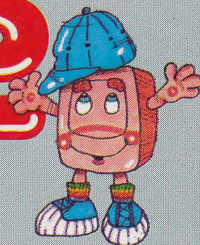
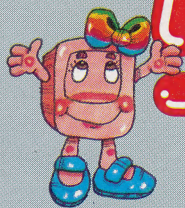


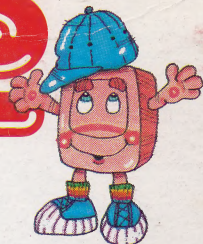
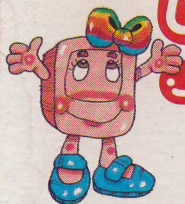
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Jungle Quest



MACKIDS™



Jungle Quest



Hone your math skills as you join Sonja and Erik on another exciting adventure fraught with danger and challenge. On this quest you walk the path toward conquering the four basic math skills at the elementary school level.

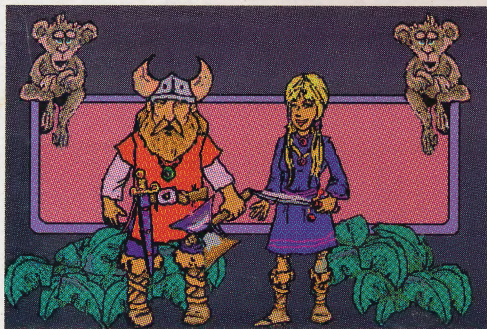
In this new adventure, Sonja's father, King Olflund, has been taken captive by a nasty band of pygmies in the jungles of the mysterious Southern Land. Our heroes must not only rescue the king, they must find King Solomon's lost treasure — the reason the king went there in the first place.

In *Jungle Quest* you assume the role of Erik or Sonja. You must find the treasure and rescue the king. Along the way, you will gather tools by solving math problems to complete your quest. You will meet an ally in the form of a toucan bird named Tooeey who will help you to find the things you need.

If you are to be successful in this math quest, you must be fearless and observant. The dark jungles of the Southern Land are perilous!

For ages 5–12.

Requires one megabyte of memory.



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ISBN#0-940081-64-4

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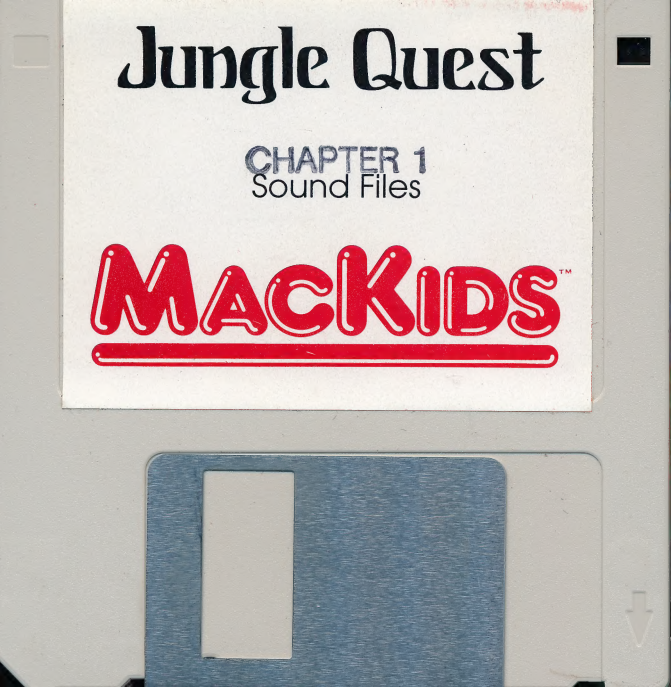
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Jungle Quest

CHAPTER 1
Sound Files

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Jungle Quest

CHAPTER 1
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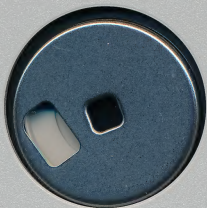
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HyperCard

CHAPTER 1

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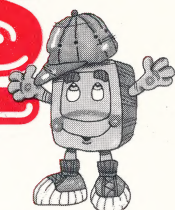
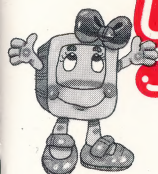
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CHAPTER 1

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Jungle Quest



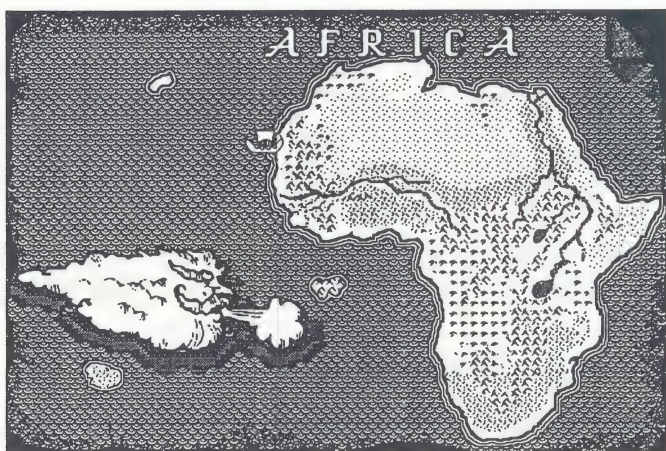
Jungle Quest

by Ray Miller

Artwork by Marc Harrison

Documentation by Jaki Jepson, Kent Porter, Eldonna Rayburn

Published by Nordic Software, Inc.



Jungle Quest is an arithmetic, adventure game that teaches basic math skills as it entertains. The player explores a mythical landscape in search of a captured king and his treasure. Along the way, some needed tools show up. Tools are won and progress is made when the player correctly answers mathematical questions. The level of difficulty is adjustable.

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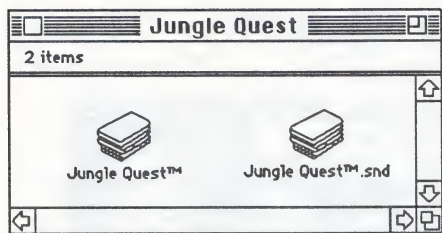
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About This Document

This booklet is your guide to installing, starting and getting the most out of Jungle Quest. We assume that you are already somewhat familiar with the Macintosh in general. For example, you will be instructed to create a new “folder” and to “drag” an item. If you don’t know what is meant by this, you should spend a little time with your Macintosh manual before going on. For best results, if you are using system 6.05 to 6.08, turn the Multifinder off.

Installing Jungle Quest

Jungle Quest is on two diskettes and must be installed on a hard disk drive to run properly. To install **Jungle Quest** on your hard drive, create a new folder called “Jungle Quest” on the hard disk. Insert the Jungle Quest application disk. Drag the Jungle Quest stack from the diskette into the folder you created. Eject the application disk. Insert the Jungle Quest Sounds disk. Drag the Jungle Quest™.snd stack from the diskette into the folder. To install **HyperCard**, simply drag the two items, HyperCard and Home, from the HyperCard Diskette to your hard drive. Eject the diskette and store all disks in a safe place.

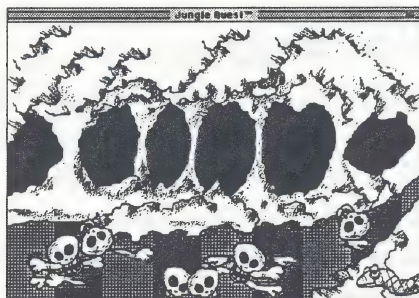


Your Jungle Quest folder should have the contents shown at left. Now you are almost ready to start Jungle Quest; but first, some...

General Tips

Your goal is to help Erik or Sonja find the First Key of Knowledge, rescue the Viking King Whatshisname, and find the lost treasure in Africa. Move from one scene to another by clicking on the screen in the direction you wish to travel. Locate the sensitive areas by holding down the Command and Option keys at the same time.

Along the way, you will need to find a map, a rope, a grappling hook, a battle axe, the key, a lantern, and a whip. Without these, you will be unable to rescue the king and find the treasure. They can be almost anywhere. But don't worry, the penguin, Fydgett, will scout ahead of you and flap his wings to tell you which paths and doors to choose. And the toucan bird named Tooee will give you clues as well. You may also see **gold** coins and **silver** coins in your quest. These can be very handy in strange lands. Make sure you answer all arithmetic problems correctly. Incorrect answers will slow you down.



Be careful! Some of the animals and people are dangerous. In some places the way may be hidden, so try clicking in different parts of each picture. The caves also change in every game. Use the palettes on the right and at the bottom

of each picture to get more help (see **Getting Help**).

Starting Jungle Quest



To start Jungle Quest, double-click on the Jungle Quest stack. After you have had a look at (and a listen to) some of the animals that live in the jungles of Africa you are brought to the above screen where you choose to play the role of Erik or Sonja. Just click on either character to begin your quest.

As your quest begins, watch your Viking ship making its way to the shores of Africa. Hint: There is a map on the shore. Pick it up when you see it (click on it). Use it to see where you have been and where you are going.

Background Mythology

Thor and Odin are a father and son team of gods who rule in merry ol' Asgard. The three worlds of Niflheim, Midgard and Asgard could be a lot merrier...it seems as though someone or something has stolen Thor's magical hammer (named Mjollnir), and now the three worlds are wracked with either droughts or floods. It has been learned that the hammer has been locked away in the deepest, darkest cavern of Niflheim. But before the ham-

mer can be released, the Seven Keys of Knowledge must be found and used. Your help is needed.

Now King Whatshisname, a human who rules the county of Egdelwonk in northern Midgard, has begun a wild search for the First Key of Knowledge (and the riches from King Solomon's Mines). His scouts tell him to look in Africa, also called the Southern Land of Midgard. Anxious to get the hammer back to Thor, he leaves immediately in his Viking boat, the Nufsihtam, with the best scout in Egdelwonk, Fydgett the penguin. Unfortunately, his boat runs into a terrific storm near Africa, and he and all his supplies are swept into the sea.

When the storm breaks, Fydgett spots King Whatshisname on the back of a giant purple turtle nearing the shore of Africa. To his horror, Fydgett watches helplessly as a tribe of mean-looking natives capture and carry off the King. The navigator of the ship Nufsihtam, a one-eyed Viking named Llatineesevi, tells Fydgett that these are the notorious Grumpies of the Htamgniknitsondeentnodi Tribe!

The Grumpie leader spots the ship and shakes his spear at Fydgett. "If you want your king back, you'll have to pay!" Without supplies, Fydgett and Llatineesevi rush back to Midgard to get Sonja and Erik.

The King is the father of Sonja and the father-in-law of Erik, so Fydgett flops into the Castle Nosirrah with the urgent message that the Grumpies have captured King Whatshisname and are holding him for ransom. Sonja and Erik are setting out to rescue him, with Fydgett's help; but they can't do it without you.

Changing Difficulty

The problems presented during the quest may be tailored to meet specific needs. To change problems, click on

the **Math** button located on the **Hints** palette.

You may type in the particular problems you wish to emphasize or let Jungle Quest (JQ) make up the problems for you.

The mathBag Stuffer

Choose type of problem sets and maximum operands.

☒ Addition	20
☒ Subtraction	20
☒ Multiplication	12
☒ Division	10

☐ Replace current problems
☒ Add to current problems

Number of new problems: 20

5 * 0
5 * 2
5 - 13
6 * 1
6 * 3
7 * 12
72 / 9
9 * 3
9 + 0
9 - 8

Help Print

Start new adventure There are 40 problems.
Make new problem set

If you elect to have JQ make the problems, you can specify which types of problems you want (addition, subtraction, multiplication and division). To control the level of difficulty you can specify the size of the operands. In the example above, all four types of problems are allowed. Addition and subtraction problems created by the computer will use numbers no larger than 20. It follows that the solutions to the addition problems will be 40 or less. Subtraction problems will always have non-negative solutions. Multiplication operands in this example are limited to 12, so the solutions would not exceed 144.

The limit on division works slightly different: the number in the division box is a limit on the divisor and the quotient, not on the dividend (it's like multiplication reversed). So, regarding problems of the form $A / B = C$, putting a limit of 10 in the division box ensures that the values for B and C will not exceed 10, and A is bounded by 100. The problem $72 / 9$ follows this rule (9 is less than 10,

and so is 8, the solution).

If you choose to enter your own problems directly, the controls discussed previously are ignored. You can enter problems of any degree of difficulty subject to the four basic operations. The syntax of typed-in problems is explained:

Addition problems use the “+”

Subtraction uses the “-”

Multiplication uses the “*”

Division problems use the “/”

Operators must be surrounded by spaces. Parentheses are also allowed. Bear in mind that parentheses are not interpreted as multiplication operators, i.e.:

$(1 + 2)(3 + 4)$ is not legal

$(1 + 2) * (3 + 4)$ is ok.

Improperly formed expressions will be ignored without comment. When you have finished typing a problem set, you may click the **Start new adventure** button to exit and begin using the new problem set.

Jungle Quest will not allow fewer than 20 problems to be used in a quest. Consequently, if when typing in your own problems, you include fewer than 20, you will not be allowed to exit. You may either type in more problems to make a total of 20 or more or click the **Make new problem set** button to have JQ add some of its own problems. If you have JQ make up some more problems, then to retain the problems you have already typed in, make sure the **Add** option is set, not the **Replace** option.

Technical Note: Making and changing the problem set modifies the JungleQuest stack. HyperCard stacks tend to increase in size as they are changed. If you ever need to compact your JungleQuest stack, hold down the shift key

as you select **Save game** and **Quit** from the **Quest** menu.

Getting Help

The Hints Palette



Hints – Quick ideas to help you play the game better. This button brings you to the reading room in the Library of Cairo.

Next Tool (Fydggett)– Click this button to have Fydggett show you the quickest way to the next hidden tool. If there is no tool where you are, you'll hear a voice...

Show Tool – If there is a tool in the picture, it will flash when you click the Show Tool button. If there is no tool in the scene, you'll hear a voice...

Math – The button to click for adding problems of your own to be solved in the game or having Jungle Quest come up with new arithmetic problems.

Quit – Click on this button to stop playing from any point in the game. If you haven't finished, everything you've done so far will be saved. The next time you open Jungle Quest, you can click **Continue** when you choose Erik or Sonja, and go on—with all the tools you've picked up—from the place you left.



Fydggett's head – Click on this scout button when you want to know where you are and where to click to leave this place.

Arrow – Click on the arrow to go back to the place you just came from.

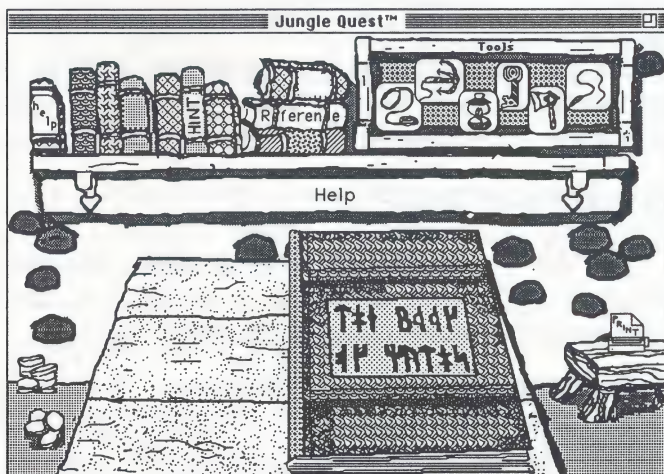
Backpack – Click on the backpack to look at the tools you have picked up along the way.

Map – Click on the map when you want to see where you have been. A set of footprints show each place you have visited. If you click on the footprints you will return to that place.

The GetAround Palette

Palettes make available a variety of helpful features. Palettes are small, movable rectangles with buttons. Jungle Quest has two palettes: the **GetAround** palette at the bottom; and the **Hints** palette to the right of each picture. To move either one, drag on its top bar. To hide it, click in the tiny box. To show them again, press **P** or select **Show Palettes** from the **Quest** menu.

There is a storehouse of information in the reading room of the Library at Cairo. To reach the reading room during a Jungle Quest adventure, click on the Hints button in the palette on the right side of the screen. You will see...



To read the titles of the books on the shelf in this reading room, move the mouse slowly over each one, and watch their **Titles** appear below the bookshelf. To read a book, click on it.

Finding Tools

Click on the pictures of the **Tools** in this reading room (shelves upper right) to learn where they are hidden in the game you are playing. These tools are hidden in different places each time you start a new game.

Fydgett will flap his wings to tell you where to go to find the next hidden tool. If you missed his flapping, click on the **Next Tool** button on the **Hints** palette.

When you click on the **Show Tool** button, a tool (if there is one in that picture) will flash. If nothing blinks, there is no tool in that place.

Using the Map

To show the magic map of Africa, click on the map button on the **GetAround** palette. Each place you have visited will be tagged with a set of footprints or other markers for each stop. Move the cursor slowly over the footprints and watch the names of the places appear.

To go back to a place you have visited, click on the footprints marking that place. Note: The map of Africa will display *only* if you pick up the scroll from the sandy beach.

Finding Your Way

Press the **?** key at any time to find out more about where you are. This is the same as clicking on the “Scout” button (penguin face) on the **GetAround** palette.

The palettes sometimes disappear. When you need them, pull down the **Quest** menu at the top of the screen and select **Show Palettes**, or press **P** and they will reappear.

Quest Pull-down Menu

Show Palettes – The two sets of buttons (palettes) will reappear on your screen: one set on the right side, and one across the bottom of the picture.

Reading Room – This menu takes you to the reading room where you can learn more about the story and how to play the game.

Scout Report – Choose this menu to find out where you are and the different ways to leave a place. (Clicking on the penguin head button on the **GetAround** palette or pressing the **?** key will show you those same things.)

Printing a Record of Performance

At the end of the game, you will be in the Great Hall of King Whatshisname, where you can click on the picture of

the printer below the list of correctly answered problems. Jungle Quest will print a list of all the problems in that game, correct and incorrect.

Printing a Book

You can go to the reading room and click on the picture of the printer below the tool shelves on the right. Jungle Quest will print the currently selected book.

Printing a List of Problems

Click on the **Math** button (**Hints** palette) if you want to print the problems before you finish the game. You will see a **Print** button there.

Top Scores Card

The top 15 scores are automatically recorded on the Top Scores Card along with the player's name, the date and the time. The actual name of the player can be added to the players list. As you play Jungle Quest, your current score is shown whenever a question is asked.

You can see the Top Scores Card by clicking on the: **Scores** button (held by Fydgett the penguin) where you choose Erik or Sonja; **Scores** button on the math card; **Top Scores** item under the Quest menu; or **Top Scores** button from the throne room—at the end of each game.

Jungle Quest remembers the last player. When you restart a game, it will give you the name of the last person who played (EXAMPLE: "The current player is 'Ray.' "). To add a new player name or change to another player, click the **Add** button and follow the instructions.

Each tool collected is worth 25 points; the map is worth 50. Each scene the player visits is worth 15 points. Addition and subtraction problems are scored as the sum of the numbers (EXAMPLE: $9 + 7$ and $9 - 7$ are each worth 16

points). Multiplication and division are scored as the product of the numbers (EXAMPLE: $10 * 2$ and $10 / 2$ are each worth 20 points). Incorrect answers are deducted from your total score. The tougher the problems, the higher your possible score.

Score	Player
5834	Roy
3850	Zaki

7/24/92 @ 10:46 AM
7/13/92 @ 1:13 PM

Print
Erase
Add Player
Start

Roy is the Quester.
Your current score is 0

Score Card

Printing Top Scores—Click Print button. Prints entire card.

Erasing Top Scores—Click Erase button. There is no UNDO after you erase.

Adding A New Name—Click Add Player button. Type up to 14 letters for new name and click OK. Click Start to play.

Changing Player Name—Scroll to your name and click. Click Start to play.

Starting the Game—Click Start button to begin new game or continue game you're playing.

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- ☒ YES ☐ NO 3) Have you ever read a computer publication only to find a magazine filled with page after page of advertising and useless information?
- ☒ YES ☐ NO 4) Are you tired of turning from page 26 to page 78 to page 235 just to find all the pieces of ONE article?
- ☒ YES ☐ NO 5) Do you ever wish your computer came with a panic button?

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