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Welcome to Disney's
TOY STORY ACTIVITY CENTER!

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Welcome to a world where toys come to life. Play cards with Hamm, the friendly piggy bank, while you sharpen your math skills. Create a symphony of sounds with Sid's Sonic Boom Box. Play Slimon with aliens and develop your memory skills. It's all here - strategy puzzles, art projects, even a theater showing film clips from the original Toy Story movie.

There's plenty of encouragement from all your favorite Toy Story characters, printable certificates of achievement, and hours of fun at every turn. Now hold on to your space helmets (or your ten-gallon hats) and get ready for a brain blaster that's out of this world.

The *Toy Story Activity Center* was designed to include some very challenging experiences for your child. (You may find them challenging, too!)

ACTIVITY HINTS

Some of the upper level Code Breaker puzzles may prove to be quite a brain workout.   So, here are some helpful hints:

1. When trying to solve the puzzles in "The Last Straw" (the stick puzzle), think about the problem in a new way. The solution may be found in a rotated or mirrored image.

2. When trying to solve the puzzles in "Odd Shape Out", don't be confused by overlapping shapes. There is only one shape that is definitely not in the solution.

Good luck and have fun!

This Help for Parents File includes up-to-the-minute items that were not available when the manual was printed. You will find information that will help this program make the best use of your computer setup.

Toy Story Activity Center requires Windows® 3.1x or later. If you are new to the Windows operating system, make sure you review the Windows documentation to familiarize yourself with the basic operation of windows, menus, and other parts of the Windows system. Toy Story Activity Center requires the support file QuickTime® for Windows Version 2.1. If this support file is not already installed on your system, the program will install QuickTime for Windows Version 2.1 during the installation process.

System Requirements
* 486-50 MHz or faster processor
* Double-speed (2X) CD-ROM drive (minimum 300KB transfer rate)
* 8 MB of RAM
* 20 MB free disc space
* Microsoft® Windows version 3.1 or later
 (Microsoft® Windows 95 or four-speed (4x) CD-ROM drive recommended on 486 systems)
* 256-color display Vesa, PCI or other local bus video
* Windows-compatible pointing device
* Windows-compatible sound card

Installation
To install *Toy Story Activity Center* on Windows 3.1, use the **Run** command from the **File** menu in the **Program Manager**. When the dialog box opens, type **d:\setup.exe** in the **Open** field and

press **Enter** to install the program (if your CD-ROM drive is not drive 'D', substitute the appropriate drive letter). Follow the on-screen prompts and instructions to complete installation of the program.

To install *Toy Story Activity Center* in Windows 95:

* If Windows 95 autoplay is enabled, the Toy Story Activity Center introduction screen appears when the CD-ROM is inserted into the CD-ROM drive. Click the **Install** button and follow the on-screen prompts and instructions to complete installation of the program.

* If the *Toy Story Activity Center* introduction screen does not open when the CD-ROM is inserted into the CD-ROM drive, click **Start** and select the **Run** option from the Start menu. When the dialog box opens, type **d:setup.exe** in the **Open** field and press **Return** to install the program (if your CD-ROM drive is not drive 'D', substitute the appropriate drive letter). Follow the on-screen prompts and instructions to complete installation of the program.

Memory Issues
Toy Story Activity Center requires a **permanent swapfile of 12MB**. Please
refer to your Windows user manual for complete details.
Warning: Never create permanent swapfiles on a compressed drive.

Performance Tips

* Optimizing QuickTime for Windows

If the animation in *Toy Story Activity Center* is jerky or moves slowly, this may be an indication that the QuickTime for Windows drawing method is not optimized. To optimize the QuickTime for Windows drawing method, open the **Control Panel** folder and double-click on the **QuickTime** icon. Click on the **More** button at the bottom of the control panel and then click on the tab labeled **Video**. Inside the **Optimization** section, the **Draw Method** field shows a list of available draw methods. Click on the listing **Video Hardware**, if it is available. If the **Video Hardware** option is not listed, select the first option on the list. Next, click the **Apply** button at the bottom of the panel, close the **QuickTime for Windows** control panel, and run *Toy Story Activity Center* again. If you enabled the hardware drawing method, video performance during movies should be faster, resulting in smoother motion and closer synchronization of sound and video. If performance does not improve, try the other draw method options that are available.

NOTE: If you experience instability in the *Toy Story Activity Center* after setting the hardware drawing method, use the QuickTime for Windows control panel to set the drawing method back to **Video Driver**.

* Video Displays

If the program runs slowly or the sound is out of sync, your system might be configured with an incorrect or outdated video driver. Contact your video card manufacturer to obtain current video drivers.

* Diamond Stealth and Viper Video Cards

If you are using the Diamond GT drivers for these cards, you may encounter system crashes. Contact Diamond Multimedia Systems for the latest supported drivers for these video cards to eliminate system crashes when running the program.

* NEC or Compaq Systems with a S3 Trio64V+ chipset and version 2.01.0x drivers

These systems require an updated driver to function correctly with the *Toy Story Activity Center.* Please contact your system vendor. This problem might affect other systems with this chipset as well.

* Sound Card

If your sound is not playing properly, your system might be configured with an incorrect or outdated sound driver. Contact your sound card manufacturer to obtain current sound drivers.

Uninstalling Toy Story Activity Center

Windows 3.1:
To uninstall the program, double-click on the *Toy Story Activity Center* uninstall icon in the Disney Interactive program group. Follow the on-screen instructions.

Windows 95:
Click on the **Start** button on the taskbar and point to **Programs**. In the cascading submenu, point to **Disney Interactive**, and finally, click on **Uninstall Toy Story Activity Center**. Follow the on-screen instructions.

Windows Troubleshooting

Q. Why do some of the animations seem to move unevenly? Why is this program running slowly?
A. First, make sure that your system meets the minimum requirements. A system with a single-speed CD-ROM or a processor below the minimum requirements may not be able to play all the animation properly. If your system meets the minimum requirements, it may have insufficient RAM. The program performs well with 8 MB of memory but will run better with more. Close any open programs to free up RAM. 486 systems with 8 MB of RAM running Windows 95 should expect less than optimal performance.

If your video display card is an ISA-bus card, your video performance may be unacceptable. Video circuits integrated onto the computer motherboard, PCI bus video cards, or VESA VL-Bus video cards perform significantly better than ISA-bus video cards.

Check your draw method setting in the QuickTime for Windows control panel (see the section above).

Your swapfile setting may also affect the program's performance. If you have not created a permanent swapfile before, please refer to your Window's user manual.
Warning: Never create a permanent swapfile on a compressed drive.

Q. Why will AutoPlay not work with Windows 95?
A. Unfortunately, there are some CD-ROM drives that do not yet support the AutoPlay functions of Windows 95. Contact your CD-ROM manufacturer to see if they have updated drivers that would make your CD-ROM drive AutoPlay compliant.

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