

ENTER A WORLD
OF JUNGLE MAGIC



USER'S
GUIDE

Jungle Book

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Introduction

The adventure and excitement of the jungle awaits you!

Jungle Book interactive MOVIEGAME™ adventure is an adventure game like no other. You control the picture and the story. You decide where to go and how to get there. And it's 100% live action!

You will travel where only Mowgli has traveled. You will meet the Tiger Shere Khan, Baloo the Bear, the Deadly Snake Kaa and many other animals of the jungle. You will battle quicksand, rapids, booby traps and soldiers. You will even learn the *language of the jungle*. Most important of all, you will be called upon to *save* the jungle.

King Louie, the Orangutan Ruler of Monkey City, has lost his crown to a group of bandit soldiers. You must find the crown, return it to King Louie, and restore order in the jungle. You will be aided by your two companions, Colonel Ilgwom ("Illy" to his friends) and La-Tee, a helpful but mischievous monkey. There are many ways to find the crown and return it to its rightful owner, King Louie. If you are lucky enough to succeed, play again and try a new route. The jungle is always full of surprises!

You can use the microphone to talk back to your companions. Or, you can play without your microphone and solve puzzles that appear at the bottom of your screen. Either way, the action never stops! Listen closely to every sound you hear and keep your eyes peeled. To raise your jungle "Instinct Quotient" (I.Q.) along the way, your ears and eyes must always remain alert.

System Requirements

Make sure your computer includes the following hardware and software.

- Microsoft® Windows™ 95 or Windows 3.1
- 486DX 66Mhz (or higher) IBM-compatible computer
- 8 MB of RAM
- SVGA display, 256 colors
- Sound Blaster™ or 100%-compatible sound card
- 10 MB hard disk space
- Double-speed or faster CD-ROM drive
- Mouse
- Optional: Microphone for Voice Recognition (provided in package)

Getting Started

Jungle Book installation has three steps:

1. Installing the software
2. Attaching the microphone to the sound card and activating it
3. Setting the threshold volume for the speech recognition

Please note that steps two and three are optional—you can play the game using puzzles without the voice recognition component activated.

Windows 95

1. If you are using Windows 95, insert the CD-ROM into your CD-ROM drive.
2. When you insert *Jungle Book* Disk #1 into your CD-ROM drive, an automated setup procedure should take place. Follow the instructions until you reach the **Install Jungle Book** screen.

If the automated setup does not take place, Autorun is not set up on your system and you will need to launch the program manually. If Autorun is not enabled, select run from the start menu and type [CD-ROM drive letter]:\setup.exe to reach the same point achieved by Autorun.

Once the install program has been started, you will be presented with a screen that enables you to install the files you need to run *Jungle Book*. If the **Install Jungle Book** button is not active, do not worry. You may need to install Indeo before you can load *Jungle Book*. If the **Install Indeo** button is functional, click on it to install the latest Indeo driver. After the Indeo installation you will return to the installation screen. Now choose **Install Jungle Book**.

Upon completion of the installation, the setup program will create a *Jungle Book* icon and a **Threshold** utility icon in the **IBM Multimedia** folder. These icons are also

accessible from the **Start** button under **Programs>IBM Multimedia**.

Whenever you would like to run *Jungle Book* again, just insert CD-ROM #1 into the CD-ROM drive; *Jungle Book* should start up automatically on Autorun enabled systems.

Windows 3.1

If you are using Windows 3.1, insert the CD-ROM into your CD-ROM drive.

1. Click on the word **File** at the top left-hand corner of the **Program Manager** screen.
2. Click on the word **Run** in the **File** menu.
3. Inside the **Run** box, under the words **Command Line**, type **[CD-ROM drive letter]:\setup.exe**.

Once the install program has been started, you will be presented with a screen that enables you to install the files you need to run *Jungle Book*. If the **Install Jungle**

Book button is not active, do not worry. You may need to install other programs prior to loading *Jungle Book*.

If the **Install WIN32s** button is functional, click on it to install the WIN32s files. After the installation of WIN32s, Windows will automatically be restarted and you will be returned to the installation screen.

At this point you may need to install **Indeo**. If the **Install Indeo** button is functional, click on it to install the latest indeo driver. After **Indeo** has been installed you will need to restart Windows. When Windows has restarted, click on the **Install Jungle Book** button.

Upon completion of the installation, the setup program will create a *Jungle Book* icon and a **Threshold** utility icon in a folder named **IBM Multimedia**. You will now need to set up the microphone that came with *Jungle Book*. You will use the **Threshold** utility to set the microphone levels for your computer.

Attaching and Activating the Microphone

Note: To use the optional speech recognition feature, you will need to install the microphone that is provided in the packaging for *Jungle Book*. Please note that you can also play the game without using speech recognition, so you could skip this step if you like.

You will need to plug the microphone into the MIC input connector on your sound card. If you are not sure which connector to use and there are no MIC INPUT markings on your sound card, you may need to consult the documentation that came with your sound card. The microphone has an adhesive mount that enables you to attach the microphone to your monitor.

When you are confident that you have plugged the microphone in correctly, you will need to activate the microphone. You can do this through the audio control software that

was installed with your system. If you have a Sound Blaster card, the audio control program can be found in the Sound Blaster 16 folder and the program should be titled SB16 Mixer. When you launch this and similar programs, you will most likely see a button that activates the microphone. Once you have activated the program, ensure that the microphone volume is turned up. If you have trouble activating the microphone, consult the documentation that came with your sound card.

In Windows 95, double-click the small speaker on the right side of the task bar or select **Start > Programs > Accessories > Multimedia > Volume Control**. First, ensure that the microphone control is available. This is accomplished by selecting **options/properties** and checking the MIC check box. Next, set the volume control for the microphone near the top of the range. Note that the mute check box should be checked (if possible) to eliminate feedback.

Setting the Threshold Volume for Speech Recognition

Now that you have your microphone properly activated, you will need to use the **Threshold Utility** to set the appropriate microphone levels for your computer. Follow the steps below to operate the **Threshold Utility** and to set up your microphone.

1. Double-click on the **Threshold** icon in the *Jungle Book* folder.
2. Click on the **Set Threshold** button.
3. In a normal speaking voice, repeat the phrase indicated in the **Record a Sound** message box after pressing the record button.
4. Close the **Threshold** utility and save the threshold if it was accepted by the program. If the threshold was not accepted by the program, continue on with the following troubleshooting steps.

Troubleshooting

If the **Threshold** utility reported that the signal recorded was out of range, lower the microphone volume by adjusting the microphone input volume using the audio control programs that were installed with your sound card, or try speaking more softly or further away from the microphone to get the signal in range.

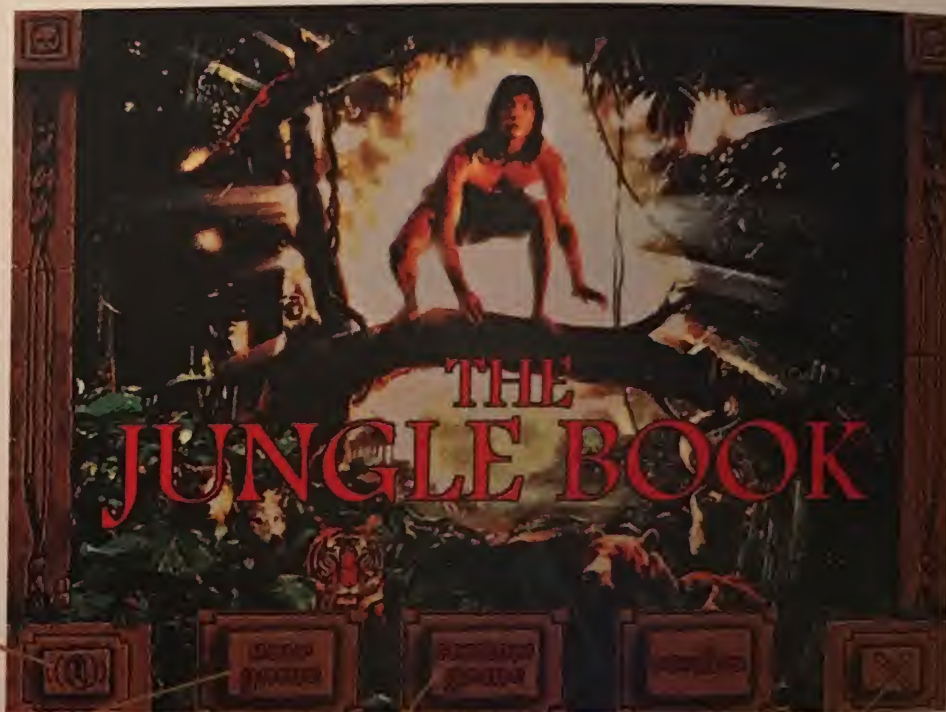
If the **Threshold** utility reported that the signal to noise ratio was low, check to see that the microphone volume has been properly set in your mixer control.

If you are not sure if you have activated the microphone, try making a recording using the **Windows Sound Recorder**. You can find the recorder in the **Accessories** folder in Windows 3.1 or 95.

Playing *Jungle Book*

Starting the Game

To start *Jungle Book* double-click on the Monkey icon that was installed in the IBM Multimedia Folder. Once the program has loaded, you will see the Main Screen. The Main Screen is where you can start a New Game, Load a previously Saved Game, Set Options, View Credits or Exit.





The Ear button will take you to the Game Options screen.

The New Game button starts a New Game of *Jungle Book*.

The Resume Game button enables you to load a previously Saved Game or resume the game that was last played.

The "X" button will exit you from *Jungle Book*.

Video Screen

After you choose New Game, your adventure will begin. As you play, your cursor may change as you come across things on the video screen that you can click on. When you are able to click on a button or click on instinct, your cursor will change into a tiger's paw as seen here: . If you are not able to click on something, the cursor will look like this: .



Options
Screen
button

Zoom
button

Instinct
meter

Save
Game
button

Exit
button

The Zoom button will enable you to adjust the size of the video screen. You may want to do this if you notice that the video is not playing smoothly. Directly below the video screen is the Instinct Meter. This meter shows you how much instinct you have collected.

The Save Game button will let you save your game at any point.

Click on the ear to reach the Options Screen.

The Exit button will exit you from the current game.

If at any point in the game you would like to exit simply click on the "X" button in the lower right-hand corner of the screen. When the game is in progress, this button will return you to the Main Screen. From there you can choose the Exit button again to leave *Jungle Book*.

Making Decisions

Throughout the game you will need to make decisions. A decision screen looks like this.

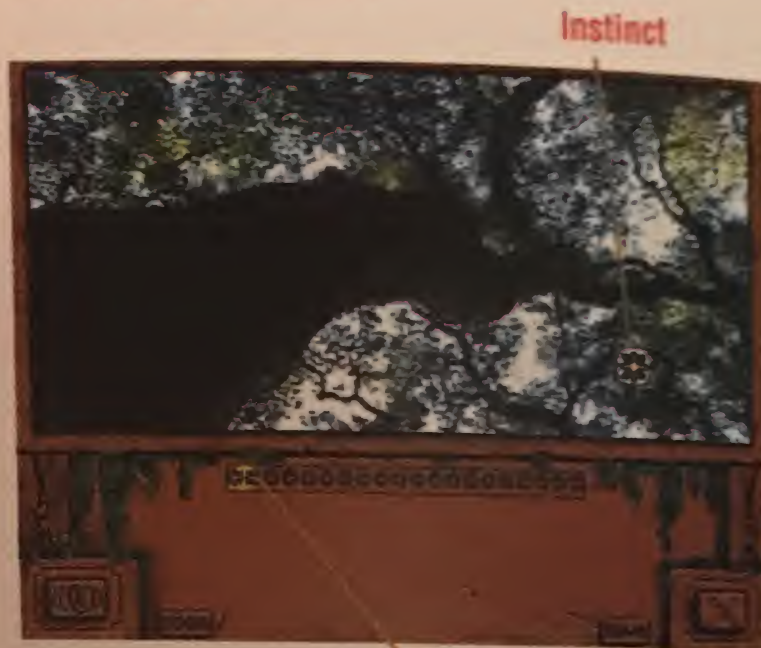


Decision buttons

Decision points

You will recognize decision points when you see the red question marks on the video screen. Illy will also let you know that you have a decision to make. You will make your decision by clicking on one of the red question marks or choosing one of the buttons that will appear underneath the video screen.

Collecting Instinct



Instinct

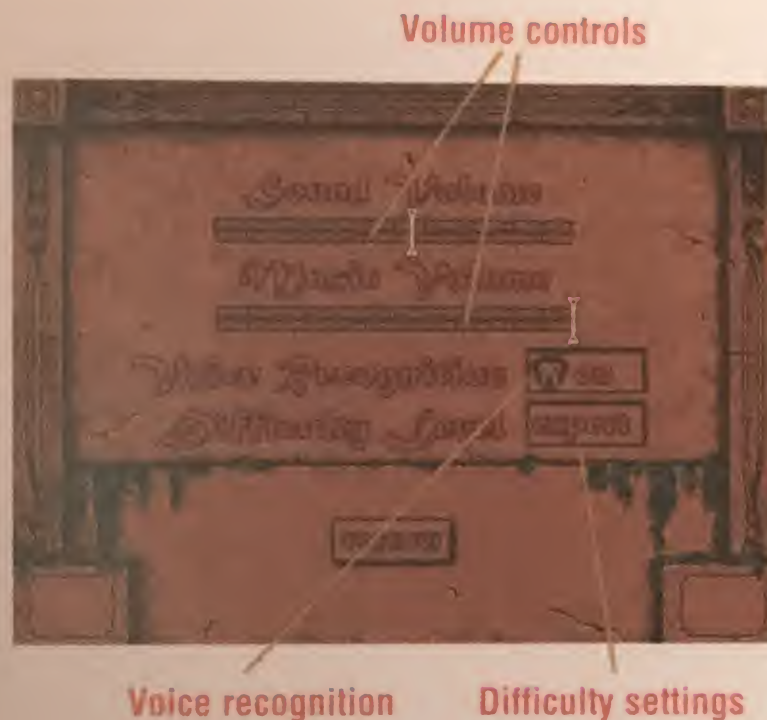
Instinct meter

As you progress through the game, watch out for instinct. Instinct can appear on the video screen at any time as small yellow stars. You must be quick when collecting instinct because it is only available for a short time. Collecting instinct will help you

to become smarter while you travel through the Jungle. To collect instinct, click with the mouse cursor on the yellow star before it disappears. When you click on an instinct star, you will be rewarded with a video and instinct points. The instinct videos are clues that will help you make better decisions during your adventure. The amount of instinct you collect is measured by the instinct meter. The instinct meter is the row of *** that are seen underneath the video screen. The more instinct points you collect, the better your chances become at returning the stolen crown to Monkey City.

Options

The ear button in the lower left-hand corner of the screen accesses the Game Options screen.



From the Game Options screen you can change sound volumes, disable speech recognition and adjust the difficulty levels. To change the volume of the video sound, click on the bones and drag them to the desired position. You can change the volume of the music in the same manner.

You can also turn the voice recognition on and off from this screen. When the monkey mouth is open, voice recognition is activated, and when the monkey mouth is closed, voice recognition is turned off. Voice recognition is turned on by default.

The difficulty level is set to expert by default. Expert will likely appeal to ages seven and higher. For younger players, change the difficulty level to junior by pressing on the button.

Loading & Saving a Game

When you press the **Save** button, you will get a screen that looks like this.



Crown button

Name fields

To save a game, choose a name field next to one of the crowns and click on it. Type in the name of the game you want to save, and then click on the crown next to your entry.

To reload a saved game, click on the **Resume Game** button on the Main Screen and then simply click on the crown next to the game that you would like to reload. Note that you can also load the game that was last played by clicking on the bottom-most crown.

Hints

The Monkey Puzzles



Talk button (for
voice recognition)

Puzzle
meter

Monkey
buttons

Whack-a-Monk

The goal is to eliminate all the buttons from the screen by clicking on each monkey as he shows his face. Be careful on this puzzle! If you miss one of the monkey faces, all of the buttons will return.

Monkey See, Monkey Do

For this puzzle, you will need to repeat the sequence of monkey buttons played by the computer. If you repeat the sequence of all buttons successfully, all buttons are cleared from the screen.

Reverse a Monk

In this puzzle, when you click on a monkey button the surrounding monkey buttons are reversed (monkey heads that were visible are now hidden and monkey heads that were hidden are now visible). The goal of the game is to make all monkey heads visible at the same time. Note that each group of buttons (i.e., corner, side, middle) will have different effects when you click on them.

Monkey Match

The object of this puzzle is to find all of the matching monkey faces. You can do this by clicking on a Monkey button to see its face. For each face, find the identical monkey face that is hidden somewhere else in the puzzle. Remember the faces under buttons you try.

If your child is having difficulty solving the puzzles, remember that the Junior explorer difficulty level is available. Refer to the instructions for the Options Screen.

Voice Responses

All of the Monkey Puzzles can be solved using the microphone and voice recognition. If you listen closely to the animals, you can hear the spirit of Mowgli speaking the correct consonant sounds.

Jungle Jargon

| | | |
|-----------|--------------|-------------|
| Ka-Kee | Chee-Ka-Kee | Ja-Ta |
| Ka-Kee-Ta | Aw-Ow-Ow | Cha-Kee-Cha |
| Ja-Kee-Ta | Ka-Chee-Kee. | |

Troubleshooting

Voice Recognition not working

If you are having trouble with the voice recognition, you may want to consult your sound card manuals to ensure that you have activated the microphone. The manual will show the correct microphone input on the sound card. When you are certain that you have plugged the microphone into the correct connector, ensure that you have activated the microphone through your sound card software. You should have some sort of audio control program that was installed with your sound card. This program is sometimes called mixer control. In many cases there is a button that needs to be clicked so that your microphone is activated. This button can sometimes be found in the mixer program or possibly the audio controls program.

Refer to the installation instructions of the previous sections in this document.

Jungle Book voice recognition works best in a quiet environment.

Video problems

If you are noticing playback problems with the video or problems seeing the decision points or instinct symbols, reduce the size of the video window. This can be accomplished by clicking on the Zoom button found in the lower left corner of the Game Screen.

Display issues

Jungle Book supports only the 640 x 480 mode at 256 colors. If your display card is set at more than 256 colors or at higher resolution levels, *Jungle Book* may not perform optimally.

Read Me File

Refer to the *Jungle Book* readme file located in the IBM Multimedia program group for additional information regarding problems with specific hardware configurations.

Credits

Powerhouse Entertainment

Executive Producer: Frank Mazza

Producers: Curt Marvis, Dean Mauro

Creative Director: Chris Painter

Software Development: Jim McCurdy, Pete Tarca, Ted Rogers, Brian McGlasson and Steve Suggs

Director of Photography: Mackenzie Waggaman

Editor: Conrad Smart

Composer: Chuck Barth

Cast: Gary Schwartz as Illy, Nicholas Guest as Sergeant Polk, Amy Scholl as young woman and Eddie Ripley as La Tee

IBM Multimedia

Program Executive/Guy in the Monkey

Suit: Bernie Rice

Business Development: Jim Mediate

Executive Producer: Paul Zuzelo

Producer: Steffen Bartschat

Assistant Producer: Mike Cox

Test Leads: Irenie Poitras, Kim Wilkens

Testers: Russ Chapman, Lawrence Hsieh and Patrick Veedock