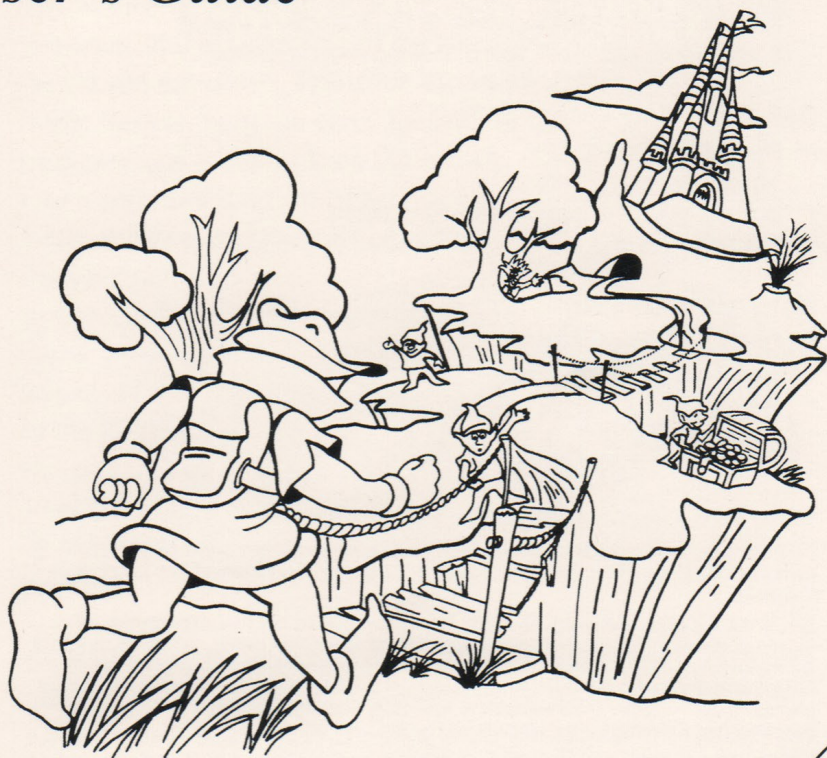


Treasure Mountain!™

IBM/Tandy and Compatibles Version

User's Guide



**Runs from DOS
or Windows!**
See Appendix C for
Windows installation.

Treasure Mountain!

Runs on:

- IBM® PC, XT™, AT®, PS/2®, and compatibles with 512K
- Tandy® 1000 family with 640K

The graphic and sound content of this program varies with the hardware configuration in order to optimize performance.

With:

- 3.5" drive or 5.25" drive
- DOS 2.0 or higher
- Color monitor required
- 16-color EGA; 16-color TGA; VGA in 16-color EGA mode; PS/2 in 16-color MCGA mode; or CGA graphics adapter
- 8 MHz minimum clock speed or faster recommended

Optional:

- Hard disk
- Mouse
- Sound Blaster® or compatible sound board
- Windows 3.0 or 3.1 running in Standard or 386 Enhanced mode

Materials enclosed:

- One 3.5" program disk
- Two 5.25" program disks
- User's Guide

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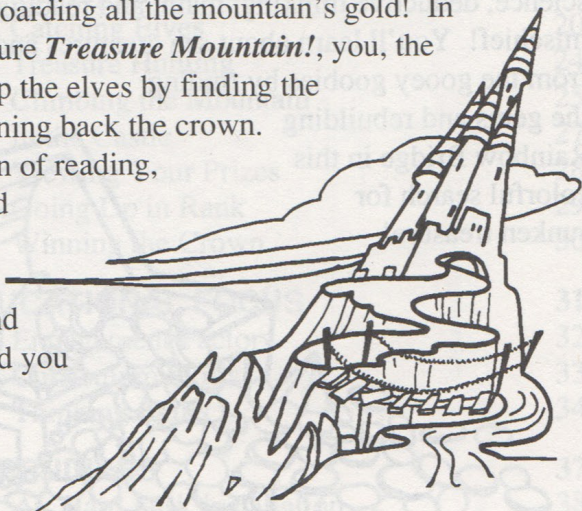
Collect Three Sparkling Learning Adventures in Treasureland!

There is a place called Treasureland. It is a magical place filled with gold, treasures, colorful sea creatures, and friendly elves. All was well until Morty Maxwell, the Master of Mischief, began to make trouble . . . that's when the Super Seekers were called in!

The Master of Mischief stole the magic crown, hid the elves' treasures, and is hoarding all the mountain's gold! In the classic adventure *Treasure Mountain!*, you, the Super Seeker, help the elves by finding the treasures and winning back the crown.

Use a combination of reading, math, science, and thinking skills to answer the

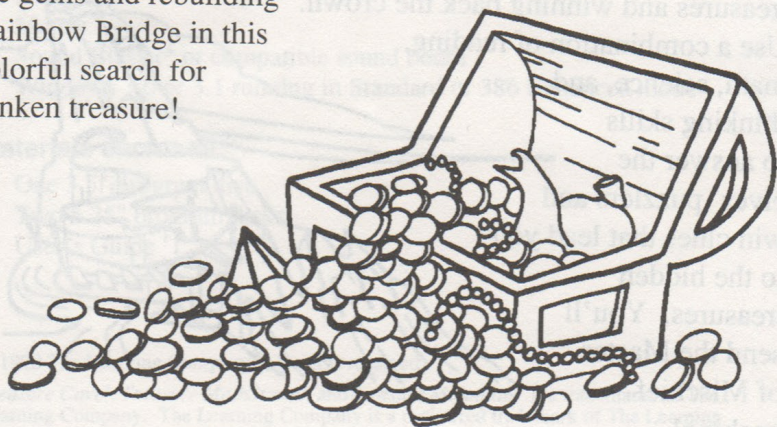
elves' puzzlers and win clues that lead you to the hidden treasures. You'll send the Master of Mischief packing!



BRRRR! The temperature drops when the Master of Mischief's weather machine covers Treasureland in snow and ice! His winter storm has wreaked havoc on the mountain kingdom, scattering the treasures and freezing the magic crown. Turn up the heat on the Master of Mischief in *Treasure MathStorm!* by using your real-life math skills to reset Treasureland's clocks,

balance its gold scales, and count its crystals. You'll build math, time-telling, and money-counting skills as you find the treasures, unfreeze the magic crown, and restore order to Treasure Mountain!

The mischief flows underwater in ***Treasure Cove!***, where the Master of Mischief's experiments are polluting the ocean! To prevent you from reaching him in his laboratory, the Master of Mischief has destroyed Rainbow Bridge between Treasure Mountain and Invention Island. Now the bridge's shining gems lie hidden at the bottom of Treasure Cove! Use your science, deductive thinking, math, and reading skills to stop the mischief! You'll learn about sea creatures and save the ocean from the gooey goobies by finding the gems and rebuilding Rainbow Bridge in this colorful search for sunken treasure!



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1

Getting Started



W

ELCOME, SUPER SEEKER, TO THE START OF A GREAT ADVENTURE! This chapter tells you how to load the *Treasure Mountain!* program and sign in as a Super Seekers Club member. You'll also find out how to use the game screen and the menu bar. Are you ready? Then read on . . .

STARTING THE PROGRAM

Before you start the program for the first time, it's best to make a backup copy of the program disk(s). For instructions on how to make a backup copy of a disk using the DOS (**Disk Operating System**) command DISKCOPY, see your DOS manual.

The most efficient way to run the program is to install (copy) it on your hard disk, if you have one. Read *Appendix A: Hard Disk Installation* in this user's guide for complete instructions. If you don't have a hard disk, you can run the program from a floppy disk.

If you're using Tandy® DeskMate™, read the procedures in *Appendix B: Tandy DeskMate Installation*. If you're using Microsoft® Windows™, read the procedures in *Appendix C: Microsoft Windows Installation*.

Running *Treasure Mountain!* from a Floppy Disk

1. Put your DOS disk (version 2.0 or higher required) in drive A of your computer. Close the disk drive door or latch. (If DOS is in your computer's permanent memory or on a hard disk, or if your computer is already up and running, you don't have to insert the DOS disk.)
2. Turn on your monitor, and then your computer. Wait a few moments while your computer starts up.

Running *Treasure Mountain!*



3. Watch your monitor screen. If you see the messages for entering a date and time, press on your keyboard twice.
4. When you see A> on your screen, remove the DOS disk. Then put the program disk (Disk 1 if you're using 5.25" disks) in drive A, and close the door or latch. (Note: If you have two 5.25" disk drives, put Disk 1 in drive A and Disk 2 in drive B.)

If you see C> on your screen, put the program disk in drive A and close the door or latch. Then type A: and press .

5. To start the game, type TMT and press . In a few moments, the *Treasure Mountain!* title screen appears.
6. Press to continue. Read the story screens about the game. Keep pressing until you see the Club Sign-In screen. This is the screen where you add your name as a member of the Super Seekers Club.

SIGNING IN



Only genuine members of the Super Seekers Club have what it takes to chase down the Master of Mischief. You can join now, at the Club Sign-In screen. This screen lists all the current club members, their ranks, and their total treasures collected.

New Players

1. **New Player** is highlighted on the Club Sign-In screen. (If it isn't, press or to highlight it.) Now press Enter.

Enter New Player Name

Type your name in the box below.
Then press Enter.

Chris

to Go Back

2. Type your name – up to 8 characters – on the screen that appears. To erase a mistake, press Backspace. Then type again.
3. When you're finished, press Enter. The game begins!



If You Need to Remove a Name

When the Club Sign-In screen has 9 names, it's full. You'll need to remove a name so you can sign in as a new club member. Here's how:

1. Highlight **New Player** and press .
2. You are asked to remove a name so you can add yours. Press to continue.
3. At the Remove Player Name screen, press or to highlight the name you want to remove. Then press .
4. A message warns you that the selected name and score are about to be permanently erased. If you still want to remove the name, press to highlight **Yes**, then press . (Once a name and score are erased, you can't get them back.)
5. Now follow the steps in the previous section, *New Players*, to finish signing in.

When You've Played Before

If you've played *Treasure Mountain!* before, then your name, rank, and score will already be on the list. Press or to highlight your name, and then press .

1

GETTING STARTED

GAME SCREEN INFORMATION



When the game begins, you're inside the Super Seekers clubhouse on Treasure Mountain. If you like, you can explore the clubhouse. But the real action starts when you go out onto the mountain path. You may bump into mischievous elves right away, so it's best to be ready. Read on to find out what's on the game screen to help you play.

New Player Hints

As soon as you begin playing, your guide, Flutter the Butterfly, gives you your first New Player Hint. These hints are tips about how to play the game. You'll see them from time to time while you are a Trainee.

After you advance from Trainee to a 1-star Super Seeker, the New Player Hints are automatically turned off. If you want to turn them back on (or turn them off from the start), use the **Options** menu (press **F3**) described in this chapter.



Using the Menu Bar

The menu bar at the top left of the screen has 3 choices: **Help**, **File**, and **Options**. Each item has its own menu, or list. From there, you can find out more about playing *Treasure Mountain!*, begin a game over or start a new player, turn some game features on and off, and leave (exit) the program.

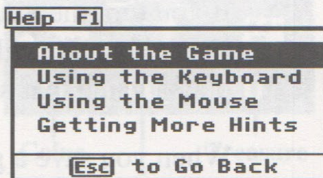
SELECTING A MENU ITEM

1. Press the function key, **F1**, **F2**, or **F3**, for the menu you want to see. The menu appears, showing its list of items.
2. Press **↓** or **↑** to highlight the item you want. Then press **↵ Enter**.
3. An information screen appears. Read the information, then press **↵ Enter** to go on.

Note: You can also use the mouse to select menu items. For information, read *Selecting Menus and Items with the Mouse* later in this chapter.

HELP

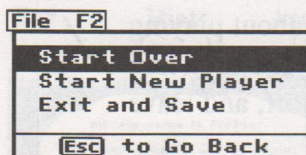
Select **Help** (press **F1**) to learn about how to play the game. Select the topic you want to read about. Press **↵ Enter** to read the next page. To return to a previous page, press **←** to highlight **Go Back a Page**, and then press **↵ Enter**. When you select **Done**, you'll go back to the **Help** menu. Or press **Esc** to go back to the game.



1 GETTING STARTED

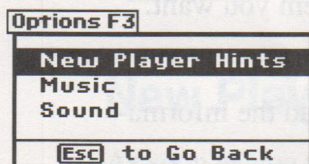
FILE

Select **File** (press **F2**) to restart the game, start a new player, or exit the program. Select the item you want, read the message box, and then select **Yes** or **No**. Your current rank and score are saved when you **Start New Player** or **Exit and Save**. When you **Start Over**, any points (score) you've accumulated in the current game will not be saved.



OPTIONS

Select **Options** (press **F3**) to turn your **New Player Hints**, game **Music**, and full game **Sound** off or on.



The **New Player Hints** are messages from your guide, Flutter the Butterfly. They appear at the Trainee rank to help you learn how to play. If you want to see them at higher ranks, you can turn them on again. You can also turn them off at the Trainee rank, if you like.

If you turn the **Music** off, you'll still hear the game's special sound effects, which can help you as you play.

If you turn the **Sound** off, all the program's sounds, including music, will be off. With the sound off, you play a game that's completely quiet.

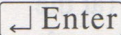

When you save a game, your **Music** and **Sound** settings are also saved, along with your name, rank, and score.



SELECTING MENUS AND ITEMS WITH THE MOUSE

If you like, you can use your mouse to see menus and select items from them. Point to the menu or menu item you want, and click the mouse button. Do the same to select answers or phrases at the bottom of message screens.




Special Instructions

The special instructions box (at the bottom center of your screen) tells you how to continue, or what actions you can take next. For example, when a message is showing on screen, this box will tell you to “Press  Enter” to go on.” When you’re in an area where you can drop a coin, the instruction will be “Press  to drop coin.”

Status Box

The status box (at the bottom right) keeps count of all the things you carry. As you play, you’ll earn, use, and lose **coins**. Look at the number below the coin sack to check your coin supply.

Your **net** is a bit fragile. Each time you catch an elf, the net wears out a little. When it wears through, the elves can hop right out! Look at the number to see how many more times you can catch elves before your net needs repair.

Coins	Net	Treasure
		
5	10	0
Coins	Net	Treasure

1 GETTING STARTED

Each **treasure** you find as you hike the mountain goes into your treasure pack. Watch the treasure diamonds next to your treasure pack. Altogether, they show how many treasures are on that level of the mountain. Each time you find a treasure, one of the diamonds fills in. When all the diamonds are filled, you've found all the treasures on that mountain level. The number below the treasure pack shows the total treasures you've collected so far in the current game.

Clue Words

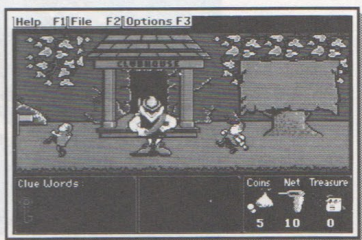
Clue words help you find treasures and locate the keys you need to open locks. When you earn a clue word from an elf, it shows up in the **Clue Words** box (at the bottom left of the screen). When you find the key, the outline of a key in the **Clue Words** box fills in.

Note: For instructions on using your clue words, read *Treasure Hunting* in the next chapter.

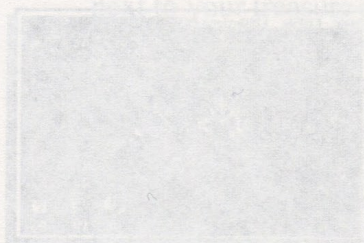
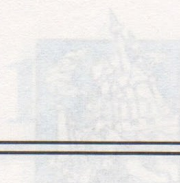


THE PLAY AREA

The action happens in the play area of your screen. As you play through the game, you'll explore the mountain paths, catch elves, solve puzzlers, earn coins, and hunt for keys and treasures.



Now it's time to start your search for the treasures! Press or to move in front of the clubhouse door. Then press to step smartly out onto the mountain path. And away you go!



Each treasure you find as you explore the Play Area is added to your treasure pack. Watch the treasure count in the top right corner of the screen.

As you explore the Play Area, you will find various treasures. Some are keys, some are coins, and some are gems. Each treasure you find is added to your treasure pack. Watch the treasure count in the top right corner of the screen.

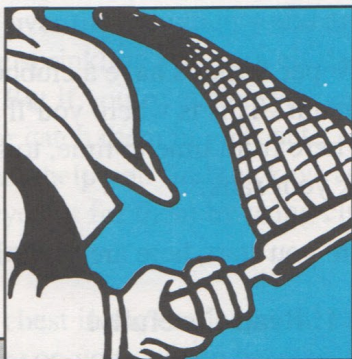
Now it's time to start your search for the treasure! Press **←** or **→** to move in front of the door. Then press **↑** to step smartly out onto the

Clue Words help you find your way through the Play Area. When you earn a clue word from an elf, it shows up in the Clue Words box (at the bottom left of the screen). When you find the key, the outline of a key in the Clue Words box fills in.

Note: For instructions on using your clue words, read *Treasure Hunting* in the next chapter.

2

Playing the Game



SOMETHING STRANGE IS HAPPENING ON TREASURE MOUNTAIN! The mountain's gold is disappearing! It must be the tricky Master of Mischief, up to no good! He's already stolen the crown, and he's hidden the elves' treasures all over the mountain.

Now you, Super Seeker, must find the treasures and put a stop to the Master of Mischief's nonsense. But it won't be easy! Climbing Treasure Mountain is tricky. As you search for treasures, watch out for gaps in the path where you can fall through. And when you find the key to Fish Fountain, get ready for a sopping wet ride! Now it's time to get started – and the sooner, the better!

SEARCH THE MOUNTAIN

The Super Seekers have a clubhouse here on Treasure Mountain. This is where you'll start. You can come back here from time to time, to see your prizes and check your rank.

Before you start, here are some important instructions:

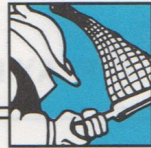
Rule 1: Read Carefully!

The ways up to the higher levels of Treasure Mountain are locked. The keys are hidden on the mountain, and the elves know where. They won't tell you, but if you answer their questions correctly, they'll give you clue words to help you find the hiding places. You can get 3 clue words on each level. The key you're looking for will be behind the object that matches all 3 clue words. Watch out, though. Some of the questions are tricky. That's why they're called "puzzlers." For help, use club rule number 1: **Read carefully!**

Rule 2: Don't Leave Anything Behind!

The treasures are cleverly hidden, in places you might not think to look. You can use your clue words to find them – every hiding place matches 2 clue words. Keep an eye on the status box, too. You need coins to find the treasures and to repair your net. Finding all the treasures on a path helps you earn points and win the crown. So remember club rule number 2: **Don't leave anything behind!**

Search the Mountain



Rule 3: Stay Alert!

The frisky elves run all over the mountain – and are they playful! They love sprinkling you with elf dust and taking your coins. But if you're clever, you can keep out of their way, or catch them in your net. Then they'll give you coins and help you find the keys and treasures. So keep an eye out for them by using club rule number 3: **Stay alert!**

As you fill the treasure chest in the castle, you'll earn stars (increase your rank) on your way to becoming a Champion Super Seeker! You'll also earn prizes that will entertain you.

The Game Plan on the next page will help you collect treasures and win back the crown.

Ready? Then let's go! You've got a mountain of treasures to find!



The Game Plan

- **Catch elves in your net** to get coins and see puzzlers. Solve the puzzlers to earn clues to where the treasures and keys are hidden.
- **Drop coins to uncover treasures.** If you're near a hiding place, the treasure will flash and magically jump into your treasure pack. Treasures are hidden in places that match any 2 of the 3 clue words on your level.
- **Drop coins to find the keys** that open locks so you can go up the mountain. Study your clue words to discover a key's exact hiding spot. The key on each level is hidden in a place that matches all 3 of your clue words.
- **Watch the status box** to see if you're running out of coins or your net is wearing out. Catch elves to earn more coins. And don't wait too long to get your net repaired at a net cave. (If you have coins and nets left over at the end of a game, you'll take them with you when you start your next game.)
- **Climb to the top** of the mountain, bringing as many treasures as possible, and unload them into the treasure chest. You'll need to make many trips, and collect lots of treasures, in order to win back the crown.



MOVING AROUND THE MOUNTAIN

You have a whole mountain to explore, with 3 trails and the Secret Stone Tunnel. And you don't want to go sliding down the slippery mountainsides! Read on for hints that can help you out.

Using Your Keyboard

To walk left or right, or to jump from ladder to ladder in the Secret Stone Tunnel:

- Press or . Hold the key down to continue in that direction.

To flip:

- Hold down or , and then press .
 - (Or press or at the same time.)
- You can somersault over elves, elf dust, and broken parts of the path.

"When you see elf dust coming, flip away from it. Listen for elf dust, too. If you can hear it coming, you'll have more time to get away!" – **Maria, 2-Star Super Seeker**

To drop a coin or climb down:

- Press .

To drop your net:

- Press **Spacebar**.

To open locks, climb or ride up, enter caves and tunnels, and walk up to an open net cave to repair your net:

- Press **↑**.

Using Your Mouse

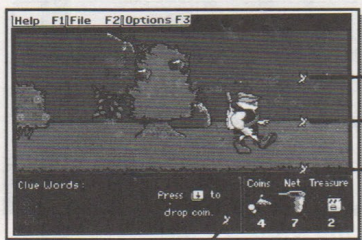


Flutter the Butterfly is your Treasure Mountain guide. If you're using a mouse to move around the mountain, Flutter is your mouse cursor.

Move your mouse to move Flutter, and click the mouse button to make selections. When you move out of the play area, Flutter changes to an arrow.

To walk left or right:

- Click on the left or right side of the path. Hold down the mouse button to continue walking.

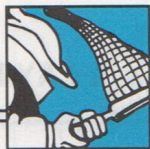


Flip.

Walk.

Drop net.

Drop coin.



To flip left or right:

- When you're standing still, click higher up on the left or right side, above the path. When you're walking, move Flutter higher above the path.

To drop a coin:

- Click in the special instructions box.

To drop your net:

- When you're standing still, click on the bottom edge of the path. When you're walking, move Flutter lower on the path. Or press Spacebar at any time.

To open locks, climb or ride up or down, walk up to an open net cave, and enter caves and tunnels:

- Move in front of where you want to go, place Flutter there, and click the mouse button. To keep going, hold down the button.

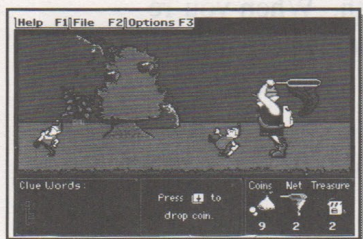
To jump from ladder to ladder in the Secret Stone Tunnel:

- Click on where you want to go.

"I use the tunnels to get to the other side of the mountain. It is faster, when I know for sure that I want to be on the other side." – **Jeff, 3-Star Super Seeker**

2 PLAYING THE GAME

CATCHING ELVES



Treasure Mountain is the home of many frisky, playful elves. They'll help you if you can catch them. But some of them are mischievous and like to play tricks on you!

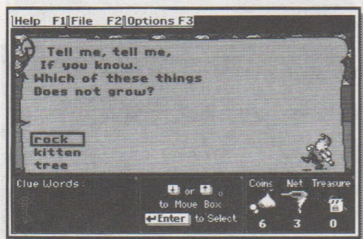
Coins by the Sackful

On your first hike on the trail, you'll see some of the Treasure Mountain elves. As they skip along, you can catch them in your net to earn coins. Look at the **Coins** section of your status box at any time to see the exact number of coins you have.

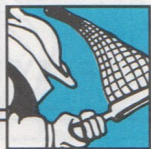
To catch an elf in your net:

- Turn toward the elf and press **Spacebar**.

Getting Clue Words






Watch for the elves who carry scrolls (rolled-up papers). The scrolls have puzzlers on them. When you catch one of these elves, you get to read the scroll and answer the question.




"Did you know that a square is a special kind of rectangle? It has four sides and four right angles like a rectangle. What makes a square special? All four sides are the same length!" – **Flutter the Butterfly**

To answer a puzzler:

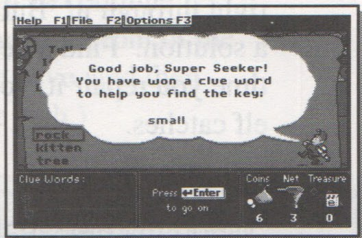
- Press  or  to move the box over the answer you want. Then press . (Mouse users can click on the answer.)

When you choose the right answer on your first try, you get 2 gold coins. Even better, you also get a clue word. Clue words help you find treasures and keys.

To put the clue word in the Clue Words box:

- Press  again.

If you don't get the answer right the first time, try again! You get 3 chances to answer a puzzler correctly. (But you have to catch that elf again each time.) If you get the answer right on your second try, you get 1 coin. For a right answer on your third try, you don't get any extra coins, but you still get a clue word.



Dodging Elf Dust

As your rank increases, the elves get peskier. They'll often throw elf dust at you. When you hear the elf dust coming, flip! You might be able to somersault over it. If the elf dust touches you, you lose a coin. But if you can catch an elf in your net, you get a coin back.

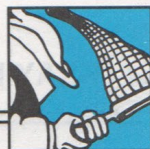
"I like to flip, especially over the elves and the elf dust. But when I want to get somewhere in a hurry, I always walk. I get there faster." – **Pat, 6-Star Super Seeker**

Repairing Your Net

Your net won't last forever. At the beginning of the game, it's good for 10 elf catches. After you catch the first 10 elves, your net is worn out. The elves can jump right through it! But don't let that stop you – there's a solution. Find a net cave and repair your net. Each time you repair it, your net will be good for 5 more elf catches.

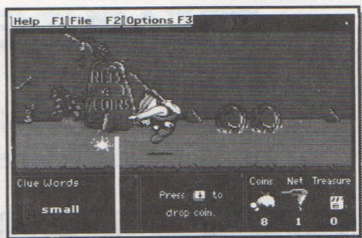
"When my net wears out and I don't have enough coins to repair it, I'm not stuck. I can find more coins along the path. I just walk over the coins to pick them up." – **K. T., 2-Star Super Seeker**

Repairing Your Net



To move the rock away from a net cave:

- Stand in front of it and press 4 times to drop 4 coins. (Mouse users can click in the special instructions box 4 times.)



Net Cave Entrance

"I use my net a lot, so it wears out fast. And I'm not always near a net cave. So I get my net repaired whenever I can, even if it doesn't need it. I just make sure I don't use up all my coins."

– **Sammy, 5-Star Super Seeker**

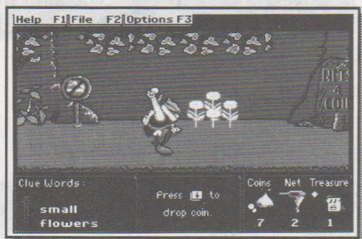
To repair your net:

- Press to walk up to the open net cave. Next, press , and then or to continue walking. (Mouse users can move in front of the open net cave, click on the net cave, and then click on the left or right of the path.)


"Did you ever catch two elves together? I did! I like when this happens, because I get more gold coins, and once I even got to answer two puzzlers in a row. That was great, because I got two clue words right away!" – **Chris, 1-Star Super Seeker**

TREASURE HUNTING

You have one purpose on Treasure Mountain – to find treasures and get them to the castle! When you're in front of a place where a key or treasure might be hidden, drop a coin. Use the clue words you get by answering puzzlers to help you choose a likely hiding place. Treasures are hidden in places that match any 2 of the 3 clue words. The key on each level is hidden in the only place that matches all 3 clue words.



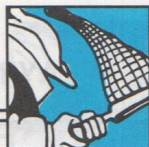
To drop a coin and find a treasure or key:

- Press . (Mouse users can click in the special instructions box.)

If an item is hidden where you drop a coin, it will be yours. Treasures you find pile up in your treasure pack. When you locate the key, the key outline in the **Clue Words** box fills in.

The **Clue Words** box shows the clues you've found for the level you're on. The clue words disappear when you climb to another mountain level. They'll reappear when you return to that level.

"I read clue words carefully. 'Tree' is different from 'trees.' The clue word 'tree' matches a single tree. But the clue word 'trees' matches two or more trees." – Ali, 2-Star Super Seeker



CLIMBING THE MOUNTAIN

After you find the key on each level, you can open the lock. Then you can continue up the mountain.

To open a lock:

- Move in front of it and press . You'll start moving up. Hold down to continue moving up. (Mouse users can stand in front of the lock, click on it, then hold down the mouse button.)

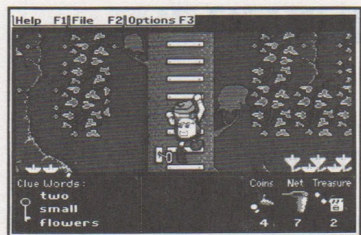
To move back down a ladder:

- Press . Hold down to continue. (Mouse users can click on a lower part of the ladder, then hold down the mouse button.)

Once you open a lock, it stays open. Then you can easily move up or down the mountain. Don't forget to look for shortcuts that can take you from one side of the mountain to the other.

"The clue word 'tall' can match something big, like a big flower. The clue word 'big' can match a tall thing, like a tall sign. The same goes for the clue words 'short' and 'small.' 'Short' can match a small thing and 'small' can match a short thing." – **Kim, 4-Star Super Seeker**

2 PLAYING THE GAME



The Giant Tree is an easy climb up from level 1 to level 2. To get to level 3, take a wild, wet ride on Fish Fountain. But be careful at the top – the fountain's slippery sides can take you tumbling back down.

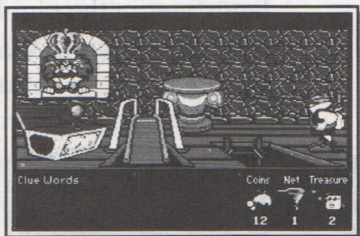
You'll huff and puff, but you've made the grade when you pass the Grate Gate into the Secret Stone Tunnel. Here, you'll need to climb the ladders and jump from one to another to scramble up to the top. Watch out for the Master of Mischief. Don't let him push you off the ladders and take your coins!



IN THE CASTLE

You've made it! You're in the castle. And the Master of Mischief is furious!

Watch as the treasure chest opens and your treasures fly into it. As a reward, you win a prize! It's one of the treasures you just collected.



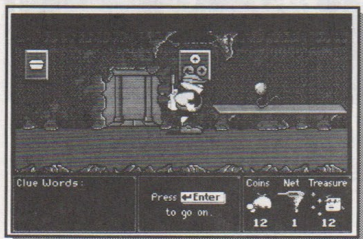
To skip the parade of treasures and hurry down to the clubhouse:

■ Press .

Then you slide down the Super Chute (your prize goes with you), back to the clubhouse. There, you can view your prizes. And you get to start another hunt for treasures.

VIEWING YOUR PRIZES

Back at the clubhouse, you can look at all the prizes you've collected. Your slide down the Super Chute lands you in the clubhouse, standing by the prize you've just won. Watch your prize carefully – it may surprise you!



To see all your prizes:

- Press or to move in front of the Prize buttons on the right side of the clubhouse door. Then press to walk up to them.

The last prize you won is on the shelf. Press or to bring out your other prizes.

To animate a prize:

- Press .

To walk away from the prize shelf:

- Press .




As you play game after game, the shelves in the other rooms in the clubhouse fill up with prizes. To see them, walk through the door marked **PRIZES** on the right side of the clubhouse.



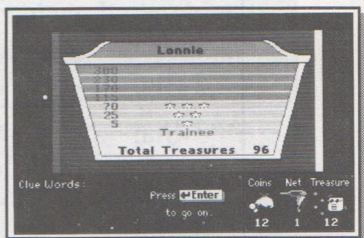
GOING UP IN RANK

In the clubhouse, you can check on your rank by looking at the rank screen.

To see the rank screen:

- Press  or  to move in front of the Treasure Chest button on the left side of the clubhouse door. Then press  to walk up to it. The rank screen appears. (Mouse users can move in front of the button, then click on it.)

Watch the chest fill and your points add up on the rank screen as you play the game over and over. You get 1 point for each treasure you take to the castle. Every time you get a star, your rank increases. The chart on the next page shows how many points (treasures) it takes to earn each star.



To leave the rank screen:

- Press Enter.

When you're ready to play another game, walk out the clubhouse door. You'll start the new game with the same number of nets and coins you had at the end of the last game.

But something about the mountain will have changed. There will be new places to look, new puzzlers to answer, and perhaps more treasures to find!

WINNING THE CROWN

When you've filled the treasure chest and made it to the rank of Champion, you'll win back the crown from the Master of Mischief. The chart shows what it takes to become a Champion.

Rank	Treasures on Each Level	Treasures in the Chest (Points)
Trainee	2	0 – 4
1-Star	2	5 – 24
2-Star	3	25 – 69
3-Star	3	70 – 114
4-Star	4	115 – 169
5-Star	4	170 – 229
6-Star	5	230 – 299
Champion	5	300 and up

Once you become a Champion, you can still collect 5 treasures on each level and bring them to the castle. Happy treasure hunting, Super Seeker!

3

Educational Focus



SUPER SEEKERS ADVENTURES ARE CAREFULLY DESIGNED to engage the imagination and motivate learning. Valuable educational material is woven into exciting game settings to provide players with a richly rewarding experience. The educational components of *Treasure Mountain!* are covered in this chapter.

From the opening screens to the final ascent, children see *Treasure Mountain!* as an immensely enjoyable game. On closer inspection, parents and teachers discover that as children play the game, they also become immersed in a rich learning experience. The information that follows is a discussion of how *Treasure Mountain!* has been designed to be both entertaining and instructive.

ENGAGEMENT FACTORS

The imaginative storybook setting of *Treasure Mountain!* and its popular, age-appropriate themes and characters draw players directly into an engaging adventure. This direct involvement in the story provides an important opportunity for learning. In assuming the role of the Super Seeker, the player acts out an adventure that could otherwise only be imagined.

Exploration and discovery are important activities in the world of *Treasure Mountain!* In playing the game, the child explores a colorful, multi-screen environment, interacting with characters in search of clues and gold coins that lead to hidden treasures. There is no time limit in the program and no end to the variety of paths to follow in the course of a game. Curiosity and initiative are rewarded, and children's confidence and sense of self-esteem grow as they learn to interact productively with the game environment.

The program uses familiar play patterns as the contexts for educational content. Many of the activities are reminiscent of classic children's games such as king of the mountain, hide and seek, tag, and treasure hunt. The arcade action incorporated into various game elements – Fish Fountain, the elf interactions, and the Secret Stone Tunnel, for example – is indicative of how the program utilizes the power of the computer to make gameplay captivating and exciting. When children's interests are engaged in this way, their willingness to learn is greatly enhanced.



CURRICULUM SKILLS

The educational components of the game are designed to augment the most important subjects in the elementary school curriculum:

- *language arts*, including reading comprehension, phonetics, vocabulary, and word use;
- *arithmetic*, including problems that build fluency with math facts and develop numerical reasoning;
- *science*, including exposure to interesting scientific facts and principles, and the interrelatedness of everything in the environment.

Rather than providing direct instruction, this learning game requires children to apply the skills they are being taught in school. To collect clues and coins that lead to hidden treasures in the game, players must answer carefully designed questions, called "puzzlers." These puzzlers grow more challenging as players demonstrate proficiency in the targeted subjects.

The program repeats incorrectly answered puzzlers up to three times within a given game, removing the incorrectly chosen item from the set of possible answers.

In this way, players can learn from their mistakes and converge on the correct answer in subsequent attempts. However, players who answer puzzlers on the first try move more quickly to puzzlers at the next higher level.

Whether or not they move on to more difficult puzzlers, players are able to move up in rank and enjoy more challenging levels of game play. Conversely, players' progress through the puzzler levels is not impeded by any difficulty they may have with the game elements.

THINKING SKILLS

The development of thinking skills is essential to a child's academic success. *Treasure Mountain!* is designed to help players increase their ability to think logically and critically.

Gathering Information

Players decide when and how to interact with elves in order to collect clues and magic coins. This activity increases players' ability to notice and collect relevant information by observing external events and recalling information from memory.

Organizing Information

Players mentally organize clues to determine where and how to apply them in the game. In this way, they improve their ability to order and sort information for appropriate retrieval.



Analyzing Information

Players use analytical skills in addition to curriculum knowledge to answer the questions posed by the elves' puzzles. The puzzles increase players' ability to formulate questions about information, to recognize relationships among parts, and to discriminate between relevant and irrelevant points.

Inductive Reasoning

Players infer rules from the items in a clue set and apply these rules in various game situations. They also use trial-and-error methods to determine the best ways to approach obstacles that confront them in the game. In these ways, players improve their ability to infer general principles and rules, and to draw conclusions from particular situations.

Deductive Reasoning

Players compare objects in the game against rules inferred from a clue set to determine where keys to the locks can be found. This is an example of how the program develops players' ability to weigh supporting and conflicting evidence in verifying beliefs and assumptions, and to apply general rules to specific situations and logically predict outcomes.

Decision Making

Throughout the game, players analyze situations to decide the best way to proceed when presented with alternative routes and competing goals. In so doing, they increase their ability to consider alternative approaches or actions, weighing the benefits and liabilities of each before proceeding.

4

Appendixes



THE APPENDIXES IN THIS SECTION offer you technical and special information about installing, running, and using *Treasure Mountain!*

Appendixes A, B, and C explain how to easily set up the program on your hard disk or with Tandy DeskMate or with Microsoft Windows. Appendix D is a quick reference to special keys used in *Treasure Mountain!* Appendix E offers solutions to common problems when installing or using the program.

APPENDIX A: HARD DISK INSTALLATION

If you have a hard disk (fixed disk), it is best to run the program from that hard disk. The installation procedure puts a copy of *Treasure Mountain!* on your hard disk. This procedure creates a special storage area, or directory, on your hard disk called TLC (for **T**he **L**earning **C**ompany) and another directory within that one called TMT (for **T**reasure **M**ountain).

Before you continue, be sure you have made a backup copy of the disk(s) using the DOS command DISKCOPY. (See your DOS manual for instructions.)

To install the program on a hard disk:

1. When you see the C> prompt (or another DOS prompt that identifies your hard disk), insert the program disk (Disk 2 if you're using 5.25" disks) in drive A.
2. Type A: and press .
3. Type **INSTALL** and press again.
4. Follow the instructions on the screen.

To start the program from DOS once you have installed it on your hard disk:

- At the C> prompt, type **TMT** and press .



APPENDIX B: TANDY DESKMATE INSTALLATION

Whether you choose to run *Treasure Mountain!* from your hard disk or from the program disk(s) that came in the package, you can customize the DeskMate desktop to make starting the program quick and easy. By following the instructions below, you can create a special application list box for *Treasure Mountain!* This will allow you to start the program from the desktop just by selecting TMT (for **Treasure Mountain**). If you plan to install the program on your hard disk, do so before customizing the desktop.

To customize the DeskMate desktop:

1. Insert the Program Disk (Disk 1 if you're using 5.25" disks) into drive A.
2. Press **[F7]** to open the Desktop menu.
3. Highlight **Install** and press **[↵ Enter]**.
4. When the Display menu appears with TMT highlighted, press **[↵ Enter]**.
5. Use the arrow keys to position the dotted box where you want it to be. (This will be the application list box for *Treasure Mountain!*) Then press **[↵ Enter]** to place it.
6. Press **[F7]** again.
7. Highlight **Redefine** and press **[↵ Enter]**. The Redefine menu appears. If TMT is not already highlighted, highlight it.
8. Press **[↵ Enter]**.
9. At the next Redefine menu, tab to the fourth box, called Startup Directory.

4 APPENDIXES

10. Then, if you will be running *Treasure Mountain!* from
- a floppy disk, type **A:** (or **B:**) and press .
 - your hard disk, type **\TLC\TMT** and then press .

Now you can start *Treasure Mountain!* by selecting **TMT** in the application list box.



APPENDIX C: MICROSOFT WINDOWS INSTALLATION

You can start *Treasure Mountain!* from DOS or from your Windows desktop (if Windows is installed). Follow the instructions below to install *Treasure Mountain* on your hard disk, set up a new program group on your Windows desktop, and attach a new program icon to it.

To install *Treasure Mountain!* under Windows:

1. Type **WIN** to start Windows.
2. Insert either the Program Disk (3.5") or Disk 1 (5.25") into disk drive.
3. At the Program Manager screen, choose **R**un... from the **F**ile menu.
4. Type **A:\INSTALL** or **B:\INSTALL** (depending on whether you inserted a disk in drive A or B) in the **C**ommand Line box. Then click on **O**K.
5. Follow the instructions on the screen. After you read the message about how to start TMT from DOS from your hard disk, press **[Esc]**. You will exit the install program and return to Windows.
6. If you already have a TLC Program Group then you should open it now and skip to step #9. If you do not have a TLC Program Group, then, at the Program Manager screen, choose **N**ew... from the **F**ile menu. The New Program Object dialog box appears.
7. Click on **P**rogram **G**roup to select it. Then click on **O**K. The Program Group Properties dialog box appears.

8. In the **Description** box type **TLC** and click on **OK**. A TLC window appears.
9. Choose **New...** from the **File** menu. The New Program Object dialog box appears.
10. Click on **Program Item** to select it. Then click on **OK**. The Program Item Properties dialog box appears.
11. In the **Description** box type **Treasure Mountain!** and press Tab.
12. In the **Command Line:** box type **C:\TMT.BAT** and then click on **Change Icon**. (If *Treasure Mountain!* was installed onto another drive, then substitute the letter of the appropriate drive for C.)
13. A message box appears stating, "There are no icons available for the specified file. You can choose an icon from those available for Program Manager." Click on **OK**.
14. In the **File Name** box type **C:\TLC\TMT\TMT.ICO** and then click on **OK**. (If *Treasure Mountain!* was installed onto another drive, then substitute the letter of the appropriate drive for C.)
15. The *Treasure Mountain* icon appears in the **Current Icon** box. Click on **OK**.
16. Click on **OK** in the Program Item Properties dialog box.

You now have a TLC program group on your Windows desktop and a *Treasure Mountain!* icon in the TLC group.

C: Microsoft Windows Installation



To launch *Treasure Mountain!* from Windows:

- Open the TLC group and double-click on the *Treasure Mountain!* icon.

To launch *Treasure Mountain!* from DOS:

- Exit Windows and type **TMT** at the C> prompt.

TIPS FOR RUNNING UNDER WINDOWS

1. Do not run multiple programs at one time while playing *Treasure Mountain!*, especially in standard mode.
2. Completely exit *Treasure Mountain!* before returning to Windows.
3. Do not run *Treasure Mountain!* in a window. It must always be run full screen.
4. To run *Treasure Mountain!*, your computer must have at least 464,000 bytes free before starting Windows.
5. Do not run Windows in Real Mode. *Treasure Mountain!* will not run under Windows in Real Mode.
6. Turn off 32-bit virtual drive access in the control panel.
7. Do not press the Print Screen key.

If you have any questions, call our Technical Support Department at 1-800-852-2255.

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APPENDIX D: SPECIAL KEYS

MOVING AROUND THE MOUNTAIN

KEY	ACTION
← or →	Walk left or right. Hold the key down to continue walking.
← ↑ or Home	Flip up to the left. Hold the keys down to do a double flip.
→ ↑ or Pg Up	Flip up to the right. Hold the keys down to do a double flip.
↑	Walk up to an open net cave; open locks; enter a tunnel or cave; climb up. Hold the key down to continue climbing up.
↓	Drop a coin; climb down. Hold the key down to continue climbing down.
Spacebar	Drop your net.
Ctrl S	Turn the sound (and music) off or on.



ANSWERING PUZZLERS

KEY

ACTION

or

Move the box to mark your answer.

Enter

Select your answer; return to the game.

USING THE MENU BAR

KEY

ACTION

Display the Help menu.

Display the File menu.

Display the Options menu.

or

See other menus, when one menu is already displayed; move the highlight on information screens.

or

Cycle through the menu items.

Enter





Select a highlighted menu item.

or



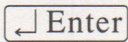
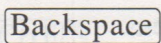


Move backward or forward one page in a Help choice.

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VIEWING PRIZES AND RANK SCREEN

KEY	ACTION
	In the clubhouse, move up to Prize buttons or Treasure Chest button. At the Prize buttons, animate your prize.
 or 	At the Prize buttons, see other prizes.
	Walk away from the Prize and Treasure Chest buttons.

SIGNING IN

KEY	ACTION
 or 	Highlight a name or New Player on the list.
	Select a highlighted name; enter a name you type.
	Erase the last letter you typed when entering a name.
 	Begin the process of permanently erasing a name, rank, and total treasures from the Club Sign-In list.



APPENDIX E: TROUBLESHOOTING

The items in bold below are problems you might possibly encounter when using *Treasure Mountain!*

The text below them contains possible solutions to the problems. If you need more assistance or have any questions, call our Technical Support Department at 1-800-852-2255.

INSTALLING THE PROGRAM

- 1. When you try to copy the program to your hard disk, you see the message "A hard disk is not available," even though you have one.**

Make sure your hard disk is properly connected to your computer. If your hard disk is a separate unit, make sure it is turned on. If your hard disk doesn't have enough room for the program files, erase some files to make room for the program on your hard disk. You must have 800,000 bytes free.

If you started your computer with a DOS disk and have a hard disk set up by a disk driver or disk manager, you will need to start your computer from the hard disk.

- 2. When you're using 5.25" disks and running the program from a floppy drive, the computer doesn't read Disk 2.**

Quit the program and return to DOS. Insert Disk 1 in drive A, and Disk 2 in drive B. Then type **TMT** to restart the program. (The problem occurs when you have 2 floppy disk drives. Both disks must be inserted in the drives in order to run the program.)

4 APPENDIXES

USING THE PROGRAM

3. You see nothing but a blank screen when you load the program.

This may happen on some machines when you turn the monitor on *after* the computer.

- Start over. Be sure to turn on the monitor before you turn on the computer.
- If you have two graphics adapter cards in your computer, you must tell the computer which one to use. When you start the program, type **TMT -C** (for CGA), **TMT -E** (for EGA or EGA mode on VGA), **TMT -M** (for MCGA), or **TMT -T** (for TGA) instead of just **TMT**. (Don't forget the space after **TMT**.)

4. The game action is very slow.

If you have an EGA monitor running on an IBM XT or on any 8088 4.77 MHz Intel® machine, the game will run slowly. The speed is limited by the rate at which the computer can process the information displayed on the screen. Computer performance can be upgraded by adding an accelerator board.

5. When using the program, you get a message that the disk is "write protected."

You need to remove the write protection from the disk.

- On a 3.5" disk, slide the tiny plastic tab down to close the hole in the upper-right corner of the disk.
- On a 5.25" disk, remove the write-protect tab (tape) from the notch in the upper-right corner of the disk.



6. Music is not playing.

- Check that your speakers are properly connected to your computer, getting power (have good batteries or are plugged in), turned on, and that the volume is turned up.
- Be sure that both the Music and Sound options are set to YES.
- If checking the above items does not help, restart the program by typing **TMT -SA** (for AdLib and AdLib compatible boards, including Sound Blaster), **TMT -ST** (for the Tandy 1000 series sound chip), or **TMT -SI** (for IBM and compatible speakers). (Don't forget the space after TMT.)

7. Your mouse doesn't work.

A mouse driver program (described in your mouse manual) must be correctly installed on the disk you use to start the computer. If you start the computer using

- a hard disk, make sure the mouse driver program is correctly installed there. See your mouse manual for instructions.
- a floppy disk, install the mouse driver program in the root directory of that disk. See your mouse manual for instructions.
- If you use Windows, reload your mouse driver from DOS.

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RUNNING UNDER WINDOWS

8. You see the message, "Unable to play sound—the AdLib is in use by another application."

Choose **OK** and then double-click on the *Treasure Mountain!* icon. If the music is not coming out of your AdLib card, quit *Treasure Mountain!* and close the application that is using the AdLib card. Refer to your Windows manual for more information.

9. You see the message, "Unable to use the AdLib device. Device is either in use or is missing."

Either the Adlib card is not installed or the AdLib driver is not installed in the control panel.

- If there is an AdLib or Sound Blaster 1.0, 1.5, or 2.0 card installed in your computer, install the AdLib driver in the control panel.
- If you have a Sound Blaster Pro card, install the Sound Blaster 1.5 driver in the control panel or quit the application that is using the AdLib device.
- If you have a Proaudio Spectrum™ 16 card or a Proaudio Spectrum Plus card, install the AdLib driver in the control panel or quit the application using the AdLib device.

Refer to your Windows manual for more information.



10. The program starts and then quickly exits to Windows.

You may not have enough memory available to run DOS applications through Windows.

Try quitting other applications before starting *Treasure Mountain!* again.

There may not be enough base memory available to run the program. Exit Windows and type **chkdsk** and press Enter. The bottom of the report shows the number of bytes free. If you do not have at least 464,000 bytes free, try removing device drivers in your config.sys and autoexec.bat files. **WARNING:** Always make a backup copy of your config.sys or autoexec.bat files before you make changes. Refer to your Windows and DOS manuals for more information.

Do not run Windows in Real Mode. *Treasure Mountain!* will not run under Windows in Real Mode.

11. Your name on the sign-in list is missing or has additional letters; when you continue a saved game, it doesn't start at the level you were on; or your score is incorrect.

Your saved game is corrupted or destroyed. Turn off 32-bit virtual drive access.

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12. You see the message, "You cannot run this application while other high-resolution applications are running full screen. The application will be suspended until a low-resolution or text application is running full screen. Check PIF settings to ensure they are correct."

Do not run *Treasure Mountain!* in a window. It must always be run full screen.

Click on **OK**. Press **Alt** and **Enter** simultaneously to change from windowed to full screen.

If you have any questions, call our Technical Support Department at 1-800-852-2255.

CUSTOMER SERVICE

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The Learning Company
8678 Thornton Avenue
Newark, CA 94560
Attention: Disk Return Dept.

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

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