

## GETTING STARTED

*Eco-Saurus* must be installed onto the hard drive before running. The Install program will copy the files to the hard drive and configure the program to run on your system. (For instructions on installing *Eco-Saurus*, see pg. 13.)

### System Requirements

- ✓ MS-DOS computer (8 megahertz or faster)
- ✓ 640K and hard drive required
- ✓ EGA or VGA (currently no TGA available)
- ✓ DOS 3.0 or higher
- ✓ Sound or speech accessories are optional; however, we support the following accessories: Sound Blaster, Tandy sound system, IBM ACPA, PS/1 Audio Card, Ad Lib, Covox "Speech Thing," IBM Speech Adapter, and the standard speaker that is in all IBM compatibles.
- ✓ You may contact the following companies for your local dealer:
  - Creative Labs (Sound Blaster); (408) 986-1461
  - IBM (IBM ACPA): (303) 924-015
  - Covox (The Speech Thing): (503) 342-1271
- ✓ Mouse recommended

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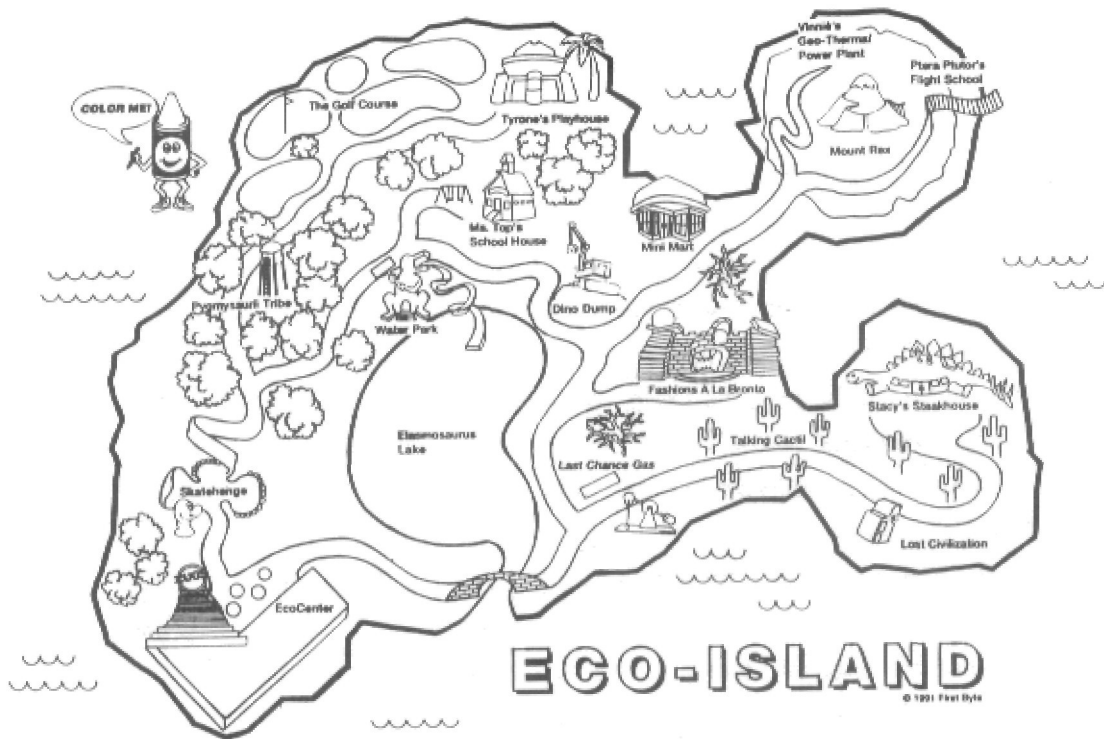
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# INTRODUCTION

The world around us is a fragile living thing. In the past, the Earth was thought to be an endless resource, able to satisfy all humanity's needs and wants. Now, in the present, we find that is not the case; we find that we must pay close attention to the Earth and her needs. There is a limit to the amount of abuse the world can take, and we have reached it. The things we take for granted are in danger—the water we drink, the wood we build with, the air we breathe and the animals we love. We need to change our habits and learn what we can do to help our environment.

The three most important things to learn are Reduce, Recycle and Reuse. Reduce waste of water, energy and raw materials by being aware of waste and by shopping wisely. Recycle—find out where your nearest recycling center is and discover what waste it will accept. Reuse what you might normally throw away, and give old clothes, toys and furniture to charity. There is much more that can be learned, but the three R's will give you a wonderful head start on protecting the world you live in.

*Eco-Saurus* was designed to teach children awareness of the world and good habits that will help preserve it. Everything in *Eco-Saurus* is alive and ready to teach children about the environment by talking to them and encouraging them. There are over 50 special tips and facts that the characters in the game will provide. Children can also take the *Eco-Saurus* Facts and Trivia Quizzes in the back of this manual to find out just how much they have learned about Eco Island. Children will have fun playing *Eco-Saurus*. More importantly, *Eco-Sauritx* will teach children to conserve and recycle responsibly and wisely.



## THE STORY

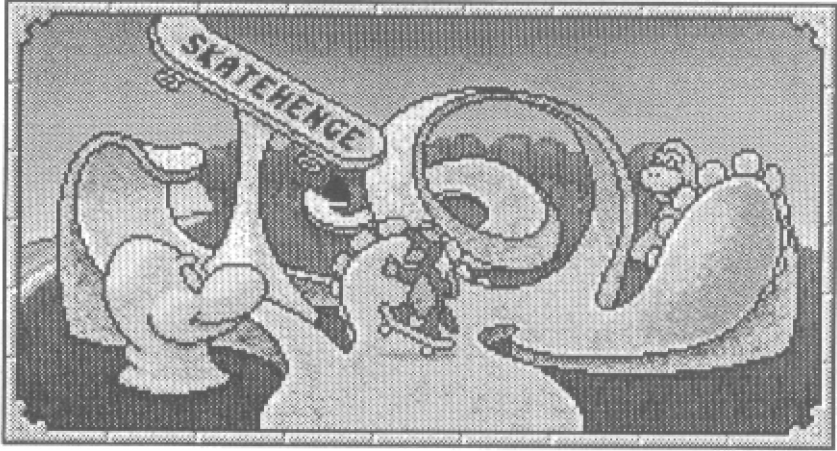
Welcome to Eco Island, where Zug the Megasaurus and all of his dinosaur friends live. Yuck! There's trash everywhere! Is this how the dinosaurs died out?

Zug's space alien friend, M-Kar, crash-landed on Eco Island, after watching the remains of M-Kar's spaceship sink below the waters of Elasmosaurus Lake, Zug suddenly realized there was no way for M-Kar to return to his home planet!

"Egad!" Zug said in despair. Zug tried to think of what to do, but his mind was a blank.

"This will not do!" Zug said to M-Kar. "We must go to Skatehenge, where I can think more clearly."

Immediately Zug and a very damp M-Kar ran over to the Skatehenge Skatepark to think. They got on their skateboards and zipped and spun and looped all over the skatepark.



Finally, just as Zug was about to give up hope, a thought struck him as he dodged around a plastic cup lying on the ground.

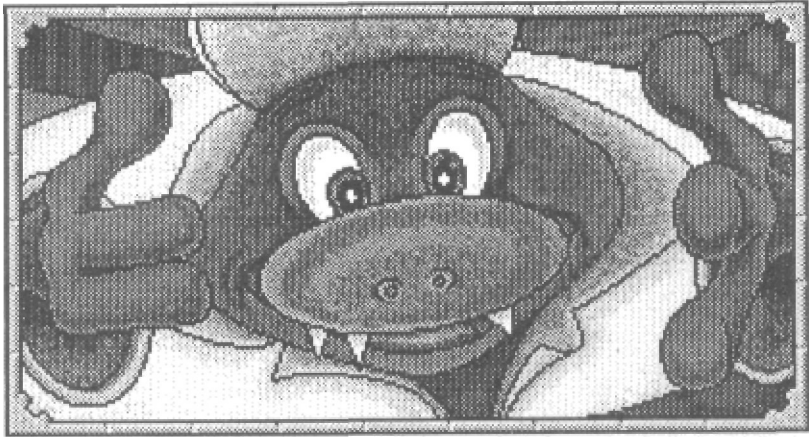
"Eureka!" Zug shouted in glee, as he stopped and picked up the piece of trash. "We will build you a new spaceship!"

"Thiw thaw?" M-Kar asked in his alien language.

"With what?" Zug translated. "Why, we will rebuild it with all the garbage on Eco Island!"

"Ragbega?" M-Kar asked in astonishment.

"Yes, M-Kar, garbage!" Zug said. "We can recycle all the garbage on Eco Island into the parts needed to rebuild your spaceship. At the same time, we can save enough water and power to supply your ship for its return flight!"



**"Woh?" M-Kar asked curiously.**

**"How?" Zug translated. "I shall convert my home into an EcoCenter and build that do-it-yourself recycling machine I read about in last month's *Scientific***

**M-Kar would have jumped for joy, but Zug stopped him.**

**"Wait a second," Zua said. "If I am going to build the recycling machine and you are going to build your spaceship, who is going to pick up all of this garbage? Save all the water? Conserve all the power? What we need is an Environmental Conservation Official, an Ecosaurus, and there is not a single one on Eco Island. M-Kar, I am afraid we shall have to call for help...Gee, I hope we can get you home before your parents get worried."**

**With that, Zug and M-Kar left Skatehenge to find a telephone.**

**Now the cat! has arrived. Zug and M-Kar need your help! Are YOU the Ecosaurus they are looking for?**

# THE ECO-SAURUSGAME

You are the Ecosaurus, an assistant to Zug the Megasaurus. Your job is to fight waste and pollution brought about by neglect and bad recycling habits. Save the ecosystem of Eco Island from doom while gathering recyclable materials to rebuild M-Kar's space vehicle and get him home. Along the way you'll befriend the many and varied inhabitants of Eco Island who have much to say about protecting the environment- Now, go out there and harvest those discarded materials and recycle, recycle, recycle!

You must gather each and every piece of garbage and turn off every water- and power-wasting source you can. You carry five bins, each designed for holding a different type of garbage—aluminum, glass, paper, plastic, and organic waste. When a bin is full, its contents can be recycled with Zug's recycling machine into a piece of M-Kar's spaceship. When all five bins have been recycled and your water and power gauges are full, M-Kar's spaceship will be complete and ready to take off!

## PLAYER CONTROLS

*Eco-Saurus* can be played with either the keyboard or mouse.



Use the arrow keys (↑, ↓, →, and ←) to move the pointer over an object you wish to select. Press <Enter>, Press <Tab> and then use arrow keys to select a trash bin. Press <Enter>.



Point to an object you wish to select, then click the mouse button. Point and click the correct trash bin to deposit your trash.

## **Playing the Game**

When you begin *Eco-Saurus*, you will be in the lobby of Zug's Eco Center. After Zug welcomes you to Eco Island, you will be free to explore. Go out the doors to the left to explore Eco Island. Click on the paths you will find in order to move from one scene to another. Return to the lobby of Eco Center when you have filled up a trash bin. The elevator will take you to the recycling center (M) where you will recycle your trash when you have collected full bins of aluminum, plastic, paper, glass, and organic waste. Take the elevator to the roof (R) to see the spaceship as it is being assembled.

### **Picking Up Garbage**

To pick up garbage, select it and then select the correct bin. Watch the bins fill up gradually as you pick up trash. You receive points for all garbage picked up, and occasionally you will receive some bonus points. There are also some characters on Eco Island who have large amounts of garbage to add to your bins. It is very important to find them and get their garbage, for you will not fill your bins up completely without their help.

### **Conserving Water**

To conserve water, you must locate places on the island where water is being wasted. To shut off water, find the water valve, button, or plug and select it. Watch the water gauge on the left side of the screen fill up as you conserve water. When the gauge reaches the top, you will have stopped all the water-wasting on Eco Island and gathered enough water for M-Kar's trip home.



## Conserving Power

To save power, you must find places where power is being used wastefully. To turn something off, select the switch, button, or lever controlling the power. The power gauge on the right side of the screen will fill up as you turn things off. When the gauge reaches the top, you will have conserved all the available power on Eco Island and provided enough power to charge the batteries on M-Kar's spaceship.

## Talking With the Inhabitants or Eco Island

Almost everything on Eco Island can talk. Select characters, dinosaurs, trees, rocks, and hills and see what they have to say to you. Most of the inhabitants will provide you with useful information and ecological tips. There are special surprises if you talk with some characters long enough. These characters have large amounts of recyclable garbage which they will donate to your cause—if you just ask them! However, you may have to ask them more than once.



**Tyrone A. Saurus**, the famous actor, can be found in the wings of his theater, nestled in the heart of the jungle. Tyrone collects paper From old scripts, newspaper reviews, and popcorn containers.

**Ms. Tops** is the island schoolteacher. The little red schoolhouse on the edge of the lake is her domain. She gathers plastic goods, from used red pens to plastic milk bottles.

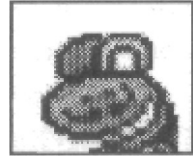


**Stacy Stegosaurus** runs the Steak-A-Saurus diner off Route 5 1/2 deep in the desert. She cooks her patties on a solar-powered grill and saves aluminum cans.



**Vinnie the Volcano** owns and operates the geothermal power plant that keeps Eco Island throbbing. One of the waste products of the plant is glass formed by molten rock.

**Mr. Bronto** occupies the swamp, befouling everything possible with his line of loud clothing, his gas station, his mini-mart, and Dino Dump. He's the prime source of organic waste and garbage. But he's not so easy to find!



**Scoring Points**

- Picking up garbage. . . . . 10 points
- Garbage bonus points. . . . . up to 50 points
- Getting an ecological tip..... 5 points

Warning! You will lose two points each time you try to put some garbage in the wrong bin. If you complete *Eco-Saurus* with a high score, you will be asked to enter your initials in the high score list.

**The Control Panel**

Access the control panel at any time by selecting the 'C' button next to the *Eco-Saurus* On/Off switch. From the control panel you can adjust speech volume and turn speech and sound effects on or off. The control panel also displays the top ten high scores.

**Game Tips**

- ✓ Talk to all the characters many times; they have much to say to you. They give you ecology information, they make jokes, and sometimes they give you extra trash.

- ✓ Select the trees *and* rocks, because they will talk to you also. You earn points by talking to rocks, trees and characters.
- ✓ Remember to check all the appliances. Turn off anything that is using water and power.
- ✓ Go to the same area more than once. You may see different characters on your return visits.
- ✓ Remember to go to the recycling center when you have a full bin of trash. Take the elevator to the recycling center (M). Take the elevator to the roof (R) to watch the spaceship being assembled.
- ✓ If you quit the game early, remember to save your game so you can return to it later.

### **Saving a Game**

If you need to leave the game before finishing it, select the Off switch at the bottom right of the screen. You will be asked if you wish to save your game. If you do save your game, the next time you start *Eco-Saurus* you may either resume your saved game or start a new one.

### **The *Eco-Saurus* Facts and Trivia Quizzes**

Test your knowledge of recycling, conservation and Eco Island. Take this test after you have played *Eco-Saurus* a few times. If you can get all the answers correct, then you are a true Ecosaurus! Get ready—the questions are tough!

## The Facts Quiz

1. What kind of laundry detergent will put fewer toxins in our water?
2. What does a low-flow faucet aerator do?
3. What can you do to a water heater to save energy?
4. How many gallons of water can you save by washing a car with a trigger nozzle on your hose?
5. How can you find the nearest recycling center?
6. What are the three R's?
7. Will a car save gas if its tires are inflated and balanced properly?
8. Will washing only full loads in a washing machine save water?
9. Can keeping the car tuned up save gas?
10. Where can you take paper and plastic grocery bags to be recycled?
11. Where do you install a water displacement device to conserve water?
12. What kind of diapers are better for the environment?
13. Will insulating your home save energy?
14. What can you do with your old toys instead of throwing them away?
15. Should you take your lunch to school in a lunch box or a paper bag?
16. Should you use only one side of a piece of paper?
17. What is the best source of light?
18. What is the best way to show others how to recycle?
19. Is it safe to let go of helium balloons?
20. Is it all right to let the water run while you brush your teeth?
21. What should you do to six-pack rings before throwing them away?
22. What cuts down on waste better—cloth towels or paper towels?
23. What kind of bags should you carry your groceries in?
24. Can tin cans be recycled?
25. Can you earn money by recycling?

## The Trivia Quiz

1. What is the name of Zug's receptionist?
2. How many volcanoes are on Eco Island?
3. How many students can attend Ms. Tops' class?
4. What is the name of the play that Tyrone A. Saurus is performing?
5. How many places are run by Mr. Bronto?
6. How many bells are on Eco Island?
7. Where will you find the most garbage in one place on Eco Island?
8. Who runs the Geothermal Power Plant?
9. What time is it at Stacy's Steak-A-Saurus?
10. Why is the Gnash 'n' Go Mini Mart dosed?
11. What is the name of the only highway on Eco Island?
12. Which button do you press in the elevator to get to Zug's recycling machine?
13. What kind of trash does Mr. Bronto collect?
14. What are the seats of M-Kar's spaceship made out of?
15. What kind of trash does Tyrone A. Saurus collect?
16. How many radios can you find on Eco Island?
17. What is the largest number of points you can score at one time?
18. What kind of trash does Ms. Tops collect?
19. Who has the world's largest foil ball?
20. Who is the worst environmental offender on Eco Island?
21. Who collects glass?
22. What kind of trash does Stacy Stegosaurus collect?
23. What pan of M-Kar's spaceship is made of paper?
24. How many times can you see M-Kar's spaceship fly in one game?
25. What is the name of Zug's dog?

## Quiz Answers

1. phosphate-free detergent
2. save water
3. add insulation
4. 20 gallons
5. use a telephone book
6. reduce, recycle and reuse
7. yes
8. yes
9. yes
10. grocery stores
11. in your toilet tank
12. cloth diapers
13. yes
14. give them to charity
15. lunch box
16. no
17. the sun
18. show them by doing it yourself
19. no
20. no
21. snip them
22. cloth towels
23. cloth bags
24. yes
25. yes
1. Alison Allosaurus
- 2.
- 3.
4. NinjaHamlet
5. 4
6. 2 bells
7. in Mr. Bronto's castle
8. Vinnie Volcano
9. 2 o'clock
10. it's too close to the Dino Dump
11. Route 5 1/2
12. the button marked 'M'
13. organic waste
14. plastic
15. paper
16. 2
17. 1,000 points
18. plastic
19. Stacy Stegosaurus
20. Mr. Bronto
21. Vinnie Volcano
22. aluminum
23. the body
24. twice
25. Alice

# INSTALLING *ECO-SAURUS* TO THE HARD DRIVE

*Eco-Saurus* must be installed onto the hard drive before running. The Install program will copy the files to the hard drive and configure the program to run on your system.

## Installation Instructions

To begin installation:

Start your computer using DOS 3.0 or higher.

- Insert *Eco-Saurus* **Disk #1** into a floppy drive.
- At the prompt, type a: and press <Enter>, (Type the letter of the drive that Disk #1 is in. If it is in drive B, type b:.)
- Type install and press <Enter>.
- When you run Install, a menu appears with the options to Install, Re-select sound or graphics, or Quit. The first time you run Install from the floppy disks, select **Install**, by highlighting with the arrow keys, to put the program on the hard drive.

When asked to enter the source drive letter, enter the drive you are installing from (for example. A). Press Y to confirm.

- Next, enter the destination drive letter (the drive you are installing to—for example, C), The program will be installed into a directory called FIRSTBYT and a subdirectory called ECO (e.g., c:\firstbyt\eco). Press Y to confirm.
- Indicate which sound card your computer has by highlighting the correct choice with arrow keys; press <Enter> and then Y to confirm.

- Indicate which speech version your computer has by highlighting the correct choice; press <Enter>. Use Version 4 speech for machines running at 12 MHz or greater. Use Version 3 speech for machines running at 8 to 10 MHz. Press Y to confirm,
- Follow the screen prompts to insert the remaining disks. All of the files will be copied to the destination drive specified earlier,

### **Running the Program From DOS**

The installation automatically creates the directory FIRSTBYT and its subdirectory ECO on your hard drive. Eco-Saurus must be run from the subdirectory. To change directories and run, you must:

- Make the hard drive your default drive (e.g., if you installed on drive C>, type c: and press <Enter>).
- At the C> prompt, type cd \firstbyt\eco and press <Enter>. Type eco and press <Enter>.

### **Running the Program From the First Byte Menu**

- From the root directory of your hard drive, type **fbrun** and press <Enter>.
- Select Eco-Saurus (or any other First Byte program which has been installed) from the menu and press <Enter>.

### **DeskMate Users**

*Eco-Saurus* can be run as a DeskMate application. This requires DeskMate Version 3 or greater. If you do not have the right version of DeskMate, install the program using the instructions on page 13 and run the program from DOS.



## Installing the Program Under DeskMate

- Put the *Eco-Saurus* **Disk #1** into a floppy drive.
- From the Desktop select **Change** from the F3 Directory menu. Enter the path as the floppy drive where the *Eco-Saurits* disk is located (e.g., **path:** a:). Press <Enter> to accept.
- Highlight **Install.pdm** in the Program box; press <Enter>.
- DeskMate will run the Install program.

When you run Install, a menu appears with the options to Install, Re-select sound or graphics, or Quit. The first time you run Install from the floppy disks, select **Install**, by highlighting with the arrow keys, to put the program on the hard drive.
- When asked to enter the source drive letter, enter the drive you are installing from (for example, A). Press Y to confirm.
- Next, enter the destination drive letter (the drive you are installing to—for example, C). The program will be installed into a directory called FIRSTBYT and a subdirectory called ECO (e.g., c:\firstbyt\eco). Press Y to confirm.
- Indicate which sound card your computer has by highlighting the correct choice with arrow keys; press <Enter> and then Y to confirm.
- Indicate which speech version your computer has by highlighting the correct choice; press <Enter>. Use **Version 4** speech for machines running at 12 MHz or greater. Use **Version 3** speech for machines running at 8 to 10 MHz. Press Y to confirm.
- Follow the screen prompts to insert the remaining disks. All of the files will be copied to the destination drive specified earlier.

## Running the Program Under DeskMate

Press F3 and select Change to specify the correct path (e.g., path: c:\firstbyt\eco). Press <Enter> to accept.  
Select the Eco List box and press <Enter>.

**Re-selecting Sound or Graphics - Re-installing**  
**Once you successfully install the program, you do not need to run Install again unless you change your graphics, sound accessory, or memory.**

To re-install: Run the Install program from the hard drive in the FIRSTS\Y\ECO directory and choose the Re-select option to change your configuration,

- Move to the hard drive where *Eco-Saurus* is installed (e.g., if you installed on drive C>, type c:) and press <Enter>.
- At the prompt, type cd\firstbyt\eco and press <Enter>.
- Type install and press <Enter>.

When you run Install, a menu appears with options to Install, Re-select sound or graphics, or Quit. Using the arrow keys, highlight the Re-select option and press <Enter>. Press Y to confirm.

Using the arrow keys, highlight which device you wish to re-select (sound or graphics). Press <Enter> and answer Y to confirm your choice-

Select the sound or graphics device you wish to change by highlighting your choice and pressing <Enter>. Press Y to confirm. Note: For sound accessories, you must also select the speech version. Select Version 4 for machines running at 12 MHz or greater. Select Version 3 for machines running at 8 to 10 MHz.

# TROUBLESHOOTING

For Customer Service, please call (800) 556-6141. However, before you call, please see the suggestions below.

## **My speech is clipped and stutters.**

The incorrect speech version was selected during installation. Follow the instructions on page 16 for re-selecting sound or graphics. Note: When selecting the speech version, be sure to select:

- Version 4 for machines running at 12 MHz or higher.
- Version 3 for machines running at 8 to 10 MHz.

## **My program locks up in different places.**

Many TSRs (Terminate and Stay Resident programs) will use memory which is needed by *Eco-Saurus*, Remove the TSRs from your boot-up routines (e.g., autoexec.bat and config.sys) and reboot your computer before running *Eco-Saurus*.

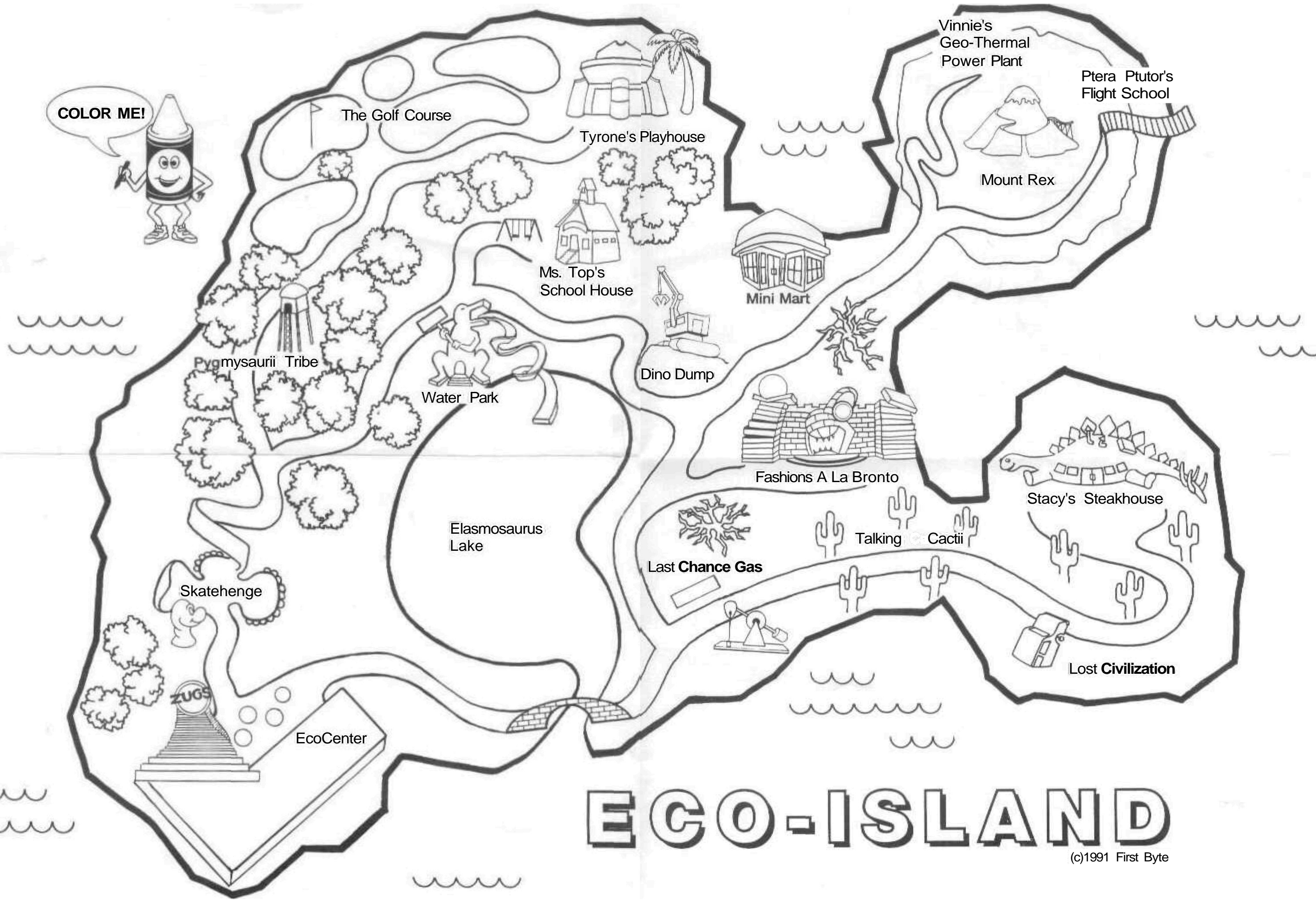
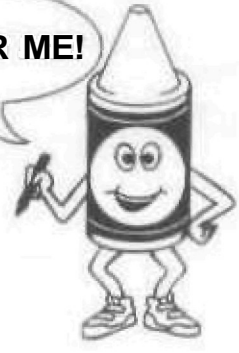
## **The installation program continues to ask for the #2 Disk.**

- Move to the DOS subdirectory and rename the share.exe file as share.sav.
- Reboot your system.  
Install the *Eco-Saurus* program.
- Move back to the DOS subdirectory and rename the share.sav file as share.exe.

## **My program locks up upon typing *eco*.**

Follow the Re-selecting Sound or Graphics instructions on pg. 16 and verify that the correct settings have been selected for your computer.

COLOR ME!



The Golf Course

Tyrone's Playhouse

Vinnie's  
Geo-Thermal  
Power Plant

Ptera Ptutor's  
Flight School

Mount Rex

Ms. Top's  
School House

Mini Mart

Pygmysaurii Tribe

Dino Dump

Water Park

Fashions A La Bronto

Stacy's Steakhouse

Elasmosaurus  
Lake

Last Chance Gas

Talking  
Cactii

Skatehenge

Lost Civilization

EcoCenter

# ECO-ISLAND

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