

BBC THE ANIMALS OF FARTHING WOOD

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Minimum System Requirements

The BBC AOFW CD-ROM requires the following minimum system to work correctly:

- 486 Multimedia PC with 50 Mhz processor and 8 MB of RAM
- Double speed CD-ROM drive
- 16 bit (64K) colour video adapter set to 640 x 480 screen resolution
- SoundBlaster 16 bit audio card (or 100% compatible)
- Suitable loudspeakers or headphones
- Mouse or other pointing device
- Windows 3.1, 3.11 or Windows 95

BBC AOFW also requires Quicktime for Windows version 2.1.2. If you have an earlier version of Quicktime for Windows, you should install version 2.1.2 from the BBC AOFW CD-ROM when prompted. (see below for further details)

Installation Instructions

1) Ensure that Microsoft Windows 3.1, 3.11 or Windows 95 is running with no other applications open.

2) Insert the BBC AOFW CD-ROM into your CD-ROM drive.

3) Windows 3.1 or 3.11 users:

Within Program Manager, click on **File** and then select **Run** from the drop down menu.

Windows 95 users:

From your Windows 95 desktop, choose **Start** and then **Run**.

4) On the command line type **D:\Setup.exe** then click **OK**.

If your CD-ROM drive is not drive D, substitute the correct drive letter.

- 5) To install BBC AOFW, follow the instructions as they appear. If in doubt choose the default options as you proceed through the installation.

Note: Quicktime for Windows

If you do not have a suitable version of Quicktime for Windows available on your system, you should install the Quicktime software included on the BBC AOFW CD-ROM. If you are unsure, you should opt to install Quicktime and when prompted you should choose to play the Sample Movie to ensure that the video software is properly installed.

Once the Sample Movie has ended, close the Quicktime Player by choosing **File** and then **Exit**. This will allow you to continue with your BBC AOFW installation.

- 6) Once you have completed the BBC AOFW installation, if prompted, shut down Windows and then re-start your computer. You should now be able to start BBC AOFW by double clicking on the BBC AOFW icon or program listing.
- 7) In order to run BBC AOFW, please make sure that the CD-ROM is inserted into your CD-ROM drive.

Installation Problems

If the installation fails to complete, please carry out the following checks:

- 1) Check that you have sufficient available hard disk space. Whilst the BBC AOFW files take up approximately 10 Megabytes (MB) of hard disk space, the installation process may require up to 20MB on some systems.
- 2) Close down any applications that may be running before you start BBC AOFW Setup. Pressing **Control+Esc** in Windows 3.1 or 3.11 or **Alt+Tab** in Windows 95 will show you which applications are running.
- 3) Switch off any virus checking software that may be running on your computer. Refer to the documentation that came with your virus checking software for instructions on how to do this.

You should then re-start your computer and attempt to install BBC AOFW once more.

Uninstalling

The BBC AOFW CD-ROM also provides an Uninstall option which you should use to remove the software from your system. If you wish to remove BBC AOFW, double clicking on Uninstall will safely remove the software from your system. In order to run BBC AOFW again, a further installation will need to be made from the beginning.

Screen Resolution

This software is designed to be displayed with a screen resolution of 640x480 pixels. If necessary, the screen resolution displayed by your system can be changed from within Windows or from within video driver software which may have been supplied with your system. Please refer to the specific documentation before modifying system settings.

Colour Display Settings

In order to enjoy the best performance from this software, you should set your display to use 16 bit colour (64K colours).

To alter the setting:

Windows 3.1 and 3.11 users should run Windows Setup from within the Main program group to identify the current display driver, and change it if necessary. Please make a note of the existing driver before making any changes.

Windows 95 users should choose Settings from the Start menu on the Windows 95 desktop and then choose Control Panel. You should then double click on the Display icon and then click on the Settings tab. The existing colour settings can be determined using the Colour Palette scroll bar.

You will be prompted where necessary to re-start Windows to put the changes into effect.

WARNING: Do not attempt to install a display driver which is not supported by your video display adapter as your display may cease to function correctly. If in doubt, refer to the documentation supplied by your hardware supplier and your Windows documentation.

If you experience display problems after making changes to the settings, then proceed as follows:

Windows 3.1 and 3.11 users:

Restart your computer, and using the DOS prompt change the current drive to the drive where your Windows directory is located, e.g. if your Windows directory is on the C drive, type C:\ and press **Enter**. Next type **cd \windows** and press the **Enter** key again. (If your Windows directory is not named 'windows' then you should substitute the appropriate name here). Finally, type **setup** and press **Enter** again. The Setup programme will now allow you to re-install your original display driver.

Windows 95 users:

Start Windows 95 in **Safe Mode** by holding down the **F8** key whilst Windows 95 is loading. Choosing the **Safe Mode** option from the menu will allow you to change your driver back to the original as described above.

Audio Playback

BBC AOFW includes atmospheric sound effects which may cause some performance degradation on certain slower computers. The Setup programme will automatically switch off these sounds for slower computers, and switch them on for faster

computers. You may change this setting using the button on Owl's Screen.

If you experience any problems with audio playback, then it is recommended that you ensure that atmospheric sounds are switched off.

Video Playback

BBC AOFW uses Quicktime for Windows version 2.1.2. If you cannot play video from the CD-ROM, you should check the following:

- Did you re-start your computer after installation or making changes to driver settings?
- If you chose not to install the version of Quicktime for Windows 2.1.2 included within the CD-ROM, check that you have version 2.1.2 already installed. If not, install Quicktime for Windows from the BBC AOFW CD-ROM, re-start your computer and try to run BBC AOFW again.

Note: To install the correct version of Quicktime, run the file **\QTINSTAL.EXE** from the **\QTW** directory of the CD-ROM. e.g. **D:\QTW\QTINSTAL.EXE**

- Always ensure that you are using the latest video drivers available from your hardware manufacturer.

If video playback is still not functioning correctly, then you should consult the Read Me file installed with the Quicktime software (a copy of this file is also present in the **\QTW** directory on the BBC AOFW CD-ROM).

Updating Drivers

In order to obtain the best performance from this software, make sure that you have installed the latest versions of drivers available from your hardware manufacturer. Drivers can be obtained on floppy disk or can often be downloaded free of charge via the Internet.

Technical Support

If you experience any problems after completing the installation procedure, please check that your system and settings meet or exceed the minimum specification described above and refer to your Windows and system documentation.

Having checked your system, please attempt to install BBC AOFW again and make a note of any prompts or error messages displayed during the installation process.

If you still have a problem and require further assistance, you may call the **BBC Multimedia UK Technical Support Line on 0181 308 6544**.

When calling, please ensure you have a pen and paper at the ready, and have made a note of any error messages displayed by your system. It will also be extremely helpful if you have available any technical information about your PC configuration.

THE ANIMALS OF FARTHING WOOD - USER GUIDE

Join your favourite characters from The Animals of Farthing Wood in this thrilling adventure. The animals are forced to leave Farthing Wood and make their way to a new home in White Deer Park. You have to help them on their dangerous journey by choosing the right path for the animals to follow. Along the way there are puzzles to solve, riddles to answer, and games to play.

Owl and Fox set the scene for you. Your first task is to assemble all the animals so that they can take the Oath of Mutual Protection and set off from Farthing Wood together. As they make their way to White Deer Park, they meet a number of other animals. These animals will give them help and advice, but might want something in return. This could be something you have already picked up, or the answer to a riddle that you will have learned by watching the Wildlife film clips.

If you listen well, you will be able to help guide all the animals safely to their new home.

Getting Around

Use the disc-shaped cursor to move around with. It points in the direction of available paths. Choose a path, and the animals will take that route.

When the cursor looks like a magnifying glass, it means there is something to look at. Click and the object will zoom into focus. If it is a film clip, it will play. Take care to listen well!

When the cursor looks like a net, it means there is something to pick up. If you want to keep the object, click and drag it into Owl's store.

When the cursor looks like a hollow disc, it means that you have found someone or something that you are looking for. Click, look and listen!

When the cursor looks like a clock, you must watch the sequence play or wait for the cursor to change.

Owl's Store

Pick things up using the net cursor (see Getting Around). Then drop them Owl's store in the tree. You can store as many things here as you like. Flick through them by clicking on the branch next to the store.

Answering Riddles

When an animal (such as the pig) sets a riddle, the Farthing Wood animals will offer answers in turn. Click on the one that you think gave the right answer. If you get the answer wrong you will be asked another question. You must answer correctly in order to continue on your way.

Time

Time is very important in the adventure, as the Farthing Wood animals must reach White Deer Park before some of them have to hibernate in the autumn. They have a total of 28 days to reach White Deer Park.

The symbols along the bottom of the screen show the total number of days available, and how many the animals have left to complete each stage of the journey. They have 7 days to get from Farthing Wood across the river, 14 days to get from the Misty Marsh, through the Farm and Squirrel Wood and across the road, and 7 days to reach White Deer Park from the road.

The sun in the left hand corner of the screen shows the passing of time within each day.

Night

When night falls, the quest pauses, and you will be told how many days you have left. Click to continue.

Energy

The animals need to keep their energy supplies topped up to complete their long and difficult journey. You have to help them hunt for food when their energy levels get low. If you do not help them, their game will end.

The buttons on the left hand side of the screen slide down when any of the animals need food. The animals will also let you know when they are getting hungry. Click on any animal to go to their food game and top up their energy levels (see Food Game Section). Click back on them to leave the game.

Owl's Screen

If you click on Owl, you will leave the adventure to check your progress and look at clues and information that you have already gathered. You can also start a new game, save your current game, load any previous games you've saved, turn background sounds on and off, and quit. Your game pauses while you are here.

Click on the 'Show me' button on the database window to watch a short video that explains how to play the game.

Start a new game by clicking on the 'new' button. You can then opt for an easy, medium or hard challenge.

Save your position by clicking on the 'save' button. Then type the name of your saved game in the window that appears. It must be no more than eight letters long.

Revert to an earlier game by clicking on the 'load' button. Scroll through the saved games and select the one you require.

Return to where you were by clicking on the 'back' button.

Quit the programme by clicking on the 'quit' button.

The Database

After you have watched a film clip, it will be stored in your database, so you can watch it again. Owl will give you some very useful information which will help you find the answers to the riddles and puzzles, so watch and listen carefully. To look and

listen again to a film or a clue, click on the map to pinpoint where you first found the information. Then browse through the database for that area by clicking on the arrows. Click on the database screen to replay the film or hear the clue again.

Saving

It is important to save your game as you go along. This way, you don't have to start from the beginning when you return to the programme again, or if things go wrong. When you think the adventure is going well, stop and save your position. It is a good idea to do this before a risky game, like crossing the road.

Food Games

Help the animals to keep their energy levels high by finding suitable food (the Oath means they cannot harm one another). Click on the screen and the animal will move to that position. They need to intercept their food to catch it. Once an animal's energy button is as high as it can go, their energy level is fully charged (see Energy). You can move onto another animal's food game, or go back to the adventure.

Fox

Fox has to chase rats. Guide Fox to the rats by clicking around the scene. Each time he eats, his energy level will increase. Beware of the farmer, because if he hits Fox with a potato, Fox will lose energy!

Mole

Mole has to trap and eat worms. You must guide Mole towards the worms that are wriggling through the earth. This will use up Mole's energy. Once he has dug some tunnels, he will lose less energy when he travels through them. But remember, the more earth he digs away, the less room there is for worms!

Rabbit

Rabbits eat grass and vegetables. Keep an eye out for the farmer whilst you try to find food for Rabbit. You can guide Rabbit to the food by clicking in the place that you want him to move to. The more often you click, the more energy Rabbit loses.

Squirrel

Squirrels leap and catch nuts. Launch Squirrel from branch to branch looking for horse-chestnuts. Hold down the mouse button to make him take a run-up. Squirrel will jump at the moment you release the mouse button. If he reaches the end of the branch before you release the button he will not jump. If you make him jump too soon, he will fall to the bottom of the tree and lose energy. Try not to knock any of the horse-chestnuts off the tree!

River Game

Help each of the animals make their way across the river.

Click on the logs to make them jump from one log to another.

They can only land on the sandy edges of the river, so aim carefully.

Road Game

Help each of the animals make their way across the road.

Click on the road markings, or on the central reservation to make the animals run forwards. They will get 'knocked back' to the beginning if they come across a vehicle.

Hedgerow Game

In this game, you have to complete a Food Web. Hidden in the hedgerow, which fills three screens, there are different types of animals, birds, insects and plants. Click around to find them. When you have found the item that is eaten by the one pictured on the Food Web button, click and drag it onto the button. If you are correct, it will become part of the Food Web. Carry on until you have completed the Web. Click on the Food Web button to look at it. Then click again to put it away.

You can only add something to the web in the correct order. You must find the animal or bird that eats it first. Click on an item in the Web to make it appear on the Food Web button. Now you must find something that it feeds on.

The End

When you have successfully guided all the animals to the entrance to White Deer Park, you can find out how long you took to complete each leg of the journey. The next time you start a new game, you can select a more difficult challenge!