

# Fisher-Price®

®



"If the value of a software package rests in its durability—that is, its ability to engage a child over and over again—then Fisher-Price's Great Adventures Castle is a masterpiece."

—PC Gamer  
August, 1996

## GREAT ADVENTURES by Fisher-Price™ Castle

Where Imagination Is King!

Ages 3-5 yrs.

ESRB ADVISORY

ALL  
SUITABLE  
FOR ALL  
AUDIENCES

CD-ROM

Windows® 95 & 3.1  
Macintosh®

Davidson.

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**Mail:** Technical Support, Davidson & Associates, Inc., P.O. Box 2961, Torrance, CA 90509

## System Requirements for Windows® 95 or 3.1x

- ✓ 486/33 MHz or faster DOS-compatible computer with 8 MB of RAM
- ✓ Hard disk with 1 MB free disk space (35 MB for full installation)
- ✓ Sound Blaster® or almost any Windows Multimedia sound card
- ✓ Windows 3.1 or Windows 95
- ✓ Mouse
- ✓ Double-speed CD-ROM drive
- ✓ SVGA card (256 colors)

## Installing and Running with Windows® 95

- Insert the *Great Adventures by Fisher-Price™ Castle* CD into your drive. Setup will start automatically.
- Select **CD Only** for the minimum install, or select **Full Install** to install the whole program to your hard disk for maximum performance.
- After the CD Only install, insert the *Great Adventures by Fisher-Price™ Castle* CD into your drive. The program will start automatically.
- After the Full Install, select **Start** from the Windows 95 Taskbar, then search through Programs\Fisher-Price Castle and select the Castle icon.

## Installing and Running with Windows® 3.1x

- Insert the *Great Adventures by Fisher-Price™ Castle* CD into your drive.
- Select **Run...** from the File menu in Windows Program Manager.
- Type **d:\setup** and press ENTER. (D is the location of your CD-ROM drive. If your CD-ROM drive is not D, type the appropriate letter.)
- Select **CD Only** for the minimum install, or select **Full Install** to install

- the whole program to your hard disk for maximum performance.
- A new icon and program group named Fisher-Price Castle will be created.
- After the CD Only install, insert the *Great Adventures by Fisher-Price™ Castle* CD into your drive (not needed for Full Install).
- From Program Manager, find and open the Fisher-Price Castle program group and double-click the Castle icon to run the program.

## Installing and Running on a Macintosh®

- ✓ Motorola 68040 or Power PC™ (e.g. Performa™ 575, Quadra™, or better)
- ✓ 256-color graphics with 14" monitor
- ✓ 12 MB of RAM (8 MB free)
- ✓ Double-speed CD-ROM drive
- ✓ System 7.1 or higher

To run the program from the CD, insert it into your CD-ROM drive and double-click the Run from CD-ROM icon.

Hard disk installation requires at least 38 MB of free hard disk space. To install to the hard disk:

- Insert the *Great Adventures by Fisher-Price™ Castle* CD into your drive.
- Double-click the **Install to Hard Drive** icon.
- Click **Continue**, then click **Continue** again.
- Click **Install**. At the "Installation was successful" screen, select **OK**.
- To start the program, double-click the Fisher-Price Castle folder, then the Fisher-Price Castle icon.

# WELCOME TO GREAT ADVENTURES BY FISHER-PRICE™ CASTLE



King Smudge

Bad King Smudge and his Naughty Knights have captured King McBeard and his Castle, sending his Good Knights to hide in the village.

You must help McDuff find all six of the Good Knights, storm the Castle,



McDuff



King McBeard

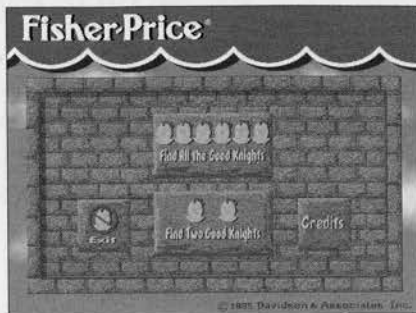
and rescue King McBeard from the Dungeon.



Naughty Knight

## Playing a Game

At the Fisher-Price® button screen, you will see these options:



### Find All the Good Knights

Click this button to play the entire game.



### Find Two Good Knights

Click this button for a shorter game.



### Exit

Click this button to exit the program.



### Credits

Click this button to see the production team.

**Note:** To bypass the Introduction or the dialog in any scene, press the SPACEBAR.

## Getting Around

Each scene has two buttons on-screen at all times:



### Exit

Click this button to quit the program.



### Jester's Hat

Click this button to get help from Jester.

**Note:** Each activity can be replayed after the Good Knight has been found.

## Help




Jester

If you need help, click Jester's Hat and he'll appear. Ask him again and he'll give you more clues.

## Village Square

This is the Main Screen. From here, you can travel with McDuff anywhere in the kingdom to find the Good Knights and recruit them for the mission to rescue the king.




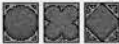
**Note:** The cursor will turn into this arrow  to let you know that if you click here, McDuff will go to a new location in the kingdom.



## McFadden's Hotel



Sir Mount

Sir Mount, the climber knight, is hidden here. To find him:

- Click around to find the missing stones. 
- Click a matching stone to have McDuff get it.
- Click the right spot above the fireplace  to place the stone.

**Note:** The cursor turns into a magnifying glass  when you move it over a place where a stone is hidden. The cursor then turns into a hand  when you move it over a stone. McDuff only picks up a stone that fits into a spot above the fireplace.


## Marketplace



El-Asto

El-Asto, the elastic-morphing knight, is hidden here. To find him, you must trade the item Jester gives McDuff at the tents until you can trade for the Good Knight.




**Note:** The cursor will turn into a hand  when it moves over a clickable area.

## Magic Cave



McWiz

McWiz, the magic knight, is hidden here. Click the crystals in the same order Eli zaps them.


**Note:** The cursor will turn into a lightning bolt  when moved over the crystals. Use the lightning-bolt cursor to zap the crystals.

## Stream



Sir Cyclone

Sir Cyclone, the spinning knight, is hidden here. Click around the screen to find him.

**Note:** The cursor will turn into a magnifying glass  when moved over a clickable area.


## Tournament



Sir Shield-In-Hand

Sir Shield-In-Hand is the knight operating the cannon. His hands transform into large shields for protection. He is chained to the cannon and can be freed only after you have destroyed the target. Hit the target twice and McDuff will free Sir Shield-In-Hand.



**Note:** The cursor will turn into a hand  when moved over a clickable area.


## Blacksmith's



Sir Lift-A-Lot

The knight Sir Lift-A-Lot is posing as a blacksmith here. He is the strongest of the Good Knights. You must help McDuff find *all* the other knights before he'll help.




**Note:** The cursor will turn into a hand  when moved over a clickable area.

## Castle



Click the Good Knights in the correct order to attack the Castle and drive all the Naughty Knights out. If you have selected **Find All the Good Knights** at the beginning, you can only storm the Castle after you have found all six knights.

**Note:** The cursor will turn into a hand  when moved over a clickable area.


## Dungeon



Click the correct knights to get rid of King Smudge and unlock the dungeon door to free King McBeard.



McWiz

Note: The cursor will turn into a hand  when moved over a clickable area.



El-Asto

## THE GREAT ADVENTURES BY FISHER-PRICE™ CASTLE TEAM

Producer: André P.R. Zietsman; Associate Producer: Brian Poole  
Executive Producer: Mike Albanese  
Programmers: Dan Phillips (Lead), Albert Cheng  
Lead Animator: Ben Badgett; Graphic Designer/Animator: Jeff Schaid  
Senior Illustrator: Brian Kemper  
Storyboarding/Screen Design: Ben Badgett, Brian Kemper  
Script: André Zietsman, Mike Albanese, Tony Marino  
Music Composition: Scott Lynch  
Sound Design: Christian Johnson; Sound Editor: Scott Lynch  
Recording Engineer: Robert Koenigsberg  
Manual: Kelly Yeary  
Voice-over Talent: Shawn Crosby, Zach Love, Wayne Yorke, Richard Osborne, Lucy Hagen  
Quality Assurance: Roger Hu, Pam Wissinger, Johnnie Tam, Barbara Woodcock, Cesar Huaman, Sonia Ajang



Macintosh version developed by Callisto Corporation.  
Senior Producer: Faye Schwartz; Quality Assurance Lead: Dionne McCray

Special thanks to Fisher-Price®, John Sosoka, Leslie House, Bob Dietz, Thomas Su, Tyler Wilson, Betsy Morris, Steve Huot, Gina Schmitz, Joe Skelley, and Jean Zhou.

# Before You Call Technical Support...

Please gather the following information:

## Windows 95 and Windows 3.1x

1. *Product name and version number* (on the CD) of the product.
2. The *processor and clock speed* (e.g., 486/66) of your computer.
3. Your *operating system's version number*. At the DOS prompt (c:\), type **ver** and press ENTER. The number will appear.
4. The *brand name* of the sound device installed in the computer.
5. The amount of *free memory* (available to run the program) you have. In Windows 3.1x, go to the Program Manager and select **About Program Manager** from the Help menu; in Windows 95, open Explorer on the desktop and select **About Windows 95** from the Help menu. From the dialog box that appears, write down the *Memory* and *System Resources* values. If a Details button appears, click it and write down the information.
6. The complete and exact *error message* reported by the program (if any).
7. A printout of your *config.sys* and *autoexec.bat* files.

## Macintosh

1. *Product name and version number* of the product (on CD label).
2. Your Mac's *model name and system version #*. (See **About This Macintosh** on the Apple menu.)

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