





## PROGRAM OPTIONS



Click the hat in the Control Bar to go to the Options screen. From the Options screen, you can go to: the Levels screen to change the difficulty level; the Sound Screen to set the volume levels for the music, sound effects, and dialogue; and the Credits screen to see the credits for the game.

Click here to adjust the difficulty level.

Click here to adjust the music and volume levels.

Click here to see the game Credits.



## LEVELS



Click the Levels button to go to a screen showing the difficulty levels for all of the activities.

At the Levels screen, you can choose the level of difficulty for each activity by clicking the berry to the right of the level you want. Click the Go button to return to the activity at the difficulty level selected.

Click this button once you have chosen the level of difficulty for the activity.



Click this button to allow the program to adjust the difficulty level automatically.







### Auto-leveling

From the Levels screen, you can enable or disable the auto-leveling feature for each activity. Auto-leveling adjusts the difficulty level during gameplay, and makes the activity harder or easier depending on how well the player is doing. Turning auto-leveling off allows the player to focus on one level at a time.

### SOUND



Click the Sound button to go to a screen showing the volume level for all of the activities.

At the Sound screen, you can change the volume of the music, sound effects, or dialogue in the game. Slide a strawberry to the left to decrease the volume or slide it to the right to increase the volume.



### CREDITS



Click the Credits button to go to a screen displaying the names of the people behind the making of *Strawberry Shortcake Amazing Cookie Party*.





## COOKIE COUNTER



Click the cookie jar in the Control Bar to see how many cookies you have baked in Ginger Snap's cookie factory. The numbers on the cookies show how many of each type of cookie you have baked.



## QUIT



Clicking the door in the Control Bar lets you quit the game. You will be asked if you are sure you want to quit and exit the program. Click **YES** to quit, or **NO** to return to your game. You may also quit the game at any time by pressing the [ESC] key on the Macintosh or the PC, or by pressing Command + Q on the Macintosh or [ALT] + [F4] on the PC. When you quit, your game information is automatically saved under the name you entered at the sign-in screen.





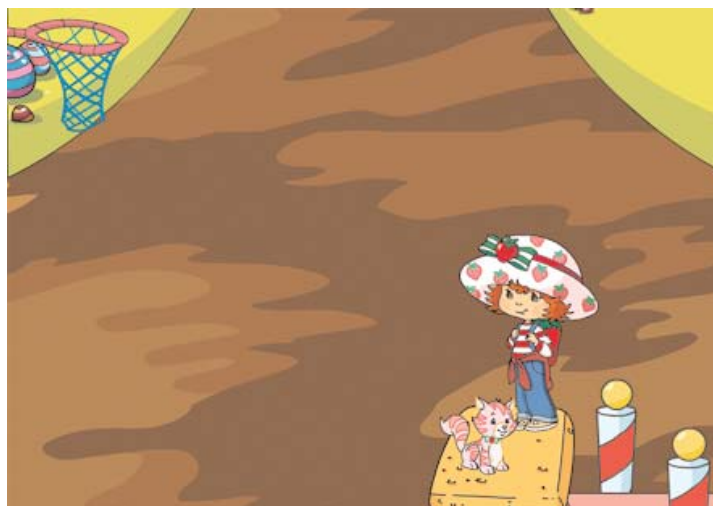
## THE ACTIVITIES

Help Strawberry Shortcake collect cookie ingredients so that she can bake cookies for all the guests at her berry best cookie party. First, help Strawberry collect cookie ingredients in The River Fudge, Rolling Oranges, and Cakewalk activities. Then, enter Ginger Snap's cookie factory and use these ingredients to bake enough cookies for Strawberry's party.

## THE RIVER FUDGE



From Cookie Corners, move your cursor onto the path to the left of Ginger Snap. When the large, pink arrow appears, click it to go to The River Fudge activity. Can you help Strawberry and Custard collect fish pops and magic berries? Look out, the fast-flowing River Fudge is full of obstacles!



Join Strawberry on a giant graham cracker as she surfs down the River Fudge. Use the mouse or the arrow keys to move Strawberry left and right to pick up fish pops and magic berries. You can also run over glowing lollipops for power-ups. But watch out for the rock candy crystals, marshmallows, popping bubbles, and taffy whirlpools. You will need to dodge these, as they will damage the graham cracker. If the rock candy crystals hit the graham cracker raft four times, they will sink it - and throw Strawberry into the river!



When you pick up fish pops and magic berries, they will be stored in Strawberry's backpack. You can also see how many you have collected in a net in the upper corner of the screen. Pick up as many of these cookie ingredients as you can. Then, surf into one of the exit docks along the river.

Remember to keep dodging the obstacles that are floating down the river. At any time they can arrive on screen to destroy Strawberry's graham cracker and send her into the river. Look out, too, for the berry rain!

To quit playing this activity, surf into one of the exit docks along the river. Alternatively, you can move your cursor at any time to the lower-right of the screen. When the large, pink exit arrow appears, click it to return to Cookie Corners.





## ROLLING ORANGES



From Cookie Corners, move the cursor to the lower-right of the screen. When the large, pink arrow appears, click it to go to the Rolling Oranges activity. Here, high in the trees, you can help Strawberry and Custard collect candy eggs and magic berries. But to collect these ingredients, first you will need to help Orange Blossom make orange juice.

A tool menu appears in the upper-left of the screen, showing how many of each tool are available. You can use these tools to help Strawberry direct the oranges that are rolling down the branches of Orange Blossom's tree.

The tool menu shows which tools are available and how many.

Click one of the tools and use it to direct the rolling oranges:

candy cane  
leaf  
marshmallow  
woodpecker

Click the rope to start the activity again.

Click here to exit the activity.



Direct the oranges so that they roll into the basket. The number on the basket shows how many oranges you need to collect.

Use the mouse to click one of the tools, then click on a branch to use the tool. You can use tools to direct oranges in these ways:

**Woodpecker:** The woodpecker tool pecks holes in the branches to allow the oranges to roll through them.

**Candy Cane:** The candy cane tool can be used as a bridge across gaps in branches or from one branch to another. It can also be used to reverse the movement of oranges.

**Marshmallow:** The marshmallow tool cushions the drop of the oranges and makes them bounce. This bounce can be used to spring oranges to another branch, change their direction, or bounce them into the basket.

**Leaf:** The leaf tool makes angled ramps to move oranges from one branch to another. It can also be used as a cushion for falling oranges.





Use the tools to direct the oranges safely into the basket at the bottom of the screen. But be careful! You have only a limited number of each tool. If you run out of tools, click the Reset rope to shake the tree and start again.



Once you have directed all the oranges so that they roll into the basket, you will join Strawberry as she climbs down the tree. When she gets to the bottom, Orange Blossom will reward you and her with a candy egg or a magic berry, which will be stored in Strawberry's backpack. To play again, move your cursor to the top of the tree. When the large pink arrow appears, click it to climb the tree and play the activity again.

**Note:** *If you collect the number of oranges shown on the basket before all the oranges have finished rolling, you can click the basket to indicate you are done.*

Keep directing oranges into Orange Blossom's basket until you have collected as many candy eggs and magic berries as you can. When you are finished playing this activity, move your cursor to the bottom of the ladder. When the large, pink arrow appears, click it to return to Cookie Corners.

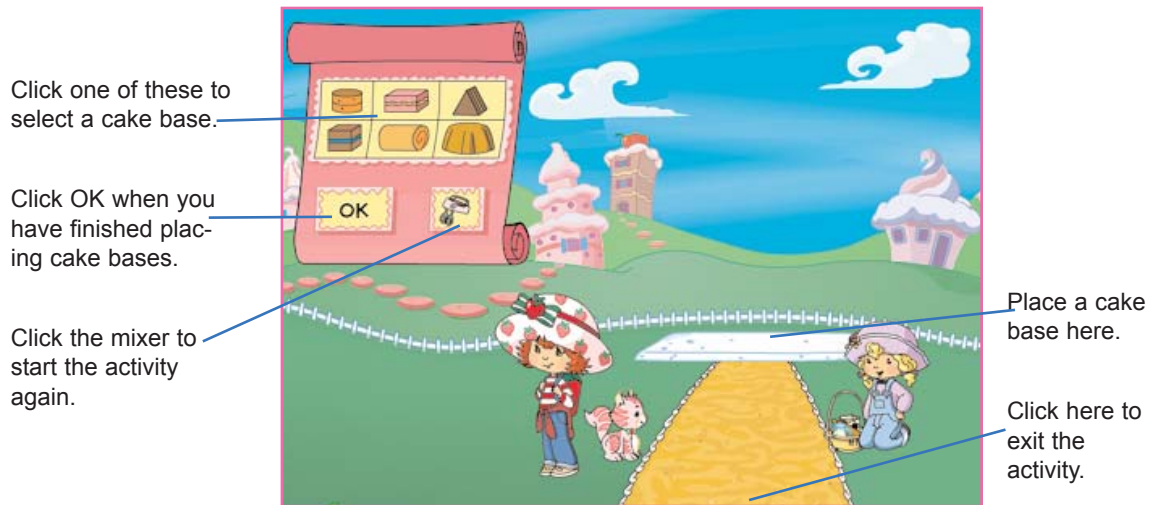


## CAKEWALK



From Cookie Corners, move your cursor onto the path to the right of the cookie factory. When the large, pink arrow appears, click it to go to Angel Cake's Cakewalk. Here you can help Strawberry and Custard collect chocolate cherries and magic berries. But to collect these ingredients, you will need to help Angel Cake build and decorate some yummy cake houses.

A pink cake plan appears in the upper-left of the screen, showing the cake bases available for this activity. Decide which cake base you want to use, then click and drag it from the plan to the platform on the right. The base will grow until it fills the platform. To remove the last cake base selected, click on it.



At the easier levels, you will be asked to build a cake house with one cake base, or tier. At the higher levels, you will be asked to build a cake house with two or three tiers. To do this, you can drag a cake base on top of another one. You can always be creative and use more than three cake bases, but the cake house cannot be more than three tiers high.



Once you have a cake base, click the OK button on the pink plan. The plan will unroll to reveal 20 cake decorations. You can use these to decorate your cake house any way you want. Hold the mouse over a decoration until it changes to the color you want, then click and drag it to the cake base. Position the decoration anywhere on the cake base, then release the mouse to place it. To remove the last decoration placed on a cake, click on it.



At the easier levels, you will be asked to build a cake house with at least one door, one window, and one other decoration. At the higher levels, you will be asked to build a cake house with a greater number of windows and decorations. Have fun making your cake house. You can put as many doors, windows, and decorations on it as you want!



At any time, if you want to remove a cake and start again, click the mixer on the pink plan, then click Yes.

When you have made a cake house, click the OK button. If you have placed the minimum number of doors, windows, and other decorations that Angel Cake asked for, she will reward you with a chocolate cherry. You can also earn magic berries. The cherries and berries will be stored in Strawberry's backpack.

When you are finished playing this activity, move your cursor to the lower right of the screen. When the large, pink arrow appears, click it to return to Cookie Corners.



## THE AMAZING COOKIE MACHINE



Let's visit Ginger Snap's cookie bakery and bake some cookies for Strawberry Shortcake's berry best cookie party! Once you have collected enough cookie ingredients from the activities and returned to Cookie Corners, click the cookie bakery in the center of the screen to enter the cookie bakery. Inside, Ginger will show you the most amazing cookie machine that you have ever seen!

Place each ingredient for a cookie recipe in one of these funnels.

Click the red arrows to see other cookie recipes.

Select a cookie ingredient from this tray.



Click the red handle to turn the machine on.

Numbers show how many of each cookie ingredient you have.

Click here to exit the activity.



To play this activity, you will need to have collected a lot of each cookie ingredient. Once you are inside the cookie bakery, the ingredients stored in Strawberry's backpack will be automatically placed in the magical ingredient transformer on the left. This remarkable device will sort the fish pops, candy eggs, and chocolate cherries into the proper section of the tray beneath it, and transform the magic berries into a variety of extraordinary ingredients, such as clover for horse-shaped cookies and gingerbread for gingerbread cookies.



Once your ingredients have been transformed and sorted, you can use the recipe display on the cookie machine in the center of the bakery to make the cookie of your choice. Click the left and right arrows above the recipe display to scroll through the recipes until you find the one that you want. Each recipe shows you how many of each ingredient you need. In the easier levels, you will need at least three different ingredients, but in the higher levels you may need up to six different ingredients. You can also click Ginger to hear what ingredients are needed.





Once you have found the recipe you want, click the red handle to the right of the cookie machine to turn the machine on. Different colored funnels will rise from the top of the machine. Using your mouse, click and drag a recipe ingredient from the tray on the left, and place it on one of the funnels. You will need to guess which is the correct funnel for each ingredient. If you have chosen the correct funnel for an ingredient, it will be accepted. But be careful! Some funnels will reject certain ingredients, so try to remember what color funnel accepts each ingredient.



Once you have successfully added each ingredient, the amazing cookie machine will make your cookie. The cookie will appear on the conveyer belt and the belt's busy hands will place it in a bowl on shelves to the right. Each bowl has a number to show how many of each type of cookie you have made.

Once you have made enough cookies of each type, you can join Strawberry and her friends at her berry best cookie party. Or you can stay in the cookie bakery and continue making more of your own berry best cookies!

**Note:** You need at least 9 cookies of each type to join Strawberry's berry best cookie party. If you have not collected enough ingredients, return to the activities and earn more ingredients.

To leave the cookie bakery, move your cursor to the lower-right of the screen. When the large, pink arrow appears, click it to return to Cookie Corners. You can return to the cookie bakery any time to make as many cookies as you like. Just make sure you have enough ingredients for the Amazing Cookie Machine!





## EDUCATIONAL FOCUS

### INTRODUCTION

The educational content in *Strawberry Shortcake Amazing Cookie Party* addresses skills developed and taught in the early elementary grades, with a focus on skills in logical thinking, problem-solving, spatial reasoning, creative planning, following directions, and developing hand-eye coordination. The activities are designed to teach and reinforce skills in creative ways. *Strawberry Shortcake Amazing Cookie Party* provides numerous opportunities for children to learn and apply these skills within the stimulating world of Strawberry Shortcake.

### AUTO-LEVELING

*Strawberry Shortcake Amazing Cookie Party* has three levels of difficulty to address a range of skills and abilities of children ages 4 to 6. When auto-leveling is turned on for an activity, it automatically tracks a player's progress. Auto-leveling will adjust the difficulty level during gameplay, and make the activity harder or easier depending on how well the player is doing. This helps ensure that a player is at his or her appropriate level.

You can also turn auto-leveling off for each activity. Depending on a player's age, one particular level might be especially well-suited for his or her ability. Use the Options/Level screen to manually select a level and work on a specific skill.

The following section provides detailed information about the skills involved in each activity and the differences between each difficulty level.





## ACTIVITY SKILLS AND DIFFICULTY LEVELS

### THE RIVER FUDGE

**Skills:** predicting; hand-eye coordination; logical thinking; anticipatory thinking skills

In *The River Fudge*, children manipulate a graham cracker raft to pick up the fish pops and magic berries that are floating down the river. At the same time they must dodge rock candy crystals, popping bubbles, marshmallows, taffy whirlpools, and strawberry rain - all of which can damage the raft. Players can pick up glowing lollipops to help repair the damaged raft. This arcade-style activity develops hand-eye coordination and reinforces logical and anticipatory thinking skills.

At the easier levels, players must dodge popping bubbles and marshmallows while picking up fish pops and magic berries. As they progress to higher levels, players dodge a greater number of dangerous obstacles, which appear with greater frequency. At the highest levels, obstacles may appear more frequently, while ingredients appear less frequently.

### ROLLING ORANGES

**Skills:** problem-solving; logical thinking, including predicting, planning, and inferring; spatial reasoning; sequencing; observing cause and effect; trial and error

*Rolling Oranges* gives children a fun way to problem-solve by identifying specific kinds of tools and using them creatively in increasingly complex layouts. Children see a number of oranges rolling down the branches of an orange tree. They are also given a selection of four types of tools: a woodpecker for pecking holes in the branches, a marshmallow for bouncing oranges over obstacles or from one branch to another, a leaf for providing ramps from one branch to another, and a candy cane for bridging gaps on or between branches and reversing the movement of oranges. By observing and predicting the path of these rolling oranges, as well as identifying how the different tools can be used most effectively, children use the tools to redirect the oranges so that they fall into the bucket at the bottom of the screen.





At the easier levels, a tool may already be in a position to demonstrate how it can be used to redirect the rolling oranges. As they progress to higher levels, players will be tasked to use a greater number of tools in more complex branch layouts. At the highest levels, players will be expected to use tools in more creative ways, or find solutions with a fewer number of tools.

## CAKEWALK

**Skills:** creativity; following oral instructions; planning and anticipatory thinking skills

In *Cakewalk*, children are given some free reign to develop their creativity and planning skills, while paying attention to directions. In building houses made out of cake bases, doors, windows, and a variety of decorations, players are taught to follow instructions and plan accordingly. But they are also given enough latitude to build their houses with an ample measure of creativity.

Easier levels will allow players to build houses using a minimum number of bases, doors, windows, and decorations - one of each. Higher levels will require more elements. But at any level, players can build a house that is bigger and more complex than the requirements of the level.

## THE AMAZING COOKIE MACHINE

**Skills:** following directions; counting; matching; sorting; memory and visual discerning skills

*The Amazing Cookie Machine* is an engaging activity that combines counting, matching, and sorting with memory skills. Players deposit the cookie ingredients that they have collected from other activities into a device that sorts the fish pops, candy eggs, and chocolate cherries and transforms the magic berries into an array of other ingredients. Then, after selecting a recipe from a recipe display, they choose the ingredients they need and place each type of ingredient into a different funnel above the cookie machine. Through trial and error they find the colored funnel that will accept each ingredient. Players must discern how many of each ingredient they need to play this activity, and they must remember which funnels accept which ingredients. All the while





they will have fun creating an assortment of different types of cookies.

As players progress through this activity, the recipes become increasingly more complex, requiring a greater number and variety of ingredients. At the easier level, a recipe may have only two different types of ingredients, with three funnels available for depositing these ingredients. As the levels become more difficult, the recipes require a greater number of ingredients, the number of cookie machine funnels increases, the funnels move up and down more quickly, and some funnels accept no ingredients at all. At the highest level, a recipe may require six ingredients, with seven available funnels.





## 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 Strawberry Shortcake Amazing Cookie Party *program icon* does not appear in the START menu.**

- ❖ Make sure the product is already installed. Reinstall the program if necessary.

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

*Strawberry Shortcake Amazing Cookie Party* requires 100 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.**

*Strawberry Shortcake Amazing Cookie Party* needs at least 64 MB of free 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 clock 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.**

*Strawberry Shortcake Amazing Cookie Party* needs at least a Pentium 266 MHz computer with an 8X CD-ROM drive for basic performance.

- ❖ Close any other applications that are running.
- ❖ Remove 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 800 x 600 and (16-bit) thousands of colors.

**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 **ENTERTAINMENT**, 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 800 x 600, 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 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 800 x 600. (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 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 Strawberry Shortcake Amazing Cookie Party program icon on the desktop.*

- ❖ 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.*

*Strawberry Shortcake Amazing Cookie Party* requires 100 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 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.*

*Strawberry Shortcake Amazing Cookie Party* requires at least 64 MB of installed memory (RAM), plus 128 MB of virtual memory turned on, 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 64 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 watch 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.***

The program window may not fill the entire screen.

- ❖ For maximum window size, make sure the display mode is set to 800 x 600 in the Monitors control panel.





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

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

*Strawberry Shortcake Amazing Cookie Party* needs at least a 266 MHz Power Macintosh computer with a 8X CD-ROM drive for basic performance.

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

**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 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 RIVERDEEP – THE LEARNING COMPANY

### Technical Support

If you have questions about the *Strawberry Shortcake Amazing Cookie Party* program, please refer to the Troubleshooting section. If you do not find an answer to your question, visit our Web site at: <http://www.thelearningcompany.com> Click on Support and then type the name of your product into the search field. This website features the same troubleshooting tools that our representatives use to answer your questions.

#### ***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

### Smiles Guaranteed!

If you are not completely satisfied with this product, Riverdeep – The Learning Company will gladly refund your purchase price. Return the complete package to us at The Learning Company, Dock Door #9, 120 Hidden Lake Circle, Duncan, SC 29334 within 90 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. Allow 4–6 weeks for refund. Limit 1 per household. Dealers, wholesalers, and their immediate families are not eligible.





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## STRAWBERRY SHORTCAKE AMAZING COOKIE PARTY

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All the kids who helped us test  
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