

A WORLD ALIVE

MACINTOSH AND WINDOWS USER'S GUIDE

TECHNICAL SUPPORT

Call 212.219.2522 for software support, or send email to any of the following addresses:

Internet: techsupport@voyagerco.com

America Online: voyager@aol.com, or go to the AOL Voyager forum: keyword is "voyager"

CompuServe: 75300,1635 or go to the Multimedia A Vendor forum

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REGISTRATION AND SOFTWARE SUPPORT

Please fill out and return the enclosed warranty card. This registers your copy of the software and helps us keep you informed about updates and other software you may be interested in.

If you ever have problems with Voyager software, please call us at 212.219.2522

TECHNICAL REQUIREMENTS – MACINTOSH

- Any color Macintosh
- System 7
- 3,000K of free RAM (at least 5 MB installed)
- 12-inch (512×384 resolution) or larger color monitor
- QuickTime-compatible CD-ROM drive (double-speed recommended)

SETTING UP – MACINTOSH

Before you can use this software, you must:

- Copy “A World Alive” from the CD to your hard drive
- Install the QuickTime and Sound Manager extension from the CD if necessary

Installing Software from the CD

1. Insert the CD into your CD-ROM drive according to the drive manufacturer’s instructions.
2. Double-click the “A World Alive CD” icon. A window showing the contents of the CD will open.

Everything you may need to install appears in this window.

Copying A World Alive

Drag the A World Alive icon to your hard drive or your desktop to copy it.

Installing Extensions

This title requires the QuickTime 2.0 and Sound Manager 3.0 extensions. If you have a Power Macintosh, you also need the QuickTime PowerPlug 2.0. All extensions are in the QuickTime and Sound Manager folder.

INSTALLING QUICKTIME 2.0

To install QuickTime 2.0, drag QuickTime 2.0 to your system folder and drop it. The Macintosh will guide you through the rest of the installation.

If you have a Power Macintosh, you should also install the QuickTime PowerPlug. To do so, drag the QuickTime PowerPlug to your System Folder and drop it. The Macintosh will guide you through the rest of the installation.

INSTALLING SOUND MANAGER 3.0

To install Sound Manager 3.0 and the new Sound control panel, drag these items over the System Folder and drop them. The Macintosh will guide you through the rest of the installation.

TECHNICAL REQUIREMENTS – WINDOWS

- 25-MHz 486SX or higher processor
- 640×480, 256-color display
- 4 MB of RAM (8 recommended)
- MPC-compatible CD-ROM drive and sound card with speakers or headphones
- MS-Windows 3.1, MS-DOS 5 or later, MSCDEX

SETTING UP – WINDOWS

You can install the software using Program Manager or File Manager. No matter which method you use, the installer will add an "A World Alive" icon to the Voyager group in Program Manager.

Installing the Software from File Manager

1. Insert the CD into your CD-ROM drive according to the drive manufacturer's instructions.
2. From within the Windows File Manager, click on the drive icon for your CD-ROM drive to display the disc's files.
3. Double-click on the SETUP.EXE file to run the Setup program.
4. Follow the directions in the Setup dialog boxes to complete the installation.

Installing the Software from Program Manager

1. Choose Run from the File menu.
2. Type *d:\setup.exe*, where *d:* is your CD-ROM drive.
3. Click OK.
4. Follow the directions in the Setup dialog boxes to complete the installation.

GETTING STARTED WITH A WORLD ALIVE

To launch the program, perform these steps:

1. Insert the CD into your CD-ROM drive according to the drive manufacturer's instructions.
2. Double-click the A World Alive icon.

NAVIGATION

There are a few things you need to know to use *A World Alive*: how to use pop-up menus, and how to use the features of the Navigation Area.

About Pop-Up Menus

Most information in *A World Alive* is available from pop-up menus. You can tell that a pop-up menu is available if...

- A small triangle is visible in the center of a button in an index.
- A paw appears next to the item in the Navigation Area.

About the Navigation Area...

- **Contents** allows you to access all parts of *A World Alive* quickly.
- **Retrace** lets you to return to any of the last fifteen places you've visited.
- **Data** lets you see general animal facts, habitat and geographical information, and a movie clip of the selected animal. This menu is active only when an animal is selected.
- **Search** finds the next occurrence of the word or phrase you enter. To use Search, click the word in the Navigation Area.

Getting More Help

Context-sensitive help is always available in *A World Alive*. To access help, perform these steps:

FOR MACINTOSH...

1. Select Help in the Contents menu.
2. Move the cursor over the area of the screen that you want to know more about. A balloon will appear, explaining each section.

To turn off Help, select Help again in the Contents menu.

FOR WINDOWS...

1. Select Help in the File menu.
2. Move the cursor over the area of the screen that you want to know more about. A balloon will appear, explaining each section.

To turn off Help, select Help again in the File menu.

Looking Up Information about Animals

You can look up animals based on their geographic distribution, the habitat they live in, or their classification.

FINDING ANIMALS BY GEOGRAPHY

To find an animal by its geographic distribution, select "Geography Index" from the Contents menu. A triangle on the map indicates a pop-up menu for that location.

FINDING ANIMALS BY HABITAT

To find an animal by its habitat, select "Habitat Index" from the Contents menu. A triangle indicates a pop-up menu for that habitat.

FINDING ANIMALS BY CLASSIFICATION

To find an animal by its classification (reptile, bird, etc.), select "Animal Index" from the Contents menu. A pop-up menu is available for each classification listed.

FINDING ANIMALS ALPHABETICALLY

To find an animal whose name you know, select the name from the alphabetical listings in the Contents pop-up menu.

Getting Information about an Animal

When you access an animal in any way described above, the first thing you'll see is a picture of the animal. You can then view facts about the animal's life, habitat, and geographical distribution. You can even see a movie clip of the animal.

To get information about an animal,

1. Use the Data pop-up menu in the Navigation Area.
2. Select Facts, Habitat, Geography, or Movie.
3. Release the mouse. The information you requested will be displayed.

When an animal is selected, all the items in the Data pop-up menu will always be available.

To view another animal, select the desired index or animal name from the Contents menu, or use the Retrace pop-up menu to select an item that you've viewed recently.

A World Alive: The Movie

You may watch the movie *A World Alive* from start to finish, advance the movie to view a specific animal, or see more information about animals as they appear in the movie.

Viewing the Movie

To start the movie, follow these steps:

1. Select "A World Alive: The Movie" from the Contents pop-up menu or from the main table of contents.
2. Click the "Play Movie From Beginning" button.

Other Movie Options

You can go directly to any section of the movie through either the "Go To..." feature or the Movie Index.

USING THE "GO TO..." FEATURE

The "Go To..." pop-up menu lets you select sections of the movie by topic, or go directly to a specific animal in the movie.

USING THE MOVIE INDEX

The Movie Index allows you to find information about animals, organized by the order in which they appear in the movie. To use the Movie Index, click the Movie Index button at the movie screen, and select from the pop-up menus in that section.

GETTING MORE INFORMATION ABOUT AN ANIMAL IN THE MOVIE

If you see an animal you want to learn more about while viewing the movie, click the "Exit to Animal" area while the animal is showing. The first information card for the animal will appear.

When you wish to return to the movie, select the movie from the Retrace menu or from the Contents pop-up menu.

About "What is That?"

"What is That?" is a game for two in which players are presented with facts about an animal, and then challenged to identify the correct animal from four pictures.

To play, select "What Is That?" from any menu or the Navigation Area. To read rules and further instructions, select Help from the Contents menu.

V O Y A G E R

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