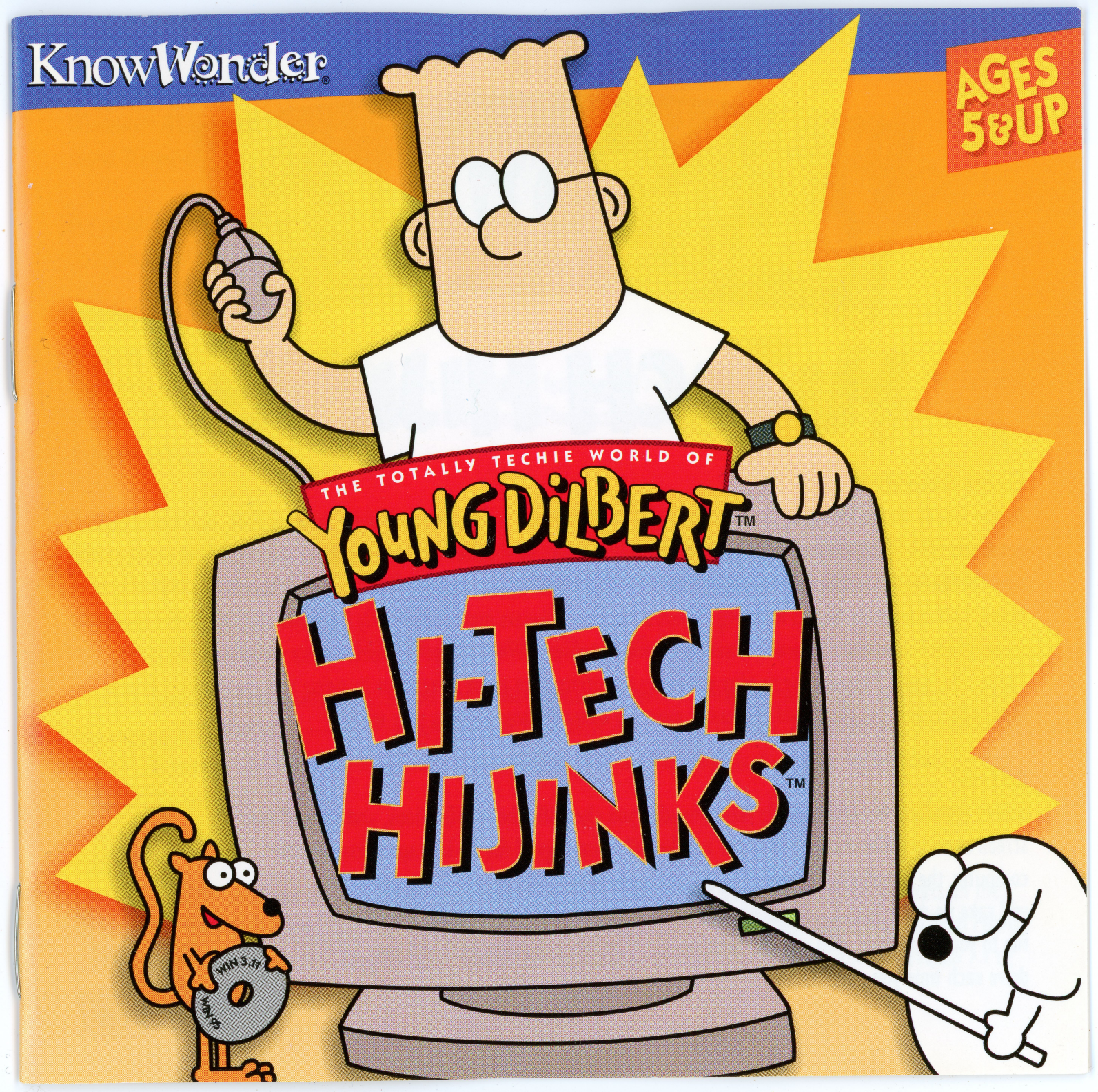

KnowWonder®
AGES 5&UP
THE TOTALLY TECHIE WORLD OF
YOUNG DILBERT™
HI-TECH HIJINKS™
WIN 3.11
WIN 95

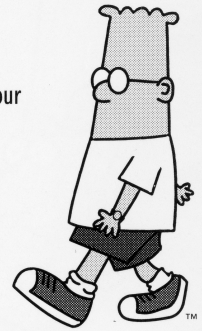
THE TOTALLY TECHIE WORLD OF YOUNG DILBERT™ HI-TECH HIJINKS™

Game Overview

In The *Totally Techie World of Young Dilbert, Hi-Tech Hijinks*™, kids ages 5 and older (and parents, too) travel inside a computer with Young Dilbert™ and his friends. Here players solve adventures that help rid a computer of a pesky virus, save the world from a hurtling asteroid, find a friend for Bob the Dinosaur, and chase aliens from Young Dilbert's home. Each adventure begins in Young Dilbert's bedroom. Players must successfully complete each of the five games found in each adventure before they can resolve the problem. When all four adventures are completed, the player "wins" the game. Players may re-play games by re-entering the game screens, or by going into the Player's Arcade area, where they can play all of the games over and over as many times as they wish.

SET-UP

Before installing the program, we recommended you close all other applications, and turn off your screen saver and file sharing. In order to take full advantage of the 32-bit capabilities of your computer, the installation program must copy some system files to your hard disk. This will take no more than 2.5 MB of hard disk space. The installation program will copy one game file to your hard disk. You will still need to insert the *Hi-Tech Hijinks* CD into your CD-ROM drive each time you play.



System Requirements

Windows®: 486DX with 16 MB of RAM, Double-speed CD-ROM drive, 35 MB hard disk space, 256 color SVGA (640x480) Sound Blaster-compatible sound card. No Internet access required.

Macintosh®: Minimum 68LC040 with 16 MB RAM, System 7.0 or higher, Double-speed CD-ROM drive, 35 MB of hard disk space, 256 color (640x480). No Internet access required.

INSTALLATION

Windows 95®:

The first time you load the CD-ROM, Windows 95 AutoPlay feature will run an install program. Insert the CD-ROM into your CD-ROM drive and follow the prompts on the screen. The next time you load the CD-ROM, the program will run automatically.

Windows 3.11®:

Before playing *Hi-Tech Hijinks*, you must run our installation program. Insert the CD-ROM into your CD-ROM drive. Select the **Run...**command from the **File** menu in the Windows Program Manager. Type the following into the Command Line area:

D:\INSTALL.EXE (Replace "D" with your CD-ROM drive letter.)

Click the **Quick Install** button to start the installation. Follow the on-screen instructions. The installation program will create a *KNOWWNDR* group in Program Manager. A *Hi-Tech Hijinks* icon will be placed in the group to allow you to start the game easily. When the installation is finished, you may need to click the **Restart Windows** button the first time you play.

Macintosh®:

Insert the CD-ROM into your CD-ROM drive. Click on the *Install Hi-Tech Hijinks* icon and follow the prompts on the screen. After the install is complete your machine will restart. To begin game play, double-click on the *Hi-Tech Hijinks* icon in the *KnowWonder* folder. **Important Note**: *Hi-Tech Hijinks* will not run under System 6.x. System 7.x or higher is required.

Help

For help and game hints anywhere in the game, click on Ratbert's rathole. Ratbert will come out with his "handy-dandy manual" and help you. If you have a question about something or want to know more about it, click on the question mark icon and then click on the item you want to know about.

Starting on your first adventure

Windows 95®/Windows NT®

Select the *Hi-Tech Hijinks* item in the *KnowWonder* folder on the Start Menu.

Windows 3.11®

Double click the *Hi-Tech Hijinks* icon in the *KnowWonder* folder in Program Manager.

Macintosh®

The Installer created a *KnowWonder* folder on your hard drive. Open that folder and double-click the *Hi-Tech Hijinks* icon or create an alias for your desktop or Apple Menu.

The Adventures

The Computer Virus

Something is drastically wrong with Young Dilbert's computer. A nasty virus has taken over and crippled all the computer's systems. His only option is to get inside his computer and put all the broken parts back together. When everything is fixed, the virus is gone. The games in this adventure: RAM, power supply, CPU, hard disk, and modem challenge you to fix a computer system in a unique way.

Escaped Aliens

While playing a video game on his computer, some of the game's aliens escape into the real world wreaking havoc on Young Dilbert's house. He must locate and capture all of them, then return them to their rightful place within the computer game. Each of the four groups of aliens create their unique sort of mayhem in a different part of Young Dilbert's home, and he must use the game's "help" file to figure out how to successfully catch them. The alien roundup games occur in various rooms in Young Dilbert's house: the Living Room, Bathroom, Basement, and Den.

Asteroid Disaster

A large asteroid is hurtling through space on a collision course with planet earth. Young Dilbert, and his science class lab partner Noriko, decide to try to save the world by designing an "Anti-Pollution Laser Particle Cannon" to shatter the dangerous mass into a zillion harmless little pieces. By searching the Internet, Young Dilbert and Noriko must locate and order each of the main pieces of the cannon. When the pieces are all gathered, Young Dilbert and Noriko save the earth. Watch what happens at the science fair!

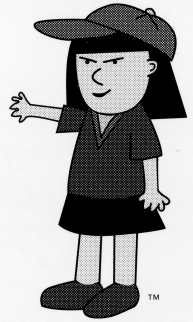
A Friend for Bob

Bob the Dinosaur is sad because his fourteen millionth birthday is coming up and there are no other dinosaurs around to sing him the dinosaur's special "Fourteen Millionth Birthday Song." Convinced that other "Bobs" must be out there, Young Dilbert and Dogbert decide to search for other dinosaurs who might be living incognito. With the help of their computer and "On-Line Dinosaur Atlas" Young Dilbert and Dogbert search the post office, department store, park, and school playground for dinosaurs. Players must successfully complete the activity in each area to find the hidden, but friendly, dinosaurs.

Game Play/Adventures

Keyboard command and shortcuts

Hitting the "Esc" key will stop dialogue, end animations, and allow you to immediately continue game play.



Saving a game

Your game is automatically saved when you quit the program. Games are saved from the last puzzle or activity you have successfully completed. You can open saved games from the *Where Do We Begin?* screen.

Loading a saved game

On the *Where should we begin?* screen, click on **Saved Game** and then select the game you have saved. Games are saved with your name and age. If you want to save more than one game, you need to log in with a different name.

Quitting the game

Click the stop sign to end your game.

Navigating the game

Reset Button

Enables you to reset the current game.

Difficulty Level Control

Enables you to change the difficulty of the current game on the fly.

Quit

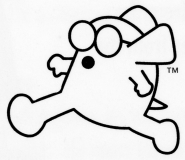
Enables you to quit/exit the entire game.

Go Back

Enables you to go back to the last room or screen.

Learn More

Enables you to access information points.



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0000102

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Technical Support

You can reach our friendly technical support department by phone, mail, fax or e-mail.

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0000102