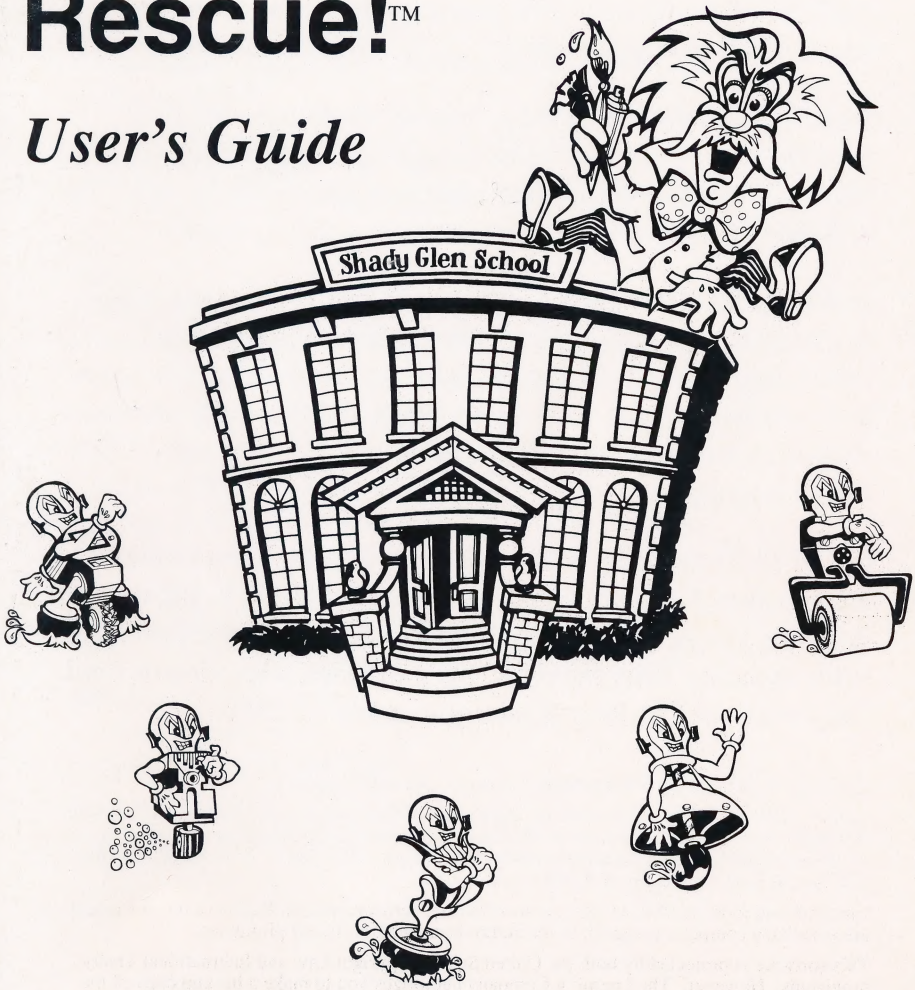
The Learning Company®

Macintosh Version

SUPER SOLVERS™

# Midnight Rescue!™

## *User's Guide*



# WELCOME TO THE SUPER SOLVERS CLUB

Are you ready to begin an adventure as a Super Solver? If this is your first Super Solver adventure, a little bit of background is in order. If you accepted the challenge in *OutNumbered!*, read on to find out how your past experience can help you in this exciting new adventure.

Super Solvers are dedicated to solving mysteries—no matter what they are. And that includes putting a stop to Morty Maxwell, better known as the Master of Mischief, the prankster of Shady Glen who turns up in the most unlikely places.

In this game, *Midnight Rescue!*, the Master of Mischief plans to use disappearing paint to make the Shady Glen School vanish into thin air. Disguised as one of his five robot helpers, he hopes to complete his mischief by midnight. Only your best deductive reasoning and reading skills can save the school in before midnight.

In *OutNumbered!*, the Master of Mischief plots his takeover of the airwaves from his hideout in the Shady Glen TV Station. To find him, you need to search for clues and pieces of secret code while avoiding Telly the robot and LiveWire, a hot electric cord. Only your math skills will save you in this adventure!

SUPER SOLVERS

# Midnight Rescue!

**For:**

- Ages 7 to 10

**Runs on:**

- Macintosh® Plus, Classic, Classic II, SE, SE/30
- Macintosh LC
- Macintosh II, IIx, IIcx, IIci, IIfx, IIsi
- Macintosh Quadra™ 700, 900
- Macintosh Portable and Powerbook™ 100, 140, 170

**With:**

- 800K disk drive
- Hard disk with 3 MB (3,000K) available
- System 6.0.2 or greater for black & white,
  System 6.0.5 or greater for color
- 762K available memory (RAM) required
  to run in black & white under Finder™.
- 1 MB (1,024K) available memory (RAM) required
  to run in color, under MultiFinder®, or with System 7™*.

* System 7 Virtual Memory is not supported.

**Materials enclosed:**

- One Program Disk
- One Color Graphics Disk
- User's Guide
- Ready Reference Card

# MIDNIGHT MISCHIEF

For years, the Super Solvers Club has been tracking Morty Maxwell of Shady Glen—the infamous Master of Mischief—who is once again up to no good. This time, he has created robots to help him paint the school with disappearing paint. And he's disguised himself as one of them so he won't get caught. Luckily for Shady Glen, the Super Solvers Club is ready for action.

As a member of the club, you'll have three hours to explore the school and figure out which robot is really the Master of Mischief. To help you, you'll have a camera for photographing the Master of Mischief's robot helpers, a reading glass for uncovering clues, and a folder to keep track of your notes. But you'll also need a keen eye, sharp thinking skills, and quick reactions to beat the clock and outsmart the Master of Mischief before everything disappears—including you! It's a risky job, but you'll be rewarded with higher and higher ranks—from Trainee all the way up to Champion—the more games you play. And the more games you play, the higher your score and the better your chances of capturing the Master of Mischief. So, are you ready to put a stop to all his mischief? Then welcome to the club!

# CONTENTS

# CONTENTS

# 1

# Getting Started

*YOUR MISSION STARTS HERE* with instructions on loading the program and using the game's menu bar. You'll also find out how to become a member of the Super Solvers Club. After all, only members can track the Master of Mischief!

# STARTING THE PROGRAM

To run *Midnight Rescue!,* you need to install (copy) it onto your hard disk. If you have a black & white monitor, you need to copy only the *Midnight Rescue!* Program Disk. If you have a color monitor, you need to copy the *Midnight Rescue!* Color Graphics Disk, too. On both disks, the files are compressed to save space. Before you can play *Midnight Rescue!,* you must expand the files.

Before installing the program, make a backup copy of the *Midnight Rescue!* disks. For instructions on copying disks, see your Macintosh manual.

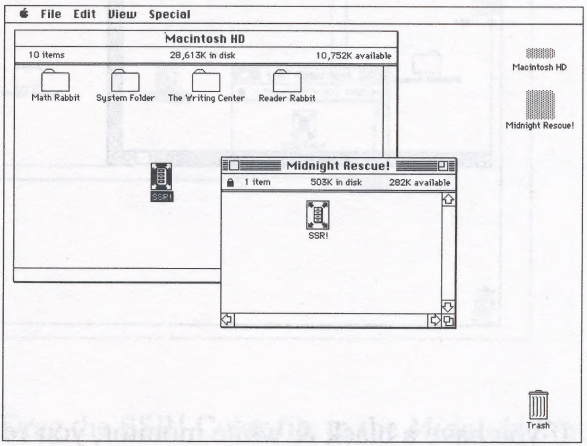
**Note:** The *Midnight Rescue! User's Guide* is written with the assumption that you have a working knowledge of your Macintosh computer. If you need more information on how to make a backup disk, click, double-click, or drag icons, refer to your Macintosh manual.

**To install the program on your hard disk:**

1. Start your Macintosh from the hard disk using System 6.0.2 or greater if you're using a black & white monitor. You must use System 6.0.5 or greater if you want to be able to play in color.

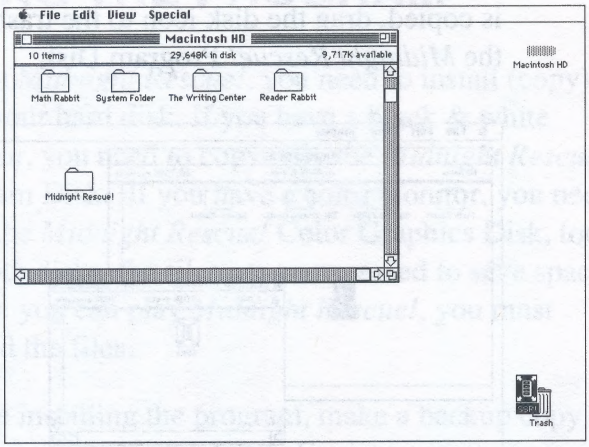
2. Put the *Midnight Rescue!* Program Disk in the drive, label side up.

3. Drag the SSR! file to your hard disk. After the file is copied, drag the disk icon to the trash can to eject the *Midnight Rescue!* Program Disk.




4. Double-click on the SSR! file on your hard disk to expand it. When the file is expanded, you'll see a new folder named *Midnight Rescue!* on your hard disk. The *Midnight Rescue!* program is in this folder.

5. Drag the compressed SSR! file to the trash can and click on **OK** to remove it from your hard disk. (The compressed SSR! file is still on your original *Midnight Rescue!* Program Disk, if you ever need a backup.)

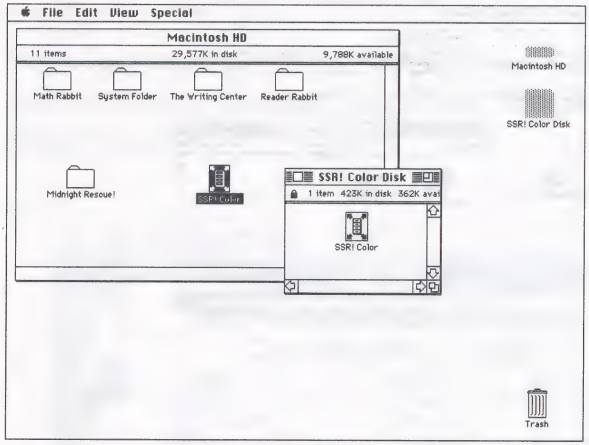



If you have a black & white monitor, you're ready to run *Midnight Rescue!* You can skip steps 1–5 in the next section.

**If you have a color monitor:**

1. Put the *Midnight Rescue!* Color Graphics Disk in the drive, label side up.

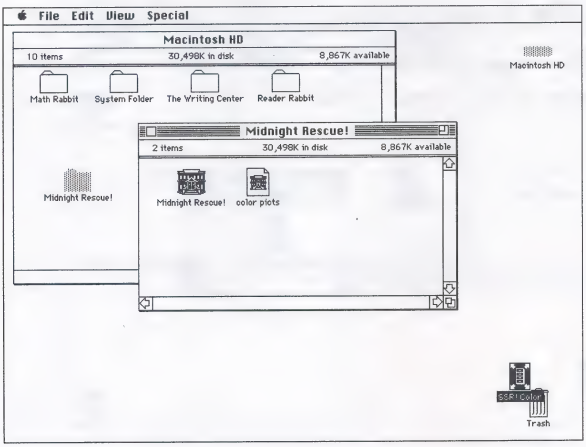
2. Drag the SSR! Color file to your hard disk. Then drag the disk icon to the trash can to eject the Color Graphics Disk.




3. Drag the SSR! Color file to the *Midnight Rescue!* folder. Then double-click on the folder icon to open it (if the folder isn't already open).

4. Double-click on the SSR! Color file to expand it.

5. After the file is expanded, drag the SSR! Color file to the trash can and click on **OK** to remove it from your hard disk. (The compressed SSR! Color file is still on your original *Midnight Rescue!* Color Graphics Disk, if you ever need a backup.)




**To run the program:**

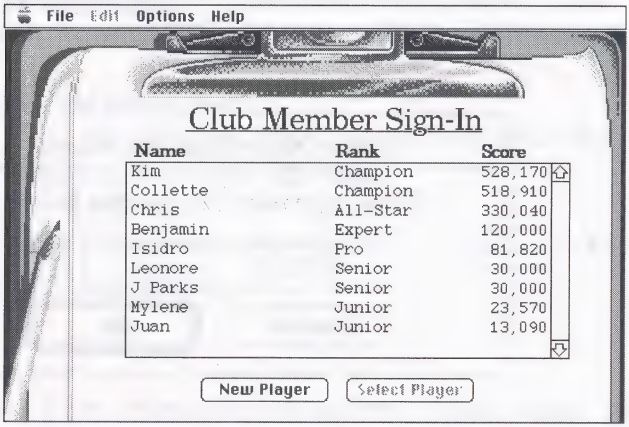
1. Open the *Midnight Rescue!* folder (if it's not already open).

2. Double-click on the *Midnight Rescue!* icon to start the program. The title screen will appear. For color monitors, if your color monitor isn't set for 16-color display, you'll be asked to change the display mode to 16-color display or black & white. Follow the instructions on the screen. (If you have problems starting the program, refer to *Troubleshooting* in Appendix C.)

3. Click the mouse button to continue. Read the messages on the screen about the game. Keep clicking the mouse button until you see the Club Member Sign-In screen (or the screen for entering a new club member name).

# SIGNING IN

Since only members of the Super Solvers Club are allowed to play the game, you'll need to sign in before the game starts.



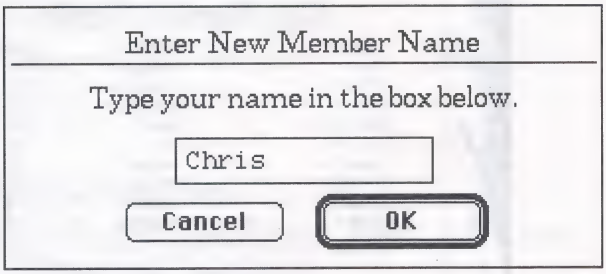

The Club Member Sign-In lists all the current club members and their lifetime scores.

If this is the first time you've used the program, you'll need to enter your name as a new club member. After you've played a game, your name and lifetime score will be listed on the Club Member Sign-In screen. (If you want to remove a name and score, see the *Special Keys* section in Appendix A.)

**To add your name to the list of players:**

1. Click on **New Player** at the bottom of the screen. (If you're the first person to use the program, this step will be skipped.)

2. Type your name—up to 15 characters. If you make a mistake, use Delete to erase and type again. When you're finished, press Return or Enter, or click on **OK**.




3. Read any messages that appear, then click on **Continue** to clear them from the screen. The game screen will appear.

**To choose your name from the list of players:**

1. Click on your name to select it. Then click on **Select Player** to begin playing. (Or double-click on your name.) If you played before and didn't finish the game, you'll be asked if you want to continue that game. Click on **Yes** to continue where you left off and keep any points you've already earned or on **No** to start a new game.

2. Read any messages that appear, then click on **Continue** to begin playing the game.

# USING THE MENU BAR

The menu bar is located at the top of your screen. From the menu bar, you can see the lifetime score and rank and the highest game scores of all the current players; choose to start a game over or start a new player; quit the program; turn off or on new user messages, the music, the sound effects, or the clock; and get help.

**To use the menu bar:**

1. Click on the menu you want and hold down the mouse button to see the menu.

2. Drag the pointer to the choice you want and release the mouse button.

## File

Choose **File** when you want to see lifetime scores, see high game scores, start a game over again, start a new player, or quit the program.


Choose **Lifetime Scores** to see the total scores of all the current club members and their ranks.

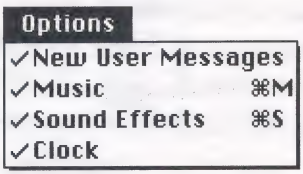
Your score in a current game will not be added to your lifetime score until you win the game. Choose **High Game Scores** to see the highest scores ever earned in a single game by any club members who have played on your computer.

Choose **Start Over** to stop the game you are currently playing. A message will tell you that your current game and score won't be saved if you start over. Click on **Yes** to start a new game or **No** to continue where you left off with the current game.

Choose **Quit** (or press ⌘ Q ) when you want to stop playing *Midnight Rescue!* When you're asked if you want to exit from the program, click on **Yes** to exit. Click on **No** if you change your mind. When you leave the program, your current game and score are saved where you left off. The next time you sign in, you'll be asked if you want to continue this game or start a new one.

## Options

Choose **Options** when you want to turn off and on new user messages, music, sound effects, or the clock.



When you start *Midnight Rescue!*, the music and sound effects are on and the clock is running. New user messages pop up only for players ranked as Trainees. When you make a choice from the Options menu, a message will tell you what the current setting is and will ask you if you want to change it. Click on **Yes** to change the setting or **No** to leave the setting as it is.

Choose **New User Messages** to turn the messages off or on. These messages are special prompts and hints that appear on the screen from time to time to help new players at the Trainee rank learn how to play the game. If you want to see these messages when you advance to a higher rank, you can turn them on again.

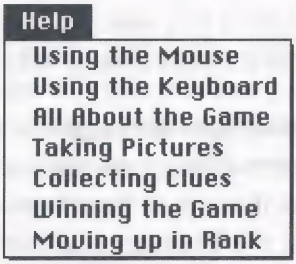
Choose **Music** (or press ⌘ M ) to turn the music off or on. If you turn only the music off, you will still hear the sound effects.

Choose **Sound Effects** (or press ⌘ S ) to turn the program's sound effects off or on. If you turn only the sound effects off, you will still hear the music.

Choose **Clock** to turn the game clock off. If the clock is on, you earn bonus points for any remaining time when you win the game. Once you turn the clock off, you can't turn it back on during the current game.

# Help

Choose **Help** when you want to get help in using the program.




Choose the topic you want from the Help menu and read the information that appears on the screen. If there is more information on that topic, click on **See Next Page**. To go back to the previous page, click on **Go Back a Page**. When you're finished, click on **Done** to go back to the game.

# 2

## Playing the Game

*STRANGE THINGS* have been happening lately at the Shady Glen School. And everyone suspects that the Master of Mischief is behind the happenings. The Super Solvers Club has been asked to discover what's up and capture the Master of Mischief himself. He's smart—very smart—but can he outsmart the Super Solvers Club? Only time will tell, and there isn't much of that left. Better turn the page and get your instructions from the club . . . before it's too late!

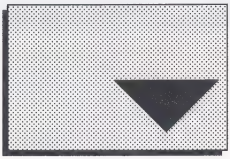
# FOR CLUB MEMBERS ONLY

***—From the Super Solvers Club Headquarters***

You've been called to an emergency at Shady Glen School. Something's up—and it's big. Here's the scoop.

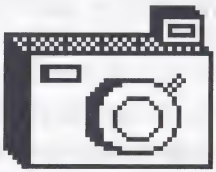
The Master of Mischief (also known as Morty Maxwell) is up to his tricks again. But this time it's serious. Somehow, he figured out how to make disappearing paint. Then he turned five paintbrushes into robots. Now, he plans to paint the school and make it disappear by midnight! As a member of the Super Solvers Club, only you can stop him.

Here are the facts. The Master of Mischief has turned himself into one of the robots. Your job is to find out which one. The Master of Mischief may be clever, but he's left a paper trail of notes with clues that will help you find him. Be careful, though. Some of the notes may not have clues. So be sure to remember club rule number 1: **Read carefully!**



One thing you're sure not to miss are the robots—and they're nasty!

Since you've been trained in acrobatics, you could just outjump and outrun them except for one thing: the robots themselves carry clues—hidden facts that can tell you which of them is the Master of Mischief. That's why you'll need your camera.



And it's no ordinary camera! One shot will scare the daylights out of a robot and make it disappear. Then later, when the picture is developed, the robot clues are plain to see. But just so you don't forget, here's club rule number 2: **Stay alert!**

There's another thing you should know. To help you keep track of everything, you'll need to keep notes.

Your notes include all the clues you've found and all the robot pictures you've taken. And strangely enough, whenever you look at your notes, time itself will stand still. So look at them often. Not only will you be safe from robots and the Master of Mischief himself, you'll have time to catch your breath and study your findings. So keep in mind club rule number 3: **Think before you act!**

And one more thing. If you follow the rules, you'll score many points and save the school. And when you earn the rank of Champion, you'll have a chance to perform a little mischief yourself on the Master of Mischief!

Everything you need to know is right here in this guide. Guard it with your life. If the Master of Mischief gets it, you're lost and so is the school. And just so you know what to do, there's a game plan on the next page you can carry with you.

Ready? Then get going. You've got work to do!

## The Game Plan

- **Look for triangles** to find hidden letters, diary notes, posters, newspaper articles, and other things to read. Read everything carefully and answer the questions at the end to collect reading clues.
- **Photograph the robots** to protect yourself and to discover hidden facts about them—facts that will help you find out which one is really the Master of Mischief.
- **Go to your notes often** to study the reading clues and robot pictures you've collected. Match the reading clues to the robot clues in the pictures to find out which robot is really the Master of Mischief.
- **Watch the clock and film counter.** The clock starts at 9:00 PM and runs until 12:00 midnight. At midnight, it's all over. The film counter starts with 12 pictures. When you get low, find the film machine and reload.
- **Earn high scores** by reading carefully, keeping extra film in your camera, avoiding a crash with a robot or its tricks, collecting your clues quickly, and capturing the Master of Mischief before midnight.

# MOVING AROUND THE SCHOOL

You have a whole school to explore—two full floors of rooms—and not much time to do it. So getting around the school quickly is important, especially with a robot on your tail! Below are some hints on ways to move to stay out of trouble and make good time.

To move around, you can use the keyboard or the mouse. However, it is easier to learn to move using the keyboard.

## Using the Keyboard

These instructions describe how to use the arrow keys to move. But on some keyboards, you may find it easier to use [J], [L], or [I]. If so, use:

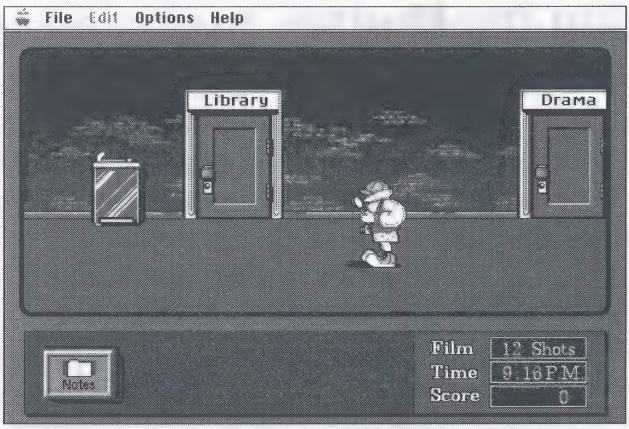
[J] instead of [←]

[L] instead of [→]

[I] instead of [↑]

**To move left or right:**

- Press [←] or [→]. Hold the key down to keep walking in that direction.




**To flip and move left and right quickly:**

- Press [↑] [←] or [↑] [→] at the same time. You can also leap over a robot using these keys.

**To open a door, use a stairway, move in close to read, get film, or jump up when a robot throws something at you:**

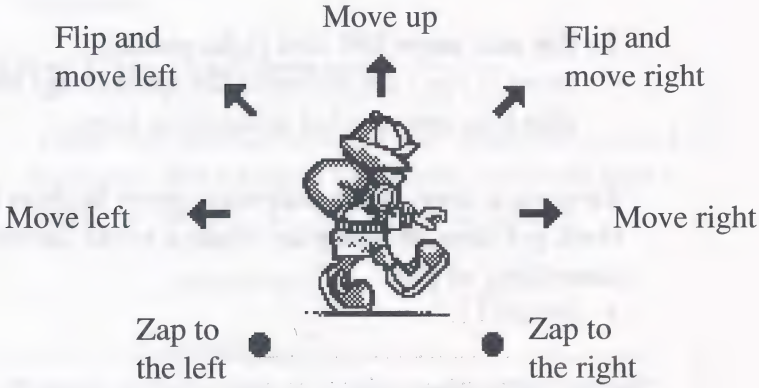
- Press [↑].

> "Better remember which rooms you've already explored. Searching the same hallways and rooms again gives the robots a better chance to play their tricks on you!"—*Don, Senior,* ***Super Solvers Club***

## Using the Mouse

- To move up, left, or right, point and click the mouse directly above or on either side of you. The mouse pointer appears as an arrow. Hold down the mouse button to move in the direction the arrow points.

- To flip and move left or right quickly, point and click the mouse above and to the left or above and to the right of you. Hold down the mouse button to continue flipping.




"Here's a smooth maneuver to try. Position the arrow in front of a door, the stairway, the film machine, or a place where you think a reading is hidden. Then hold down the mouse button. You'll move in the direction the arrow points—and then move up when you run into the arrow."—*Pat, Senior,* ***Super Solvers Club***

# ENCOUNTERING ROBOTS

You'll soon discover that each robot has its own personality—and a bag of tricks! But if you know how to deal with them, you'll save time and score more points. Whenever a robot appears from nowhere, you can either photograph it or dodge it.

## Photographing Robots

Probably your best defense against a robot is your camera. By taking a robot's picture, you can make the robot disappear for a while and leave you alone. And your picture will show hidden facts about the robot—facts you need to find the Master of Mischief. You'll also score 50 points for every picture you take.

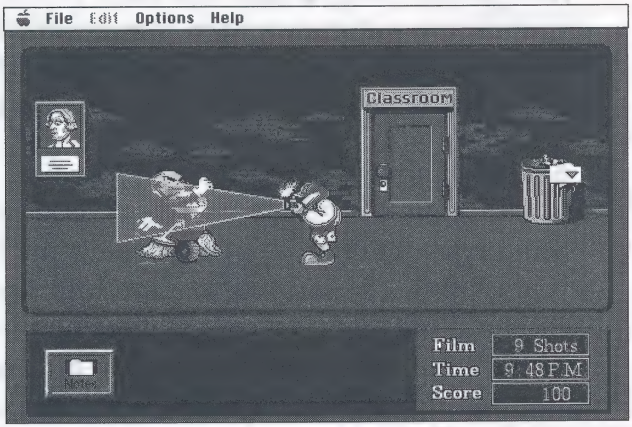
But you'll need to be careful with your film. You have only 12 shots when the game begins. And you'll get bonus points at the end of the game for any film left in your camera. (See *Scoring and Ranking,* later in this chapter.) Although you can get more film from the school's film machine, you'll need to get a new reading clue first. Otherwise, the machine will be empty. The number of pictures you need of each robot to get all its clues depends on your rank.

| Rank | Pictures Needed |
|---|---|
| Trainee and Junior | 1 picture |
| Senior and Pro | 2 pictures |
| Expert, Master, All-Star, and Champion | 4 pictures |

**To photograph a robot:**

* Press Spacebar to use your camera. If the camera flash hits the robot, the robot will disappear and its picture will be saved in your notes.

* Point and click the mouse below and to the left or right of your feet. The arrow will change to a ball. If the camera flash hits the robot, the robot will disappear and its picture will be saved in your notes.




"Don't be afraid to get close to photograph a robot. If you're too far away, you won't get its picture. But if you get too close, you might get bopped!"—*Betsy, Junior,* ***Super Solvers Club***

* *In this User's Guide, these icons mark instructions for keyboard and mouse users, respectively.*

> "Be brave! Stand up and face the robot when you take its picture. But be quick about it!"—*Jerry, Trainee,* ***Super Solvers Club***

**To get more film:**

Find the film machine and press [↑]. If the machine is empty, collect a reading clue and come back and try again.

Find the film machine and move in front of it. Point and click the mouse directly above you. If the machine is empty, collect a reading clue and come back and try again.

> "Don't take more pictures of a robot than you need. You'll just be wasting your film!"—*Molly, Master,* ***Super Solvers Club***

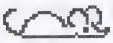
# Dodging Robots

Since a robot is made of steel, you'll want to avoid crashing into one at all costs. One crash will cost you one shot of film in your camera and make you dizzy. You'll also have to look out for flying objects—things thrown by the robots to scare you into leaving the school. Not only will each trick knock you down, you'll lose 15 minutes off the clock.

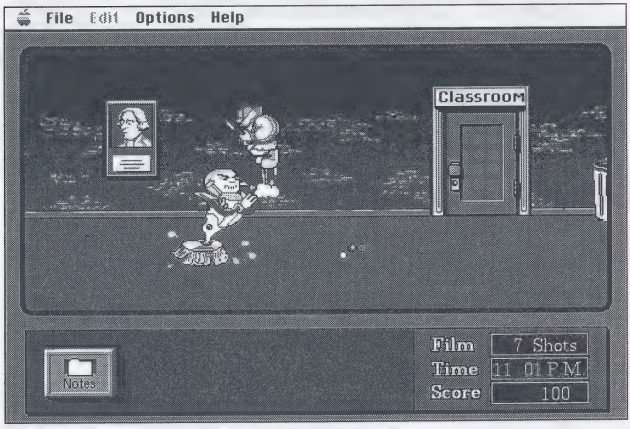
These robots are tough. So here are a few tips to stay out of their way.

**To stay clear of robots:**

To flip over them press [↑][←] or [↑][→]. These keys will also help you outrun a robot that's chasing you. Or duck into a room or stairway by pressing [↑]. If a robot throws a trick at you, jump up to avoid it by pressing [↑].



Jump over them with a flip by pointing and clicking the mouse above and to the left or right of you. (Flip jumps also help you outrun a robot.) Or duck into a room or stairway by pointing and clicking the mouse directly above you. If a robot throws a trick at you, click the mouse directly above you to jump up to avoid it.



# COLLECTING READING CLUES

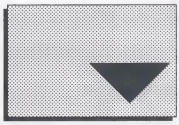
When Morty Maxwell graduated from Shady Glen School, his reading teacher thought he was the smartest student the school ever had. Morty thought so, too. But today, as the Master of Mischief, he's stretching his luck. He's left all sorts of notes, letters, newspaper articles, and other readings in the school with clues to help you catch him. Your job is to find them . . . and prove that the Master of Mischief is not as smart as he thinks he is!

Take all the time you need to read things over. The clock stops while you are reading and since the robots can't read, they won't come near you. For every reading clue you find on the first try, you'll score extra points. But if you miss, keep trying. You'll get some extra help if you go back to reread the reading and you'll still score points for every clue you find. (See *Scoring and Ranking,* later in this chapter.)

"Do all the readings you can find, even if you don't need any more reading clues. You won't lose any time—you'll just earn extra points and get higher scores!"—*Lisa, Champion,* ***Super Solvers Club***

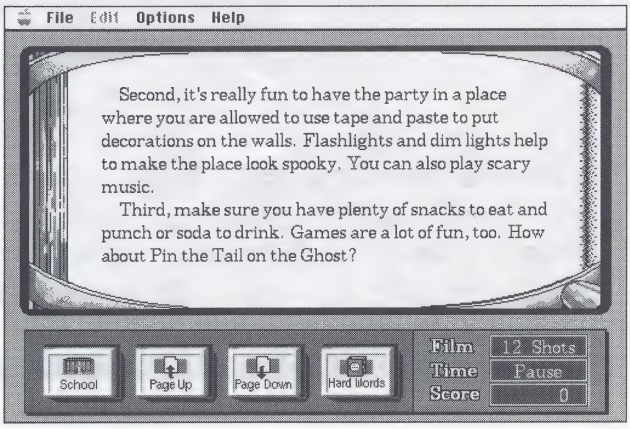
**To find a reading clue:**

1. Search the school for the Master of Mischief's sign: a triangle. The sign hides a reading or a message from the Master of Mischief.



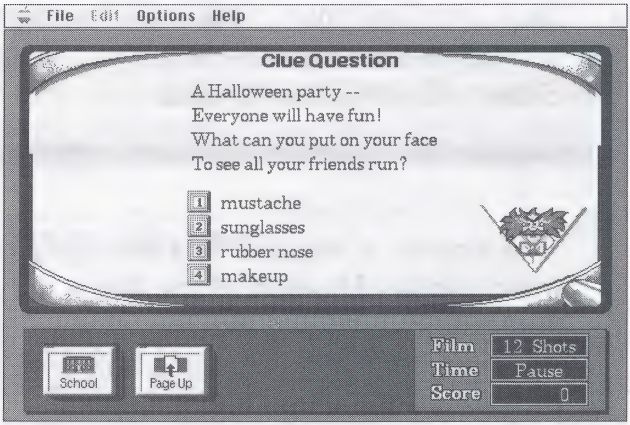
2. Move in front of the triangle and press [↑] or click with the mouse directly above you to see the reading or message through your reading glass.

3. Read carefully. The clock stops when you are reading, so take your time. If it's a message from the Master of Mischief, click on **School** or press [S] to go back to the game. To see the next page of a reading, click on **Page Down** or press [D]. To go back a page in the reading, click on **Page Up** or press [U].



4. To see definitions of difficult words, click on **Hard Words** or press [H]. The definition for the first hard word will appear in a window and the word will be highlighted in the reading. To see the next hard word, click on **See Next Word**. When you've seen all the words you want to, click on **Done.** (For a complete list of all the hard words, see *Educational Focus*.)

5. When you reach the end of the reading, you'll find a poem from the Master of Mischief himself with a clue question.




To answer the question, click on the number next to the answer you want or press its number key on the keyboard.

The Master of Mischief will let you know if you selected the right answer and got the clue. If you missed, he'll even give you a hint. Then if you go back and reread the reading, some words will be highlighted to help you. (To go back to the reading, click on **Page Up** or press [U]. If you miss the clue a second time, he'll hide the clue somewhere else so you can find it again.)

6. Click on **School** or Press [S] to erase the Master of Mischief's message and return to the School.

> "If you're not sure which choice is the clue, go back and read again. You'll get more points for getting the clue right the first time."—*Tommy, Expert,* ***Super Solvers Club***

> "The Master of Mischief is a strange guy with a weird sense of humor. If you find a message from him instead of a reading, study it carefully. He might be giving you some help!"—*Vanna, Pro,* ***Super Solvers Club***

# CAPTURING THE MASTER OF MISCHIEF

Turning himself into a robot is one of the Master of Mischief's more clever tricks. But he didn't count on your reading skills or your special camera to uncover clues. And if he knew about your notes, he'd really be running scared.

Your notes contain a checklist of your findings and all the reading clues and robot pictures you've collected so far. By studying your notes and thinking things through, you'll be able to point the finger at the robot who's really the Master of Mischief in disguise. So take some time to look things over. The clock stops when you're looking at your notes, and no robots will bother you.

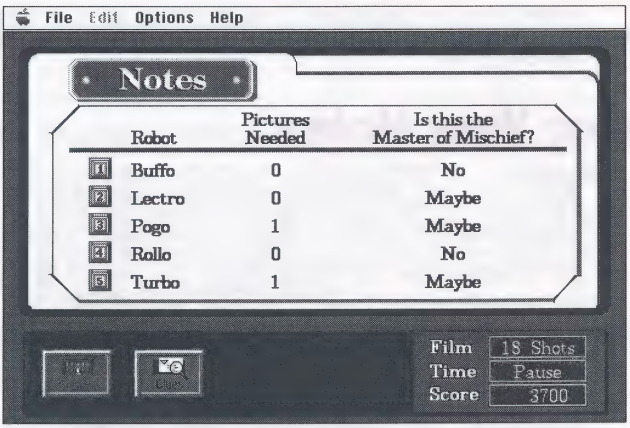
## Using Your Notes

After you've collected a reading clue or two and photographed a few robots, go to your notes to check your findings. From the pictures, you'll discover that the robots wear strange things and carry some pretty weird baggage. Those are the hidden facts that you need to compare to the reading clues. If all four facts for one of the robots match your reading clues, you've discovered the Master of Mischief.

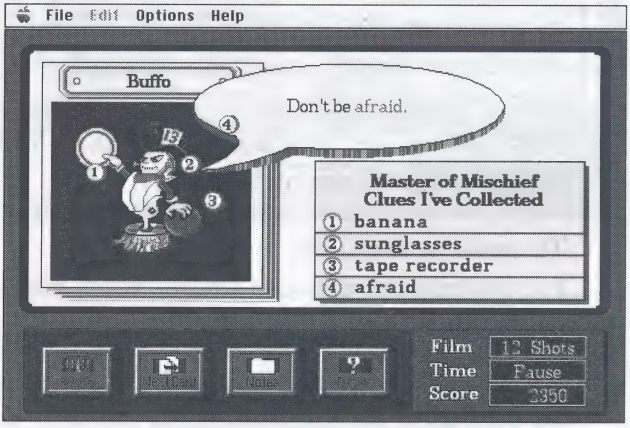
> "I go to my notes whenever I need a safe hiding place where I can think. I can also save film by finding out which robots I don't need to photograph again."—*Sarah, All-Star,* ***Super Solvers Club***

**To see your notes:**

1. Click on **Notes** or press [N]. A checklist appears that shows the names of all five robots and tells you how many pictures you need of each one to get all its facts. It also shows any decisions you've made about the robots. (See the next section, *Making Decisions about Robots*.)



2. To see your clues, click on **Clues** or press [C]. You'll see all your reading clues and the picture of the first robot, Buffo, if you've taken it. (To see any you've collected for a specific robot, click on the robot's number or name.)




If your rank is Trainee or Junior, each clue on the robot picture will be numbered to match the numbers on the reading clues. In other ranks, you won't see the numbers.

3. To see other robot pictures you've taken, click on **Next Card** or press [→]. (You can also click on the number next to a robot's name.)

**To return to the school:**

Press [S].

Click on **School**.

# Making Decisions about Robots

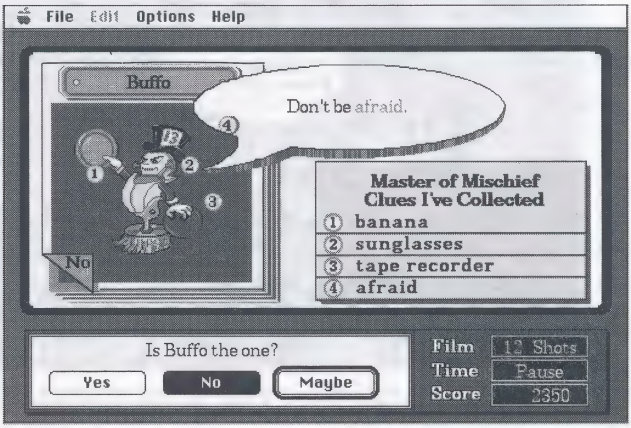
As you look through your notes, you'll see right away that some of the robots can't be the Master of Mischief—one or more of their hidden facts won't match your reading clues. You'll also find some robots who might be the Master of Mischief, but you'll need more reading clues or pictures to find out for sure. To help you keep track of things and save time, you can decide which robots cannot be the Master of Mischief and which ones might be the Master of Mischief.

**To make a decision:**

1. Go to your notes and study a robot picture and your reading clues.

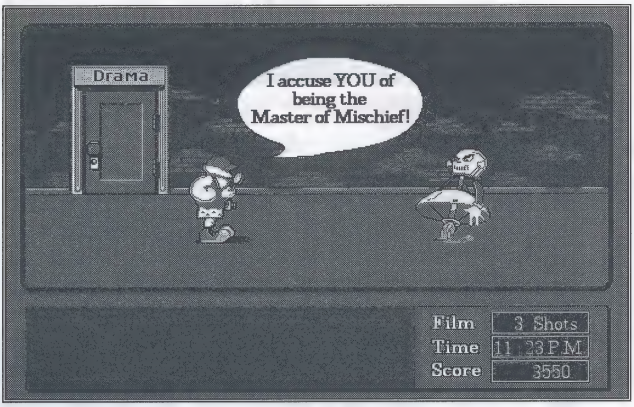
2. To make a decision about the robot you are looking at, click on **Decide** or press [D].

3. Click on **No** or Press [N] if you are sure that the robot can't be the Master of Mischief. This marks the robot picture so you won't need to spend time on it again. If you change your mind or if you aren't sure who the robot is, click on **Maybe** or press [M]. Click on **Yes** or press [Y] only when you are sure the robot you are looking at in your notes is the Master of Mischief.




"I figured out which robot was the Master of Mischief without even taking its picture! When I saw that the other robots had at least one hidden fact that didn't match my reading clues, I marked their pictures with No. Then I knew the robot with the missing picture had to be the Master of Mischief."—*Becky, Master,* ***Super Solvers Club***

When you click on **Yes**, you'll be warned that if you continue, the game will be over whether you are right or wrong about the robot. If you change your mind about continuing, click on **No** to go back to your notes. If you click on **Yes** to continue, you'll get to accuse the robot face-to-face. You'll soon find out if you are right or wrong by how the robot behaves.




If you're right, you'll score bonus points for any extra time and film you have, and for accusing the right robot. (See the next section, *Scoring and Ranking*.) The points you win will be added to your lifetime score and saved on the disk. If you've reached the rank of Champion, something special happens to the Master of Mischief. If you're wrong, your points from this game won't be added to lifetime scores or high game scores, but you can always play again.

## SCORING AND RANKING

How are you doing against the Master of Mischief? Are you doing as well as the other members of the Super Solvers Club? You can find out at any time by looking at your scores and rank.

# Scoring

Every time you win a game, your new game score is added to your lifetime score and saved on disk. The highest scores ever earned in a single game by club members using your computer are also saved.

**To see your scores during a game:**

- Choose **Lifetime Scores** from the File menu to see your total score and the total scores of other current club members. Choose **High Game Scores** to see the all-time highest single-game scores made by any members using your computer. (The points you've earned in a current game will not be listed until you win the game.)

High Game Scores

| Name | Rank | Score |
|---|---|---|
| Chris | All-Star | 30,040 |
| Kim | Champion | 28,170 |
| Mylene | Junior | 10,080 |
| Isidro | Pro | 9,810 |
| Benjamin | Expert | 9,500 |
| Jamie | Junior | 8,840 |
| Kim | Champion | 7,980 |
| Chris | All-Star | 6,890 |

Continue

**To see your lifetime score at the end of a game:**

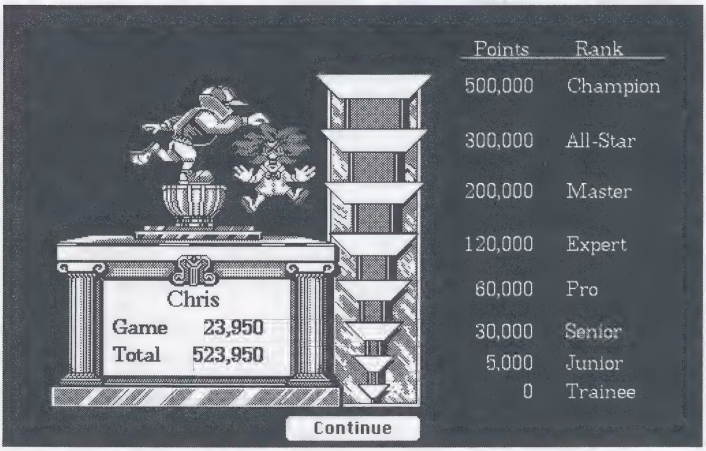
- When you win a game, your rank and lifetime score appear on the on-screen trophy. The best way to make high scores is to find the reading clues on the first try. But even if you don't, you'll still score points for every clue you find. Another way to increase your score is to earn bonus points at the end of the game. You'll earn bonus points for having unused film in your camera and time left over on the clock, and for winning the game. The number of points you earn for each depends on your rank.

## POINTS EARNED

| | Reading Clues | | | Extra Film | Extra Time | Winning |
|---|---|---|---|---|---|---|
| RANK | 1st Try | 2nd Try | Others | (per picture) | (per minute) | the Game |
| Champion<br>All-Star | 1500 | 800 | 400 | 400 | 60 | 5000 |
| Master<br>Expert | 1200 | 600 | 300 | 300 | 50 | 3000 |
| Pro<br>Senior | 900 | 400 | 200 | 150 | 40 | 2000 |
| Junior<br>Trainee | 600 | 300 | 100 | 100 | 30 | 1000 |

# Ranking

As you earn more and more points, you'll move up into higher ranks. Then capturing the Master of Mischief becomes more and more difficult. As you move up in rank, the robots will move faster and faster, the robots' clues won't be numbered on their pictures, you'll need more pictures of each robot to collect all its hidden facts, and the readings will become more difficult.

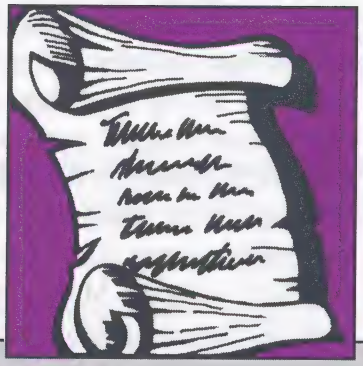



The table on the next page shows what you can expect as you move up in rank.

| RANK | Points Needed | Robot Speed | Are Clues Numbered? | Number of Robot Pictures Needed |
|---|---|---|---|---|
| **Champion** | 500,000 | Super Fast | No | 4 |
| **All-Star** | 300,000 | Super Fast | No | 4 |
| **Master** | 200,000 | Fast | No | 4 |
| **Expert** | 120,000 | Fast | No | 4 |
| **Pro** | 60,000 | Medium | No | 2 |
| **Senior** | 30,000 | Medium | No | 2 |
| **Junior** | 5,000 | Slow | Yes | 1 |
| **Trainee** | 0 | Slow | Yes | 1 |

# 3

## Educational Focus



YOU ALREADY have noticed how much children enjoy playing *Midnight Rescue!* What may be less apparent is how much they learn as a result of such play. Our goal in creating this product is to offer a richly entertaining environment in which children can develop the reading comprehension and thinking skills necessary for success in school, while building a deep appreciation of reading that can last a lifetime. Employing a unique blend of reading curriculum and thinking-skills development strategies, the program weaves educational content into an adventure game that children will want to play again and again.

# Practicing Reading Skills

The reading selections in *Midnight Rescue!* have been carefully developed to engage children's interest and to stretch their abilities during extended use of the program. Using everyday formats such as letters, books, diary entries, posters, reports, and newspaper articles, the program reinforces the practical aspects of reading. At the same time, the readings develop an entertaining story line—the life and times of Morty Maxwell, alias the Master of Mischief—that unfolds with each game children play. In addition to the pieces written specially for *Midnight Rescue!,* we have included reading selections from a number of children's literature classics.

The program includes over 200 reading selections with more than 400 clue questions that combine to make thousands of unique games. Each game provides six reading opportunities for children to practice their comprehension skills. Every reading selection within a game targets a specific skill, which is reinforced by a rhymed challenge that players answer to collect a clue needed to win. As players achieve higher ranks, the readings increase in difficulty to provide greater challenge. As the fun increases, so does the educational value of the game.

The program allows children to play in a timed situation, or at a more leisurely pace, without the clock running.

While playing *Midnight Rescue!*, children practice the following reading comprehension skills.

**Reading for Main Ideas**—The ability to identify the central point of a selection, whether explicitly stated or not

**Recalling Key Facts**—The ability to recall important details of a selection that explain, clarify, or justify the main idea

**Drawing Inferences**—The ability to comprehend information that is implied rather than explicitly stated

**Building Vocabulary**—The ability to understand the meanings of words through their use in context (See *Word List* later in this chapter.)

## Using Thinking Skills

Each *Midnight Rescue!* game contains a problem that players must solve in order to win. Essential information is gathered, organized, and analyzed, leading to a final deductive conclusion that reveals the true identity of the Master of Mischief. Over time, children develop and refine unique strategies for successfully solving the challenge.

While playing *Midnight Rescue!*, children will use the following thinking skills.

**Gathering Information**—The ability to notice and collect relevant information through observing external events and recalling information from memory

**Organizing Information**—The ability to order and sort information for appropriate retrieval

**Analyzing Information**—The ability to formulate questions about information, to recognize relationships between and among parts, and to discriminate between relevant and irrelevant points

**Drawing Deductive Conclusions**—The ability to weigh supporting and conflicting evidence in verifying beliefs and assumptions

## Reading Levels

The reading selections in the program increase in difficulty as players achieve higher ranks. In the three lowest ranks (Trainee, Junior, and Senior), all reading selections are at Level I; the next three ranks (Pro, Expert, and Master) are half at Level I and half at Level II; and the top two ranks (All-Star and Champion) are at Level II. The differences between Level I and Level II readings have to do with the overall complexity of the language, the targeted curriculum skills, and the type of thinking strategies required to answer the rhyme at the end of each selection. We have taken extreme care to build the leveling mechanism and to gauge the readings so that the increase in level will seem natural.

# Word List

Over 500 words are defined in the program's reading selections. By using the Hard Words button in a reading selection, children can access on-screen definitions of selected words as they are used in the context of the reading. This helps improve children's reading vocabulary. Each definition includes the word's pronunciation based on the following key.

| | |
|---|---|
| **a** | can, hat |
| **ah** | part, pond |
| **aw** | boss, fraud |
| **ay** | rain, care, air |
| **ch** | catch |
| **e** | jet, pet |
| **ee** | tree |
| **i** | hit |
| **igh** | my, buy |
| **ngk** | ink |
| **oh** | show, or |
| **oi** | toy |
| **ow** | now, found |
| **uh** | but, up |
| **yoo** | use |
| **zh** | treasure |
| **∂** | turn, action, contain |

# 3 EDUCATIONAL FOCUS

abilities
absolute
academy
accompany
accurate
achievement
acrobatic
activities
additional
admiration
admired
agriculture
albums
alloy
altered
amazing
ambled
ample
amusement park
ancestors
ancient
annual
apologize
appeals
appreciate
approached
Arctic
arguments
arrivals
assortment
assured
astonished
astound
astronomer
at the stake
attempts
attract
audience
auditorium
avalanche
average
aware
Bach
barbecued
bargains
basis
bass fiddle
Beethoven
best sellers
bewildered
bizarre
blended
boa constrictor
bouquet
bridge
brilliant
British
budding
burdensome
burrowed
card catalog
cartography
cartoonists
cautiously
ceiling
challenging
champion
championship
chaos
check out
chefs
choice
claims
classic
classical
clutched
collection
combination
communicate
compared
complaints
complicated
compliment
composers
composition
conceal
conceit
confidence
confusing
confusion
connect
connection
conquered
consider
constant
constantly
constellation
construction
contain
continuous
convince
coupon
courage
coyote
craft
crates
create
creative
creature
critics
crude
curiosity
curious
curiously
currently
custom
deadline
decorate
decorations
deeds
defeating
definitely
demonstration
descriptions
design
desperately
detailed
detected
detective
determination
determine
devices
disguise
disgusted
disgusting
display

## EDUCATIONAL FOCUS

distressed
disturbances
dribble
drill team
drowsy
eager
eclipses
economize
edgy
effect
election
embarrassed
enables
engaged in
enterprise
entertain
entrants
entry
entry blanks
essential
established
events
eventually
evidence
evident
exact
exaggerates
exceptional
experienced
exploring
expression
extended
extinct
eye-catching
faerie
fancy
fantastic
fantasy
flavor
focus
folklore
fool's gold
fossil
fragrant
frequently
fronds
fungi
galore
gaze
gear
generous
genuine
geyser
glimpse
glistened
glycerine
goal
goalie
gorgeous
gradual
gradually
guzzled
gym
harsh
helpless
heroine
hesitates
hinting
home office
hooves
hornet
Houdini
however
howling
hyenas
identify
identity
illusion
imagination
imitates
immediately
improvements
in advance
in common
in return
incident
includes
inconveniencing
incredible
incredibly
inexpensive
ingredient
initial
initials
innocent
innocently
innovation
insisted
instantly
instead
instead of
instructed
instructions
instrument
interrupted
interview
introduced
invaders
invention
inventor
investigation
invisible
jalapeno
jammed
jamming
jealous
jointed
jubilant
jumbled
key
legend
lightning rod
limousine
line
linking
mad
magnificent
major
mammal
mantle
marooned
master
mate
merchants
Mesozoic era
migrates

military
modem
moment of truth
monarch
Monterey Jack
moral
Morse Code
motionless
musket
mysterious
mysteriously
nacho
native
nectar
North Pole
not-too-distant
numerous
nursery
objected
observe
obtain
occupy
occurred
office
official
officials
one-of-a-kind
opinion
orchestra
ordinary
organization
origin
original
originality
originally
overhead
Pacific Northwest
panicked
participate
participation
particular
particularly
pastime
patience
patient
peculiar
peered
permanent
personal
personally
personnel
persuade
petal
phenomenon
Picasso
platypus
poisonous
port
possibilities
pouch
practical
practically
prairie dog
prance
prank
prankster
predicted
preparation
present arms
primitive
produce
production
profit
programmed
protect
provided
prow
puckered
punch
purchase
pushmi-pullyu
range
rare
ravenous
reality
realize
reasonable
receiver
recent
recently
recipe
recital
recognize
record-breaking
reference section
referring to
refills
related
relative
release
reluctantly
remarkable
replaced
represented
reproachfully
reptiles
reputation
request
required
residents
resign
resist
resort
responded
responsible
results
reunion
review
revolves
rhinoceros
rhythm
rhythm section
ridiculous
rock hounds
ruined
rumors
runner-up
savor
scarce
scuba
scurry
section
secure
selecting

## EDUCATIONAL FOCUS

serious
seriously injured
serviceable
session
shrewd
shrieked
shrieks
sifting
sixpence
skeleton
sketch
skid marks
slab
slipcover
slug
smirk
smugly
snorkeling
society
solution
special effects
spectacles
speechless
splintered
sponsored
squinted
standstill
startle
stingy
stir
strolling
submitted
succeeded
successful
suede
superstitious
supply
surface
suspicions
swooped
symbol
tablecloth
taste buds
tempted
terrific
terrified
throughout
tidbits
timeless
timidly
tiptoed
tizzy
to his advantage
tortilla
tournament
traditional
treasure-trove
treasurer
tremendous
trough
tryouts
unidentified
unique
unlimited supply
urgent
valuable
value
variety
ventriloquist
veritable
versus
victory
villain
volume
volunteers
vs.
wacky
Washington, D.C.
wavering
weird
Westerners
witness
worthless

# 4

# Appendixes

*NEED ANY MORE INFORMATION* on using the program? Then use this part of the user's guide to look things up and get help when you need it. In *Appendix A,* you find a complete list of special keys and how they work. *Appendix B* describes using the mouse. And if you have any problems using the program, go to *Appendix C* for possible solutions. (When you need help fast, go to the *Index* at the back of this guide to find what you're looking for.)

# APPENDIX A: SPECIAL KEYS

## EXPLORING THE SCHOOL

| KEY | ACTION |
|---|---|
| ← or → <br> J or L | Moves you left or right. Hold the key down to move continuously. |
| ↑ or I | Opens a door, moves you up or down a stairway, moves you in close to read, operates the film machine, and makes you jump up when a robot is near (if you are not in front of a door). |
| ↑ ← or I J | Flips you up and moves you to the left quickly. |
| ↑ → or I L | Flips you up and moves you to the right quickly. |
| ⌘ M | Lets you turn the music off or on in the program. |
| ⌘ Q | Lets you quit the program. |

| KEY | ACTION |
|---|---|
| ⌘ S | Lets you turn the sound effects off or on in the program. |
| Return or Enter | Removes new user messages from the screen; chooses any buttons on the screen that have double borders. |
| Spacebar | Takes a robot's picture (in the direction you are facing), and makes the robot disappear. |
| Tab | From the school, chooses **Notes**. From your notes or a reading, chooses **School**. |

## READING AND USING YOUR NOTES

| KEY | ACTION |
|---|---|
| ↑ or I | Moves you in close to read when you're near a triangle. |
| → | In your clues, chooses **Next Card**. |

| KEY | ACTION |
|---|---|
| 1, 2, 3, 4, or 5 | In your notes, shows you the picture of the robot with that number (if you've taken its picture). In a reading, 1 – 4 chooses the answer to a question. |
| C | From your notes, chooses **Clues**. |
| D | From your notes, chooses **Decide**. |
| H | In a reading, chooses **Hard Words**. |
| M | When you're deciding who is the Master of Mischief, chooses **Maybe**. |
| N | When you're deciding who is the Master of Mischief, chooses **No**. (Also chooses any **No** button in the program.) |
| Return or Enter | Removes new user messages from the screen; chooses any buttons on the screen that have double borders. Pages down in a reading. From your notes, chooses **Clues**. From your clues, chooses **Next Card**. |
| S | From your notes or readings, chooses **School**. |

| KEY | ACTION |
|---|---|
| Tab | From the school, chooses **Notes**. From your notes or a reading, chooses **School**. |
| U or Page Up | In a reading, moves to the previous page. |
| Y | When you're deciding who is the Master of Mischief, chooses **Yes**. |

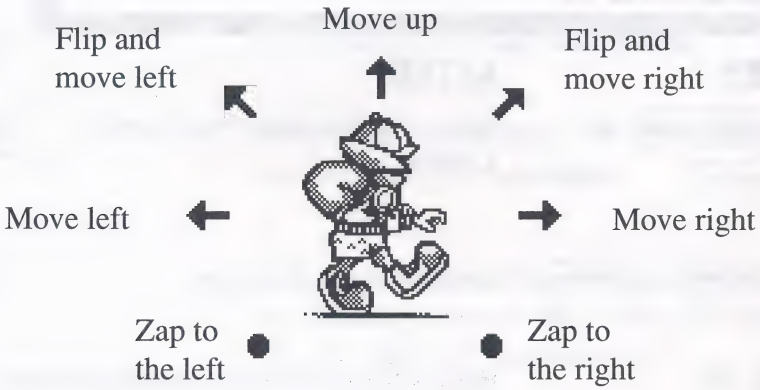
## SIGNING IN

| KEY | ACTION |
|---|---|
| Backspace or Delete | Erases the last letter you type in a name. |
| Return or Enter | Enters a name you type. |
| ⌘ R | Begins the process of removing a name from the list. (This permanently erases a player's name, rank, and lifetime score from the disk.) |

# APPENDIX B: MOUSE MOVEMENT

Point with the mouse and hold down the mouse button to move left, right, up, or to flip and move left or right. You see an arrow on the screen that points the direction you'll move.

To use your camera, point and click below and to the left or right of you. The arrow changes to a ball.



# APPENDIX C: TROUBLESHOOTING

## INSTALLING THE PROGRAM

| PROBLEM | SOLUTION |
|---|---|
| **1.** When you try to install the program on your hard disk, you see the message, "This volume is full." | There is not enough room on your hard disk. You need at least 3 MB (megabytes) of disk space available (free) to install the *Midnight Rescue!* program.<br>• Remove (delete) some files from your hard disk to make more room. For information on deleting files, see your Macintosh manual. |
| **2.** When you try to start *Midnight Rescue!* by double-clicking on the SSR! file on the disk, you get a message that the disk "is locked and cannot be modified." | You cannot play *Midnight Rescue!* from a floppy disk. You must install the program on your hard disk. See Chapter 1, *Getting Started*, for instructions on installing the program. |

## USING THE PROGRAM

| PROBLEM | SOLUTION |
|---|---|
| 1. You have a color monitor but the program appears only in black & white. | • You must be using System 6.0.5 or greater to run the program in color.<br>• The program needs 1 MB of available memory to run in color. Remove Inits or install more memory. |
| 2. The game action is very slow. | If you are running the program in color, your system may be set for 256-color display.<br>• For best performance in color, restart the program and change the monitor setting to 16 colors from the dialog box that appears.<br>If you are running System 7.0, also see Troubleshooting item number 7. |

| PROBLEM | SOLUTION |
|---|---|
| **3.** The arrow keys on the numeric keypad don't work or the numbers on the numeric keypad don't work. | Keys that have a number and an arrow on them work as arrows in the game, but as numbers when you are answering reading tasks or in your notes. If you press [Num Lock], you will reverse the way they work.<br>• Press [Num Lock] again.<br>• Use the mouse to move around. When answering questions in reading tasks, click on the numbers with the mouse. |
| **4.** The names on the Club Member Sign-In screen or the high game scores are missing. | The two data files, Player Roster and High Games, may have been deleted or moved from the *Midnight Rescue!* folder.<br>• Find the missing files and place them in the *Midnight Rescue!* folder on your hard disk.<br>• If the files cannot be found, the next time you play the game, the Player Roster and High Games files will be created automatically. |

| PROBLEM | SOLUTION |
| --- | --- |
| 5. The sound and music in the game are too loud or too soft. | In the Control Panel, choose **General** (**Sound** if you're using System 7) and adjust your system speaker volume as needed. |
| 6. The help balloons from System 7.0 interfere with the game. | • Click on the balloon icon on the right side of the menu bar. Then choose **Hide Balloons**. |
| 7. You are running with System 7.0 and the game runs very slowly or stops (freezes). | The Virtual Memory feature of System 7.0 is not supported by *Midnight Rescue!*<br>• Go to the Control Panel, click on **Memory**, and turn off the Virtual Memory. Then restart your computer. If after turning off the Virtual Memory, you get an "insufficient memory" message when you try to run the program, you will have to add more memory (RAM) to your system. (It is best to have 4 MB or more of RAM when using System 7.0). |

**If you have questions, call our Customer Service Department at 1-800-852-2255.**

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# INDEX

## S

# NOTES

# NOTES

# NOTES

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|---|---|---|
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| **Reader Rabbit 1** *Early Reading* | **Reader Rabbit 2** *Reading* | Super Solvers **Midnight Rescue!** *Reading* |
| **Math Rabbit** *Math* | **Treasure MathStorm!** *Math* | Super Solvers **OutNumbered!** *Math* |
| | | **The Writing Center** *Writing/Publishing* |

P/N 17702 5/94

Macintosh Version

SUPER SOLVERS™

# Midnight Rescue!™

## *READY REFERENCE CARD*

**Can you read, think, and react in time to rescue the school before it disappears?**

Morty Maxwell, the Master of Mischief, has taken over Shady Glen School! Disguised as one of his five robots, he and his team are painting the entire school with disappearing paint. As a Super Solvers Club Member, you must find out which robot is the Master of Mischief. But you only have until midnight to explore the school, read for clues, and collect facts to out-think the Master of Mischief. Earn enough points to reach the rank of Champion and you can give the Master a taste of his own Mischief!

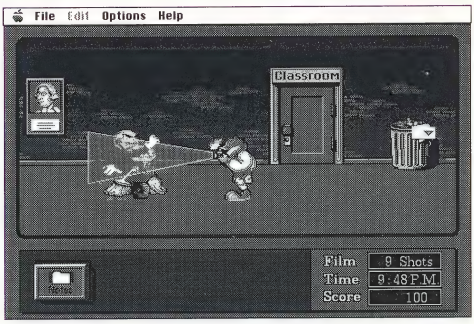
### *For a quick start:*

Start your computer from the hard disk and follow these steps.

1. Copy the compressed SSR! file to your hard disk. After the file has been copied to your hard disk, double-click on its icon to expand it. Then discard the compressed file. If you have a color monitor, repeat the same steps for the SSR! Color file on the Color Graphics Disk. (On your hard disk, make sure to move the SSR! Color file into the same folder as the program.)
2. Open the *Midnight Rescue!* folder and double-click on the expanded *Midnight Rescue!* file to start the program and see the title screen. (For more detailed instructions, see *Starting the Program* in *Chapter 1* of the *User's Guide*.)
3. Click the mouse button to continue and read the messages on the screen.
4. Follow the prompts on the screen to sign in.
5. For help in the game, use the Help menu. Use this *Ready Reference Card* for extra help or go to the *User's Guide* for complete instructions for playing the game.

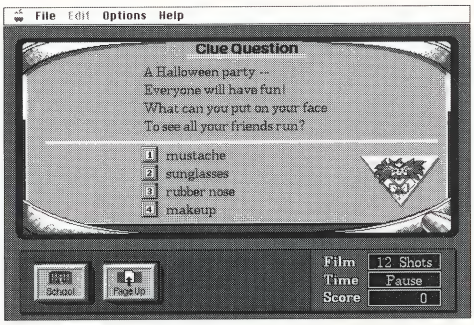
*The Learning Company*

# Gather the Facts!




## *Photograph robots* to see hidden facts.

- Use [←], [→], and [↑] or the mouse to move around the school.
- To take a robot's picture and make it disappear, press [Spacebar] or point and click the mouse below the robot.
- If you already have its picture, use [↑][←] or [↑][→], or move the pointer above you and click the mouse to jump over a robot or the trick it may play on you. (Robots play four different tricks—throwing banana peels, marbles, and pies, and squirting you with water!)



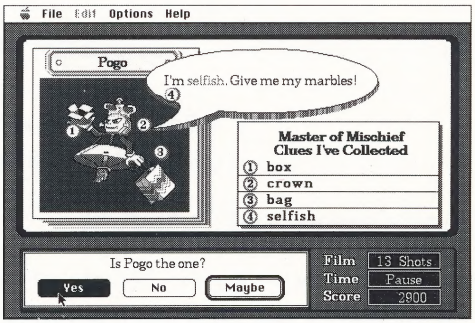

## *Read* to get clues.

- Look for special triangle signs [▼]. Use [↑] or move the mouse pointer directly above you and hold down the mouse button to move up to them and read for clues.
- Click on **Page Down** or press [Page Down] to read through to the clue question.
- To choose an answer, click on the number of the answer you want.
- If you miss the correct answer, click on **Page Up** or press [Page Up] to see highlighted text as a hint.
- The clock stops during readings, so take your time and read carefully.

# Match Them Up!


## *Compare*
## the pictures and the clues on each card in Notes.

- To go to your notes from the school, click on **Notes** or press N. Do this from time to time once you have collected at least one reading clue.
- The checklist in **Notes** shows how many pictures you need and the decisions you have made.
- To go to the robots' pictures from Notes, click on **Clues** or press C. To move through their pictures, click on **Next Card** or use →.
- Compare the numbered parts of the robot pictures to the clues you've collected on the right to see if each clue matches that part of the robot. As you can see in the picture of Rollo, only the number 2 and 3 clues match the numbered parts of the picture.

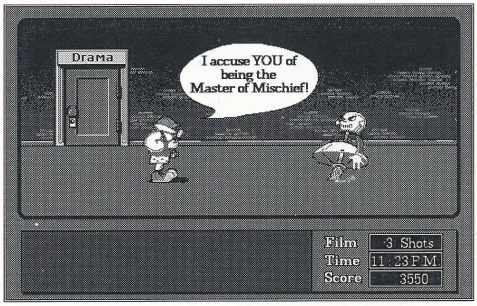



## *Decide*
## which robot matches the clues.

- When you think you know if a robot is or is not the Master of Mischief, click on **Decide** or press D. If any one clue does not match the picture, you know the robot is not the Master of Mischief.
- Click on **Maybe**, **No**, or **Yes** based on how well the clues match. The picture of Pogo above is a perfect match, so **Yes** has been chosen.

# Maximize Points!

## *Accuse a robot* before the time reaches MIDNIGHT.

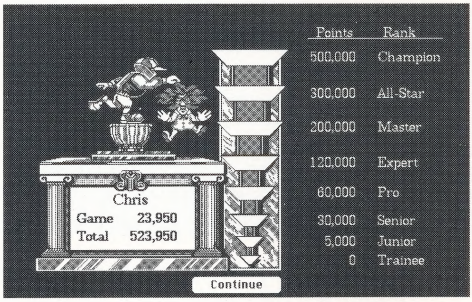



If your **Yes** decision about which robot was the Master of Mischief is correct, besides keeping the points you earned during game, you will get

- bonus points for any film left in your camera
- bonus points for any time left on the clock
- a special bonus for winning

If your **Yes** decision about which robot was the Master of Mischief is incorrect, or if the clock gets to midnight, you and the school will disappear. You will get zero points for this game, but will retain your rank and lifetime score from your previous game.

## *Play* again and again.




- Each time you win, you get more points and move up in rank through eight increasingly challenging levels—from Trainee to Champion. As a Champion, you can go all the way up to 9,999,999 points!
- The computer makes the game and readings more challenging as you go up in rank.
- To compare your score with the scores of family and friends, choose **High Games Scores** from the File menu.

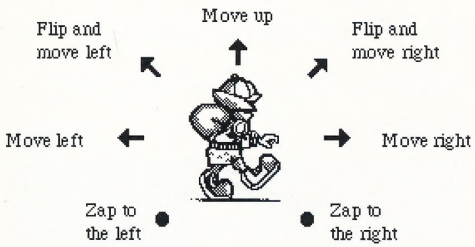
# Tips and Techniques

## USING THE KEYBOARD AND THE MOUSE

Use the keyboard when you're searching for reading clues and dodging or photographing robots. Use the mouse to click on buttons and numbers and to choose menu items.

> "If you're just learning to play the game, use the keyboard to move around the school and to photograph robots. It's easier and it lets you react more quickly than the mouse. Once you've mastered moving with the keyboard, then you can 'try your hand' at using the mouse."—*Sean, Expert,* ***Super Solvers Club***

If you decide you prefer using the mouse to play the game, here are instructions and some tips to enhance your game-playing.




Point with the mouse and hold down the mouse button to move left, right, or up, or to flip and move left or right. You see an arrow that points in the direction you'll move.

To use your camera, point and click below and to the left or right of you. The arrow changes to a ball.

- To move to the left or right so that you continue moving without catching up to the arrow, keep the arrow near the left or right of the screen—not in the center.
- You can outrun a robot only if you flip and move left or flip and move right. (Look at the illustration above to see where to point the arrow to flip and move left or right.) You can jump straight up only when a robot is on the screen.
- To photograph a robot, wait until the robot is within range of the camera flash. When you click below the robot to take its picture, if you're not facing the robot, you will automatically turn to face it.
- To see a reading, enter a room, or get film from the film machine, position the arrow directly in front of it and hold down the mouse button. You will eventually catch up to the arrow and automatically enter the room or move up to the reading or film machine.

# Super Solvers Midnight Rescue!

# *Getting Around*

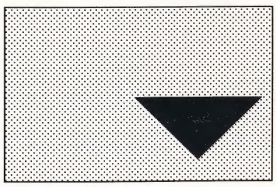
## USING THE KEYBOARD

| | |
|---|---|
| [←] or [→]<br>[J] or [L] | Moves you left or right. Hold the key down to move continuously. |
| [↑] or [I] | Opens a door, moves you up or down a stairway, moves you in close to read, operates the film machine, and makes you jump up when a robot is near (if you are not in front of a door). |
| [↑] [←] or [I] [J] | Flips you up and moves you to the left quickly. |
| [↑] [→] or [I] [L] | Flips you up and moves you to the right quickly. |
| [Return] or [Enter] | Removes new user messages from the screen; chooses any buttons on the screen that have double borders. |
| [Spacebar] | Takes a robot's picture and makes the robot disappear. (The camera flashes in the direction you're facing.) |
| [Tab] | From the school, chooses **Notes**. From your notes or a reading, chooses **School**. |
| [⌘] [M] | Lets you turn the music off or on in the program. |
| [⌘] [Q] | Lets you stop the game and quit the program. |
| [⌘] [S] | Lets you turn the sound effects off or on in the program. |

*Note:* If the arrow keys on your keyboard are all in a row, it's easier to use the [I], [J], and [L] keys than the arrow keys.

## SEARCHING THE SCHOOL

Search the school for the Master of Mischief's sign, a clue triangle. The clue triangle "hides" a reading or a message from the Master of Mischief. Once you've found one and moved in front of it, press [↑] or click the mouse directly above you to move in close to read.



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