



DYNO-QUEST™

U S E R ' S G U I D E

DYNO-QUEST™ User's Guide

Dyno-Quest™ will run on:

- An IBM AT, PC, PS/2, XT and compatibles with a minimum of 640K of memory
- Tandy 2500 family of computers

Necessary Hardware/Software:

- 3.5" drive
- DOS 2.0 or subsequent versions
- 3.5" diskette: 256 color MCGA;
VGA in 256-color MCGA mode
- MCGA/VGA card; color monitor recommended

Optional equipment:

- Hard disk
- Mouse

Materials enclosed in this package:

- 3.5" program disk
- User's Guide
- Coloring book
- Poster
- Trading Card
- Warranty card

The enclosed disk is installable on a hard drive and may continue to be used after the program has been installed.

If for any reason one this disk is incompatible with your hardware set-up, return the disk to **Mindplay** along with the enclosed warranty card and we will provide you with a back-up disk in the proper format, free of charge.

Next Stop: Dyno-Turf!



Strap in! The last bolt has just been screwed into place on the hull of the **Kaboom**, the world's first (and only) time machine. Capable of bringing a single person to any point in the deep or recent past, the **Kaboom** is the only machine of its kind anywhere in the world.

You are invited to be the pilot of this amazing ship!

The **Kaboom** will journey literally to where no man has gone before. The period of history we know least about? The period where there were no people: the time of the wondrous dinosaur!

As Captain Time Bound, you will be charged with deciding which era of Earth history to explore, how much fuel and repair time you will allow yourself and how to get information about that period of history from dinosaurs. You will have to use scarce resources of food and fuel as tools for bargaining with great ancient creatures. You will have to repair a fragile ship in the face of great difficulties and investigate a specific Target Dinosaur by piecing together information gathered from creatures who never learned the secrets of speech.

So buckle up, pay close attention and exercise your abilities to reason, read maps, make decisions and bargain. **Dyno-Quest™** will both entertain and educate ... as well as provide apprentice chrononauts* with an experience they will treasure for years to come.

*chrononaut — time traveller

Next Stop: Dyno-Turf!

Dyno-Quest™ is but one of numerous adventures in the **Mindplay** Educational Arcade:

Cat 'N Mouse™ (ages 5–11) An arcade-style chase game that pits mouse against cat in a battle of wits designed to reinforce player knowledge of homonyms, antonyms and word-matching.

Cotton Tales™ (ages 4–8) Join Cotton, the bunny cursor, as she takes children on a fun-filled journey through the basics of reading and creative writing.

Dyno-Quest™ (ages 8–12) A time-travel mission to the age of dinosaurs where children sit in the captain's chair to practice planning and logical-thinking skills.

Easy Street™ (ages 4–7) Help Nicky gather items on his shopping list while avoiding Knuckles, the love-struck gorilla who followed him home in this challenging preparatory skills game that reinforces pre-reading and pre-writing skills.

Math Magic™ (ages 4–9) Wizrow the Wizard's pet dragons have been kidnapped! Sorcerer's apprentices call upon magic and math skill to break down the walls that hold these lovely creatures captive. Features addition and subtraction challenges.

Robomatic™ (ages 8–12) Littering trashbots threaten the environment! Ability with multiplication and division is required in order to stop evil Dr. Quark and his Robomatic factory before they can turn out more robot litter-bugs.

Each title introduces you to new horizons of enjoyment and entertainment and lives up to the **Mindplay** motto:

The more you play, the more you learn!

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Section 1: How to Begin

Getting Started

Computers Without a Hard Drive:

If you are using an MS-DOS compatible computer that does not have a hard drive, then it will be necessary to install a DOS (Disk Operating System) disk before attempting to use **Dyno-Quest™**. The DOS disk you will use must be **DOS version 2.0 or higher**. For instructions on how to install DOS, please refer to your computer manual.

Once your DOS has been installed, replace your DOS disk with the **Dyno-Quest™** program disk and type **PLAY** at the prompt. Press **↵**. The game should then start.

Computers With a Hard Drive: (please see Hard drive Installation Instructions pg.24)

If you are playing **Dyno-Quest™** on an MS-DOS compatible computer that has a hard drive, the **C>** prompt will appear onscreen when you switch on the computer. Insert your program disk into your drive. If you have only one disk drive, type **A:** at the **C>** prompt and press **↵**. The **A>** prompt should then appear. Type **PLAY** at the **A>** and press **↵**. This should start the game.

If you have more than one disk drive, insert your program disk into whichever drive you intend to use and type the letter designation appropriate to that drive. For example, if you intend to use your first drive, type **A:** at the **C>** prompt and press **↵**. When the **A>** prompt appears, type **PLAY** and press **↵**. The game should then start. If you are using the second of your two drives, then type **B:** (instead of **A:**) at the **C>** prompt before typing **PLAY** and pressing **↵**.

The Game Menu

Once you have successfully started **Dyno-Quest**, you will see the Main Menu screen.

In front of you is the command panel of **Kaboom's** control cockpit with its supply

indicators on either side of the viewscreen as well as the row of control buttons along the middle of the screen. Below this row of buttons is the Main Menu:



The features of this Menu allow you to customize **Dyno-Quest™** to suit individual needs, to start play or review instructions. Use any key to move the highlight from one feature of the Main Menu to another. When the highlight is at the bottom of the menu, pressing any key again will bring you to the top.

See page 7 of this manual for a more detailed explanation of the Main Menu and how to use it.

Correcting Your Mistakes

Unlike the other games in the **Mindplay** Educational Arcade, **Dyno-Quest™** does not allow you to correct any mistakes you might make during the course of the game. Because the object of the game is to complete your mission as efficiently as possible, wrong moves must be irreversible.

If, however, you feed a dinosaur incorrectly during the course of your visit to a particular continent during a particular time period, it is always possible to return to that time and place and try again.

Game Screen Information

When play begins, you will find yourself in the command chair of **Kaboom**, ready to begin your journey. Highlighting the **Play Game** option of the Main Menu will begin the adventure.

Section 1: How to Begin

Your dyno-quest will begin with the name of your Target Dinosaur. Remember: this is the dinosaur you want to avoid until you have the five Info Probes of information you will need to confront her. Choose a time period from the selection of three and begin your hunt on one of the continents presented to you. Find dinosaurs and feed them the food they like and you will be rewarded with an Info Probe about your Target Dinosaur. Collect five such Info Probes and then search out your Target Dinosaur. Feeding her the correct food she likes will result in your obtaining a sixth and final Info Probe and signal the successful completion of your mission.



Game screen before play



Game screen during play

Changes on the Game Screen

As you play **Dyno-Quest™**, the game screen will undergo changes. For example, first, Target Dinosaur will appear on the screen. Pressing any key will bring you to

the **MILLION YEARS AGO** screen. You select an era.

The “time travel” animation is shown, then a screen with the configuration of the various continents you can explore for



dinosaurs will appear. Follow the onscreen prompts to choose one of the five continents and begin your exploration.



That done, you will be returned to the screen which depicts **Kaboom's** control panel. The viewing monitor above the control panel can show everything from blizzards to volcanoes to dinosaurs, dried bones, storms or empty landscapes. You may exit any screen by selecting the **Kaboom** icon key at the farthest left end of the control panel.

The final screen you will encounter in any game of **Dyno-Quest™** is the winner's screen. This is the screen upon which your Info Probes will be opened and information about your Target Dinosaur reviewed. Your final efficiency rating will be shown and you will be asked if you wish to print or replay the game. Follow onscreen prompts to



leave this screen.

Items in the Game Menu

Press any key to scroll through the items in the **Dyno-Quest™** Main Menu. To select an item, press **[Enter]** when the highlight is on that item.

Play Game

Selecting the **Play Game** feature of the Main Menu will allow you to begin playing **Dyno-Quest™**. When you highlight **Play Game** and press **[Enter]**, the name of your Target Dinosaur will appear onscreen and you will be ready to start your quest!

Section 1: How to Begin

Instructions

Online instructions on how to play **Dyno-Quest™** are available from the Main Menu. Selecting **INSTRUCTIONS** will bring you to the instructions screens. These are screens which explain how to play **Dyno-Quest™**, including various functions and how to execute the various commands necessary to play the game.

Challenge Upgrade™

Challenge Upgrade™ allows you to customize the game to suit individual needs. In Challenge Upgrade™, you can choose the Target

Dinosaur you want to investigate, the amount of fuel and food you will take with you and whether you want the sound **ON** or **OFF**. Challenge Upgrade™ is accessed by highlighting that feature of the Main Menu and pressing **Enter**.



Pick A Dinosaur

Highlighting this option and pressing the **Enter** key will allow you to specify the Target Dinosaur you will investigate for a given game. There are 18 possible options plus a **RANDOM DINOSAUR** setting, which allows the program to randomly select a dinosaur from its catalog of 18. Keep pressing **Enter** once you have selected this option to scroll through the different dinosaur options. Press the **Spacebar** to select a type of dinosaur. The name of that dinosaur will appear at the top of the screen as the highlight moves down to the next Challenge Upgrade™ option. The dinosaur you choose will be your Target Dinosaur for that game.

Tanks of Fuel

This option allows you to specify the amount of fuel **Kaboom** will carry on its mission. Highlight this feature

and press **Enter**. A message will appear on the lower portion of the game screen: **Kaboom now has 3 tanks of fuel.** Press the **Enter** key to select 1, 2 or 3 tanks for the mission. Once you have decided on the number of fuel tanks you wish to carry, pressing the **Spacebar** will move you on to the next menu option and store the information on the desired number of tanks for that particular game. (NOTE: Unless you select **Save and Play Game** for this or any other Challenge Upgrade™ Menu option, your choices will be saved for only the game you are currently playing.) A game of **Dyno-Quest™** played on one tank of fuel is much more difficult than a game played on three or even two tanks of fuel.



Units of Meat

Selecting this feature will allow you to specify the number of meat units you will carry on your mission. Press the **Enter** key to change the number of units from 4 to 1, 2, 3 or 5. Then press the **Spacebar** to move the highlight down to the next menu option, thus selecting the number of meat units you have specified.

Units of Plants

This option allows you to specify the number of plant units **Kaboom** will carry on its mission. Pressing the **Enter** key will allow you to set the number of plant units (1 - 5). Pressing the **Spacebar** will move you down to the next menu option, thus setting the number of plant units you want **Kaboom** to carry.

Sound

Dyno-Quest™ comes with a sound option. The sound can be set to **ON** or **OFF**, depending on your preference. Pressing the **Enter** key when the highlight is on this option will cause the "SOUND: -" heading to appear on the viewscreen. Press **Enter** to specify whether you want the

Section 1: How to Begin

sound **ON** or **OFF**, then press the **[Spacebar]** to save your choice and move on to the next menu option.

Save and Play Game

Selecting this option and pressing **[Enter]** will allow you to save any changes you have made in the Challenge Upgrade™ Menu and move on to the game itself. Please note that, until you make further changes in the menu and select **Save and Play Game**, these values will remain the same for this game and for any subsequent games.

Play Game

Select this option and press **[Enter]** to return to the Main Menu screen to start playing with the options you've selected above without saving them on disk.

The Game Area

There are basically two different game areas in **Dyno-Quest™**. These are the two different kinds of screens you will use to play the game.

The first and most frequent of the two game screens is the **Kaboom** control panel screen. It is from this screen that you can access the items on the Main Menu and control the various aspects of **Kaboom's** mission. (See **Game Screen Information** on page 5.)

The second of the two game areas is the continents screen. This is where you will select which of the land-masses in any of the three eras you will explore in your search for dinosaurs. (See also **Game Screen Information** on page 5.)

Now that your mission briefing has been completed, you are ready to join Captain Time Bound at the launch area.

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As you watch, the control panel flashes and the image of stars appearing in front of you is overlaid by the pattern of an approaching time warp. The **Kaboom** begins to retreat back into another era ...

Your task, as Mission Coordinator, is to monitor levels of food and fuel onboard **Kaboom**. You will also be responsible for making repairs to the ship in the event that you sustain damage.

Once you have entered the deep past, an image of the **Kaboom** will become visible on the map of land masses as they appeared during that era. Select a land mass to explore, you will be presented with a picture of what is happening on that land mass. Remember: your job is to find dinosaurs who can provide you with information about your Target Dinosaur. Unfortunately, things are never that easy! You may well see a dinosaur, but you may also see an exploding volcano, a fierce thunderstorm or a terrible blizzard. Stand ready to make repairs to the ship at a moment's notice! The only other option, besides immediate repair, is to wait for the ship to repair itself automatically. This does not cost you fuel, but it may be risky, since you never know when the damaged item will get repaired.

Also be sure to keep an eye out for non-dinosaurs: the bird-like "Pterandon", a dolphin-like creature called an "Ikthyosaurus" and a large four-footed lizard called a "Protosuchus." Although they cannot give you information about your Target Dinosaur, they can help you replenish your stock of food. The control button on the far right of your control panel has been especially designed to collect the food these non-dinosaurs will offer you ... so, watch for them.

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Remember: it's your task to collect five Info Probes containing information about your Target Dinosaur. You will get these by feeding other dinosaurs the food they like to eat; either plants or meat. You will need five such probes in order to have your offer of food accepted by your Target Dinosaur. Once you do manage to feed your Target Dinosaur, you will collect your sixth probe and your mission will come to a successful conclusion.

Here are some things you can do to play **Dyno-Quest™** more successfully.

Playing Hints

1. Keep an Eye on Your Control Panel

The success of the mission depends on your ability to monitor the precious stores of food and fuel so vital to its success. On the left-hand side of the viewscreen is the food supply indicator. Drumsticks represent meat units; lettuce leaves represent plants. Different dinosaurs have different diets; some are vegetarians while others are carnivores and still others eat both plants and meat.

On the right-hand side of the control panel is your fuel indicator. Keep an eye on this, as well. Use your fuel sparingly. Remember: there are no gas stations in the ancient past!

2. Don't Rush

Don't rush yourself, especially when you're figuring out which continents you want to explore and what to feed each dinosaur. You're not under any kind of time constraint, so you can take as much time as you need to plan each move. Remember, almost everything you do requires fuel, so work carefully. Be sure to take all the conditions of your current situation into account and plan accordingly.



3. Keep an Eye Out for Non-Dinosaurs

Non-dinosaurs can refill your food supply with their offers of food. Always check your print area at the bottom of the screen, you may find an offering of food! If a food offer is there, then press the button on the far right-hand side of your control panel to accept the offer without question. The other alternative is to bargain with the non-dinosaur by offering her food. Bargaining is risky because it involves using food stores intended for dinosaurs on non-dinosaurs, and there is never any guarantee that the counter-offer they make to you will be as good as their original offer. Still, bargaining for food has its advantages. It's your choice.

To bargain, offer the non-dinosaur food and watch the offer she has made you change. Press the button on the far-right side of the control panel when the food offer is more suited to your needs.

4. Work Through the Places on Each Map Systematically

It's a good idea to keep track of which continents you have visited in any given era. When you return to a continent you have been to before, you will not see anything different from the first time: the same dinosaurs (or non-dinosaurs) will be there. The only thing that changes are the hazards, which are generated randomly. Remember that each return trip takes fuel. Fuel is something you can't afford to waste!

5. Don't Get Discouraged

Dyno-Quest™, while fun, is also a very challenging game to play. If you find yourself running out of fuel or wasting food, then take heart: the more missions you go on, the better you will become at rationing your resources. Christopher Columbus and Lewis & Clark all had plenty

Section 2: How to Play

of failures before they found the successes that made them such great explorers. The more you play **Dyno-Quest™**, the better you will become at negotiating the obstacles and successfully completing your mission.

Game Elements and Features

A game of **Dyno-Quest™** is made up of several elements. In order to be successful in your mission, you

will have to master all of them.

Selecting a Time Period & Continent

Your first task, upon being given the name of your Target Dinosaur, is to choose a time period in which to search. You have the choice of 100, 150 or 200 millions years ago. Use the **[Spacebar]** to scroll through these and press the **[Enter]** key to select one. A map of the continents will appear onscreen. Select a continent to explore and begin your dyno-quest.

Exploring a Continent

Once you have selected a continent, an image of what is on that continent will be flashed. Your response to the challenges of that continent will depend, to a great extent, on what you see on your screen. Listed below are the possible images.

Lifeless Continents

Some land masses will be relatively new and life will not yet have formed there. Similarly, some continents will have lost their inhabitants due to natural disasters or extinction of a species. Lifeless continents will appear on your screen as either (a) empty landscapes, (b) dried bones or (c) a single footprint in the mud. When a lifeless continent appears, the best thing to do is to move on.

Disaster Areas

Some continents you arrive at will be in the midst of a



great upheaval. The disasters in these areas may damage **Kaboom**. When this happens, repairs will have to be made.

No matter what portion of the ship is damaged, repairs are always affected the same way: by selecting the button marked by a little hammer icon on your control panel. Repairs will cost fuel. If you don't repair damage when it occurs, then you can be sure that **Kaboom** will repair itself automatically sooner or later — thus, saving fuel. You will have to decide, based on your fuel supply, whether or not to make repairs immediately or else risk waiting for **Kaboom** to make them automatically.

Non-Dinosaurs

There are three types of creature which qualify for non-dinosaur status. They are: the "Pterandon", the "Protosuchus" and the "Ikthysosaurus". You will be able to recognize these creatures by their offer of food. This offer will appear on the lower portion of your viewing screen and go something like this: "OFFER: 2 meat, 3 plant." To accept the non-dinosaur's offer without bargaining, access the button on the far right-hand side of your control panel (the one that shows a dinosaur eating). As mentioned earlier, it is possible to bargain with the non-dinosaur by offering her food (*see step 3, "Keep An Eye Out for Non-Dinosaurs" in Playing Hints on page 13*). You must use your discretion when it comes to dealing with the non-dinosaurs, though. Bargaining for (and then accepting) food requires fuel. But sometimes you may be sufficiently low on food to justify the expenditure. A good strategy is to note the position of non-dinosaurs so you can go back to them later, if need be.

Dinosaurs

Of course, the most important continents are the ones which have dinosaurs living on them. You will come across dinosaurs in the course of your travels and, when you do, try and feed them — *provided they are not your*

Section 2: How to Play

Target Dinosaur. If you feed a dinosaur the correct food, you will be rewarded with an Info Probe, five of which you have to gather before you encounter your Target Dinosaur and attempt to feed her. If you feed your dinosaur the incorrect food, you will be told: "I don't eat plants" (or "meat") and you will have wasted fuel and food.

When you encounter your Target Dinosaur, the number of Probes you have will determine your response. If you have less than five Info Probes onboard your ship, then avoid the Target Dinosaur and search out other dinos from whom to gather Info Probes. If you have five Info Probes, feed her. A correct choice will result in your acquiring a sixth and final Info Probe and the successful completion of your mission.

Control Panel

The control panel buttons and their functions are listed below. Valuable fuel is used every time you use a button.

Kaboom Button — This is the travel button. It allows you to travel between continents and eras.

Info Probe Button - This button allows you to check the name of the Target Dinosaur and the number of Info Probes you have collected.

Repair Button — This button repairs any damage to **Kaboom**, one damage at a time.

Dinosaur Button — This button tells you the name of the dinosaur currently displayed on **Kaboom's** viewing screen.

Meat Button — This button allows you to feed meat to a dinosaur or to negotiate with a non-dinosaur.

Plant Button — This button allows you to feed plants to a dinosaur or to negotiate with a non-dinosaur.

Feed System Button — This button allows you to accept the food offered by a non-dinosaur.



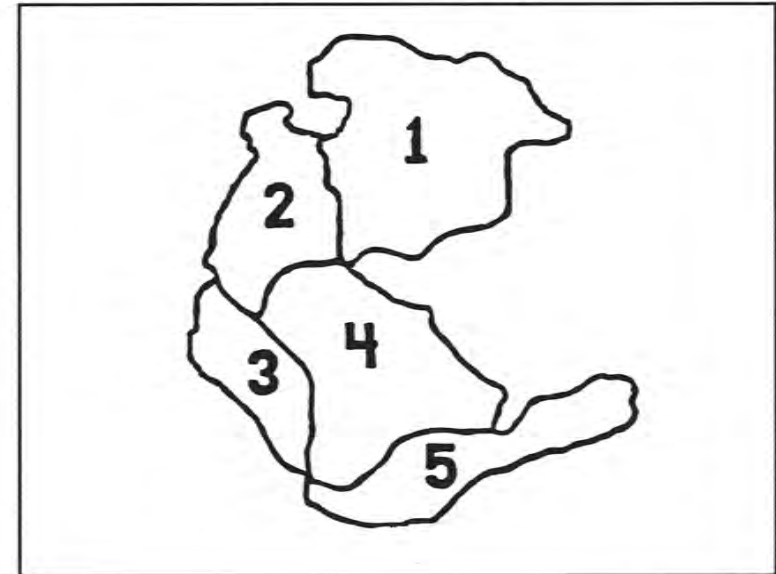
The Earth During the Age of Dinosaurs

Player's Name: _____

Dinosaur's Name: _____

Write down what you find on the correct maps. Example: If you are visiting the Cretaceous Era, Continent #1 and find a volcano, mark this on the map.

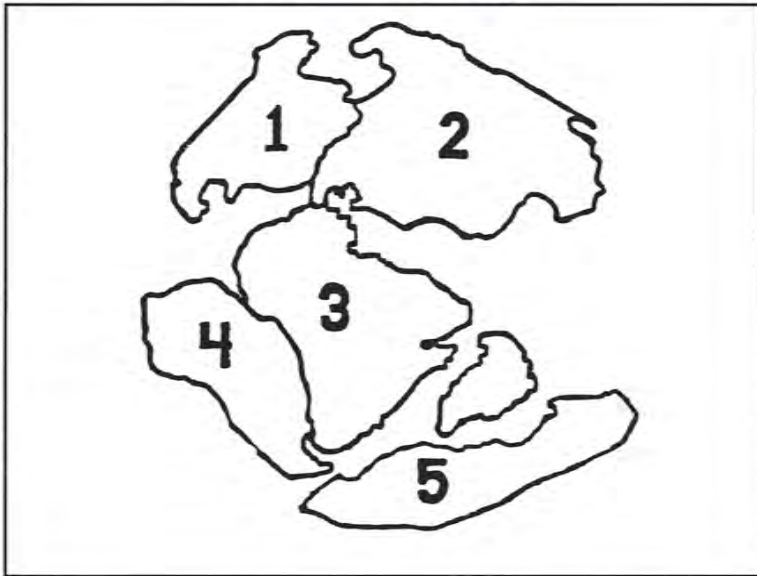
Jurassic Era
150 Million Years Ago



Reproduce

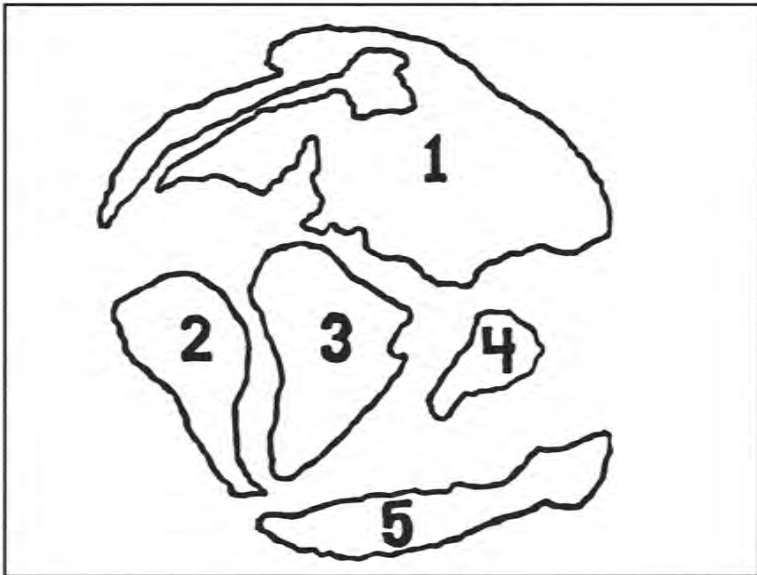
Section 2: How to Play

Jurassic Era
150 Million Years Ago



Reproduce

Cretaceous Era
100 Million Years Ago



Reproduce

Section 3: How to Learn With Dyno-Quest™



Dyno-Quest™ is a game designed in the belief that having fun and learning are equally important. Indeed, the philosophy of **Mindplay** is that “the more you play, the more you learn.” Just as **Mindplay** would never construct an educational game that was not fun, so would we never construct an entertainment activity that was not highly educational.

Dyno-Quest™ is an activity designed to encourage children to develop skills rather than simply memorize information. Some of the skills they can develop by playing the game include decision-making, logical thinking, map reading and note-taking.

As **Dyno-Quest™** is played, situations occur which will require the child to explore alternatives. The child can elect to ignore mission problems and gamble that they will resolve themselves, or else he/she can elect to correct the situation to eliminate chance as a factor. These choices expose the child to the possibility of finding alternative solutions and the necessity of taking risks in order to solve a problem.

This section focuses on the educational benefits of **Dyno-Quest™** and suggests ways in which parents and teachers can use the software to facilitate learning.

The Skills Honed by Dyno-Quest™

The skills honed by **Dyno-Quest™** are primarily thinking skills.

Decision Making

Dyno-Quest™ familiarizes kids with the basics of decision-making in a fun and interesting way. Players decide which era of the deep past they will explore, which continents they will visit and how they

Section 3: How to Learn With Dyno-Quest™

will deal with the situations presented to them on each different continent.

It does not take long for kids to realize that they require information before they can make sensible decisions. The process of playing through a given mission adventure will familiarize children with the necessity of taking as much information as possible into account before deciding on a course of action.

Risk Taking

Each **Dyno-Quest™** mission provides different challenges. No mission of **Dyno-Quest™** is ever completely trouble-free. When a player does not have enough food, he/she will have to find a non-dinosaur and obtain extra food from her. But this involves taking risks; traveling requires fuel. Kids will have to monitor their resources carefully in order to decide how to apportion their food and fuel and which risks to take in order to be successful.

Planning

As kids play **Dyno-Quest™** and become more familiar with the structure of the game, they will get a feel for how to plan a mission effectively. This process of planning is one that will be of great benefit to them throughout their career in school and later on in adult life.

Logical Thinking

To play **Dyno-Quest™**, players must go from one continent and one time period to the next and perform certain tasks in each one. Keeping track of where they have gone and what they found at each place challenges players to think logically about a process: "What should I do now?", "Have I been here before? If so, what does this continent have that I can make use of on my mission?" The imaginary world of **Dyno-Quest™** provides an excellent training ground for making choices in a logical and thoughtful fashion.



In addition to these thinking skills, **Dyno-Quest™** offers players practice in other areas, as well:

Note-Taking

There is too much information, over a series of three time periods and fifteen continents, for a player to memorize all at once. Note-taking is vital to the success of the **Dyno-Quest™** mission. Encourage your children to play the game with a notepad at their side and to take notes about the dinosaurs they see and the tasks they complete.

Map Reading

The map feature of **Dyno-Quest™** shows the configuration of continents as they might have appeared millions of years ago. Players are called upon to move around these continents in search of information. In doing this, they gain an idea of continental configuration and recognition. They must make inferences, based on the map data, on how to conduct their **Dyno-Quest™**. Players learn to identify each of these different continents and their residents and how to use different kinds of maps to gather data.

Message to Parents

Personal computer games are entertaining activities that can be fantastic supplements to your child's education. But these games, as well as the machines

they run on, will never replace parents or teachers. **Mindplay's** consumer products can be beneficial to your child's education, but in order for children and the family to receive the maximum educational benefit from **Dyno-Quest™**, it may be necessary for a parent or older child to work along with the younger child.

The following plan suggests ways you and your child can work together to achieve success with **Dyno-Quest™**.

Section 3: How to Learn With Dyno-Quest™

1. Play the game yourself on different Challenge Upgrade™ settings to get a feel for the thinking skills required.
2. Select the Challenge Upgrade™ Menu and experiment with the options. See how each affects the game.
3. Choose the type of control device and show your child how to work it. Go through the onscreen directions together.
4. Explain the object of the game to your child. The object is to gather five Info Probes about your Target Dinosaur from other dinosaurs and then confront your Target Dino and attempt to feed her. Feed her correctly and you will gain a sixth Info Probe, which will signal the successful completion of your mission.
5. Observe your child playing. If necessary, adjust Challenge Upgrade™ food and fuel options to fit his/her individual needs. Set these options to allow each player be challenged, yet successful.
6. Sit back and watch your child enjoy learning.

Dyno-Quest™ offers parents a chance to expose their children to the world of research. In a sense, **Dyno-Quest™**ers are conducting research through the act of traveling through time and learning about dinosaurs.

If your child's interest in dinosaurs is stirred by playing **Dyno-Quest™**, then you might consider the possibility of taking him/her to the library and demonstrating how to find out about dinosaurs. Explain to them that reading books written in different time periods is a lot like traveling through time; as the amount of knowledge about dinosaurs increased, the information being written up in the books changed. Use time travel and dinosaurs as a means of introducing your child to the world of books.

Section 4: Technical Information



Key Functions The following keys will be used while playing **Dyno-Quest™** :

Enter will be pressed after each major command function is accessed in order to initiate that function (e.g., after selecting a menu option such as **Play Game** the **Enter** key will be struck in order to bring up the game screen), and to set various menu options (such as **Sound ON** or **OFF**).

Spacebar will be pressed to (1) scroll through menu options, (2) to move the highlight along the row of buttons on **Kaboom** control panel, (3) move the highlight along the row of periods open for exploration and (4) move the highlight across the continents open for exploration.

Esc will be used to (1) return to the control panel when a player is in the "**MILLIONS OF YEARS**" screen and wishes to return to the buttons and (2) exit from the game screen to the main menu.

In **Dyno-Quest™**, the keys necessary to perform any given operation are always listed on the screen. Onscreen instructions will tell you which keys to press in order to execute any given task. For the most part, however, only the **Enter** key and the **Spacebar** will be called for. If you have a hard disk and a mouse installed on your computer, and the version of **Dyno-Quest™** you have supports the mouse, then the program will automatically adjust to the interface.

Section 4: Technical Information

Hard Disk Installation Procedures

Installing a MindPlay program onto a hard disk will speed up a program significantly. Please read the entire installation instructions carefully and thoroughly, and review the troubleshooting section. It may not make any sense now, but it will help identify and resolve any problem that may occur as you go on.

Turn on your computer and wait for your usual DOS prompt to appear on the screen (normally C:\>). If your computer is configured so that the Windows or DOS Shell program comes up at the time of start up, exit from these programs by typing **Alt-F4** (press the **F4** key while holding down the **Alt** key).

Do not create the directory into which you intend to install the program, as the installation procedure will take care of this for you. Also, make sure that the Program Disk is not write-protected. On 3.5" diskettes, the hole on the upper-right corner needs to remain covered up.

Insert the Program Disk into your disk drive. Change the current drive to the disk drive containing the Program Disk. For example, if you inserted the Program Disk into your "A" drive, type **A:** at the DOS prompt, then press the **Enter** key. Likewise, type **B:** to change the current drive to your "B" drive.

Type **INSTALL**, then press the **Enter** key. The Hard Disk Installation menu will come up. Type 1 for installation.

At the installation menu, verify the Source Drive (the Program Disk), Destination Drive (the hard disk), and the Directory on the hard disk into which you wish the program to be installed. Type **Y** to confirm, or **N** if you wish to change the specifications displayed. If you make a mistake, pressing the **Enter** key will allow you to start over from the top. Pressing the **Esc** key will cancel the installation procedure. **Do not specify a floppy drive or a network drive as the Destination Drive.**



Note: You may enter up to eight (8) characters for the destination directory name, and you may not use any punctuation.

Installation may last up to two minutes. Most **Mindplay** programs will run from within Windows, DOS Shell, or any other user-interface programs, although not all features may be available. Consult appropriate manuals to see how to create a "program item" for the **Mindplay** program you just installed.

After you installed the program onto the hard disk, go into the subdirectory where the program is installed, then type **PLAY**. (You will be "in" the subdirectory right after the installation procedure is complete.) For instance, if the program is installed in the directory **C:\MINDPLAY**, type:

```
C:  
CD \MINDPLAY  
PLAY
```

each line followed by pressing the **Enter** key.

Technical Note

The first rule in troubleshooting is to trust yourself. If something doesn't go the way it should, it may not be what you did or did not do. Taking detailed notes of what you typed in and the computer's response to your commands will help, especially if you are not familiar with using DOS. If you are having any trouble installing or using this program, please feel free to call **Mindplay** at (602) 322-6365 and ask for technical support. **Do not try "every possible combination" before calling**, or **Mindplay** may not be able to resolve the problem for you over the phone. If necessary, a replacement will be made, subject to fees as defined by **Mindplay** exchange policies then in effect.

Trouble-Shooting and Customer Service

Dyno-Quest™ has been designed with the customer in mind. However, some problems may occur as you try to play the game. The following is a list of the difficulties most commonly experienced by users of **Dyno-Quest™**.

PROBLEM:

The message

"Non-system disk or disk error" appears when you try to start the game.

SOLUTION:

Does your machine have a hard drive? If not, then chances are that you did not first start up with DOS (**Disk Operating System**) before attempting to call up the game. IBM **Dyno-Quest™** does not come equipped with onboard DOS. If your machine does not have a hard disk, then load DOS from a DOS disk and then attempt to start the game.

The message

"Bad command or file name" appears when you try to start the game or when you try to copy the program to a hard disk.

1) Are you entering the correct command word to start the game? The word to enter, once you have loaded DOS is **PLAY**.

2) Are you at the correct drive? If your computer has two disk drives and you have **Dyno-Quest™** loaded into your A: drive but type **PLAY** at the B> prompt, then you will receive the **Bad command or file name** message. Be sure that you are attempting to start the game from the drive into which the disk has been loaded.

PROBLEM:

(continued)

SOLUTION:

- 3) If you have had a hard disk installed to your IBM/Tandy/compatible computer only recently, it is possible that the hard drive has not been installed properly or is malfunctioning. Please call your dealer or repairman to obtain help with your hard drive.
- 4) It is possible that your hard drive has not been formatted. Please refer to your DOS manual for formatting procedures.



You get the message

"Not ready error reading drive A" (or B).

You may be trying to play the game with a disk that is not properly inserted into its drive. Is the disk all the way into the disk drive? Or, if your drive is the kind that has a small toggle switch that must be drawn down over the opening, then chances are that the toggle switch is in the open position. Close it and try again.

Trouble-Shooting and Customer Service

PROBLEM:

The message "Unable to read/write" appears when you try to start the game or while you are using the program.

SOLUTION:

The write-protect tab is set in the open position. Take the disk out of the drive and look at it with the label facing you. Is there a little square of light visible in the upper right-hand corner of the disk? If so, then the write-protect tab is open. Close it by turning to the back of the disk and pushing the small plastic switch down until the opening is closed. Now try the game again.

If you have tried the above solution and are still experiencing the same difficulty, then it is possible that your disk has been damaged in some way. Call **Mindplay's** customer service number to request a replacement.

PROBLEM:

You see only a blank screen when you try to start the program.

The screen goes blank after you have accessed the correct prompts and typed PLAY.

The game action is very slow.

The arrows or the numbers on the numeric keypad don't work.

SOLUTION:

Make sure your computer's monitor has been turned on, and all cables properly connected.

It is possible that your computer is not equipped with the correct graphics card. The 3.5" disk version of **Dyno-Quest™** requires a MCGA/VGA graphics card. If you do not have a graphics card in your computer that is compatible with the format you are using, then the computer screen will go blank after you have typed **PLAY**.

Due to the complexity of our games, they tend to run more slowly on a computer that has a first-generation microprocessor (e.g., an Intel 8086 or 8088). If you are experiencing this problem and your computer is equipped with one of the newer, second-generation microprocessors (e.g., the Intel 286, 386 or 486), then you may have a faulty game disk.

1) Most MS-DOS compatible computer keyboards come equipped with **Num Lock**. When the **Num Lock** button indicator light is on, it means that the numeric



PROBLEM:

(continued)

The game stops suddenly while you are moving around with the arrow keys.

SOLUTION:

keypad is set to enter numbers. To use the arrows, make sure the **Num Lock** indicator light is off. If you are having trouble using the arrows to control your game, be sure that the **Num Lock** light is off. Likewise, if you are having trouble entering numbers with the numeric keypad, be sure that the **Num Lock** indicator light is on.

2) Another possibility, if you are having trouble making the arrow keys work, is that the game has been adjusted to use the mouse or joystick. Access **Dyno-Quest's Challenge Upgrade™** Menu to set the control device to **keyboard** and try using the arrow keys again.

Most MS-DOS compatible computers come equipped with a **Pause** button. If the game action stops suddenly while you are using the arrow keys, it is possible that you hit the **Pause** key by mistake. In order to resume play, simply press any other key on the keyboard and the action should start again.

If you have experienced any of the problems listed above and have tried the recommended solutions without success, please contact **Mindplay** at our customer service number—(602) 322-6365—for further assistance. Our customer service support staff is available to help you between the hours of 8 AM and 5 PM, Arizona time.

Notes



Dear Friend,

Thank you for joining our family of **Mindplay** users. We are sure you will enjoy this fine product as much as we enjoyed bringing it to you. However, if you feel that our product is not performing to your expectation, please let us know by calling our customer service number.

The purpose of each Mindplay product is to put back into learning the joy a small child feels while exploring the world. Each Mindplay product was tested with children in homes and schools and many of the features were child-designed. My own son planted the seed in me to find a way to make learning fun. We believe we've succeeded with our Mindplay Educational Arcade. We are committed to freeing the child in all of us to allow learning to happen while we play. We believe *the more you play, the more you learn*. My son did.

Join me in exploring a world where a child can learn at his own pace through play. Experiment with our unique customizing feature **Challenge Upgrade™** to maximize the usability of each product. Shouldn't life be easier? Allow your child the freedom to play and learn with Mindplay programs. Your child deserves it.

Sincerely,

A handwritten signature in cursive script that reads "Judith S. Bliss".

Judith S. Bliss
President

About Mindplay

Mindplay computer products make education fun by combining learning activities with recreation. After a decade of excellence in the educational software market, **Mindplay** unveils its Educational Arcade, a family of six award-winning software programs packaged for the consumer and designed to demonstrate that *the more you play, the more you learn!*

Enter the Educational Arcade and experience:

- Cat 'N Mouse™** An arcade-style chase game that pits cat against mouse in the Downtown maze (*ages 5-11*).
- Cotton Tales™** "Cotton" the computer bunny shows kids the "write" stuff (*ages 4-8*).
- Dyno-Quest™** A time-travel adventure to the age of dinosaurs (*ages 8-12*).
- Easy Street™** Help Nicky do his shopping . . . and avoid the gorilla! (*ages 4-7*)
- Math Magic™** Help Wizrow, Sorcerer Superb, free his captured dragons from the Doomlord's dungeon (*ages 4-9*).
- Robomatic™** Save the world from evil Dr. Quark and his littering robots (*ages 8-12*).