

Introduction

Thank you for purchasing OPENING WEEKEND: VARMINT SEASON. This manual explains the game interface, and provides information on hunting the various types of animals that populate the environments.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Game Play

Playing OPENING WEEKEND: VARMINT SEASON is straightforward—pick a weapon, pick a hunting region, and go hunting. The following sections cover the interface and game options in detail. There are three main screens in VARMINT SEASON: the Main Menu, the Score Menu, and the Game Window.

Main Menu

The Main Menu is where you enter the game, selecting your weapon of choice and region to hunt in. Click the mouse on a menu item while it is highlighted to select that item.

If you want to get started hunting immediately, jump to the *Your First Hunt* section starting on page 8.

Hunt

Starts a hunt with the selected region and weapon. If no region or weapon has been selected, you hunt in the default Oregon environment, with the default weapon, a .22 Rifle. For a detailed explanation of game controls and interface, see the *Game Window* section starting on page 6. For a quick introduction to the art of varmint hunting, see page 8.

Choose Weapon

Brings up the Select Weapon screen, where you can choose between five weapons. Click on a weapon to select it and a representation will appear next to the weapons list. Specifications and descriptions for each of these weapons can be found starting on page 10. When you are satisfied with your weapon selection, click on Back to return to the Main Menu.

Choose Region

Brings up the Select Region screen, where you can choose to hunt in one of three distinct regions. Each environment provides a diverse landscape, so you can pick the region that suits your taste for hunting at that particular time. Each region approximates one or two square miles of land in a unique hunting area.



Oregon

A partially cloudy morning in the wilds of Oregon. Evergreens hedge and dot lush meadows, while stone-capped rises provide excellent vantage points from which to view the region.

Idaho

A late afternoon hunt in the arid ridges and valleys of Idaho. Visibility is limited in this rocky terrain, and coyotes or other varmints can be hiding around every corner.



Pennsylvania

An overcast day in a tree-lined valley in the midst of the Appalachian Mountains. The primarily flat ground allows you to spot varmints from great distances, but careful planning will be needed to approach them without being seen yourself.

Score

Brings you to the Score Menu, where you can review and compare the accuracy and kills of all players. For more details, see below.

Quit

Exits the game and returns you to your Windows desktop.

Score Menu

The Score Menu keeps track of kills and accuracy for up to four Hunters.

When you start a Hunt, any kills are added to the currently selected Hunter's score. If no Hunter has been selected, when you start a Hunt, you are prompted to enter a name and that name is added to the list.

To add a new hunter to the list, click on an Empty slot, type your name in the box on the right and press **Enter**. To delete a Hunter from the list, select a name, then click on the *red* Delete symbol on the right side of the screen.



Game Window

The Game Window shows you the world through the hunter's eyes. As you look and move around the region, the window view moves accordingly. The controls in **OPENING WEEKEND: VARMINT SEASON** are very simple. The following sections cover the various actions and the keys to control those actions. As well, in the frame surrounding the view, many of the most common key commands are described and labeled. A comprehensive listing of game controls can be found in the *Game Controls Summary* on page 16.

To exit the Game Window and return to the Main Menu, press **Esc** at any time.

Looking Around

You can use either the mouse or the keyboard to look around. The **PageUp** and **PageDown** keys (**9** and **3** on the numeric keypad) allow you to look up or down. The **left** and **right arrow** keys (**4** and **6** on the numeric keypad) turn you left and right. If you use the mouse, moving it away from you shifts the view up, and toward shifts the view down, while moving the mouse to either side turns you in that direction.

An aiming reticle (small red crosshairs) appears in the center of the screen. Adjust your aim by using these same controls.

Binoculars give you the ability to see further than is possible with the naked eye. Using the binoculars, you can spot animals from great distances. You can raise the binoculars to your eyes by pressing **F5**. Use the **+** and **-** keys on the keyboard to zoom in and out. Lower the binoculars by pressing **F5** again.

Movement

The **arrow** keys (**8**, **2**, **4** and **6** on the numeric keypad) allow you to move forward and backward and turn left and right. To move in the direction you are facing, press and hold the **up** arrow key. To move opposite the direction you are facing, press the **down** arrow key.



To review the scores for a Hunter, click on a name in the Select Hunter box, and click on Show Score. This brings up a screen giving that hunter's Marksmanship, determined by the ratio of shots fired to varmints hit. The Total Kills are also given. By clicking on the right and left arrow buttons below the Trophies box, you can scroll through the different types of animals that hunter has killed. The number of each is shown below the varmint's representation.

To clear that Hunter's score, click on the Reset Score button at the bottom of the screen.

When you are done reviewing that Hunter's score, click on Back to return to the Main Menu.

Since you move relative to the direction you are facing, you can change direction by shifting where you are looking.

Occasionally you will need to move quickly, like when avoiding a charging mountain lion! When you need to move quickly, press and hold down the **Shift** key while moving. You can also jump, to see over rises and other obstacles, by pressing **Home** (7 on the numeric keypad).

Animals tend to have excellent hearing, and are alert to sudden movements. You can sneak around, moving slower and more quietly, by pressing and holding the **Space Bar** while moving. You can also lower your profile and improve your chances of sneaking up on a varmint by pressing the **End** key (1 on the numeric keypad), which lowers you into a crouch. Hold down this key to remain crouched.

Using a Weapon

When you first enter the hunting region, your weapon is raised. You can lower the weapon at any time by pressing **F4** or the **right** mouse button. You can raise the weapon again by pressing **F4** again. Although you can keep your weapon raised at all times, it's never a good idea to move around with a weapon in the ready position.

To fire a raised weapon, press the **Ctrl** key or press the **left** mouse button. The weapon fires once for each time you press the key. In the upper left corner of the Game Window is the ammo counter. This shows how much ammunition is left in your weapon and decreases with each shot. When you run out of ammunition, the round is over and your score is shown. Press **S** to view your overall score, or hit **Esc** to return to the Main Menu and select your weapon and region for a new round.

The best way to control the virtual hunter is by using a combination of keyboard and mouse. Place your hand on the mouse and your other hand on the arrows on the keyboard. Use the up and down arrows to move forward and backward while using the mouse to turn and look up and down. It takes some practice to get used to this coordinated movement, but it allows you to move and aim very quickly.

Each weapon has a different range and ammunition, see the *Weapons* section beginning on page 10 for detailed information.

If you are equipped with a long-range weapon, you may want to use a scope to improve your aim. Varmints can be hard to see at greater distances. To use the scope, first raise the weapon and then press **F1**. Use the + and - keys to zoom the scope appropriately. To remove the scope, press **F1** again. (Note that you cannot lower your weapon while looking through the scope—you must first remove the scope using **F1**.)

It generally takes just one shot to drop a varmint. Take your time and choose your shots wisely to raise your accuracy and improve your score. Don't be hesitant to use the scope if you are taking aim at a distant target.

Your First Hunt

This section is provided to give you a quick start in hunting with OPENING WEEKEND: VARMINT SEASON. For details on options and techniques presented in this section, see the appropriate section of the manual.

Starting the Game and Entering a Hunt

1. Start OPENING WEEKEND: VARMINT SEASON by clicking the appropriate icon in the 3D Hunting program group of the Windows **Start** menu.
2. From the Main Menu, select the weapon you want to use, and the region you want to hunt in.
3. Click on Hunt to enter the selected region.

Looking for Signs of Varmints

1. Once you are in the environment, slowly turn in a circle, looking for animals in the immediate vicinity. If you spot one, jump ahead to the *Getting a Shot* section.

2. Use the arrow keys to move around, heading for high ground (the top of a hill) or open ground where you will have an unobstructed view of a large area. Continue looking for varmints using **PageUp** / **PageDown** or the mouse to look up and down.
3. Continue moving until you see an animal, glancing around as you move to prevent a varmint from sneaking up behind you.

Getting a Shot

You will have better luck keeping targets in range if you move at normal speed or even sneak (Space Bar) so that the animals can't hear you approach. Avoiding open areas where you can be easily spotted by your prey is also recommended.

1. Once you spot a varmint you must get close enough for your current weapon to hit it. See the **Weapons** section starting on page 10 for actual ranges.
2. Observe the foliage around the animal and determine the best place to take a shot, whether it is from a nearby ridge, a tree, or simply a few yards closer.
3. Approach the varmint in spurts, occasionally stopping to watch its reaction.
4. When the animal is within range, jump to the *Taking the Shot* section.
5. If you see a varmint, but they run away before you can take a shot, drop a marker (**F2**) in the area for later reference. Animals tend to congregate in certain areas.

Taking the Shot

1. When the animal is within range, raise your weapon (**F4** or **Right-click**) and optionally use the scope (**F1**).
2. Position the sights or cross hairs on the varmint's center of mass, generally in the chest region. Use the mouse when aiming to be more precise.
3. Fire (**Ctrl** or **Left-click**) when you have a clean shot, but be ready to quickly adjust your aim and shoot again if you miss the first time.

After a Kill

The other animals in the environment remain active even after you have killed one. Remain alert and don't let a varmint sneak up behind you while you are admiring your kill! After killing an animal, continue hunting the other varmints in the region until you run out of ammo. When your ammunition is used up, the round is over and your score for the round is displayed. Press **S** to view your overall score, or hit **Esc** to return to the Main Menu and select your weapon and region for a new round.

Becoming an Expert Hunter

The keys to becoming an expert hunter are simple: know your weapon, know your prey, develop patience and practice your aim.

Weapons

There are five weapons to choose from in VARMINT SEASON. The weapon you choose determines how close you have to be for a kill, and hence, how skilled you need to be as a hunter and tracker. Below are given details on the weapons, so you can judge their relative effectiveness.

.22 Rifle

Damage: High
Range: Long



The standard beginning gun for hunting small animals, this rifle has a good range and is light and easy to fire. With practice this weapon should be capable of killing even larger varmints with ease.

.25 Rifle

Damage: High **Range:** Long

The shells for this rifle are packed with additional powder, causing the bullet to travel faster and in a straighter line, regardless of wind or range.



.415 Shotgun

Damage: High **Range:** Long



A lightweight, low recoil gun, with a smooth bore that fires small pellets. Because the shot spreads some, you don't have to be as accurate, but there are not enough pellets to shred small targets.

WristRocket

Damage: Medium **Range:** Medium



Modern slingshots are manufactured from the latest space age materials, and pack a powerful punch for a surprising distance. A molded grip and forearm brace make it easy to hold a steady aim, greatly increasing accuracy. Use caution however, when hunting larger prey, who may be able to shake off the effects.

Blowgun

Damage: Medium **Range:** Medium

Lightweight and deadly accurate, this aluminum blowgun has a limited range. The broadheaded darts are capable of a one-shot kill with most *small* animals, but you will have to use stealth to get within range to use them.



Varmint Descriptions

At the start of each hunt, the chosen region is populated with varmints. The animals all behave realistically, stopping to eat, drink, or simply roam around the landscape.

Badgers



Badgers are large burrowing relatives of the weasel family. They are slow-moving, and can weigh upwards of twenty-five pounds, subsisting on an omnivorous diet. Badgers aren't dangerous to people or livestock, however their extensive burrowing can cause problems for farmers.

Coyotes

Coyotes are small, swift members of the wolf family, and are commonly found in deserts, prairies and hill country. They can be found hunting alone, in pairs or in a pack, but are not usually dangerous to humans. However, they are an ongoing problem for ranchers, who lose livestock, often the more vulnerable calves, every year to rogue coyotes.



Mountain Lions



Mountain Lions are one name for the American version of the Puma family of large cats. These solitary hunters have become rare in recent years, but they still pose a threat, capable of bringing down a large deer or cow by themselves. Unfortunately, some mountain lions have been known to prey on humans.

Opossums

Opossums are nocturnal marsupials, and rarely emerge in bright sunlight. They eat small animals, eggs, insects and fruit and can therefore be annoying or dangerous to farmers and pet owners. However, opossums are most well known for their tendency to collapse and pretend to be dead when they are frightened.



Rabbits

Wild rabbits grow to a foot and a half in length and their long ears grant them acute hearing, while their muscular hind legs and feet are well-adapted for running and jumping. They feed on plants, preferring tender new growth, and are more likely to be found where this sort of food is plentiful. Rabbits are known to reproduce at a rapid rate, and only the efforts of hunters and natural predators keeps them from devastating the vegetation in many areas.



Raccoons

Raccoons are mammals native to the Americas with pointed faces, hand-like forepaws and a heavily furred body. Highly omnivorous, they have adapted to almost every environment, and don't hesitate to prey on small animals as well as garbage. They are also a common carrier of rabies.



Rats

Larger varieties of rats can grow up to a foot in length, not including the tail, and weigh more than a pound. They can be found everywhere in the world, but are more common near farms and cities than in the wilderness. Rats spread human diseases and destroy food supplies.



Squirrels

Squirrels, as their nickname 'tree rats' would suggest, are a member of the rodent family. They are fast moving, both on the ground and in the trees, and can often be found scurrying from tree to tree. Like their relatives, squirrels sometimes carry infectious diseases such as rabies and bubonic plague.



Finding Varmints

The best way to find targets is to know their habitats. For example, squirrels are more likely to be found near trees, while coyotes prefer bare ridges. Decide what kind of varmints you're looking for, and find a good hiding spot near that animal's preferred territory. Keep in mind that every kind of animal is not found in every environment.

While wandering around the region, you can mark important areas by pressing **F2**. A pole with a yellow flag will appear in the environment at your current location. Use these markers to designate areas where you have seen varmints. Then, if you hide and wait nearby, you can use the markers to judge whether you have a clear line of fire, and whether you are inside your weapon's range.

Avoiding Detection

One of the keys to successful hunting is patience. It is much easier to bulls-eye a varmint from twenty feet than twenty yards. If you are using a weapon with a severely limited range, the art of moving stealthily is vital.

Varmints can notice slight movements and generally perceive sudden movement as a distinct threat. Your best bet is to observe animals from a distance with the binoculars. Staying on high ground will help you spot distant varmints and identify the best path to approach them. When moving in for the kill, try to use natural terrain to block the animal's sight until you get close enough for the kill. You can stay in a crouch (hold down the **End** key while moving forward or backward) to make yourself less visible, but it is difficult to aim while in this position.

Animals have finely honed senses. Be aware that varmints can detect your presence from well outside of your weapon's range if you fail to take precautions.

Sudden and sharp noises will alert nearby animals to your presence. Unfortunately, the environment in **OPENING WEEKEND: VARMINT SEASON** tends to compel you to move around, warning nearby animals. Move slowly, or even sneak (hold down the **Space Bar** while moving) when you know there are varmints in the area.

If a varmint realizes you are there, be prepared for it to ignore you, run away, or even charge you. Rabid animals have been known to kill careless hunters. If a varmint charges you, and you aren't sure of a shot, you can try running away (hold down the **Shift** key while moving). Keep in mind that there are several animals in each area—stay alert to avoid having one varmint take you by surprise while you are stalking another.

Improving Your Accuracy

The only way to improve at anything is to practice. If you really want to work on your aim, hunt consecutively smaller and faster animals, first with, then without a scope. When you can bulls-eye squirrels, the smallest and most agile of the varmints, at the limit of your weapon's range, without a scope, you'll know you've become an expert marksman.

Tips From Expert Hunters

- It generally takes just one shot to drop a varmint. Take your time and choose your shots wisely to raise your accuracy and improve your score. Don't be hesitant to use the scope if you are taking aim at a distant target.
- Try 'leading' your target. If a varmint is running across your field of view, take note of how fast it is moving, and aim slightly in front of the animal.
- You will have better luck keeping targets in range if you move at normal speed or even sneak (**Space Bar**) so that the animals can't hear you approach. Avoiding open areas where you can be easily spotted by your prey is also recommended.
- When varmints are eating, they stand still, use this to your advantage.
- Animals have finely honed senses. Be aware that varmints can detect your presence from well outside of your weapon's range if you fail to take precautions.
- Don't take 'practice' shots. The loud report of gunfire will scare away the animals.

VARMINT SEASON Game Controls Summary

Key Command

Up Arrow *or* NumPad 8
 Down Arrow *or* NumPad 2
 Left Arrow *or* NumPad 4
 Right Arrow *or* NumPad 6
 < / >
 Home *or* NumPad 7
 End *or* NumPad 1
 Shift + Direction
 Space Bar + Direction
 R
 F4
 Ctrl
 F1

 F5
 + / -
 Page Up *or* NumPad 9
 Page Down *or* NumPad 3
 F2
 F6
 F7
 Esc

Action(s)

Move Forward
 Move Backward
 Turn Left
 Turn Right
 Sidestep Left / Right
 Jump
 Crouch (*hold to stay crouched*)
 Run
 Sneak
 Power Running Mode
 Raise / Lower Weapon
 Fire weapon (*weapon must be raised*)
 Raise / Lower Scope (*weapon must be raised*)
 Raise / Lower Binoculars
 Zoom Binoculars and Scope
 Look Up
 Look Down
 Place Marker
 Take Picture of Current Screen
 Change Display Resolution
 Quit Hunt and Return to Main Menu

Mouse Command

Move Left
 Move Right
 Move Away From You
 Move Toward You
 Left Button
 Right Button

Action(s)

Moves View / Aim Left
 Moves View / Aim Right
 Moves View / Aim Up
 Moves View / Aim Down
 Fires Weapon (*weapon must be raised*)
 Raise / Lower Weapon

Troubleshooting

This section provides information that should help you solve some common technical problems.

System Requirements

Please be sure your system meets the following requirements:

- Pentium 233 MHz IBM PC or compatible (266MHz recommended)
- 32 MB of RAM (64 MB Recommended)
- Windows® 95 or 98 - NOTE: This game cannot be played on Windows® NT systems. Multitasking is not recommended when playing OPENING WEEKEND: VARMINT SEASON.
- An Uncompressed hard drive with 60MB free
- 4X CD-ROM drive or faster (8X Recommended)
- 16-Bit Windows compatible sound device
- 16-Bit Color and PCI Bus 3D graphics accelerator (2nd Generation PCI Bus or AGP 3D accelerator Recommended)

In addition to the basic system requirements, the game requires that DirectX 6.1 be installed to your hard drive. The option to install DirectX 6.1 appears during the game installation. At the end of installation, you are prompted to register VARMINT SEASON electronically.

Copy Protection

In order to play OPENING WEEKEND: VARMINT SEASON, the original game CD must be in the CD-ROM drive.

Uninstalling the Game

To uninstall the game, select that option from the Autorun menu, or choose Settings from the **Start** menu, and select Control Panel. In the Control Panel, select Add/Remove Programs, left-click on OPENING WEEKEND: VARMINT SEASON, and click on the Add/Remove button. The game and all of its components are removed from your hard drive, except for your saved scores.

Sound and Video Cards

Some sound and/or video cards are not supported by Windows and DirectX. If you do not have one of the following Sound or Video cards, the game may not work.

DirectX Supported Sound Cards: *Banshee, Creative Labs, Sound Blaster, Yamaha*

DirectX Supported Video Cards: *ATI, Diamond, Matrox, NVIDIA, S3, Voodoo*

Graphics Problems

If you are having difficulties with the graphics in the game (blurred or pixelated textures, shadows, colors, etc.) first be sure that your graphics card meets the minimum system requirements, and that it is DirectX 6.1 compatible. If you meet all requirements, but the graphic glitches persist, you may not have the latest drivers for your card. These can often be downloaded directly from the manufacturer's website, or by contacting their technical support.

If your graphics and gameplay are slow, but otherwise fine, reducing the screen resolution by toggling through the choices (400x300, 512x384, 640x480, and 800x600) with the **F7** key, usually solves the problem. If you continue to have difficulty running the game satisfactorily, check to make sure your system fulfills the minimum requirements.

DirectX 6.1 Setup

This game requires DirectX 6.1 or higher. If you do not have DirectX 6.1, it can be installed or reinstalled from the CD. Installing DirectX 6.1 is an option when installing the game. It can also be installed by exploring the game CD, and opening the DirectX folder. Double click on Dxsetup.exe to start the DirectX 6.1 install. Using either the Install DirectX 6 button from the Autorun menu or Dxsetup.exe, you can install DirectX 6.1, reinstall DirectX 6.1, test your drivers certification, or reinstate your previous audio and video drivers.

DirectX Disclaimer and License

OPENING WEEKEND: VARMINT SEASON utilizes Microsoft's DirectX sound and video drivers. DirectX is a programming tool created by Microsoft, and the installation of DirectX may cause video problems and system anomalies with computers using video drivers that aren't DirectX compliant. DirectX is a Microsoft product, and as such, The Learning Company cannot be responsible for changes that might occur to your computer system due to its installation. For DirectX related problems that cannot be fixed by updating to your video card's latest Windows driver set, you must contact either Microsoft or the manufacturer of your video card for further technical support or service.

Microsoft retains all intellectual property rights to DirectX. The user has been granted a limited license to use DirectX with Microsoft operating system products.

Verifying DirectX Video/Sound Card Drivers

To verify that your sound and video drivers are DirectX 6.1 certified, follow these steps: Click on the Windows Start button (usually found in the lower-left corner of your screen). Click on Run. In the open field type the command: C:\program files\directx\setup\dxinfo.exe then click on OK. Make sure all drivers say Certified next to them.

If any of your drivers are not DirectX certified you should contact the hardware manufacturer and see if they have certified DirectX 6.1 drivers.

Reinstalling Windows Video Drivers

If you find that there is a problem with your display after you have installed DirectX 6.1 you can reinstall your old video drivers by following these instructions: Click on the Windows Start button and click on Run. In the open field type the command: C:\program files\directx\setup\dxsetup.exe then click on OK. Click on the Restore Display Drivers button. This may require that you have the disk containing your original drivers.

Contacting Technical Support

If you are having problems, please consult the rest of this Troubleshooting section before contacting The Learning Company Technical Support. We've put many of the solutions to the most common problems in this area. If you are sure that you meet the OPENING WEEKEND: VARMINT SEASON system requirements and the game still does not run, please make certain that you are using the latest drivers for your system.

The Learning Company technical support department is available to assist you with any issues regarding the product you purchased. Technical support can be reached via e-mail, U.S. mail, fax, or phone. The technical staff supports the entire family line of products from The Learning Company.

When contacting technical support, please provide as much information as you can about your computer system and the problem you are experiencing. The following information is necessary to providing you with technical assistance:

- Your first and last name.
- Phone number, fax number, mailing address and e-mail address.
- Name of the product, version, platform and format. **Example:**
OPENING WEEKEND: VARMINT SEASON/version 1.0/Windows 95/98/CD-ROM
- A brief description of your problem.
- Type of computer including name brand. (Mac or PC) If you cannot find the name of your computer say IBM PC Clone. **Example:** Dell PC Pentium 200 MHz
- Amount of memory. **Example:** 64 MB of RAM
- Size of hard disk. **Example:** 12 GB hard disk
- Type of video card. **Example:** ATI Matrox Milenia 8 MB video card
- Type of CD-ROM Drive. **Example:** 4x Panasonic CD drive
- Type of DVD-ROM. **Example:** 2nd generation Phillips DVD-ROM drive
- Type of Sound Card. **Example:** Creative Labs 16 bit sound card
- If using a network please mention the type of network being used.
- Modem type and speed. **Example:** US Robotics 56K Flex internal modem

- Version of Windows or Macintosh operating system.
- If you are having a printing problem specify the name, make, and model of the printer you are using. **Example:** HP Deskjet 870 CSI

Check our Web site, <http://www.learningco.com>, for answers to frequently asked questions and other technical support information. Go to the Support section to get FAQs, downloads, patches, and other useful files.

Technical Support Call Center

24 Hour Automated 800 Support: (800) 409- 1497

This service allows our customers to find commonly asked questions to products and their answers free of charge.

24 Hour Technical Support Fax Line: (319) 395-9600

Main Technical Support Number: (319) 247-3333

Technical support representatives are available between 9:00AM and 9:00PM Central Standard time, Monday through Friday (excluding holidays). Please be at your computer when you call.

Online Technical Support

Technical Support E-mail Address: Help@tlcsupport.com

Online Technical Library: www.learningco.com/support

If the game about which you are inquiring has been out for more than 90 days, you'll want to visit the Web site to be sure you are running the latest version of the game before contacting Technical Support.

Mailing Address

The Learning Company
1700 Progress Drive
PO Box 100
Hiawatha, IA 52233-0100 USA
Attn: OPENING WEEKEND: VARMINT SEASON

Note: When corresponding via mail please include the information requested above.

Credits

ManMachine Team

AI and Scripting:

Parser:

3D Engine:

2D Art:

3D -Models:

3D-Weapons:

Level Design:

Hunting Consultant:

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Producer:

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Multimedia Production:

Data Manager:

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Test Manager:

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QUESTIONS OR PROBLEMS?

If you encounter disk or system related problems you can reach us through several methods:
Telephone (319) 247-3333 between 9:00am and 9:00pm Central Standard time, Monday through Friday, holidays excluded, Tech Support Fax: (319) 395-9600 Attn: Technical Support, calling our automated services at (800) 409- 1497, Filling out our online support form at:
http://store.learningco.com/dev/support_form.asp (or the game's web page, which is listed in the manual), Email: Help@tlcsupport.com (please list the game's name as the message's subject), You can also write to us at The Learning Company, Attn: Technical Support, 1700 Progress Drive, PO Box 100, Hiawatha, IA 52233-0100 USA (include a self-addressed, stamped envelope for reply).

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