

Welcome to Odell Down Under

Dive into the *Odell Down Under*[™] software program, where the shimmering tropical colors often mask the minute-to-minute struggle for survival. Living as a member of the reef community is more than just a pleasure dive. When you enter *Odell Down Under*, you will pit all of your skills against the best the reef has to offer. As you become one of over 50 reef dwellers, you must learn to identify predators and prey, avoid poisonous snacks, and not waste all of your energy (and points) chasing down a meal.

Odell Down Under offers four levels of play, with an almost endless array of games. To get your feet wet, start with Practice, where you learn about the reef inhabitants as you try out your fins. Successfully avoiding the electric ray and finding food is an acquired skill. When you are ready, Challenge rewards you with increasingly larger fish to play. For a creative turn, design your own fish with Create-A-Fish and see if you score more points than with the fish that nature has designed. Once you've conquered all the levels, proceed to the grand Tournament, where you test your skills against all of the fish on the reef. The ultimate goal is to become the Great White Shark and swim off to open sea in search of new prey.

A note to parents. The drama of survival and the lure of the Great White Shark in *Odell Down Under* will keep your kids so busy enjoying themselves that they won't even realize how much they are learning. As they work to survive, your kids will sharpen their observation skills, develop problem-solving strategies, create and test hypotheses, and learn about food chains, food webs, and natural communities.

A note to kids. Australia, sharks, and swimming all day—it's like a vacation in your own room. Do you have the brains and strength to either outswim or outsmart your prey? Sure you do!

Requirements

Odell Down Under requires the following hardware and software:

- 386 (80386) or faster processor is highly recommended
- at least 4 MB (megabytes) of RAM memory
- hard disk with 8 MB of free disk space
- a CD-ROM
- Microsoft Windows version 3.1 (or higher) in 386 Enhanced mode and in 256-color mode
- 256-color Super VGA monitor and adaptor
- Microsoft Windows-compatible sound card with MIDI support for sound and music
- Microsoft Windows-compatible mouse

Getting Started

Putting the Software on Your Computer


To install *Odell Down Under*:

1. If you are not there already, go to your Microsoft Windows Program Manager or File Manager.
2. Insert the CD-ROM into your CD-ROM drive.
3. Choose **R**un from the **F**ile menu.
4. Type **D:\INSTALL** (where "D" is the letter of your CD-ROM drive). If you encounter difficulty using the master installer, repeat the above, and substitute "**D:\INSTALL**". Follow the on-screen instructions to install the files from all the disks onto your hard drive.

When the installation is complete, the *Odell Down Under* icon will appear in the MECC window. Store your *Odell Down Under* disks in a safe place as your backup copy of the program.

Starting the Program

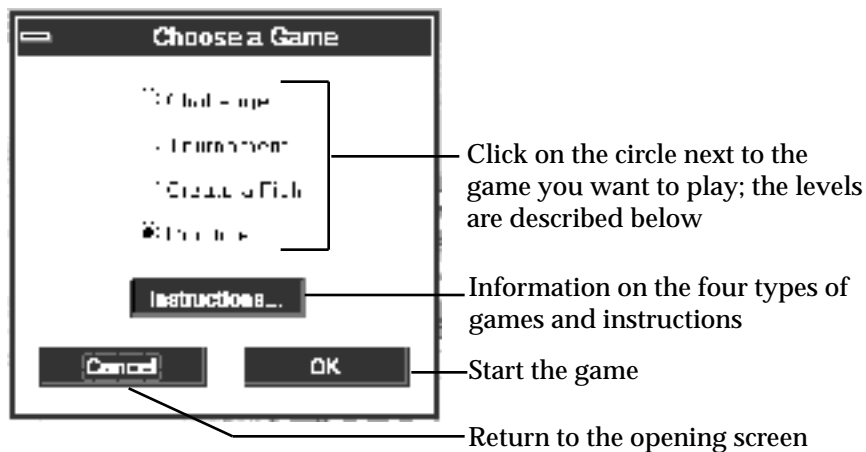
To start *Odell Down Under*:

1. Go to the MECC window.
2. Double-click on the *Odell Down Under*  icon.
3. Click anywhere on the opening screen, or select **N**ew Game from the **F**ile menu.

The Choose a Game box appears. The four types of games are described in the next section.

Diving into the Reef

When you start a new game, an options box offers you four levels of play: Challenge, Tournament, Create-A-Fish, and Practice.




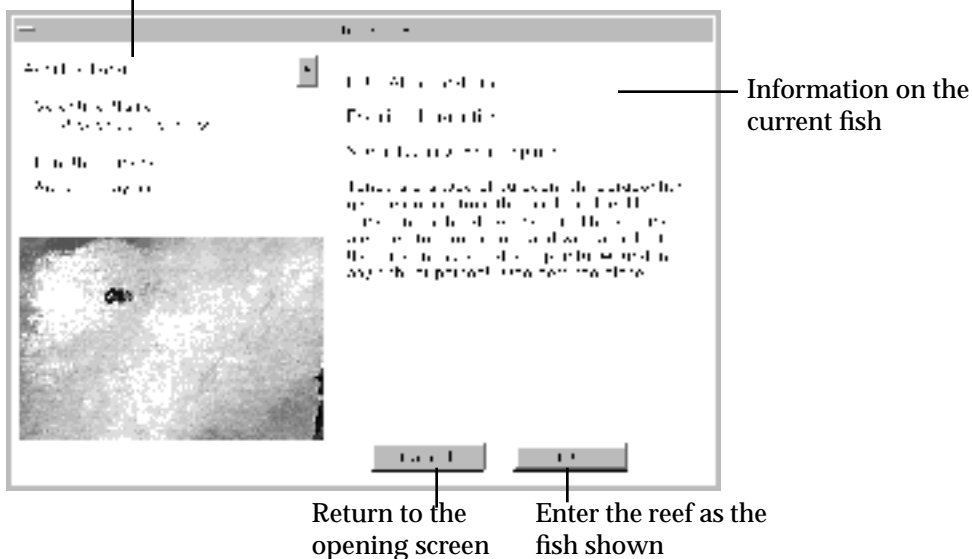
Practice

Practice lets you get your feet wet while taking on the role of one of over 50 fish or other reef dwellers. In Practice, you can explore the reef as you play and eat—until your fish is eaten or until you decide to try another fish or start another game. Use Practice to learn more



about an individual fish or to learn more about the program before taking on Challenge.

When you start a new game in Practice, the Pick-a-Fish screen appears. Use the pop-up list to learn more about the fish available for play and to choose a fish. Pay close attention to the information about your fish—what you don't know *can* hurt you.

Pop-up list of all the fish you can play. Click on the name or  to see the list and choose a fish.



Scroll through the pop-up list of fish by:

- clicking on the pop-up box and scrolling through the list with your mouse.
- pressing the   keys.

Look at as many fish as you like. When you click on OK, you will enter the reef as the fish that is shown. The program brings you into the reef at your fish's preferred location. So, you will start where more of your prey can be found (and more of your predators). From here, you can go anywhere you want.

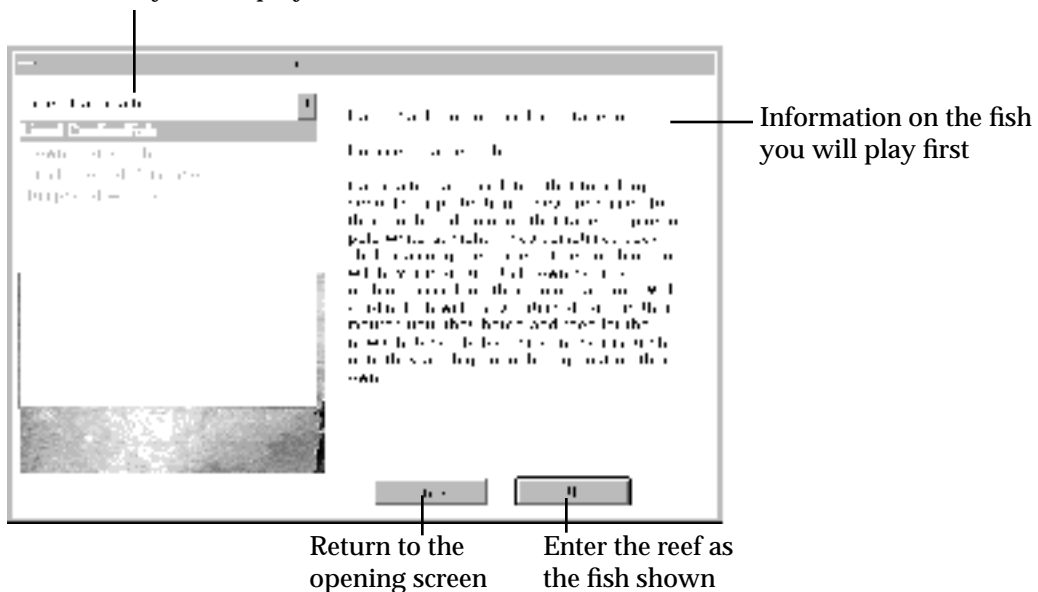
While you cruise the reef, you see a message when you eat something. You can turn these messages off with the Verbose option (see "Game Menu" on page 14).

Challenge

In Challenge, the computer picks four fish for you to play. Start as the smallest fish in the group. Move up to a larger fish when you earn enough points. When you succeed as the largest fish, you may earn a place on the list of Reef Rulers! Then you can start a new Challenge game and face an entirely new group of fish—and new challenges.

When you start a new Challenge, you will see a list of the fish you will play, in the order you will play them. Your first fish is highlighted and the information box tells you about that fish. When you earn enough points to move to the next level, the program will give you information on your new fish.

Pop-up list of the fish you will play,
in the order you will play them



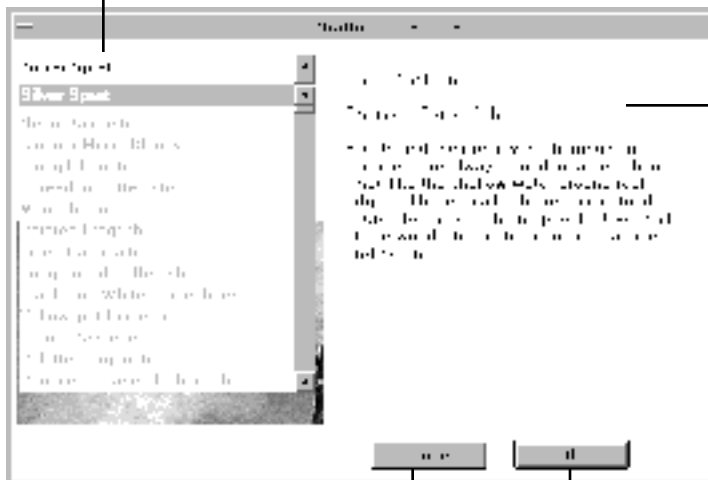
Any time you want to look at the information sheet, choose the name of your fish from the **F**ield **G**uidán the **H**elp menu (see page 15). (If you forgot the name of your fish, use the **Info** button—see page 11.)

Tournament

Tournament offers the greatest challenge. Become each of the creatures available for play on the reef—from the smallest fish to the Great White Shark at the top of the food chain. When you start the Tournament, you will see a list of all the fish, in the order you will play them. Your first fish is highlighted and the information box tells you about that fish.

When you earn enough points as the first fish, you will move to the next level. Before you start the next level, the program will give you information on your new fish. If your fish dies before you reach the next level, you have the option of starting a new game or giving up all of your points and continuing.

Pop-up list of all the fish you will play, in the order you will play them



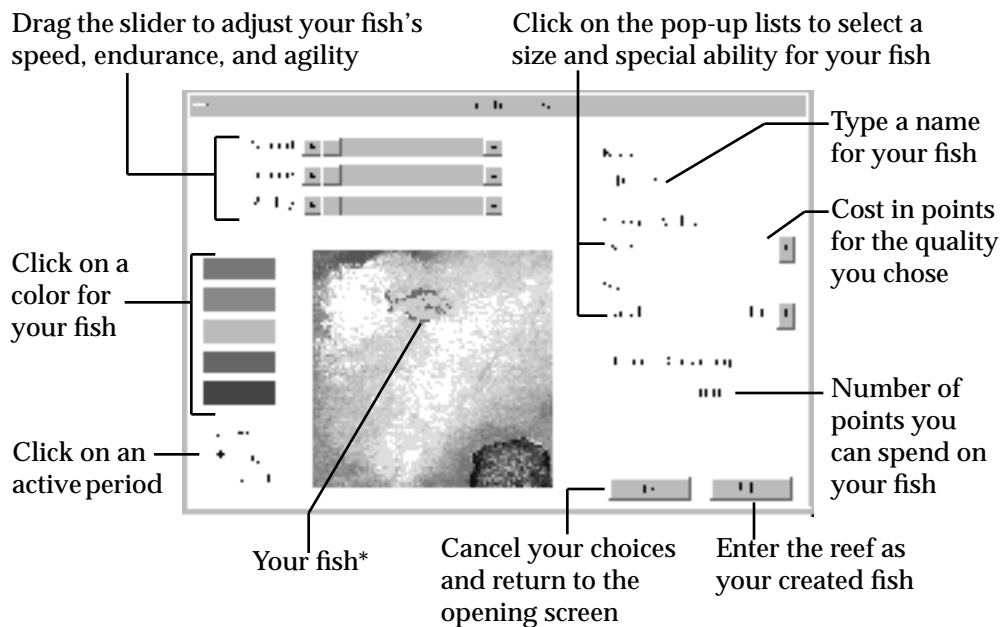
Information on the fish you will play first

Return to the opening screen

Enter the reef as the fish shown

Create-A-Fish

After playing the other games, you can try to do nature one better. With Create-A-Fish, you design a fish and then try it out in the reef. Create-A-Fish gives you a basic number of points, which you use to buy options, including a special ability for your fish.

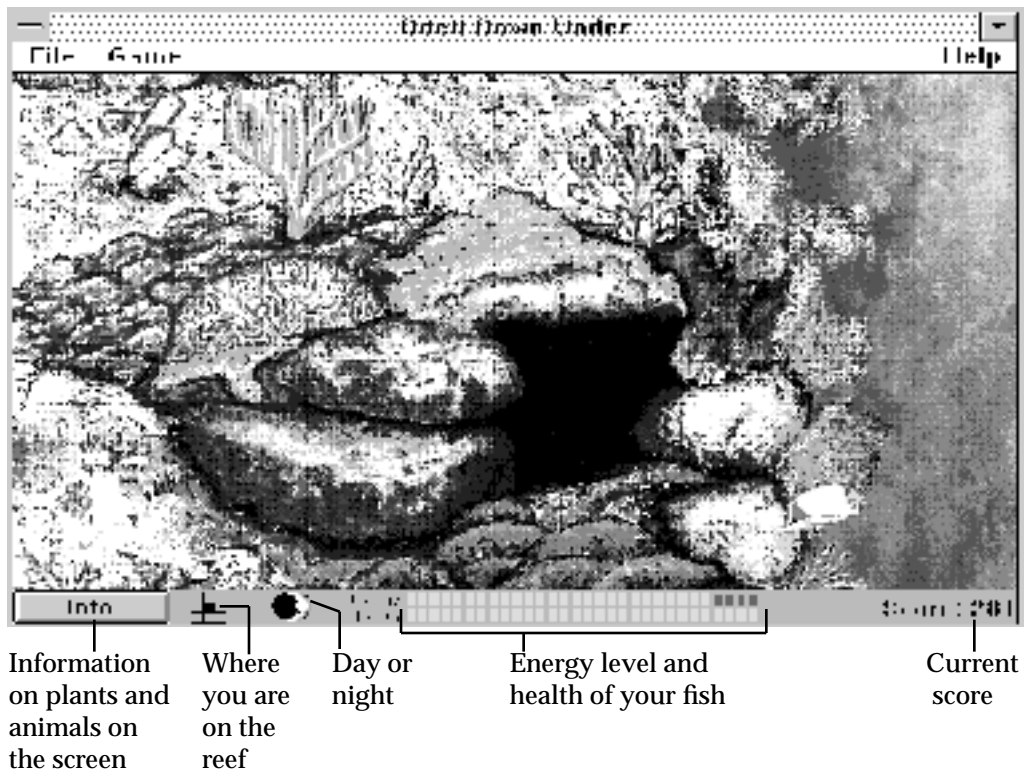


* The shape of your fish will change as you adjust the speed, endurance, and agility. Fish that rely on speed have a slender body for fast acceleration. Fish that cruise for long distances in search of food have stiff, streamlined bodies to reduce drag. A disk-shaped body with fins all around gives an agile fish the ability to turn quickly in tight places.

To try your fish out on the reef, click on **OK**. Your game will be similar to that described under "Practice" (see page 3).

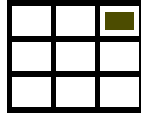
Surviving on the Reef

When you first enter the reef, your fish is in a protected mode. Your fish can't be eaten until you take an action like eating something or moving to another area of the reef. So, you have a little time to check out the reef before putting your life on the line.



Moving Your Fish

To move your fish, move your mouse. The fish follows your cursor around the reef. If you move the cursor faster than the fish's normal speed, the fish will lag behind. You probably want to spend some time in Practice until you quit floundering around in the water. (Since there are no Flounders in this program, floundering will not gain you points!)



The grid icon shows your location in the reef. The reef has nine sections and the shaded square in the icon shows the section you are in right now. To move into a different area of the reef, move your cursor to the edge of the game screen.

Survival Skills

You will survive longer and earn more points if you start thinking like a fish. The following are your most important survival skills:

- | | |
|------------------------------|--|
| <i>Eat</i> | Click your mouse button when the cursor is over the fish or other sea life you want to eat. |
| <i>Run Away</i> | Move the cursor—your fish will follow. (You may not be able to outrun a large predator, so practice your other survival skills as well.) |
| <i>Use Special Ability</i> | Press the space bar on your keyboard. (Special abilities include puffing, squirting ink, giving an electric shock, and extending spines. The space bar only works if your fish has a special ability.) |
| <i>Hide</i> | Stop in front of a cave or behind a plant. When your fish is hidden, the cursor becomes a square. Until you move it, your fish is hidden from predators and prey. |
| <i>Ignore Other Sea Life</i> | Don't do anything. |

Day and Night



Based on the habits of your fish, you will play in the daytime reef or nighttime reef. The day/night icon will show you the time of day—a sun for day and a moon for night. The other sea life appearing on the reef will fit the time of day you are playing. Since you don't have night vision, we won't dim the lights!

Information on the Reef Dwellers

You have two options for learning about the sea life around you (both swimming and stationary).

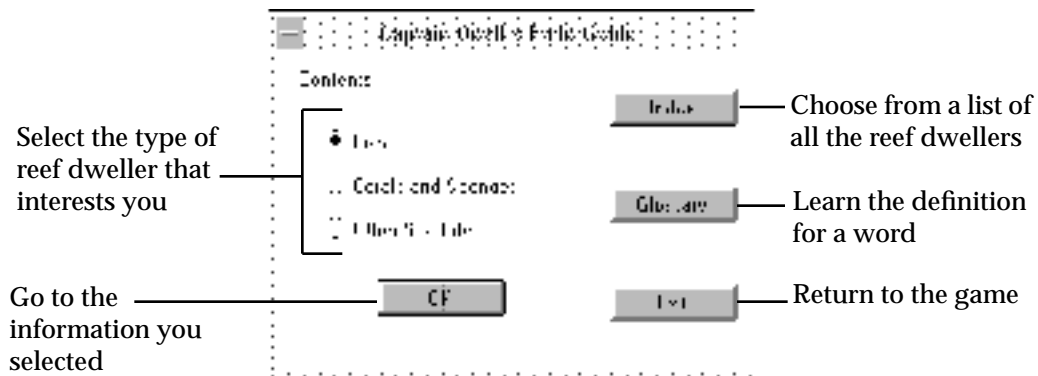
- Click on **Info** at the lower left corner of your screen (or press the Esc key). The action will stop and you have a chance to get information on the plants and animals on the screen by clicking on them. To plunge back into the game, click on **Continue** or press the Esc key.



While you are in Info mode, you can see the names of the plants and animals on the screen. When your cursor becomes a **?**, click to see the name of the plant or animal under your cursor.

- For more information about the plants and animals living on the reef, consult Captain Odell's Field Guide. Captain Odell was a salty old sea traveler who kept detailed notes on all of the reef dwellers. To view this information, select **Field Guide** from the **Help** menu.

If you go to the Field Guide, the following screen appears:



The information screens in the field guide have pop-up lists just like the Pick-a-Fish screen in Practice. You can scroll through these lists of reef dwellers in the same way (see page 4 for more information).

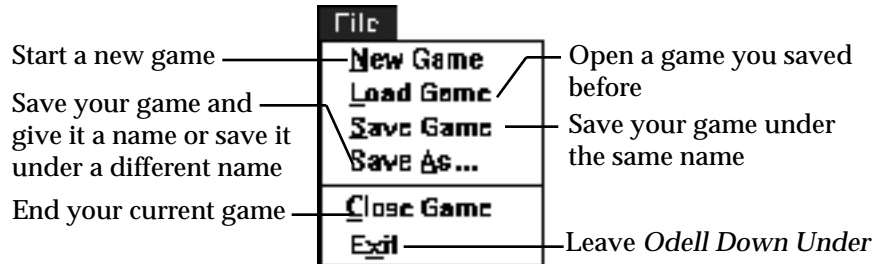
Scoring

Your score reflects your skill in finding food, keeping a high level of energy, and staying clean of parasites. To earn the most points, you need to find the balance between pursuing food and wasting energy. In Challenge and Tournament, you also earn a bonus for surviving long enough to advance to the next level. In both games, the most skilled players claim the title *Reef Ruler*. The highest-scoring player also swims off into the sunset, in pursuit of new prey.

You lose points or die when you eat something poisonous. Like the real reef inhabitants, a mild poisoning may teach you to stay away the next time.

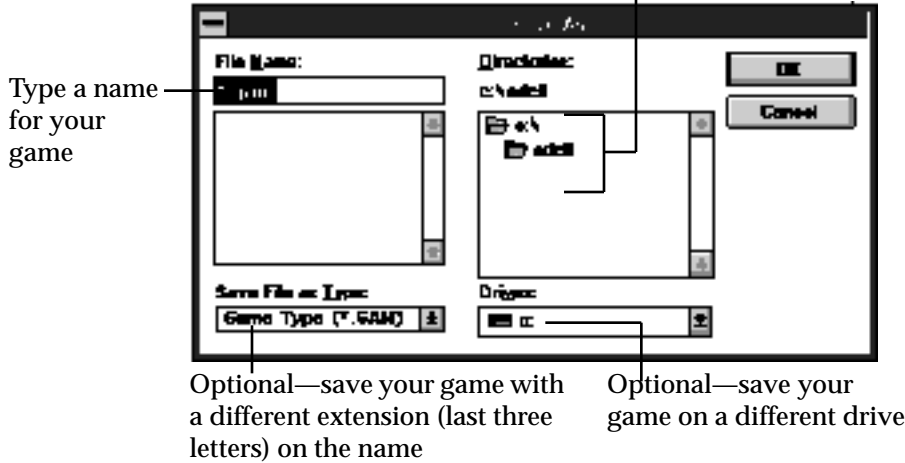
Program Options

File Menu



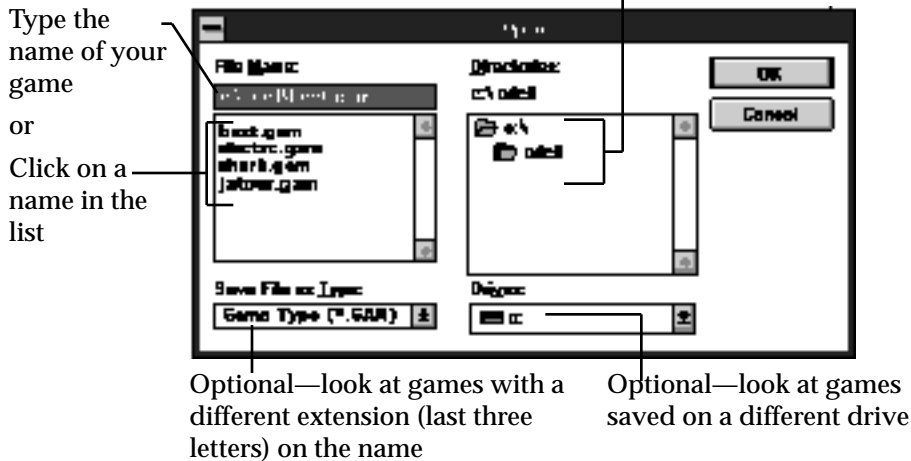
The first time you save your game, select **Save As** from the **File** menu to give it a name. To save the game later under the same name, select **Save Game**. When you select **Save As**, the following screen appears:

Optional—Click on the directory where you want to save your game. Unless you change it, the game will be saved in the directory with the *Odell Down Under* program.

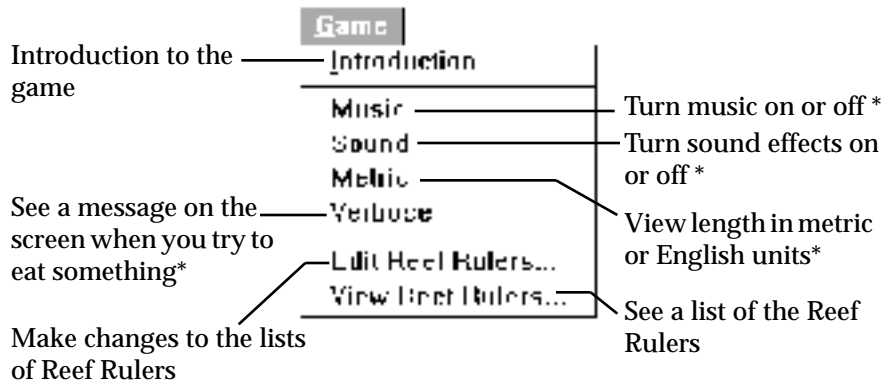


If you select **L**oad Game from the **F**ile menu, the following screen appears. Type the name of the game you want to open or select the game from the list of games. Your game will open where you left off.

Optional—If you saved your game in another directory, click on the directory where you saved your game.

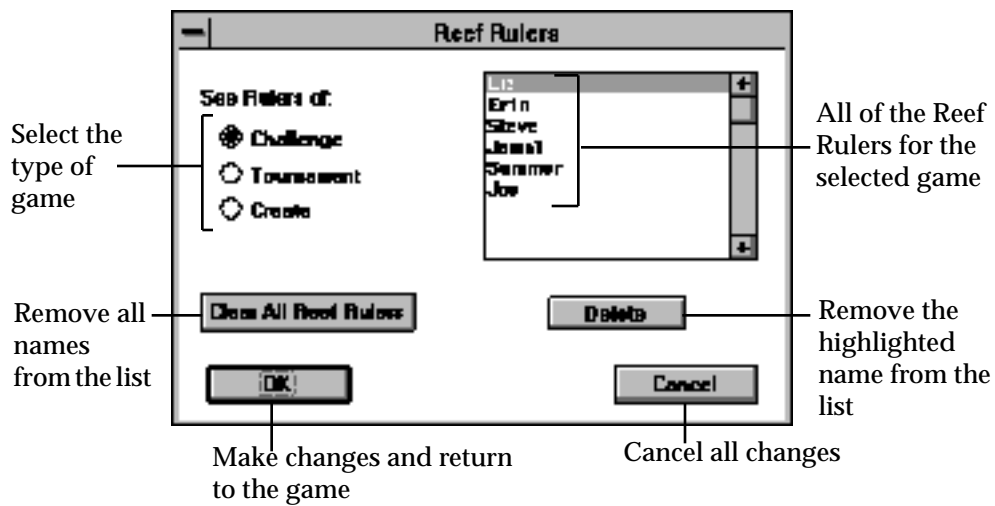


Game Menu



*A check mark next to an item on the Game menu shows that it is turned on.

Edit Reef Ruler is only available from the Opening Screen. When you select this option, the following window appears:



1. To select one name, click on it. To select more names, hold down the shift key while you click on the names.

2. Click on **Delete** to remove the selected names.
3. When you are finished, click on **OK**.

The names you selected will be removed and you will return to the opening screen.

Help Menu

H elp	
<u>I</u> nstructions	Instructions for playing the game
<u>F</u> ield Guide	Information on all of the reef dwellers (see page 11)
<u>A</u> bout Odell...	Information on the <i>Odell Down Under</i> program

Leaving the Reef

Start a Fresh Game

When you want to move to a new game, close your current game by selecting **C**lose Game from the **F**ile menu. Then start a fresh game by clicking anywhere on the opening screen or selecting **N**ew Game from the **F**ile menu. To return to a game you saved before, select **L**oad Game from the **F**ile menu.

Save Your Game

When you have a good thing going, but all those fish are making you hungry, select **S**ave As from the **F**ile menu. You can now safely end your game and return to it later.

If you want to save a game that you saved before and keep playing, select **S**ave Game from the **F**ile menu. To save your game under a different name, select **S**ave As from the **F**ile menu. After saving the game, you can continue playing or end your game and return to it later.

Quit and Play Again Later

To leave the reef, choose **Exit** from the **File** menu. Next time, you will start a fresh game, unless you saved your current game.

Pursue an Interest in Coral Reefs

If you are hooked on aquatics, the following books and organizations might feed your frenzy.

Books for Kids

Arnold, C. <i>A Walk on the Great Barrier Reef</i> . Minneapolis, MN: Carolrhoda Books, 1988.	Johnson, R. <i>The Great Barrier Reef: A Living Laboratory</i> . Minneapolis, MN: Lerner Publications, 1991.
Fletcher, A. <i>Fishes That Hide</i> . Reading, MA: Addison-Wesley, 1973.	Sargent, W. <i>Night Reef: Dusk to Dawn on a Coral Reef</i> . New York: F. Watts, 1991.
Jacobs, F. <i>Coral</i> . New York: Putnam, 1980.	Tayntor, E. <i>Dive to the Coral Reefs</i> . New York: Crown Publishers, 1986.
Jacobson, M. <i>Wonders of Corals and Coral Reefs</i> . New York: Dodd, Mead, 1979.	

Organizations

American Cetacean Society P.O. Box 2639 San Pedro, CA 90731 Send self-addressed envelope with first-class postage for two ounces.	Center for Marine Conservation 1725 DeSales Street NW Suite 500 Washington, DC 20036
The Cousteau Society 870 Greenbrier Circle, Suite 402 Chesapeake, VA 23320-2641	Nature Conservancy 1815 North Lynn Street Arlington, VA 22209
Looe Key National Marine Sanctuary Rt. 1, Box 782 Big Pine Key, FL 33043	Reef Relief 201 William Street, P.O. Box 430 Key West, FL 33041
National Wildlife Federation 1412 Sixteenth Street NW Washington, DC 20036-2266	Sierra Club 730 Polk Street San Francisco, CA 94109
World Wildlife Fund 1250 24th Street NW Washington, DC 20237	The Wilderness Society 1400 I Street NW Washington, DC 20005

Troubleshooting

Installing the Program

<i>Problem</i>	<i>Solution</i>
"error selecting drive" "System Error" cannot read from drive A:	Be sure the program disk is in the drive you specified (for example A:). If you inserted the disk correctly and the message still appears, you may have a defective disk. Contact MECC Technical Support for a replacement disk. See "MECC Technical Support (MECCTECH)" on page 21 for more information.
"Not enough hard disk space"	Make sure you have 8 MB of free disk space available on your hard disk. <ol style="list-style-type: none">1. Choose the File Manager icon from the Main Group in the Program Manager.2. Choose the icon for the drive you want to check. <p>The number of bytes of disk space are shown in the status bar at the bottom of the File Manager window. This number should be at least 8,000 KB. (If the status bar does not appear, display it by choosing Status Bar from the Options menu.)</p>3. If there is not enough space, remove some of the unneeded files from your hard disk. Then install <i>Odell Down Under</i> again.
"Unknown" error message during installation.	Data is not being transferred to your hard disk. This may be the result of a problem with your hard disk. Contact your computer dealer for assistance.

Starting or Using the Program

I installed <i>Odell Down Under</i> , but it doesn't run.	You may have missed a step in the installation. Follow the installation directions in this manual exactly. (See "Putting the Software on Your Computer" on page 2.)
---	---

Odell Down Under User's Guide

<i>Problem</i>	<i>Solution</i>
The program froze right after I started it.	<p><i>Odell Down Under</i> is not compatible with a Cirrus Logic video driver Version 1.32 in 256-color video mode. To check the video driver you are using with Microsoft Windows:</p> <ol style="list-style-type: none">1. Open the Main group in the Windows Program Manager.2. Double-click on Windows Setup.3. Check the line next to the word Display:. If the name of your display contains "GD54," you may have the Cirrus Logic video driver. Call your computer manufacturer to get an updated version of the driver.
The program is running very slowly.	<p>Your system is probably low on memory. If the small light on your computer is lit often, you are probably low on memory. The light is lit when Windows swaps information to the disk to make more room for other information or rereads information from the disk. To speed up <i>Odell Down Under</i>, you need to make more memory available by:</p> <ul style="list-style-type: none">• closing other programs you have open or running. These programs may be using memory.• consulting your Windows documentation for information on freeing up memory or optimizing Windows, if closing other programs does not speed up the program.
<hr/> <h3><i>In the Program</i></h3>	
<i>Odell Down Under</i> was working fine, but then it disappeared.	<p>You may have clicked outside the game window. The game is still running, but it may be covered by another window. To return to your game, use any one of these options:</p> <ul style="list-style-type: none">• If you can see the edge of the game screen, click anywhere in the visible part of the game screen.• Press Alt + Esc until the game screen appears and is active.• Press and hold down the Alt key while pressing Tab to cycle through all of the programs you have open right now. Release the Alt key when the <i>Odell Down Under</i> icon appears.

Problem

Solution

Sound or Music

I don't hear any sound or music.

If you don't hear any sound or music, make sure there is a check mark next to **Sound and Music** in the *Odell Down Under Game* menu.

If you don't have a Microsoft-compatible sound card or if your sound device is not set up properly for MIDI sound, you will not hear any sound or music.

If you are sure you have a sound card installed in your computer, you may not have installed the drivers for your card. To install the sound drivers for your sound card, follow the manufacturer's instructions. (As a part of the Windows installation, the following sound drivers are installed: MIDI Mapper, Timer, [MCI] MIDI Sequencer, and [MCI] Sound.)

To test your sound card and sound driver:

1. Go to the Windows Program Manager and open the Main group.
2. Double-click on the Control Panel. Then double-click on MIDI Mapper.
3. Open the Name listing and select a name which includes the letters "FM" or "Ext FM." Then click on Close.
4. Select the Program Manager File menu and select Open.
5. Type MPLAYER in the Command Line box and click on OK.
6. In the Media Player window, select Open from the File menu.
7. From the "List Files of Type" select MIDI Sequencer (*.rmi; *.mid).
8. Canyon.mid will appear in the dialog box. Click on it; then click on OK.
9. After the song loads, click on the Play button (the first lower left button) to play the music.

If your sound drivers are installed properly and the correct MIDI Mapper is selected, you should hear the song. To stop the song, click on the Stop button (next to the Play button).

Odell Down Under User's Guide

Problem

Solution

If you get an error message from Windows ("There are no MIDI devices installed on the system" or "The current MIDI Mapper setup refers to a MIDI device that is not installed on the system"), contact your sound card manufacturer for setup instructions.

If you can play the canyon.mid song in the Media Player, start *Odell Down Under*. If Music and Sound in the Game menu have check marks next to them, you should hear the sound and music for the program.

More Information

Is there anything else I should know?

If there are any changes made after we sent this manual to the printer, they are described in a file called Readme, which is in the directory with your *Odell Down Under* program.

Credits

MECC Development: Cathy Baxter, DeeDee Daus, Dave Denninger, Greg Johnson, Pat Korn, John Krenz, Tom Martin, Tom Naughton, Dick Sisco, Steve Splinter, Kirk Sumner, and Liz Wendland

MECC Testing and Technical Support: Brian Anderson, Nursen Bilge, Josef Ling, Sue Minor, Timothy Roseth, Mark Schneider, and Vang Thao

Music and Sound Effects: Rob Wallace; additional sound effects by Lon Koenig and Larry Phenow

Special thanks to: Allan Maguire and John Prevost, Aquarists with the Minnesota Zoological Gardens, for their technical review.

MECC Guarantee

We stand behind our products. Try any MECC software for 30 days. If it fails to live up to your expectations, return it to us in its original condition, with proof of purchase, and we'll give you a full refund. For a period of 90 days after your purchase, MECC will replace free of charge any defective original disk, upon receipt of the disk and with proof of purchase. After 90 days, MECC will replace defective disks for a nominal fee throughout the lifetime of the product (i.e., for a period of three years following the product's discontinuation).