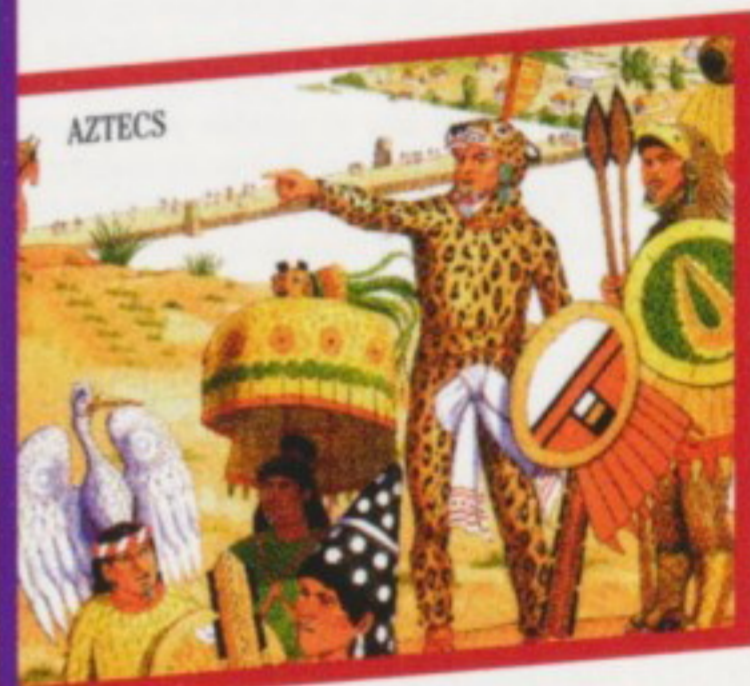
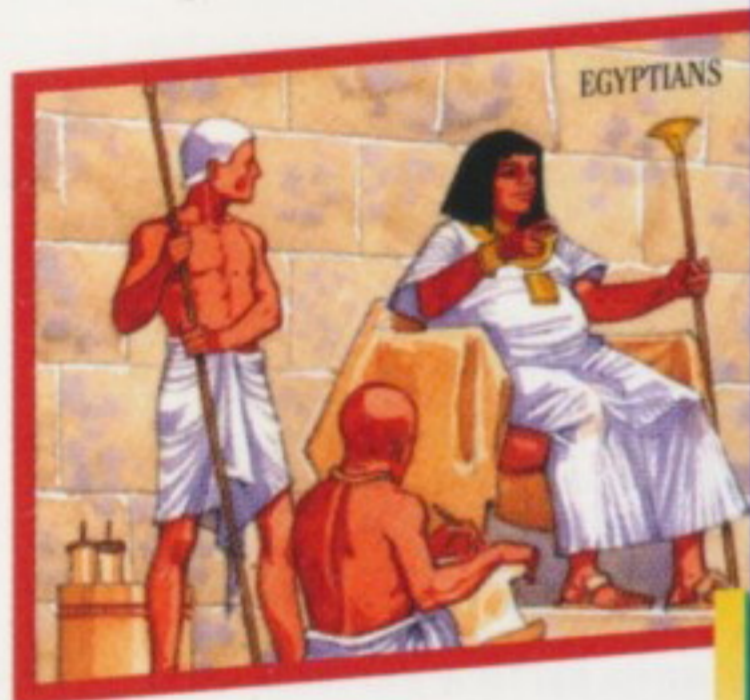


AN INTERACTIVE ADVENTURE
From The Publishers of The Grolier Multimedia Encyclopedia™

Explore life in the worlds of the
Egyptians, Vikings and Aztecs



HOW WOULD YOU SURVIVE?

HYBRID DISC FOR WINDOWS® & MACINTOSH®



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GETTING STARTED



WINDOWS VERSION

To install and run *How Would You Survive?*:

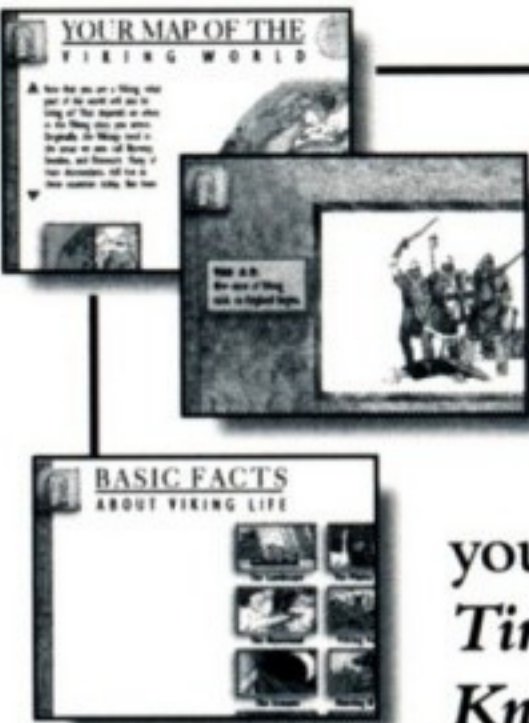
- Place the disc with the label side up in your CD-ROM drive.
- Open the File menu and choose run.
- On the Command Line, type SETUP.EXE preceded by the letter of your CD-ROM drive. For example, if your CD-ROM drive is D, type D:\SETUP.EXE and press enter.
- Follow the on-screen instructions to finish the installation.
- The installation will create a Program Group called "GROLIER KIDS".
- To run *How Would You Survive?*, double-click on the HWYS icon in the "GROLIER KIDS" Program Group.

MACINTOSH VERSION

- Place the disc with the label side up in your CD-ROM drive.
- Double-click the HWYS (*How Would You Survive?*) install icon. This will create a folder/directory on your hard disk called HWYS and will also install or update QuickTime™ on your system.
- To run *How Would You Survive?*, double-click on the icon on your desktop.



SURVIVAL KIT BUTTON: Click this button to reveal a menu with *four* choices. Each choice gives you information that will make your journey more interesting (and hopefully less risky). *Basic Facts* tells you *what* you need to know about a world as you begin your new life there; the *Map* shows you *where* you are; the *Timeline* lets you know when things were happening; “*How Do We Know?*” explains how scientists learned so much about ancient life.



HAVE YOU SURVIVED? BUTTON: This button leads you to Have You Survived? It's a fun game where you'll find out how much you learned about a world. A word of advice: don't try playing until you've explored for a while!



GAME INSTRUCTIONS

Starting a Game: If no game is in progress, you will be asked to choose a level. If you enter a game in progress, you will pick up where you left off.

Easy, Medium, and Hard levels all have the same rules: Click on a tile to bring up a question. Click on A, B, or C to answer the question. Answer correctly, and you get one point. Answer incorrectly, and a picture will appear on the tile you clicked and you will lose half a life. To take a second chance at answering a question, click

on the picture. You will be taken to the screen that contains the answer. If you then reenter the game, the incorrectly answered question will be open. (*A VERY USEFUL HINT: If you want to give another answer right away, press the shift key and click the tile.*) Answer incorrectly and one half-life disappears. The game ends when you have answered all of the questions or, have no more lives. All of the questions in a game will be about the world from which you entered the game. If you attempt to enter a game in one world while another world's game is in progress, you will be given a choice: You can resume the existing game or erase that game and start a new one in the current world.

Rules of a Master Game: Questions in a master game may come from any of the three worlds. There are no half-lives. You only get one chance to answer a question. The pictures still appear, but clicking on them and then returning to the game does not give you a second chance at a question. You may enter and reenter the master game from any world. The questions remain the same for a master game regardless of the world from which you entered the game.



PAGE TURNER CONTROL: This control shows you how much information there is for the current subject. If you see “1 of 2” it means this is the first page of a two-page subject. The number of pages differs for each subject. Click the small arrows pointing left and right to view all the pages available for a given subject.



QUICK QUIZ POP-UP ICONS: This floating question mark pops up every now and then. Click it, and you'll be asked a question. If you get stumped, click again to jump to the part of the world that has the answer.



QUIT BUTTON: This is the Quit button. “Bye-bye!”

**HOW WOULD
YOU SURVIVE?**