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## Getting started

### System information – Macintosh version

- Hardware required:
- Quicktime enabled Macintosh computer with Mac Classic 9.2.2 and OSX 10.2.8
  - 64 MB of RAM (128 MB rec.)
  - Hard disk drive, with approximately 160 MB of free space for program and art files and 6 MB of constant free space recommended.
- Software required:
- Mac Classic 9.2.2 and OSX 10.2.8

### System information – Windows version

- Hardware required:
- Windows compatible computer
  - 64 MB of RAM (128 MB rec.)
  - Hard disk drive, with approximately 160 MB of free space for program and art files and 6 MB of constant free space recommended.
- Software required:
- Windows 98/2000/ME/XP/Vista

### Installation & start-up

This section assumes you are familiar with the very basic, uniform operations of, and terminology associated with your computer and its operating system. If you need further help with computer basics, consult your owner's manual(s).

To use the Kreative Komix™ program, you must first install it (it will not run off of the original discs that come with the product). To install Kreative Komix™, follow these easy steps:

#### Macintosh installation

1. Boot your Macintosh and get to the desktop.
2. Insert the Kreative Komix™: Science CD-ROM into your CD drive.
3. A window will open with several files. Double-click on the Kreative Komix™: Science Install icon.
4. The installation program starts. The first screen is an introduction. Click Continue.
5. Next, you will get the Installation screen. If you want to install it on your main hard drive, simply click the Install button. In seconds you will be ready to use all the exciting features of Kreative Komix™: Science.

After you finish the installation, a Kreative Komix™: Science alias will be created on your desktop. To start the program, simply click on the icon.

## Windows Installation

1. Insert the Kreative Komix™: Science CD-ROM.
2. In most cases, the installation program will automatically start. If it doesn't, go to **My Computer** and double-click on the Kreative Komix™: Science CD-ROM icon. Then, find the setup.exe or install.exe file and double-click it. This starts the installation.
3. When the installation program starts. The first screen is an introduction. Click **Continue**.
4. Continue the installation following the instructions on screen. After the installation is complete it will ask you if you want to restart your computer. You will need to restart before you use Kreative Komix™: Science. If you had another version of Kreative Komix™ already installed on your computer, the new version will install inside the older version. You will have access to all the art in both versions.
5. After you restart, to use the program, go to the **Start** menu, and then to **Programs**. In the **Programs** menu, there is a folder called "Kreative Komix™: Science". Inside the Kreative Komix™: Science folder is an icon for Kreative Komix™: Science. Click on the icon and you're ready to go.

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## Program features



We have designed Kreative Komix™: Science to be progressively sophisticated depending on the age of the user. You can use it as a simple single-page graphic writing program, appropriate for a six-year-old or as a sophisticated comic book publishing program capable of creating everything from multi-page comics to animated cartoons slide shows.

Kreative Komix™: Science has four distinct sections:

- 1. Scenes mode:** This is where you will create stories or the individual cells for your comic. Within the **Scenes** mode you can use clip art to assemble a single cell of your comic. Within the **Scenes** mode you can add:
  - Backgrounds
  - Characters
  - Props
  - Text
  - Sound
  - Animation
- 2. Character maker:** This part of the program allows you to use character parts to create unique characters for use in the **Scenes** mode and print out stick puppets to act out your comics.
- 3. Layout mode:** This part of the program allows you to place individual cells on a page and to lay out complete multi-page comic books.
- 4. Comic player:** This allows you to play your comic on the computer, complete with animations and sound. You can even play multiple cells saved as a book.