2-4 years

WIN
MAC
DVD-ROM

Preschool
Mother Nature's Visit
Manual

Didi & Ditto

kutoka

Didi & Ditto Preschool - Mother Nature's Visit

Introduction

Didi and Ditto invite you to a wacky and colorful world populated with lovable and engaging characters. A very special place filled with things to do, discover and learn.

In this story, Mother Nature is coming to visit the Valley. When the residents find out, they decide they should have a Mayor to lead the festivities.

After Zolt the wolf looses the election to Hootdini the owl, he hatches a plan to ruin the big party for Mother Nature's visit! He will break all the music instruments and steal the food. So that when Mother Nature arrives, he can step in as a one-man-band and bring the food. He thinks that then they will surely make him Mayor!

Now, it is up to you to help our favorite beavers Didi and Ditto to gather the food and repair everything so the party will be ready for Mother Nature's arrival!

Play as Didi or Ditto!

Didi and Ditto are two very special beavers with two very different personalities and one of the special features of this game is that you can choose to play as either one. Didi is the girl beaver, she is red and has long eyelashes. Ditto is the little male beaver and he is blue.

Two ways to play!

When the game starts you can decide to play just the activities or the full adventure. Of course, we recommend the full adventure! Note that when you play in the Adventure mode, you will only have access to the activities as they are done as you progress in the adventure.

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Parents

With Didi & Ditto Preschool, you can adjust the game according to your child's knowledge and/or willingness to learn. Although the game targets the 2 to 4 years old, and has three levels of difficulty, this does not imply that level one is aimed at the 2 years old, level 2 at the 3 years old, etc. As a matter of fact, we recommend that you start at level one no matter how old your child is.

As this might be one of the very first computer experiences for your child, he or she might need your help with the mouse at first. We recommend, when possible, using a mini-mouse as we have often seen kids' progress being slowed down because of their difficulty to use a mouse too big for them. These mini-mice have been specifically designed for their little hands and make it much easier to handle.

The next step would be to make your child understand the relationship between the mouse and what is happening on the screen as well as the basic operations such as clicking (wait a little for the dragging function).

If your child has not used a computer in the past, you will need to start Didi & Ditto with him or her and discover with your child all there is to do and to see in this wonderful world. If you feel your child is too young or gets frustrated with one particular activity, just exit the activity and continue the game. It will give him things to discover in a couple of months when he will be ready for them! In order to see the conclusion movie, you need to go to all the worlds and complete all the activities successfully. We also recommend that you limit the game play to 20 minutes per session.

To make things easier, the pointer will change when there is a surprise animation or an activity to do. Just click to access it. Take your time to find them all and enjoy them! Do not hesitate to click again and again as the animations can often be different the second time.

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Fun subjects

Activities consist in a fun introduction to notions your child will see later on in the classroom. Among which:

PRE-READING:
recognize letters, learn the alphabet
PRE-MATH:
recognize numbers, count, identify shapes, use spatial sense
SCIENCE:
recognize animals, learn about the environment,
learn about healthy eating
ART/MUSIC:
know colors, recognize sounds, sing
THINKING SKILLS:
use observation skills, sort by attributes, understanding oral
instructions

The activities are so much fun that your child will want to do them over and over! As he or she explores this game's fresh 3D graphic look, your child will discover sixteen different activities, all offering three difficulty levels.

Before you begin...

Before beginning the game there will be a few choices to make. Many options are presented to you in the introduction. First choose a cloud to identify his or her saved games. You can help your child type his or her name on it if you wish. (Four different players can each save up to 8 games). Then, you must choose the difficulty level for the activities. From one game to the other, the questions in the activities will differ. No matter how old your child is, we suggest you start with level one.

Getting around...

Your child will need to choose if he wants to play as the girl character (Didi) or the boy character (Ditto). Then, your character will go to the crossroads where there are signs representing the different areas in Smart Valley. Click on the sign of where you would like to go.

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The main controls

Back Arrow

To get back from any of the places you have visited, including the activities, you must use the "Back" arrow that is always present in the bottom left hand corner of the screen.

Options Button

Clicking on the cloud-like button will take you to the "Options" screen. This is where you can adjust the volume, change levels, have access to the activities you have played, save and load games, see the credits or quit.

Inventory

Drag your pointer to the bottom of the screen or press the F1 key to see the inventory panel that shows you what you have collected in Hootdini's wagon so far.

The pointer

By default, the pointer is a purple arrow. When it is over a "click-able" it will turn yellow.

There are suprise animations to discover all over the eight places you will visit, many of them are opportunites to learn something. Try and find them all! And do not hesitate to click again and again. Often the animation will be different.

When you need to get an idea of what to do next, click on Didi or Ditto. Your beaver will give you hints and clues.

Automatic saving

When you quit, your progress in the game will be automatically saved. To continue your game, click on the same cloud icon you selected in your last game, on the following menu screen, click on "Saved Game". Your most recent game is represented by the cloud icon at the bottom center of the screen. Click on it and you will be at the same place as you left from.

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The Activity Menu

This menu is divided into two parts: the puzzles screen and the activities screen. In these menus, you can access directly each of the educational activities at each of the three levels.

Keyboard Commands

F1 or Q
Will bring up the inventory, back arrow and options buttons. Dragging your cursor to the bottom of the screen will have the same effect.

F2 or W
Will take you to the "Options" screen. This is where you can adjust the volume, change levels, have access to the activities you have played, save and load games, see the credits, or quit.

F3 or E
Will take you to the "Save Game" screen, where you just have to click on one of the clouds to save your progress in the game.

SPACEBAR
Can be used to skip animations, activity instructions and the movies at the beginning and end of the game. Be careful, most of this content is really entertaining so you won't want to miss anything.

ESC, CTRL + Q (Windows), APPLE + Q (Mac)
All of these controls will allow you to quit the game.

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Smart Valley

Far from the city and over the mountains is a special place called Smart Valley. This is where Didi and Ditto and all their friends live. You will start your adventure at the crossroads. From there you can visit the eight special areas that you will have to explore in order to find the things you need to gather for Mother Nature's party. Just click on a sign to get you there.

You can keep track of your progress by the little flags on each sign. They will disappear as you get the activities done. You can go back as often as you like to any part of the Valley.

When you have completed the 16 activities you will be ready to see what happens at the party.

The places and their activities

To gather the food and help repair all the musical instruments, you will have to successfully complete sixteen different activities, two in each of the eight places you can visit.It is up to you to make sure the party is a success!

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The Characters
There are many wonderful characters in the world of Didi and Ditto. Here is a little background information about some of them.

Didi and Ditto
Our two main characters are members of the Castor Canacolouris family, which can be distinguished from regular beavers by their rich coloring and the fact that they walk on two rather than four legs. They are highly intelligent, speak and act very similarly to humans. This is very surprising as most of these beavers have never seen a human.

Didi
Didi is someone who always has her life under control. She is confident, bold and always ready for a new adventure. She loves her younger (by one minute) twin brother, but she will be the last person to let him know. Because she sees Ditto as her younger brother, she feels responsible for him and tries to run his life like her own.

Ditto
Ditto always feels good about himself until his sister Didi points out some lame reason why he should not feel good about himself. But he knows she's just teasing him and quickly recovers. He just wishes she would stop putting him in situations where he needs to make a quick decision, because he hates not being able to think things through. He likes to plan as much as possible before doing something, which usually is a good thing.

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Hip Hop

A very energetic creature that can be found in great numbers in the Valley is the Lepus Jaunus or Yellow Rabbit. Fast and mischievous, these animals love to play practical jokes. Their favorite target being the purple wolves, they usually work alone but every now and then will group up to target a particular wolf. When they are not teasing wolves, they can usually be found showing off their deep understanding of prepositions, adverbs and their opposites.

Couki

Couki is a very curious puppy. His nose often gets him into trouble. Couki's favorite activity is riding down the mountain side in a buggy, because he really loves it when the wind is strong enough to blow his ears into the air. With the exception of when he is in his dog house, Couki always wants to be in the place where he is not. For example, if he is inside, he wants to be outside; if he is outside, he will want to be inside.

Zolt

One of the predators that live in the Valley is the Canis Mauvus or Purple Wolf. These wolves have the very peculiar trait of being vegetarians. Something about their ancestors making friends with a flock of sheep and then not being able to eat them. However members of this pack of wolves are sworn to hide this little known fact. They are not to be confused with their cousins Canis Rohasis or Reddish Wolves, who can be understood better by reading Ralf's description below.

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Wheezy

Wheezy is a mischievous prairie dog. Practical jokes are his passion, to the point of sometimes annoying his friends and family. He gets his name from the odd laughing sound he makes when he thinks he has found or done something quite clever. Of course, what Wheezy thinks is clever is not always what everyone thinks is clever.

Fly Guy

Don't let his small size fool you. Fly Guy is a champion when it comes to flying. He is also an athlete that is interested in all sports. You will always find him practicing and trying to improve himself. His one big dream is to one day be on the Olympic team. Unfortunately Jako's Valley does not have an olympic team, but that's not stopping Fly Guy!

Grumpy

This old bug is really a grump, but somehow we can tell that deep inside he has a soft spot. It's finding his soft spot that is so hard! When the old hermit stopped using the house on the mountain, Grumpy moved right in and took over the whole house. He considers Cooki the dog as part of the package, making him the first bug to have a dog as a pet.

Blue Bear

Blue Bear is a little shy and likes hiding behind trees and pretending no one can see him. He also loves having birthday parties and will give one for anyone whose birthday it happens to be. This has had the effect of his cave being in an almost permanent party state. The only thing he cannot tolerate are sneaky wolves.

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Tiny Turtle

Tiny is one of quite a few turtles that live in the valley. This species has wonderful coloring, with no two turtles being alike. But there is a downside to their wonderful shells, they are unfortunately always popping open. An effect that happens mostly when they try and stand on the rear two legs. The true annoyance of this ill effect is that these turtles love to stand on their two hind legs.

Belinda Bug

This ladybug is a clean freak. She is on a war against dirt! So don't get in her way or you might end up in her dustpan! Belinda is also an incurable romantic and loves things that are heart-shaped and pink.

Ralf

Ralf is a Canis Rohasis or Reddish Wolf, who are close cousins to the Purple Wolves, and although they eat mostly plants, they like to think of themselves as carnivores. Members of his species are very clumsy and can be found tripping and falling all around the Valley. Just like Zolt, Ralf is always hungry and spends all his time looking for food.

Venus

Venus is one of a special breed of chickens that can be found in Jako's Valley, They come is many colors, but all share the same single-minded goal. To fly! And although they have not become great flyers, they have all at least become experts at falling. The residents of Jako's Valley have all become watchful of falling chickens, as you never know where and when one of these gals will fall out of the sky.

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Minimal System Requirements

WINDOWS
Windows XP, Vista
CPU: Pentium - 1 GHz
RAM: 512 MB
Video & Sound: Direct X 9
DVD-ROM: 4X
Hard disk space: 1.1 GB

MACINTOSH
Mac OS X 10.2 to 10.5
CPU: G4 - 1 GHz
RAM: 512 MB
Video & Sound: Standard Mac
DVD-ROM: 4X
Hard disk space: 1.1 GB

Installation

1. Insert the Didi and Ditto disk in your DVD-ROM drive. A window appears on your screen. It displays three buttons: "Install", "Quit" and "Options".
NOTE : You can change the target disk for the installation by clicking on the "Options" button. Then, select the local disk you want to install the game on using the left and right arrows at the bottom of the window.

2. Click on the "Install" button to begin the installation of the game. The files are copied from the disk to your computer.

3. (Windows Only) If QuickTime is not already installed on your computer, a message offering you to install it is displayed. Click on the "Install" button to launch the installation of QuickTime.
NOTE : If QuickTime is already installed, the installation of the game will be complete at that point. Click on the "Play" button to start playing the game right away.

INSTALLATION OF QUICKTIME
Follow the instructions of the QuickTime installer program. Click on the "Next" button to go to the next step of the installation. You can safely accept the default settings of the installation. The settings can be modified at a later time.

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Uninstallation

1. Insert the Didi and Ditto disk in your DVD-ROM drive.
A window offering you to "Play" or "Quit" appears on your screen.

2. As indicated at the bottom of the window, press the "U" key while holding down the "Shift" key on your keyboard to uninstall.
A message asking you to confirm the uninstallation is displayed.

3. Click on the "Yes" button to confirm. The uninstallation is performed. The files of the game are removed from your computer.

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