FOX TOONS
INTERACTIVE
Baby
FELIX
CREATIVITY CENTER
MUSIC & SONGS
SHAPES & COLORS
PAINT & DRAW

BABY FELIX
CREATIVITY CENTER

Welcome to the Baby Felix Creativity Center.

This program includes a variety of essential disciplines taught with solid educational methods. It is designed so that young childrem can use this program independently, as well as with an adult.

And just as important, this program is packed with fun.

Enjoy!

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INSTALLATION

Before inserting the Baby Felix CD-ROM, please turn off any programs that may be running in the background. Make sure you have quit from Microsoft Office's toolbar and that you are not running any anti-virus software.

WINDOWS™ 3.1

TO INSTALL BABY FELIX:

Insert the CD-ROM into your CD-ROM drive.
Double-click on the File Manager (located in the Main Program Group).
Click on the drive where the CD is located.
Double-click on the "Setup.exe" option.
Follow the on-screen instructions.
Once you have successfully installed Baby Felix, you can start the software at any time by double-clicking on the "Baby Felix" icon.

WINDOWS® '95

TO INSTALL BABY FELIX:

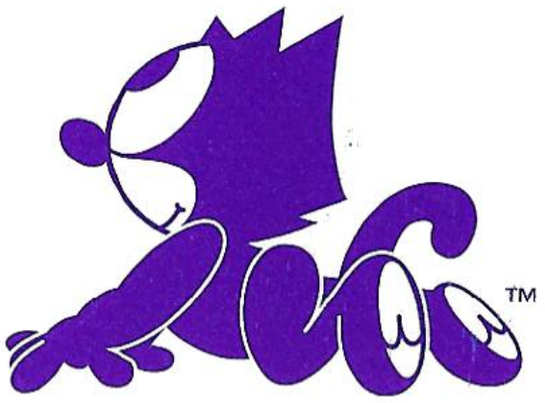
Insert the CD-ROM into your CD-ROM drive.
Double-click on the "Setup.exe" option.
Follow the on-screen instructions.
Once you have installed Baby Felix, you can start the software at any time by selecting "Start" on the taskbar, then "Programs," then "Fox Interactive," then "Baby Felix."

MACINTOSH® COMPUTERS

TO INSTALL BABY FELIX:

Insert the CD-ROM into your CD-ROM drive.
The Baby Felix icon will appear on your desktop and the folder containing the Felix icon will open automatically.

Double-click on the Baby Felix icon to start.



MINIMUM SYSTEM REQUIREMENTS

MACINTOSH®

System 7 or above:

CD-ROM drive

256 colors

4MB RAM (minimum)

2MB Hard Disk space available

If you are running System 7.5, you will need 5MB RAM minimum.

Windows™ 3.1 or higher

CD-ROM drive

640 x 480 or higher video card w/ 256 color

100% Windows compatible

Sound Card (Sound Blaster or other make)

4MB RAM (minimum)

2MB Hard Disk space available

SCREEN SAVERS

Screen savers may cause problems when running Baby Felix. Please disable them before loading program.

VIRUS PROTECTION SOFTWARE

Virus protection software may cause problems when running Baby Felix. Please disable any virus protection such as SAM© before loading program.

VIDEO DRIVERS AND VIDEO BOARDS

Some video boards and drivers do not properly support all of the graphics display functions required by Windows and therefore are not supported by Baby Felix.

If you experience problems running Baby Felix software - particularly incorrect functionality, erroneous color display, or possibly even crashes - you can try the following steps to resolve the problem:

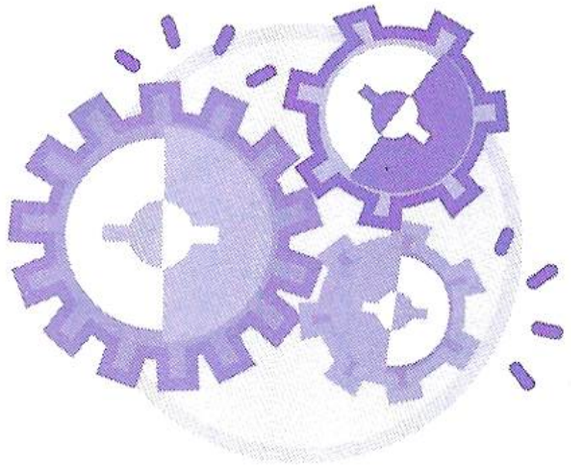
Make sure you are running the appropriate driver for your video card (check using Windows Setup in the "Main" Program Group).

Make sure you are using a 640 x 480 resolution driver set at 256 colors.

Make sure you have the latest version of your video board display driver (contact your video board manufacturer for more information).

MAXIMIZING PERFORMANCE

Quit all other applications before running Baby Felix. This will maximize the memory available to the title. Performance will also be greatly enhanced by the use of a double speed or better CD-ROM drive.



Virtual Memory

Virtual memory should be OFF to run Baby Felix. After turning it off in the Memory control panel, you must restart your machine.

Virus Protection Programs

Virus protection software may cause problems when running Baby Felix. Please disable any virus protection before loading program, and then restart your machine.

Memory Problems

If the system prompts you for more memory when starting up Baby Felix, first make sure you have quit all other applications.

If there are no applications running and you still do not have enough memory, temporarily move all unnecessary extensions (Sound Manager and CD-ROM extensions must remain) from the Extensions folder (found in the System Folder) and place them in a temporary folder. Upon restart, your computer will have more free memory.

Closing all windows in the Finder will also free some memory.

TECHNICAL SUPPORT

Improving Performance

Baby Felix is designed to take advantage of the latest in CD-ROM technology. However, certain system configuration options may degrade CD-ROM performance. Here are some tips to increase the performance of all your CD-ROM titles:

File Sharing may greatly impact your machine's performance. Turn this option OFF using the Sharing Setup control panel.

Quit all programs prior to running Baby Felix. Programs running at the same time will compete for system resources and may impact performance.

Turn off AppleTalk. This can be found in the Chooser.

Upgrade the driver for your CD-ROM drive. If you are using a non-Apple CD-ROM drive, determine what driver it uses and contact their technical support department to obtain an updated version of their driver. If you are using an Apple-made CD-ROM drive, upgrade to version 5.1.2 or later. This driver should be available from any authorized Apple dealer at no cost.

Technical Support

Please check out our Web Site at
www.foxinteractive.com
if you experience technical difficulties or
to access up-to-date technical information.
You can also call us at: (970) 522-5FOX,
available daily between the hours of 11am-8pm PST.
Or email us at BabyFelix@fox.com.

STARTING THE FUN

Double click on the Baby Felix icon. The Fox Toons and Big Top logos will greet you. Click at any time to enter Baby Felix's playroom.

The three toys in the playroom represent the three different activities. The piano signifies the Music activity. The blocks represent the Shapes activity. The coloring pages represent the Art activity. Simply click on the activity of your choice to begin playing.

QUITTING

To quit any of the activities, first click on the little house located in the upper right corner of the main screen. Once you are in Baby Felix's playroom, click on the hand icon in the lower right corner of your screen to exit the program.

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Volume Control

The volume control is located on the lower right side of the piano. Hold down your mouse and move the red slider up to make the music louder, or down to make the music softer.

Song Selection

To select or change a song, click on any song title listed in the song list. Click on the blue arrows to see more songs. You may change songs at any time.

Singing Animals & More

There are eight buttons on the top of the Piano. To change the sound of the piano, click on one of these buttons. The sounds can be changed at any time.

Learn Mode

The Learn Button starts the tutorial segment of the program. After turning the learn mode on, a voice prompted teacher guides you through each song. When it is time for you to respond, use either your mouse or click directly on the keys on the keyboard.

If you make a mistake twice, the narrator will break up the phrase into smaller segments. After you have learned all of the musical phrases, you will be prompted to play the song in its entirety.

Level Control

There are three learning levels: beginner, intermediate and advanced. To change a learning mode, locate the Level Control in the upper left corner of the screen. Click on the lever while holding down your mouse button to slide the level from "1" (beginner), "2" (intermediate), or "3" (advanced).

Speed Control

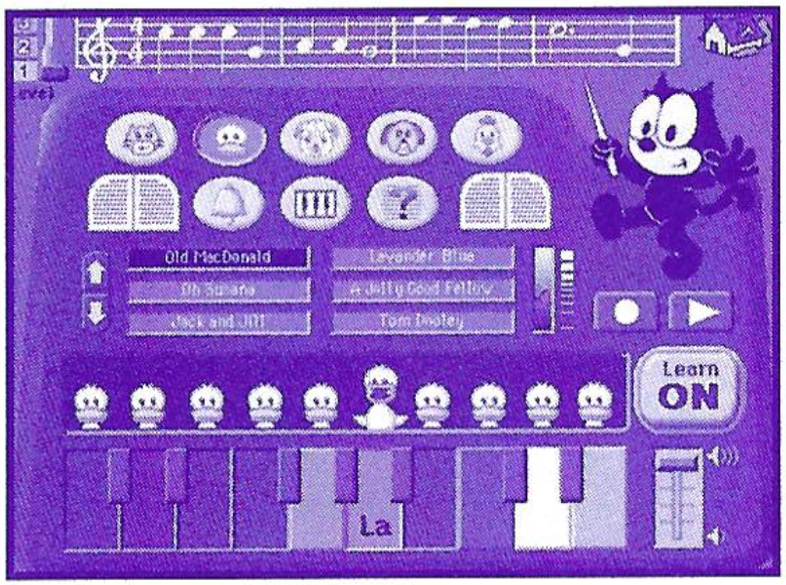
Between the Record Button and Song List is the Speed Control. To increase the speed, click on the red lever with your mouse and move it up. To decrease the speed, move the lever down.

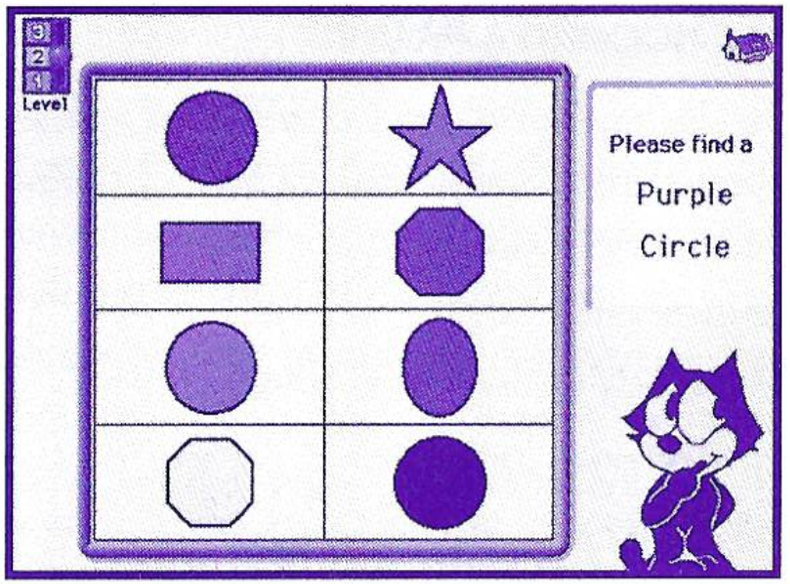
Record and Play

The record and play buttons are located on the right side of the piano, just below Baby Felix. Press the button with the circle on it when you want to record your own music. Press the button with the triangle to listen to the music you just recorded.

Piano Background

Click anywhere on the piano to change the background pattern on your piano.





LEVELS

To change the level of difficulty, click on the number of the level you wish to enter, located in the upper left corner. If you continue to answer correctly, the level will advance automatically.

LEVEL ONE teaches shape and color recognition using large shapes in a puzzle format. You will see either different shapes or colors, and will be asked to click on the correct one.

LEVEL TWO teaches advanced color and shape recognition by combining different shapes with different colors. Level Two also changes the sizes of various shapes.

LEVEL THREE is the most difficult of the three levels, integrating shape and color recognition. You will be asked to find a particular shape or color within a scene. Click once on the correct object to select your answer.

Choosing a Page

After clicking on the scrapbook icon, the scrapbook will appear. Click on one of 5 pre-printed pages with Baby Felix or choose "Empty Canvas," which is simply a blank page.

Creating An Original Canvas

To create your own original canvas, click on one of the pre-drawn Baby Felix canvases, or on an Empty Canvas. To save your original, refer to the "Saving Your Picture" section described later in this manual. Once you re-enter the scrapbook, your newly created drawing cannot be erased. If you get tired of any of your original canvases, simply save a new picture on top of it within the scrapbook. You will not be able to save a picture on top of any of the pre-printed Baby Felix drawings.

Choosing a Color

To choose a color, click on one of the colors at the bottom of the screen. To change the size of the crayon, click on one of the different sizes displayed on the left side of the screen, or click on the crayon icon at the top.

Erasing

To manually erase an area, click on the eraser icon at the top of the page. Hold down the mouse button while erasing over the area to be deleted. To change the size of the eraser, click directly on one of the sizes displayed on the left side of the screen. To erase all the color from the page, double click on the eraser icon. You can also erase black by holding down the OPTION (ALT) key while erasing, you'll notice that your cursor will change.

Stamps

To activate the stamping feature, click on the stamp icon located next to the eraser. There are two boxes above the stamp strip. The black and white box activates black and white stamping while the red/green/blue box activates colored stamping. The default is set for colored stamping. By clicking on the arrows you have access to over 150 stamps. To place a stamp on a page, click on the stamp of your choice and then click the mouse where you wish the stamp to appear. Until you click another stamp or feature, the same stamp will reappear.

Enlarging stamps: To enlarge a selected stamp, follow the above instructions but before placing the stamp, press the "+" key on your keyboard. Continue pressing this key to increase the size of the stamp.

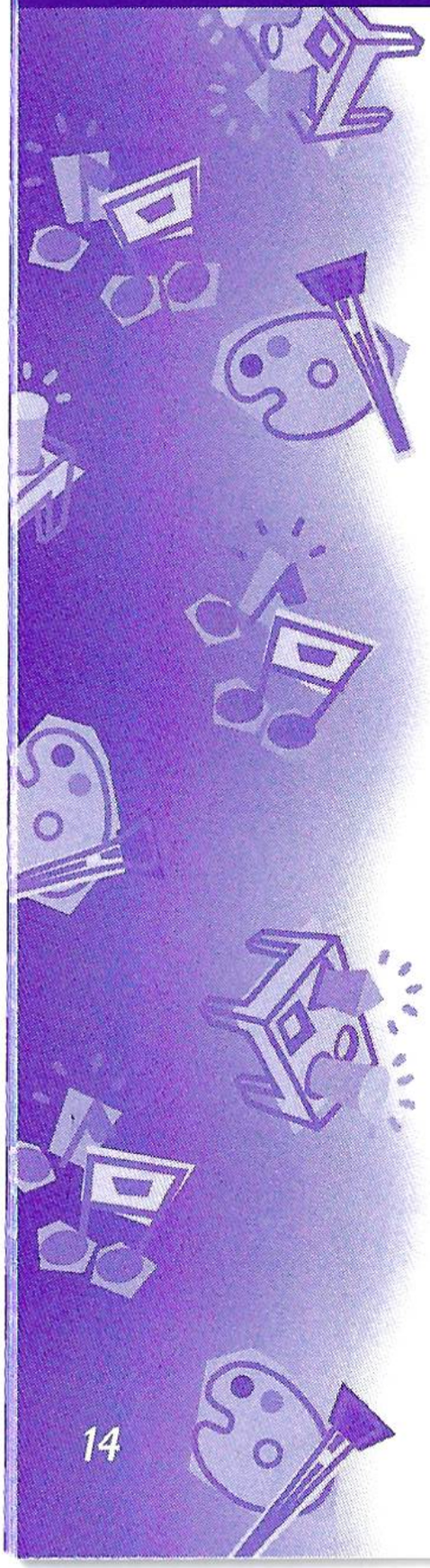
Shrinking stamps: Press the "-" key on your keyboard to shrink a stamp. Continue pressing this key to shrink the stamp more.

Original stamp: Press the numeral "0" on your keyboard to return a stamp to its original size.

Saving Your Picture

To save a drawing, click on the camera icon. After the scrapbook opens, simply click on a blank page to save your picture. You must click on the camera icon before entering the scrapbook or your picture will be lost.

Saving More: You can save up to 54 pictures.



Retrieving a Saved Picture

To retrieve a saved picture, click on the scrapbook icon. Manually turn each page by clicking on the arrows until you find your desired drawing.

Scanning Your Scrapbook

To scan through your picture collection, click on the projector icon at the top of the screen. To continue drawing, stamping, or coloring on a picture, click on the picture of your choice.

Deleting a File

To delete a single drawing, click on the scrapbook icon, hold down the Control key and click on the picture to be deleted. To erase an entire page, hold down both the Control and Shift keys and click on the page you want to delete.

Printing

To print a picture, click on the print icon in the upper right corner. Your pictures will print out in black and white outlines. Hold down the option key or alt key while clicking on the picture to activate the print dialog box. For grayscale or color printing, press the option key or alt key while clicking on the print icon.

Visit Felix at:

www.felixthecat.com

PRODUCTION CREDITS

FOX INTERACTIVE

PRODUCER
David Wisehart

LEAD TESTER
Seth Roth

TESTERS
Michael Schneider,
Michael Dunn,
Erik Larson

COMPATIBILITY TESTING
PC Test Corporation

BIG TOP PRODUCTIONS

PRODUCERS
Rob Pratt & Cynthia Decker

Executive Producers
Jake Myrick & Jim Myrick

PRODUCT MANAGERS
Noriko Kamei & Gary Manfredi

GAME GRAPHICS & ANIMATION
Sonny Sta. Maria, Noriko Kamei, Arnel Torres,
Luis Liwanag & Margene Filson

PROGRAMMING
Gary Manfredi, Marc Blanchard, Linton Hale,
Ian Bigelow, Carl Higashionna & Bruce Epstein

NARRATION
Deanna Grams

MUSIC & SOUND EFFECTS
Jeff Essex

SPECIAL THANKS (in alphabetical order)
Robert Bactad, Robert Dellas, Erica Eusebio, Mary Leigh Henneberry, Lucinda Karstedt, Lori Ludington, Christine Nagle, Don Oriolo, Dorothy Oriolo, Joe Oriolo, Jr., Warren Pfahl, Jonathan Schwartz, Matt Sloan, Peter Sylwester, Lisa Van Cleef, Joe Vella, David Wallington, and everyone else who helped make this product!

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Fox Interactive, Inc. Warranty Department
P.O. Box 900
Beverly Hills, CA 90213-0900

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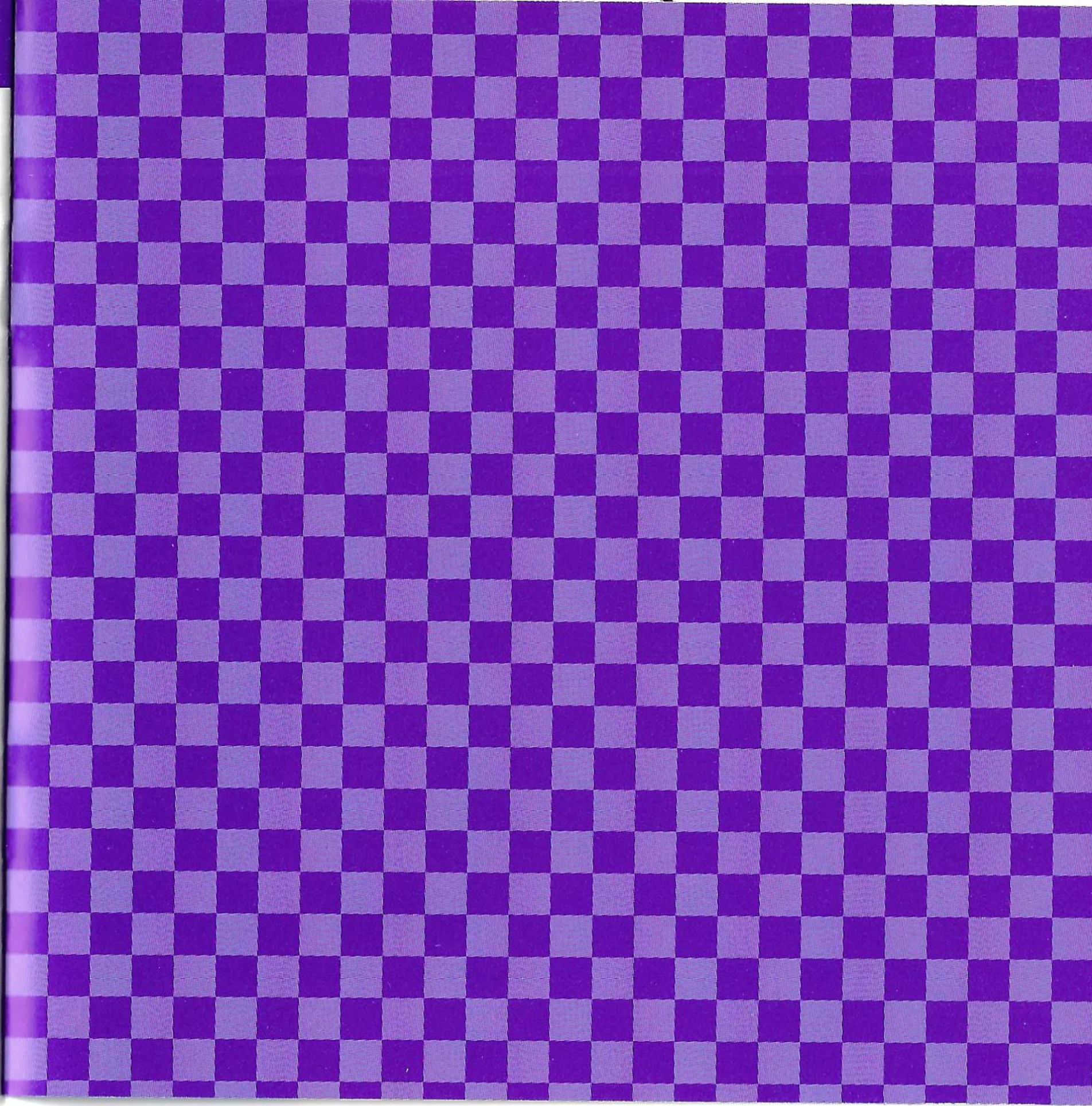
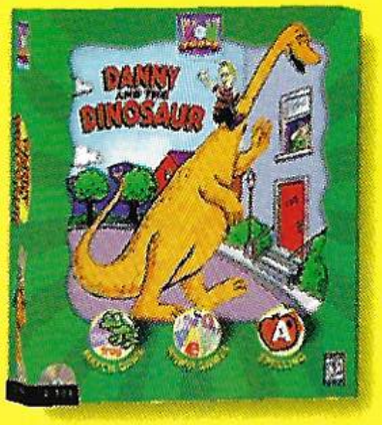
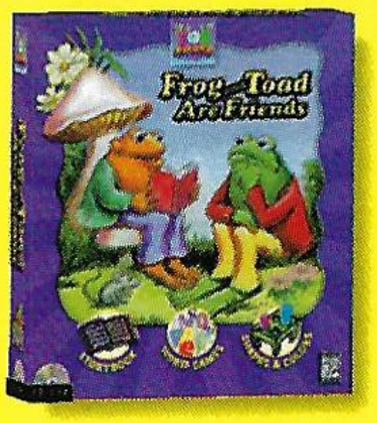


FOXTOONS...
QUALITY SOFTWARE THAT PLAYS NICE WITH CHILDREN!



DANNY AND THE DINOSAUR

Featuring favorite characters from the best-selling I CAN READ BOOK® by SYD HOFF, this three-level program developed with distinguished educators focuses on word recognition and spelling to encourage reading skills for children ages 3 to 6.



FROG AND TOAD ARE FRIENDS

Based on the I CAN READ BOOK® by ARNOLD LOBEL that has sold over 2 million copies, this three-level program developed with distinguished educators focuses on storytelling, word recognition and shapes to encourage reading skills for children ages 4 to 8.

HELLO KITTY CREATIVITY CENTER

Based on the hugely popular SANRIO character and developed by top child educators, Hello Kitty focuses on storytelling and counting to encourage reading and math skills for children ages 3 to 8.

LOOK FOR MORE FOXTOONS... COMING SOON!

EEK!STRAVAGANZA!
KEROPPI
THUMBELINA

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