

Disney
SOFTWARE

PROOF OF PURCHASE



BE OUR GUEST

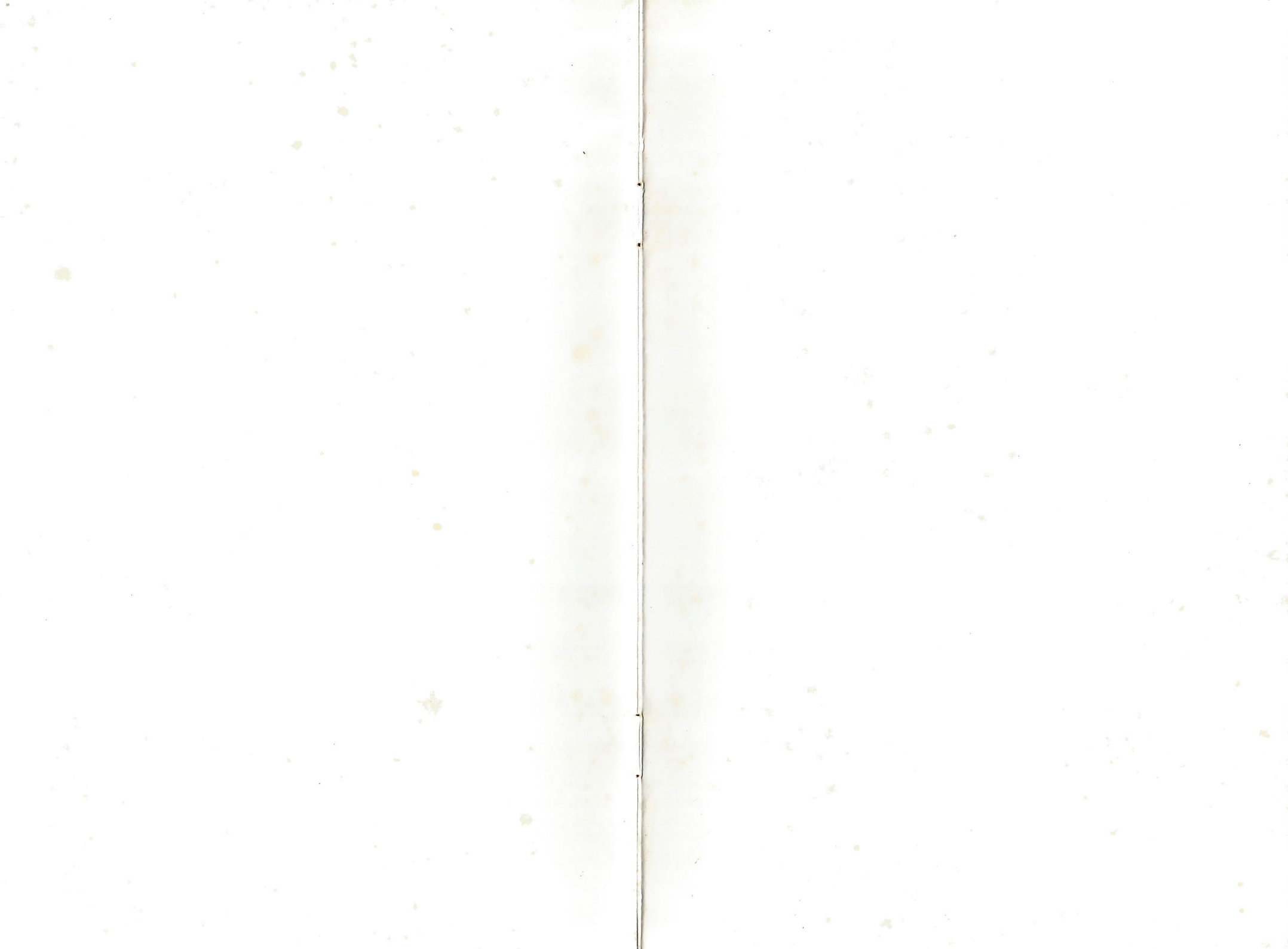
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Disney's
Beauty
AND THE BEAST
BE OUR GUEST



PROGRAM HANDBOOK



Credits

<i>Associate Producer</i>	John Santos
<i>Executive Producer</i>	J. David Koch
<i>Assistant Producer</i>	Scott Wolf
<i>Marketing Manager</i>	Gale Steiner
<i>Marketing Services</i>	Jeff Nuzzi
<i>Manual Writer</i>	Sara Reeder, Reeder/Writer
<i>Lead Product Analyst</i>	Joseph Santos
<i>Product Analysts</i>	Toby Espiritu Dennis Espinoza Eric Ventura
<i>Quality Assurance</i>	David Arnspiger Jeff Moore Jay Hilliard Matt Muench Geoffrey Sackson Bob Ward
<i>Special Thanks to</i>	Patrick Gilmore John Fiorito
<i>Character Voices</i>	Barry Dennen Dick Erdman Tony Jay Pamela Kosh Bradley Michael Pierce Kimmy Robertson Jo Anne Worley

Disney's
Beauty
AND THE BEAST

BE OUR GUEST

It's a very special day at the Beast's dark and remote castle. After years of waiting and hoping, the Beast finally has the chance to break the terrible spell that holds him captive. All he needs to do is win the love of the bright and beautiful Belle — quickly, before the last petal falls from the enchanted rose, dooming him to be a beast forever.

Lumiere, Mrs. Potts, Cogsworth, and the rest of the Beast's friends are doing everything they can to nurture the budding romance. In fact, at sunset tonight, they're hosting a grand ball in Belle's honor! Right now, they're bustling around, tending to details: there's a cake to bake, a dress to make, music to assemble, a show to rehearse, and flowers to be arranged....so much to do, and so little time.

They need all the help they can get to make this ball a success. Can you lend them a hand?



Mrs. Potts is in the kitchen, making wonderful cakes for Belle and the Beast to celebrate with. She needs someone with a fast memory and a steady hand to guide the eggs from the basket to the cake batter — without letting any fall and break.



Lumiere is in the dining room, practicing the steps for his famous Cherry Dance. It's a tricky performance: without a director with a quick eye and quicker hands, he could end up in the pits!



Wardrobe is in the laundry room, sorting the dyed pieces of cloth as they come off the line. If you'll give her a hand, she'll have more time to work on Belle's splendid new gown.

You'll need a good eye for color to sort through all the cloth, and put it away neatly.



Cogsworth has asked for a careful listener to help him put together a musical score that will set just the right mood. Can you remember the notes, and play them in the right order?



And Feather Duster is busy clearing the snow out of the garden, but she needs someone to match up the right bouquets to make the ballroom beautiful.

You'll get lots of practice matching colors, remembering shapes, thinking logically, and listening closely. With your help, Belle and the Beast have a wonderful evening ahead of them — one that will change both their lives, and ensure that they will live happily ever after!

computer software raises the cost to all legitimate users.

Disney Software, as a member of the Software Publishers Association (SPA), supports the industry's effort to fight the illegal copying of personal computer software. We appreciate your support. If you are aware of a copyright violation, we urge you to contact: Software Publishers Association, 1730 M Street, NW, Suite 700, Washington, DC 20036

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500 South Buena Vista Street
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Prodigy

To reach our Technical Support area in the PC Connections area, press **F6** to bring up the Jumpword window. Then type **SOFTWARECONNEX**. When you reach the PC Connections area, follow the menus and then select **Disney Software** to write us for assistance. Our ID for sending private electronic mail (E-mail) is **JVNX63A**.

We also check for messages in the Arts Club, Game Club, Computer Club and Computer Support Bulletin Boards on Prodigy. If you wish to leave us a message on one of these bulletin boards, address the message to **BWBF40A** so we can find your message.

Limited Warranty

Disney Software warrants to the original purchaser of this copy of the computer software program entitled **BE OUR GUEST** that the disks on which this program is recorded will be free from defects in materials and workmanship for ninety days from the date of purchase. This warranty applies only to the original purchaser who has filed a warranty card with Disney Software.

The warranty is the only express warranty pertaining to this software program and no other representations or claims of any nature shall be binding or obligate Disney Software. Any implied warranties of merchantability or fitness for a particular purpose, if applicable, are limited to the ninety day period described above. Disney Software shall not be liable for special, incidental, consequential, or other damages resulting from possession, use, or malfunction of this software program. Some states do not allow limitations on how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you the specific legal rights, and you may also have other rights which vary from state to state.

**HELP US FIGHT SOFTWARE PIRACY
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This software was produced through the efforts of many people: designers, artists, programmers, distributors, retailers, and other dedicated professionals.

The cost of developing these and other software programs are recovered through software sales. The unauthorized duplication of personal

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**Credits
Legals**

GETTING STARTED

What You'll Need To Play *Be Our Guest*

The minimum requirements for using *Be Our Guest* are:

- IBM or 100% IBM compatible computer (25Mhz 386SX processor or faster)
- PC-DOS or MS-DOS (supports v3.3 to 6.20)
- 640K (You need 560K of free conventional memory)
- VGA graphics card with VGA color monitor
- Hard disk with at least 5 megabytes of available disk space
- Hard disk drive with at least 5 MB of free disk space for installation (Users of hard disk compression software [Stacker, DoubleSpace, etc.] will require 10MB of free disk space for proper installation)

The following equipment is optional, but highly recommended for maximum enjoyment of *Be Our Guest*:

- Mouse with 100% Microsoft compatible mouse driver
- The Sound Source, Sound Blaster or 100% compatible sound card (512K of free expanded memory is required to play digital sounds)
- Sound Blaster/AdLib card for music

NOTE: Because many new sound cards default to IRQ 10, you may need to change the IRQ setting on your sound card. This program only supports the use of IRQ 3, 5 or 7 and DMA channel 1 is required with Sound Blaster and 100% compatible cards.

NOTE: If you have lost or are missing any items from your package or have a defective set of disks, please see the *How To Contact Customer Service and Technical Support* section for details on replacements.

have access to Netmail on your local FIDOnet BBS, you can send Netmail to Technical Support at 1:102/841.0, **SYSOP**. Netmail messages will come directly to us on the Disney Software BBS, and are answered as quickly as possible.

GENie

To reach our Technical Support area in the Disney RT area, type **M195;1** at any "?" prompt. Then select **Category 31** for Disney Software. We maintain a file library and a message area on this system. Our ID for sending private electronic mail (E-mail) is **DISNEYSOFT**.

Internet

The Internet is available on many systems around the world. If your local Internet Provider carries the Newsgroup **REC.ARTS.DISNEY**, messages posted there about our programs will be answered by Technical Support. Our ID for sending private electronic mail (E-mail) is **sysop@disneysoft.com**. E-mail messages will come directly to us on the Disney Software BBS, and are answered as quickly as possible.

Disney Software support files are available via the Internet through the following methods:

FTP FTP to **ftp.caprica.com** in the directory **pub/disneysoft**. Incoming contributions can be uploaded to the directory called **pub/incoming/disneysoft**.

GOPHER Gopher to **gopher.caprica.com** and choose menu item **FTP Server at Caprica Telecomputing Resources**.

E-MAIL Send E-mail to **ftp-server@caprica.com**. Make the subject of your note one word, **help**, and you will be sent back information on how to obtain Disney Software support files via E-mail.

These Internet services are provided by Caprica Telecomputing Resources, and any questions regarding the usage of these Internet services should be directed by E-mail to **ftp@caprica.com**. Inquiries regarding Caprica Telecomputing should be directed via E-mail to **info@caprica.com**. Inquiries regarding archive contents should be directed to Disney Software at **sysop@disneysoft.com**.

menu and have it faxed back to you during the same call for quick and easy solutions, 24 hours a day. Simply select the number of the document you wish to have sent to you and wait for the recorded voice to tell you when to press **Receive** on your Fax machine or in your Fax Software. The document will then be sent to you all in one simple phone call. If you do not know the number of the document you wish to receive, select document 1 to have a complete list of available documents faxed to you.

Disney Software BBS

We maintain an 8 line Bulletin Board System (BBS) at (818) 567-4027 where you can obtain demos, patch files, technical support bulletins and other information about our products using your computer's modem. To connect to the BBS properly, your communications settings should be 8 data bits, No Parity and 1 stop bit. We support ANSI and RIP Terminal Emulations. The BBS supports modem speeds from 300 BPS to 14.4K BPS (v.32bis). Most popular file transfer protocols (XMODEM, YMODEM, ZMODEM and KERMIT) are available for downloading and uploading files. We currently feature limited access to both the Internet and FIDOnet, and we are continually enhancing the hardware and software on our BBS to bring you the best possible service. The BBS is available 24 hours-a-day for your convenience, messages left for Technical Support will be answered during regular business hours the following business day. Download ALLFILES.ZIP for a complete listing of available files and helpful information on using the BBS.

America Online

To reach our Technical Support area, press **CTRL-K** for "Go To Keyword." Then type **DISNEY** at the Keyword window and press **ENTER**. Select **Disney Software** from the **Disney Services** menu to go to our area. We maintain a file library and a message area on this system. Our ID for sending private electronic mail (E-mail) is **DISNEYSOFT**.

CompuServe

To reach our Technical Support area in the Game Publishers B forum, type **GO GAMB PUB** at any "!" prompt. Then select **Section 6** for Disney Software. We maintain a file library and a message area on this system. Our ID for sending private electronic mail (E-mail) is **71333,14**.

FIDOnet

FIDOnet is available on many BBS systems around the world. If your local FIDOnet BBS carries the Disney Conference, messages posted there about our programs will be answered by Technical Support. If you

Installing *Be Our Guest*

Your *Be Our Guest* software comes with an easy to use installation program that guides you through the installation process. This program automatically creates a subdirectory, and copies the program files into it. The following directions will explain how to load *Be Our Guest* onto your hard drive.

In these instructions we refer to your computer's floppy disk drive as the A: drive and the hard disk drive as the C: drive. If your floppy drive or hard disk is something other than A: or C:, please substitute the correct drive letter(s) throughout these instructions.

1. Insert the *Be Our Guest* program disk 1 into drive A:
2. At the C: prompt type **A:** or **B:** and press **Enter**.
3. At your A: or B: prompt, type **INSTALL** and press **Enter**. (Do not run the Install program from Windows, DOS SHELL, Norton Commander or any other shell or menu system)

NOTE: On some systems the **INSTALL** program may lock up your system while it automatically checks to see what hardware you have installed in your computer. If this occurs on your system, please reboot your system, and attempt to install the program again using the command **INSTALL -N**. This will prevent the Install program from automatically detecting the hardware in your system. You will have to manually select the proper settings for your system in Step 5, but you should be able to install the program with no problem. This problem does not affect gameplay at all.

4. A screen will appear welcoming you to Disney's *Beauty & the Beast Be Our Guest* Installation Program stating "This program installs files onto your hard disk and lets our program know about your current equipment configuration". You can press **Enter** to continue with the installation, or press **Esc** to stop the installation.

NOTE: At any time before the copying of the files to the hard disk drive, you can press **Esc** to back up a step or abort the installation process.

5. The Setup screen will appear indicating the graphics adapter, sound and music hardware that were automatically detected. If you wish to change these settings, use the up and down arrow keys to highlight

the option you want to change and press **Enter**. Use the arrow keys again to make a new selection, pressing **Enter** when you are finished. If a message appears indicating that the program was unable to locate a device you have chosen, then *Be Our Guest* MIGHT NOT operate correctly if installed anyway. If *Be Our Guest* does not run properly, then run the **SETUP** program explained in the next section to change your selections.

NOTE: To use a 100% Sound Blaster compatible card, select the Sound Blaster option.

Once you have selected the appropriate settings, select **Install with the above configuration** and press **Enter**.

Before installation begins, you will be notified if you lack sufficient room on your hard drive or if there is not enough free RAM available to run *Be Our Guest*. If this happens, please read the message carefully to find out what area you need to free up, then consult your DOS manuals for more information on freeing up hard disk space and memory.

6. The Drive Letter screen will now appear indicating the tentative hard drive for the installation of *Be Our Guest*, the default drive is C. The installation program will identify any other working hard disk drives or partitions that you may have and ask you to select the drive you wish to install *Be Our Guest* to if there is more than one. If only one drive exists (C) the program will default to the C drive and go directly to the Destination Path screen.
7. The Destination Path screen appears next to verify the subdirectory that it will install *Be Our Guest* to. The default subdirectory is C:\GUEST. To change the subdirectory, simply press the **DEL** (delete) key to erase the current setting and type in the desired subdirectory (up to 8 characters, **DO NOT** use spaces or punctuation characters) making sure to include a backslash (\) at the beginning of the subdirectory name.

You will also be shown the amount of hard disk space you currently have free, how much will be used by *Be Our Guest*, and how much will be left after *Be Our Guest* is fully installed. A corresponding breakdown of RAM usage is also included on this screen.

Press **Enter** to accept the subdirectory name and begin the

Technical Support Bulletins

You may be able to solve a problem quickly by using our Technical Support Bulletins. If you have a problem that you can't solve, contact one of our automated or online systems for the Technical Support Bulletin that covers the program you need help with. You can find Technical Support Bulletins on our Disney Software Bulletin Board System (BBS), our Fax-On-Demand system and in our file libraries on America Online, CompuServe, GENie and Internet. All of these systems are available 24 hours a day for your convenience, and contain complete, up-to-the-minute information on all of our programs. The Technical Support Bulletins on our automated and online services are not available by mail or FAX. However, we can send you shorter versions for specific problems.

Eleven Ways to Contact Us

Disney Software currently provides eleven different ways for you to obtain assistance. Please select the method that is easiest for you. If you are using an online service to contact us, please write to only one address. Sending messages to all of our addresses may cause delays in getting a reply to you and other people who need assistance.

Mailing Address

If you wish to write to us with comments, suggestions or for assistance with a program, our address is:

Disney Software
c/o Technical Support
500 South Buena Vista Street
Burbank, CA 91521-8460

Telephone Support

Our Customer Service/Technical Support staff is available by phone Monday through Friday from 8:00 am to 5:00 pm Pacific Standard Time at (818) 841-3326.

Fax Support

Our Fax machine is available 24 hours a day at (818) 846-0454. Faxes will be answered during our regular business hours the following business day.

Fax-On-Demand Service

This service is available 24 hours-a-day at (818) 507-9306 to provide you with Technical Support Bulletins, upgrade offers and other information on our products. Using a touch tone phone connected to your Fax machine or Fax Modem you can request information from an easy to use

To Obtain Fast Technical Support

If you are having difficulties with one of our programs, we can give you the best possible support if you provide us with the following information when you contact us. Please try to provide as much of this information as possible. It will help us to diagnose your problem faster and get you a solution quickly.

- Full name or customer ID number.
- Daytime phone number with area code.
- Complete street address.
- Name and version of the program you're using.
- Computer brand name and model.
- Name and version number of your operating system. [MS-DOS 6.0, DR-DOS, etc.]
- Name and version number of your memory manager. [such as QEMM or 386MAX]
- The contents of your CONFIG.SYS and AUTOEXEC.BAT files in the root directory of your hard drive. In DOS, type CD\ and press **ENTER**, then type **PRINT AUTOEXEC.BAT** and press **ENTER**, select **PRN** for the printer or type in the name of the port your printer is connected to and press **ENTER**. Then type **PRINT CONFIG.SYS** and press **ENTER** to print that file.
- Type **MEM /C** at the DOS prompt and copy down the on screen listing, or type **MEM /C >PRN** at the DOS prompt to print the listing. This will tell us what types of memory you have available. (If you are not using DOS 5.0 or higher, disregard this step.)
- Type **CHKDSK** at the DOS prompt and copy down the on screen listing, or type **CHKDSK >PRN** at the DOS prompt to print the listing. This will tell us how much hard drive space you have available.
- Video card brand and model name.
- Mouse brand and version number of the mouse driver.
- Sound card brand and model name, and the settings on the sound card for Sound Blaster emulation. [I/O Port, IRQ and DMA] This information can usually be found in your AUTOEXEC.BAT file on a line that says **SET BLASTER=Ax Ix Dx**. The x will be replaced by the correct number for your settings. If you do not have this line in your AUTOEXEC.BAT file, please consult the documentation for your sound card to find out how to obtain these settings.
- Information on other peripherals you're using. [printers, modems, joysticks, etc.]
- A detailed description of the problem you are having. The more information you can give us on where and how the problem occurred, the faster we can solve the problem.

installation process. You will see a Copy Status Window that visually tracks the installation progress. You will be prompted to switch disks during the installation, please switch to the disk requested on screen and then press **Enter**.

8. The Installation Complete window appears when the installation process is complete. Press **Enter** to exit the Installation Program. You will be left in the \GUEST subdirectory where you can now type **GUEST** and press **Enter** to start playing (See the section titled 'Starting *Be Our Guest* from DOS' for complete details). Please store your original disks in a safe, clean place in the event that you ever need to reinstall *Be Our Guest*.

Changing The Setup

Once you have performed the initial installation, you can change the configuration (sound/music hardware) by running the setup program. For example, maybe you have just purchased the Disney Sound Source, or you just want to make sure that the PC speaker is off. You would run **SETUP** to incorporate these changes in *Be Our Guest*.

To change the setup:

1. From DOS, type **CD\GUEST** and press **Enter** to change to the proper subdirectory. If you installed *Be Our Guest* in another drive and/or directory, substitute that information for \GUEST here.
2. Type **SETUP** and press **Enter** to begin the Setup program.
3. The Setup screen appears. You will have the option to change the sound and/or music sources. If you wish to change these settings, use the up and down arrow keys to highlight the option you want to change and press **Enter**. Use the arrow keys again to make a new selection, pressing **Enter** when you are finished. If a message appears indicating that the program was unable to locate a device you have chosen, then *Be Our Guest* MIGHT NOT operate correctly if installed anyway. If the program does not operate properly, please run the **SETUP** program again and select different options.
4. Once you have made the appropriate changes, select **Install with above configuration** and press **Enter**. Your changes have now been saved and the game will now execute with the options you have selected.

Starting *Be Our Guest* From DOS

1. From the DOS prompt (usually C:), type **CD \GUEST** and press **Enter**. If you installed *Be Our Guest* in another drive and/or directory, substitute that information for \GUEST here. This will place you in the program directory.
2. Type **GUEST** and press **Enter** to start the program. If your screen goes blank or the program “locks up”, you may have an invalid configuration in your setup. Reboot the computer and run the Setup Program (explained in the section titled ‘Changing the Setup’). If you continue to have problems, please see *How To Reach Customer Service/Technical Support*.
3. Welcome to *Be Our Guest*!

Starting *Be Our Guest* From Windows

Included with this software is an icon that allows you to launch the program from Microsoft Windows. These instructions (based on Windows 3.1) tell you how to setup this icon in a program manager group window of your choosing, if you use an alternative Windows desktop, please consult your manuals for how to add a new icon.

1. Open/Restore the Program Manager window.
2. From the Window menu of the Program Manager, select **Main**. This should open up the Main window.
3. In the Main window, find the Windows Setup icon and double-click on it. This will bring up the Windows Setup application.
4. From the Windows Setup application window, select **Set Up Applications...** from the Options menu.
5. Setup can either search for applications to setup for use with Windows or ask you to specify an application to setup, select the **Ask you to specify an application** option and click on the **OK** button to proceed.
6. Now you need to supply the application’s path and filename. To do that select the **Browse** button and go to the directory where *Be Our Guest* resides, usually C:\GUEST. Once you’re in the program’s subdirectory, look for the filename **WGUEST.EXE** and select it.

HOW TO CONTACT CUSTOMER SERVICE/ TECHNICAL SUPPORT

We want you to enjoy your Disney Software program, so if you are having difficulties, we want to make sure that it’s easy for you to contact us for assistance. There are many different ways to reach us and this chapter will explain each method, and the information we will need to assist you.

To Replace Defective Disks

If your disks are defective and you need to return them for replacement, please mail us the disks only (Do not mail us the packaging or other materials) at our MAILING ADDRESS listed below. Please make sure to include a note containing the following information:

- Full name or customer ID number (if you have called us before).
- Daytime phone number with area code.
- Complete street address. (A street address is preferable, in case something must be shipped to you.) Please be sure to include apartment number and zip code too!
- A brief description of the problem you encountered.

We will replace your disks at no charge within ninety (90) days after purchase (Please see Limited Warranty for more information). Otherwise there is a replacement fee of \$10.00. Please allow 4 to 6 weeks for delivery.

To Replace Missing, Damaged or Lost Materials

If you are missing an item from your package or need to replace a damaged or lost item, please contact us via one of the methods listed below and provide us with the following information:

- Full name or customer ID number.
- Daytime phone number with area code.
- Complete street address.
- Name and version of the program you’re using.
- A description of the item that needs to be replaced.

predict where the next one will fall, and immediately steer Lumiere in that direction.

- To give Lumiere an extra margin of safety, it's best to keep him off the cake's bottom tier unless it's absolutely necessary (that is, for a quick moment to pick up a cherry, or dodge disaster). Ask your child:

"What will happen if he gets pushed while he's on this level?"

"How can you keep that from happening?"

"What would happen if you moved him up, instead of down?"

7. Next you need to tell the Setup process what program group you want the icon to be added to. Use the down arrow to the right of the program group name, (a list will drop down of possible program groups) and select the group you want. Select **OK** to proceed if you are finished selecting the path, filename and program group name.

NOTE: Do not place this icon in the Startup group window. Doing so will cause Windows to automatically load *Be Our Guest* as Windows starts. This will cause a loop because the *Be Our Guest* launcher shuts Windows down before loading, and then reloads Windows when you exit *Be Our Guest*. If you happen to accidentally place this icon in the Startup group window, hold down the shift key as Windows is starting to disable the Startup group. Then when Windows comes up, Open/Restore the Startup group window and drag the *Be Our Guest* icon to another group window.

8. An icon for the program will be put in the group window you specified.
9. Once the Setup process is done, close the Windows Setup application window.
10. Open/Restore the group window which contains the icon. To start the program, double-click on the icon.

When using this icon to start *Be Our Guest*, Windows will be completely shut down before *Be Our Guest* starts. However, when you quit out of the program, Windows will re-start automatically. If you have any Windows applications open with un-saved changes, you will be prompted to save the files before the program will start. Any changes made to currently open documents will be lost if you do not save them at this point. Any DOS-based applications should be closed manually before starting the program with this icon. If any DOS-based applications are active, Windows will display an error message stating "Applications Still Active. Quit the application before quitting Windows," and then return to Windows when you click on the **OK** button.

THE GRAND TOUR: GETTING AROUND THE CASTLE

Now that you've entered the Beast's castle, it's time to learn your way around! This chapter helps you get settled, and shows you how to use the menus and other special features that will make your stay easier.

Useful Mouse and Keyboard Commands

Here are some other mouse and keyboard commands you'll use as you play *Be Our Guest*:

- Moving Around** — Whenever a cursor (icon) appears onscreen, you can use either the mouse or the arrow keys to move it around.
- Selecting Objects**— To select an object or an action, click the left mouse button or press the Space Bar.
- Pause** — To pause the game, press P. While the game is paused, Chip appears onscreen.

To start playing again, move the cursor anywhere onscreen, and click. **DO NOT** click on Chip unless you want to leave this task and return to the Castle Map.

- Music** — To turn off the music, press M. To turn it on again at any time, press M again.
- Sound** — To turn off the voices and sound effects, press S. To turn them on again at any time, press S again.
- To Skip Music or Dialog Scenes**, press the mouse button.

systematically — say, row by row, or one column at a time. This strategy ensures that all the bouquets are seen, and nothing is missed.

- To make the game easier for a younger child, give him purple, red, and yellow crayons, and have him make a map showing the colors and locations of the bouquets he's uncovered. When he uncovers a new bouquet, he can compare it with those on the map to find out where the match is.

Wardrobe's Laundry

This game involves patience, quick decision-making, and spatial skills.

- Keeping the clothesline clear is an exercise in planning ahead.

"How full does the clothesline need to be before we decide to clear off the colors we don't need?"

"Which color should you clear off first?" (If you're currently collecting yellow pieces, and the color window indicates that you'll need blue pieces next, then your child will want to clear out pinks and greens first.)

Encourage your child to set priorities, and think beyond the immediate task.

- Sometimes, your child may have to wait for several pieces to appear before finding one the right color. But there are housekeeping tasks — such as keeping the line clear — that she can continue to do during the wait. Give positive feedback on this wise use of waiting time: it's an important study and work skill.
- Talk about how clothes are made. Where does fabric come from? How do they prepare it, weave it, and make it all those colors? How do we turn square pieces of fabric into shirts, pants, and dresses? A natural follow-up might be an outing to the craft or fabric store.

Lumiere's Show

This game requires a fast, steady hand, and a good memory.

- The cherries appear in the same places and in the same order every time. Encourage your child to remember this sequence, so he can

- Help your child keep track of time by noting the onscreen Sundial occasionally. She'll learn that it pays to budget her time, and stay focused on the task at hand.
- To introduce your child to the program, start by reviewing basic computer skills in a non-threatening, exploratory way. Show him the key features of the program (the mouse and keyboard, the Castle Map, the Menu, and so on), and then set him on his way, with encouragement to experiment.

Mrs. Potts' Kitchen

- Talk about why eggs are important in making a cake.
- Talk about the various utensils on the wall. What kind of food would you make in a big pot? A small, flat pan? Why is it that some pots have handles, and some don't? What is a ladle used for?
- These discussions might lead naturally into kitchen projects, in which your child helps you cook or bake.

Cogsworth's Library

This game helps develop serial memory and careful listening skills.

- The full sequence eventually builds to a series of nine sounds. A younger child may find it difficult to remember the complete sequence. If this is the case, give him a pencil and some paper, and have him write down each new symbol as it appears. He can use this list as a prompt when he gets stuck.
- Many of the symbols on the books are common mathematical, scientific, and grammatical symbols. An older child might be interested to know what each of them mean.

Feather Duster's Garden

This is a classic matching game that helps develop memory skills.

- It may help your child's memory to describe the bouquets' color combinations out loud ("two purples and a red").
- If your child is picking bouquets randomly and having a hard time making a match, gently suggest that she uncover the bouquets

Beginning The Game

Once you start the program, the *Be Our Guest* title screen appears. After a few seconds, Chip the Teacup greets you and helps you select a difficulty level.

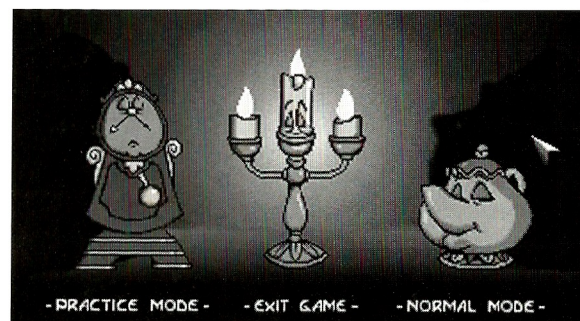


- Click the window with the single rose to play the Easy level. At this level, the games are shorter and easier, and you're given more time to complete them. Even if you're an experienced game player, you might want to start here: it's a great way to get the feel of each game's rules and strategies.
- Click the window filled with roses to play the Adventure level. At this level, the games are longer and more complex.

Once you've selected your difficulty level, you'll see a brief introduction sequence that tells the story of *Beauty & the Beast*. If you do not wish to watch this sequence, click the mouse or press the spacebar to skip it.

The Opening Menu

After the introduction sequence you will be welcomed into the Beast's castle by Cogsworth, Lumiere and Mrs. Potts. They are here to help you choose a playing mode or to exit the program. You can move the cursor over each of these characters to see what action they perform.



Choosing A Playing Mode

You can choose to play *Be Our Guest* in one of two modes:

- In Practice mode, there is no clock. When you complete the task, Chip appears, offering you the chance to play it again if you wish.

To choose Practice mode, click on Cogsworth.

- In Normal mode, your challenge is to complete all five tasks before sundown. When you've completed one task, move quickly to the next one — you don't have time to waste!

To choose Normal mode, click on Mrs. Potts.

When you've chosen a playing mode, the stained glass Castle Map automatically appears.

Leaving the Castle

If you want to leave the castle before the ball and return to DOS, click on Lumiere.

- When he asks you if you really want to leave, click on him again to quit the game.
- If you change your mind and want to stay, click on one of the other characters to stay in the game.

You can also leave the castle at any time by pressing the Alt and X keys at the same time.

NOTE: If you are launching *Be Our Guest* from Windows, please exit the program using the option on the menu. Use of the ALT-X key combination for a quick exit may cause memory problems when launched from Windows.

FOR PARENTS: GETTING THE MOST OF *BE OUR GUEST!*

While *Be Our Guest* is lots of fun, it also gives your child the opportunity to sharpen some important learning skills. This section offers a few ideas to help you make the most of the game's benefits.

In General

- Classroom research shows that kids get more out of their computer experiences when they share them with a friend or an adult. Make some time to sit down with your child and play alongside her, especially the first few times. And encourage her to share the game with siblings and friends: the resulting cooperation can build her confidence and self-esteem, and reinforce these friendships as well.
- The best kind of adult support is gentle and non-intrusive. Your goals are to encourage your child to master the program's tasks on his own, and to help him enjoy a positive computer experience with a minimum of pressure or frustration. Some examples of constructive support include:

Letting the child do it — *Why don't you see what happens when you press this key?*

Labeling actions — *I see. You're pressing the arrow key to select your choice.*

Encouraging cooperation — *Annie, can you tell Zachary how to clear off the clothesline?*

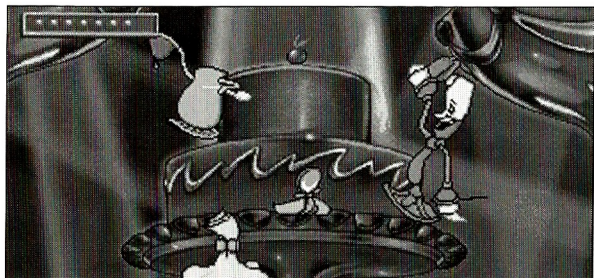
Some examples of inappropriate support include:

Hovering — *You can use the computer yourself, but I need to help you.*

Discouraging experimentation — *Don't touch anything but the number keys and the space bar!*

Doing it for them — *When you get stuck, press the space bar like this. Then, press the arrow key like this. Then press this over here.....*

Lumiere's Dining Room: The Great Cherry Chase



Lumiere knows that the future of his old friend, the Beast, depends on how much magic he and the others can make tonight. Right now, he's in the dining room, doing some last-minute rehearsing and working out a few problems with his dance routine.

As Lumiere dances around the stage (which is shaped like a big cake), he wants to collect the cherries that appear on the cake. Unfortunately, there's a hitch: he's put too many dancers in too little space. Every time he heads toward a cherry, someone bumps into him and knocks him off the cake.

You can help by steering Lumiere through his routine, guiding him to the cherries and keeping him out of the dancers' way.

1 To guide Lumiere:

- Move the mouse in the direction you want Lumiere to go. If you hold down the left mouse button, Lumiere keeps moving that direction, even if you don't move the mouse.
- Use the arrow keys to show Lumiere where to go. Hold down the arrow key, and Lumiere keeps moving in that same direction until you let go.

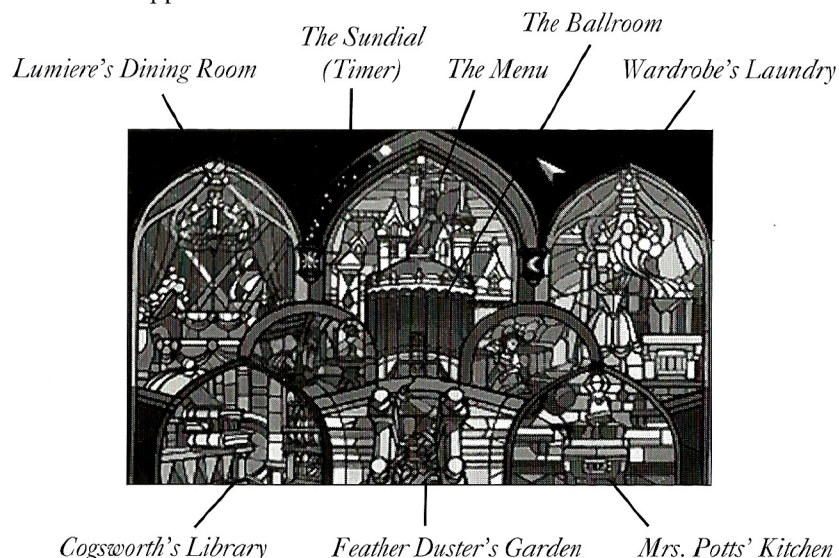
Lumiere can go left, right, up a level, or down a level. Try to keep him off the bottom level as much as you can: if he gets pushed off the bottom tier, he falls onto the table, and you'll have to start over from the beginning!

2 Keep an eye on the Cherry Picker at the top left of the screen. When this bar is filled with cherries, the dance number will end. To pick up a cherry, Lumiere just has to step on it.

With your help, Lumiere just might get through the show without missing a single cherry (and without getting bumped off his stage). If he makes it, it should be a dazzling spectacle for Belle and the Beast to enjoy!

The Castle Map — Where It All Begins

The main screen is a colorful stained-glass map of the Beast's castle — the Castle Map. Each windowpane takes you to one of the castle's many rooms. When you place the onscreen arrow on a windowpane, the name of its room appears.



Be Our Guest is actually five games in one. As you finish each game, you're one step closer to being ready for the ball! Each game takes place in a different part of the Beast's castle, and you can play them in any order you want. To find out more about these five games, turn to the next chapter of this manual.

Besides the five games, there are two other rooms on the Castle Map: the Ballroom and the Menu. You can read more about these rooms on the next page.

To play one of the games, or visit the Ballroom or the Menu:

- 1 Find the room you want to visit on the Castle Map.
- 2 Place the cursor on it. The window representing the room will flash.
- 3 Click once to enter the room.

NOTE: Once you enter the Menu Window, you cannot return to your current game! A warning box appears, giving you the chance to change your mind.

To return to the Castle Map from any room in the castle:

- 1 Press P to pause the game.
- 2 When Chip appears onscreen, click on him.

The Castle Map will reappear.

NOTE: *Once you enter the Menu window, you cannot return to your current game! A warning box appears, giving you the chance to change your mind.*

The Ballroom

The Ballroom is the scene of tonight's festivities. If you complete all five tasks successfully, you're invited to come — and watch Belle and the Beast share a romantic waltz in your honor!

To visit the ballroom any time before the ball begins, click the Ballroom window on the Castle Map.

The Sundial

The Sundial appears on the Castle Map to tell you how much time you have left before the ball begins at sunset. As time passes, the bar moves away from the sun and toward the moon. When it reaches the far right end, evening falls.

It's Time to Begin!

You can play the five games in any order you want. To leave the Castle Map and begin a game, simply click on the room you want to enter.

Under the snow are matching bouquets of flowers. Your task is to find the matched pairs, so they can be brought inside for the ball.

- 1 To begin, uncover any bouquet in the garden:

- Using the mouse, click on a snowdrift.
- Using the arrow keys, move the cursor to a snowdrift and press the Space Bar.

Feather Duster sweeps away the snow, revealing the bouquet beneath. Look carefully, and remember what this bouquet looks like!

(If you double-click with the mouse, the snow melts away without Feather Duster's help. This speeds things up a little bit.)

- 2 Now, click a second bouquet, and see if it matches.

- At the Easy level, all the bouquets are inside the garden's main planting area.
- At the Adventure level, look carefully, and you'll see that there are flowers everywhere — not just on the ground, but in the planters and urns all around the garden's edges!

- 3 When you click two bouquets that match, they'll stay uncovered. If they don't match, the snow blows over them and covers them both up again.

Keep matching bouquets until the entire garden is covered with colorful blooms. When you're finished, Feather Duster will take them inside, so their color and aroma will fill the ballroom!

you a symbol.

- 2 Look on the library shelves. The symbol appears on one of the books.
 - Using the mouse, click this book.
 - Using the arrow keys, move the cursor to the book, and press the Space Bar.

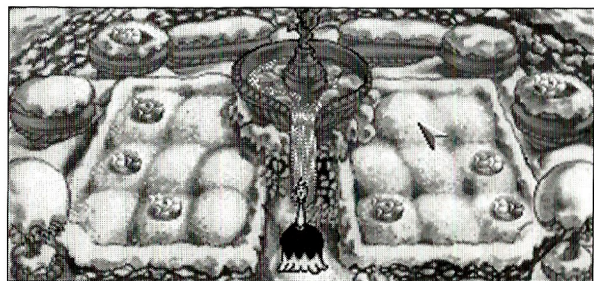
When you click the book, you'll hear the sound that goes with the symbol.

- 3 Watch Cogsworth again as he shows you a second symbol. This time, click the first book — and then the book with the second symbol. You'll hear two sounds.
- 4 Watch Cogsworth again as he shows you a third symbol. Click the first, second, and third books in order, for three sounds. As the game goes on, Cogsworth adds another symbol to the series with each new turn.

If you click the books in the wrong order, Cogsworth gives you another chance to get the sequence right. If you miss on the second try, he'll start the game over again with a new sequence of sounds.

How many sounds can you remember? If you and Cogsworth succeed, Belle and the Beast will be able to dance the night away!

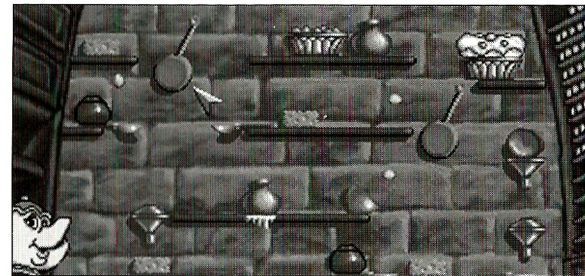
Feather Duster's Garden: Blossoms In The Snow



Even though Belle and the Beast are warming up to each other, it's still winter outside. The garden is covered with snow: not a single flower shows through the drifts. How can Feather Duster find the right bouquets to decorate the ballroom?

LET'S HAVE A BALL!

Mrs. Potts' Kitchen: Make and Bake An Egg Drop Cake



Mrs. Potts is delighted that you've come by to give her a hand with the Egg Drop cakes for the ball. Your job is to get the eggs down from the high kitchen shelves, and land them safely into the batter bowl on the counter.

This sounds easy, but there's a trick: the eggs will fall and break unless you bounce them off the utensils on the kitchen wall and shelves in just the right order. You'll need to discover the right sequence of bounces to land the eggs into the bowl without breaking them.

- 1 The eggs fall off the top shelf at regular intervals.
 - At the Easy level, you can get the egg into the cake by bouncing it off fewer objects, and you only make one cake.
 - At the Adventure level, you'll use almost every object on the wall to get the egg into the cake, and you'll need to supply eggs for three cakes. There are six eggs per cake.
- 2 To bounce an egg off a utensil — a bowl, a pan, a spoon, or whatever:
 - Click the mouse button on the next place you want the egg to go, or
 - Use the arrow keys to move the cursor to the egg's next stop, and press the Space Bar.

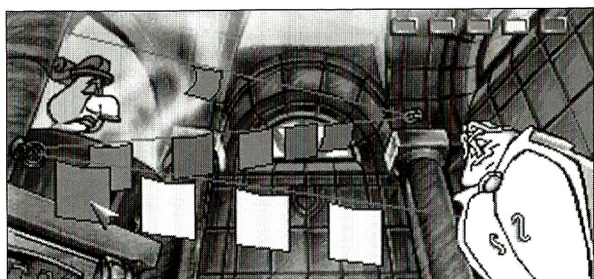
If you wait too long to guide the egg, it will fall and break. As you get better, you may find that you have several eggs going at once.

- 3 Every time you add two eggs to the cake, it rises and becomes more

light and spongy. Whenever an egg's trip is completed (either because it broke, or because you got it into the cake), it is subtracted from the egg counter on the right side of the screen. This shows you how many eggs you need to complete the task.

The egg basket fills up again every time you finish a cake. But be careful: if you break too many eggs, you won't have enough left in the basket to complete the cake!

Wardrobe's Laundry: A Dress to Dye For



Belle needs a beautiful new gown to wear to the ball this evening. Unfortunately, today is also dyeing day, and Wardrobe has her hands full in the castle's laundry room, sorting through the fabric as it comes out of the dye vats. She's very grateful that you've agreed to take over, so she can get on with making Belle's gown!

Your task is to sort the pieces by color, so Wardrobe can fold them and put them away. To do this:

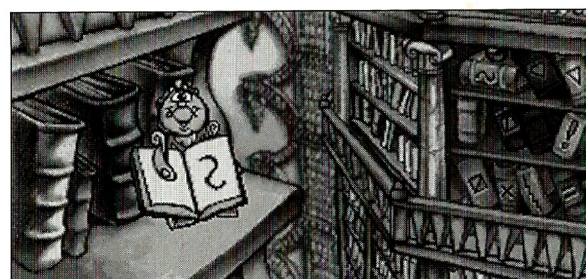
- 1 Look at the small color windows in the upper right corner of the screen. The flashing window shows the color you need to collect on the bottom line. For example, if the highlighted window is pink, your goal is to hang pink pieces of fabric on the bottom line.
 - In Easy mode, line up three pieces of one color on the bottom clothesline, next to Wardrobe, and she'll put them away.
 - In Adventure mode, the color windows each contain two colors. You'll need to hang two pieces of the first color, plus two pieces of the second color, on the bottom clothesline. For example, if the color window is blue on the left and yellow on the right, you need to hang two yellow pieces on the right side of the bottom clothesline, and two blue pieces on the left side.

Once in a while, the color window is full of just one color. In this case, you'll need four pieces of the same color on the bottom line.

- 2 Switch the pieces around on the clothesline by swapping their colors.
 - Using the mouse, click on the cloth whose color you want to change. When it's selected, it flashes. Then, click on the cloth that has the color you want. The two pieces now switch colors.
 - Using the arrow keys, move the cursor to the cloth whose color you want to change, and press the Space Bar. When it's selected, it flashes. Then, move the cursor to the cloth that has the color you want, and press the Space Bar. The two pieces now switch colors.
- 3 As the clothesline fills up, you can empty it by switching colors until the last three pieces of cloth (or four pieces, in Adventure mode) are the same color — even if it's not the color you're collecting. Wardrobe takes these pieces off the line, and the other pieces move down to make more room.

When all five color windows are gray, Wardrobe gives you a part of Belle's dress. When you have the bodice, the skirt, and the bow, Belle will be elegantly dressed for the evening's events!

Cogsworth's Library: Just the Right Note



Up in the library, Cogsworth is bustling about, searching for special music to set a romantic tone for the evening. However, he's having a hard time finding what he wants — and remembering where he put it. He needs your keen eyes and careful ears to help him keep track of things. You can help by finding the notes he's looking for, and playing them back for him in the right order.

- 1 Watch carefully as Cogsworth thumbs through his book, and shows