Dora the Explorer™: Animal Adventures

PC Manual Interior Front Cover

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FIRST THINGS FIRST

The ReadMe File

The *Dora the Explorer*™: *Animal Adventures* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

You can view this file during installation of the game. To view this file after you install the game, double-click on it in the Animal Adventures directory found on your hard drive (usually C:\Program Files\Atari\Animal Adventures). You can also view the ReadMe file by first clicking on the Start button on your Windows® 98/Me/2000/XP taskbar, then on Programs, then on Atari, then on Animal Adventures, then on the ReadMe item.

System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® II 300 MHz or higher
Memory:	32 MB RAM (64 MB RAM for XP)
Hard Disk Space:	90 MB Free
CD-ROM Drive:	8X Speed
Video:	8 MB Windows® 98/Me/2000/XP-compatible SVGA video card*
Sound:	Windows® 98/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 9.0 (included) or higher

* *Indicates device should be compatible with DirectX® version 9.0 or higher.*

SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP.

2. Insert the *Dora the Explorer*: *Animal Adventures* CD-ROM game disc into your CD-ROM drive.

3. If AutoPlay is enabled, a title screen should appear. Click on the Install button to install the game. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.

4. Follow the remainder of the on-screen instructions to finish installing the *Dora the Explorer*: *Animal Adventures* CD-ROM game.

5. Once installation is complete, double-click on the Animal Adventures game icon on your desktop to start the game.

Note: You must have the *Dora the Explorer*: *Animal Adventures* game disc in your CD-ROM drive to play.

Installation of DirectX®
The *Dora the Explorer*: *Animal Adventures* CD-ROM requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click "Yes" when asked if you would like to install it.
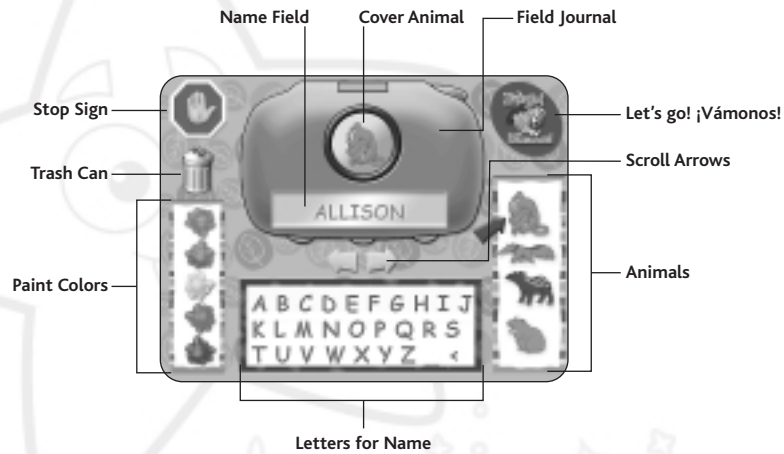
SAVING AND LOADING

Once you start the game and enter your name, your progress is automatically saved whenever you complete an activity.

To start the game where you last left off, click on your Field Journal at the Sign-In screen, then click on the **Let's go! ¡Vámonos!** button.

WELCOME TO *DORA THE EXPLORER*™: *ANIMAL ADVENTURES*

Journey into the rainforest with Dora, Boots and her cousin Diego, and discover all sorts of animals! Meet creatures that live in the rainforest, swim in the river or stay awake all night. You can help Dora reunite baby animals with their mothers, snap photographs for your Field Journal and waterski with a pink river dolphin. It's time to catch a star, sing and dance, and feed the animals — so let's go! ¡Vámonos!

PERSONALIZE YOUR FIELD JOURNAL AND SIGN IN

Name Field   Cover Animal   Field Journal

Stop Sign

Trash Can

Paint Colors

Let's go! ¡Vámonos!

Scroll Arrows

Animals

ALLISON

A B C D E F G H I J
K L M N O P Q R S
T U V W X Y Z

Letters for Name

Join Dora, Boots and Diego for Animal Adventures! All sorts of wild discoveries await you!

What color do you want your Field Journal to be?
You can make your Field Journal any color by clicking on a paint color on the left side of the screen.

What is your name?
Click on the letters of your name, or type them on the keyboard.

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What animal would you like to put on the cover of your Field Journal?
Move the cursor over the animal you like the best, then click on it to pick it.

Scroll Arrows – Click on these to scroll through the Field Journals and find your saved game.

Let's Go! ¡Vámonos! – Once you have signed in (or found your saved game), click on this to start the game.

Stop Sign – Click on this if you wish to stop playing. Once you have clicked on the Stop Sign, click on YES to quit and return to the desktop.

Trash Can – Click on this to erase a saved game. Once you have clicked on the Trash Can, click on YES to erase the game.

Note: To change your Field Journal at any time, click on the back arrow to get to the Map, then click on the back arrow again to return to the Sign-In screen. From there, you can click on the name field to make the alphabet window active, then click on the letters or type them on your keyboard to enter a new name. You can also change the color of your Field Journal or change the animal on the cover.

OTHER THINGS THAT YOU WILL SEE

Back Arrow – Click on this arrow to go back to the Map (or to return to the game from your Field Journal).

Map – Click on the Map to go to the locations screen (see The Map section on page 9 for details).

Difficulty Level – There are three difficulty settings: Level 1 (Junior Explorer — the default setting), Level 2 (Explorer) and Level 3 (Super Explorer). If you find that any of the games are too hard or too easy, click on the yellow arrow to go back to the Map. Then click on a number to increase or decrease the difficulty setting.

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Field Journal – Click on the Field Journal to sing with Dora or make animal habitats (see the Field Journal Activities section on page 13 for details).

Camera – When your cursor turns into a Camera, click your mouse to take a picture. Later, you can place the animal's picture in a habitat that you create (see the Habitat Maker section on page 15 for details).

Star – Try to catch the stars by clicking on them. As you click on the stars, they will fly into Backpack's special Star Pocket (see the Star Catching section below for details).

Backpack – Click on Backpack to count the number of stars you have collected (see the Star Catching section below for details).
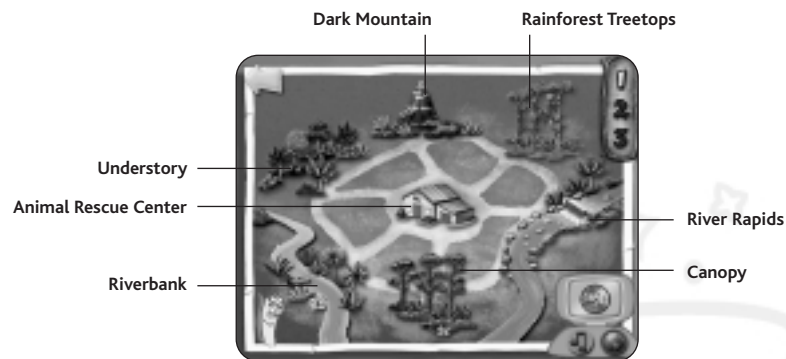
STAR CATCHING

Click on Backpack whenever you want to count the stars you have collected. Click on the big blue star to count the stars in English. Click on the big orange star to count in Spanish. Then click on each star, one at a time, to count them all. How many did you find? **Note:** When you are counting stars you caught, the game in progress is paused.

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THE MAP

There are seven different locations to visit, each with a game to play:

Dark Mountain   Rainforest Treetops

Understory

Animal Rescue Center   River Rapids

Canopy

Riverbank

When you complete any of the games, the Fiesta Trio will come out and give you a special musical fanfare!

Note: The first time you play each of the games, you will not be able to skip the instructional voiceover narration. However, when replaying, you can click your mouse at any time to skip these instructions. In addition, if you wish to skip any animation sequences, you can do so by clicking your mouse.

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ANIMAL SPOTTER
Skills:

- Visual Analysis
- Guessing
- Logic

Along the Riverbank, you can look for a Jabiru Stork, a Caiman, an Anaconda, a Giant Anteater, a Tapir and a Capybara.

In the Understory, you can look for a Fruit Bat, a Hummingbird, a Leaf Cutter Ant, a Lizard, a Tree Frog and a Jaguar.

Up in the Canopy, you can look for a Howler Monkey, a Macaw, a Condor, a Squirrel Monkey, a Plate-billed Toucan and a Blue Morpho Butterfly.

While you're looking for rainforest animals, watch out for Swiper. He might try to swipe your Field Journal!

MOVE LIKE THE ANIMALS
Skills:

- Spatial
- Interpersonal
- Logic

Some baby animals got lost in the Rainforest Treetops during the Big Storm! Help Dora rescue the babies so they can meet their mommies back at the Rescue Center. Click on an animal at the bottom of the screen to help Dora move like that animal. For example, she may have to hop like a frog or climb like a spider to get past something. You might have to click on Gusty the Explorer Star to help you get to certain places!

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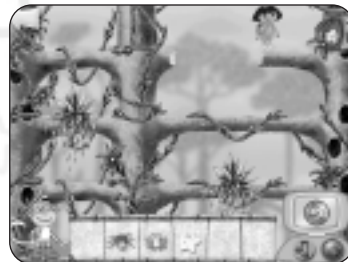
ANIMAL SNACK TIME
Skills:

- Counting
- Number value
- Classification by color

The animals at the Rescue Center are hungry, and ready for a snack. Diego will help you translate what each animal wants to eat. Click on the food that the animal wants, then click on the animal who wants it. Help Diego figure out the foods each animal likes!

RIVER RAPIDS RESCUE
Skills:

- Visual sorting
- Spatial
- Interpersonal

Diego has sent a Pink Amazon River Dolphin to help Dora and Boots rescue a baby animal that has been stranded by the Big Storm. They ask Saltador the Explorer Star to help them avoid big obstacles in the river. Move your mouse up and down to move Dora and Boots as they are pulled by the Pink Amazon River Dolphin. Click your mouse to have Saltador help Dora and Boots jump high over things that are in the way.

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DARK MOUNTAIN MATCH-UP

Skills:

• Visual sorting
• Matching

The Big Storm has blown so hard that some animal pairs have been separated. These animals are nocturnal (they are awake at night and they sleep during the day), so you'll have to look for them in the dark. Use Glowy the Explorer Star to light up the places where the animals are hiding. Then click on a pair of animals that match! You can match up the Cane Toads, the Tapirs, the Prehensile Tail Porcupines, the Ocelots, the Emerald Tree Boas and the Two-toed Sloths.

FIELD JOURNAL ACTIVITIES

Sing-along button   Habitat Maker button

To sing and dance with Dora and her friends, click on your Field Journal. Then click on the Sing-along button to go to the music video screens (see the Sing-along section on page 14 for details).

To create environments for the animals you have found, click on your Field Journal. Then click on the Habitat Maker button (see the Habitat Maker section on page 15 for details).

Note: When you are in your Field Journal, the game in progress is paused.

Sing-along

Click on the Music Notes button on the left to play a music video. Click on the arrow on the right to go to the next song. ¡Excelente!
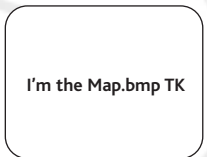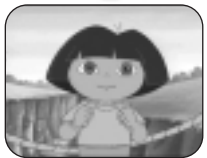
¡Vámonos!

We Did It!
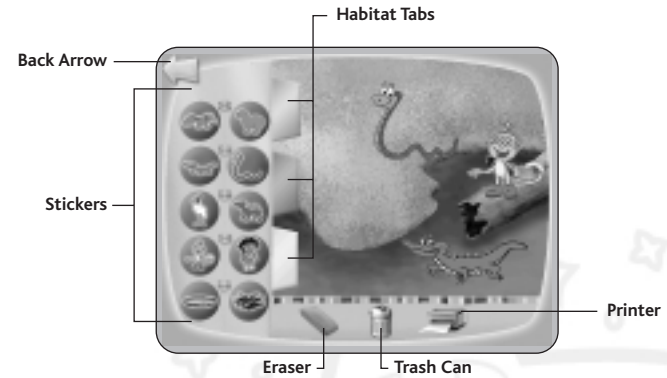
I'm the Map!

I'm the Map.bmp TK

Dora's Theme

Backpack's Theme

Habitat Maker

Habitat Tabs

Back Arrow

Stickers

Printer

Eraser

Trash Can

Back Arrow – Click on this to go back to your Field Journal.

Stickers – Click on a sticker and move it to the habitat by moving your mouse, then click your mouse again to place it. If you have taken pictures of animals in other areas with your camera, you will see them here.

Habitat Picker – Click on these tabs to try new habitats and stickers.

Eraser – Click on the Eraser button to erase the last sticker you placed.

Trash Can – Click on the Trash Can button to delete all stickers from the habitat so that you can start over.

Printer – Click on the Printer button to print your habitats. ¡Fantástico! **Note:** You must have a printer installed and attached to your computer in order to print the habitats you make.

Be sure to keep your ears open! Diego might have something interesting to tell you.

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Special Thanks to our partners at Nickelodeon Interactive & *Dora the Explorer*
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Dora	Kathleen Herles
Boots	Harrison Chad
Diego	TBD from Matt/Nickelodeon
Map	Marc Weiner
Backpack	TBD from Matt/Nickelodeon
Others	TBD from Matt/Nickelodeon

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Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.
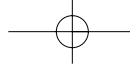
Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

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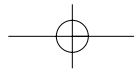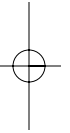
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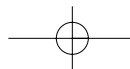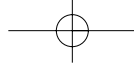
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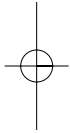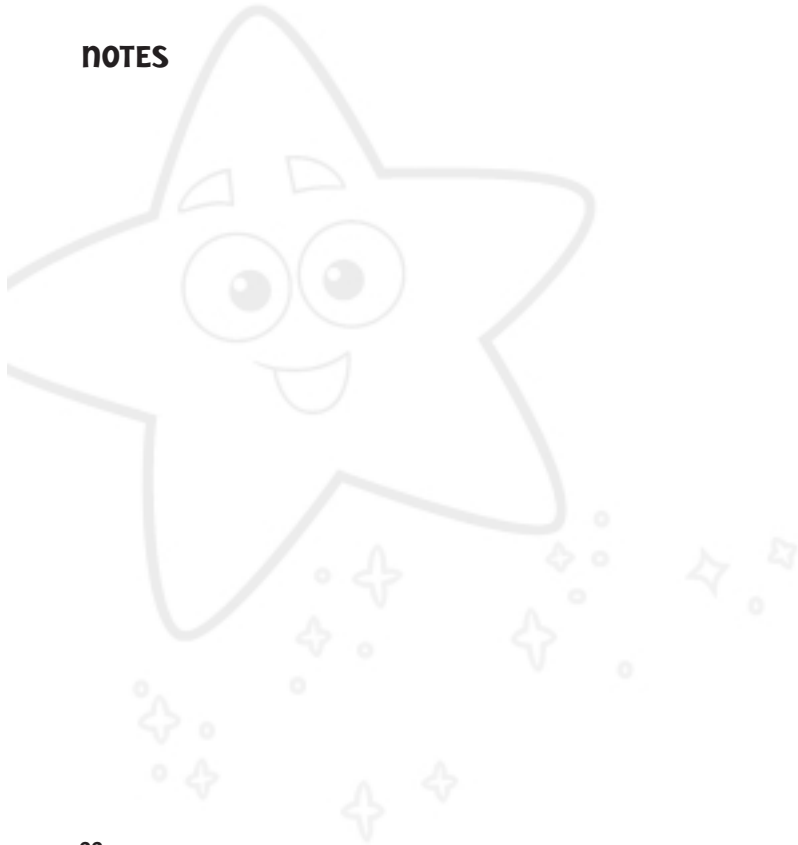
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Dora the Explorer™: Animal Adventures

PC Manual Interior Back Cover