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FIRST THINGS FIRST

The ReadMe File

The *Dora Dance to the Rescue* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Dora Dance Rescue* directory found on your hard drive (usually C:\Program Files\Atari\Dora Dance Rescue). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on *Dora Dance Rescue*, and then on the ReadMe file.

System Requirements

Operating System:	Windows® 98/98SE/Me/2000/XP
Processor:	Pentium® II 300 MHz or higher
Memory:	32 MB RAM (64 MB for 2000/XP)
Hard Disk Space:	584 MB free
CD-ROM Drive:	8X speed or faster
Video:	8 MB DirectX®-compatible SVGA video card
Sound:	DirectX® version 9.0-compatible sound card
DirectX®:	DirectX® version 9.0 (included) or higher

SETUP AND INSTALLATION

1. Start Windows®.

2. Insert the *Dora Dance to the Rescue* CD-ROM game disc into your CD-ROM drive.

3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. Note: If your CD-ROM drive is assigned to a letter other than D, substitute that letter.

4. Follow the remainder of the on-screen instructions to finish installing the *Dora Dance to the Rescue* CD-ROM game.

5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Dora Dance Rescue/Dora Dance Rescue to start the game.

**Note:** You must have the *Dora Dance to the Rescue* game in your CD-ROM drive to play.

Installation of DirectX®

The *Dora Dance to the Rescue* CD-ROM requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click "Yes" to accept the DirectX® 9.0 License Agreement. This will then launch the DirectX® 9.0 Install.

WELCOME TO *DORA DANCE TO THE RESCUE!*

When a mean Dancing Elf traps poor Swiper in a bottle, Dora and Boots need to dance to the rescue! Help them move and groove their way through a pyramid, across the ocean, and more to get to King Juan El Bobo's Castle so they can win One Big Wish in a dance contest to save Swiper! Will you help them learn the newest dance moves so they can win the dance contest?

After you learn some dances, you can make your own dance video at the Dance Adventure Center, or watch videos and dance to your favorite songs at the Music Player. You can even print out dance steps at the Dance Adventure Center, so you can teach your friends all the latest moves!

Write your name

Choose a nametag color

Add a sticker
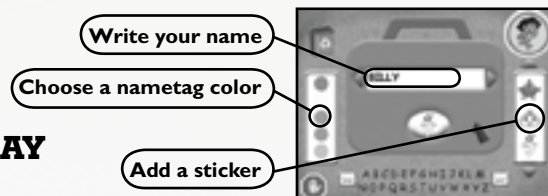
HOW TO PLAY

Sign In
Before you start playing, you need to sign in. If it's your first time playing, you must sign your name to your Dance Adventure Center. Do this by typing or by clicking on the letters on the on-screen keyboard. Next, you can click on colors and stickers to decorate your Dance Adventure Center. If you have signed in before, choose your name by clicking on the left and right arrows next to the name box. Click on the Recycle button to delete the current name. When you're finished, click on the Vámonos button to go to the Level Select Screen.

After you sign in, you go to the Difficulty Level Select Screen. Just click on the Level Button that you want. (You can also change the difficulty level of an activity while you are playing it.) After you click the Vámonos Button on the Level Select Screen, you see the Introduction Movie and then go to the Map Menu. On the Map, click on a location to go to an activity. You can play activities in any order. Note: The Castle gate will be locked until you complete the activities at the other four locations (Pyramid, Shape Hill, Pirate Pig's Ship, and Star Mountain). A checkmark will appear on any completed activity.

Click on the Back Arrow to return to the Sign In screen. Click on the Stop Button to exit the game.
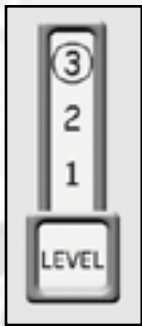
Game Controls

1. **Cursor**
The mouse cursor is a blue arrow that changes to a lighter blue color when you move over a spot that you can click.

2. **Back Arrow Button**
Click on the Back Arrow at the Map Menu to return to the Sign In screen.

3. **Level Button**
The Level button lets you choose Level 1, Level 2 or Level 3 for each activity. If you find that an activity is too challenging or not challenging enough, select a higher or lower level.

4. **Stop Button**
Click here to exit the program.

5. **Map Button**
Click on the Map button while playing an activity to stop playing and return to the Map Menu.

6. **Dance Adventure Center Button**
Click on this button to go to the Dance Adventure Center (see "Dance Adventure Center" on page 11).

ACTIVITIES

From the Map Menu, you can click on any location to play an activity. **Note:** The Castle activity is only available after you have completed the other four activities.

While you're playing an activity, be sure to explore by clicking on things. Some of the clickables you'll discover will unlock dance moves, which you can use in the Dance Video Maker. If you want to skip an Introduction movie or a Reward movie that you have already seen, click your mouse or any key on your keyboard.

Pyramid Dance
Numbers and Opposites

Dora, Boots and Swiper need to catch up with Mr. Goat and learn a new dance, but first they must get past the ants, spiders and snakes that block the way inside the pyramid. To do this, you'll need to **move or click the mouse** so that Dora and Boots move just like the animals.

Remember to click on things — you'll never know what you might find.

Once you have helped Dora to get through the pyramid and learn the Pyramid Dance, you can play again by clicking on Mr. Goat, or click on Map to return to the Map Menu.

Bike to Roberto!
Colors, Shapes, Spanish.

Dora wants to learn the Robot Dance from Roberto the Robot, but first she needs help from Boots and Isa to peddle their bicycle up Shape Hill to find Roberto. Along the way, Dora needs to collect Roberto's missing robot parts so that he can dance the Robot Dance when they find him.

Use the **mouse or the arrow keys** to steer along the paths. Sometimes you'll come to a crossroads. Follow Dora's instructions to choose the right path. Try to steer around holes, puddles and open bridges.

Keep your eyes open for any robot parts you find — Roberto might need them. And remember to explore by clicking on things!

Once you've helped Dora peddle to find Roberto and to learn the Robot Dance, you can play again by clicking on the bicycle, or click on Map to return to the Map Menu.

Dance the Elf Away
Listening, Fine Motor Skills.

The Dancing Elf is using his magic to create a storm to stop Dora and the Pirate Piggies from sailing the seas. Luckily, Pirate Pig knows a dance that can make the waves turn around and push the Dancing Elf away from the ship.

To do the Pirate Dance, **press the spacebar or move or click the mouse** as Dora asks to help her and her friends learn all the parts of the Pirate Dance. When you get everyone dancing the ship will bob in the water and make a big wave that will push the Elf away. Even though you're on the high seas, remember to explore by clicking on things!

Once you helped Dora to push the Dancing Elf away and to learn the Pirate Dance, you can play again by clicking on the Pirate Pig, or click on Map to return to the Map Menu.

Parachute to Star Mountain

Timing, Fine Motor Skills.

Fly Tico's plane and release parachuting Dora, Boots and Swiper so they can land on Star Mountain. They need to find Disco Star and learn a disco dance. Watch out for the Dancing Elf and his giant fan — he is trying to blow Dora, Boots or Swiper away before they can get to Disco Star! The Dancing Elf has also put other things, like blimps and clouds in the way.

Remember to look around Star Mountain and click on things!

Click on Star Mountain and **move the mouse** to move Tico's plane back and forth in the sky. **Click the mouse** to drop one of the three parachutists. Parachutists will drop one at a time in this order: Boots, Swiper, and Dora.

Once you are finished with the activity, you can play again by clicking on Star Mountain, or click on Map to return to the Map Menu.

Castle Dance Contest

Memory, Sequencing, Human Body, Spanish

You and Dora have learned all of the newest dance moves, and now it's time to enter the dance contest! If you win, the King will grant you One Big Wish, which you can use to help poor Swiper. The King will challenge Dora to do some silly dances and will name the parts of his body that he moves as he dances.

Click on Dora's arms, hips, legs and head so that she moves just like the King. If you forget what part is next in a dance, click on the King and he will show you the moves that Dora still needs to do.

Just like in the other activities, be sure to explore by clicking on things.

Once you are finished with the Dance Contest, you can play again by clicking on the King. You can leave the activity at any time by clicking on Map.

Once you win the Dance Contest, you win the game! Now when you return to the Map Menu, you can replay any of the games by clicking on them or you can return to Sign In and enter a new name to play the games again!

DANCE ADVENTURE CENTER

At the Dance Adventure Center, you can make your own dance videos, play songs, and even print out dance steps so you can teach your friends the latest moves. You can go to the Dance Adventure Center at any time from the Map Menu by clicking on the Dance Adventure Center button.

1. **Dance Video Maker Button**
Click on this button to go to the Dance Video Maker, where you can create your own dance videos featuring characters from the game.

2. **Music Player Button**

Click on this button to go to the Music Player, where you can watch, listen and dance along to your favorite songs from the game.

3. **Printable Dance Lessons Button**

Click on this button to go to the Printable Dance Lessons, where you can print out dance steps and share them with your friends and family.

Dance Video Maker

At the Dance Video Maker, you can create your own movies using friends you have met during your adventure. Set the backgrounds and music, choose the dance you want each character to do, and even change the way the characters move in the Dance Changer. Once you've created a movie, you can replay it.

The stage is where you can place any of the friends you have met during your adventure and create a dance movie. Click on the arrows on either side of the stage to change the background. Click on the arrows on either side of the Characters window to see all the characters.

Click on a character and drag that character to the stage. You can move characters around on the stage after you place them by clicking and dragging. Click on a character and look at the Dance Button. It shows what dance that character will do. Click the arrows on either side of the Dance Button to change their dance. Dances that you have not yet collected are grayed out. Click on the arrows on either side of the Music button to change the music selection.

Click on the Play button to test your movie. The Play button changes to a Stop Button while the movie is playing.

If you want to start over, click on the Clear button to remove all characters from the stage. Click on the eraser button to remove the highlighted character.

This is the only place where you can access the Dance Changer.

Dance Changer

The Dance Changer is where you can create your own special dance moves for any friend you have met on your adventure. Click on the arrows on either side of the Characters window to see all the characters. Click on a character to have it appear in the Dance Changer window.

When you have a character in the Dance Changer window, a line of boxes with numbers representing different dance moves is displayed. Click on the arrows on any of these boxes to change the dance moves.

Preview Button

Character Window

Click on the Preview button to see the dance you have created. While the character is dancing, the Preview button changes to a Stop Button. Click on the Stop button to stop the dance.

Click on the arrows on either side of the Music Button to change the music, just like you can do in Dance Video Maker. To make sound effects as your character dances, click on the sound effects buttons above the Dance Changer Window.
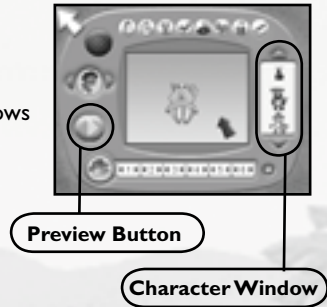
When you are finished making your dance sequence, click on the Back Arrow. Dora will ask you if you want to save the changes you made. Click "Yes" to save the changes and return to the Dance Video Maker. If you click "No," you will return to the Dance Video Maker without saving any changes you made.

Click on the Reset button to restore the dance to its original sequence.

Music Player

Song Chooser Button

The Music Player lets you watch videos from the Dora TV show, and you can sing and dance along to all of the songs in the game. Choose a song by clicking the arrows on eitherside of the large round song chooser button on the left. To play a song, click the Play Button on the right.

Printable Dance Lessons

The dance steps that you learn while playing the activities are available in the Printable Dance Lessons section so you can share them with your friends and family. There are seven dances in all. Click the arrows on either side of the round dance chooser below the Dance Lessons screen to choose a dance. To print a dance lesson click the Print Button in the bottom right corner.

Dance Chooser Button

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Senior Producer
Eric Horowitz
Brand Manager
Hudson Piehl
Executive Producer
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"Dora Theme Song"
Composer: Billy Straus (100%) /
Lyricists: Josh Sitron (50%) , Billy
Straus (40%) , Sarah Durkee (10%)
"Ants, Spiders & Snakes song"
Composer: Bob Golden / Lyricist:
Eric Weiner
"Rock Your Bodies"
Composer: Jed Becker / Lyricist:
Eric Weiner
"Travel Song"
Composer: Josh Sitron (50%), Sarah
Durkee (50%) / Lyricist: Eric Weiner
"We Did It"
Composer: Billy Straus (100%) /

Lyricist: Billy Straus (80%),
Eric Weiner (20%)

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Kathleen Herles- *Dora*
Marc Weiner- *Map, Swiper, King's Mommy*
Harrison Chad- *Boots*
Julian Dean- *King, Mr. Goat*
Chris Guifford- *Pirate Pig, Cane, Snake Leader*
Sebastian Arcelus- *Elf, Bottle*
Ashley Fleming- *Isa, Pirate Piggie*
Jose Zelaya- *Tico, Disco Star*
Jake Burbage- *Benny*
Nicolas Salgado- *Roberto, Pirate Piggie*
Susan Boyd Joyce- *Ant Leader, Spider Leader, Pirate Piggie*
Douglas Carrigan- *Senor Tucan*

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Engineer
John Chominsky- Atlantis
Group, Santa Monica, CA
Engineer

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atarisupport.com

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- System Make and Model
- Processor Type
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- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

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