

SierraOriginals™

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SLATER & CHARLIE™



GO CAMPING

801514330/SI51110

Ages 3 to 8



Dear *SierraOriginals* Customer,

You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the *SierraOriginals* titles have been kept in their original form. No attempt to modernize or improve the game was made with these titles in order to maintain the sense of nostalgia.

Some of the CD's may contain a PATCH directory. To determine if your program has a PATCH program, go to your CD-ROM prompt in DOS (i.e., your D:\> assuming your CD-ROM drive is labeled D) and type:

DIR <ENTER>

If the directory listing has a [PATCH] option, then you will need to add these patch files into the game directory after installing the game to your computer. For example, if you installed King's Quest V, and you noticed a directory called [PATCH], you would use the following command to copy the patches into the KQ5 directory:

COPY D:\PATCH*. *C:\SIERRA\KQ5<<ENTER>>

NOTE - the above example assumes that your CD-ROM is

labeled as your D drive, and you installed the game to your C hard drive into the directory \SIERRA\KQ5. Please substitute the correct path information in the example above.

Windows '95 users may also have to play the game under DOS, since many of the titles are true DOS games and were created before Windows '95 was released. When using Windows '95, you can re-start your computer in a true DOS mode by clicking on the START button, selecting the SHUT DOWN option, and selecting the "Restart the computer in MS-DOS mode?" item.

Finally, many of these products were released before many of the high quality sound cards such as the AWE 32, Gravis Ultrasound and Ensoniq SoundScape have been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.

On behalf of Sierra On-Line, thank you for purchasing this *SierraOriginals* product. We appreciate the opportunity to share our history with you and your entire family!

Respectfully,

Gary Brown
Corporate Quality Assurance

WELCOME

Thank you for playing Slater and Charlie Go Camping, Sierra's first interactive children's book. The fun-filled pages of Slater and Charlie's world will give you and your child hours of laughs, thrills, and surprises. It's filled with playful, warm, and friendly creatures. Just click your mouse button to bring them to life! Or with your keyboard, just use your arrow keys and press ENTER.

INSTALLING SLATER AND CHARLIE UNDER WINDOWS 3.0™ OR HIGHER

Slater and Charlie is very simple to install under Windows. Begin at the Windows Program Manager. (If you are not familiar with the Windows Program Manager, please consult your Windows manual.) Place your Slater and Charlie disk #1 in one of your floppy drives. Select **"RUN"** from the **"File"** menu in the Windows Program Manager. On the command line, type **x:\SETUP** (where "x" is the drive containing the Slater and Charlie disk #1) and then select **"OK"**. Follow the instructions in the **SETUP** program.

RUNNING SLATER AND CHARLIE FROM WINDOWS

To run Slater and Charlie from Windows, double-click on the icon in your Sierra Group Folder.



Note: on some Pentiums, running WIN 95, the game might take a long time to start

RUNNING SLATER AND CHARLIE FROM DOS

To run Slater and Charlie from DOS, go to the Sierra directory on your hard drive. Type **CD\SIERRA\SLATER** and press **ENTER**, then type **GO** and press **ENTER**.

MAIN SELECTION SCREEN



When you choose this option, the story will tell itself page by page. The story is twelve pages long and will return to the Main Selection Screen when done. You can press the **SPACE BAR** anytime during the story to return to the Main Selection Screen. Press **"P"** on your keyboard (or click your mouse button) to switch into **"Let Me Play"** mode.



When you choose this option, you can interact with each page after its text is highlighted. There are many hidden surprises on every page, so be sure to click everywhere with your mouse (or with your keyboard, just use your arrow keys and press ENTER). For example, on page 1, click on the (or use your arrow keys to move the cursor to the and press ENTER). Press **"R"** on your keyboard to switch to **"Read to Me"** mode.



When you choose this option, you'll find Slater and Charlie's teleporter page. The teleporter page lets you go to any of the

twelve pages in **"Let Me Play"** mode with just two clicks of your mouse button. There are twelve miniature pictures representing each of the full-size pages in the story, on the teleporter page. Under each picture is a number between the two arrows. To jump to a page, click on the arrows to change to the number of the page you want, then click on **"OK"** to go there.



When you select the Stop Sign at the bottom of the Main Selection Screen, you'll be taken to another screen where you can choose **"Yes"** I want to quit or **"No"** I want to play.

TO CHANGE PAGES



You will notice two arrows in the lower corners of your screen. You use these two arrows to change pages in your book. To page forward, click on the right arrow. To page back, click on the left arrow. (Using your keyboard, press the **"F"** key to go forward one page or press the **"B"** key to go backward one page.)

CAN YOU SAY THAT?


For you to hear the sentences at the bottom of your screen, your computer must contain a sound card with a DAC chip


installed in it, (e.g., a SoundBlaster™). If your computer is equipped with the PC speaker only, you'll have to read each of the sentences.

COULD YOU REPEAT THAT?

Have you noticed that each sentence begins with a . If you'd like to repeat the sentence, select the . Just for fun! If you have a sound card, try selecting individual words to hear them spoken. Just for more fun! You can create your own mixed-up sentences by selecting words out of order! For example, select each word starting from the right side of your screen moving to the left side of your screen. Now can you try to read the sentence out loud and backwards? Try selecting every third word or even make up your own pattern.

HOW DO I QUIT?

In the lower center section of your screen, you will find a number printed on a stop sign. This is your current page number. With your mouse, just click on the  (with your

keyboard, use your arrow keys and press ENTER on the ). You'll then be taken back to the main selection screen,

where you can click on the "QUIT" button to exit "Slater and Charlie Go Camping."

SUMMARY OF KEYBOARD COMMANDS

- F** - Go forward one page
- B** - Go backward one page
- SPACE BAR** - Return to Main Selection Screen
- P** - Switch to "Let Me Play" mode
- R** - Switch to "Read to Me" mode
- Arrow Keys** - Use your arrow keys to move your cursor up, down, left, or right

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**U.S. TECHNICAL
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Direct your inquiries to the Technical Support Department if your question is about hardware and software compatibility specific to Sierra games (e.g., sound card configuration and memory management). Technical assistance is available by phone, fax, on line or mail.

Sierra On-Line
Technical Support
PO Box 85006
Bellevue, WA 98015-8506
Phone: (206) 644-4343
(M-F, 8:15 am - 4:45 pm)
(24 hour Automated)
Fax: (206) 644-7697

MODEM SUPPORT

For on-line support and hints:
U.S.: Sierra BBS: (206) 644-0112
U.K.: (44) 1734-304227
CompuServe: GO SIERRA
America Online: Keyword SIERRA
Internet: HTTP://WWW.SIERRA.COM

U.S. HINTS:
1-900-370-5583
\$.75 per minute

SIERRA ON-LINE

Attn: Hints
PO Box 53210
Bellevue, WA 98015-3210

CANADIAN HINTLINE:

1-900-452-3356
\$1.25 per minute
(U.S. and Canadian hintline users must be 18 years or older, or have parental permission.) You may also contact Direct Sales to purchase a hint book.

**U.S. DIRECT SALES &
INFORMATION**

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PO Box 3404
Salinas, CA 93912
24 Hour Phone:
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Fax: (408) 644-2018

ON-LINE SALES

CompuServe:
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Mailbox (49)6-103-99-4041

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New Sierra Hint Line:
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7.5 minutes. Maximum charge cheap
rate: £2.92, £3.67 other times. Must
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Old Sierra Hint Line:
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December 31, 1992. Calls are
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New Games Hint Line:
(within UK only)
(0) 891-660-660

Old Games Hint Line: (within UK):
(0) 1734-304-004

Old Games Hint Line (outside UK):
(44) 1734-304-004

FRANCE HINTS

Hint Line: (33) 1-36-68-4650
Costs 2,19F la minute; tarif
en vigueur au 20 mai 1994
(France métropolitaine seulement.)

INTERNATIONAL SALES

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