

Uninstall

You may uninstall the game by using the Add/Remove Programs under the Control Panel or from the Start Menu within the game folder there will be an icon to uninstall the game.

Troubleshooting

For optimal performance we recommend that you close any other applications that are running on your computer prior to playing Paws and Claws Pet School.

We strongly recommend that you obtain the latest DirectX® compatible drivers for your video and sound cards. Using drivers that are not compatible with the latest version of DirectX can have unpredictable results. Updated drivers are typically available at no charge through your hardware manufacturer's website. Popular video chipset manufacturers include:

ATI – www.ati.com, Intel – www.intel.com, Nvidia – www.nvidia.com

For additional information on DirectX, please visit www.microsoft.com/directx/

Technical Support

Questions or problems? We're here to help. For updates, answers to frequently asked questions and 24-hour Technical Support visit our web site at: www.valusoft.com, or write to us at: ValuSoft, 3650 Chestnut Street North, Suite 101A, Chaska, MN 55318.



Installation

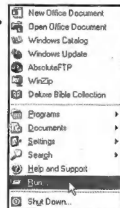
Insert the game CD into your CD-ROM drive.

If installation does not start automatically, follow these steps

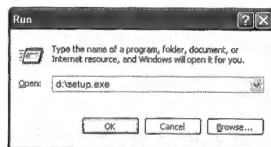
1. Click **START**



2.



3.



2. Click **RUN**

3. Type **D:\SETUP.EXE**

(where "D" is the letter of your CD-ROM drive) and follow the on-screen instructions.

4. Double click the Paws and Claws Pet School icon on your desktop or click Start/All Programs/Paws and Claws Pet School/Play Paws and Claws Pet School.

Windows® XP requires that all programs get installed from an account with Administrator rights. If you are not sure what this means or would like more information, please visit: www.valusoftsupport.com and type "admin info" in the search bar at the top of the page.

Starting Paws & Claws Pet School

To start the program, double click on the Pet School icon on your desktop or click Start/All Programs/Paws and Claws Pet School/Play Paws and Claws Pet School.

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Game Description

Experience the fun and excitement of being a real Pet Trainer! Choose from 6 of your favorite animals including dogs, horses, cats, mice, rabbits and parrots. Build the country's best Pet School by giving your pets plenty of healthy food, exercise, playtime and lots of love as you train them.

MAIN MENU

The Main Menu contains the following options:

New Game

By pressing this button you can start a new game.

First decide whether you want to play as a girl or boy and what your character should look like. You can change your clothes by clicking on the dresser. Choose a name for your character and then choose which animal species you would like to begin training in your Pet School. You have the following to choose from:

- Small Animals (mice and rabbits)
- Cats
- Dogs
- Young Animals (kittens or puppies)

As you become more experienced you can develop your Pet School and accept new species:

- Parrots (they require large cages, in which they can fly and space to train small animals)
- Horses (they require a lot of space to train)

Continue Game

This button allows you to continue the saved game.

Load Game

Here you can load a previously saved game.

Save Games

Here you can save various parts of the game. This is useful if you want to try out different game variants or your siblings or friends want to build their own Pet School.

Options

Here you can change the game volume level and screen resolution.

Warning: If you change the screen resolution, the program will close automatically. You will have to start the game again for the change to be saved.

Finish Game

This button will take you to the Windows system.

ANIMAL SPECIES

In your Pet School you can train various species of animals for different purposes. You start the game by building pens / paddocks for the animals. You may train only those animals for which you have a suitable place for them to live. During the time of training, which may last a very long time, the animals will stay at your place.

The various animals include:

- Mice
- Rabbits
- Parrots
- Cats and Kittens
- Dogs and Puppies
- Horses

RUNNING YOUR PET SCHOOL

Tutorial

To start the game and when new functions appear, a tutorial will pop up. Thanks to the tutorial you will know which steps you should take, which options you have to choose from, and how to use them.

Running Around

You can move your character around the Pet School's premises by clicking the left button of your mouse on unoccupied areas on the ground. If you press on the button for longer, your character will follow the mouse's cursor.

Change of View

The view from the camera can be changed by pressing the right button of your mouse and moving it:

- Up – enlarging the characters or side view
- Down - a birds-eye view of the characters
- Right and Left - a view around the characters

Choosing the Animals

If you click on the left button of the mouse, you can choose an animal. The features of the chosen animal will appear at the bottom of the screen, on the left-hand side. A transparent circle surrounding the chosen animal will help you recognize it.

Objects and Inventory

By pressing the left button of the mouse you can choose moveable objects. Next they are taken to your inventory at the bottom of your screen on the right side if there is room.

Objects with Functions

Many objects in your Pet School have defined features, which you can use by clicking on the objects with the left button of your mouse. Most of them (but not all) can be found in the main building of your Pet School.

Computer

The computer in your office is the most important item of equipment it gives you access to:

Orders: Clients interested in the training of the animals make inquiries over the Internet. The more competent you are the more clients, interesting and better-paid tasks you have. For a short time you can improve your competence by advertising (see town).

Overview / statistics: Here you can check how many animals you hosted, how much food you have left in stock, how many animals you have, and your competence level.

Education - Wanting to teach the animals to follow more orders involves you having to take part in training courses. You have appropriate training courses for every kind of animal at your disposal. If you decide to take part in the course, you will obtain informational material after 3 days, which you should study. Next you will take a test. If you pass you can teach animals new things. There are extended courses available for almost all animals. Once you pass the final

exam concerning a particular animal, you will obtain the title of master and your competence will be very high. Once you obtain the title of master in all animal categories, you will become "The best trainer of animals in the world!"

Expansion of the Pet School: By building new rooms for the animals or expanding those rooms which you have already, you can expand the school. This will enable you to accept and train more animals. In order to train with small animals, you need a large cage. You must also increase the size of your paddock, if you wish to train horses.

Bookshelf

Click on the bookshelf to search for learning materials. You can also find copies of the Panini newspaper, if you have subscribed to it.

Dresser

You can find individual items of clothing here.

Bed

Clicking on the bed in your house will enable you to end or start the day.

Boxes with Food / Warehouse

In the warehouse next to your office you will find equipment for the nurturing and training of animals. All those things you buy at the trader in town will be delivered here. In the food-box you will find food for your animals - you can choose the appropriate food and bring it to your inventory. Toys and equipment for training will remain where you leave them and it depends on you whether you tidy them up.

Broomsticks in the Stables

If you want to clean the stables, click on the broomsticks. Your character will clean up the appropriate stable.

Clients

After obtaining your order you will be visited by a customer and his animal. Click on the customer for him to give you his animal. If you manage to fulfill the owner's wishes concerning the training of his animal, he will come back to take his animal. Click on him to give him back his animal.

TRAINING AND ORDERS

The Basics of Training

You can teach every animal to obey orders by observing them and rewarding them for correct behavior. For example, if you say "Sit!" and the animal sits, you must give it a treat. If you do this frequently, sooner or later the animal will associate the order "Sit!" with something positive. If you say "Sit" while the animal is doing something else, the animal will sit down and wait for its treat. In your Pet School you may use light punishments with a loud and decisive "No." If your animal fails to perform its order correctly, you can show it has done something wrong. However, you must be careful not to abuse the trust of your animal friend. Mutual trust is paramount to your animals' development.

Training Through Observation

If you want to teach your animal something, you must take it from where it lives to the paddock / pen. Remember that your animal must be rested; otherwise you will not achieve the desired results.

Tip: By using the notepad button, you can find out which orders your animal needs to learn. You can carefully observe your animal at the place of training. If the animal follows an order, quickly click on the button corresponding to the order and on the button denoting praise or stroking. If you perform everything correctly, you will see a few stars in the air - this is the sign letting you know your animal has learned an order. Praise from afar shows slight progress. Stroking has a greater effect on learning, but you must approach the animal. Tasty snacks give the best results, but you must pay for them. For every animal species there are 3 types of tasty snacks - the best are the most expensive.

Advanced Training

If your animal has mastered the following command, as a trainer you can start giving it an order, even if the animal doesn't obey it. The probability of the animal reacting correctly depends upon how much it has learned.

If the animal doesn't obey an order, a red cross will appear above it. In such a case saying "No" will have little effect - it will be a signal, that it has done something wrong. This word may have a negative effect on the animal's trust and that is why you should treat it with extreme care. If the animal performs a command correctly, you should reward it.

Some rewards are associated with certain objects, for example bringing something, jumping over something or using some object. These commands may be used during the observation of the animal. If you wish to give a direct command to the animal, you should first click on the order and then on the object with which a given order is associated. The animal must know with which object it is to perform the command.

Orders

One can observe that the animals cannot perform all the available orders. For example a parrot cannot stand on its hind legs like a dog, and a dog cannot climb a tree.

Reacting to one's name: It is easiest to teach the animal to react to its name. Just click on the appropriate symbol. Even if the animal doesn't immediately react to its name, it will learn with time. When it does learn to react and you reward it for that (by praising it or giving it a tasty treat for example) it will remember its name.

Obedience: Coming, following one's master, sitting, lying down, speaking, giving its paw, asking, turning around—you can train these orders through observing the animal.

Playing dead: The favorite movie effect! The animal behaves as if it were asleep. It is difficult to teach animals this trick, for they do not wish to sleep in the paddock or pen; on the contrary, they prefer to run wild around the whole area!

Bringing something: All those objects which you can throw (e.g. newspaper, football, and shoe) can be used for this. Remember, because of their size not all objects are appropriate for all animal species.

Jumping: A part from those objects which you can throw, there are those which can be jumped over, for example fences. For such commands the same rules as for bringing something apply.

Using objects: some objects require particular attention, for example hoops, trees which can be climbed, carriages which can be pulled. Using such objects does not differ from those orders associated with bringing something.

Leading: This is a special order for guide dogs for the blind. Such a dog must be able to indicate the presence of those objects which are of significance for a blind person, for example it should bark on seeing a mailbox, and should wait when the lights are red.

THE VALUE OF ANIMALS

At the bottom of the screen, on the left hand side, you can find the value of those animals you have chosen. The five columns refer to the following values:

Progress in learning: The customers want their animals to learn certain commands. The column concerning progress in learning shows just how many orders have been mastered by the animal. The customer will come and collect their animal when the column is full.

Concentration / energy: You can learn only when you are well rested and focused. The same goes for animals. After training, the energy level of the animal drops. The higher its concentration level, the greater its progress in learning. Allow your animals to rest if its energy level is empty or low.

Trust: Gaining the animal's trust is a condition of being able to start training it. Some animals are not afraid when they are touched and have innate trust, so you can start training them. Most animals are, however, shy and you must work hard to gain their trust. To achieve this it is helpful to stroke, praise and give tasty treats to the animal. Warning: if you punish your animal too frequently by saying "No," its trust will drop.

Hunger: The animal must be fed regularly, not only when a hungry animal doesn't want to learn!

Hygiene: You must also be responsible for the hygiene of your "students." The animals must be groomed and the stables cleaned.

INFORMATION ABOUT EVENTS

Flashing symbols on the left hand side of the screen signals that something has happened that you must pay attention to. If you direct the cursor onto that symbol, detailed information concerning the following will appear:

- Tutorial contains important information: an introduction to the game which will explain the most important things:
- The animal is unhappy because it is hungry or dirty for example.
- New learning material has arrived.
- A new edition of the Panini gazette has been issued

Orders

You receive orders over the Internet. You can choose those orders you wish to complete. As the number of mastered commands and courses you attend increases, your competence improves - your knowledge of animal training rules will decide how many orders you receive and how much money you earn.

Simple orders If you receive an order, your customer comes and brings its animal. Click on the customer to take its animal. The piece of paper with notes will show you how many orders the animal should learn and what it is capable of already. If you teach your animal all the commands its owner wanted it to learn, it will come to collect the animal. Go with the animal to its owner and click on him, to give back the animal. You will then receive your training fee. If you teach your animal faster than anticipated, you can expect a bonus!

Special orders If you have completed all the courses ascribed to a certain species of animal, you can accept special orders. At the end of such an order you take an exam covering family animal training and guide dog training. You must teach your animal the required commands. Once you have done this, its owner or examiner will arrive and you will have to show if the animal has mastered all the commands. You will also be asked to perform all the commands with the animal. You will pass the exam if the animal performs everything correctly.

Film orders Film orders function in the same way as special orders, however, you can receive such an order only after achieving a certain competence level. Tip: you can order an advertisement for yourself at the advertising agency which is located in town - this will increase your competence level for a certain period of time - it's worth it! Once you teach your animal all those commands required for the film, you must go with your animal to the film set. Click on the director who will tell you what the animal should do. After filming has finished, take your animal to the school to give back to the owner and receive your pay.

DIFFERENT PLACES

Town

There are many different shops in town. The trader runs the most important one. Here you can buy the equipment necessary to train your animals as well as food and tasty snacks. Here you will find the bank where you can take out a loan in times of financial trouble, if for example you don't like to wait to receive your earnings for training animals. You can also find the advertising agency here, whose services will help boost your competence levels and in turn receive more attractive orders. The park in town is also worth mentioning. You can take your animal there and train with it.

The Lake In the Forest

A small, beautiful lake surrounded by a meadow and forest can be found near your Pet School. You can take your dogs and horse for a walk there. If you go with your horse to the lake, you can get to ride your horse. Apart from that you can train with your animal in the fenced meadow.

Movie Set

The film set is situated in the studio and is constantly changing, depending on what film is being made. If you want to perform an order for a film, you must take your animal to the film set, but only after it has mastered all the necessary commands. The director - a very competent person who is on set - will tell you what you must do.

Credits

Publication:

dtp young entertainment GmbH & Co. KG
Hamburg – Germany
www.dtp-young.com

Sale:

dtp entertainment AG
Hamburg – Germany
www.dtp-ag.com

Copyright:

dtp young entertainment GmbH & Co. KG /Panini Verlags GmbH

dtp young entertainment GmbH & Co. KG

QA & Testing

Mathias Reinke
Colin Bien
Eicke Bösch
Tomasz Manthey
Moritz Meier
André Scheuermann
Marc Schönbrun

Specialist consultation

Regina Kirwald

Voice over:

Fährhauston – Das Tonstudio

Female competitor: Celine Fontanges
Male competitor: Tobias Schmidt
Trader: Holger Mahlich
Banker: Thomas Karallus
Advertising employee: Kerstin Draeger

Radon Labs GmbH

Idea & Project management

Olaf Nowacki
Thomas Schmidt

Chief programmer

Nicolai Pogoczelski

Idea & Project management

Olaf Nowacki
Thomas Schmidt

Programming

Martin Schmidt-Effing
Johannes Kosanetzky
Dylan Baar
Michael Gehling
Katja Wagner

Graphics

Olaf Haag
Patrick Lehmann
Christoph Meyer
Oliver Noss

Other graphic artists

Karsten Mehnert
Andreas Wolff
Thomas Möhring
Carsten Pasternack
Daniel Kehlichhaus
Ralf Straube
Robert Kopf
Christoph Fasel

Animation

Sven Liefold
Ruben Salgado
Gerhard Brammer

Special effects

Eric Werner

Level design

Tobias Heußner

Music

Stefan Mader

Sound

J. Ullmann &
M. Scheuer (audioberlin)

QA & Testing

Radon Labs Halle
Gunter Sachse
Hannes Becker

Preparation of project

Lukas Kugler

NEBULA2 engine programming

Andre "Floh" Weissflog

Production

Bernd Beyreuther

Business Affairs

André Blechschmidt

Graphics department manager

Martin Elsäßer

Programming department manager

Niklas Modrow

Level design department manager

Sven Fahrenwald