Age: 4 to 10

PLAYT👀NS

CARTOONS TO CREATE

CARTOON CREATION KIT

SIERRA® EDUTAINMENT

CD-ROM
PC and MAC

S641027020ZZ

INSTALLATION AND START UP

■ PC CD ROM
Installation
Insert your disk into the CD ROM drive and start up Windows. Double click on the MAIN icon, then on the FILE MANAGER. Double click on the icon for the CD ROM drive to call up the contents of your disk, then on SETUP.EXE.

You are now into the main menu of setup. Click on the INSTALL icon to install your CD ROM in the SIERRA EDUTAINMENT file. Follow the instructions that appear on the screen and then click on the QUIT icon when the installation is complete. From now on you can double click on the Playtoons icon to start up your disk.

WARNING : THIS INSTALLATION PROCEDURE MUST BE REPEATED FOR EACH NEW TITLE PURCHASED.
Start up
To start up your CD ROM disk, insert it into the CD ROM drive, start up Windows, then double click on the PLAYTOONS icon in the SIERRA EDUTAINMENT file.

Troubleshooting
Double click on the SETUP icon of SIERRA EDUTAINMENT in Windows. This will call up the main menu of SETUP. Click on the TEST THE EQUIPMENT icon to test if it is properly configured and follow the instructions on the screen.

Windows 95 Installation
Insert your CD ROM into the drive. Follow the installation instructions.

■ MAC CD ROM
Installation
Insert your disk into the CD ROM drive. Double click on the PLAYTOONS icon. Double click on the PLAYTOONS.INSTALL icon. You can choose either the standard installation (all the files are installed in the SIERRA directory) or a personalised installation (to include only the files of your choice). Follow installation instructions. An alias of the PLAYTOONS program will be automatically created on your desktop. Double click on it to start the game. NOTE: the option APPLE KEY + MAC mouse button is the equivalent of the right-hand PC mouse button.
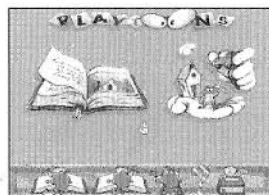
WARNING : THIS INSTALLATION PROCEDURE MUST BE REPEATED FOR EACH NEW TITLE PURCHASED.

1 - Before starting
A few tips on how to use your mouse properly:
A click on the left button selects an option.
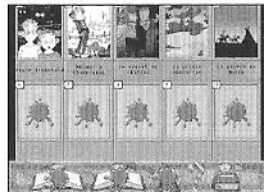A click on the right button stops any sequence.

■ Discover the Playtoons stories
You can view a Playtoons story extract by clicking on the book on the left of the screen
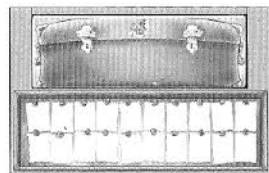
This screen appears:

Click on any one of the grey icons to discover the corresponding sequence. To return to the previous menu, click on the exit icon.

■ Use the building game
The building game icon on the right is used to start the stories

Click on the box to start playing. Each picture represents a title in the collection. The pictures of all the titles you have appear in this box. If you click on the grey pictures at the bottom of the screen, you will discover a few examples of stories created based on other titles in the collection.
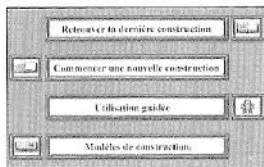
You have four possibilities:

–Find your last construction: the last story you created is automatically saved. You can always find it by using this option.

– Start a new construction: you will start a new story.

– Guided use: you will have a complete and interactive presentation of the game.

– Construction models: we supply two models with each title. Click on this option to open the book of models, then click on the model of your choice to open it.

2 - Your first story.

Let's have a look at the construction game's more basic functions. You can use them to create the pictures of your first story.
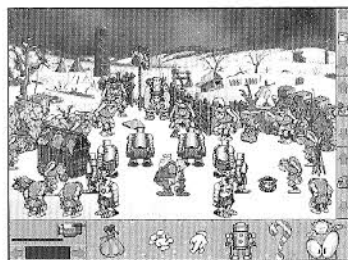
If you need any information at any time, don't hesitate to click on this icon. The cursor will turn into a question mark, and you can use it to click on different icons to find out what they're for, or to click on the part of the picture you're interested in. Everything is explained in detail. To quit this function, click on the QUIT icon.

Pictures and scenery.

You can use the three icons on the right of the screen to change parts of the scenery :

To change the bottom part of the picture.

To change the middle part of the picture (horizon).

To change the upper part of the picture (sky).

By clicking on the arrows that surround these 3 icons, you can see all the various scenery elements.

◄ 2 / 20 ► This counter tells you how many pictures you've created in your story. You can create a maximum of 20 pictures (the right-hand number). When you begin playing, you start on picture 1 (the left-hand number). You can click on the arrows to move from picture to picture.
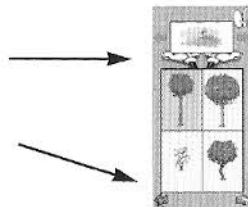
The construction elements' catalogue.

All the construction features are kept in this bag. To have a look inside, click on it. In the catalogue, the elements are arranged by category.

By clicking on these arrows you can change category.

To see all the elements in a particular category, click on the lower arrows.

The different categories include houses, house interiors, countryside and town scenes, objects, musical backgrounds, characters, text features (fonts and speech balloons) .. and many others still to come in the future titles in the collection.

Selecting and placing an element.

When you like an element, click on it (left hand mouse button) and move it to the desired place in your scene. Click again to locate the element - you can put the same element in several places in your picture. When you've finished, click on the bag icon to deselect the object. You can then choose another and repeat the same process.

Stationary and animated objects.

Stationary objects are on a white background and animated objects are on a blue background. If you want to see what the animation is like before actually selecting it, click on the question mark icon and click on the object. The animation will be displayed in a window.

Click on the right-hand mouse button or on 🐘 when you've finished looking at the animations. Once you've selected all your elements, take them out of the catalogue by clicking on
🎒 or on 🐘
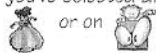
Moving elements and animations.

🐘 You can use this hand to pick up an object or a character whenever you like and move it to your scene or put it away in the bag.

🐘 By clicking on this icon, you'll be able to use the animation mode. By clicking on a character's feet, you can make him move. The cursor will turn into a magic wand and you can click on wherever you want your character to go to. When the cursor turns into a red hand, it's letting you know that you can make the characters and the animated objects interact. Then it's up to you to discover all the surprises in store for you, if you dare !

If you want your character to go into a house or into the next picture of your story, click on the character's feet, then on the door of the house or on the edge of the screen.

The cursor 🐘 will turn into a ➡ to let you know that your character is going into another picture or a house. To make him or her leave the house, click on its feet and then on the bottom of the picture. The cursor will then look like this ⬇

Quitting the construction game.

🐘 By clicking on this icon you can leave the construction game.

3 - Progressing further...

The construction game contains multiple possibilities for creating cartoons or mini-animated films with a sound track.

Inserting text into a story.

You can write text in the speech balloons of each of your story's pictures. Choose the category with this icon 𝒜

You will then be able to use speech balloons or (text spaces) and characters *𝒜*

First select a text space with your mouse. Then click on *𝒜* and a keyboard will appear on the screen. All you have to do then is type your text on the keyboard, or if you prefer, click directly on each letter with your mouse.

You can erase ⌨ , and you can write in capital letters ☐ . When your text is ready, click on OK to confirm.

The Robot.

🤖 By clicking on this icon, you'll be able to use lots of different functions to save your stories and print them, to name just a few.
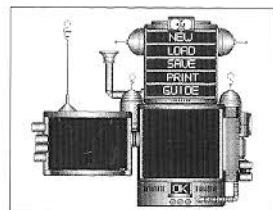
NEW Click here to start a new story.

SAVE You can keep all the stories you create. Click here to see a list. Choose where you want to save your story in this list. Click on **OK** . The keyboard will appear. Type your story's name, then confirm by clicking on OK on the keyboard. Your story's main picture will be visible in the left-hand window. Your story has now been saved. If you want to save several creations, be sure to remember to give them all different names.

LOAD By clicking on this icon, the list of the stories you've saved will appear on the screen. Click on the name of the story you want to look at, then on **OK** . The example story is called EXAMPLE. You can also load this one if you would like to finish it.

PRINT If your computer is connected to a printer, you can print out your stories. If you want to print out the picture on the screen, select the picture per page option. If you want to print the whole story, select the 4 pictures per page option. It will take longer to print out the latter.

GUIDE If you want to have another look at the Guided Presentation of the game, click here.

Making animated films.

With the camera you can record everything on the screen and produce your cartoons. By clicking on the camera, you will see the full range of options available.

By clicking here, you begin recording. The light indicator ▓▓▓▓▓▓▓▓ tells you how long the recording will last.

By clicking here you can stop either recording or looking at one of your stories.

If you would like to see your latest recording, click here.

Adding sound to your films.

You can use the camera to record either sounds or your voice in two different ways :

🎤 + ▣ : click on the icons in this order to record your voice live, while you create animations.

🎤 + ▶ : click on the icons in this order to record your voice over an existing story.

Warning : this function will only work properly if you make sure that your microphone is correctly connected and the volume is loud enough. If you use the microphone in your stories, you won't be able to record for longer than a total period of around 30 seconds. The sound options (microphone and background noises) require more than 8Mb of memory.

We wish you many long hours of creative fun with Playtoons !