BLUE TAKES YOU TO SCHOOL

PC MANUAL FRONT COVER

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FIRST THINGS FIRST

The ReadMe File

The *Blue's Clues™*: *Blue Takes You to School™* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Blue's Clues*: *Blue Takes You to School* directory found on your hard drive (usually C:\Program Files\Atari\Blues Clues School). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on Blues Clues School, and then on the ReadMe file.

System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® II 300 MHz or higher
Memory:	32 MB RAM (64 MB for XP)
Hard Disk Space:	50 MB Free
CD-ROM Drive:	8X Speed
Video:	8 MB Windows® 98/Me/2000/XP-compatible SVGA video card*
Sound:	Windows® 98/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 9.0 (included) or higher

* Indicates device should be compatible with DirectX® version 9.0 or higher.

SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP.

2. Insert the *Blue's Clues: Blue Takes You to School* CD-ROM game disc into your CD-ROM drive.

3. If AutoPlay is enabled, a title screen should appear. Click on the Install button to begin installation. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.

4. Follow the remainder of the on-screen instructions to finish installing the *Blue's Clues: Blue Takes You to School* CD-ROM game.

5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Blues Clues School/Blues Clues School to start the game.

6. Click on the Play! button on the Title screen to begin playing.

Note: You must have the *Blue's Clues: Blue Takes You to School* game disc in your CD-ROM drive to play.

Installation of DirectX®

The *Blue's Clues: Blue Takes You to School* CD-ROM requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click on "Yes" when asked if you would like to install it.

SAVING AND LOADING

Once you start the game and enter your name, *Blue Takes You to School* automatically saves your progress whenever you complete an activity.

To start the game where you last left off, click on your cubby at the Sign-In screen (see "Sign In" on page 6), then click on the Play button.

WELCOME TO *BLUE'S CLUES: BLUE TAKES YOU TO SCHOOL*

Go to school and play and learn with Blue, Joe and all of their friends in Miss Marigold's classroom! Discover all of the things you can do at school: care for Giggles, the class pet, play at the Water Table, paint a picture to share with your friends, and much more!

SIGN IN

Play Button
Cubbies
Recycle Bin
Parents' Area
Stop
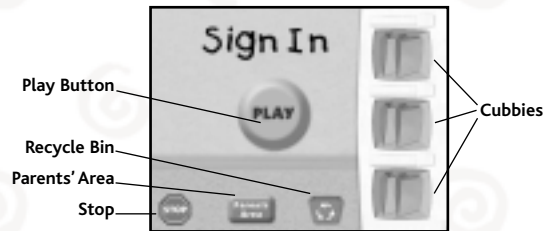
Cubbies
Click on one of the three cubbies on the right side of the screen to sign in.

Enter Your Name
Enter your name (up to eight letters) by using the computer keyboard, or by clicking on the letters on the screen. Click on the left arrow to delete a letter. Click on the right arrow to add a space.

Choose a Face
The face you choose will appear on your very own cubby in the classroom, and on your My Paintings folder (see page 15).

Play
Once you've chosen a face, click on the Play Button in the bottom-right corner of the screen, and you will return to the Sign-In Screen to start the game.

Play Button
Once you've signed in, click on this button to begin playing the game.

Recycle Bin
If you want to remove a name, click on the player's cubby, and then click on the Recycle Bin.

Parents' Area
Click here to go to the Parents' Area, where you can view curriculum goals and print Beyond the Computer activities (see page 8).

Stop
Click on this button to stop playing and exit the game. A YES/NO screen will appear. Click on YES to exit the game, or click on NO to return to the Sign-In screen.

OTHER THINGS YOU'LL SEE

Level Change Button
Adjust the level of difficulty for some of the activities in the game by clicking on this button, and then selecting 1 (least difficult), 2 (medium difficulty) or 3 (most difficult).

Exit Arrow
To exit an activity, click on the blue arrow in the top-left corner of the screen. Click on the blue arrow when you are in Miss Marigold's classroom to return to the Sign-In screen.
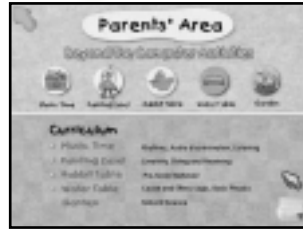
Clickable Surprises
Some of the places you visit have clickable surprises for you to find. Move your cursor around the screen — when it changes to a white arrow, click the mouse button to see a surprise!
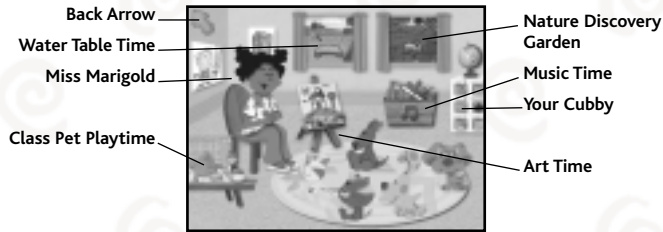
PARENTS' AREA

The Parents' Area has information about the curriculum goals for each of the activities in *Blue Takes You to School*, as well as Beyond the Computer activities that both you and your child can do in your own home. Click on the buttons at the top of the screen to visit the Parents' Area screen for each activity.

You can print out the Beyond the Computer activity ideas by clicking on the printer icon at the bottom of each Beyond the Computer activity screen.

To return to the Sign-In screen, click on the blue arrow in the top-left corner of the screen.

MISS MARIGOLD'S CLASSROOM

Back Arrow

Water Table Time

Miss Marigold

Class Pet Playtime

Nature Discovery Garden

Music Time

Your Cubby

Art Time

Miss Marigold invites you to explore the classroom to find the activities you like. There are so many great things to do! Click on an activity you would like to try. You can come back to the classroom at any time to try a different activity.

Click on the blue arrow in the top-left corner of the screen to return to the Sign-In screen.

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MUSIC TIME

Skills
• Rhythms

• Audio Discrimination

• Listening

How to Play

It's Music Time and Blue's class needs you to be the bandleader. Try to get everyone to play the same rhythm! First, put your mouse cursor over each friend to hear the instrument that each one plays. Then, use your mouse to click on each friend that plays the same rhythm Blue is playing. Get everyone to play the same rhythm as Blue and you'll hear a special class song and get to play along!
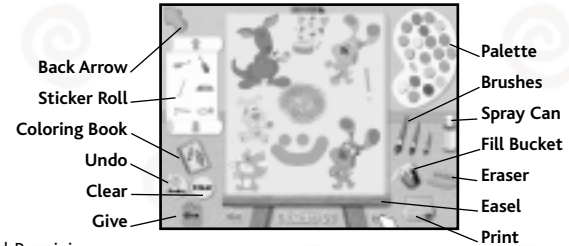
ART TIME

Back Arrow

Sticker Roll

Coloring Book

Undo

Clear

Give

Palette

Brushes

Spray Can

Fill Bucket

Eraser

Easel

Print

Skills
• Creativity

• Giving and Receiving

How to Play

Join Purple Kangaroo to make paintings and share them with friends! Click on the easel to go to the Painting screen.

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The Painting Screen

You can choose from three different paintbrush sizes. Click on one of the paintbrushes to change the size of your brush.

To paint, move your mouse cursor over the canvas, click and hold the left mouse button, and move the mouse to paint a line.

To change the color of your paint, click on a color on the paint palette.

To spray paint, click on the spray can, point it at the canvas and click and hold the mouse button.

To fill an area with color, click on the paint bucket, and then click in the area you want to fill.

To erase parts of your painting, click on the eraser icon, and then click and hold the left mouse button and move the eraser over the area you want to erase.

You can add stickers to your painting! To select a sticker, click on it, and then click again within your painting wherever you want to place that sticker. Click on the up and down arrows on the Sticker Roll to see more stickers.

To open the Coloring Book, click on the Book icon. Then, click on the picture you'd like to color and it will appear on the easel. Click on the left and right arrows to turn the pages of the Coloring Book and see more choices.

To Undo the last thing you painted, click on the yellow Undo arrow.

To clear your picture and start over with an empty canvas, click on the yellow Clear button.

Giving Your Pictures to Friends

Once you've finished your painting, you can share it with your friends in the classroom! Click on the Give icon and you'll see the My Paintings folder (see page 15). Now click on the friend with whom you'd like to share your creation. Joe will deliver the picture for you!

10

CLASS PET PLAYTIME

Back Arrow
Water Bottle
Carrots
Giggles Meter
Radio
Ball
Brush
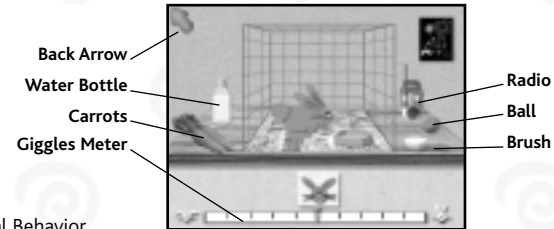
Skills
• Pro-social Behavior

How to Play

Help Periwinkle care for Giggles, the class pet! He needs water, food and a clean cage to be happy. Playtime and brushing can make him even happier!

Look at the Giggles Meter at the bottom of your screen to see how Giggles is feeling. The farther the carrot goes to the right on the meter, the happier Giggles is. Listen to Periwinkle to find out what would make Giggles happier.

To give Giggles water, click on the water bottle and then click on the water dish.

To feed Giggles a carrot, click on the carrot and then click on Giggles.

To play some music for Giggles, click on the radio and watch him dance!
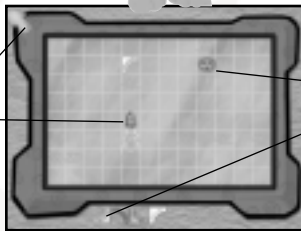
To brush Giggles, click on the brush and then click on Giggles.

To play ball with Giggles, click on the ball and then click on Giggles.

If the paper in Giggles' cage is dirty, it needs to be changed. Click on the dirty paper to put in fresh new paper.

To leave the activity, click on the blue arrow.

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WATER TABLE TIME

Back Arrow

Island

Boat

Turning Blocks

Skills

• Cause and Effect

• Logic

• Basic Physics

How to Play

Join Orange Kitten at the Water Table and guide a wind-up boat toward an island, sailing around rocks, boats and other obstacles.

The dotted line pointing away from the boat shows the direction that the boat will travel when you click on it. To change the course of the boat, you will need to float a Turning Block in the water so that the boat will run into it and turn. To do this, click on a Turning Block at the bottom of the screen, and then click on a square on the Water Table to place it there. If you place it in the path of the boat, you'll see the dotted line change direction when it runs into the block. Use Turning Blocks to make the boat's path go all the way to the island. Sometimes you'll have to steer around obstacles. Once you've set the path, click on the boat to send it to the island!

Note: On Difficulty Levels 2 and 3, there is no dotted line to show the boat's path.

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NATURE DISCOVERY GARDEN

Back Arrow

See More of the Garden

Nature Discovery Book

Skills

• Natural Science

How to Play

Join Miss Marigold and Magenta outside in the Nature Discovery Garden to look for insects and other wonders of nature! When Miss Marigold tells you about something in the garden, search for the object she tells you about. These objects (bugs, creatures, plants, trees and rocks) may be out in the open or may be hidden behind other things. If an object is hidden, you will see a hand cursor. First, click on the item in front of it, and then click on the object to photograph it and add it to your Nature Discovery Book.

Nature Discovery Book

Use the camera to take photos of objects for your Nature Discovery Book. Once you've collected a photo, click on the speaker or the photo in the book and Miss Marigold will tell you about it.
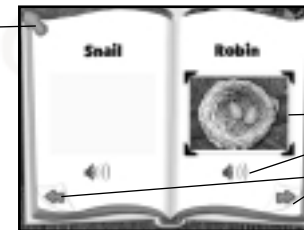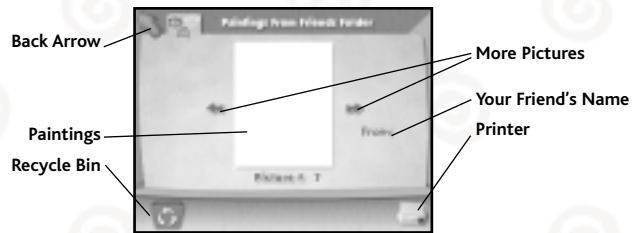
Back Arrow

Snail   Robin

Photo of the Object

Speaker

Page Turn Arrows

13

YOUR CUBBY

Have you created pictures at the Painting Easel? You can share your paintings with all of your friends, and see the pictures your friends have made for you.

Paintings From Friends Folder

Back Arrow

More Pictures
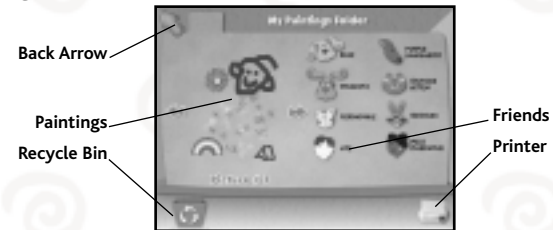
Your Friend's Name

Paintings

Printer

Recycle Bin

Scroll through the paintings your friends have sent you by clicking on the left and right arrows. If you want to print any of the paintings, click on the Printer Button in the bottom-right corner of the screen.

Note: To print pictures, you must have a printer installed and attached to your computer.

My Paintings Folder

Back Arrow

Paintings

Friends

Recycle Bin

Printer

Send your paintings to your friends! Scroll through the paintings in your folder by clicking on the left and right arrows. When you see a painting you want to send, click on the picture of the friend to whom you want to send it. If you want to print any of the paintings, click on the Printer Button in the bottom-right corner of the screen.

Note: To print pictures, you must have a printer installed and attached to your computer.

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• Processor Type
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• RAM (Memory)
• Video and sound card data and drivers
• Any screen or error messages you've encountered (and where)

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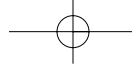
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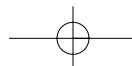
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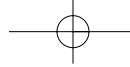
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If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

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NOTES:

PC MANUAL BACK COVER