



## User's Guide

---

## ABOUT THE LEARNING COMPANY®

Since 1980, The Learning Company has consistently produced the highest quality educational software available. Our award-winning products help develop your child's underlying thinking skills and creativity, while reinforcing important areas of the basic curriculum, such as reading, writing, and mathematics.

Every premium product under the StarFlyers brand undergoes extensive research and testing, with input from parents, children, and professionals in education. Each product features a precise balance of educational content and entertainment value, so your child has fun while learning!

How do we do it? Enchanting characters. Challenging situations. Rich game environments. State-of-the-art graphics and sound. Progressive skill levels and game segments that can be customized to meet your child's individual needs.

As parents and educators, we recognize that education is a continuous process. So we developed a complete system of age-appropriate programs. Carefully sequenced by age groups, this system makes it easy for you to choose with confidence the right products for your children at each stage of their educational development. As an integral part of The Learning Company's system, each of our products addresses a specific age group and subject area with appropriate themes to heighten your child's interest in learning.

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

---

---

## TABLE OF CONTENTS

|                                                       |           |
|-------------------------------------------------------|-----------|
| <b>Hardware and System Requirements .....</b>         | <b>4</b>  |
| <b>Getting Started .....</b>                          | <b>5</b>  |
| Installing the Program .....                          | 5         |
| Starting the Program .....                            | 5         |
| Signing In .....                                      | 7         |
| Choosing a Difficulty Level .....                     | 7         |
| Using the TLC Learning Launcher .....                 | 8         |
| <b>In Search of the Alien Space Ambassadors .....</b> | <b>9</b>  |
| Exploring Space .....                                 | 9         |
| <b>Using the Dashboard .....</b>                      | <b>9</b>  |
| Inventory Items .....                                 | 10        |
| Special Inventory Items .....                         | 10        |
| Dashboard Buttons .....                               | 10        |
| Getting Help .....                                    | 11        |
| <b>Playing the Game .....</b>                         | <b>12</b> |
| Star Cadet Academy .....                              | 12        |
| Cosmic Ray's Astro-Prize Center .....                 | 12        |
| Draw-a-World Activity .....                           | 13        |
| Launch Pad .....                                      | 13        |
| Traveling in Space .....                              | 14        |
| Fruity Way .....                                      | 14        |
| Funopolis .....                                       | 15        |
| Fun Police Scene .....                                | 15        |
| Handevators of Funopolis Activity .....               | 15        |
| Largest Slide .....                                   | 16        |
| Planet Pipeworks .....                                | 16        |
| Water Fountain Scene .....                            | 16        |
| Hairballs Scene .....                                 | 17        |
| Pipeworks Activity .....                              | 17        |
| Three Rings of Cafeterium .....                       | 18        |
| Using Special Powers .....                            | 18        |
| Moving Around .....                                   | 19        |
| Reaching the End of a Hideout .....                   | 19        |
| <b>Troubleshooting .....</b>                          | <b>20</b> |
| Windows® .....                                        | 20        |
| Macintosh® .....                                      | 22        |
| <b>Contacting The Learning Company .....</b>          | <b>25</b> |
| Technical Support .....                               | 25        |
| Customer Support .....                                | 25        |
| <b>Credits .....</b>                                  | <b>26</b> |

---

## HARDWARE AND SYSTEM REQUIREMENTS\*

### Windows® version

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

#### With:

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

#### Recommended:

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

#### Optional:

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

### Macintosh® version

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

#### With:

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

#### Recommended:

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

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

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

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

---

## GETTING STARTED

*StarFlyers Alien Space Chase* runs from your CD-ROM drive. However, you need 60 MB of free hard disk space to store some program files.

## Installing the Program

Some program files for *StarFlyers Alien Space Chase* will be installed on your computer. If needed, the TLC Learning Launcher will also be installed on your computer. (See *Using the TLC Learning Launcher*.)

### WINDOWS®

AutoPlay is usually enabled when you install Windows on your computer. (See your Windows documentation for more information.)

#### To install the program with AutoPlay on:

1. Insert the program CD into your CD-ROM drive.
2. Follow the onscreen instructions to complete the setup process. Once you've completed the setup, the program will run automatically any time you insert the program CD into the CD-ROM drive.

#### To install the program with AutoPlay off:

1. Insert the program CD into your CD-ROM drive.
2. Double-click on **My Computer**.
3. Double-click on the CD-ROM icon.
4. Double-click on 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 on Play.
3. Follow the onscreen instructions to complete the setup process.

## Starting the Program

### WINDOWS®

#### To start the program with AutoPlay on:

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

---

---

There are two ways to start the program with AutoPlay turned off. You can choose to follow either set of instructions.

**To start the program with AutoPlay off (Option 1):**

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

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

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

**MACINTOSH®**

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

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

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

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



## Signing In

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

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

**Note:** If you have inserted the *StarFlyers Alien Space Chase* CD into the CD-ROM drive, clicking on **PLAY** will start the program.

When the sign-in list has 99 names, it is full. You'll need to remove a name before you can enter a new one. Click on the name you want to remove. Then press **Ctrl+R** (Windows) or **⌘+R** (Macintosh). This will permanently erase that player's adventure information from the hard disk.

## Choosing a Difficulty Level

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

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

---

## Using the TLC Learning Launcher

The TLC Learning Launcher is your gateway to *StarFlyers Alien Space Chase* and other programs from The Learning Company.

If you are not yet ready to begin playing *StarFlyers Alien Space Chase*, take some time to explore the other areas of the TLC Learning Launcher. The TLC Learning Launcher provides an innovative interface with convenient tools to update and organize your Learning Company educational software through The Learning Company's secure server. On the Automatic setting, the launcher will ask if you would like to receive an update. On the Manual setting, you can click on the *New!* button any time you want to receive the latest updates.

**Note:** The online services advertised as part of this product may be changed or discontinued at any time.



### MY CD-ROMs AREA

If you have purchased and installed other products from The Learning Company, you may be able to access those products in the My CD-ROMs area.

### PARENTS AREA

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

### TLC KIDS.COM

In the TLC Kids.com area, be on the lookout for fun movies and demos of new products. You may also find updates that you can download for your program.

---

## IN SEARCH OF THE ALIEN SPACE AMBASSADORS

It's Bring Your Pet to School Day at Wellington School. Just when everyone has gathered in the school auditorium to display their pets, Victor Wexler, the neighborhood bully, makes his move. Victor deliberately pops some balloons and scares all the animals away. To make matters worse, Victor grabs someone's pet snake and runs off with it to the school cafeteria.

That's when Katherine Cadell enters the fantasy land of her imagination and becomes Katie Cadet, fearless leader of the StarFlyers. In Katherine's active imagination, the evil Vexar has disrupted a meeting of alien space ambassadors at the Star Cadet Academy just as the ambassadors were about to cast an important vote. It's up to Katie Cadet and her fellow StarFlyers—AJ the Super Spinner, Klanker, and Io—to explore space, find the missing space ambassadors, and bring them back to the Star Cadet Academy for their meeting.

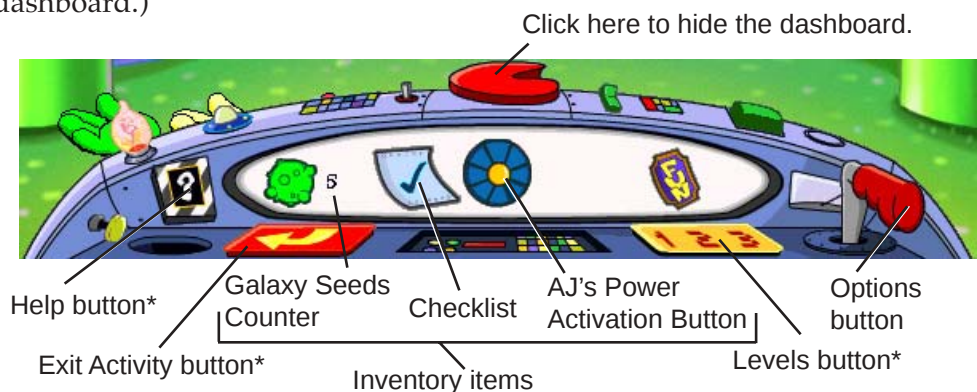
Can you help the StarFlyers explore the exciting worlds of the Academy, Planet Pipeworks, Funopolis, and the Three Rings of Cafeterium in search of the missing alien space ambassadors? Don't delay—the ambassadors must be found quickly and returned to the Academy. If not, the ambassadors will not be able to cast their votes in time, and Vexar will ruin the day!

## Exploring Space

Your job is to help the StarFlyers find the missing alien space ambassadors: Colonel Cracker, Captain Furwad, Commander Ann Chovy, Madame Slither, and ten Twinkle Bugs. Keep an eye out for them as you search the various planets. As you explore, you will meet interesting characters and encounter challenging puzzles. If you solve these puzzles, you may find one of the space ambassadors. You may also collect objects that will help you on your mission.

## USING THE DASHBOARD

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



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

---

## INVENTORY ITEMS

As you explore space, you will find different objects that may be useful on your mission. To collect an object, simply click on it. The object will then appear in the inventory area of the dashboard. (See *Using the Dashboard*.)

If you want to use an object that you have collected, simply open the dashboard and click on that object. You can then click on the character who needs the object or on the area where you want to use the object.

## Special Inventory Items

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

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

## DASHBOARD BUTTONS

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

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

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

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

---

---

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

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

### Immersion® TouchSense™ Technology (Windows® Only)

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

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

#### To disable this feature:

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

## Getting Help

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

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

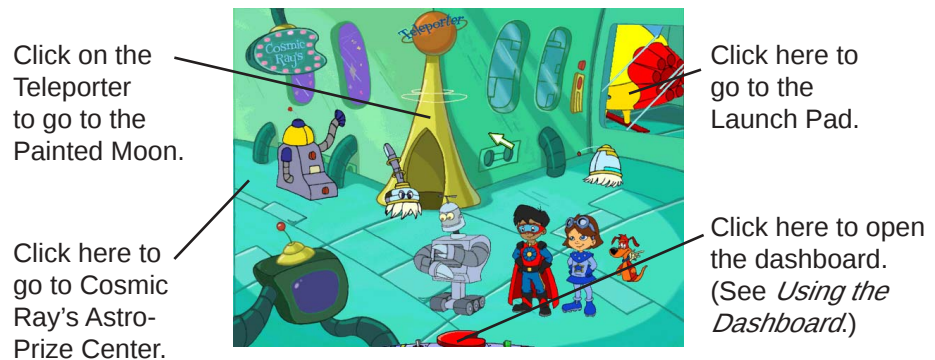
---

## PLAYING THE GAME

### Star Cadet Academy

Your StarFlyers adventure begins at the Star Cadet Academy Hub. But before you can explore distant planets, you must find Klanker's battery, which has rolled into Cosmic Ray's Astro-Prize Center. (See *Cosmic Ray's Astro-Prize Center*.) Go to Cosmic Ray's and click on Klanker's battery to collect it in the dashboard. (See *Inventory Items*.) Then go back to the Hub, and give the battery to Klanker.

Now you can return to Cosmic Ray's, or you can take the Teleporter to the Painted Moon. (**Note:** The first time you click on the Teleporter or the Space Mop, the Space Mop will be teleported to the Painted Moon.) You can also go to the Launch Pad to ride the SnoozeCruiser to another planet.



### COSMIC RAY'S ASTRO-PRIZE CENTER

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

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

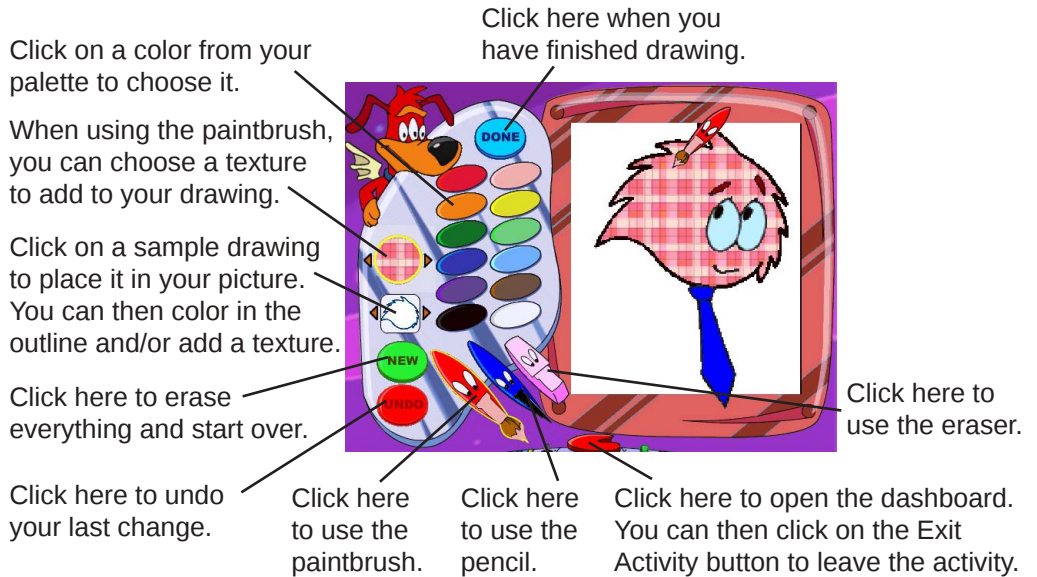


**Note:** You can buy multiple copies of any astro-prize. Your Prize Box can display a maximum of 99 astro-prizes.

---

## DRAW-A-WORLD ACTIVITY

A Space Mop accidentally erased the Painted Moon! All that's left are the eyes, mouth, and feet of Art the Alien. Can you help draw the missing parts of the moon? Art will tell you what to draw, so just follow his instructions.

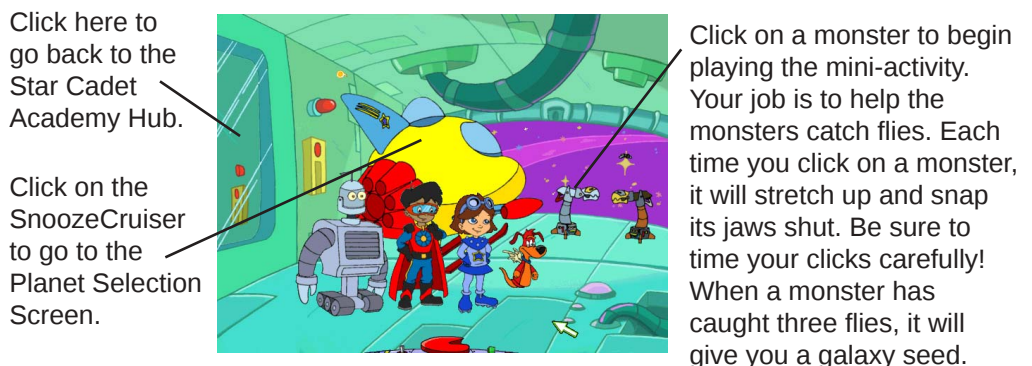


**Note:** This activity is not leveled, so the Levels button will not be available on the dashboard.

When you have finished drawing all the parts of the Painted Moon (including the Spacemobile), you will see the Space Mop. Click on the Space Mop to collect it. If you wish to change any of your drawings, just click on the object you want to change. You can then edit your drawing as you like. When you are finished, click on the Teleporter to return to the Star Cadet Academy Hub.

## LAUNCH PAD

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



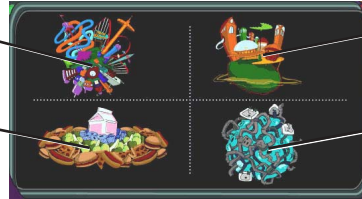
---

## Traveling in Space

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

Click here to travel to Funopolis.

Click here to travel to the Three Rings of Cafeterium.



Click here to travel to the Star Cadet Academy.

Click here to travel to Planet Pipeworks.

## FRUITY WAY

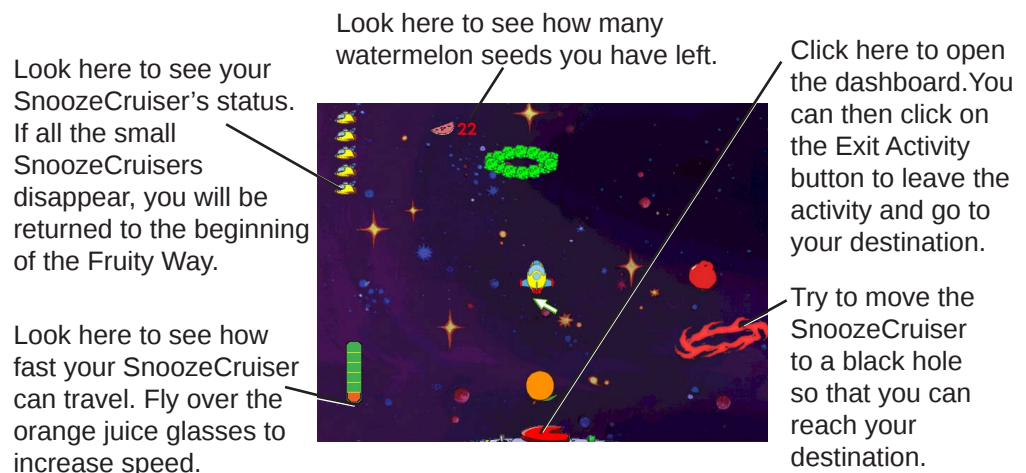
After choosing your destination, you will need to navigate the SnoozeCruiser through the fiery fruits of the Fruity Way asteroid belt. You can move the SnoozeCruiser by using your mouse or the arrow keys on your keyboard.

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

Watch out for flying fruit and banana peels! If the SnoozeCruiser runs into any fruit besides watermelons, it will be damaged. If it becomes too badly damaged, you will be returned to the beginning of the Fruity Way. The SnoozeCruiser will lose speed if it runs over a banana peel. However, the SnoozeCruiser will gain a turbo boost if it runs over a glass of orange juice.

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

At the higher levels, obstacles appear more often.



Look here to see your SnoozeCruiser's status. If all the small SnoozeCruisers disappear, you will be returned to the beginning of the Fruity Way.

Look here to see how fast your SnoozeCruiser can travel. Fly over the orange juice glasses to increase speed.

Look here to see how many watermelon seeds you have left.

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

Try to move the SnoozeCruiser to a black hole so that you can reach your destination.

---

## Funopolis

After landing in Funopolis, you can play the Alien Antenna mini-activity. Simply click on the alien's antenna in the same order that the alien lights up its antenna. If you want to enter the Fun Police scene, click on the bottom left corner of the screen. Or click on the SnoozeCruiser to leave.

### FUN POLICE SCENE

From the Fun Police scene, you can access the galaxy's Largest Slide and the Handevators of Funopolis activity. But to ride the slide, you must first collect a Fun Pass from the Hairballs on Planet Pipeworks. (See *Hairballs Scene*.)

Click here to ride the elevator to the top of the Largest Slide.  
(**Note:** You must first give the Fun Police a Fun Pass from Planet Pipeworks.)

Click here to go to the bottom of the Largest Slide.



Click here to go to the Handevators of Funopolis activity.

Click here to go back to the Funopolis landing site.

### HANDEVATORS OF FUNOPOLIS ACTIVITY

Help Katie Cadet and Klanker catch up to Colonel Cracker by riding the handevators of Funopolis. Handevators pick up and move the two StarFlyers, but the starting and ending point for each handevator is different. At the higher difficulty levels, you have to use more handevators to reach the other side of the screen.

Click on each handevator to see the path it travels. Then click on the handevators in an order that will carry the StarFlyers across the screen. Time your clicks so that when one handevator delivers the StarFlyers, another one picks them up. Once you rescue Colonel Cracker, you can continue to play and earn galaxy seeds.

**Note:** Watch out for slides! When Katie and Klanker are dropped off at the top of a slide, another handevator will need to pick them up at the bottom.

Click on a moving handevator to stop the handevator and return it to its starting point.

Click on a handevator to see that handevator travel its set path.



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

---

## LARGEST SLIDE

The galaxy's Largest Slide is made up of six tubes that are twisted together. Captain Furwad is trapped inside one of the tubes. Can you help the StarFlyers slide down the correct tube and find Captain Furwad?

Click on a tube entrance to slide down that tube. If you have chosen the correct tube, Captain Furwad will slide out with you at the bottom. If Captain Furwad does not appear, click on the bottom right corner of the screen to go back to the Fun Police scene. You can then ride the elevator again to the top of the Largest Slide and try sliding down a different tube.

**Note:** Two galaxy seeds are hidden in the Largest Slide at all times. Whenever you collect one, another galaxy seed will appear in one of the tubes.

Click on a tube entrance to slide down that tube.



## Planet Pipeworks

At the landing site of Planet Pipeworks, you can play the Pop-a-Bubble mini-activity. Click on a bubble to pop it. If you pop nine bubbles, the next bubble will contain a galaxy seed. Pop that bubble to collect the galaxy seed.

If you want to go to the Water Fountain scene, click on the end of the blue path. To leave Planet Pipeworks, click on the SnoozeCruiser.

## WATER FOUNTAIN SCENE

Commander Ann Chovy is stuck in a whirlpool! Click on the water faucet to stop the whirlpool. Unfortunately, this will cause Commander Ann Chovy to disappear down the drain. But you can follow her by going to the Pipeworks activity. Or instead of playing the Pipeworks activity, you can go to the Hairballs scene.

Click on the faucet to turn off the waterfall.

Click here to go to the Pipeworks activity.



Click here to go back to the Planet Pipeworks landing site.

Click here to go to the Hairballs scene.

---

## HAIRBALLS SCENE

While exploring Planet Pipeworks, AJ and Io find the Fun Pass that will let the StarFlyers ride the elevator on Funopolis. (See *Fun Police Scene*.) But the bouncing Hairballs are blocking the way to the Fun Pass. Can you help AJ and Io make their way past the Hairballs and collect the Fun Pass?

Open the dashboard, and click on AJ's Power Activation Button to unleash AJ's Bubble Gum Blast Power. The Hairballs will stop bouncing, so you can collect the Fun Pass. If you want to collect galaxy seeds later on, you can click on AJ's Power Activation Button again to stop the bouncing Hairballs. To return to the Water Fountain scene, click on the lower right corner of the screen.

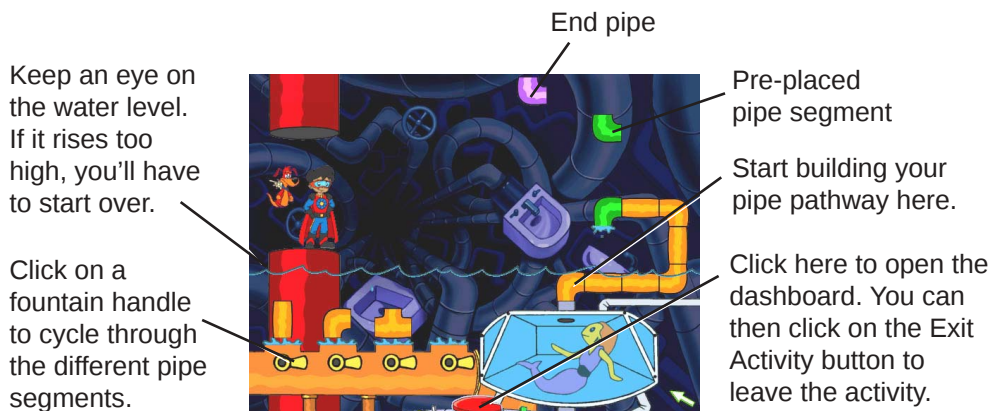
## PIPEWORKS ACTIVITY

Commander Ann Chovy is trapped in a holding tank. Can you help the StarFlyers place and connect pipe segments so that Commander Ann Chovy can swim back to the Star Cadet Academy?

Your job is to create a pipe pathway that will let Commander Ann Chovy swim to the purple end pipe. First figure out which pipe segments you need. Then place them in the correct order to form the pipe pathway. Make sure there are no leaks in the pipe or Commander Ann Chovy won't be able to swim to the top.

**Note:** At the higher difficulty levels, some green pipe segments may already be placed on the screen. If so, your pipe pathway must lead through these green pre-placed pipe segments on the way to the top.

To place a pipe segment, click on it and then click on the spot where you want to place it. If the pipe segment fits there, it will automatically snap into place. Watch out—the water level is rising! If the water level climbs too high before you finish your pipe pathway, the water will wash away your pipes, and you will have to start over.



---

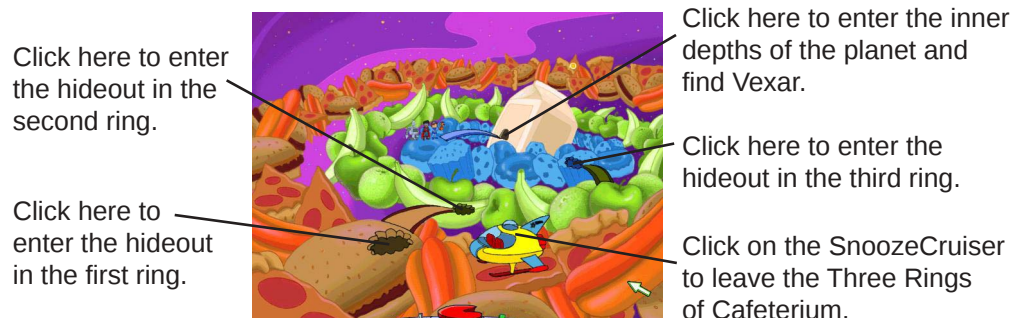
## Three Rings of Cafeterium

Planet Cafeterium has three rings. Unfortunately, there is a slippery mess of ketchup, mustard, and mayonnaise on the outer ring. So instead of landing, the SnoozeCruiser keeps sliding off. To wipe up the mess, the StarFlyers need to use the Space Mop from the Painted Moon. (See *Draw-a-World Activity*.)

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

Each time the StarFlyers make their way through a ring's hideout, a bridge to the next part of the planet forms on the landing site of Cafeterium. The StarFlyers can only enter the inner part of the planet to find Madame Slither if they have collected all the other alien space ambassadors and Twinkle Bugs.

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



## USING SPECIAL POWERS

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

| StarFlyer             | Special Power                                                                                                              |
|-----------------------|----------------------------------------------------------------------------------------------------------------------------|
| Katie Cadet           | Uses her Handroid to freeze monsters.                                                                                      |
| AJ, the Super Spinner | Uses his Super Spinner power to trap monsters in bubble gum (in the rings) or in a chocolate shell (in the planet depths). |
| Io                    | Breathes fire, which can ignite ropes and melt ice.                                                                        |
| Klanker               | Uses his great strength to break some walls and push heavy objects.                                                        |

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

---

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

## MOVING AROUND

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

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

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



## Checkpoints

While exploring the hideouts, the StarFlyers will find several flags. Each flag marks a checkpoint. Once the StarFlyers have passed a checkpoint, if they touch a monster or fall into liquid, they will be returned to the last checkpoint that they passed.

## REACHING THE END OF A HIDEOUT

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

---

---

## TROUBLESHOOTING

**Try this first!** If you have problems running the program, try cleaning the CD. Gently remove any fingerprints and dust using a clean, soft, lint-free cloth dampened with water or a CD-cleaning solution. Avoid using materials such as tissue, which may scratch the CD.

### Windows®

**1. The program icon does not appear on the desktop or in the Start menu.**

- Make sure the product has been properly installed. Reinstall the program if necessary.

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

*Alien Space Chase* 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.**

*Alien Space Chase* needs at least 32 MB of installed memory (RAM) to run. Your computer's memory may be filled with other programs that are running in the background.

- Close any other applications that are running, and restart the program.

**4. The mouse doesn't seem to work.**

There are times in the program when the animation or sound cannot be interrupted. You will see the hourglass cursor on the screen, and any key presses or mouse clicks will be ignored.

- Check that the mouse is properly connected to the computer.
- Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.

**5. Program speed is very slow.**

*Alien Space Chase* needs at least a Pentium 166 MHz computer with an 8x CD-ROM drive for basic performance.

- Close any other applications that are running.
- Remove any non-essential applications from your Startup folder.
- Make sure that you have the latest Windows video drivers for your graphics card. (Contact the video card manufacturer for the latest drivers.)
- Change your display adapter settings to 800 x 600, 16-bit color display mode.

---

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

- Check that the speakers are properly connected to your computer. Make sure that they are getting power and are turned on, and that the volume is turned up.
- Make sure that your sound card is Windows compatible and is properly installed for Windows. Be sure that the sound card is specifically designed to work with the version of Windows that you are using. Also check that the volume is properly set. See the manufacturer's documentation for information relating to your sound card.
- Make sure the mixer level setting is correct.  
Click on the **Start** button. Choose **Programs** from the Start menu. Next choose **Accessories**. Then choose **Multimedia** (Windows 95) or **Entertainment** (Windows 98, Me, 2000, XP), and choose **Volume Control**. Make sure that the sliders on the mixer control panel are all the way up and that no mute buttons are selected.

**7. Strange graphics appear; the game action stops unexpectedly.**

- Try changing your display adapter settings to 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 any non-essential applications from your Startup folder.

**8. Colors don't look right.**

- Adjust your monitor's color and brightness.
- Make sure your color display is set to 16-bit.
- Turn off your screensaver.
- Close any other applications that are running.
- Make sure you have the latest graphics drivers installed. (Contact your video card manufacturer for more information.)

**9. The program window seems small.**

The program window may not fill the entire screen.

- For maximum window size, make sure the display mode is set to 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 or toner cartridge.

**12. The printer displays an "out of memory" message.**

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

**13. You are not able to connect to our online Web sites.**

This feature requires an Internet browser.

- Make sure that you have a browser properly installed. (See your browser and Windows documentation for more information.)
- Make sure that the files with an .HTM extension (for example, "bookmark.htm") are associated with the browser of your choice. To check this, double-click on any .HTM file.

## Macintosh®

**1. You do not see the program icon.**

- Make sure the program CD is inserted in the CD tray, printed side up.
- Make sure that the CD-ROM drivers are correctly installed.

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

*Alien Space Chase* 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 up less hard disk space. (See your Macintosh documentation for more information.)

**3. You see a message telling you that there is not enough memory to run the program.**

*Alien Space Chase* requires at least 32 MB of installed memory (RAM) to run. Try to increase available memory and then start the program again. (Depending on which Internet browser you use, you may not be able to run both your browser and the program with only 32 MB of RAM.)

- Quit any programs that you may be running.
- Turn off or remove from the System Folder non-Apple® control panels.
- Reduce the size of the disk cache in the Memory control panel. (See your Macintosh documentation for more information.)
- Turn off AppleTalk®.

---

**4. The mouse doesn't seem to work.**

There are times in the program when the animation or sound cannot be interrupted. You will see the hourglass cursor on the screen, and any key presses or mouse clicks will be ignored.

- Check that the mouse is properly connected to the computer.
- Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.

**5. The music and voice in the game are too loud or too soft.**

- Choose **Volumes** from **Control Panels**. Adjust your system's speaker volume as needed by selecting the Volume setting.

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

- Make sure that the Volumes setting in the Sound control panel in Control Panels is not set to zero.
- If you have external speakers, make sure they are turned on and getting power and that they are properly connected to your computer. Also check the speaker volume.
- Turn off or remove from the System Folder non-Apple control panels and extensions. (Leave the CD-ROM drivers.) Restart your computer.

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

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

**8. The program window seems small.**

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

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

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

*Alien Space Chase* needs at least a 160 MHz Power Macintosh computer with an 8x CD-ROM drive for basic performance.

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

**10. Nothing prints.**

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

---

---

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

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

**12. The printer displays an "out of memory" message.**

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

**13. You are not able to connect to our online Web sites.**

This feature requires an Internet browser.

- Make sure that you have a browser properly installed. (See your browser and Macintosh documentation for more information.)

---

## CONTACTING THE LEARNING COMPANY

### Technical Support

If you have questions about your *StarFlyers Alien Space Chase* program, please refer to the Troubleshooting section. If you do not find an answer to your question, please visit The Learning Company Web site at: <http://www.riverdeep.net/learningcompany/support>. Click Product Support. Select the product name from the alphabetical list and check to see if the problem you are experiencing is listed among the FAQs. If you need to speak to a technical support representative, click Contact Us and scroll down to the Technical Support area for the appropriate number.

You may be asked to provide the following information:

- ✓ Your contact information (name and email address, plus phone or mailing address if you wish)
- ✓ Description of the problem you're having
- ✓ Product name and version number (The version number is often printed on the CD label.)
- ✓ Brand of computer
- ✓ Operating system (for example, Windows 98 or Mac® OS 8.6)
- ✓ Processor type and speed
- ✓ RAM memory (in MB or megabytes)
- ✓ Video card manufacturer
- ✓ Sound card manufacturer
- ✓ Printer type
- ✓ Hard disk space remaining
- ✓ Background programs (antivirus programs or screensavers)

### Customer Support

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

### SATISFACTION GUARANTEED

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

Return the complete package to us at The Learning Company, Dock Door #9, 120 Hidden Lake Circle, Duncan, SC 29334, within 30 days of purchase. Include a copy of the sales receipt, packing slip, or invoice showing the store name and location. Please enclose an explanation for the return and specify the replacement title. Allow 4-6 weeks for refund. Limit 1 per household. Dealers, wholesalers, and their immediate families are not eligible.

---

# CREDITS

## ART

### Lead Artist

Tony Villador

### Primary Artist

Barry Prioste

### Artists

Gerald Broas

Judy Crum

Kristina Higuchi

Krista Hubbard

### Ink & Paint Artists

Tim Nelson

Craig Wong

### Art Manager

Fred Butts

### Animation

Jason Sadler

Waaahoo Productions

### Movie Backgrounds

Johnny Karwan

### Movie Compiler

Kyle Hand

Collin Fix

### Game Backgrounds

Julie Lundman

Fluent Solutions

Lightsource Studios

Mez Designs

## AUDIO

### Audio Lead

Alan Nu

### Lead Sound Designer

Andrew Kawamura

### StarFlyers Theme Song

Brian Burge

### Dialogue Editing

### & Sound Design

Jamie Hert

Daniel Ward

### Production Specialist

Jenny Nguyen

### Director of Creative

### Development

Drayson Nowlan

## DESIGN

### Designers

Michael Brown

Chris Hoge

Shannon Taylor

Michelle Woods

### Prototype Engineer

Stevo Brock

## Contributing Writers

Laurie Bauman Arnold

Alon Kaplan

### Art Director

Nick Stern

### Creative Director

Kenny Dinkin

## EDITORIAL

### Editorial Manager

Gabriele Rennie

### Editor

Elizabeth Robinson

### User's Guide Writer

Emmeline Chen

## EDUCATION

### Education Designer

Alexander Watson

### Child Test Coordinator

Shelly Hall

### Education Design

### Consultant

Sherri Wright

## ENGINEERING

### Lead Senior

### Software Engineer

Cuong Nguyen

### Senior Software Engineer

Brian Saunders

### Software Engineers

Michelle Abraham

Dan Tjandra

### Associate Software Engineer

Will Gayer

### Principal Software Engineer

Darrell Fetzer

### Production Engineers

Lyn Bernabe

Gregory Kitamura

### Director of Engineering

Peter Fokos

### Vice President, Engineering

Hugo Paz

## PROJECT MANAGEMENT

### Development Producers

Michelle Woods

Carolyn Nachand

### Development Director

Sid Weber

## QUALITY ASSURANCE

### QA Leads

Andrew Pate

Josh Harris

Carolyn Nachand

### QA Testers

Lance Brandon

Tony Carbajal

David Carter

Dan Matanski

Cory Paul

Tom Pheigaru

Tammy Jo Sherlock

Chauncey Tuss

### QA Supervisor

Carlos Molina

### Director of QA

Ron Runyon

### QA Manager

Dan Mizuba

## VOICE TALENT

### Katie Cadet

Brett Abramson

### AJ the Super Spinner

Kevin O'Shea

### Klanker / Colonel Cracker /

### Cosmic Ray / Fun Police 1

Les Hedger

### Io

Derek Sorrentino

### Vexar / Victor Wexler

Charles Martinet

### Captain Furwad /

### Art the Alien

Jon Olson

### Commander Ann Chovy /

### Madame Slither /

### Fun Police 2

Irene Trapp

### Alien with Antennae

Alan Nu

### Narrator

David Nowlin

## STARFLYERS BRAND MGT.

### Senior Producer

Maryann Duringer

### Associate Producer

Marissa Rocha

### Director of Marketing

Vandana Mehra

### Brand Manager

Kathy Degan

## DESIGN SERVICES

### Design Services Manager

Sally Mark

### Package Design

Mez Design

## OPERATIONS

### Operations Manager

Carole Kochan

### Operations Specialist

Patricia Aparicio

## PUBLIC RELATIONS

### Media Manager

Evelyn Dubocq

### Public Relations Manager

Debbie Galdin

## ADMINISTRATIVE

### Contract Administrator

Frannie La Day

### Executive Assistant

Sarah Zentner

### Contract & IP Administrator

Arlette Labat

## SPECIAL THANKS

Wilfred Albovias

Pat Chew

Marc Diamond

Scott Graham

Chris Hyder

Jeffrey Kessler

Kira Kuckian

Sarah Lee

Christa McClintock

Ted Pratt

Andrew Vilorio

Sandi Weingart

Tony Woods

All the kids who helped us

test our product!

## RIVERDEEP—THE LEARNING COMPANY

### Controller

Lisa Thomas

### Vice President, Marketing

Mark Hittie

### Vice President, R & D

Derek Miyahara

### Vice President, Associate

### General Counsel

Dan Guggenheim

### Senior Vice President, GM

Eric Stone