

FROM THE NATIONAL FILM BOARD OF CANADA

Revisit a Classic Tale with a Magical Twist

Has Anybody
Seen My
Umbrella?



USER'S GUIDE



Interactive Storybook, Word Games and much more!

TECHNICAL SUPPORT

Dear customer:

If you experience any problems, you can get in touch with the NFB from anywhere in Canada, through our toll-free number (1-800-267-7710), seven days a week: Monday-Friday from 8am to 8pm (ET); and on Saturday and Sunday from 10am to 8pm. Callers from the Montreal area can reach us at 514-283-9000 during those same hours. You can also reach us on-line at www.nfb.ca/umbrella

If you live outside Canada, you can access a full range of help options via the Umbrella Web site: www.nfb.ca/umbrella

MINIMUM SYSTEM REQUIREMENTS

Windows®

- IBM PC-compatible computer with a 486/66Mhz processor
- Windows® 95/98 operating system
- Colour monitor capable of displaying 640 X 480 pixels at 256 colours
- 8 MB of available RAM
- 5 MB of available hard-disk space
- Sound card
- 4X speed CD-ROM drive
- QuickTime™ 2.1.2
(included on this CD-ROM)

Macintosh®

- 68040 or PowerPC-based Macintosh or compatible computer
- 8 MB of available RAM
- 5 MB of available hard-disk space
- 4X speed CD-ROM drive
- System 7.1.1
- 640 X 480 monitor with 256 colours
- QuickTime™ 2.5 or better
(QuickTime™ 2.5 is included on this CD-ROM)



NFB Customer Service 1-800-267-7710

Has Anybody Seen My Umbrella?

USER'S GUIDE



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Installation procedure for Windows® 95/98

Insert the *Umbrella* CD-ROM into your CD-ROM drive and select the **Run** command from the **Start** menu. Type D:\setup.exe (where D: is the name of the CD-ROM drive), then click **OK** to start the installation.

A series of dialogue boxes will appear to guide you through the installation. Read the instructions, then click **Next** to proceed. Click **Finish** to complete the installation. (**Note:** unless you specify otherwise, the installation process will create a directory for the CD-ROM software called "Umbrella").

Once *Umbrella* is installed, a dialogue box will appear that asks if you agree or disagree with the QuickTime™ licensing agreement. If your computer already has QuickTime™ 2.1.2, click **Disagree**. To install the QuickTime™ program included on the CD-ROM, click **Agree**, then follow the on-screen instructions. The installer will not make any changes to your computer. If you have an earlier version of QuickTime™, the installer will update your computer.

To remove *Umbrella* from your hard drive:

Under the **Start** menu, select **Settings**, then click on **Control Panel**; Click on the "ADD/REMOVE PROGRAMS" icon. Once the dialogue box appears, choose *Has Anybody Seen My Umbrella?* from the list of files to be removed. Then click on the "ADD/REMOVE" button. Follow the on-screen instructions.



For optimum performance:

The monitor should be set to 256 colours and the display size to 640 X 480 pixels. The monitor display options are under the **Start** menu of **Windows® 95/98**. Select **Settings, Control Panel, Display**, then click on the **Settings** tab at the top of the screen. Under **Color Palette** select 256 colours; and in the **Desktop Area** slide the pointer to 640 X 480. Click on the **Apply** button. The computer may need to restart for these changes to take effect. If it restarts, follow the on-screen instructions.

Installation procedure for Macintosh®

Insert the *Umbrella* CD-ROM in the CD-ROM drive and double-click on the *Umbrella* icon. Then double-click on the *Umbrella Set-up* icon. Follow the on-screen instructions to complete the installation.

If QuickTime™ 2.5 (or better) is not already installed on your computer, open the *QuickTime™ 2.5 Installer* folder located in the *Utils* folder on the CD-ROM. Click on the file *Install QuickTime™*, then follow the on-screen instructions.



For optimum performance:

The monitor should be set to 256 colours and Virtual Memory should be **Off**.

GETTING STARTED

Windows® 95/98

After installation, insert the *Umbrella* CD-ROM in the CD-ROM drive and select the *Programs* command from the *Start* menu. Click on the *Umbrella* folder, then on *Has Anybody Seen My Umbrella?*

Macintosh®

After installation, insert the *Umbrella* CD-ROM in the CD-ROM drive and double-click on the *Umbrella* icon on the hard disk.

Note: *Umbrella* can only be started from the application on your hard disk, not from the application on the CD-ROM.



INTRODUCTION

Welcome to the magical kingdom of *Has Anybody Seen My Umbrella?*, a lively interactive CD-ROM from the National Film Board of Canada. Inspired by a Max Ferguson story (based on Cinderella) this CD-ROM takes visitors inside an enchanted castle in a fabulous land, where they can explore and play while improving their literacy skills!



The Story

Has Anybody Seen My Umbrella? tells the story of a prince who leaves school after first grade, thinking that he is prepared for a full and happy life. So the prince grows up, never really learning to read. When he meets someone enchanting at his birthday ball and she leaves in a hurry, he finds one of her glass slippers – but can't read the name inside it! Misreading "Cinderella" as "Umbrella," he searches the kingdom far and wide desperately calling "HAS ANYBODY SEEN MY UMBRELLA?" The prince's fairy godmother finally steps in to help, and the love-struck prince and Cinderella are reunited. They marry and spend their honeymoon in second grade.

HOW TO ENTER THE MAGIC KINGDOM

After the animated opening sequence has played, the CD-ROM will open to the *Start here!* screen, the gateway to all the activities and games.



First-time users:

- Click on the **Start here!** banner.
- Click on the **new** banner.
- Type in your name or initials (maximum of seven characters).
- Click on the **new** banner again to enter the Playroom.

Experienced users:

- Click on the **Start here!** banner.
- Click on the **load** banner.
- Click on your name to return to the Playroom. From the Playroom, you can go to a new game or activity, or return to where you left off, by clicking on the activity or game level you were in last time.

Note: If a Quick Quit was used to end the last playing session (see page 6), when you click on **load**, the program will go right to the Playroom.

Click on this banner to access a treasure-trove of on-screen information, including what skills users will learn, comments from kids who've

used the CD-ROM, how to contact us, a bibliography and other related activities for kids. See page 20 for more details.

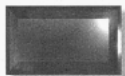
A banner that says 'Find out about Umbrella.'

HELPFUL FEATURES

The games and activities offer three different levels of play to accommodate different ages and levels of ability, and all text accompanying on-screen activity is also spoken.



Here are some simple tools and tricks you should know about:



Help

Introductory songs provide oral instructions and useful information before every new game or activity. To skip the songs, click the mouse once when the song begins.

Players can get help at any time by clicking on the **Help** button, a blue jewel found at the right of the screen.



Quit

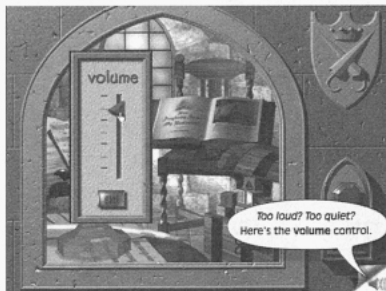
Click on the red **Quit** button to exit any location and return to the Playroom. From the Playroom, click on **Quit** to exit to the **Start here!** screen. Click on **Quit** again to exit the CD-ROM.

Quick Quit

To exit the CD-ROM immediately, from any place in the games or activities:

- *In Windows® 95/98* – press the **Control** and **Q** keys on the keyboard at the same time.
- *Macintosh®* – press the **Command** and **Q** keys on the keyboard at the same time.

Important note: When a Quick Quit is used, the game or activity being played will not be saved.



Volume

To adjust the volume, click on **Help**, then on the speaker icon. Use the volume slider to set the desired level. Click on **Quit**, then click on the **Help** text box to return to the game.

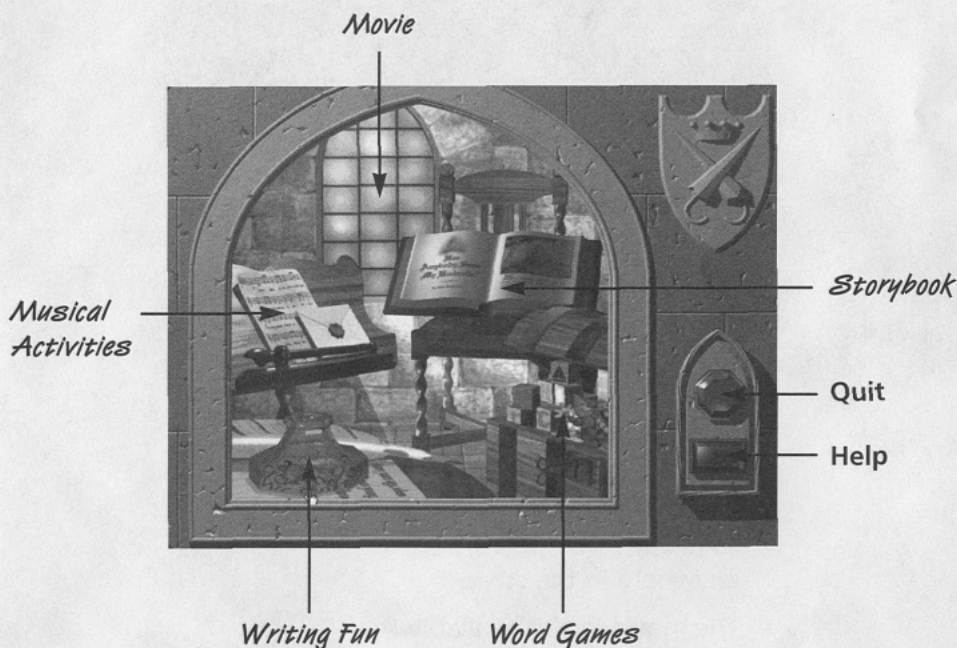


A Note about Spelling: Canadian spellings (for example, "colour," not "color") are used throughout this Guide and the CD-ROM. However, the word game *Pigs in Spring* accepts both Canadian and American spellings.

INSIDE THE PLAYROOM

The Playroom is where all adventures into the magic kingdom begin. It offers a choice of five different activities:

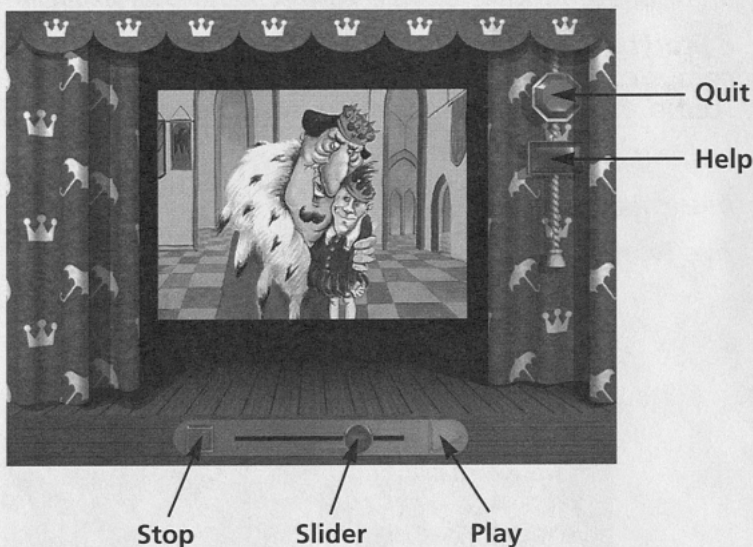
- an animated movie of *Has Anybody Seen My Umbrella?*
- a Storybook with oral definitions, spoken and colour-coded text, rich illustrations, animation, sound effects and hidden treasures;
- writing activities;
- musical activities;
- five word games, each with three levels of difficulty.



Use the mouse to explore the room with the pointer. Then click on the options to visit different parts of the kingdom. Click on **Quit** to exit the CD-ROM.

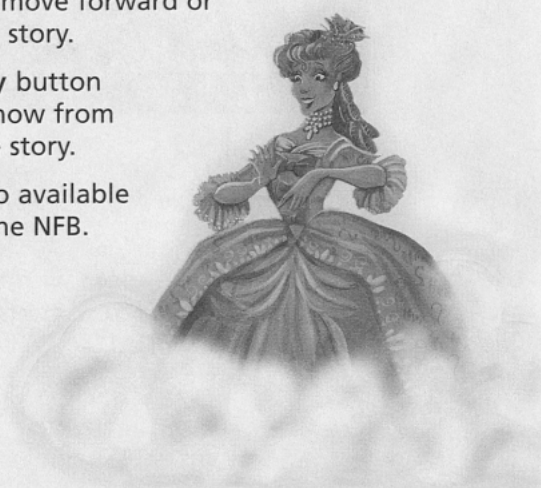
Movie

Master storyteller Max Ferguson provides all the voices for this 10-minute animated version of his own story. Max brings the tale of the Prince's quest alive with humour, drama and warm wit.



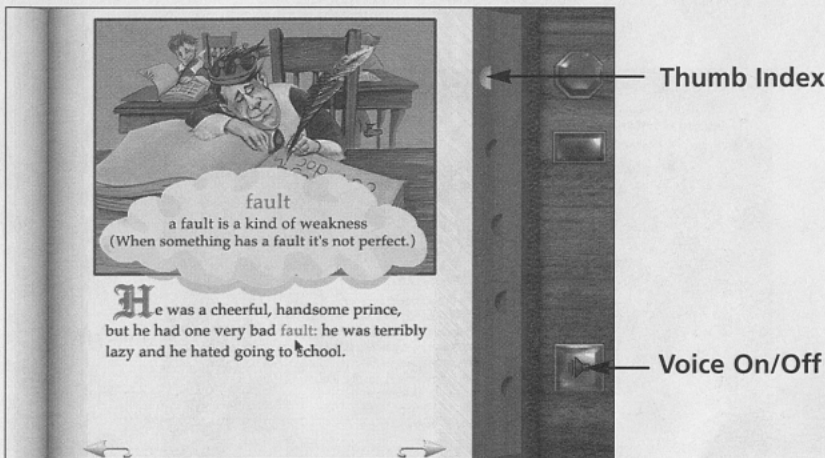
Features

- The **stop** button can be used at any time during the movie.
- The **slider** under the movie screen can be clicked and dragged to move forward or backward in the story.
- Click on the **play** button to re-start the show from anywhere in the story.
- The movie is also available on video from the NFB. See back cover for more information.



Storybook

The Storybook holds 40 colourful pages of charming illustrations with interactive pictures and text – including word definitions, lively animation, and silly sound effects. There are also surprise hidden words that pop up while they are being spoken (some are spelled out). Click on the twinkling umbrella to see fabulous animation, and click on the magic wand to reveal hidden treasures.



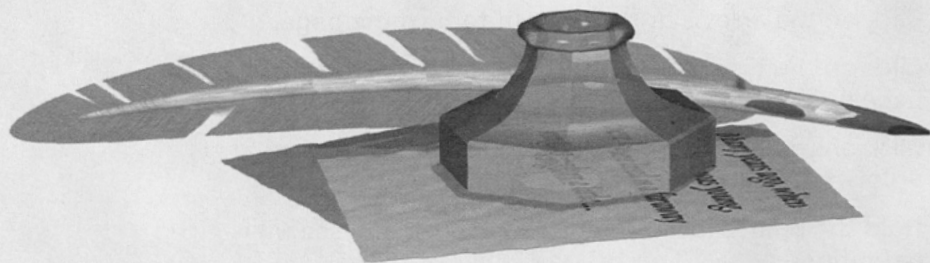
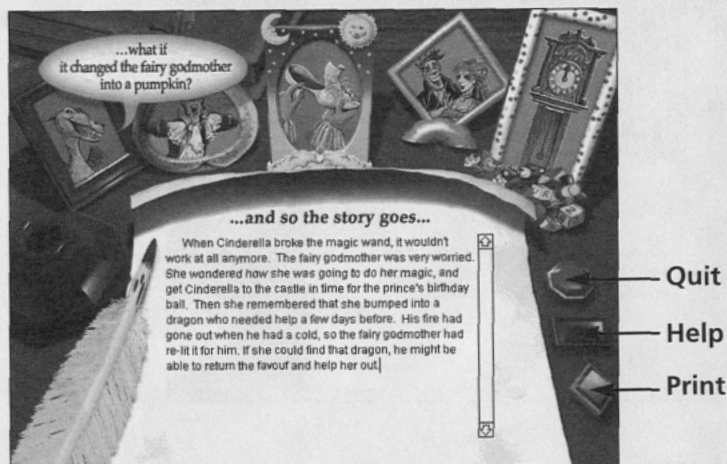
Features

- **Thumb Index** Click on one of the tabs to go to different chapters of the story.
- **Voice On** provides narration. **Voice Off** allows users to read at their own pace.
- During narration, words and phrases appear in red as they are spoken.
- Click on the arrows at the bottom to turn the page.
- Click on the first letter on the page to hear the whole page again.
- Click on red words and phrases to hear them spoken at a slower speed.
- Hold the pointer over blue words to hear and see their definitions.

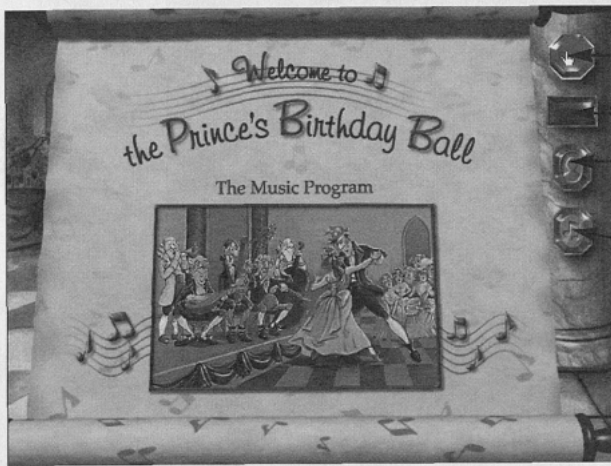
Writing Fun

Storytellers can create their own endings to the tale, starting from five points in the story, represented by five framed pictures. Each offers three different "What if?" suggestions to fire the imagination, but bold writers can make up their own plot twists.

When the tale has been told, the writer's creation can be printed (by clicking on the gold **Print** button) and shared with others!



Musical Activities



Quit

Help

Meet the Musicians activity

Rhyme Time activity



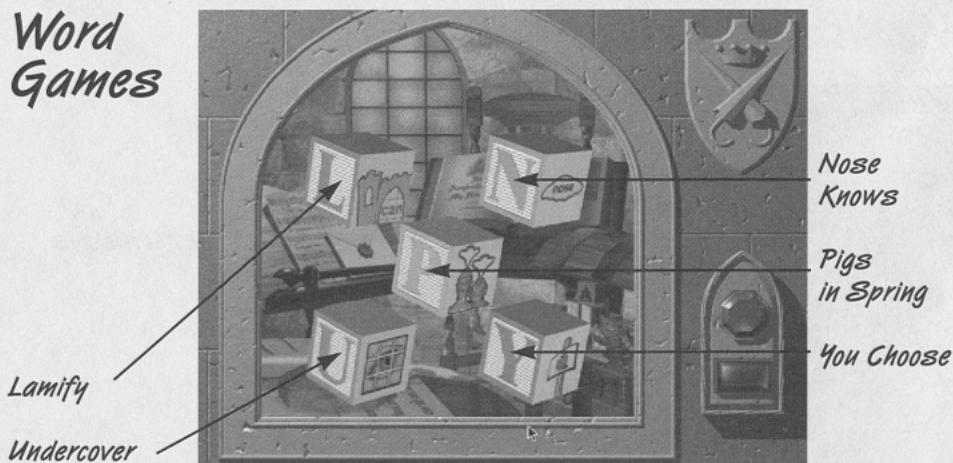
In *Meet the Musicians*, the King's ballroom comes alive with musical pieces from seven instruments and theme songs for the four main characters.



Rhyme Time has 22 lively verses to sing-along with, each with a word missing at the end. A bouncing egg follows the sheet music as the song is sung. The challenge is to choose a word or picture to fill in the blank and complete the rhyme. The reward is an animated treat!



Word Games



Five wacky games make learning fun, with easy, moderate and more difficult levels of play, with clues to help. (Be sure to click on the right level!) And there are lots of rewards for success – like tumbling blocks with surprises inside, verbal encouragement, doors and windows that release animated surprises, beautiful rainbows and silly sound effects!

Players shouldn't be afraid to experiment – it's a great way to learn new things, and they can always go back and try again if they make a mistake.



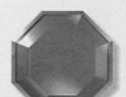
Help



Next



Back



Quit

Features

- The **Help** button always offers information and clues.
- Click on the green **Next** button to move on to the next puzzle immediately. Skipped puzzles can be returned to later.
- The **Back** button (in *Pigs in Spring* and *Lamify* only) moves players back a step.
- Click on **Quit** to exit a game and return to the Playroom. The game being played will be saved, unless a Quick Quit is used (see page 6).
- To return to a game: begin at the **Start here!** screen, click on **load**, then click on your name to return to the Playroom. From the Playroom, click on the game you want, then on the level you were playing last time and you will return to where you left off in the game.

Note: If a Quick Quit was used to end the last playing session (see page 6), when you click on **load**, the program will go right to the Playroom.

- Each game has three levels. Players can start at the first level and work their way up to the third level as their skills grow.

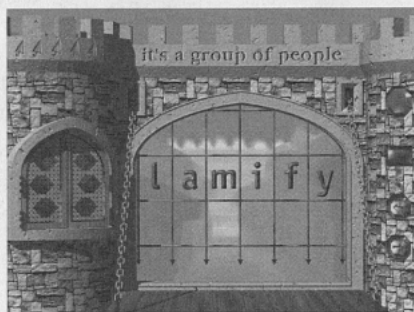


Scoring

Umbrellas are used to keep score. In the word games, a level is completed when all the umbrellas on the screen have opened. When a level has been completed, an open umbrella will appear next to that level on the game block when the user returns to the Playroom.

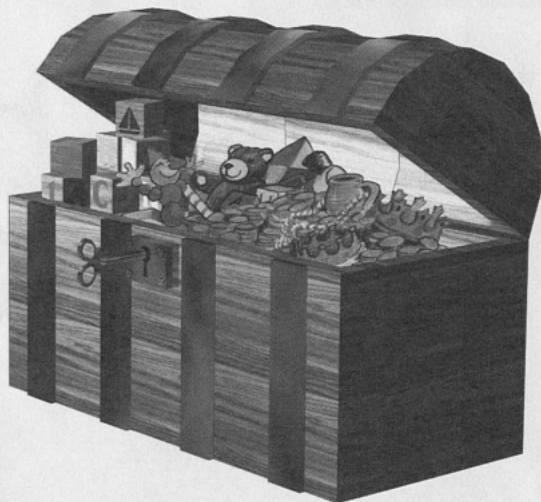
Lamify

The goal in *Lamify* is to unscramble a word puzzle, by using the mouse to drag letters to their correct positions in the row below. There is a spoken clue for each puzzle.



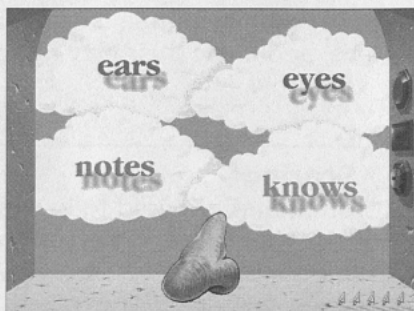
Helpful hints:

- The fairy godmother provides clues to help unravel some of the puzzles. Click on **Help**, then on **Clue**.
- When a letter is placed in the correct spot, a blue frame will flash around it for a few seconds.
- See page 16 for a word list.



Nose Knows

In *Nose Knows*, the idea is to match words that sound alike, but mean different things. Click on the two words or pictures that sound alike.



Helpful hints:

- In the first and second levels, match by clicking once on the word that sounds like the item pictured below.
- In the third level, click on the two words that sound the same, even though they may be spelled differently. Be sure to click only once on each word, otherwise the rain will fall! (If a word is clicked on twice, the program understands the second click as the second choice.)
- See page 17 for a word list.



Pigs in Spring

Use the letters in one word to create as many other words as possible. Type in a word, then press **Enter** to see if it is correct. Once a word has been added to the list, backspace to erase it and type in another word.

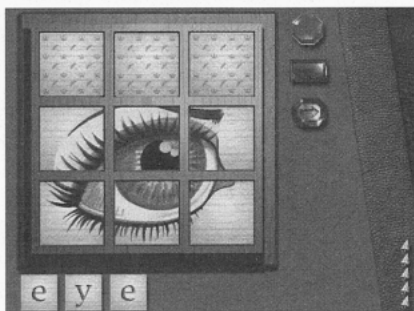


Helpful hints:

- Use the arrow keys to scroll up and down the list of new words.
- The base word can be added to the list to score points.
- Words with only one letter, like "a" and "i", can be used, but they can't be capitalized.
- To print a word list, scroll to the bottom of the list and click on the gold **Print** button.
- See page 17 for a word list.

Undercover

The goal is to unscramble a picture puzzle. In the first level, pieces can be flipped over with a click then dragged into position. At the higher levels, the pieces turn over briefly for a glimpse of the scrambled parts. When the mystery object is recognized, type in what it is underneath the picture.



Helpful hints:

- In the first level, a blue frame will flash around a puzzle piece when it has been dragged into the right spot.
- If a letter is typed into the wrong spot, it can be erased with the delete or backspace keys.
- When all the letter spaces have been filled, the incorrect ones will flip over so another try can be made.
- See page 16 for a word list.



You Choose

You Choose challenges players to decide how to group two sets of pictures or words. When a new item appears, the player must click and drag it next to the group in which it belongs.

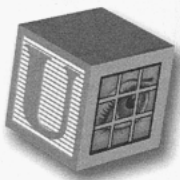


Helpful hint:

- Correct answers are based on things that are the same, such as similar patterns (stripes or dots), things made from the same material, or things of the same colour.

UMBRELLA WORD LISTS

These are the word lists for **Undercover**, **Lamify**, **Nose Knows**, and **Pigs in Spring**. There is no list for **You Choose**, because that game uses mostly images and concepts.



Undercover

First Level

bed
bone
tree
chair
hat
lock
pie
star
drum
well
frog
leaf
kite
pear
table
carrot
windmill
scissors
mushroom
umbrella

Second Level

flower
throne
sack
mirror
anchor
stapler
teapot
wand
dishes
bucket
pickle
crown
cannon
harp
candies
cheese
five
ram
fence
seven

Third Level

armchair
helmet
stairs
gown
snail
pumpkin
ship
brick
plane
eleven
slipper
banner
sword
knight
magic
pitcher
planet
seashell
jewelry
door



Lamify

First Level

two
bat
map
can
cow
frog
goat
star
peas
fish
tree
lamb
bone
wand
rock
book
king
kite
shoe
fire

Second Level

trunk
seven
table
crown
troll
magic
snake
melon
tomato
teapot
spider
carrot
radish
pickle
prince
flower
cheese
dragon
knight
twelve

Third Level

candies
feather
stories
trumpet
pencils
ladybug
pumpkin
berries
cymbals
sixteen
cherries
birthday
shoelace
midnight
baseball
thirteen
diamonds
slippers
daughter
umbrella

Nose Knows

First Level

flour flower
bat bat
pair pear
knight night
ring ring
letters letters
diamond diamond
C sea
club club
ruler ruler
sale sail
ear ear
son sun
hair hare
tails tales
eye I
1 won
bee be
two too
plane plain

Second Level

R are
blue blew
board bored
deer dear
ring wring
Q cue
rose rows
four for
oar or
hole whole
toad towed
wood would
stairs stares
heel heal
berries buries
pail pale
bread bred
prince prints
red read
throne thrown

Third Level

pain pane
due dew
grate great
scent sent
seize seas
weak week
fair fare
herd heard
threw through
teas tease
steak stake
ate eight
bow bough
daze days
whirled world
grown groan
tents tense
paws pause
weight wait
seen scene



Pigs in Spring

First Level

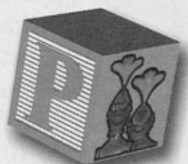
spring
water
afternoon
beautiful
palace
pearls
please
reading
romance
treasure

Second Level

umbrella
arithmetic
breakfast
decorate
handsome
instrument
princess
shoelace
winter
special

Third Level

birthday
computer
important
orchestra
stepsister
wretched
fairytales
diamonds
Cinderella
relation



Q: In the QuickTime™ folder on the Macintosh®, there's an icon that says "Install QuickTime™." But in the same folder there are two other folders: "QuickTime™ Install Disk 1" and "QuickTime™ Install Disk 2." What do I do? Do I install them first?

A: No. Just click on the file that says "Install QuickTime™." Then follow the instructions on your screen.

Q: When I quit the CD-ROM, a screen with the title and credit information stays on the screen. How do I make it disappear?

A: Just click your mouse once.

Q: I seem to be having memory problems while operating *Umbrella*. How can I free up more memory?

A: For Windows® 95/98, you need a minimum of 8 MB of available (unused) RAM. To make more memory available on your computer, close any other programmes that are running.

On the Macintosh®, close any other programmes that are running. If that doesn't free up enough space, look under the Apple® icon menu for **About this Macintosh®**. The amount of available memory will be shown as the **Largest Unused Block**. It should be 4,000K or larger. Make sure that **Virtual Memory** is turned off by going to **Control Panels**, then double-click on the **Memory icon**, then click the **Off** button in the **Virtual Memory** section. Some other steps to try: close some windows; remove all the **Control Panels**, **Extensions**, **Sounds** and **Fonts** that aren't needed to run the CD-ROM.

Q: If the screen freezes, what can I do?

A: In Windows® 95/98, try a Quick Quit (**CTRL Q**). If that doesn't work, press the **CTRL**, **ALT** and **delete** keys at the same time to reboot, and follow the on-screen instructions.

On the Macintosh®, try a Quick Quit (**Command Q**). If, after a few minutes, the screen is still frozen, reboot by pressing **CTRL Command** and the **Power On** keys.

Note: In both Windows® 95/98, and on the Macintosh®, the game you were playing will not be saved if you reboot your computer.

Q: In the word games, why doesn't an umbrella open after every correct answer?

A: Some games need several correct answers within a level before an umbrella will open. (In most games, this happens after four correct answers. In *Pigs in Spring*, it happens after two correct answers.) If some puzzles have been answered incorrectly, or if some have been skipped, they must be completed correctly to finish the level. When you go back to the word game after quitting, the program will automatically take you back to the puzzle(s) you missed.

Q: Why does it take so long to go from level to level in *Pigs in Spring*, and to quit "Pigs"?

A: The program is saving your lists, and that takes time.

Q: If I'm in *Rhyme Time* and finish a few rhymes, then quit the game, when I go back I can't get the screens that I've already completed. How can I hear those songs again?

A: There are two ways: either go back to the **Start here!** screen, and start a new game; or finish the remaining rhymes in *Rhyme Time*. Once the last verse is completed, you will automatically exit *Rhyme Time*. Then you can go back into the activity at the beginning. If you find yourself somewhere else in the song, that means you missed one or more rhymes and the program is taking you back so you can complete them.

Q: If I stop the movie by clicking on "Stop," then go into "Help," when I exit "Help" there's just a white screen. How do I get the movie back?

A: Just click on the **Play** button to start the show again.



FIND OUT MORE ABOUT *UMBRELLA!*



Uncover a wealth of information about this CD-ROM by clicking on the **Find out about Umbrella** banner, then clicking on the hot spots in the clouds.



It's a great resource for parents!

- **A brief guide to the kingdom** provides a visual overview of all the fun places to visit. Click on a colourful umbrella to discover more features and skills to develop while playing.
- **Kids talk** provides some youthful pearls of wisdom from the kids who tested the CD-ROM.
- **Who made this** lists the credits.
- **How to reach us** gives our address and phone number.
- **More things to do** lists other activities, a bibliography, and great story-related NFB home videos for children in Canada.

Note: For US title info, call 1-800-542-2164. Teachers can refer to the NFB catalogue (see back cover) or call 1-800-267-7710.

CREDITS AND COPYRIGHT INFORMATION

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Consultant:
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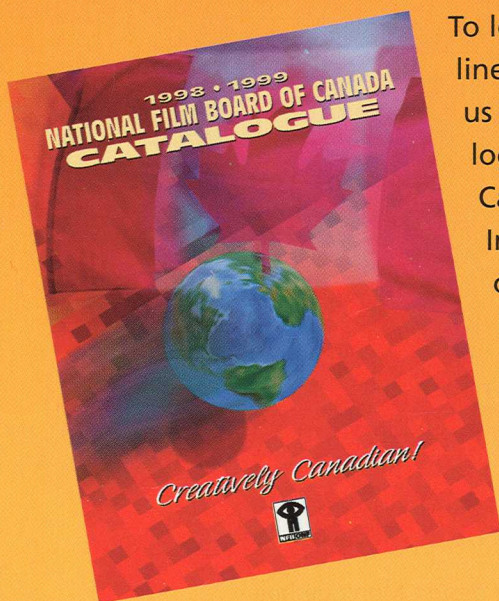


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