

## *Succumb to Museum Madness!*

Enter at your own risk! Something has gone terribly wrong. All of the exhibits are quite literally out of order. Dinosaur bones have been scrambled . . . a woolly mammoth is wandering the hallways . . . the Wright Brothers can't remember how to build an airplane. You must restore order. The museum's roaming robot, MICK (short for Museum Information Computer Kiosk), will lend a hand, but mostly you're on your own. The museum contains five halls: Technology, Air and Space, American History, Natural History, and World History. Each hall contains five exhibits. To discover why things went haywire, you'll have to restore order to all 25 exhibits.

A successful visit depends strongly on an ability to read information and make decisions based on that information. This requires reading skills at the fifth-grade level or above. Children who do not read at this level can still enjoy playing the *Museum Madness*<sup>™</sup> software program with the assistance of an accomplished reader.

## *Installation*

1. Insert the CD-ROM into your CD-ROM drive. A new window appears, displaying an icon called Installer.
2. Double-click on the Installer icon.
3. Make sure that the hard disk indicated is the one on which you want to install the program. If it is not the right one, click on the "Switch Disk" button until you see the name of the disk you want.
4. Click on the "Install" button and follow the on-screen instructions.
5. When you see the message "Installation Successful," click on the "Quit" button. Store your disks in a safe place as a backup copy of the program.

## *Start-up*

Double-click on the Museum Madness icon.

The very first time you play, the program begins with a scene that explains what has gone wrong at the museum. Then you have a series of problems to solve:

- When you arrive at the museum, it's closed for repairs! You must figure out how to get in.
- Okay—you're inside the museum, but you're stuck in the maze-like basement. How can you get to the lobby?
- When you make your way to the lobby, your sources of help—MICK the robot and the museum's map—are out of order. You must set things right before you can start visiting the exhibits.

At any point in this process, you can press the Esc key to go directly to the next scene.

When you have put together the museum's map, it would be a good idea to save your game (see "Saving a Game" on page 5). The next time you play *Museum Madness* you can start at the very beginning, or you can load your saved game to go directly to the museum exhibits.

## *How to Play*

*Museum Madness* is a game that makes you think. You need to listen to what people say. You need to read signs. And you need to explore the exhibits to find things that will help you. If you get stuck, MICK might be able to help.

## *Moving Around*



When the pointer looks like a sneaker, you can move around in the immediate area.



When the pointer looks like an arrow, you can move from one room or area to another.

## *Inspecting Things*



When you point at an important part of an exhibit, the pointer looks like a magnifying glass. Click on the item. You get a close-up view, and you usually begin a new activity.



When you are done inspecting something, move the pointer to the outside of the screen. The pointer will turn into the word "Close." Click the mouse button to return to your previous activity.

## *Reading About Things*



All exhibits have a little box at the bottom left corner. When you point to it, the pointer looks like the letter "i"—for information. Click on the box to learn more about the exhibit. When you're done reading, click the mouse button or press the Return key.

## *Talking to People*



You can talk to most everyone you see in the exhibits. Point to a person; the pointer will look like a text balloon. When you're done reading, click the mouse button or press the Return key.

## *Talking to MICK*



When you point at MICK, the pointer looks like a question mark. Click on MICK. He may be able to give you some useful advice.

## *Picking Things Up*



When you point at a useful item, the pointer looks like a hand. Click on the item to pick it up; it goes into E. J.'s backpack.

## *Using Items in the Backpack*



After you arrive at the museum, you can get into E. J.'s backpack. It contains many useful items. Sometimes, you need to find an item, put it in the backpack, and use it later. Other times, you can use an item that E. J. already has in his backpack.

## *Getting into the Backpack*

Point to the backpack and click, or move the pointer to the top of the screen. When you point to an object, its name appears at the bottom of the display.

## *Using an Item*

1. Open the backpack.
2. Click on the item that you want to use; the pointer will look like that item.
3. Point to the object or person that you think can use the item and click again.

If you have figured out the proper use for the item, something will happen. If not, nothing will happen; click on E. J. to put the item away.

## *Using Menu Commands and the Game Disk*

For several operations, there are two ways to accomplish the same thing: You can use commands on the menu bar, or you can use the Game disk in E. J.'s backpack. (E. J.'s disk becomes the Game disk after you solve a couple of problems in the museum's lobby.)

### *Displaying the Menu Bar and Changing the Game Window*

When you start *Museum Madness* the menu bar is not displayed. To see it, move the pointer to the top of the screen. You can use the Show Background command on the Options menu to keep the menu bar visible.

The Options menu also has three commands that let you change the size of the game window.

### *Saving a Game*

You can save a game only when you are in the museum lobby.

You can use the Save command on the File menu (which works just like the Save command in other Macintosh programs), or you can use the Game disk in E. J.'s backpack. Here's how to use the Game disk:

1. Open the backpack.
2. Double-click on the Game disk.
3. Click on the Disk Options button, and then click on the Save button.
4. Type a name and press the Return key.

### *Opening a Saved Game*

You can use the Open command on the File menu (which works just like the Open command in other Macintosh

programs), or you can use the Game disk in E. J.'s backpack. Here's how to use the Game disk:

1. If you are just starting the program (and you have saved a game before), click on the Load button.

If you are in the middle of a game, click on the backpack and then double-click on the "Game" disk. Save your current game if you like, and then click on the Load button.

2. Click on the name of the game that you want to load, and then click on the Load button or press the Return key.

You may need to click on the Up- and Down-Arrow keys to see a complete list of your saved games.

### *Turning Sound Off and On*

There are enjoyable sound effects and music throughout the program. You can turn them off and on by using commands on the Options menu, or you can use the Game disk in E. J.'s backpack. Here's how to use the Game disk:

1. Open the backpack.
2. Double-click on the Game disk.
3. Click on the Sound Options button.
4. Click on the Music and Effects buttons to turn them off and on. When you're done, click on the OK button.

### *Quitting*

You can use the Quit command on the File menu, or you can use the Game disk in E. J.'s backpack. Here's how to use the Game disk:

1. Open the backpack.
2. Double-click on the Game disk.
3. Click on the Disk Options button, and then click on the Exit button.
4. Click on the Yes button.

## What's in the Museum?

Here are brief descriptions of what you can expect to find in each of the exhibits.




Exhibit	Description
 Hall of Technology	
Robots	Track down a malfunctioning robot who has run amok, dismantle it, and use the parts to fix the other robots in the exhibit.
Computer Technology	The museum's computer can't tell the difference between a 1 and a 0. Bit by bit, you need to help the computer regain its memory.
Discovery of Radio	Marconi and other inventors need help with their experiments that lead to the discovery of radio.
Energy Technology	Energy power plants are polluting the entire museum! Help make them work cleanly.
Simple Machines	An escaped kangaroo has made a shambles of the exhibit! Fix the pulleys, levers, and ramps, and use them to capture the kangaroo.

Exhibit	Description
	<b>Hall of Air and Space</b>
How Big Is the Universe?	The earth and moon . . . the solar system . . . the entire galaxy is out of order! Can you put it back together?
Planetarium	The planetarium's projection system is out of whack. It's up to you to make the stars appear in their correct positions.
Rockets and Computers	Rockets depend on computers. But the computers have lost their memory! You need to reprogram the computers.
Air-Powered Flight	The museum's air-circulation system has blown all the hot-air balloons, kites, and gliders into disarray. Fix the fan and put everything back where it belongs.
The Wright Brothers	The Wright Brothers can't remember how to fly. If you can't help, everyone will have to fly the friendly skies on bicycles.
	<b>Hall of American History</b>
Transcontinental Railroad	Go to work for the railroad and piece together the correct route for America's first cross-country railroad.
Salem Witch Trials	Salem's teenage girls have been accused of being witches! Can you find logical explanations for events that the town elders believe are caused by witchcraft?




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<b>Exhibit</b>	<b>Description</b>
Revolutionary War	George Washington can't remember who are his allies and who are his enemies. Help George separate friend from foe.
Ellis Island	Experience the trials and tribulations of America's immigrants in the late nineteenth century. Your reward: U. S. citizenship.
Louisiana Purchase	Help Thomas Jefferson obtain the information he needs to acquire most of the western United States from Napoleon.



**Hall of Natural History**

Dinosaurs	The dinosaur bones are all jumbled. Use the dino-computer to put them back together.
Ocean Life	The museum's ocean tank is polluted. What is the source of the pollution, and how can you stop it?
Animal Habitats	The animals have escaped from the desert, wetland, forest, and jungle. Your job is to put the animals back into their proper homes.
Ecology	The ecosystem displays are out of balance. You must sort things out and restore order to the natural world.
Geology	The world's continents have drifted apart. Can you put the world back together the way it was 180 million years ago?

Exhibit	Description
 <b>Hall of World History</b>	
Prehistoric People	The woolly mammoth has escaped! The Neanderthals are panicking! Help!
Development of Writing	Help a young student from ancient Egypt with her homework.
Knights, Heraldry, and Jousting	The King's knight has taken over his exhibit. Put him in his place by beating him in a jousting contest.
Galileo's Telescope	The matter of gravity has drawn Galileo away from his main mission: inventing the telescope. Help him regain his focus.
Industrial Revolution	The machines that will spur the Industrial Revolution are broken. Unless you can fix them, the television will never be invented.

## *A Little Hint*

We're not going to tell you how to fix any of the exhibits, but we will help you get into the museum lobby.

If you find yourself stuck outside the museum or in the basement, and you just can't figure out what to do, there is a shortcut: Press the Esc key.

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