EPILEPSY WARNING

Some people may suffer from epileptic seizures or loss of consciousness when they are exposed to certain kinds of flashing lights or light patterns. These people may suffer seizures when watching television or whilst playing computer games. This can even affect people who have no history of seizures or epilepsy. If you or a relative have ever experienced epilepsy or a seizure in the past, then it is advisable to consult a doctor before playing. If you should experience any one of the following symptoms whilst playing, you should stop immediately and consult a doctor: altered vision, eye or muscle twitches, loss of consciousness, disorientation, cramps or other uncoordinated movements.

SAFETY PRECAUTIONS:

- Always sit well away from the screen – if possible as far away as the leads will allow.
- Use a small screen.
- Don't play when you are tired.
- Ensure the room is well lit.
- Take a 10 – 15 minute break every hour when you are playing.

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1) Introduction

1.1 WELCOME

Many thanks for buying “Wildlife Camp – In the heart of Africa“. In this game you will be playing the roll of an animal expert who is tasked with running an animal sanctuary in Africa. You will need to master many a challenge. This manual will answer any questions that you may have about the game, so please read it through carefully.

1.2 MINIMUM SYSTEM REQUIREMENTS:

CPU:	Intel Pentium IV 2 GHz or compatible
RAM:	1 Gigabyte
Operating System:	Windows 7, Windows XP or Windows Vista
Hard disk space:	1 Gigabyte available
Graphic card:	3-D Graphics card: DirectX© 8.1 compatible with 64 MB RAM (PixelShader Version 2.0, VertexShader Version 1.1 or greater)
Sound card:	DirectX© compatible
Monitor:	1024 x 768 Pixel resolution
CD-ROM Drive:	4 x CD- or DVD-ROM drive

1.3 INSTALLATION

Place the Wildlife Camp CD into your CD/DVD drive. A window will automatically appear with the option to install Wildlife Camp, as well as allowing you, for instance, to visit the developers website. Select “Install Wildlife Camp“ and follow the onscreen instructions.

If the program should not start automatically, then open the CD directory and double-click the “Setup.exe“ file there.

2) Starting the Game and Main Menu



Once you have successfully installed the game you can start playing in one of the following ways:

- Double-click the “Wildlife Camp” icon on the desktop with your left mouse button.
- Click the “Start” button at the bottom left-hand side of the desktop, select “Programs“ -> “Wildlife Camp“ and then click on “Start Wildlife Camp“.

This is what the “Wildlife Camp“ Main Menu looks like. It has the buttons Continue game (1), New character (2), Settings (3) and Exit (4).

2.1 CONTINUE GAME



If you have already been playing “Wildlife Camp“ on your computer, this option allows you to start playing again at the point that you left off the last time. Just click on the “Continue playing” button and you’ll be taken to the selection of characters available to you.

To choose a character, select its name on the list (1) on the right-hand side. You can now continue playing with the selected character by pressing “Continue playing” (2) or you can delete it by clicking on the dustbin button (3).

You can, of course, return to the Main Menu as well by just clicking on the “To Main Menu” button (4) at the bottom right-hand side of the screen.

2.2 NEW CHARACTER

Your character is the figure that you will guide through the game. You can create a new character by clicking on “New Character”.

Now you can work on your character to your hearts content. The right hand side of the screen has the following changeable features:

(1) Whether your character is a boy or a girl
(2) Hairstyle and hair colour
(3) Tops
(4) Trousers
(5) Shoes



At the centre bottom of the screen you’ll see a text box (6) where you can enter the name of your character. You have probably already noticed the text box (7) in the middle of the screen already. This will help you to create your character. The three buttons above it allow you to scroll around and operate this text box.

The left button will hide the box, useful if it in the way when you are creating your character. Just click on this button again to make it reappear. Clicking the middle button will read the contents of the box to you out loud. The right-hand button will go to the next page of the text box. Clicking the “Continue” (8) button bottom right will start the game.

Be careful: Take note of the flashing button. If you have not read all the hints one after the other, then clicking on “Continue” (8) will skip the tutorial mission.

Be careful: All your settings for this character will be lost if use this button to go back to the Main Menu. If you don’t want that, then only return to the Main Menu once you have started playing the game with the character that you have just created here.

Clicking on the “To Main Menu” button bottom right of the screen will take you back to the main menu.

3) Settings

Do you want to alter the graphics, sound and music or control settings? Then you have come to exactly the right place.

If you don’t want to make any changes right now, then just skip the following paragraphs which contain a lot of details about the different settings available to you.



Clicking on the right arrow (1) next to Graphic quality will open a list of pre-defined settings, which will allow you to automatically adjust the game’s settings to suit your computer’s capacities in one go without the necessity of adjusting multiple different settings.

If your computer is a bit older then it would probably be best to choose “Low” or “Medium” settings so that you can play without problems (juddering etc).

The game of course looks best if you play it on the “High” Graphic quality setting.

As soon as you make any changes, the game settings (1) will swap to “Own settings” and will be saved especially for you.

The three buttons at the top left (2) take you to the Graphics, Audio and User Interface sub-menus, which allow you to adjust a multitude of different settings. Use the horizontal sliders (3), the arrows (4), or the red (deactivate) and green (activate) boxes (5) to make changes.

Clicking on “Exit” (6) will take you back to the Main Menu without any of the settings changes being implemented. Clicking on “OK” (7) will save and confirm the settings changes.

Note: Some changes will only take effect after the game has been restarted.

3.1 GRAPHIC SETTINGS:

As a general rule: the more graphic settings you activate, the more realistic the individual elements of the game will appear. This will however increase the demand on your graphics card.

Screen resolution: This is where you can adjust the number of pixels that will display the game on the monitor. The more pixels, the more detailed the picture will be.

Texture quality: Alters the display quality of object surfaces in the game.

Anisotropic Filtering: Ensures a sharper display of texture on angled surfaces (like the ground or mountain sides). Without this filter the areas further away will appear very blurred. The higher this filter is set, the sharper the more distant textures will appear.

Anti-aliasing: A particular method for making the appearance of an object's edge look softer and more realistic.

Level of detail: The further the slider is pushed to the left, the lesser the detail that will be displayed when the view pans out (for instance when zooming).

Visibility distance: The further you move the slider to the left, the sooner the objects will be blended out when changing the view (for instance when zooming).

Shadows: Activates/deactivates the depiction of shadows of animals, buildings etc.

Shadow detail: Adjusts the display quality of the objects' shadows.

Grass: Activates/deactivates the depiction of blades of grass in the ground textures.

Blooming: Activates/deactivates blending effects.

Normal Mapping: Activates/deactivates Normal Mapping

Water reflections: Activates/deactivates the depiction of reflections on water surfaces.

Fur depiction quality: Activates/deactivates the depiction of fur on animals.

3.2 AUDIO SETTINGS:

Music volume: Adjusts the volume of the background music in the menus and the game.

Sound volume: Adjusts the volume of the sounds in the surroundings (e.g. animal noises etc.)

Speech volume: Adjusts the volume of the speech. (For instance in the introduction).

3.3 USER INTERFACE SETTINGS:

Tooltips: Allows text fields to appear when you hover the mouse over buttons.

Tooltip Delay: The further the slide is moved to the right, the more time it will take for the text fields to appear when the mouse is hovered over a button or an icon.

3.4 EXIT WILDLIFE CAMP

Click on this button to exit "Wildlife Camp" and return to the desktop.

4) Controls and User Interface

You'll need to open a game in order to get to know the individual elements and functionalities of the game better (it doesn't matter at all whether it's a new game or one that you have already started playing). Welcome to the world of "Wildlife Camp"!

A few movements with the mouse are all it takes to have a look around the game and to walk around.

Pressing the left mouse button and then moving the mouse will steer your character in the desired direction. Your character has two different ways of moving when on foot: if you move the mouse arrow further away from the character he or she will begin to run. If you only have it a short distance away then the character will walk normally.

To change the viewpoint hold the mouse wheel/middle mouse button down and move the mouse to the left or right. As soon as you release the button, the picture will jump back to the previous viewpoint.

To get a better overview of all the happenings you can also zoom in and out. To do this just turn the mouse wheel. The further in you zoom, the more the camera will move to behind your character, allowing you to look over its shoulder.

If you want to select an animal, plant or an object (for instance a baby elephant) then click on it using the left mouse button. To deselect it just click anywhere on the screen with the right mouse button.

Hint: You will find all the different key commands listed in "8) Hotkeys".

5) The User Interface

5.1. OVERVIEW

To enable you to get into the game faster, we will now take a quick look at Wildlife Camp's user interface.



The overview map (1) is at the bottom left of the screen. The little icons on it indicate animals and places where you can change location or enter buildings. If you are on a quest, then a symbol (a question mark) will be displayed at the relevant place.

The action panel (2) is in the bottom middle of the screen. When you have selected people, animals, vehicles or even buildings with the mouse, this will display various buttons for, for example, stroking, chasing away, speaking, entering, leaving, getting in or feeding etc. etc.

The big button in the middle shows the item, for instance food or a piece of equipment, that your character is currently holding in their hands. One click on this button will make your character carry out the appropriate action with the item.

If you have selected another object like an animal and then clicked on an action such as stroke in the action panel, then an indication of its current needs or its experience will be displayed bottom right (3). You will be able to see here for instance how much you will still need to stroke, examine, heal or clean your animal. When the bar is totally green your animal is completely content.

There are three more buttons in the top left hand corner: (4) lets you leave the game and opens the Main Menu. Your game will be saved in the process. (5) You'll find a lot of information about your character here. You'll learn more about this further on in the manual. (6) This opens the list of animals. This will also be dealt with in greater detail later on.

In the top centre of the screen you'll see the money display (7), so that you keep an overview of your finances. You can earn money by, amongst other things, completing quests and missions. Top right you'll see the buttons for the various inventory lists (8), which you will learn about later in the manual.

Hint: The action panel (2) and status bar (3) are not always visible. They will be hidden when they are not needed.

Mouse Gestures



Sometimes you will be shown what action to perform with the mouse, when you are using particular items of equipment such as, for example, the sponge and brush when cleaning, or the training stick when training. This example shows a left click. There are, however, other commands, like move mouse up / down or move mouse in all directions.

Needs and Status Icons

Every now and again you will see icons appearing over the animals, which tell you a bit more about the animals condition and its possible requirements.



When this heart icon appears over an animal, it is completely happy and content.



A bottle appearing over the head of an animals means that it is thirsty.



This icon indicates that a herbivore would like to have some grass.



Animals who like fish will have this icon appear when they are hungry.



This symbol will appear when an animal is dirty. You had better get cleaning!



The red and white cross shows you that the animal is ill or injured and that you need to take care of it.



Some animals are carnivores. If this icon appears then they want some meat.



If a banana appears above an animal, it means: I'd like some fruit.



An animal with this icon above it needs nuts.



If this icon of a hoof scraper appears over the animal, then you need to give its hooves some attention.

5.2 MAP

Let's take a closer look at the little map bottom right:



This icon shows you where an animal or animals are.

This icon shows you your character's current location on the map. The yellow triangle indicates the direction you are currently looking in.

These are the places on the map where you can change location. For instance to other areas or into buildings, etc.

This icon marks an important place for the quest that you are currently working on.

An object which has been selected with the mouse will be shown using this icon.

This icon indicates a shop, in which can buy useful things such as food, equipment or medicines.

This marks the spot where you can find a vehicle that will quickly take you to another location.

5.3 ACTION PANEL



As soon as you have selected something with the mouse, then the action panel will appear in the bottom middle of the screen. A click on the different buttons initiates various actions on the object selected.

Clicking on button (1), for example, will make you leave the building in which you currently find yourself. A click on (2) will get your character to stroke the selected animal. This animal will then follow you. Clicking on (4) will chase the animal currently following you away. This is also the button you use to return an animal to the wild when it is sufficiently trained and in good condition.

The cog button (5) shows you whether the selected object can be customised. You can, for instance, change the colour of an animal's fur, or dress it with various items of clothing or jewellery.

The larger button in the middle (3) shows which object your character is currently holding in their hands. If you click on this, it will be used accordingly.

Here is a list of all other buttons and the actions associated with them. Be aware that these buttons can appear in different positions (1 – 5) on the action panel.

A click on this button will get your character to leave the building. ("Leave" see button in the action panel above.)

Click on the "Get on" button to ride on an animal. You can only ride animals that are your friend and of course that are big enough to carry your character's weight.

Clicking on this button will get your character to dismount. The animal will continue to follow you.

Clicking on this button allows you to talk to other people. You'll hear important information from them or they will give you missions to do. Some people will also offer you goods, such as food, equipment or medicine for sale, or will give you presents.

You will only be able to reach some locations in a vehicle. Click on this button to get into the selected vehicle, which will then automatically take you to the area that's further away. Any animals currently with you will of course, be able to come along too.

Click on this button to pick things up, useful, for instance, if you have to gather medicinal plants from the ground.

Hint: Some buttons will only appear when your character is close by the selected object.

5.4 STATUS BAR



This window will appear in the bottom right-hand corner of the screen when you are, for instance, taking care of an animal, examining it or healing it.
The display shows which need you are taking care of. (This example shows “Stroke”.)
The bar underneath shows you to what extent you have satisfied this particular need.)

5.5 INVENTORY



You will find all the items and objects that you have bought, picked up or been given as a present in the inventory.

The inventory is split into five areas:

(1) This is where you can find the various items of equipment that are currently available to you. This includes your grooming equipment.

(2) Your character’s clothes, both the clothes being worn and those owned are stored here. You can, however, only change outfits in your hut.

(3) This button will show you the animal fodder that you currently hold in store.

(4) This button will only become active when you are in the training area. Then you will be able to see all the different training methods which are available for that particular animal.

(5) This button hides your medicine cupboard. All your medicaments and stethoscope, which you need to examine animals, are stored here.

When you select an item (like the tweezers on this screenshot), it will be surrounded by a bright yellow frame. Its name, value, as well as a short description and additional information (6) will be displayed here. You be able to see, for example, what one can do with the selected item or what illnesses something cures. You can equip it to your character either by double-clicking it or by clicking on the ‘Pick up’ button (8). From now on your character will carry this piece of equipment around or will have put an item of clothing on.



To unequip an item the reverse process applies using the “Put down” button (8) which will appear in the same place. If you don’t have enough money then you can also sell (9) the selected item for its current value. You can close your inventory using the “Exit” button (7), or by clicking on the red box with a cross in it in the top right of the inventory window.

5.6 CHARACTER STATUS



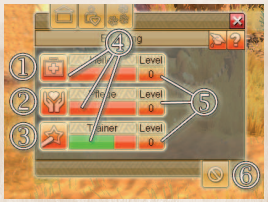
The quest bar (1) of your character contains a list of all the tasks that you still need to complete. You will be constantly given new tasks while you are playing the game. If you accept them then they will be listed here.

Select a quest to make its name (2) appear, as well as a short description, which will tell you exactly what you still need to do. Sometimes you will also be shown a picture connected to the task. This could, for instance, be the person you should talk to, or the animal that the quest is about.

If you don’t fancy finishing a quest or it is too hard for you, you can simply end a quest by clicking on the button with the crossed out question mark (4).

You can close the quest list by clicking on the “Exit” button (3) or by clicking the small red button with a cross at the top right hand corner of the menu box.

To find out about the experience levels and the condition of your character, click on the “Hat” button (5). The question mark button will take you back to the quest list.



The ‘Hat’ button will display the following window in which you can see how much experience your character has got as a Healer (1), Warden (2) and Trainer (3).

The current level in each subject area is indicated by the number (5) next to it. The progress that has been made towards attaining the next level is shown by the red/green bar (4).

When this is completely green your character will be moved up to the next level.

As usual, you close this window by either clicking the “Exit” button (6) or the red button top right.

5.7 LIST OF ANIMALS



All your animals are listed here (1).
Each will be displayed with their picture (2), name (3), contentment level (4) and training level (5). So you will always know which animal is being shown.

When you select an animal a yellow frame will appear around it. You can give the selected animal its own name (7), or change its existing name. A new window will open in order to do this.

As always, this window is closed by either clicking the “Exit” button (6) or the red button top right.

If you own more animals than can be shown in the list (1), then please note that you can see your other animals by using the scroll bar.

If you want to see more details about a particular animal, then just select that animal on the list (1) and then click on the magnifying glass button (8).

This makes the Animal Status window appear:



This is where you can see the contentment level your animal has in the following areas:

(1) Health, (2) Food, (3) Drinking, (4) Affection and (5) Cleanliness of coat, skin and hooves. The animals contentment is indicated by the red/green bar (6). If this is totally green then your animal is completely happy in this area. To check on your animals progress in training, click on the bow button (7). See below for more details.



In this view the list (1) will show you what abilities you will be able to teach this particular animal. Training progress is also depicted via the red/green bar (2). If a bar is totally green, then that particular skill has been learnt. You can return back to the contentment screen by clicking on (3) next to the bow.

As usual, you close this window by either clicking the “Exit” button (8) or the red button top right.

6) Customising

Wildlife Camp allows you to colour and dress your character and your animals up to your heart’s content. Here are a few examples of you can do this most easily.

6.1. CUSTOMISING YOUR CHARACTER

Bored with the gear your character is wearing? No problem, just buy some new stuff!
The traders in the village offer many different items of clothing. After you have been on a shopping spree, you can put the clothes and accessories on in your hut. This is how:



If you select an item of clothing from the list (1) it will be framed by a bright yellow line. Its name and value (2) will appear.

You may also see a short description and additional information (2). You can put the selected item of clothing on by either double-clicking it or by clicking the “Pick up” button (3).

Items of clothing being worn are marked with a frame and a paper-clip (4).



Taking something off works the same way. You either double-click on the picture (4) or select it and then click on the “Put down” button (which will appear in the same slot where the “Pick up” button was). When you take off an item of clothing, your character will be dressed in the same way as when you started. So you don’t need to worry that you’ll lose any item of clothing by taking it off. Should you not have enough money or if you simply don’t like a particular item anymore, then you also have the choice of selling it for its current value by clicking on the shopping trolley button (5). As always, this window can be closed by either clicking the “Exit” button (6) or the red button top right.

6.2 CUSTOMISING ANIMALS



Not only does Wildlife Camp allow you to customise your character, you can customise your animals as well. For instance, you can dress them up with clothes and jewellery, add accessories, as well as alter their fur colour and hairstyle. Select the animal that you want to change and then click on the customising button in the action panel.



When you select an item on the list (1), it will be framed in bright yellow. Its name and value, will be displayed, as well as possibly a short description (2). You can customise your animal with this by either double-clicking or by clicking on the “Pick up” button (3).



Items being currently used are marked by a yellow frame and a paperclip. You can remove them by either double-clicking the relevant picture (4) or by selecting it and then clicking on the “Put down” button (which will appear in the same position (3) as “Pick up”).

When you remove a customisation your animal’s appearance will return back to ‘normal’ again.

If you are changing a hairstyle (white box 5), then you can customise it even more using the menu bottom right (5). By adjusting the sliders for red, green and blue (6), you can mix your own unique colour, as well as deciding how long the hair should be by adjusting the hair length slider (7). Close this menu as before using either the “Exit” button (8) or the red button top right.

7) Shopping



Before you can use, put on or customise anything, you of course have to buy it. To do this you first have to go into the village or town to find a trader and talk with him. There are various different traders dealing in different goods, for example the food and equipment trader, medicine trader and the clothes trader.

Select the item that you would like to buy on the list (1) with a mouse click. It will then be marked with a yellow edge.
Its name and value, as well as a short description and additional information will appear (2). You can then buy one of the selected item by just double-clicking.

To buy more you need to use the arrow symbols below (3), which you adjust to the quantity you wish to purchase. This quantity will be displayed next to the arrows (3). In this example there are two fish in the shopping basket. Take a look at the price display (2). It will automatically calculate the cost of the goods that you have ordered.

The number next to the goods quantity (4 – white box), displays how many of these items you have already got in your inventory and therefore already own. This will always allow you to judge the optimum quantity to buy.

The purchase is completed by clicking on the “shopping trolley” button (5). Then your basket will be empty again and you can chose another item or finish your shopping spree by clicking on the “Exit” button (6) or the red button top right.

Hint: If you only want to buy one of any item, then just double-click it. This works much faster.

8) Licence Conditions/Limited Warranty

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