

New Catz Guide to Humans

Dear Catz.

Congratulations! We are so proud of your progress, and today you're ready to go out into the world. Your adoption onto the computer is the beginning of your new life as a desktop companion. We're not sending you out empty handed (empty pawed, if you will); this booklet will tell you everything you need to know about being Computer Petz.

The computer is now your home. Overall it's a great place to live, and we've seen to it that all of your needs will be taken care of. However, in this world there are a few things that may get in your way — first and foremost, Your Human. Although you will spend a lot of time interacting with Your Human, we don't expect that you will ever completely understand them. But here are some tips to help you try.

Think of Your Human as a roommate. Establish your own space, but allow them to have theirs. Up until now they haven't had to share the desktop with anyone so it will take them a little time to adapt.

Your Human has needs. They often don't understand how important your needs are, and will put their desires above yours. Satisfy them, but never be afraid to make your needs known.

Before you moved in, Your Human's computer was mostly a place for work. Occasionally they will still feel the need to do that. After working long hours, Your Human may be stressed. This is a great time to encourage them to play with you. Your Human will appreciate the break.

The following pages cover almost everything you need to know about taking care of Your Human. Good luck, keep in touch, and don't forget to send pictures!

Love,

PF. Magic

P.S. There's one more thing you should know. Inside the computer lives The Mouse. It is your job to get rid of the Mouse and let Your Human work in peace.



Being a Desktop Companion

Adoption is easy for Your Human. But Your Human can only choose one Kittenz, so when you're taken out of the basket, let your "purr"sonality shine through. Humans are not always the best decision makers (and you are all so wonderful) so we're sure if you're not the one chosen, Your Human will be back to play with you. Your Human can also make Adoption Kits and give them to friends to help find permanent homes for all Kittenz.

Your Home Is Your Human's Computer

Feel free to make yourself at home. Explore the PlayPen. Explore the desktop when Your Human lets you run around in Full-Screen Mode. Climb the walls. Investigate the supply shelf. Call attention to yourself. Encourage Your Human to pet and groom you.

A typical day for you will include eating, playing with your toys, sleeping, playing with Your Human, sleeping, investigating the supply shelf, sleeping and sleeping. Remind Your Human to play with you every day. It's good for both of you.

Your Human will want to capture the special moments with you in pictures. It's tempting to pose and use all your clever tricks for them. Unfortunately, unlike you, Humans do not find the same activities endlessly amusing, so you'll want to save some of your best stunts until you are older.

See On-Line Help Items ADOPTING CATZ, CREATE AN ADOPTION KIT, PLAYPEN/FULL SCREEN, CAMERA



Playing with your Human

Humans are independent, self-absorbed and will work for hours. During this time you will be expected to entertain yourself, but when it's time for their break, play with them for awhile (if, of course, you're not too busy with your own projects).

Humans Are Easily Amused

Your Human believes the ball of yarn, squeaky toy and the jingle ball are for your amusement alone. They will try to entertain you by shaking these toys, moving the cursor in front of your face, and making funny noises. They're not trying to irritate you, it's simply their way of saying it's time to play.

Cat Dancer

Someone, somewhere, somehow, came up with the idea that a pompon on the end of a wire would delight even the most docile of felines. And they were right! The Cat Dancer is the perfect opportunity for you to cut loose and feel like a Kittenz again. A nap is a well-deserved reward after taking on this toy

CatNipz

When Your Human wants to give you the ultimate treat, they'll bring out the Catnipz. Much tastier than an ordinary household plant; chewing on these leaves opens a whole new dimension of personality. Unfortunately, the Catnipz buzz is short lived, and soon you'll come back down to normal. (Whatever that means!)

Playing with your Human

Cat Pix

Your Human will want to share you with the world (the world wide web, that is — www.pfmagic.com/catz), and there's no better way than taking your picture. This is where your extensive grooming and sleeping will pay off — looking good when posing for the camera is very important. The camera is also a good way for Your Human to document and show off your exceptional talents and tricks.

The Mouse

As we mentioned before, The Mouse lives inside the computer. If Your Human forgets to put away the cheese, The Mouse will come out of its hole. Some Humans are scared of The Mouse. Frightened or not, it is your job to quickly get it back into the hole.

Your Human can help you by picking up the mouse by the tail. But sometimes they'll get in your way and pick you up, letting the mouse scurry away. (Why do they do these things? Sometimes humans can be so strange.)

When you frighten The Mouse, just chase it back into its hole. It's mean to do more than just play.

See On-line Help Items SUPPLY SHELF, TOYS, CAT DANCER, CATNIPZ, CAMERA, MOUSE, CHEESE



Your Human likes to feel needed, and there's no better way to charm them than by begging for a little attention and a daily meal. They'll be happy as long as there is no litter box to clean.

Catz Chow

It is Your Human's job to feed you every day. If they forget, give them a gentle reminder to get them into the habit. Try a little meowing. Become more insistent if you're not getting the message across. Be melodramatic if you have to. Eventually Your Human will get your point and give you some food and water. If all else fails, just help yourself.

Petting and Grooming

It is a known fact in the Human World that petting a Catz reduces blood pressure. Petting is also a demonstration of affection. Show your affection by allowing them to pet you. You might like to be slowly stroked, or perhaps prefer more scratching action. The trick is to let Your Human know what you like best. That way, both of you can be happy.

We know you prefer to groom yourself, but this doesn't make Your Human feel needed. Let them brush you. Permit them to color you. Allow their style give you pride and individuality.

Bugs are always a hazard of computers. Itchy, nasty fleas are inevitable. If you should start to scratch, a squirt of flea spray is all Your Human has to do to chase the fleas away.

See On-Line Help Items PETTING, FEEDING YOUR CATZ, PAINT BRUSH, FLEA SPRAY



To Sleep, Perchance to Dream

Part of your responsibility is to protect the computer when Your Human is away. A quick nap in screen-saver mode prevents monitor burn-in. This is a great time to catch up on some sleeping, but be careful what you dream!

Curiosity Killed by Catz



Human's Guide to On-Line Help

When Your Human Needs Help

When Your Human has a question and you just don't know how to answer it, refer them to On-Line Help. Suggestions of On-Line Help topics are printed at the bottom of these pages. Also, the On-Line Help topics are interlinked so they can quickly learn all there is to know about treating you right. Just have them choose "help" from the options menu or click on the "?" on the supply shelf to bring up the table of contents. From there they can click on any of the underlined words to bring up that topic.

Hot Numbers

If you need even more specific information, here's where you can get help and information.

 Technical Support for Registered Dogz owners from Sykes Enterprises, Inc.: Live Support 6am - 7pm, Monday - Friday Pacific Standard Time: (970) 351-6409

• PF. Magic www site: http://www.pfmagic.com

 PF. Magic snail mail address: 501 2nd Street, #400, San Francisco, CA 94107



Warranty

STRATEGIC SIMULATIONS, INC. LIMITED WARRANTY

Strategic Simulations, Inc. ("SSI") warrants that the media on which the enclosed program is recorded will be free from defects in materials and workmanship for a period of 60 days from the date of purchase. If within 60 days of purchase the media prove defective in any way, you may return the media to Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086-2901 and SSI will replace the media free of charge. In addition, if the media prove defective at any time after the first 60 days, return the media to SSI and SSI will replace the media for a minimum charge of \$10.00 plus \$4.00 for shipping and handling. California residents, add applicable sales tax.

SSI MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THE SOFTWARE PROGRAM RECORDED ON THE CD OR DISKETTE OR THE GAME DESCRIBED IN THIS RULE BOOK, THEIR QUALITY, PERFORMANCE, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THE PROGRAM AND GAME ARE SOLD "AS IS." THE ENTIRE RISK AS TO THEIR QUALITY AND PERFORMANCE IS WITH THE BUYER. IN NO EVENT WILL SSI BE LIABLE FOR DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT IN THE PROGRAM OR GAME, OR FOR LOST DATA RESULTING IN ANY WAY FROM USE OF THE PROGRAM OR GAME, IN ALL CASES EVEN IF SSI HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. (SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF IMPLIED WARRANTIES OR LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.) SSI FURTHER EXCLUDES AND DISCLAIMS, AND THE LICENSEE HEREBY WAIVES, ANY AND ALL PROVISIONS EITHER PRESENTLY EXISTING OR AS AMENDED IN THAT CERTAIN INTERNATIONAL SALE OF GOODS CONVENTION OF JANUARY 1, 1988, INCLUDING BUT NOT LIMITED TO ANY AND ALL WARRANTIES, WHETHER EXPRESS OR IMPLIED, THEREIN.

The enclosed software program and this manual are copyrighted. All rights are reserved. This manual may not be copied, photographed, reproduced, or translated or reduced to any electrical medium or machine-readable form, in whole or in part, without prior written consent from SSI. The program accompanying this manual may be copied, by the original purchaser only, as necessary for use on the computer for which it was purchased. Any persons reproducing any portion of this book for any reason, in any media, shall be guilty of copyright violation and subject to the appropriate civil or criminal action at the discretion of the copyright holder(s).

Catz, Dogz and Petz are trademarks, and PEMagic is a registered trademark of PEMagic, Inc. ©1997 PEMagic, Inc. All Rights Reserved. All other trademarks and registered trademarks are the property of their respective holders.

Catz Credits



Adam, Andrew, Ben & Jeremy

Production

Jonathan Shambroom - Producer Ted Barnett - Director of Production

Programming

Ben Resner - Technical Lead, Petz Engine Andrew Stern - Design Engineer Tony Roiko - User Interface Toolkit André Burgoyne - Macintosh Technical Lead Chris Mayer Chris Hunt

Animation

Jeremy Cantor - Animation Director, Lead Animator. Character Designer

Adam Frank - Lead Animator, Character Designer

Jesse Sugarman Will Friedewald Kyle Kirby

Bob Deaver Alan Harrington Marta Swinney

Interface

Adam Frank - Interface Designer & Artist Wendy Stein Corey Okada Adina Nystrom Dan Lopez

Brain Design

Andrew Stern Ben Resner

Sound

Gary Levenberg - Sound FX Andrew Stern - Sound Design Roger Jackson - Cat Voices

Conceptual Design

Brooke Boynton Rob Fulop Andrew Mayer

Marketing

Brooke Boynton - Marketing Communications Mar. Leslie Allen - Marketing Coordinator

Packaging and Manual

The Design Company, SF - Design Jeremy Cantor - Art Supervisor Leslie Allen - Copywriter

Web Site

Web Design Group - Design Brooke Boynton - Producer Darren Koepp - Web Specialist Jacek Adamiec - System Administrator

Testing

Laurie Sirois - Testing Manager

Ivan Foong Joan Howard David Jones

Badger (Sean) McInnes Rachel Olhava **David Syes**

Special Thanks

Virgin Interactive Jacek Adamiec David Feldman Rob Fulop Dore Hainer

Brad McKee Doris Mitsch Tracy North Steve Rand Michael Schrage Keith Kirby John Scull Significant Otherz

And of course...

Julie & Daphne and the rest of the PF.Magic crew!

Dedicated to

The next Barnett



Dogz love to play

179KE

Virtual Petz Line from PF.Magic:

Dogz™ are the first Petz to live on a computer, giving you the joys of owning a dog without the need for a pooper scooper! Dogz live on your desktop where they can scamper across

applications, play games like keep

Also available in the

away, fetch and chase, or nap in the corner of your screen while you're working.

Choose from 5 Dogz Breeds

All Dogz are different

Installation

PC (Win 3.1 & Win'95)

Floppy Disk Installation: Win'95
Insert Disk 1 into drive A

From "My Computer", double-click on Floppy Disk icon Double-click on Setup.exe

Follow instructions on screen

Floppy Disk Installation: Win 3.1

Insert Disk 1 into drive A

From Program Manager, select File menu and choose Run

Type a:\setup and press ENTER Follow instructions on screen

CD-ROM Installation: Win'95

Insert CD-ROM

From "My Computer", double click on CD-ROM icon Double click on Setup.exe

Double click on Setup.exe

CD-ROM Installation: Win 3.1

From Program Manager, select File menu and choose Run

Type d:\setup and press ENTER

When installation is complete, restart your computer.

System Requirements

486DX, 50 MHz or higher
Win 3.1 Enhanced Mode or Win'95
10 MB Hard Disk space, 4 MB RAM
16 color video mode required
256 colors required for Windows 3.1
Optional: Windows-compatible sound card and speakers

Macintosh

Floppy Disks Installation

Insert Disk 1 into floppy drive
Double-click on the "Catz Installer" icon
Insert the following disks when instructed

CD-ROM Installation

Insert the CD-ROM

Double-click on the "Catz Installer" icon

When installation is complete, restart your computer.

