Ages 7–10

The Learning Company®

Super Solvers®

OutNumbered!®

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Super Solvers OutNumbered!

CONTENTS

Hardware and System Requirements 2

Windows

Setting Up and Starting the Program 3
Windows 3.1 3
Windows 95 4
Tips for Running the Program 5
Troubleshooting 6

Macintosh

Setting Up and Starting the Program 10
Troubleshooting 11

Playing the Game 15

The Game Plan 16
The Calculator 18
Tips for Playing the Game 19
Using the Keyboard 19
Using the Mouse 21

The Learning Company License Agreement 22

HARDWARE AND SYSTEM REQUIREMENTS

Windows® version

Runs on:

- IBM® and compatibles—386DX/33 MHz or better

With:

- 4 MB available memory (RAM)
- Hard disk with 1.2 MB free disk space
- Double-speed CD-ROM drive
- Color monitor
- 256-color SVGA
- DOS 5.0 or higher
- Windows 3.1 running in 386 Enhanced Mode
- Sound Blaster™, Microsoft®, or other Windows-compatible sound card
- Mouse

Macintosh® version

Runs on:

- All color Macintosh computers, including Color Classic®, Color Classic II; LC series (except original LC); II series (except II); color PowerBook™ series; Centris™ series; Quadra™ series; Quadra AV series; Performa™ series (except Performa 200); and Power Macintosh™ series

With:

- 4 MB available memory (RAM) (System 7™ Virtual Memory is not supported.)
- Hard disk with 1.2 MB free disk space
- Double-speed CD-ROM drive
- 256-color monitor
- System 7.0.1 or higher
- Mouse

SETTING UP AND STARTING THE PROGRAM—WINDOWS

Super Solvers OutNumbered! runs from your CD-ROM drive. However, a program file and your saved games will be stored on your hard disk. The setup program will automatically create two directories (storage areas) on your primary hard disk (C: drive). One is called TLCWIN. The other, a subdirectory within the first one, is called SSOWINCD.

You must start *OutNumbered!* from your Windows desktop.

Windows 3.1

To set up the program:

1. At the DOS prompt, type **WIN** and press [↵ Enter] to start Windows.
2. Insert the *OutNumbered!* CD into your CD-ROM drive.
3. From the File menu, choose **Run**....
4. Type **D:\SETUP** (or substitute for **D** the letter of the CD-ROM drive you are using) in the Command Line box. Then press [↵ Enter].
5. Follow the instructions on the screen to complete the setup process. The setup program creates a program group called The Learning

Company on your Windows desktop and places an OutNumbered! CD program icon within that group.

To start the program:

- Open the program group called The Learning Company and double-click on the *OutNumbered!* CD program icon. The *OutNumbered!* CD must be in the same CD-ROM drive as in step 2 above.

Windows 95

These instructions assume that the AutoPlay feature of Windows 95 is turned on. (This feature is usually enabled when you install Windows 95 onto your computer. For more information about AutoPlay, refer to your Windows documentation.)

To set up and start the program:

1. Make sure Windows 95 is fully launched and running on your computer.
2. Insert the program CD into your CD-ROM drive. After a brief delay (5–20 seconds), a dialog box appears.
3. Click on **Install**.
4. Follow the instructions on the screen to complete the setup process.
5. Click on the **Start** button. Choose **Programs** from the Start menu. Next choose **The Learning Company**. Then choose **OutNumbered!**

Once you've completed the setup, *OutNumbered!* will run automatically any time you insert the program CD into the CD-ROM drive.

To start the program:

1. Make sure Windows 95 is fully launched and running on your computer.
2. Insert the program CD into your CD-ROM drive. After a brief delay (5–20 seconds), a dialog box appears.
3. Click on **Play**.

TIPS FOR RUNNING THE PROGRAM

- Make sure you are in 386 Enhanced Mode.
- To run *OutNumbered!*, your computer must have at least 4 MB of memory (RAM) free before starting the program.
- *OutNumbered!* is designed to be played in 640 x 480 display mode. For optimal performance, make sure this setting is selected.
- Make sure the sound-card drivers provided by the manufacturer of your sound card have been installed.
- For best performance, do not run other programs, especially ones that use sound, while running *OutNumbered!*

TROUBLESHOOTING—WINDOWS

Try this first! If you have problems running the program, try cleaning the CD. Gently remove any fingerprints and dust using a clean, soft, lint-free cloth dampened with water or a CD-cleaning solution. Avoid using materials such as tissue, which may scratch the CD.

1. **When you try to start the program, you see a message that there is not enough memory available to run *OutNumbered!***
   Your computer's memory (RAM) may be filled with other programs that are currently running. *OutNumbered!* requires at least 4 MB of free memory (RAM) in order to run. Try to increase the available memory and then start *OutNumbered!* again.
   - Close any other applications that are running.
   - Turn on Virtual Memory. (We recommend that you create at least 4 MB of virtual memory. See your Windows documentation for information.)
   - If you have DOS 6.0 or higher, you can run the MemMaker utility to free up more conventional memory.
2. **When you try to start *OutNumbered!*, you see a message that there is not enough room on the hard disk.**

The file called SSOWINCD.DAT, which contains your player information, has been moved or deleted, and you do not have enough hard disk space to create a new one. *OutNumbered!* requires at least 600K of free space on your hard disk to create a new player information file. Compress some files on your hard disk, or remove some after backing them up.

3. **The game action and/or digitized speech is very slow.**
   If you have a 386DX or less powerful machine, a computer running slower than 33 MHz, or a single-speed CD-ROM drive, the game action and/or digitized speech will be slow. *OutNumbered!* requires at least a 386DX/33 MHz machine with a double-speed CD-ROM drive for basic performance.
4. **The names are missing from the Sign-In list.**
   The SSOWINCD.DAT file may have been deleted or removed from the SSOWINCD directory or the directory you specified at installation.
   - Find the missing file and place it in its directory on your hard disk.
   - If the file was not found, another SSOWINCD.DAT file has already been created. However, the new file does not contain the old players' names or their scores.

5. **Your mouse doesn't work.**
A mouse driver program must be correctly installed in your Windows setup.

- Restart Windows, making sure the mouse driver program is correctly loaded. See the documentation that came with your computer or mouse for instructions.

6. **You do not hear sound, music, or speech.**
- Check that your speakers are properly connected to your computer, getting power (have good batteries and are plugged in), turned on, and that the volume is turned up.
- Make sure that Sound Effects, Music, and Voice are turned on. (Go to **Sound** at the Options menu.)
- Make sure that your sound card is Windows compatible, properly installed for Windows, and supports voice, and that the MIDI Mapper is properly configured. See your sound-card documentation for instructions.
- Check the volume control on your sound card.
- Make sure the volume is turned on from your sound card's mixer.
- Make sure that you do not have an IRQ or DMA conflict between your sound card and other add-on peripherals. (Consult the documentation for your sound card, CD-ROM drive, and other add-on peripherals.)

- Close other applications, especially those that use sound.

7. **Strange graphics appear on screen.**
- Try using the 640 x 480 256-color display mode driver that came with your video card. (See your Windows documentation for information.)
- Make sure you have the latest video card drivers installed. Contact your video card manufacturer for more information.

8. **Colors don't look right.**
- Close other programs that use 256 colors.
- Try turning off your screensaver.

9. **The game window is too small.**
- Make sure that the display mode is set to 640 x 480. Consult your Windows documentation for assistance.

If you have questions, call our Technical Support Center at 423-670-2020.
You can also reach us by e-mail: support@learningco.com.

For more information about The Learning Company, Inc., visit our World Wide Web site: http://www.learningco.com.

SETTING UP AND STARTING THE PROGRAM—MACINTOSH

Super Solvers OutNumbered! runs from your CD-ROM drive. However, a program file and your saved games will be stored on your hard disk. Your saved games will be in a file called OutNumbered! CD Prefs, which will be stored in the folder called The Learning Company in the Preferences folder in the System Folder.

To set up the program:

1. Insert the *OutNumbered!* CD into your CD-ROM drive.
2. Double-click on the Installer icon in the open window called OutNumbered! CD. The *OutNumbered!* Installer welcome screen appears. Click on **OK** to continue. After a few moments, the installation dialog box appears.
3. Make sure the drive selected is the one you want to use for the installation. Click on **Install**. Click on **Yes** to install Sound Manager 3.0. (This Apple extension changes how the system handles sound and improves the program's sound quality.) Follow the instructions on the screen to complete the installation.

You must start *Super Solvers OutNumbered!* from your CD. Make sure you quit any other applications that use sound before starting *OutNumbered!*

To start the program:

1. Make sure the *OutNumbered!* CD is in the same CD-ROM drive as in step 1 above.
2. Double-click on the *OutNumbered!* CD icon in the open window called OutNumbered! CD.

TROUBLESHOOTING—MACINTOSH

Try this first! If you have problems running the program, try cleaning the CD. Gently remove any fingerprints and dust using a clean, soft, lint-free cloth dampened with water or a CD-cleaning solution. Avoid using materials such as tissue, which may scratch the CD.

1. **You do not see the *OutNumbered!* CD icon.**
   - Make sure the CD is inserted in the CD tray, printed side up.
   - Try restarting your computer.
   - Make sure that the CD-ROM extensions are correctly installed.

2. **During the startup process, you see a message that there is not enough room on the hard disk.**
   You must have 1.2 MB of space available on your hard disk for the program's data folder.
   - Turn off Virtual Memory in **Control Panels**.
   - Compress some files on your hard disk, or remove some after backing them up.

3. **You get a message telling you there is not enough memory to run *OutNumbered!***
   OutNumbered! requires 4 MB of available system memory (RAM) to run. Try to increase available memory and then start *OutNumbered!* again.
   - Quit any programs that you may be running.
   - Turn off or remove from your System Folder all non-Apple control panel devices (CDevs) and INITS. (Leave your CD-ROM extensions on.) Then restart your computer.
   - Reduce the size of the disk cache in the Memory control panel. (See your Macintosh documentation.)
   - Turn off AppleTalk® in **Chooser**.

4. **Program speed is very slow or the game freezes.**
   OutNumbered! needs a double-speed CD-ROM drive to run.
   - Turn off Virtual Memory in **Control Panels**.
   - Increase the size of the disk cache in the Memory control panel. (See your Macintosh documentation.)

5. **The names are missing from the Sign-In list.**
   The OutNumbered! CD Prefs data file may have been deleted or removed from the Preferences folder in the System Folder.
   - Find the missing file and place it in the folder called The Learning Company in the Preferences folder in the active System Folder on your hard disk.
   - If the file was not found, another OutNumbered! CD Prefs file has been created. However, the new file does not contain the old players' names or scores.

6. **The program does not update the player information on the Sign-In screen after you play a saved game or does not allow you to add a new player name.**
   - Click once on the OutNumbered! CD Prefs file (in the folder called The Learning Company in the Preferences file in the active System Folder) to highlight it. Choose **Get Info** from the File menu. If the

"Locked" box is checked, click on **Locked** to uncheck the box. Restart *OutNumbered!*

7. **The music in the game is too loud or too soft.**
   - Choose **Control Panels**. Then choose **Sound** and adjust your system's speaker volume as needed.

8. **There is no music, sound, or voice.**
   Make sure that:
   - Sound Effects, Music, and Voice are turned on. Go to **Sound** at the Options menu.
   - If Sound Manager 3.0 is installed, it is in the Extensions folder in the active System Folder.

9. **The help balloons from System 7 interfere with the game.**
   - Click on the balloon icon on the right side of the menu bar. Then choose **Hide Balloons**.

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PLAYING THE GAME

Can you find the Master of Mischief's hideout and stop his takeover of SGTV before it's too late?

Morty Maxwell, the Master of Mischief, is hiding out in one of the rooms at the Shady Glen TV station! But which one? Your job is to find out before midnight. You'll need to explore the TV station, collect clues about each room by trying to solve math challenges, capture pieces of secret code, and outsmart the Master of Mischief. Watch out! With his assistants, Telly the robot and LiveWire, Morty has you *outnumbered*! But when you use your math and problem-solving skills, you can outwit the Master of Mischief and find his hiding place!

For a quick start:

Are you ready to begin looking for the Master of Mischief? Here are some steps to get you on your way!

1. For instructions on starting *OutNumbered!*, refer to the appropriate section titled *Setting Up and Starting the Program.*
2. At the Sign-In screen, add your name to the list, or choose your name from the list.
3. Click on **Start Game** to begin playing a full game. Click on **Drill for Skill** if you just want to answer Telly's drill questions and brush up on your math facts.

The Game Plan

Explore the TV station for room clues and pieces of secret code:

- **Look for math challenges** by moving up to maps, charts, monitors, and other objects you see in the rooms. Then collect room clues by trying to solve the math challenges.
- **Zap Telly with energy from your zapper**. If Telly's belly is lit, Telly will give you drill questions. Answer them correctly to capture pieces of secret code.

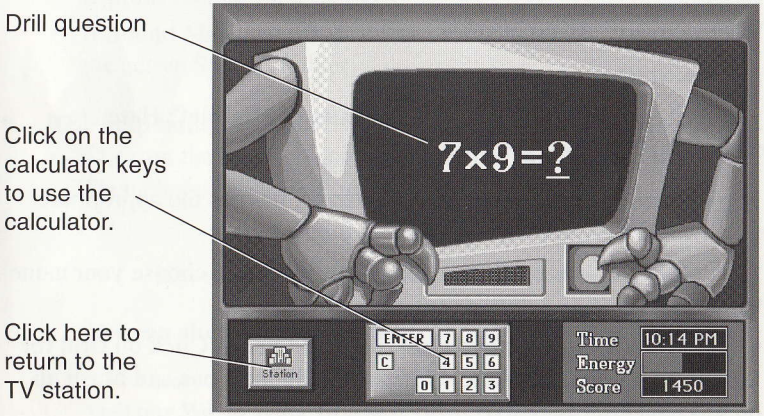
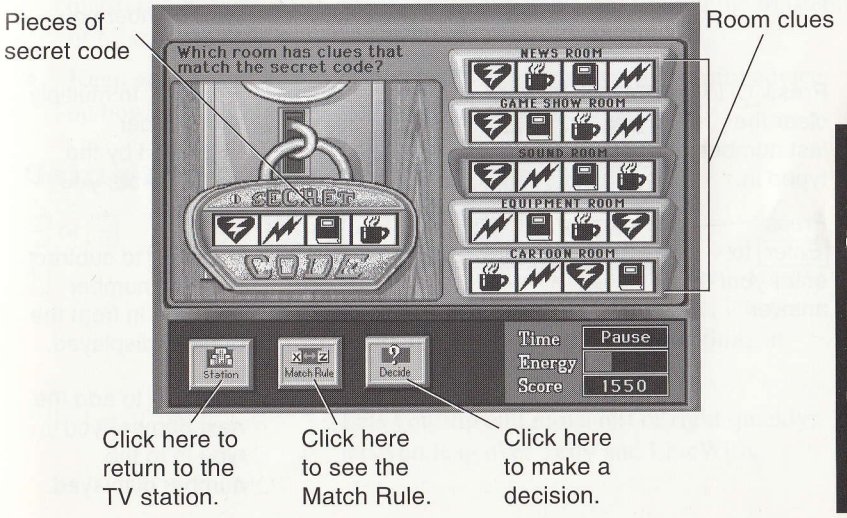


Figure out where the Master of Mischief is hiding:

- **Use your decoder** to study the room clues and pieces of secret code you've collected.
- **Use the Match Rule** to match the room clues to the pieces of secret code. Then decide which room is the Master of Mischief's hideout!



The Calculator

After you've figured out how to solve a math challenge, you can use your calculator to help you find the answer.

Displays the number(s) you type in; displays the answer after you press [=].

Press [/] to divide the number displayed by the next number you type in.

Press [C] to clear the last number typed in.

Press [*] to multiply the number displayed by the next number you type in.

Press [Enter] to enter your answer.

Press [-] to subtract the next number you type in from the number displayed.

Press [=] to calculate the answer to the math problem you typed in.

Press [+] to add the next number you type in to the number displayed.

Tips for Playing the Game

- **Watch the clock and energy meter**. The clock starts at 9:00 P.M. At midnight, your time is up. The energy meter starts half full. When the energy in your zapper gets low, solve a math challenge and get more energy at the energy supply machine.
- **Earn points** by solving math challenges, answering Telly's drill questions, keeping extra energy in your zapper, and finding the Master of Mischief's hideout before midnight.
- **Keep an eye out for onscreen hints** that will give you helpful advice on how to play the game.

Using the Keyboard

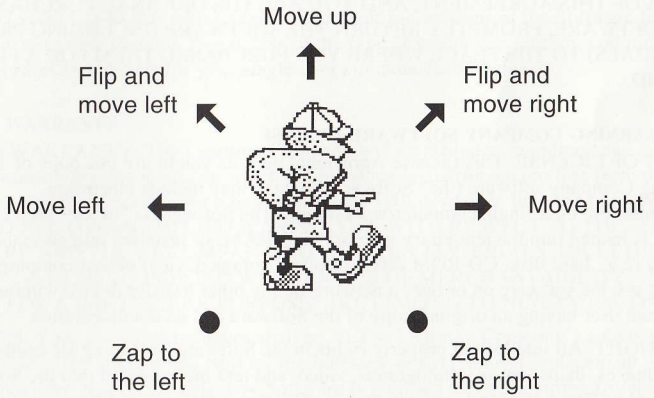
[←] or [→]	Lets you move left or right.
[↑]	Opens a door; uses the elevator; gets energy; moves you up to a math challenge; lets you jump up when Telly throws something at you.
[↑][←] or [↑][→]	Lets you flip and move left or right quickly; lets you leap over Telly and LiveWire.

Enter (Windows) or return (Macintosh)	Removes new player hints from the screen; chooses any onscreen buttons that are highlighted; enters the answer to a math challenge or drill question; enters a name you type in.
Spacebar	Zaps Telly and LiveWire and makes them disappear temporarily; when Telly's belly is lit up, makes math drill questions appear; lets you skip opening sequence.
Tab	From the station, chooses **Decoder**; from the decoder or Telly's belly in the full game, chooses **Station**; cycles highlight between onscreen buttons in the decoder.
Ctrl S or ⌘ S	Turns all sound off or on.
Backspace or delete	Erases the last letter, number, or symbol you typed in.
Clear or C	Clears all the numbers and symbols you typed into the calculator.
Esc or ⌘ Q	Lets you stop the game and quit the program.

Using the Mouse

Click and hold down the mouse button in the direction you want to move. An onscreen arrow points the way you will move.

To use your zapper, click below and to the left or right of you. The arrow changes to a ball.



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