

Fatty BEAR'S FUNPACK



MADAN-93

Fatty Bear's Fun Pack™

3DO Manual

How to Start *Fatty Bear's Fun Pack*

To play **Fatty Bear's Fun Pack**, turn on your 3DO and insert the **Fatty Bear's Fun Pack** CD-ROM. In a few moments the game will start.

If you are already playing a different CD, remove it from the tray, drop in **Fatty Bear's Fun Pack** in its place and close the door. The game will start in a few moments.

How to Play *Fatty Bear's Fun Pack*

Fatty Bear's Fun Pack contains five different games and activities-Reversi, Lines and Boxes, Go Fish, Tangrams, and Fatty Bear's Paint Set. Most of these games allow you to set a difficulty level. Although designed for children 3-8, **Fatty Bear's Fun Pack** should give even parents the occasional run-for-the-money at the Hardest level. The rules for each game are described below.

Selecting a Game to Play

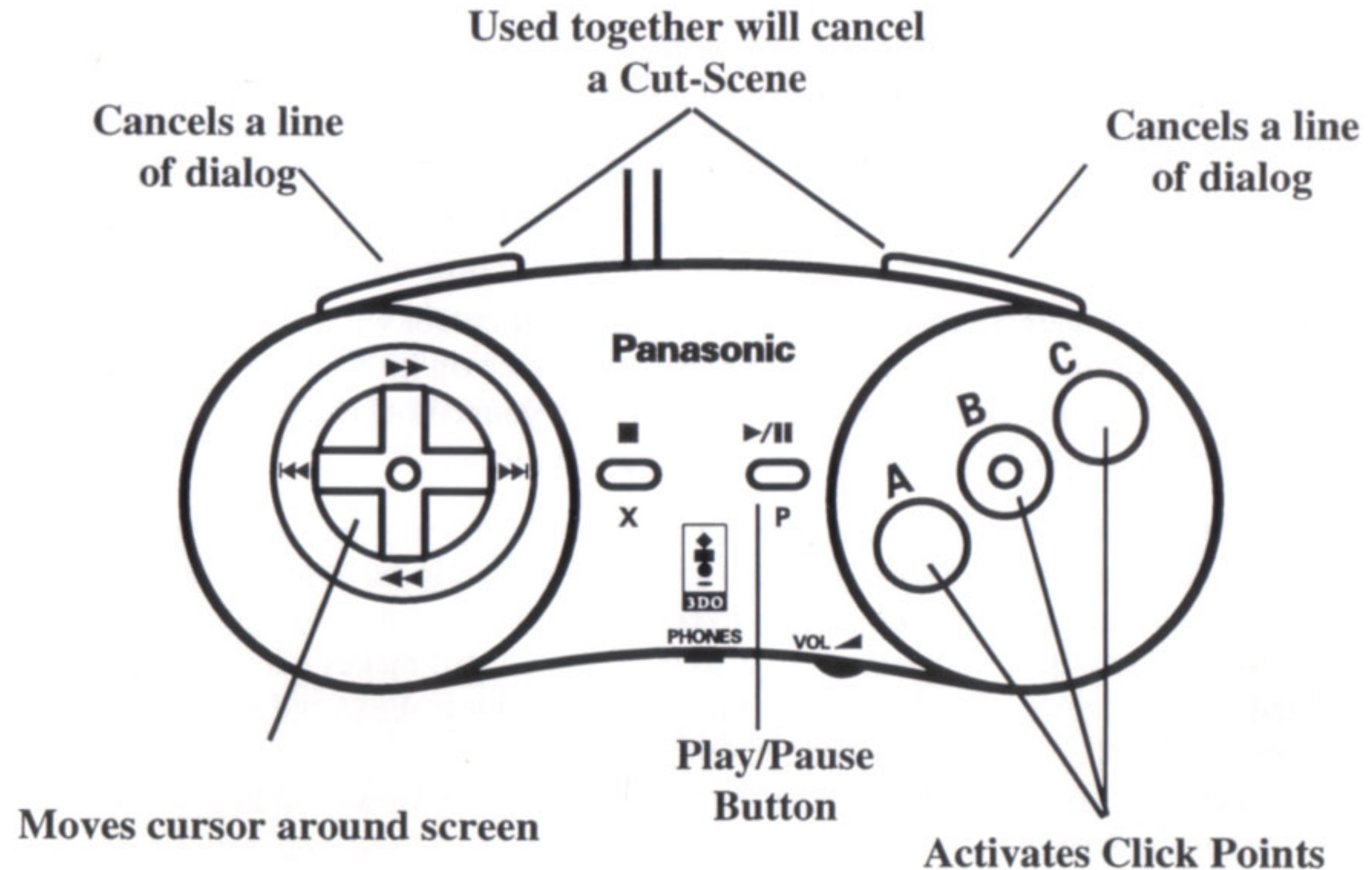
When the Fun Pack starts, you will see a title screen with five icons representing the 5 games. Fatty Bear will invite you to pick a game. To select a game, click (press the A, B, or C button) on its icon. Reversi, Lines and Boxes, Go Fish, and Tangrams also ask you to select a Difficulty Level. Each level is described below.

Exiting a Game

To leave a game, just click on the big arrow in the corner. Fatty Bear will return to the title screen.

1.

Controller Guide



2.

Reversi

Invented in the late nineteenth century, Reversi has become a classic of strategy and logic. The object is to trap Fatty Bear's pieces between two of your own, thereby flipping them over to your color. The player with the most pieces on the board at the end of the game is the winner.

The game starts with 4 pieces on the board (two of each color). Fatty Bear plays red; you play green. You and Fatty Bear take turns placing pieces on the board. To place a piece on a particular square, two conditions must be met:

1. It must be next to a square containing one of Fatty Bear's pieces, and;
2. It must trap at least one of Fatty Bear's pieces in a line in **any** direction between it and another one of your pieces.

If a particular square meets these two conditions, your cursor will flash when you pass the cursor over it. Click on a square to place your piece on it. Your piece will appear and cause all of Fatty Bear's affected pieces to flip to your color. If a player doesn't have a legal move available, play passes to the other player.

Difficulty Levels

Easy - Fatty Bear knows what a legal move is, but that's it. He purposefully tries to make less than intelligent moves. Great level for beginners.

Medium - Fatty Bear understands how to play, but he still makes a lot of mistakes.

Hard - Fatty Bear's a solid challenge now. He's thinking ahead and planning out strategy. Of course, every so often things slip by him.

Hardest - Fatty Bear's at his best. He thinks ahead, employs heavy strategy, and rarely makes a mistake.

Lines and Boxes

Remember this classic from childhood? A grid of dots is laid out. Players take turns drawing a horizontal or vertical line to connect two dots. The object of the game is to

complete (with the fourth line) as many boxes as possible. The player with the most boxes at the end of the game is the winner.

To connect two dots, move the cursor to the spot where you wish to place a line, then click the mouse button to draw the line. When you complete a box, a stick figure is placed in the box; when Fatty Bear completes a box, a picture of Fatty Bear is shown. Whenever a player completes a box, he gets another turn.

Difficulty Levels

Easy - Fatty Bear tries to lose; he rarely completes a box. Not much of a challenge, but a great place to learn the basic rules.

Medium - Fatty Bear understands how to play, but he still makes a lot of mistakes. Play also moves to a larger grid than before.

Hard - Fatty Bear knows how to win. He still makes mistakes, but not nearly as many as he did at the Medium level.

Hardest - Fatty Bear **never** makes a mistake. Never.

Go Fish

A great beginners card game, Go Fish combines skill and luck to make a game that's fun for all. The object of the game is to make sets comprised of 4 matching cards. Sets are made by asking the other player for a particular card. The player with the most sets wins.

Fatty Bear deals the cards using the Numbers deck. There are two other decks to choose from - Traditional and Pictures. To change decks, click on the Deck icon in the upper left corner of the screen. You may do this at any time.

Once the cards have been dealt (you may press the left and right shift buttons to speed this up), just click on the card in your hand that you want to ask Fatty Bear for. If he has any, he will turn them over to you. If this gives you a set of four matching cards, the set is removed from your hand and set aside at the edge of the table. Your turn continues

until you ask for a card that Fatty Bear does not have. He will then tell you to "Go Fish", and a card will be drawn for you from the stack in the middle of the table. This will end your turn (for exceptions, see **Easy Level**, below).

When your turn is completed, Fatty Bear asks you for a card. If you do not have it, the "no" icon appears in the middle of the screen. Just click on it to say "no". If you do have the card he asked for, click on that card in your hand and the cards will be given to Fatty Bear. His turn continues until he asks for something you do not have.

Play continues in this manner until all cards have been made into sets. The player with the most sets is declared the winner.

Difficulty Levels

Easy - Fatty Bear plays like a parent. In other words, he somewhat controls wins versus losses, so nobody gets too discouraged. Also, Fatty Bear uses his grandpas special "Beginners only" rule - if you are told to "Go Fish" and then "fish" the card you asked for, you get another turn.

Medium - Fatty Bear plays a decent game, but does tend to forget who asked for what card. Beginners rule still applies.

Hard - Fatty Bear knows how to win. He still makes a few strategic errors, but not nearly as many as he did at the Medium level. Beginners rule is gone from here on out.

Hardest - Fatty Bear has a perfect memory and plays to win. He never forgets what you asked for.

Tangrams

Welcome to Tangrams - a puzzle created centuries ago in China. Legend has it that a man dropped a piece of tile which broke into 7 pieces. In the process of trying to put it back together, he created a number of new shapes and Tangrams was born. In our version, you are shown a shape in the top half of the screen. In the bottom half are the pieces you need to build the shape. There are 4 levels, each containing 20 different

Tangrams. As you make your way through the levels, the puzzles are progressively more difficult.

To pick up a piece, just click on it. To drop it into place, move the piece to its proper position and click again. If you need to rotate it to a different position before dropping it, move the piece on top of the Rotate button (located in the center of the screen). Your cursor will change to the Rotate icon. Simply click the mouse button to rotate the piece.

After you've completed a Tangram, or if you've given up and want to move on, just click on the arrows at the left and right edges of the screen to move backward or forward, respectively. If you're really stuck, the solutions are in the back of this manual.

Difficulty Levels

Easy - These are very basic, and make a great way to learn about shapes. No shapes need to be rotated.

Medium - An introduction to rotation, it starts off very easily and moves on from there.

Hard - More complex than Medium - this is the level that started to stump "some of the people some of the time" around our office

Hardest - What can we say? It's harder than Hard.

Fatty Bear's Paint Set

Fatty Bear's Paint Set comes with 35 pictures and 5 Starter colors (black, red, yellow, blue and white). From there, kids can mix their own paint set and learn about color.

To choose a picture, click on the small arrows at the left and right edges of the screen. These allow you to scroll forward and backward through the pictures.

To mix your paints, click on the eyedropper to pick it up. Your cursor will change to an eyedropper. Using the eyedropper, click on the color you want to pick up (let's say blue); the eyedropper will fill with that color. Now, click on one of the empty paint tins

on the left; the color will appear in that tin. Select a second color (how about yellow?) and squirt it into the same tin. A new color has been made (green!). Here's a color chart that covers the basics:

<u>Colors</u>	<u>Result</u>
Red and Yellow	Orange
Red and Blue	Purple
Yellow and Blue	Green
White	Lightens any color
Black	Darkens any color

In addition, you can also mix the colors in your paint tins with each other. Simply use the eyedropper to pick up a color from any paint tin and you're on your way. The eyedropper can even pick up color from the painting itself (Especially handy when you accidentally erase a color).

To paint, click on the paintbrush to pick it up (clicking on a color also picks up the paintbrush). Click on any of the 5 Starter colors or a new mixed color; your paintbrush tip will change to that color. Click on the area you want to paint. The color will appear in that area. Fatty Bear's Paint Set tends to fill in whole areas. For example, if you click in one sky section, all sky areas on the page will fill at once.

Use the "Oh no" button to erase a mistake. Clicking on this causes the last area painted to revert to its previous color. In addition to the "Oh no" button, be aware that any area in a painting can be painted over & over again. Just pick a new color & paint!

Use the sponge to empty a paint tin or clear your picture. Click on the sponge to pick it up. To empty a paint tin, just click on it. To clear a page back to its original drawing, move the sponge anywhere on the picture and click. You will then be asked if that's really what you want to do. Click on the Yes icon to erase the picture.

Credits

Game Programming: Bret Barrett and Peter Crayne

Voice and SFX Editing: D.C. Timoney

Art and Animation: Brad Carlton

Testing: Beau Folsom, Paul Rybicki, Mat Medina, Travis Day, Day Evans, Michael

Barnes, Brett Perkerewicz, Kristina Sontag

Music: Tom McMail

Producer: Ron Gilbert

Product Marketing: Shelley Day

Package Illustration: Dev Madan

Color Separations and Film Prep: Litho Design Inc.

3DO System Programming: Brad Taylor

System Programming: Ron Gilbert, Brad P. Taylor, Aric Wilmunder

Customer Service

Have a question? We're always happy to help. Please call us at (206)485-1212, Monday through Friday between 9:00 am and 5:30 pm, PST, or write to us at:

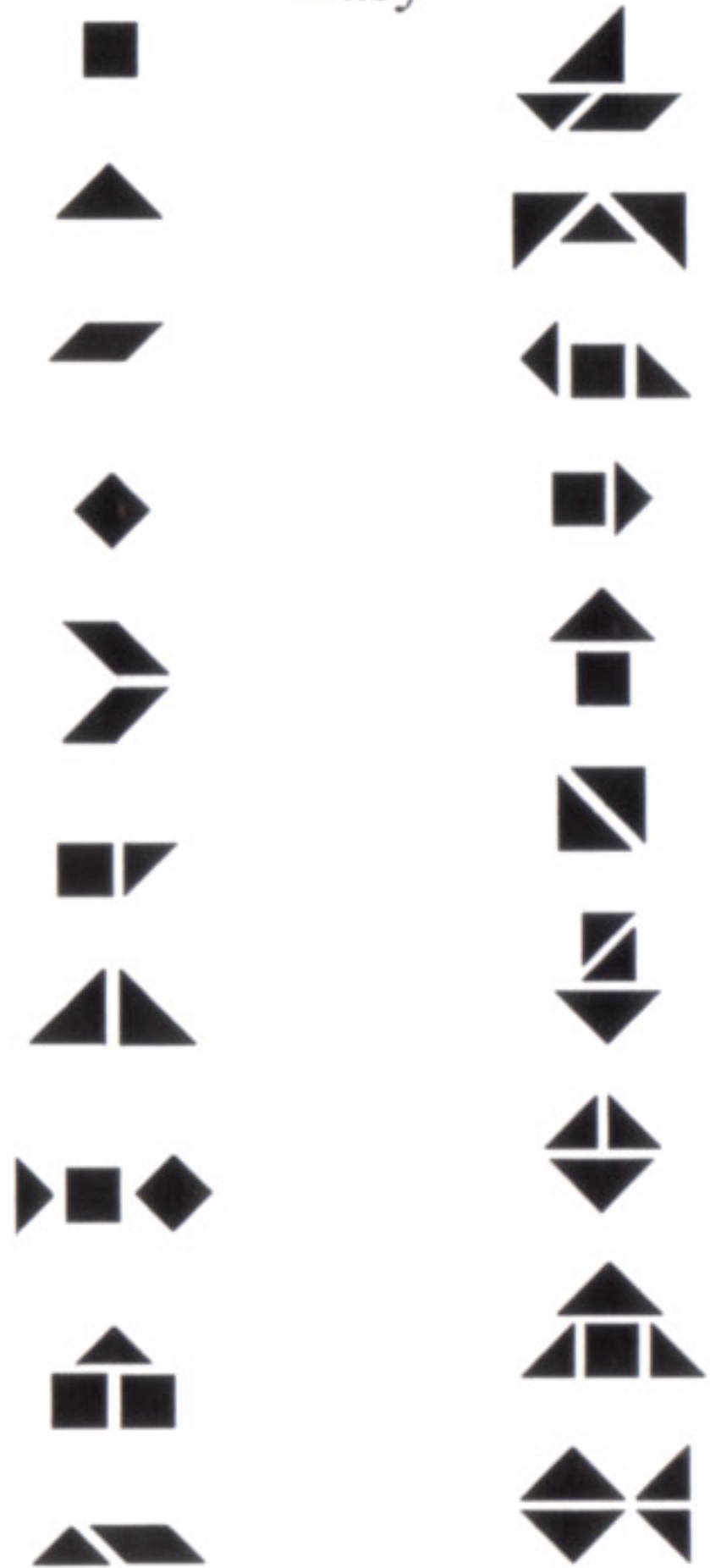
Humongous Entertainment, Customer Service

13110 NE 177th Pl., #180

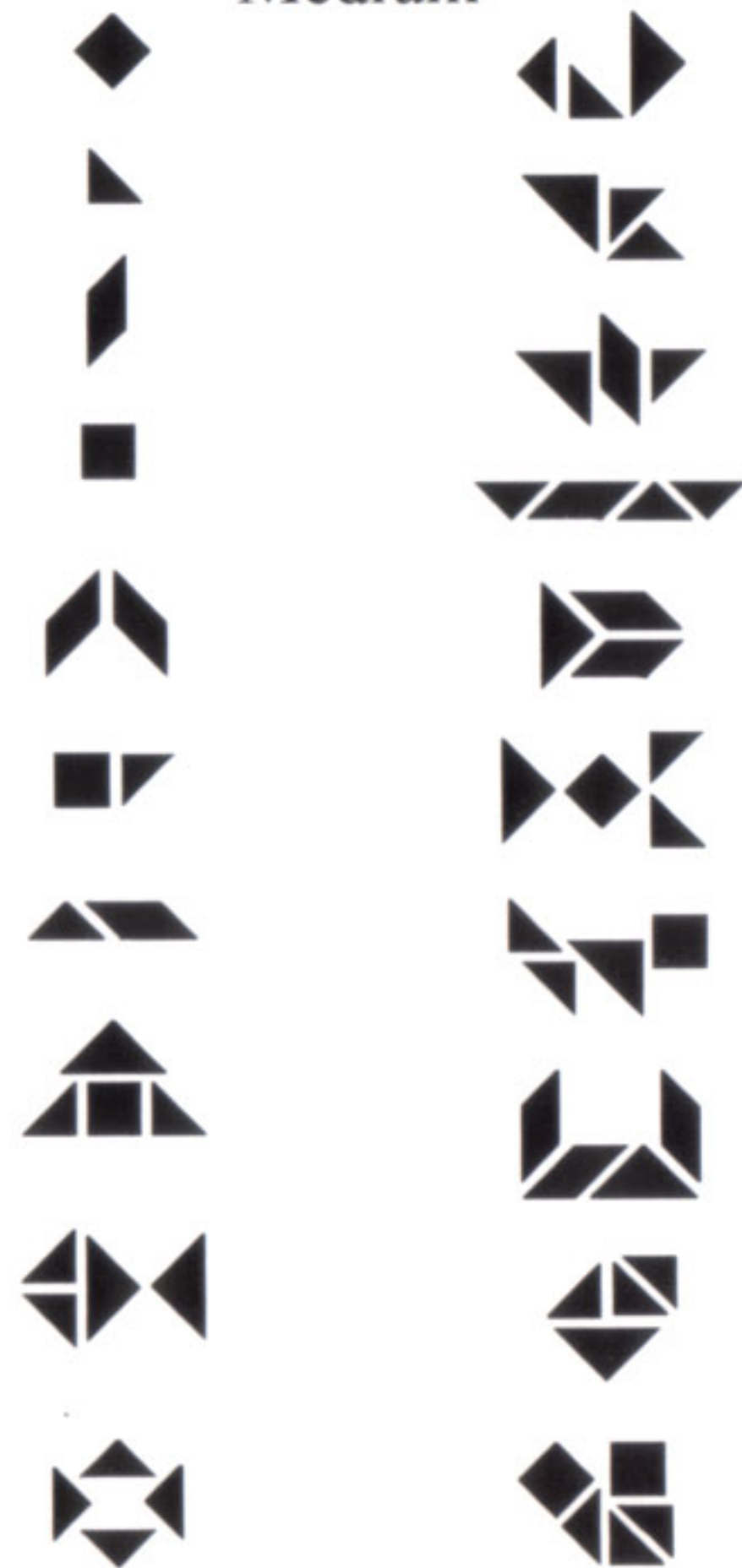
Woodinville, WA 98072-9965

Tangram Solutions

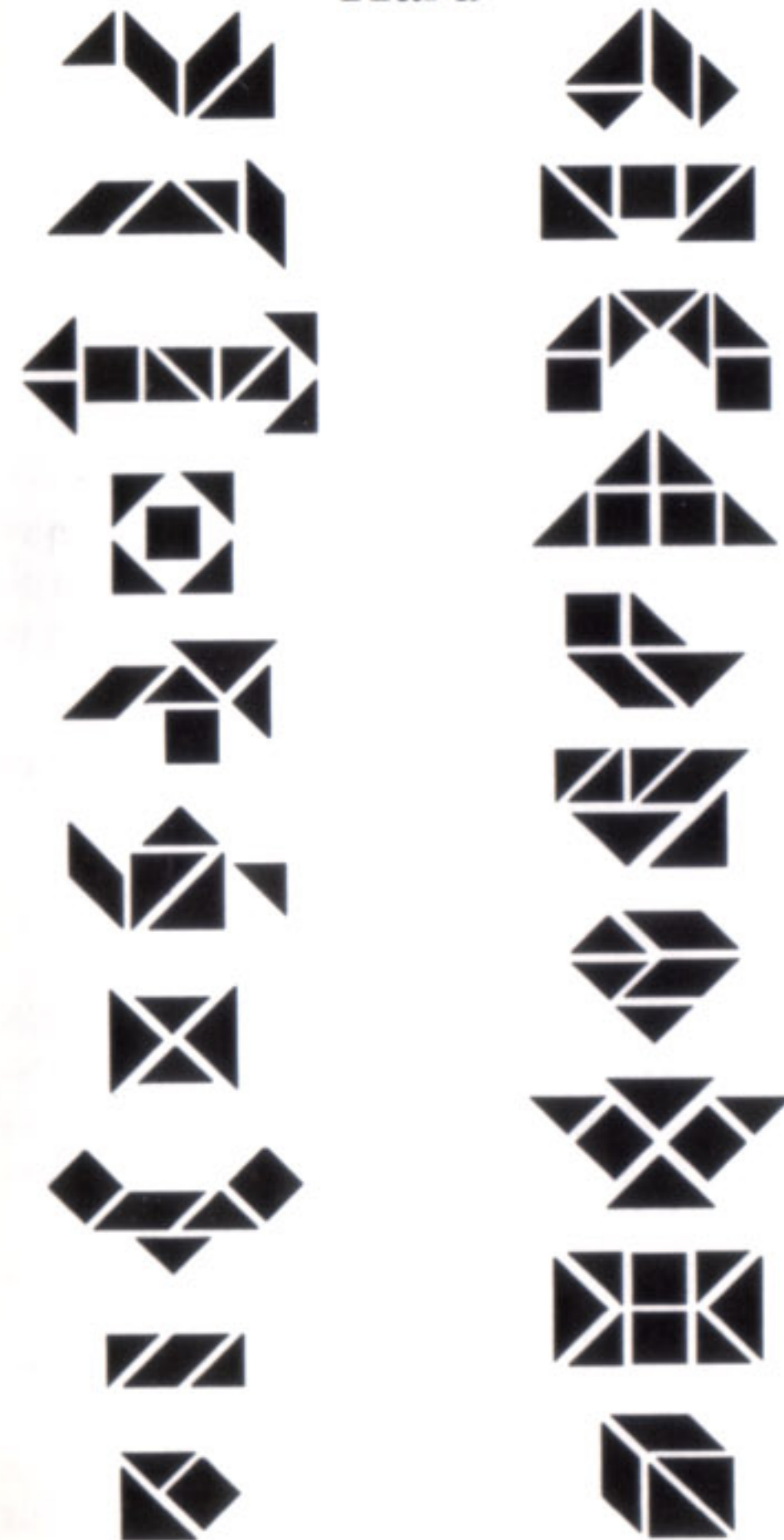
Easy



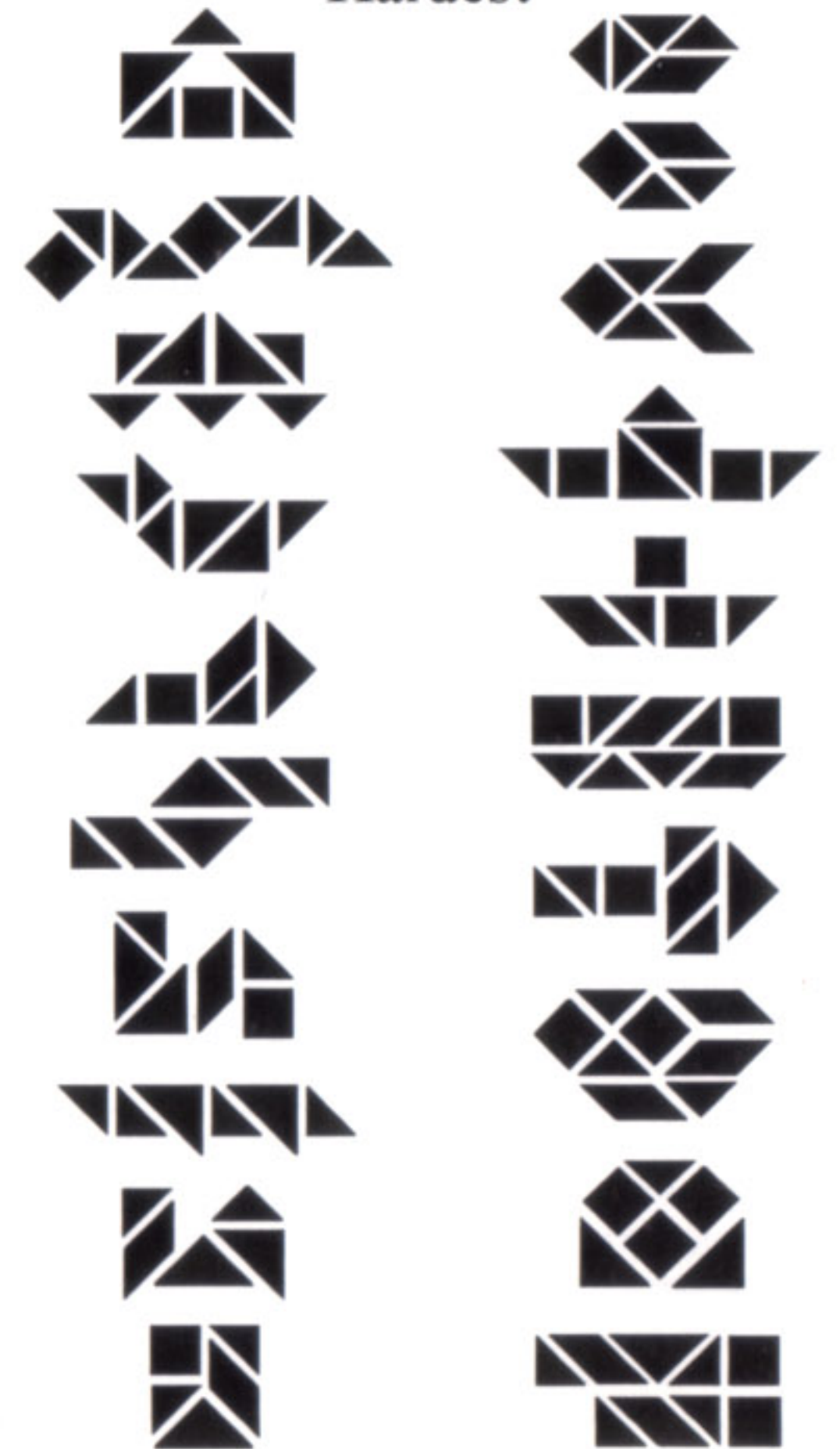
Medium



Hard



Hardest



Notice

Humongous Entertainment reserves the right to make improvements in the product described in this manual at any time and without notice. This manual, and the software described in this manual, are copyrighted. No part of the described software may be copied, reproduced, translated, rented, or reduced to any electronic medium or machine-readable form without the prior written consent of Humongous Entertainment.

Limited Warranty

Humongous Entertainment warrants to the original purchaser of this computer software product, for a period of ninety (90) days from the date of original purchase, that under normal use, the media and user documentation are free from defects in materials and workmanship.

Warranty Claims

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address, and a statement of the defect, or send the CD-ROM to us at the above address within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. Humongous Entertainment, or its authorized dealer, will, at our option, repair or replace the product and return it to you (postage prepaid), or issue you a credit equal to the purchase price.

To replace defective media **after** the 90-day warranty period has expired, send the CD-ROM to the customer service address. Enclose a statement of the defect, your name, your return address, and a check or money order for \$8.00.

Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HUMONGOUS ENTERTAINMENT. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL HUMONGOUS ENTERTAINMENT BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE HUMONGOUS ENTERTAINMENT SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts, and/or exclusions or limitations of incidental or consequential damages, so the limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Unless

otherwise indicated, all software and documentation is © 1993 Humongous Entertainment, Inc. All Rights Reserved. Fatty Bear, Fatty Bear's Fun Pack, Fatty Bear's Birthday Surprise, and Junior Adventures are trademarks of Humongous Entertainment, Inc. 3DO, Interactive Multiplayer, and the 3DO logos are trademarks of The 3DO Company, Inc. respectively.

END USER NOTICES

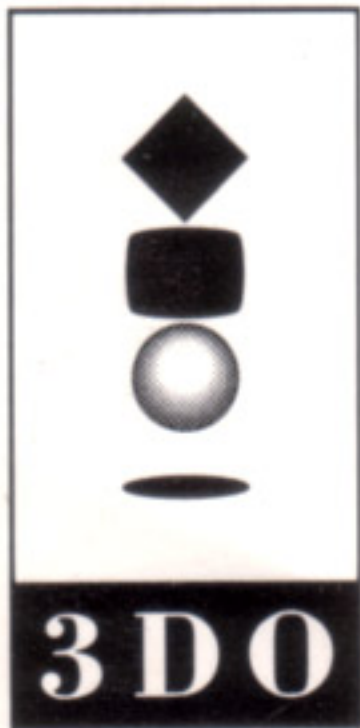
Use duplication or disclosure by the U.S. Government is subject to restrictions as set forth in DOD FARS 252.227-7013 or FAR 52.227, as applicable, or equivalent rights of the U.S. or any foreign government.

THE 3DO COMPANY SHALL NOT BE LIABLE TO THE END USER FOR ANY LOSS OF DATA, LOST PROFITS, COST OF SUBSTITUTE GOODS OR OTHER CONSEQUENTIAL, INCIDENTAL, SPECIAL, PUNITIVE, OR OTHER DAMAGES OF ANY KIND ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE.

THE 3DO COMPANY MAKES NO WARRANTIES, EXPRESS, IMPLIED OR STATUTORY, REGARDING THE SOFTWARE, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR ANY PARTICULAR PURPOSE, OR ANY EQUIVALENT WARRANTIES UNDER THE LAWS OF ANY JURISDICTION.

DO NOT USE A FRONT OR REAR PROJECTION TELEVISION WITH THIS PRODUCT. YOUR PROJECTION TELEVISION SCREEN MAY BE PERMANENTLY DAMAGED IF STATIONARY SCENES OR PATTERNS ARE PLAYED ON YOUR PROJECTION TELEVISION. SIMILAR DAMAGE MAY OCCUR IF YOU PLACE THIS PRODUCT ON HOLD OR PAUSE. IF YOU USE YOUR PROJECTION TELEVISION WITH THIS PRODUCT, NEITHER THE 3DO COMPANY NOR HUMONGOUS ENTERTAINMENT WILL BE LIABLE FOR ANY RESULTING DAMAGE. THIS SITUATION IS NOT CAUSED BY A DEFECT IN THIS PRODUCT OR THE 3DO SYSTEM; OTHER FIXED OR REPETITIVE IMAGES MAY CAUSE SIMILAR DAMAGE TO A PROJECTION TELEVISION. PLEASE CONTACT YOUR TV MANUFACTURER FOR FURTHER INFORMATION.

THE EXECUTION OF SOFTWARE WITH THE 3DO SYSTEM INVOLVES THE USE OF PATENT RIGHTS, GRANTED OR APPLIED FOR, IN CERTAIN COUNTRIES. A PURCHASER OF THE 3DO SYSTEM IS LICENSED TO USE SUCH PATENT RIGHTS WITH SOFTWARE LICENSED BY THE 3DO COMPANY. NO LICENSE, IMPLIED OR OTHERWISE, IS GRANTED FOR THE EXECUTION OF OTHER SOFTWARE.



**3DO, the 3DO logos and Interactive Multiplayer
are trademarks of The 3DO Company**