



User's Guide

Gregory

AND THE HOT AIR BALLOON™

Adventures that Captivate, Entertain and Teach

Gregory

AND THE HOT AIR BALLOON™

User's Guide



 Broderbund®

TABLE OF CONTENTS

GETTING STARTED	3
Windows	3
Macintosh	5
GREGORY AND THE HOT AIR BALLOON	6
Playing the Game	7
Options Menu	7
Saving a Game	8
Loading a Game	8
Exiting the Game	8
Interrupting the Game	8
Standard Cursors and Buttons	9
Gregory's Backpack	10
Storybooks in the Acorn Hollow Bookstore	11
Mr. Barker's Carnival	12
The Great Mentallo	13
McMoo's Ice Cream Stand	14
The Mirror Game	15
The Trampoline Room	16
The Journey Back Home	17
TROUBLESHOOTING	18
CREDITS	19

GETTING STARTED

Successful installation may require minor adjustments to the configuration of your Macintosh® or Windows® operating systems and/or hardware component drivers.

Windows® Minimum System Requirements

- Windows 3.1 or Windows 95
- 33 MHz 486 processor or higher
- 8MB RAM
- SVGA graphics card (640 X 480, 256 colors)
- Windows compatible sound card
- Double (2X) speed CD-ROM drive
- Hard disk with approximately 12K free space
- Mouse

Additional Requirements

Your monitor must be set to 256 colors. Monitor settings can be adjusted in Windows 95 by first opening the Control Panel folder located in the Settings folder in the Start menu. Double-click on the Display icon and click on the Settings tab. Choose 256 Colors under the Color Palette. For Windows 3.1, please consult your computer's documentation for instruction on adjusting your monitor settings.



Starting the Game on Windows 95

When you insert the CD into your computer's CD-ROM drive the Brøderbund Startup window will appear, giving you the option to play the game or electronically register the product with Brøderbund Software. To start the program, click **Play**. The first time the program is launched, a *Gregory and the Hot Air Balloon* icon will be created in the Brøderbund Software folder in the **Start** menu. The program will also create a folder called "Balloon" on the C: drive to store any games you save.

If your system does not automatically display the Brøderbund Startup window, double-click on the My Computer icon on the desktop and then double-click on the Gregory CD-ROM icon in the folder. The Brøderbund Startup window will appear. Click **Play** to launch the program.

It's a good idea to register the product with Brøderbund Software in order to assure free technical support and to receive notice of special offers. Click **Register** when the Startup window appears. It will guide you through the electronic registration process (your computer needs a modem to do this). Although the **Register** button will continue to be active on the Startup window each time the CD is inserted, you only need to complete the registration process once.

Starting the Game on Windows 3.1

Place the CD into your computer's CD-ROM drive. From the Program Manager select **Run** from the **File** menu. In the Command Line, type: **D:\setup** and click the **OK** button (if your CD-ROM drive is not drive D:, substitute the correct drive's letter). The first time the program is launched, a *Gregory and the Hot Air Balloon* icon will be created within the Brøderbund Software program group in the Program Manager. The program will also create a folder called "Balloon" on

the C: drive to store any games you save. To launch the game, open the Brøderbund Software program group. Double-click on the *Gregory and the Hot Air Balloon* icon.

Macintosh® Minimum System Requirements

- Macintosh and Power Macintosh
- System 7.1 or higher
- 33 MHz 68040 processor or higher
- 8MB RAM, 3MB free RAM
- Hard disk with approximately 12K free space
- Double (2X) speed CD-ROM drive
- 256 color graphics, 13 inch monitor
- Mouse



Additional Requirements

Virtual Memory must be off in order to run *Gregory and the Hot Air Balloon*. To do this, double-click **Memory** in your Control Panels and turn Virtual Memory off. Restart your computer.

Starting the Game on the Macintosh

Insert the CD into your computer's CD-ROM drive. The *Gregory and the Hot Air Balloon* CD window will automatically open. Double-click on the Gregory icon in the window to launch the program. A folder called "Gregory" will be created in the Preferences folder in your computer's Systems Folder to store any games you save.

GREGORY AND THE HOT AIR BALLOON

Welcome to Acorn Hollow, the home of Gregory Chuckwood. Gregory and his pet lizard, Newt, are eager to go into town for a thrilling ride in Mr. Underwood's hot air balloon. When the balloon gets loose and crash lands near a carnival, Gregory's big adventure begins. It's up to you to help him collect the things he needs to get back home. While searching for these items inside the carnival, you and Gregory will have fun discovering delightful games and toe-tapping music.



PLAYING THE GAME

Gregory and the Hot Air Balloon is designed to let you explore the game with ease. Throughout the game you will have access to these helpful features:



OPTIONS MENU

The Options menu is where you can save a game, load a game, or exit the game.

ESC

Once you have launched the game, you can press the **Esc** key at any time to go to the Options menu.

Saving a Game

To save your place in the game, click the **Save** button. The cursor will turn into a miniature picture of the location where you are in the game. Move the picture to one of the blank boxes on the screen. Click on the box to release the picture. Then type your name and press **Return**.

Loading a Game

To load a saved game, click on the picture that corresponds to the game you want to play.

Exiting the Game

Clicking on the red **Stop** sign will quit the program. (Note: You can also quit the program at any time during the game by using key commands. Windows users can quit by pressing the **Alt-F4** keys. Mac users can quit by pressing the **⌘-Q** keys.)

To leave the Options menu and return to the current game, click on the arrow in the upper right hand corner of the screen.

INTERRUPTING THE GAME

Some animations can be bypassed by pressing the Space bar. To skip the opening titles, the balloon rides, and the closing credits, press the Space bar when the animation begins.

STANDARD CURSORS AND BUTTONS

There are a variety of cursors which appear throughout the game:



The standard cursor is a small white paper airplane.



If the cursor changes to a small yellow paper airplane, it indicates a hot spot – an area that, when clicked, will animate in some way.



When the cursor changes to a large yellow paper airplane, this indicates an exit. Clicking when the cursor is in this shape will take you to another location.



This exit button can be found in each activity. Clicking this button will end the activity and allow you to continue exploring the carnival.





GREGORY'S BACKPACK

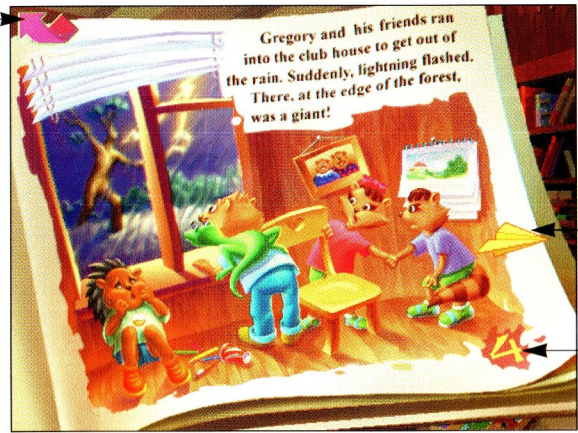
Throughout the adventure, you will be collecting and using various items. The backpack, which is always seen at the bottom of the screen, shows you what items Gregory has in his possession.

To add an item to the backpack, click on the item. If the item will be useful during the game, it will disappear from the screen and reappear in the backpack. Some situations require Gregory to use an item in his backpack to accomplish a task. To retrieve an item from the backpack, click on the desired item. If the item can be used in that situation, the cursor will turn into that item. Click on an object with the cursor to prompt Gregory to use the selected item. If the item cannot be used, it will remain in the backpack.

When Gregory first lands near the carnival, he jots down the items he needs to get back home. This reminder note remains in Gregory's backpack. Click on the note and Gregory will remind you what items still need to be collected.



Return to Bookstore



Go to Next Page

Repeat Narration

Storybooks in the Acorn Hollow Bookstore

There are three storybooks to enjoy in the Acorn Hollow Bookstore. Each page is narrated to you. Additionally, you can click on individual phrases to have them read again. To have the whole page repeated, click on the page number in the lower right corner of the page. To turn the page, move the cursor to the right edge of the page and click when the cursor becomes a large yellow paper airplane. To close the book, move the cursor to the top left corner of the page and click when the cursor turns into a pink arrow.



Mr. Barker's Carnival

Once inside the carnival, you can direct Gregory to one of the activity areas. All of the items Gregory will need to get home can be found in the carnival. However, the location of some of the items may change from one game to the next.



THE GREAT MENTALLO

Click on the Great Mentallo and he will challenge you to a guessing game. Accept the challenge and you must guess what he is thinking. The Great Mentallo will give a clue and you must use letter recognition skills to pick the correct object from the five pictures shown. Quit the activity at any time by clicking on the pink arrow in the upper left corner of the screen.



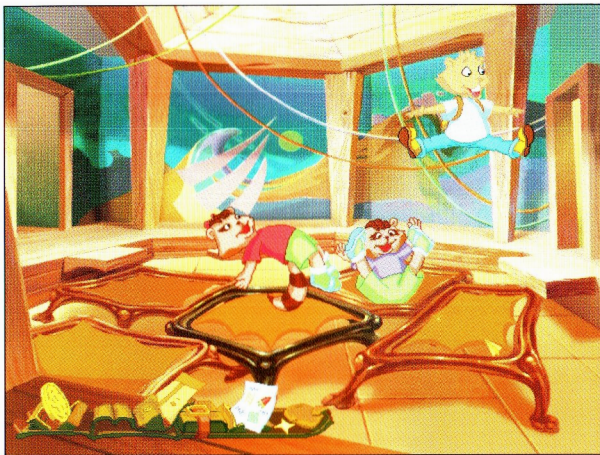
MACMOO'S ICE CREAM STAND

Click on Mrs. MacMoo and you will have a ball making ice cream sundaes! Inside the Sundae Maker activity, the cursor will become a scoop of ice cream, allowing you to fill a large bowl with a variety of flavors. Click on a container of ice cream to change flavors. To add toppings, click on any of the dry or gooey toppings. The cursor will change to reflect the choice of topping. Click on the pile of empty bowls to start from scratch. Exit the activity at any time by clicking on the pink arrow in the upper left corner of the screen.



THE MIRROR GAME

Inside the Fun House is the Mirror Game where you will delight in changing Gregory's reflection to make him look thin, fat, wavy, and just plain silly. Click on the mirrors individually to change part of the reflection, or click on the pail to change all three mirrors at once. To exit the activity at any time, click on the pink arrow in the upper left corner of the screen.



THE TRAMPOLINE ROOM

The Trampoline Room is located inside the Fun House. Using the mouse, you can navigate Gregory across the trampolines. Click on one of the trampolines to make Gregory jump there. Clicking on the exit platform on the right side of the screen will cause Gregory to move one trampoline to the right, or onto the exit platform if he is already on the far right trampoline. Clicking on the entrance platform will cause Gregory to move one trampoline to the left, or onto the entrance platform if he is already on the far left trampoline. Gregory must be on one of the platforms or on the far right or far left trampoline before the exit cursor is available.



The Journey Back Home

The Map Game

When you have helped Gregory find everything he needs, it's time to go home. Gregory needs you to navigate the balloon back to Acorn Hollow.



Each click of the mouse sends a gust of wind in the direction the arrow-shaped cursor is pointing. You must *blow* the balloon along the path, avoiding the mountains, until Gregory and Newt arrive at Acorn Hollow.

TROUBLESHOOTING

Below are some technical support hints for *Gregory and the Hot Air Balloon*. For additional help, please refer to the Troubleshooting Guide included in the box before contacting our Technical Support representatives.

Windows 95

If you are having problems saving or loading games from the Options menu: Check to see that there is a folder called “Balloon” on your C: drive. Renaming, moving or deleting this folder can result in the loss of previously saved games. A new “Balloon” folder will be created the next time the program is launched.

Windows 3.1

If you are having problems saving or loading games from the Options menu: Check to see that there is a folder called “Balloon” on your C: drive. Renaming, moving or deleting this folder can result in the loss of previously saved games. A new “Balloon” folder will be created the next time the program is launched.

If there is no Gregory icon in the Brøderbund Software program group: Follow the instructions for running the setup (see “Starting the Game on Windows 3.1” page 4). When you run the installation, a Gregory icon will be created in the Brøderbund Software program group.

Macintosh

If you are having problems saving or loading games from the Options menu: Open the System Folder on the computer and check to see that there is a folder called “Gregory” in the Preferences folder. Renaming, moving or deleting this folder can result in the loss of previously saved games. A new “Gregory” folder will be created the next time the program is launched.

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