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Barbie
Software
for Girls



ADVENTURE

RIDING CLUB

CD-ROM

*Race, ride, jump and
explore with Barbie and
your very own horse!*



CD-ROM
WINDOWS 95

MATTEL
MEDIA

No Film
Needed!

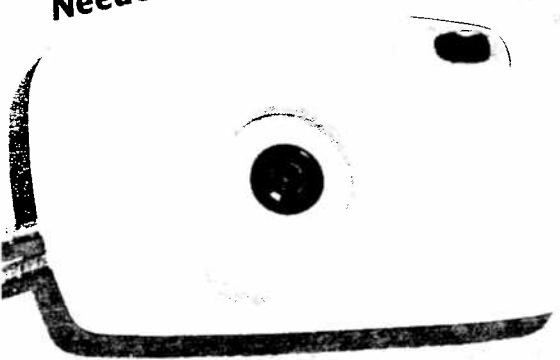




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Minimum System Requirements

- Windows® 95
(also works with Windows® 98)
- Multimedia P-90 Pentium® class processor or better
- 40MB of available Hard Drive space
- 16MB RAM
- 4X CD-ROM Drive
- Color monitor with 256 color graphic capability
- 16-Bit Sound Blaster® or 100% compatible sound card and speakers
- Laser or inkjet printer required to print pictures, certificates and ribbons

Installing Barbie® Riding Club

Insert the *Barbie® Riding Club* CD-ROM into your CD-ROM drive.

If you have the Auto Run enabled for your CD-ROM, the program will start automatically and you can skip the following two steps.

Click Start and then Run from the Windows® taskbar.

Type d:\setup (d: refers to your CD-ROM drive. If your CD-ROM drive is not d:, type the appropriate letter).

Choose the Setup button and follow the Installation instructions on screen.

After installation is complete, you'll find a *Barbie® Riding Club* icon in the Barbie menu of your Programs menu and your desktop.

Running the Program in Windows® 95 or Windows® 98

Insert the *Barbie® Riding Club* CD-ROM in your CD drive.

If the Auto Run feature is enabled in your CD-ROM, the program will start automatically. Click **Play Barbie® Riding Club** to run the program.

You can also click Start from the Windows® taskbar. Search through Programs/Barbie for the *Barbie® Riding Club* icon. Click the *Barbie® Riding Club* icon to run the program.

If you installed the *Barbie® Riding Club* icon on your desktop, click on it to run the program.

Uninstalling Barbie® Riding Club CD-ROM

1. Click Start and then Programs from the Windows® Taskbar.
2. Click on the "Uninstall BRC" icon.
3. Follow the instructions on-screen.

Introduction

Welcome to the *Barbie® Riding Club* located in the beautiful Secret Valley! Barbie® invites you to enjoy all the activities at the *Barbie® Riding Club* stable. You can choose your very own horse, name it, feed it, ride it, and even race against Christie® and Teresa™! Take good care of your horse, and you'll earn special *Barbie® Riding Club* certificates!

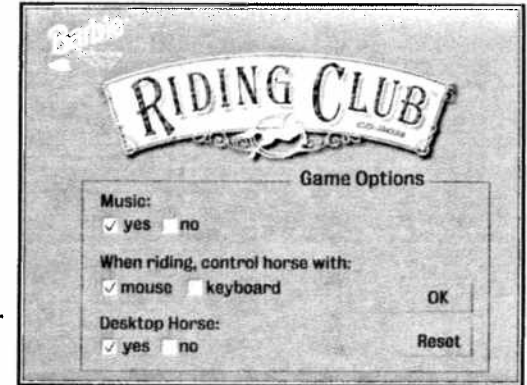
As you explore Secret Valley, you'll learn some of the legends of this magical place. One of the most famous is about the family who lived here long ago. They protected the valley and all its wildlife — and some people say that if you look hard enough you might find some of the special things they left behind.

The most exciting story of all, however, is the one people tell of a beautiful wild horse who roams free throughout the valley. No one has ever seen this mysterious horse, but some strange things have been happening lately, which lead Barbie® to believe the horse may really exist!

Saddle up, and start looking for clues. Perhaps you and Barbie® will be the first riders in Secret Valley to catch a glimpse of the legendary wild horse!

Getting Started

Game Options



Music On or Off

You can listen to fun music while you ride through Secret Valley.

- To turn the music on, click on the YES box.
- To turn the music off, click on the NO box.

Mouse or Keyboard for your Horse Control

You can control your horse by using your mouse or your keyboard (See "Riding The Horses" on page 8 of this manual for detailed instructions on controlling your horse). Click which one you prefer. When you arrive at the stables, Barbie will give you your first riding lesson and a tour of the *Barbie® Riding Club* stable.

Desktop Horse

If you have chosen Yes in the game options box, the Desktop Horse icon will appear in the center of your desktop upon exiting the program.

Your desktop horse is the horse that you were last riding in the *Barbie® Riding Club*.

You can also click Start from the Windows® 95 taskbar. Search through Programs/Barbie for the Desktop Horse icon. Click the Desktop Horse icon to run the program.

To activate your desktop horse:

Click on the Desktop Horse icon on your computer desktop.

To brush your horse, click on the brush, then click on your horse's body.

To give your horse a bath, click on the sponge by the bucket, then click on your horse's body.

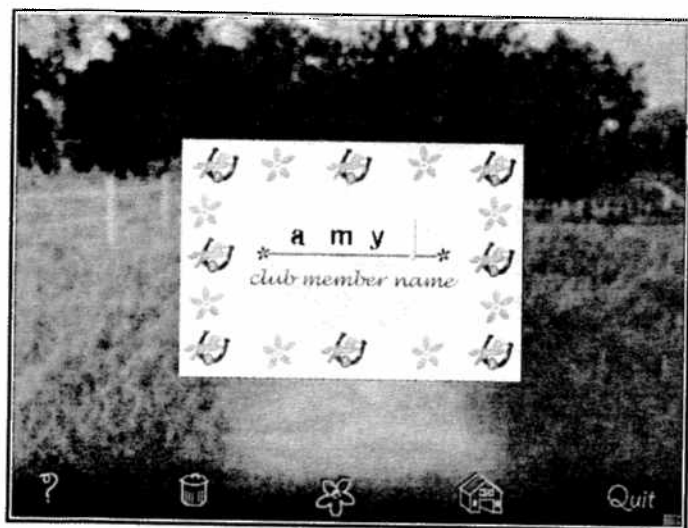
To feed you horse, click on either the apples, carrots, strawberries or sugar cubes, then hold it down below your horse's mouth.

To watch your horse walk across your screen, click on her.

To exit your desktop horse, click the escape button on your keyboard.

* When activating other applications or another area of the desktop, the desktop horse will minimize itself. To reactivate it, click on the toolbar DESKTOP HORSE icon.

Sign-In Screen



As the newest member of the *Barbie® Riding Club*, you're going to receive a membership card. You will use your membership card every time you play.

To register as an official *Barbie® Riding Club* member:

- Type your name on the blank membership card.
- Click the flashing stable button to go to the stable and begin play.

The next time you play *Barbie® Riding Club*, if you want to continue playing your saved game, click on your membership card. Then, click on the flashing stable button to go to the stable and begin play.

If you want to start a new game, or let a friend join the *Barbie® Riding Club*:

- Click on the flower button.
- Type your name on the blank membership card.
- Click on the flashing stable button to go to the stable and begin play.

You may fill out up to 10 membership cards, each representing a separate game.

To remove old membership cards and start new games:

- Click on the membership card you want to remove.
- Click on the Recycling Bin button.
- Click on the Flower button and select a new membership card as described above.

The Toolbar

Across the bottom of the screen is a Toolbar with all the buttons you'll need to ride and explore the Secret Valley.

NOTE: *The Toolbar is only available in the stable and when you stop on the trails.*



Flower

Click on the Flower button to fill out a new membership card and start a new game.



Help

Click on the Help button to hear helpful information from Barbie®.



Stable

Click on the Stable button to return to the *Barbie® Riding Club* stable from anywhere in the Secret Valley, or to enter a new stable game, click on the Flower button to fill out a new membership card and start a new game.



Camera

Click on the Camera button whenever you want to take a picture of a Secret Valley scene! Your pictures will appear in your *Barbie® Riding Club* Handbook, located in the Stable next to the Bulletin Board.



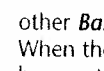
Map

Click on the Map button to see exactly where you are in Secret Valley. A "You are Here" sign will show you where you are. Click on a trail sign at any time to go to the beginning of that trail.



Pager

Use the Pager to communicate with



Saddlebag

other *Barbie® Riding Club* members! When the pager flashes and beeps, be sure to answer – it could be an invitation to race, or a call from someone who needs your help! You can also click on the Pager button when you want to challenge Christie® or Teresa® to a race!



Quit

The Saddlebag holds Adventure Mission Notes, Certificate Mission notes and any special clues you find in Secret Valley. (All of these items will be described later in this manual.)



Quit

When you're ready to leave the *Barbie® Riding Club*, click on the Quit button. Barbie® will be waiting for you in the stable when you're ready to play again.



Cursors

When pink cursor arrow turns purple, click on it to see something happen!

Animated Horse Cursor

To start riding again, make sure Barbie® is on her horse, then move your cursor to the right of the screen and click.



Return Arrow

Use the Return Arrow to back out of close up view.

Riding The Horses

Horseback riding in Secret Valley is really fun, but it takes a little practice. The first time you visit the stable, Barbie® will tell you what to ride.

You can use your mouse or keyboard to control your horse, depending on which option you chose in the Game Options screen.

Mouse Control

- To make your horse go **FASTER**, hold down your left mouse button.
- To make your horse go **SLOWER**, hold down your right mouse button.
- When you want to **JUMP** over an obstacle, double-click on your left mouse button.
- If you want to **STOP** your horse, double-click on the right mouse button.
- To **STEER** your horse to the **LEFT**, move your mouse to the left. (This will move the horse's head to the left, and the horse will follow.)
- To **STEER** your horse to the **RIGHT**, move your mouse to the right. (This will move the horse's head to the right, and the horse will follow.)

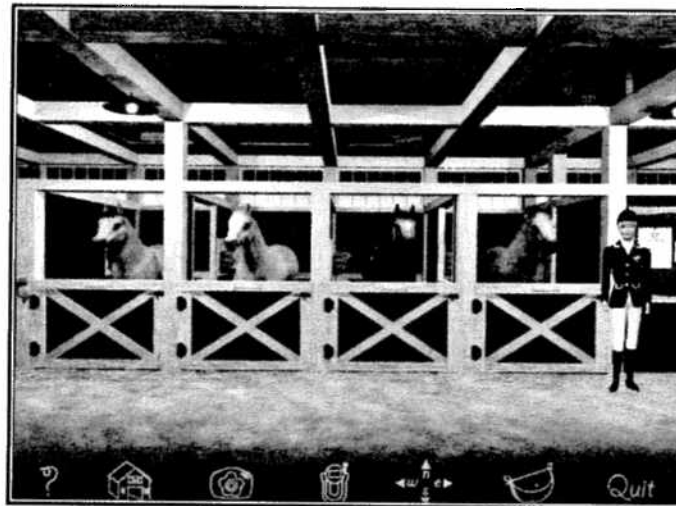
Keyboard Control

- To make your horse go **FASTER**, press the **UP ARROW** key on your keyboard.
- To make your horse go **SLOWER**, press the **DOWN ARROW** on your keyboard.
- When you want to **JUMP** over an obstacle, press the **ENTER** key on your keyboard.
- If you want to **STOP** your horse, press the **SPACEBAR** on your keyboard.
- To **STEER** your horse to the **LEFT**, press the **LEFT ARROW** on your keyboard. (This will move the horse's head to the left, and the horse will follow.)
- To **STEER** your horse to the **RIGHT**, press the **RIGHT ARROW** on your keyboard. (This will move the horse's head to the right, and the horse will follow.)

The Barbie® Riding Club Stables

Welcome to the *Barbie® Riding Club* Stables, where all the horses of Secret Valley live! At the stable, you'll choose your very own horse to feed, groom and ride. The stable is also where you pick your horseback riding adventures!

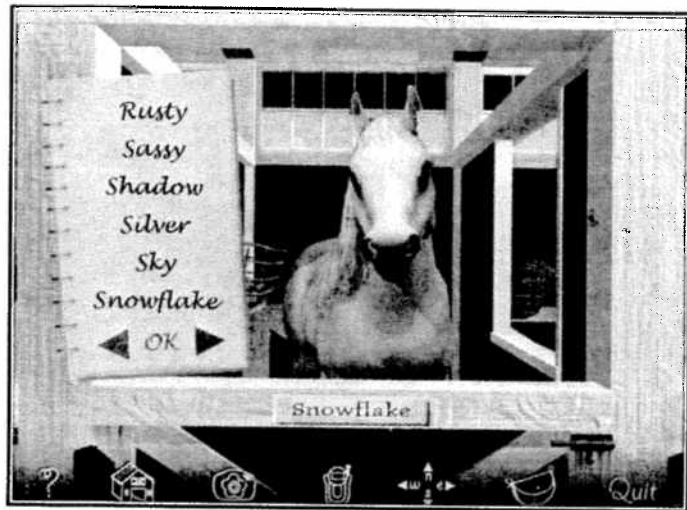
The Horses



There are four beautiful horses at the *Barbie® Riding Club*. You'll choose one to be your own special horse, but you can name them all and ride them all, anytime you wish! Each horse has a special personality.

- The tan Palomino loves to play around and loves all the little animals in Secret Valley.
- The brown and white Paint horse loves to give Barbie® kisses and jump over things.
- The dapple-gray adores racing, and sometimes she even gets a little frisky.
- The white horse loves to meet new people and go for really long rides.

Choosing and Naming a Horse



Choose one of the four horses to name and ride!

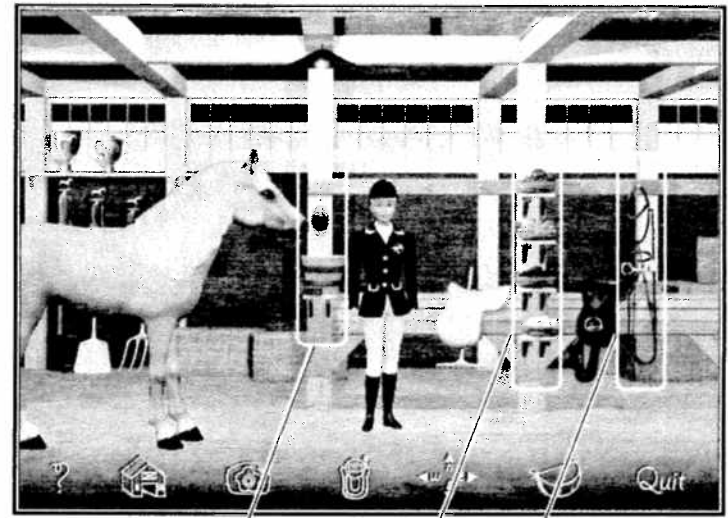
- Click on the horse you wish to ride.
- Click the pink arrows to see all the names you can choose from.
- Click on a name to hear Barbie® say it out loud.
- Click OK when the name you like best is highlighted.
- The name you choose will appear on the brass nameplate, and Barbie® will use her name throughout the game!
- To back out of the close-up view of your horse, move your cursor to the edge of your screen until it turns into a curved arrow, then click.
- To leave the stall area, click on the left or right side of the screen.

Choosing a New Horse

You can choose a new horse at any time. Just return to the stable and click on the nameplate of the horse you want to name and ride. Choose a name, as described above, and you're ready to go again!

Taking Care of Your Horse

The Barbie® Riding Club stable has everything you need to feed, groom and dress your horse!



GROOMING

FEEDING TACKING

Feeding

Apples, carrots, strawberries and sugar cubes are kept in baskets next to the bridle and saddle. Click on your horse's favorite treat, and Barbie® will hold it out for her to eat.

You can also feed your horse while you're out on the trails. Stop and pick an apple on Old Bridge Path or Apple Alley.

Grooming

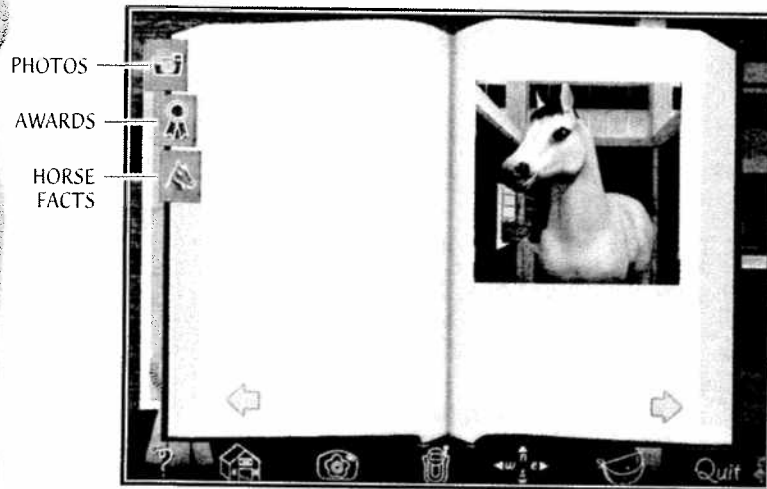
Every horse needs a good brushing and a sudsy bath every once in a while – especially after a long ride! Click on the sponge or the currycomb, located on the shelf next to the saddle. Your cursor will turn into a sponge or comb. Drag it across your horse to clean or brush her.

Tack Area

The tack area is where you can dress your horse for her ride. Make sure you put the saddle pad on the bottom and the saddle on the top.

- Click on the saddle pad, then click on your horse's back.
- Click on the saddle, then click on your horse's back.
- Click on the bridle, then click on your horse's head.
- If you do not want to tack your horse, click on the open stable door to go outside. Your horse will automatically be tacked.

Barbie® Riding Club Handbook



The *Barbie® Riding Club Handbook* is where club members keep all their important stuff – like pictures, rescue badges, certificates, ribbons and information about the horses.

- The Handbook is located on the shelf next to the Bulletin Board.
- To open the Handbook, click on the Bulletin Board, then click on the Handbook.
- To view a section within the Handbook, click on that tab.
- Use the left and right arrows at the bottom of the page to flip from page to page within a section.
- To close the Handbook, click anywhere outside the Handbook.

Pictures

Whenever you take a picture using the camera, it will appear in the PHOTOS section of the *Barbie® Riding Club Handbook*. Special adventure pictures also appear here when you complete Adventure Missions. You can keep up to 10 pictures at a time in the Handbook. To remove a picture, click on the picture then click on the Recycling Bin.

Certificates and Ribbons

Barbie® Riding Club Certificates, Rescue Badges and Racing Ribbons are kept in the AWARDS section of the Handbook, where you can look at them at any time.

Horse Fun Facts

All of the beautiful horses in the *Barbie® Riding Club* Stables have unique histories and personalities. Whenever you want to learn about a horse, click on its picture in the HORSE FACTS section of the Handbook.



Printing

You can print all of the pictures, certificates, rescue badges and ribbons you've stored in the *Barbie® Riding Club Handbook*.

- Click on the item you want to print, then click on the Printer button on your toolbar.
- The item will appear in the Preview box.
- Click on the border you like, then click on the Printer button again.
- A print dialogue box will appear. Click YES to print, or NO to cancel printing.

Choosing Adventures: The Bulletin Board



All kinds of fun begins at the *Barbie® Riding Club* Bulletin Board! When you're ready to go on an Adventure Mission or earn a *Barbie® Riding Club* Certificate, visit the Bulletin Board and choose a mission. (Details on how to choose and complete a Horseback Riding Mission appear on page 14 of this manual.)

Going on Horseback Riding Missions

There are three kinds of Horseback Riding Missions: Adventure Missions, Certificate Missions and Rescue Missions. This means there's always something exciting to do at the *Barbie® Riding Club*!

Adventure Missions



Christie® and Teresa® have been riding around Secret Valley finding all sorts of interesting things about the family that used to live here and the beautiful wild horse that perhaps still does! Every time Christie® and Teresa® see something unusual, they leave a note on the Bulletin Board. These Adventure Mission notes point you and Barbie® to various landmarks and clues in Secret Valley!

Selecting an Adventure Mission

- Click on the stack of handwritten Adventure Mission notes on the Bulletin Board.
- Click on the folded corners to view all the different missions.
- When you find the Adventure Mission you want to play, click on that note. The note will automatically drop into your saddlebag, and you'll be ready to choose a trail and start looking for clues!
- Click on the "GO" flower to start your mission, or click on the left or right edge of the screen to return to the tack area.

Playing an Adventure Mission

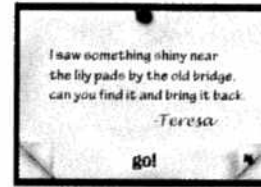
To play your Adventure Mission, simply follow the instructions on the mission note. (To review your Adventure Mission note while out on the trail, just click on your saddlebag, then click on the note. Click outside the note to return it to the saddlebag.) You may be asked to find a special landmark out on the trail, follow a series of clues, or even play a game! Follow the clues closely and you just might catch a glimpse of the wild horse!

When you're ready to leave the stable and start your mission:

- Click on the open stable door to go outside.
- Click on your horse and Barbie® will climb into the saddle.
- Click on the trail sign for the trail you want to take.
- You can use the map to click on a trail sign and automatically go to that trail.

Secret Valley Games

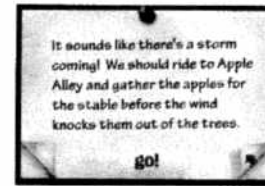
Some Adventure Missions include games that you and Barbie® need to play in order to complete the mission. You can come back and play the game again just for fun by selecting the Adventure Mission note from the Bulletin Board and riding to the game location.



FROG GAME

One of the frogs has something shiny in its mouth! We need to get him to shore to see what it is!

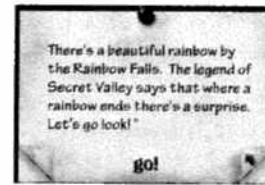
- Click on a frog then click on an empty lily pad to move the frog there.
- Remember, frogs must always jump over other frogs to get to an empty lily pad.
- You can't jump over the frog with something shiny in its mouth!
- The frog, which has been jumped, will leap into the water, leaving another lily pad empty.
- The frog with something shiny in its mouth can jump from its pad to any empty lily next to it. It can also jump over other frogs to reach an empty lily pad.
- Move the frogs until the one with something shiny in its mouth is at the top lily pad. When he gets there he'll jump ashore.



APPLE SORTING GAME

The red apples need to go into the barrel with the red apple on it, and the green apples need to go into the barrel with the green apple on it.

- When the apples fall into the apple sorter, move the flippers to make the apples go in the direction you want until they fall into the correct barrels.
- The game is finished when you have collected three correct apples in each barrel!



VINE TANGLE

We need to untangle these vines!

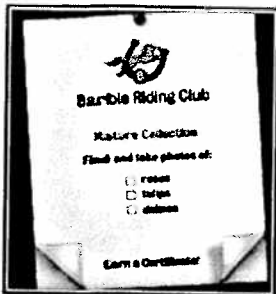
- Click on the flowers in the order that their colors appear in the rainbow.
- When you click on all the flowers in the correct order, something special will appear!

Completing an Adventure Mission

An Adventure Mission is complete when you collect all the clues outlined in the Adventure Note or complete a game successfully. Completed mission notes will remain posted on the Bulletin Board with a check mark and Thank You from Christie® or Teresa® on them. When you've completed all of the adventure missions, you might just get a big surprise.

All missions not completed will remain posted on the Bulletin Board. If you would like to play a mission again, select the desired mission note from the Bulletin Board and start again from the beginning.

Earning Barbie® Riding Club Certificates



You can earn special certificates for taking care of the *Barbie® Riding Club* horses, helping club members and doing other good deeds. Certificate Mission notes are typed on official *Barbie® Riding Club* stationery and pinned to the *Barbie® Riding Club* Bulletin Board.

Selecting a Certificate Mission

- Click on the stack of Certificate Mission notes on the Bulletin Board.
- Click on the folded corners to view all the different missions.
- When you find the Certificate Mission you want to play, click on the note. It will automatically drop into your saddlebag and you'll be ready to start your mission and earn your certificate!

Playing a Certificate Mission

To play a Certificate Mission, simply follow the instructions on the mission note. (To review your Certificate Mission note while out on the trail, click on your saddlebag, then click on the note.) You may be asked to help a club member, take care of the horses, or complete other fun activities around the stables or out on the trails.

If your mission sends you out on the trails:

- Click on the open stable door to go outside.
- Click on your horse and Barbie® will climb into the saddle.
- Click on the trail sign for the trail you want to take.
- You can use the map to click on a trail sign and automatically go to that trail.

Completing a Certificate Mission

A Certificate Mission is complete when the required task has been performed. New members start with the "Secret Valley Rider" membership card. More experienced members can earn the "Moon Rider" and "Star Rider" certificates. Every time you earn a new certificate, an official *Barbie® Riding Club* Certificate will appear in the Club Handbook, and your membership card (which is posted on the Bulletin Board) will automatically show your new status.

A Certificate Mission is complete when you have finished all the items listed on the Certificate Note. Completed mission notes will remain posted on the Bulletin Board with a check mark on them.

All missions not completed will remain posted on the Bulletin Board. If you would like to play a mission again, select the desired mission note from the Bulletin Board and start again from the beginning.

Rescue Missions

Teresa® and Christie® can't always make it back to the *Barbie® Riding Club* Bulletin Board to post messages. If they encounter some tricky situations while they're out riding, they'll call you on the Pager for help.

- To accept a Rescue Mission, click on the green YES button.
- To decline the Rescue Mission, click the red NO button, and one of the other *Barbie® Riding Club* members will answer the call instead.

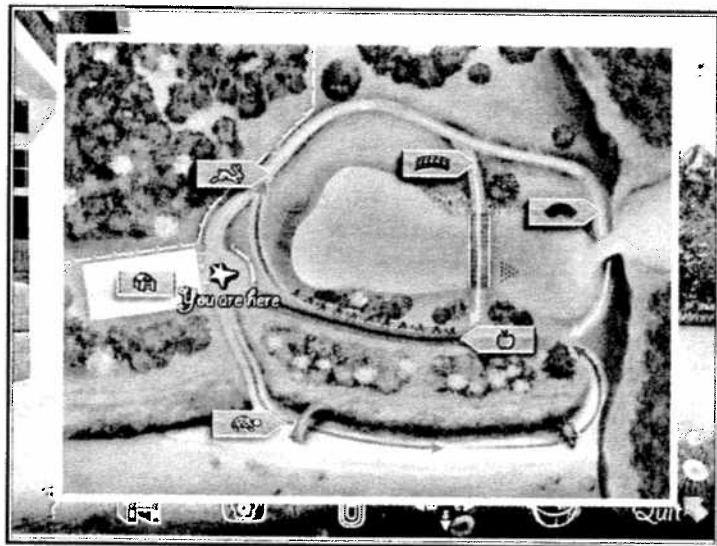
Playing Rescue Missions

To play a Rescue Mission, simply follow the instructions Teresa® or Christie® give you on the Pager. (If you want to hear the pager message, click on the purple **REPLAY** button at the top of the pager.) You may be asked to go to a particular landmark and help out a club member or rescue an animal.

Hints For Playing Adventure Missions, Certificate Missions and Rescue Missions

- Every mission note on the *Barbie® Riding Club* Bulletin Board contains important hints about things to look for during your adventure.
- If there is a clue about the mail, you might want to look for a mailbox.
- If there is a landmark described, you may want to use the map to help you locate it.
- When you see the landmark you are looking for, use your mouse or keyboard to stop your horse and look around.
- If you miss your landmark during the ride, click on the map then click on the trail sign you want to go to to start your ride again.
- Some adventures include a series of clues you need to find in order to complete the adventure. Look around carefully, because things could be hidden among the grass and trees! Click on animals and objects, too!
- Listen carefully to what Barbie® is saying. She always has good ideas!

Riding The Trails The Trail



Barbie®, Christie® and Teresa® have been mapping out all the trails in the Secret Valley– but keep your eyes open: there might be some trails they haven't found yet!

Your location on the Map is marked with a "You Are Here" sign, so you'll always know where you are.

One Way Only

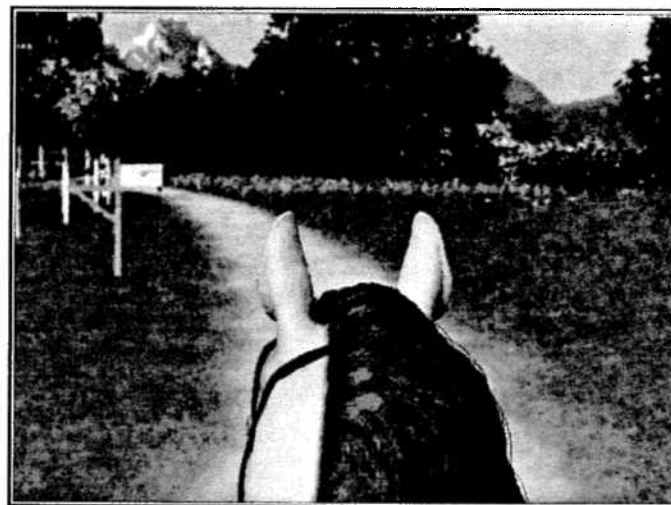
All the trails in the valley are one way only. Directions are shown on the Map with arrows. If you want to return to a place you've already passed, you may have to ride in a circle to get there or you can use the Map to click on the trail sign and start your ride over.

Choosing a Trail

To choose a trail from outside the stable, exit the stable by clicking on the open stable door, then click on the trail sign that features the picture of the trail you want to ride. (For example, to take the Rabbit Run trail, click on the sign with the rabbit on it.) You may choose Rabbit Run or Turtle Rock Run from outside the stable.

You can also use the Map to automatically go to the beginning of any trail. To use the map to select a trail, click on the Map button, then click on the trail sign of the trail you wish to go to on.

Riding Horseback Perspective



Whenever you ride on the trails of Secret Valley, you will ride from a horseback perspective, which means that you will only see the back of your horse's head and the trail in front of you – just like on a real horseback ride!

When you stop on a trail Barbie® will be there to explore the environment with you.

Looking For Landmarks

You can stop on the trail and look around at any time. This is especially important when you're looking for the landmarks described in the Adventure Mission notes. To stop, double-click on the right mouse button or press the space bar on your keyboard. (The complete set of mouse and keyboard instructions for riding are described on page 8 of this manual.)

Whenever you stop on the trails, you will see Barbie® on the horse. Click on Barbie® and she will dismount. Click on the horse when you want Barbie® to get back on.

To start riding again:

- Move the pink arrow to the right edge of the screen.
- The pink arrow will switch to an animated horse arrow.
- Left Click once to start riding again.

Picking Up Clues

You can look for clues by clicking on specific objects with your cursor. If you click on Barbie®, she will dismount from her horse and look around with you.

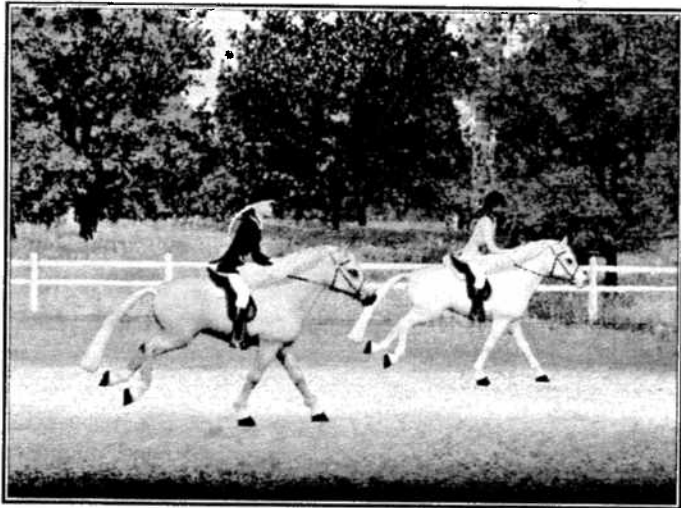
When you find a clue, click on it. It will automatically be placed in your saddlebag.

Returning To The Stable



You can return to the stable at any time by clicking on the Stable button on the bottom of the screen.

Racing

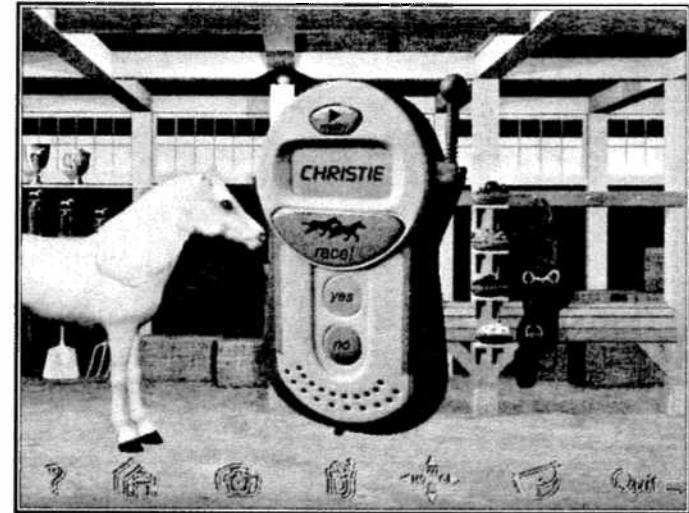


Ready! Set! Go! You and Barbie® can have an exciting horse race any time you want! Teresa® likes to race on the beach and Christie® always heads for the forest.

Christie® always rides the white horse, so if you want to race against Christie®, be sure to pick a different horse.

Teresa® only rides the tan Palomino, so if you want to race against Teresa®, be sure to pick a horse other than the Palomino.

Starting a Race



- To challenge Christie® or Teresa® to a race, click on the Pager, then click on the purple **RACE!** button or the green **YES** button.
- If Christie® or Teresa® calls YOU for a race, the pager will flash and beep. Click on the pager to open it.
- If you want to hear the pager message again, click on the purple **REPLAY** button, at the top of the pager.
- Click the red **NO** button if you don't want to race, then click anywhere outside the pager to close the pager.
- If you click **RACE!** or **YES**, you will automatically arrive at your race starting point.

Helping Barbie® Race

Whenever Barbie® races Christie® or Teresa®, you'll guide her horse using the same mouse (or keyboard) controls as you do to ride the trails. You'll view the race as if from a grandstand, which makes it easy for you to help Barbie® win. If you miss a jump, your horse will back up and wait. To try the jump again, double-click the left mouse button, or press the **ENTER** key on your keyboard.

Completing The Race

You'll earn a blue ribbon for 1st place, or a yellow ribbon for 2nd place. When the race is over, Barbie® will ask you to return to the stable. Remember to admire your ribbons on the Bulletin Board!

Exiting Barbie® Riding Club

Quit

When you're ready to leave the *Barbie® Riding Club*, click on the Quit button. Click YES to exit or NO to keep playing. To view the credit pages, click on Credits. Your game will be saved automatically, and Barbie® will be waiting for you in the stable when you're ready to play again.

Customer Service and Technical Support

If you have any questions regarding a Mattel Media program, have an adult contact us and we will try to assist you. Contact our technical support representatives by calling toll-free:

In the US 1(888) MATTEL9 (1 888 628-8359)
In Canada, call 1(888) MEDIA11 (1 888 633-4211)
In Australia, call 1 800 800 812

You can also contact Mattel on the World Wide Web at:

<http://www.mattelmedia.com>

This is a great place to get quick answers to the most commonly asked questions about *Barbie® Riding Club* CD-ROM.

Or write with any comments or questions about our products or service:

Consumer Affairs-Mattel Media Support
Mattel, Inc.
333 Continental Blvd.
El Segundo, CA 90245
U.S.A.

Outside of the U.S.A., see a telephone directory for a Mattel listing.

Barbie® Riding Club General Troubleshooting Techniques

(Please view the READ ME file from within the CD-ROM program for the most up-to-date troubleshooting tips).

PROBLEM

Cannot start CD-ROM.

SOLUTION

If you have auto-start selected for your CD-ROM drive, the program will automatically start when you insert the CD into the tray.

If you do not have auto-start selected, you can install or start the software by clicking on My Computer and double clicking on the Barbie™ icon represented under your CD-ROM drive letter.

You can also start the software from the program group or from the START, RUN, BROWSE buttons.

PROBLEM

Program will not install or complete the installation process.

SOLUTION

First, make sure that your system meets the minimum system requirements. Also make sure that no other programs are running during the installation process. Shut down any screen savers or third party shells that you may have running in the background.

PROBLEM

Program exhibits graphic problems or launches to a black screen.

SOLUTION

Make sure that you installed DirectX® during the installation process. Make sure that you re-started your computer after the installation process was complete, as prompted.

Make sure that your display settings are at 640x480 resolution and color depth at 256 color. Refer to your Windows™ documentation on how to change display settings.

PROBLEM

No audio from computer speakers.

SOLUTION

Make sure that your speakers are turned on and plugged in and that the volume has not been muted or turned down.

PROBLEM

Performance is slow or sluggish.

SOLUTION

Make sure that your system meets the minimum requirements

Make sure that you are not running any other applications in the background.

Try changing your hardware acceleration settings by right clicking on My Computer, then click on Properties. Click on the Performance tab and then the Graphics button. You will see the Hardware Acceleration setting which can sometimes be reduced to increase performance.

PROBLEM

Cannot print from the application.

SOLUTION

Make sure that your printer is turned on and works when printing from other programs.

Make sure that you are not trying to print through a network printer.

Make sure that you have the latest version of your printer driver. New and updated printer drivers are regularly posted at printer manufacturers websites.

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