

SCHOLASTIC PRESENTS

ANIMORPHS

Know the Secret



 SCHOLASTIC



THE STORY



It's summer, and school is out until the fall semester. All seems quiet... too quiet... as there has not been too much Yeeerk activity as of late. This fact alone caused the Animorphs to be suspicious. Marco hopes that the Yeeerks have decided to take a break from this "invasion of earth" thing so that he can have a real summer vacation, but the others know better. The Yeeerks are gearing up for something, and it's time to investigate what they're planning... the Animorphs need your help!

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THE CHARACTERS

The Heroes:



Jake: Jake is the strong and serious type. He always tries to do what is right, which makes him the natural leader of the Animorphs. The others look to him for decisions about the Animorphs' missions. He used to look up to his older brother, Tom, until he learned he was a Controller. Jake's base morph is a Siberian Tiger.



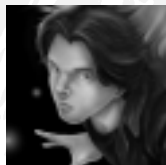
Rachel: Rachel is Jake's cousin. She looks like a fashion model but she's strong-willed and can take charge when necessary. She is brave and adventurous, and is always ready for the next Animorphs mission. Her parents are divorced. She lives with her mother and two younger sisters. Rachel's base morphs are a Grizzly Bear and Gorilla.



Cassie: Cassie is the group's animal expert, since both of her parents are veterinarians. She loves animals and cares about environmental issues. Her compassionate nature makes her the group's peacemaker. Cassie's base morph is a White Wolf.



Marco: Marco is Jake's best friend. He's very smart, but his sarcastic tongue sometimes gets him into trouble. He was very reluctant to fight the Yeerks, until he discovered that his mom was a very important Controller. But that is a different story... Marco's base morph is a Polar Bear.



Tobias: Tobias has always been a loner. Abandoned by his parents, he was shuffled between an aunt and uncle, neither of whom cared very much for him. At school, he was the kind of kid who would always get picked on. At first he was very eager to morph, but during a dangerous mission, Tobias went beyond the two hour time limit and became trapped in a Hawk morph.

THE CHARACTERS

The Enemies:



Hork-Bajir were once a gentle and kind alien race but now they are Yeerk slaves. A horrifying sight, they stand seven feet tall, with snake-like heads, powerful arms, and legs like a dinosaur. From their heads, elbows, forearms, and knees grow sharp-horned blades.



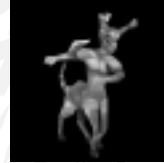
Taxxons are the huge, ruthless, cannibalistic, alien centipedes under Yeerk control. They stomp along on 16 pairs of sharp lower legs and their upper body stands erect with more, smaller limbs ending in lobster-like claws.



Probes are mindless alien guards that try to protect the Yeerk strongholds. Fortunately, they are easy to avoid.



Chapman is the school Assistant Principal. He is one of the Yeerks' most trusted human Controllers.



Visser Three is a powerful Yeerk General. He is the only Yeerk to infest an Andalite body and have the power to morph. On the outside he looks like a normal Andalite, but underneath lives a twisted, hateful creature.

Others??? Who knows what else awaits...

MAIN MENU

Adventure Mode:

When you click on this button, you can begin a new game, resume the story from your last save point, or load an automatically saved game from the set save points. When loading a game from a saved point, highlight the saved game and press the LOAD button.

Practice Mode:

As you play through the game, action levels, combat sequences, and puzzle play-fields will unlock. Once a level has unlocked, you can play through it again without having to restore a saved game. When you complete the game, new challenging action levels that were not in the game will appear. To load a Practice Mode level, highlight the level you wish to play and press the LOAD button.

Change Player:

From the main menu, you can add your name so the computer remembers who is playing the game. To set your name, click on the CHANGE PLAYER button and enter in your new name using the computer keyboard. Once you have entered in the correct name, press the ENTER key.



Credits:

Clicking on the CREDITS button will allow you to view the names of all the people that worked on the Animorphs PC game.

Quit:

Selecting Quit brings up the option to exit the game to the desktop. Confirm "Yes" to exit the game to the desktop or "No" to return to the game.

Options:

Selecting this button gives you access to the following game options...



Animorphs Options:

The difficulty level of the game is chosen here; easy, medium, or hard. Click on the button next to the level of difficulty you wish to play. You can also invert both flight and swim movement systems if you would like to control the flying and swimming levels like a flight simulator.

Graphics:

To enable or disable graphical options, select the GRAPHICS button. You will be able to adjust the shadow levels, water reflections, dynamic lighting, scene detail, texture detail, and fog features.

Options:

NOTE: some graphics cards may not support some of these features. When you launch the game, the optimal configuration will be determined and automatically set for you. If you select a setting and do not see any direct changes, it may mean that your video card does not support this feature. Some graphical effects and settings will only work for 3D accelerated graphic cards.

Audio:

To adjust relative audio levels for music, sound effects, and speech, select the AUDIO button. Click and drag the audio level control next to the option you wish to adjust. You can also turn off certain audio channels by checking the MUTE option.

Input:

The Animorphs game will allow you to remap keyboard controls or configure new action button settings for your gamepad. From the Options menu, select the INPUT option, and click on either the keyboard or gamepad selection. When you select the keyboard option, you can reconfigure the movement and action key mappings. If you select the gamepad, you will only be able to remap the action key settings. When plugging in a new device, you may need to click on the RESET button. See the Controls section on page 10 for a more detailed explanations of the controls as well as their default settings.

PAUSE MENU

During the game, you can bring up the Pause Menu by pressing the ESC key. The following section outlines the options found in the Pause Menu.

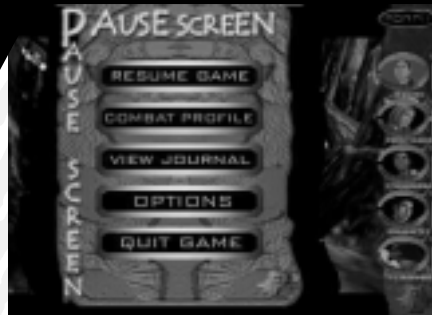
Resume Game: Click on this button to return to your game in progress. You can also press the ESC key to return to your game.

Combat Profile: View the Combat Profiles to see which combat animals each Animorph has and show all combos available for the animals. Click on the Animorph's picture to see the animals they have acquired and the number of combos that Animorph has learned, or click on the specific animal to see the specific keys required for that animal's available combos.

View Journal: As you play through the game, the Animorphs will keep a journal of all events and actions that are completed. The Journal will record special clues and information you may find useful for playing the game.

Options: Allows you to adjust your sound, graphics, and gameplay preferences. See the OPTIONS section under the Main Menu subheading for more details.

Quit Game: The Quit Game feature will exit your current game and return you to the Main Menu. Make sure you reach a save point before quitting or you will not be able to start where you left off.



ADVENTURE SEQUENCE GAMEPLAY

In order to discover what evil plans the Yeerks have devised, you will play detective and explore the world around you. By controlling Jake, Marco, Rachel, or Cassie, you can search specific areas for clues and items that will help you solve the mystery and prevent the Yeerks from taking over the human race. Below are some basic instructions that will help you control the party and learn how to explore:

Controls:

Direction Keys: Allows your character to move forward, backward, and turn left and right. Default keys: Up arrow, down arrow, left arrow, right arrow.

Run: By pressing and holding down the Run key, the Animorphs can move faster. Default key: L Shift.

Character Toggle: Used to select a different Animorph character for game control. Default key: Tab.

Hint: If you are stuck while trying to explore and don't know what to do next, press the Hint key. Tobias or one of the other characters may provide you information about what to do next. Default key: H.

Action I: Used for picking up items, activating morph selection, opening doors, and operating items or puzzles. Default key: L Control.

Action II: This key is needed to bring up the Inventory menu so you can see and use items that you have picked up. See Using Inventory Items below for more details about inventory item usage. Default key: L Alt.

Action III: This key is used in battle sequences to use Energy Bars. Pressing this key also skips over dialog segments. Default key: Space.

Pause Menu: Press ESC to bring up the Pause Screen menu. To return to the game from the Pause Screen, click on the RESUME GAME button.

Inventory Items:

As you explore the world, you will find items that you will need to complete the game. Some items will allow you to unlock doors, show passwords, fix broken items, or retrieve objects that are out of your reach. Below is an overview showing how to pick up and use inventory items that you find:

Picking up Inventory Items: To pick up an inventory item, walk close to the object and press Action I. The item will disappear from the screen, and be placed in your inventory for later use.



Viewing your Inventory: If you would like to view your inventory, press Action II while you are in an adventure sequence. A menu will pop up showing every item that you have picked up and not used. If you see an item that you don't recognize, a general description may be able to help you identify it. To see the description, move the highlight cursor over the inventory item by using the direction keys on the keyboard or gamepad. Once the item is selected, wait a few seconds...a description of the highlighted item will appear.

Using Inventory Items: If you need to use an inventory item, bring up the inventory menu by pressing Action II. When the inventory menu appears, highlight the item you wish to use by using the direction keys on the keyboard or gamepad. When the item you wish to use is highlighted, press Action I to use it. Once an item has been used, it will disappear from your inventory.

Examining Inventory Items: Certain inventory items (such as the Power Generator Cards or Codes) allow you to examine them in more detail. To see the detailed view, bring up the inventory menu by pressing Action II. Once the inventory items appear on the screen, highlight the Card or Code item. Once it is highlighted, press Action I. A close-up view will now appear.



Energy Bars: Energy Bars are special items that you will find when playing the game. Energy Bars are used to heal your combat animal characters when in battle. To learn how to use Energy Bars, see the Combat Sequences section on pages 25-29. Collect as many of these items as you can, as you will need them for the more difficult battles. A counter below the Energy Bar inventory icon will tell you how many bars you have collected.

Viewing the Journal:

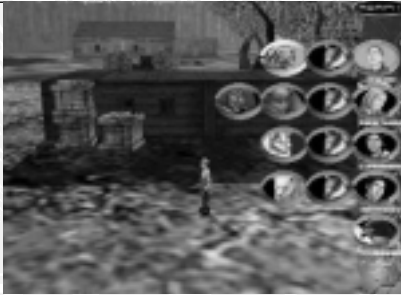
As you play through the game, the Animorphs will keep a journal of all events and actions that are completed. The Journal will record special clues and information you may find useful for playing the game. You can view the Journal by pressing the ESC key and clicking on the VIEW JOURNAL button in the Pause Menu.

When the Journal is up, highlight the Chapter and Act to view specific details about a section in the game. The text will appear in the right side of the screen. You can use the left scroll bar to scroll to entries that are not visible. The scroll bar on the right will allow you to scroll through the text.



Selecting Morph Characters:

During the course of the game, you will find areas where you can morph into animals. The Morph indicator in the top right corner of the screen will blink when you have found a safe place to morph. When the indicator is blinking, press Action I on the keyboard or gamepad. Icons for all available Action or Combat animals will slide out and appear.



When selecting an animal for an action sequence (which only requires one animal selection), use the direction keys on the keyboard or gamepad to highlight the animal you wish to use. The animal you select will have a red background highlight. Once it is highlighted, press the Action I key to accept.

When selecting multiple animals for combat, you will need to select an animal for each character. Use the Up and Down keys to move between characters. Once the cursor appears in the row of a character, use the Left and Right direction keys to highlight a specific animal. The animal you select will have a red background highlight. Select the animals you wish to use for each character. Press Action I to accept when all combat animals have been selected.

Puzzles:

In order to complete the game, you will play through several puzzles. Below is an overview of the types of puzzles you will see:



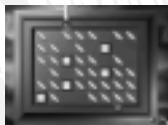
Keypad: When you find an access code, use the direction keys or mouse to enter the 4 digit number on the display. Once the combination is displayed, press the E button. If you entered a valid code, information will be revealed or entrances will be unlocked. If you make a mistake and enter an incorrect number, press the C button to clear the display. To exit out of the keypad, press the ESC key.



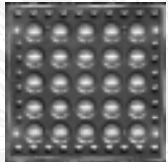
Power Generators: To activate power generators, select in the appropriate color combination on each of the four panels. Once the colors have been selected, click on the green "play" button (the Right Arrow icon). To exit out of the puzzle, press the "eject" button (the Red Arrow and Line icon) or press the ESC key.



Water Puzzle: The objective is to connect the pipes from the water valve on the left side of the screen, to the opening flow regulator on the bottom right side of the screen. To change a pipe's orientation, click on the pipe piece. Once you have the flow correctly configured, click on the Water Valve. If you solved the puzzle correctly, the water will flow and the puzzle will be solved. To exit out of the puzzle, press the ESC key.



Laser Puzzle: Use the mirrors to orient the light beam from the top section to the bottom reflector. To change the orientation of each mirror, click on it. Continue clicking until the mirror is set to the proper direction. When you have oriented all mirrors correctly, click on the Laser Pointer icon. If the light beam reaches the bottom sensor, you correctly solved the puzzle. If nothing happens, try changing the position of the mirrors. To exit out of the puzzle, press the ESC key.



Light Puzzle: The objective of this puzzle is to disable all the lights on the grid. To change the status of the lights, click on any light bulb (lit or unlit). To exit out of the puzzle, press the ESC key. NOTE – this puzzle difficulty is based on your playing preferences. A more challenging puzzle will come up if your game level preference is set to difficult. If nothing happens, try changing the position of the mirrors. At the end of this documentation, a solution for the difficult puzzle is presented.

ACTION SEQUENCE GAMEPLAY

In order to reach different locations within the game, you will play through action sequences. To complete most of these levels, you will need to use the morph animal's special abilities effectively. Here is a list of the action sequences found in the game:

Forest Path/Flight Action Sequences:

The Tiger and the Wolf are used to navigate through the forest paths since both are extremely agile and fast. For forest flight sections, the Owl is your best choice. Your objective is to reach the end of the path before time runs out. Make sure you avoid falling trees, rolling boulders, animal pits, and other obstacles—if you get hit by falling objects or fall into a pit, you may need to restart from the last checkpoint.



Forest Path/Flight Action Sequences:

Controls:

Direction keys: Allows your character to move forward, backward, left, and right (Tiger and Wolf) or fly up, down, left, and right (Owl). You can invert the up and down flight movement if you wish (see the Animorphs Options in the Main Menu section above).

Action I: Single-press allows you to Jump.

Action I: Double-press allows you to Super Jump.

Action II: Press and hold allows you to speed burst until the speed burst timer runs out.

Hints:

Be sure to use your speed burst wisely. If the speed burst energy runs out, wait for the speed burst meter to recharge. If you allow the meter to regain full power, your speed burst will be more effective.

School Rooftop Action Sequences:

Use the Gorilla to navigate through the school rooftops. The school roof is the only way you can reach Vice Principal Chapman's office. Avoid the guarding probes and make sure you stay on the roof. It can be a long drop down...



Controls:

Direction keys: Allows your character to move forward, backward, left, and right.

Action I: Single-press allows you to Jump.

Action I: Double-press allows you to Super Jump.

Action II: Single-press to smash objects (oil barrels and probes).

Hints:

Smash through oil barrels and probes to clear your path and make navigation much easier. Use Super-Jumps to clear long roof gaps or jump high distances.

Vent Passage Sequences:

The Cockroach and the Squirrel are the only animals that can fit into the vent sections. Watch out for electrical fields and pilot lights. If you run into them, you may take damage or need to restart the level. On occasion, you may run into an area that is blocked with electrical fields. If you find an area like this, search for pressure plates. When you stand on a pressure plate, electrical fields may turn off allowing you to pass. Be careful... some force fields may only go down for a limited time.



Controls:

Direction keys: Allows your character to move forward, backward, left, and right.

Action I: Single-press allows you to Jump.

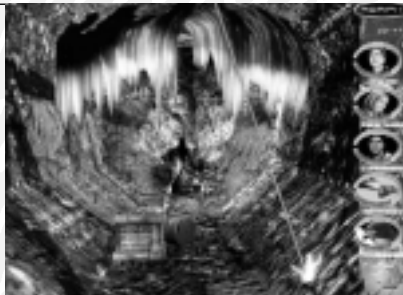
Action II: Press and hold allows you to Glide or Fly.

Hints:

Flying or Gliding at the right point may help you get through some tricky sections of the vent. Be sure you look for and activate pressure plates. Some plates may turn off after a while, so you may need to stand on them again.

Cavern Path/Flight Action Sequences:

Like the Forest Path Action Sequence, your objective is to reach the end of the level before the timer runs out. In these sequences, you will need to avoid moving lasers, roaming motion sensors, falling stalactites, rolling boulders, and other obstacles. The Tiger and Wolf can speed burst, the Rhino can crash through obstacles, and the Bat can fly through the level.



Controls:

Direction keys: Allows your character to move forward, backward, left, and right (Tiger, Wolf, Gorilla, and Rhino) or fly up, down, left, and right (Bat). You can invert the up and down flight movement if you wish (see the Animorphs Options in the Main Menu section above).

Action I: Jump (Rhino, Tiger, Gorilla, and Wolf).

Action I: Double-press allows you to Super Jump (Tiger, Wolf, and Gorilla).

Action II: Speed Burst (Tiger, Wolf, Rhino, and Bat).

Action II: Smash through objects and barriers (Rhino and Gorilla).

Hints:

(Tiger, Wolf, Rhino, and Bat) Be sure to use your speed burst wisely. If the speed burst energy runs out, wait for the speed burst meter to recharge. If you allow the meter to regain full power, your speed burst will be more effective. You will need to use the speed burst in order to complete the level within the time period allotted for this level.

(Rhino) Crash through anything and everything! Since the Rhino is a large animal, it cannot jump over objects like the Tiger, Wolf, and Gorilla can.

Mine Cart Action Sequences:

In this sequence, the Animorphs jump into a mine cart and take a roller-coaster type ride through the mines. Navigate through the mines by speeding through, ducking under, or leaning away from all debris that may clog the tracks. At Y intersections, lean the cart toward the correct direction or you may find your cart running into a dead end.



Controls:

Direction keys: Allows the mine cart to speed up (press the "Up" key) or slow down ("Down" key), and lean left or right by using the Left or Right direction keys.

Action I: Press and hold to duck.

Hints:

Make sure you speed up or slow down on the track to avoid falling debris. Use the duck key to avoid fallen beams. Look for blinking barriers...they may give you clues about which way not to go.

Water Pipe Action Sequences:

Use the Goldfish to swim through the water system and infiltrate the Mining Company. Watch out for water pumps and floating debris, as they may create a short trip for you. Use your speed burst to avoid rough currents and obstacles.



Controls:

Direction keys: Allows your character to swim up, down, left, and right. You can invert the up and down swim movement if you wish (see the Animorphs Options in the Main Menu section above).

Action II: Press and hold allows you to speed burst until the speed burst timer runs out.

Hints:

Use the speed burst and swim toward the top section of the pipe to avoid the vacuum pumps in the water pipes. You may need to use the speed burst to finish the level within the established time limit.

COMBAT SEQUENCES



Basics:

In combat, you use a combination of hits, exchanges, and blows in order to attack an enemy. A circular disc will appear under your character when he or she is ready to attack. Once the disc appears, you only have a few seconds in which you can enter in a combo or basic attack.

Combos:

Below is a list of all the Combo and Basic commands you can use in the game:

Basic 1	Action-I Action-I Action-I
Basic 2	Action-II Action-II Action-II
Basic 3	Right Right Right
Combo 1	Up Up Up
Combo 2	Down Up Down
Combo 3	Action-I Action-II Action-I Action-II
Combo 4	Action-II Action-I Action-II Action-I
Combo 5	Discovered later in the game
Combo 6	Discovered later in the game
Combo 7	Discovered later in the game
Combo 8	Discovered later in the game
Healing	Action III (Assuming you have an Energy Bar)

There are some differences between Combo and Basic attacks. Combo attacks allow you to cause heavy damage to an enemy, but have longer refresh times between attacks. Basic exchanges do not convey heavy damage, but have quicker refresh rates. Knowing when to use a Basic attack or a Combo attack can be a powerful strategy in fighting successfully.

Once you have entered a successful Combo, its name will appear in the top section of the screen. You will now see selectors light up in front of the enemy. The selector that is pulsating shows the enemy that you are currently targeting. If you wish to select a different enemy, use the direction keys or the CHARACTER TOGGLE key to select a new enemy. Press Action I once the correct enemy is targeted.

If you have an Energy Bar in your inventory, you may choose to heal a character rather than attack. When the selection disc appears under your character, press ACTION III (or health button). Arrow selectors will now appear by the Animorph party. Highlight the character you wish to heal (by using the direction keys, CHARACTER TOGGLE key, or direction pad), and press ACTION I to verify your selection. Using an Energy Bar forfeits that player's chance to attack.

NOTE: To see what commands are mapped to which keys, select the INPUT button from the OPTIONS menu, and click on the Keyboard or the Gamepad options.

Discovering New Combos

When exploring in Adventure Mode, you may find a special inventory item that will allow the character you are currently controlling to acquire a new, more powerful combo. Once you have picked up a new combo, go to the Combat Profile screen and examine the combat animal combo screens. The new combo moves will appear only for the Animorph character you were controlling when you picked up the item. The Combat Profile is accessible from the Pause Menu. Use the ESC key to bring up the Pause Menu during gameplay.

Obtaining New Combat Morphs

Hidden within the game world are DNA vials that will allow you to acquire new combat morphs. Use the CHARACTER TOGGLE key on the keyboard or gamepad to select the character you wish to acquire the DNA. Once you have selected the correct member, pick up the DNA vial by pressing Action I. You should now have the new animal available for combat. You can view the Combat Profile menu screen to see the animals associated with each character. The Combat Profile is accessible from the Pause Menu. Use the ESC key to bring up the Pause Menu during gameplay.

NOTE: If you attempt to pick up a DNA vial and it does not disappear, that particular character may already have that combat morph. Try selecting a different character by using the CHARACTER TOGGLE key, and picking it up again.

Strategies:

- During some combats, you may have more than one enemy wave. If you defeat all enemies on the screen, and new enemies appear in their place, that means a new enemy wave is attacking. Make sure you prepare for long battles.
- Be sure to keep an eye on your characters' health and refresh bars. These bars appear near the character portraits on the right hand side of the screen.
- Certain Combos will work better against certain enemies. As you play, look for the X2 and Mega Hit indicators to appear. These indicators are clues that show you which combos are effective against a specific enemy.
- Pick up all the Energy Bars you can find. You may need them to heal your characters when fighting the more powerful enemies.

Difficult Light Puzzle Solution:

When the grid is completely lit, click on the following light bulbs in any order.

	X	X		X
	X	X	X	
		X	X	X
X	X		X	X
X	X			

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