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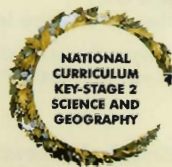
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The ANIMALS of FARTHING WOOD

~ CD ROM ~

*Join your favourite characters in the
adventure of their lives!*

"Based on the series of best selling books by Colin Dann"



BBC ANIMALS OF FARTHING WOOD

Minimum System Requirements

The BBC ANIMALS OF FARTHING WOOD CD-ROM requires the following minimum system to work correctly:

- 486 Multimedia PC with 50 Mhz processor and 8 MB of RAM
- Double speed CD-ROM drive
- 16 bit (64K) colour display set to 640 x 480
- SoundBlaster 16 bit audio card (or 100% compatible)
- Suitable loudspeakers or headphones
- Mouse or other pointing device
- Windows 3.1, 3.11 or Windows 95

Installation Instructions

- 1) Ensure that Microsoft Windows 3.1, 3.11 or Windows 95 is running with no other applications open.
- 2) Insert the BBC ANIMALS OF FARTHING WOOD CD-ROM into your CD-ROM drive.
- 3) **Windows 3.1 or 3.11 users:**
Within Program Manager, click on File and then select Run from the drop down menu.
Windows 95 users:
From your Windows 95 desktop, choose Start and then Run.
- 4) On the command line type D:\Setup.exe then click OK.
If your CD-ROM drive is not drive D, substitute the correct drive letter.
- 5) To install BBC ANIMALS OF FARTHING WOOD, follow the instructions as they appear. If in doubt choose the default options as you proceed through the installation.

Note: Quicktime for Windows

If you do not have a suitable version of Quicktime for Windows available on your system, you should install the Quicktime software included on the BBC ANIMALS OF FARTHING WOOD CD-ROM. If you are unsure, you should opt to install Quicktime and when prompted you should calibrate your system by play-

ing the Movie which appears on screen. Once the calibration Movie has ended, close the Quicktime Player by choosing File and then Exit. This will allow you to continue with your BBC ANIMALS OF FARTHING WOOD installation. For detailed instructions on installing Quicktime, refer to the Readme file included within this software.

- 6) Once you have completed the BBC ANIMALS OF FARTHING WOOD installation if prompted, shut down Windows and then re-start your computer. You should now be able to play BBC ANIMALS OF FARTHING WOOD by double clicking on the ANIMALS OF FARTHING WOOD icon or program listing.
- 7) Next time you want to play BBC ANIMALS OF FARTHING WOOD insert the CD-ROM into your CD-ROM drive and double click on the BBC ANIMALS OF FARTHING WOOD icon.
- 8) The BBC ANIMALS OF FARTHING WOOD software can be uninstalled by selecting the uninstall icon or program listing.

System Configuration

Please ensure that you run BBC ANIMALS OF FARTHING WOOD using a 640 x 480 display set to 16 bit (64K) colours and that you are using the latest drivers available from your hardware supplier. If you need to change any settings, refer to the documentation for Windows and for your particular system. For further information, please open the Readme file.

Technical Support

If you experience any problems after completing the installation procedure contained in this booklet, please check that your system and settings meet or exceed the minimum specification described above and refer to your Windows and system documentation. Having checked your system, please attempt to install BBC ANIMALS OF FARTHING WOOD again and make a note of the prompts displayed during the installation process.

If you still have a problem and require further assistance, you may call the BBC Multimedia Technical UK Support Line on 0181 308 6544.

When calling, please ensure you have a pen and paper at the ready, and have made a note of any error messages displayed by your system. It will also be extremely helpful if you have available any technical information about your PC configuration.

The Animals of Farthing Wood

Join your favourite characters from The Animals of Farthing Wood in this thrilling adventure. The animals are forced to leave Farthing Wood and make their way to a new home in White Deer Park. You have to help them on their dangerous journey by choosing the right path for the animals to follow. Along the way there are puzzles to solve, riddles to answer, and games to play.



Owl and Fox set the scene for you. Your first task is to assemble all the animals so that they can take the Oath of Mutual Protection and set off from Farthing Wood together. As they make their way to White Deer Park, they meet a number of other animals. These animals will give them help and advice, but might want something in return. This could be something you have already picked up, or the answer to a riddle that you will have learned by watching wildlife film clips. If you listen well, you will be able to help guide all the animals safely to their new home.

Getting Around



This is the cursor you use to move around with. It points in the direction of available paths. Choose a path, and the animals will take that route.



When the cursor looks like a magnifying glass, it means there is something to look at. Click and the object will zoom into focus. If it is a film clip, it will play. Take care to listen well!



When the cursor looks like a net, it means there is something to pick up. If you want to keep the object, click and drag it into Owl's store in the tree.



When the cursor looks like this, it means that you have found someone or something that you are looking for. Click, look and listen!



When the cursor looks like a clock, you must watch the sequence play or wait for the cursor to change.



If it looks like this, you can interrupt at any point.

Owl's Store



Pick things up using the net cursor (see Getting Around). Then drop them into the Owl's store in the tree.

You can store as many things here as you like. Flick through them by clicking on the branch next to the store.

Answering Riddles

When an animal (such as the pig) sets a riddle the Farthing Wood animals will offer answers in turn. Click on the one that you think gave the right answer. If you get the answer wrong you will be asked another question. You must answer correctly in order to continue on your way.



Time

Time is very important in the adventure, as the Farthing Wood animals must reach White Deer Park before some of them have to hibernate in the autumn. They have a total of 28 days to reach White Deer Park.

The symbols along the bottom of the screen show the total number of days available, and how many the animals have left to complete each stage of the journey. They have 7 days to get from Farthing Wood across the river, 14 days to get from the Misty Marsh, through the Farm and Squirrel Wood and across the road, and 7 days to reach White Deer Park from the road.



This sun shows the passing of time within each day.

Night

When night falls the quest pauses, and you will be told how many days you have left. Click to continue.

Energy

The animals need to keep their energy supplies topped up to complete their long and difficult journey. You have to help them hunt for food when their energy levels get low. If you do not help them, their game will end.



These buttons slide down when any of the animals need food. The animals will also let you know when they are getting hungry. Click on any animal to go to their food game and top up their energy levels (see Food Game Section). Click back on them to leave the game.

Owl's Screen

If you click on Owl, you will leave the adventure to check your progress and look at clues and information that you have already gathered. You can also start a new game, save your current game, load any previous games you've saved, turn background sounds on and off, and quit. Your game pauses whilst you are here.



Click on the button called 'Show me' in the database window to watch a short video that explains how to play the game.



Start a new game by clicking here. You can then opt for an easy, medium or difficult challenge.



Save your position by clicking here. Then type the name of your saved game in the window that appears. It must be no more than eight letters long.



Revert to an earlier game by clicking here. Scroll through the saved games and select the one you require.



Go back to where you were by clicking here.



Quit the programme by clicking here.



Turn background sounds on or off by clicking here.

The database

After you have watched a film clip, it will be stored in your database. Owl will give you some very useful information which will help you find the answers to the riddles and puzzles, so watch and listen carefully. To look and listen again to a film or a clue, click on the map to pinpoint where you first found the information. Then browse through the database for that area by clicking on the arrows. Click on the database screen to replay the film or hear the clue again.



Saving

It is important to save your game as you go along. This way, you don't have to start from the beginning when you return to the programme again, or if things go wrong. When you think the adventure is going well, stop and save your position. It is a good idea to do this before a risky game, like crossing the road.

Food Games

Help the animals to keep their energy levels high by finding suitable food (the Oath means they cannot harm one another). Click on the screen and the animal will move to that position. They need to touch their food to catch it. Once an animal's energy button is as high as it can go, their energy level is fully charged (see Energy). You can move onto another animal's food game, or go back to the adventure.



Fox

Fox has to chase rats. Guide Fox to the rats by clicking around the scene. Each time he eats, his energy level will increase. Beware of the farmer, because if he hits Fox with a potato, Fox will lose energy!



Mole

Mole has to trap and eat worms. You must guide Mole towards the worms that are wriggling through the earth. This will use up Mole's energy. Once he has dug some tunnels, he will lose less energy when he travels through them. But remember, the more earth he digs away, the less room there is for worms!

Rabbit

Rabbits eat grass and carrots. Keep an eye out for the farmer whilst you try to find food for Rabbit. You can guide Rabbit to the food by clicking in the place that you want him to move to. The more often you click, the more energy Rabbit loses.



Squirrel

Squirrels leap and catch nuts. Launch Squirrel from branch to branch looking for horse-chestnuts. Hold down the mouse button to make him take a run-up. Squirrel will jump at the moment you release the button. If he reaches the end of the branch before you release the button he will not jump. If you make him jump too soon, he will fall to the bottom of the tree and lose energy. Try not to knock any of the horse-chestnuts off the tree.



River Game

Help each of the animals make their way across the river. Click on the logs to make them jump from one log to another. They can only 'land' on the sandy edges of the river, so aim carefully.



Road Game

Help each of the animals make their way across the road. Click on the road markings, or on the central reservation to make the animals run forwards. They will get 'knocked back' to the beginning if they come across a vehicle.



Hedgerow Game

In this game, you have to complete a Food Web. Hidden in the hedgerow there are different types of animals, birds, insects and plants. Click around to find them. When you have found the item that is eaten by the one pictured on the Food Web button, click and drag it onto the button. If you are correct, it will become part of the Food Web. Carry on until you have completed the Web. Click on the Food Web button to look at it. Then click again to put it away.



The Food Web

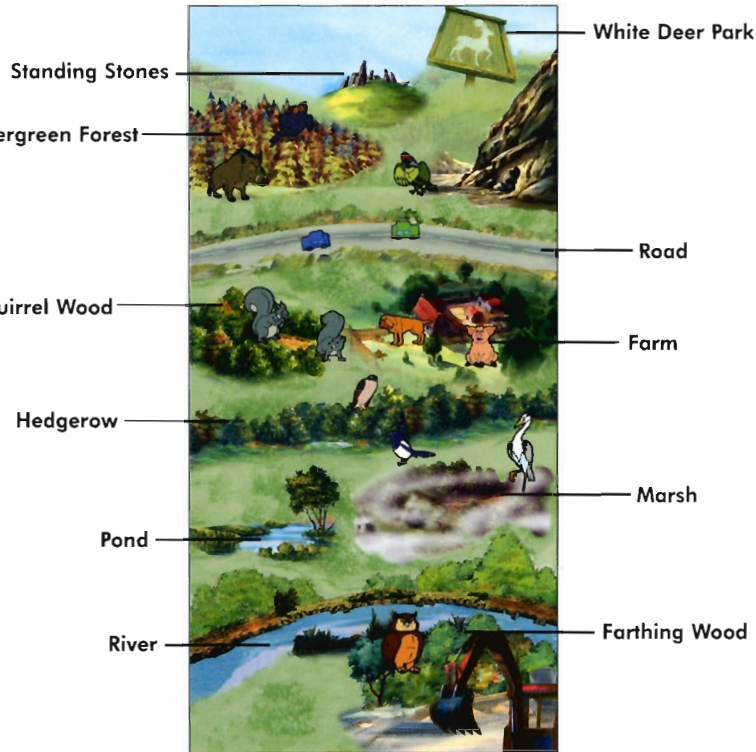
You can only add something to the web in the correct order. You must find the animal or bird that eats it first. Click on an item in the Web to make it appear on the Food Web button. Now you must find something that it feeds on.

The end

When you have successfully guided all the animals to the entrance to White Deer Park, you can find out how long you took to complete each leg of the journey. The next time you start a new game, you can select a more difficult challenge!



Map of the Journey



See all your favourite characters
in BBC Toybox magazine



Available each month from all good
newsagents and supermarkets