



FREDDI FISH™

And The Case of
The Missing Kelp Seeds™

Freddi Fish™ and the Case of the Missing Kelp Seeds™

Family Guide Book

The wonder of a story

Since ancient times, people have used stories to educate and entertain children. A good story engages a young child's curiosity. The story invites the child into a new world and provides a unique and exciting experience. It teaches lessons about the world we live in and the people we meet. Add the sights, sounds and interaction of a computer and you have Humongous Entertainment's Junior Adventures™ series.

Freddi Fish and the Case of the Missing Kelp Seeds™ is an interactive adventure for young children. *Freddi Fish™* is designed to help develop basic problem-solving and critical thinking skills. Your child's visit to Freddi's world will be filled with engaging characters, music, mystery and fun!

Visit Freddi's world as often as you like

Like our other Junior Adventures, *Freddi Fish* is designed to be enjoyed again and again. The game will never play quite the same way twice in a row. Clues will change, and interesting characters are always available to help solve the mystery.

SET-UP AND INSTALLATION

Freddi Fish is a high-performance multimedia program. It has been designed to take full advantage of your Windows-based multimedia PC. Before installing the program or beginning play, we recommend you close any open applications or windows.

System requirements

Freddi Fish requires a 33 MHz 386 (or faster) PC system with 8 MB of RAM (a 486 with 8 MB of RAM is recommended), Windows 3.1™, a SVGA card (640x480, 256 colors), a sound card and a double-spin (or faster) CD-ROM drive.

Installation instructions

To play *Freddi Fish*, you must first run our installation program. Insert the CD-ROM disc into your CD-ROM drive. Select the **Run...** command from the **File** menu in the Windows Program Manager. Type the following into the Command Line area:

X:\INSTALL.EXE (“X” is the letter of your CD-ROM drive)

Click the **OK** button to start the installation. Follow the on-screen instructions. The installation program will create a **HUMONGOUS** group in Program Manager. A **Freddi icon** will be placed in the group to allow you to start the game easily. When the installation is finished, click the **Restart Windows** button on the screen.

On-line help is available to answer any questions you might have while installing *Freddi Fish*. To access help, click the **Help** button in the Installation dialog box.

IMPORTANT NOTE: In order to take full advantage of the 32-bit capabilities of your computer, the installation program must copy some Windows system files to your hard disk. This will take no more than 2 MB of hard drive space. The install program **does not** copy any of the game files to your hard disk. You will still have to insert the *Freddi Fish* CD into your CD-ROM drive each time you play.

HOW TO PLAY

Someone has taken Grandma Grouper's prize-winning kelp seeds. But not to worry, Freddi Fish and her finny friend Luther are on the case! However, as Freddi and Luther soon discover, two mischievous sharks are hot on their tails. Can you help Freddi find the missing kelp seeds before all of the fish in the ocean go hungry?

Starting the game

Insert the CD-ROM into your CD-ROM drive. To begin *Freddi Fish*, double-click on the *Freddi Fish* icon in the HUMONGOUS group.

IMPORTANT NOTE: In order to get the best performance from your computer, we may need to perform a video card speed test the first time you start *Freddi Fish*. **It will take 3 to 5 minutes and will only run once.**

How do I move Freddi and Luther from place to place?

Just point and click and you're on your way—directing Freddi and Luther around the ocean. Simply move the mouse to move the cursor across the screen. When your cursor is over an exit, it turns into a large arrow. Now, just click and Freddi and Luther will swim off to the next location.

Pressing the **Escape (Esc)** key or pressing the left and right mouse buttons during play will jump you through cut-scenes (opening title sequences, conversations between characters, etc.).

Making use of handy objects

Some of the items you come across—like bottles with clues in them, purple sea urchins or even a wooden plank—are useful to Freddi Fish and Luther. Just click on the desired object and Freddi will pick it up. Items that you collect are shown in the bubbles at the bottom of the screen.

To use an object, simply click on the item in the bubble. Your cursor will become the object. Now, position the object in the Play Area on top of the object you want to use it with and click.

Looking for secret Click Points

Freddi Fish's world is alive with secret Click Points. Click on the window on Grandma's house... the lamp shade in the junkyard... the tapestry in the castle or any of the hundreds of spots around the ocean and watch the fun unfold! Many objects react to a click in more than one way, so be sure to try them more than once.

Some Click Points are **mini-games** — a combination of Click Points which work together for even more fun. There are many scattered throughout the adventure. Have fun and keep hunting!

Help! I'm stuck!

Your child can do some first-class problem-solving throughout the adventure. Figuring out how to get past an electric eel, light a dark cave, and open an iron gate are some of the challenges that await.

There's always a way to accomplish the task at hand, but it might require following a few directions and applying some kid brain power to the problem. Additional guidance can be found by clicking on Freddi Fish, Luther and other characters in the game.

What's "Feedin' Time" all about?

It's an arcade game for kids! You have three buckets of purple jellyfish. The object of the game is to throw the jellyfish to the advancing sea animals before they can gobble up the jellyfish in the buckets. As long as the advancing animals don't get past you, you will never run out of jellyfish.

You control Freddi by moving the mouse left and right. Click the mouse button when you want Freddi to throw the jellyfish. Higher levels provide different animals coming at you at an increasingly faster rate. As you feed each animal, Luther keeps score.

How does “Starfish Math” work?

Starfish Math begins when you click on Mr. Starfish, the math teacher. Mr. Starfish asks how difficult you want the math problems to be. There are five difficulty levels in Starfish Math:

Easy—This level is an exercise in counting and number recognition. Mr. Starfish presents groups of objects (such as seashells or fish). You click on the number at the bottom of the screen that corresponds to the number of items on the board.

Medium—Simple addition and subtraction with groups of objects.

Hard—Addition and subtraction of single-digit numbers.

Very Hard—Addition and subtraction of double-digit numbers.

Advanced—Addition and subtraction of double-digit numbers with carrying and borrowing.

Setting game variables

Each time *Freddi Fish* is played, the locations of the clue bottles (and the messages within) will change. However, some kids like to play the same game over and over again. Parents wishing to preselect the locations of the clue bottles for a particular game, can do so easily. Consult the **Help file** on the *Freddi Fish* CD-ROM for specific instructions, or simply save the game when Freddi first arrives at Grandma Grouper’s house at the beginning of the game.

SAVING AND LOADING A GAME

If a child must leave the game to eat dinner, take a bath or go to bed, *Freddi Fish* includes the ability to save a game in progress. The game will be saved (including the locations of the message bottles and their clues) from the point you leave the adventure.

To save a game in progress, press **S** on the keyboard. A save screen will come up. Click on one of the empty boxes to save the game. You can type in a name for your saved game, if you wish. To exit, click on the **Exit Arrow** at the top of the screen.

To load a saved game, press **L**. Click on the picture of the game you wish to load. To exit without loading a game, click on the **Exit Arrow**.

TO PAUSE THE GAME

To pause *Freddi Fish*, press the **Space Bar**. To resume, press the **Space Bar** again.

TO END THE GAME

To quit *Freddi Fish*, press **Alt-F4**.

TECHNICAL NOTES

All Humongous Entertainment products are tested on a variety of multimedia systems prior to release. It is not uncommon to expect some variation in operation, depending on the performance of an individual computer system.

Quick trouble shooting guidelines

If you are experiencing a problem with *Freddi Fish*, please check the following:

1. Does your computer meet the recommended system requirements for this product?
2. Are you are running Windows version 3.1?
3. Have you exited other programs?
4. Have you closed any open windows?

Handy HELP file

For questions related to **sound, memory, video performance** or additional trouble shooting information, check our **HELP file** on the CD. To access the file, click on the **Freddi Help icon** in the HUMONGOUS group in Program Manager.

If you need additional help, please call our friendly customer support people at: **206-485-1212**, from 8:30 AM to 5:30 PM Pacific time, Monday through Friday.

CUSTOMER SUPPORT

Have a question? We're always happy to help. There are three ways to reach us:

Phone/fax

Call our friendly customer support staff at **206-485-1212**, Monday through Friday between 8:30 AM and 5:30 PM Pacific time. Or fax us at **206-486-9494**.

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