



Disney's  
**ANIMATED STORYBOOK**  
A Story Waiting For You To Make It Happen

Disney's  
**HERCULES**



# Disney's Animated Story Book, Hercules



Play and learn with all your favorite gods and goddesses. Match wits with multi-headed monsters and sing along with the amusing muses. You can even learn to play checkers! It's easy and fun with Hermes, the winged messenger, as your guide and Hercules, the strongest mortal in the universe, on your side! All your favorite characters are here, in an epic story of power, friendship and heroism you'll want to play again and again.



Experienced users who wish to start right away may turn to page 7 for How To Play. If you are playing a Disney's Animated StoryBook CD-ROM for the first time, please read on.

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# Installing Disney's Animated Story Book, Hercules CD-ROM

Exit all other programs and applications when installing and running Hercules Animated StoryBook CD-ROM. Also exit any active screen savers, utility programs, antivirus programs, or shell programs to assure that the maximum amount of RAM is available for your system to run the program as quickly and smoothly as possible.

## Windows®

1. Start Windows if Windows is not already running.
2. Insert the CD in the CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.
3. From Program Manager, click on the **File** menu and select **Run**.
4. In the command line box that appears, type: d:\setup (if your CD-ROM drive is not designated by the letter "d", substitute the appropriate drive letter). Click on **OK** to begin the installation.
5. Follow the on-screen prompts and instructions to complete the installation.

## Windows 95

1. Start Windows if Windows is not already running and insert the CD in the CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.
2. If your CD-ROM drive is AutoPlay-compliant, an introduction screen will automatically appear. Click on **Setup**, then follow the on-screen prompts and instructions to complete the installation.
3. If the introduction screen does not appear, proceed as follows:

From the Taskbar, click on **Start** and point to **Settings**; from the Settings submenu, click on **Control Panel** to open the Control Panel window.

In the Control Panel window, doubleclick on the **Add/Remove Programs** icon.

From the Install/Uninstall tab, click on **Install** to begin the installation.

Follow the onscreen prompts and instructions to complete the installation

### **Macintosh®**

1. Insert the Hercules Animated StoryBook CD-ROM into your CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.
2. From the Hercule window, doubleclick on the **Hercules Installer** icon to launch the installation program.
3. From the installation program, click on **Setup** for your installation options. Click on **Install** to install the Hercules Animated StoryBook CD-ROM on your system disk or click on **Custom** to select another location.
4. When installation is complete, click on **Exit** to quit the installation program.



# Starting The Program

Make sure you have successfully installed the *Hercules Animated StoryBook* CD-ROM. See the previous section for installation instructions. When you are sure that the program has been successfully installed, exit all other programs and screen savers and insert the CD in the CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.

## Windows

From Program Manager, double-click the **Disney Interactive** program group to open it, then double-click on the **Hercules Animated StoryBook** icon to begin playing.

## Windows 95

If your CD-ROM drive is AutoPlay-compliant, an introduction screen will automatically appear. Click on **Play** to start. If the introduction screen does not appear, click on **Start** and point to **Programs**; from the Programs sub-menu, point to **Disney Interactive** and click on **Hercules Animated StoryBook**.

## Macintosh

From the Hercules window, double-click on the **Hercules** icon to launch the program.

# Helpful Tips



The lightning bolt medallion is your cursor. The lightning bolt will change when there's something fun to click on. Often different things happen when you click the same object a second, third or fourth time! Clicking on objects will also bring you into various games, activities and Sing-Alongs.

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To quit the program or go to the Pick A Page screen click the winged helmet at the bottom right corner of the screen. Then, click on the picture of baby Pegasus to go to Pick A Page or the cherub to quit.



Pick A  
Page

Quit

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You can also press the spacebar to go to the Pick A Page screen where you can move directly to any story screen, game, activity or Sing-Along. Game and activity screens are identified by red borders.

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When in Checkers, Hermes' Theater (Sing-Alongs) or Pick A Page, click on the return arrow to go back to the story.

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On any screen with a Sing-Along activity, a Lyre (small harp-like instrument) will appear. Click on the Lyre, then click again when prompted to go to one of the three Sing-Alongs.

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To forward through any extended animation or narration, simply click your mouse once.

# How To Play



After starting the program, the Muses will sing the opening song. Hermes, The Messenger god, will then give you a choice: click on the Question Mark to learn how to play, or move your cursor to the right side of the screen and click on the arrow to begin playing.

From here you can read the story at your own pace, explore each page and play the games and activities that move the story along.

## Moving Around In The Story



To advance to the next screen in the story, move the cursor to the far right of the screen. A large arrow will appear. Click on the arrow to move ahead. Or, if you decide you're not quite ready to leave, just move your cursor back from the edge of the screen.



To return to the previous screen, move the cursor to the far left of the screen and click on the large arrow that appears. If you decide you're not quite ready to leave, just move your cursor back from the edge of the screen.

Two story screens are extra-large, allowing you to pan up and down (Zeus' Temple) and back and forth (Thebes) by clicking on the three small arrows that appear when you move your cursor to the edges or top of the screen.

To reread a story screen, just click on the scroll at the top of the page. The Muses will read the story poem and the words will highlight. To hear the Muses read the poem again, just click on the large letter. To close the scroll, just click on the round seal with an H.

## Definitions

When a story scroll is open, click on any highlighted word and a scroll will pop up with a "Definition Poem" explaining the meaning of the word. One of the Muses will read the definition, then the scroll window will disappear.



## Sing-Alongs



As you move through the story you'll occasionally see a small stringed instrument called a Lyre. When you pass your cursor over it a golden glow will highlight it. Click twice to go to the Hermes Theater where you can sing songs from the Hercules movie.



Select a song by clicking on one of the three song icons at the top the screen.



When in Hermes' Theater, click on the mask and then a song icon to sing the words by yourself, Karoke-style.

## Quit

From any screen in the story, click on Hermes helmet at the bottom right hand corner of each page, then click the on the banner with the cherub. Or, click [ALT][F4] for Windows and [COMMAND][Q] for Macintosh.

## Key Commands

Spacebar

Mouse Click

Right Arrow

Left Arrow

Command-Q (Mac)

Alt+F4 (Windows)

Go to Pick a Page Screen.

Takes you through to the end of an animation or narration.

Moves ahead to the next story screen.

Moves back to the previous story screen.

Quits and returns user to the Desktop.

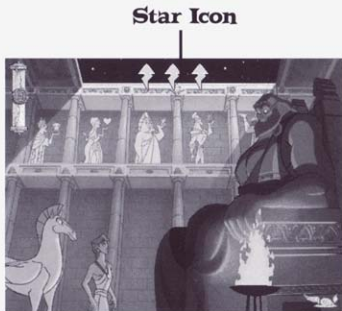
Quits and returns user to the Program Manager.



# Games & Activities

## Zeus' Constellations

Access Zeus' Constellations from the Zeus' Temple screen. Click on the three upward-pointing arrows which appear as you roll your cursor across the night sky above Zeus' Temple. Whenever you wish to return to the Temple, click on the three down arrows which appear when you roll your cursor over the bottom of the screen.



To begin, click on any twinkling star. The star's constellation will appear as a ghosted image and either the constellation character or Zeus will recite a poem about it. Try clicking another twinkling star.

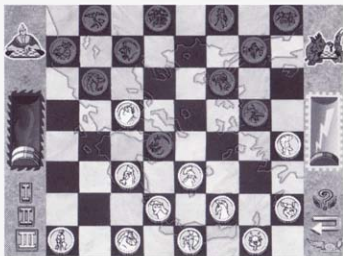
To move to a different part of the sky and see a new set of constellations, click on the Star icon near the top of the Temple.

If you need a hint or reminder on how to play, click on the Question Mark.

## Hades' Checkers

Get a double jump on fun with a Checkers game between Hades and his Titans and Zeus and the gods. To find the Hades' Checkers game, click on the checkerboard which appears in Hades' Woods.

You may also go directly to the Checkers page from the Pick A Page screen by clicking the checkers screen with the red border.



First decide whether you want to play against Hades, (if so, select 1-Player mode - Hades) or with a friend, (select 2-Player mode - Pain and Panic).

To make a move, first select a piece by clicking on it. Then, click on the spot to which you would like to move.

If you decide to play against Hades, you'll be asked to select your level.

**Level 1** is for beginners. If you're thinking of moving a piece, click on it to see which squares are possible moves. If you try to make a move that breaks the rules, you'll hear a *buzzer*.

**Level 2** is for intermediate players and does not show you the moves you can make.

**Level 3** is more advanced and also does not show you the moves you can make.



**Hades' Checkers**

## Hydra Knock Out

Lookout! There's a Hydra with many heads in that cave! Help Hercules by matching two Hydra heads that look exactly the same and WHAM! They get knocked back into the cave. Click a head to begin with, then carefully match it with another head of the same colors and features.



For all three levels, you win by finding all the pairs of matching heads. Matches are based on throat color, body color and whether or not the Hydra has spikes on its head.

Start by choosing a level. (if no level is chosen, play will default to Level 1.)

**At Level 1**, Hydra has 6 heads, or three matching pairs. Pick a head and click on it, then look for its match and click on it.

**At Level 2**, Hydra has 8 heads. Pick a head to click on and then look for its match.

**At level 3**, Hydra has 10 heads which come in and out of the cave quickly. Move fast to make your match.

You may also go directly to the Hydra page from the Pick A Page screen by clicking the Hydra's Canyon page with the red border.

## Mount Olympus Maze

Help Hercules find his way through a maze of lava, ice and clouds to defeat the Titans and save Zeus and all the Gods. Enter the maze from The Mount Olympus screen by choosing a level.

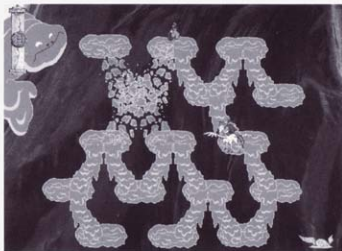
Climb your way through three different realms of mazes: first, the realm of the Lava Titan, then the realm of the Ice Titan, and finally, the realm of the Wind Titan.

To play, guide Hercules up the mountain by clicking on lava rocks, glaciers and clouds. Be sure to find your way to the trapped god on each level in order to defeat the Titans.

When you've solved all the mazes and Zeus is free, you may choose a level and play again with a different maze pattern or click on the forward arrow to continue the story.

On levels 2 and 3, you must choose your way quickly because the Titans will destroy your path and the paths also change quickly.

You may also go directly to the Mount Olympus Maze page from Pick A Page by selecting the Mount Olympus maze with the red border.



## Monster Maker

Yikes! You've created a monster! Change different monstrous body parts to create an actual ancient monster, or mix and match to create a creepy creature of your own.

You'll find Monster Maker in the dark cavern of Hades' Underworld. Just click on the cauldron to start making monsters.

To play, click on the top, middle and bottom of the monster you wish to change, then click on the skull in the smoke and watch your monster come to life.

To exit the activity, click on the helmet in the bottom right corner.

You may also go directly to the Monster Maker page from the Pick A Page screen by clicking on the Underworld screen with the red border and then clicking on the cauldron.



**Monster Maker**

## Exiting the Program

To exit the StoryBook, click on Hermes' Helmet at the bottom of the screen. Then click twice on the waving Cherub icon to quit.

## Uninstalling Disney's Animated Story Book, Hercules

### Windows

To uninstall the program, doubleclick on the Uninstall The Hercules Animated StoryBook icon in the Disney Interactive program group. Follow the on-screen instructions.

### Windows 95

1. Start Windows if Windows is not already running and insert the CD-ROM into the CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.
2. If your CD-ROM drive is Auto-Play compliant, an introductions screen will automatically appear. Click on **Uninstall** and follow the on-screen instructions.
3. If the instruction screen doesn't appear, proceed as follows:

From the Taskbar, click on **Start** and point to Programs; from the Programs sub-menu, point to Disney Interactive and click on **Uninstall Hercules StoryBook**.

Follow the on-screen instructions.

## Macintosh

1. from the Hercules Animated StoryBook window, double-click on the **Hercules Installer** icon to launch the installation program.
2. From the installation program, click on **Uninstall** to remove the Hercules Animated StoryBook files from your hard drive.
3. When all files are removed, click on **Exit** to quit the installation program.

For complete details on customer support, program tips and troubleshooting, please refer to the "Parent's Help File" on the Hercules Animated StoryBook CD-ROM.

## Troubleshooting

Please check the "Parent's Help File" for the latest troubleshooting information.



## Customer Support

We are committed to bringing you the best software possible. If you are not satisfied with the program for any reason, just return the disc with a description of the problem and the **original sales receipt** to us and we will send you a check for the purchase price, plus any sales tax you paid. Please be sure to include in the note your full name, daytime telephone number with area code, complete street address, apartment number (if applicable), city, state, and zip code.

Do not mail us the packaging or other materials; send only the disc, manual, and your receipt along with a note on how we can better serve you, to Disney Interactive Customer Support, 500 South Buena Vista St., Burbank, CA 91521-7704. Please add "Attn: Refunds" to the mailing address. Please allow four to six weeks for delivery. This offer is good in the US and Canada only.



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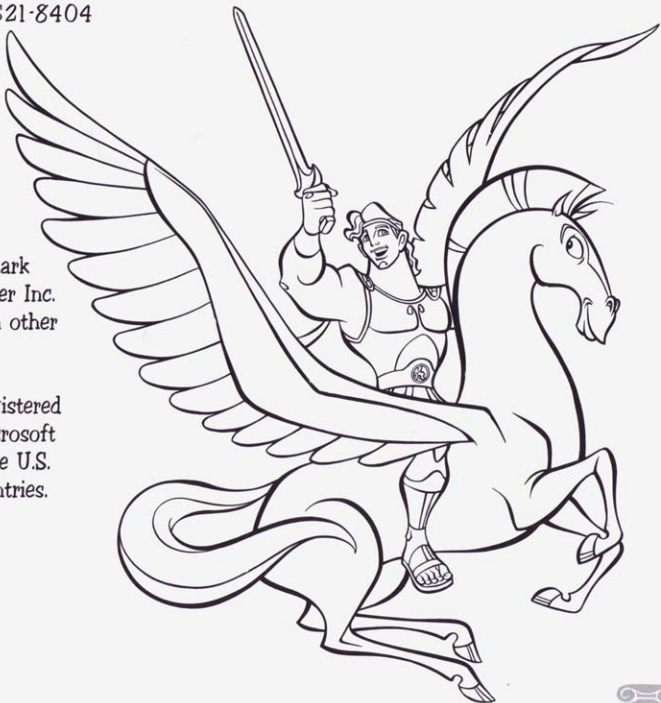
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## Notes



