

TIME



CONTENTS

System Requirements	2
Installation	3
Introduction	4
Toon Box Copy Protection.....	5
Special Jigsaw Screen.....	5
Main Menu.....	6
How to Solve Puzzle # 1	7
Controls & Contraptions	8
Solve-a-Puzzle Control Panel.....	9
Manipulating Parts.....	10
Pro-Parts & Hotkeys	11
Head-2-Head Single Match	12
Head-2-Head Tournament	13
Play Screen & Puzzle #1 Solution	14
HomeToons Control Panel	16
Piggy Bank (Load)	17
Canisters and Padlocks	20
Piggy Bank (Save)	21
HomeToons Check List	22
Toon Making Tutorial.....	23
Cool HomeToons Stuff & Toon Disclaimer.....	24
Tricky Parts	25
Critters, Gadgets & Thing-a-ma-bobs	27
Game Credits	35
Customer Service.....	37



SYSTEM REQUIREMENTS

SYSTEM REQUIREMENTS

To run *The Incredible Toon Machine*, the following hardware and software is required:

FOR WINDOWS™ CD-ROM

- A 486SX 25MHz or faster computer.
- 8 MB of RAM or 4 MB of RAM plus 4 MB of virtual memory (Windows can use part of your hard drive as virtual memory if you tell it to)
- 1MB of hard drive space.
- A mouse and keyboard.
- Windows 3.1 or later.
- A VGA graphics card and VGA color monitor.
- A double Speed CD-ROM drive.

FOR WINDOWS

- An IBM-compatible computer with at least a 486SX 25 MHZ CPU.
- 4 MB of RAM
- 6 MB of hard drive space.
- MS-DOS version 5.0 or later.
- A mouse and keyboard.
- Windows 3.1 or later.
- A VGA graphics card and VGA color monitor.
- A 1.44 MB 3.5" floppy disk drive.



FOR MACINTOSH®

- Color Macintosh® with 13" display.
- 4MB RAM (2.5MB RAM free).
- 7 MB of hard drive space.
- System 6.05 or higher.
- A mouse and keyboard.
- Color monitor with 8-bit (256-color) graphics.



WINDOWS CD-ROM INSTALLATION

- 1) After booting your PC, insert *The Incredible Toon Machine* into the CD-ROM drive.
- 2) From Windows Program manager, select Run from the File pull-down menu.
- 3) Type the letter of your CD-ROM drive containing the CD followed by the command ":\INSTALL" then press [ENTER] or click the [OK] button.
Example: D:\INSTALL [ENTER].
- 4) Follow the on-screen instructions.

RUNNING THE INCREDIBLE TOON MACHINE

- 1) Insert *The Incredible Toon Machine* CD into the CD drive.
- 2) From Windows double click on the Sierra icon
- 3) Double-click on *The Incredible Toon Machine* game icon

WINDOWS INSTALLATION

- 1) Enter Windows by typing "WIN" at the DOS prompt.
- 2) Insert *The Incredible Toon Machine* disk into your floppy drive.
- 3) From the Program Manager, select Run from the File pull-down menu.
- 4) Type the letter of the floppy disk drive containing the diskette followed by the command ":\INSTALL" then press [ENTER] or click the [OK] button.
Example: A:\INSTALL [ENTER].
- 5) The setup program will ask you to name the hard drive and subdirectory into which you wish to place the game.
- 6) After naming the drive and directory, click [OK].
- 7) Follow the on-screen instructions.

RUNNING THE INCREDIBLE TOON MACHINE

Double-click on the Sierra group icon, then double-click on *The Incredible Toon Machine* icon.

MACINTOSH INSTALLATION

- 1) Insert *The Incredible Toon Machine* disk #1 into floppy drive.
- 2) Double-click on *The Incredible Toon Machine* installer icon.
- 3) Follow the on-screen instructions.

RUNNING THE INCREDIBLE TOON MACHINE

Double-click on *The Incredible Toon Machine* icon.



INTRODUCTION

THREE WAYS TO PLAY THE INCREDIBLE TOON MACHINE

Meet Sid and Al. These crazy critters guide you through three ways to play *The Incredible Toon Machine*. From the main selection screen you can choose any area by clicking on the icon.



Sid, the yellow mouse, will take you to **Toon-O-Matic** where there are 100 different puzzles which mess with your brain at varying levels of difficulty.



The icon of Sid and Al in boxing gloves takes you to the **Head-2-Head** area where you can take on the human opponent of your choice in a crafty mind messing battle to be the first to solve the puzzle.



Al, the bulbous blue cat, will take you to **HomeToons**. That's where you get to make your own cartoons with access to all 71 gadgets and characters.



TOON BOX COPY PROTECTION

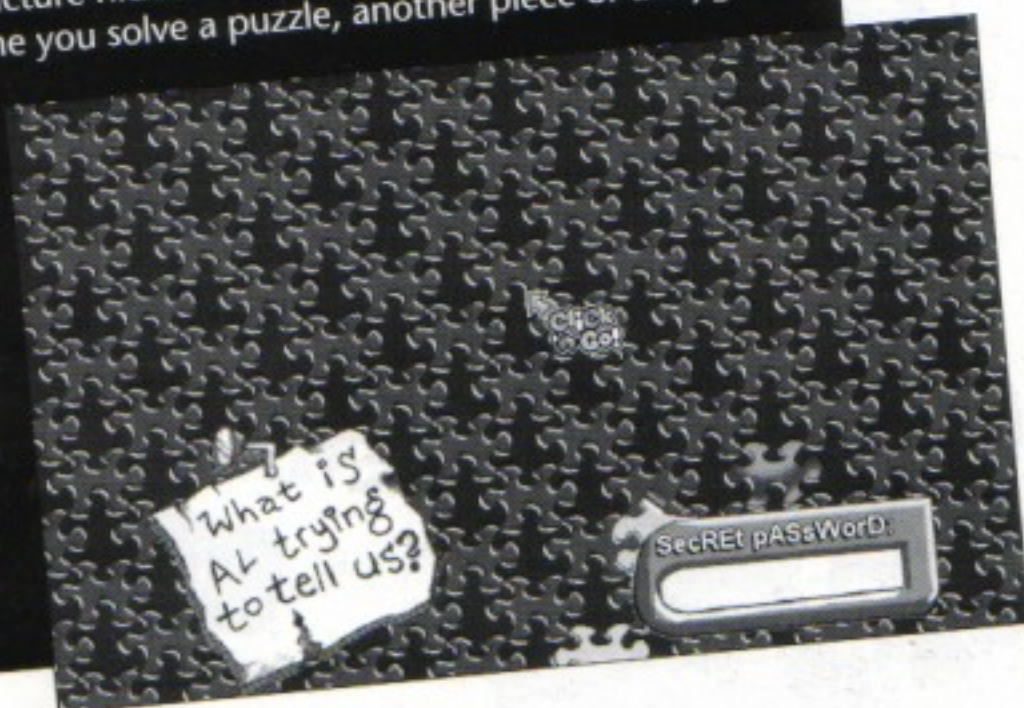
Follow the instructions on the Toon Box screen to fill in the empty windows. Once you've installed *The Incredible Toon Machine* onto your hard drive, you'll only have to deal with the copy protection screen once...unless you change the configuration of your system, or if you play your game on another computer.



SPECIAL JIGSAW SCREEN

This nifty little screen will pop up on your monitor each time you start the game. There's a picture hidden beneath all those blue and purple jigsaw pieces. Each time you solve a puzzle, another piece of the jigsaw will be revealed.

Complete *all* the puzzles in *all* four levels (that's a total of 90 puzzles!), then fill in the blank on the jigsaw Screen to win 10 bonus puzzles! If you can solve all ten of those, too, you'll win front row seats to a totally wild victory celebration!



STARTING OUT



MAIN MENU

This is the Main Menu. From here you can go to any of the three ways to play *The Incredible Toon Machine*. You can bring this menu up from any of these locations by clicking on the Exit Signs in the Control Panels of each location.

SOLVE-A-PUZZLE



There are 100 brain-bustin' puzzles waiting for your quick wit and craftiness in Solve-a-Puzzle.

HEAD-2-HEAD



Choose Head-2-Head to take on one of your pals in a puzzle-solving duel!

HOMETOONS



In HomeToons you get all the stuff you need to build your own Toons puzzles.



HOW TO SOLVE PUZZLE #1

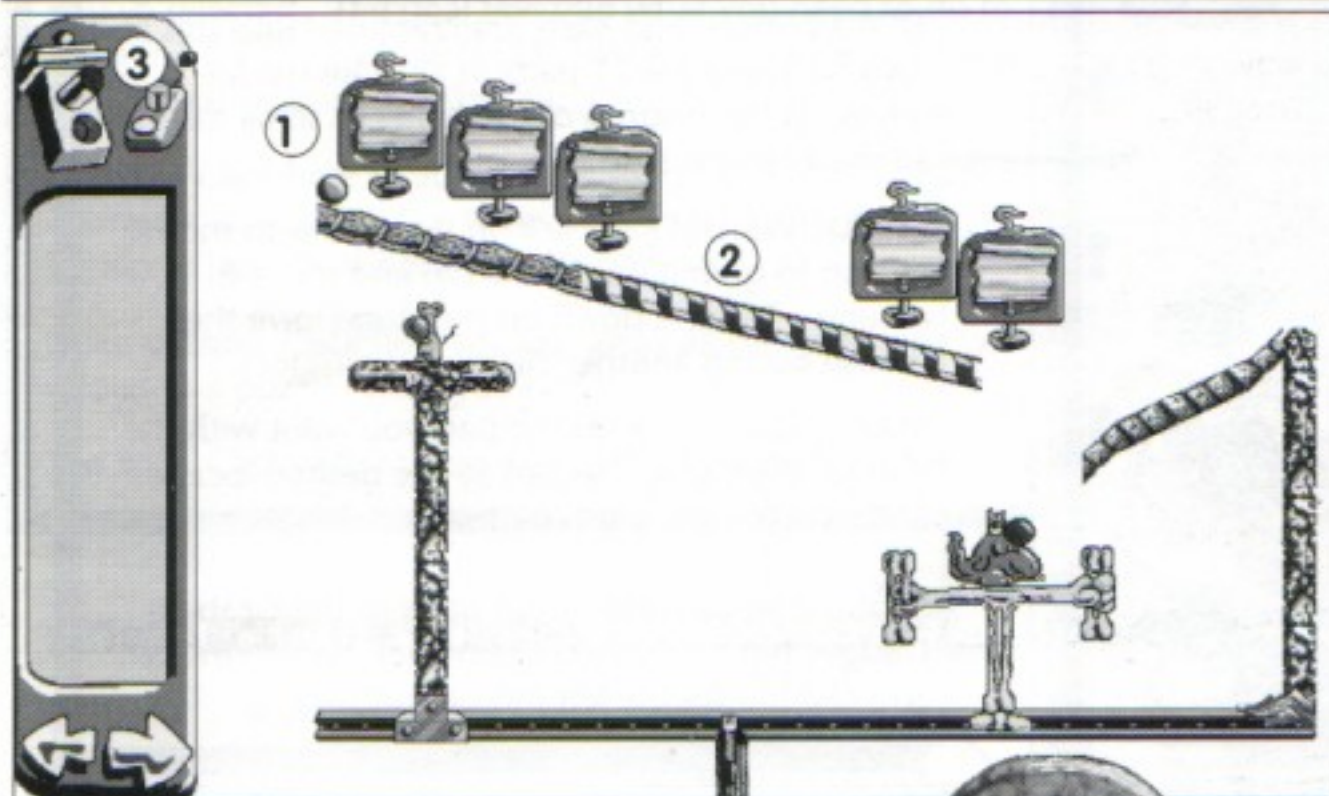
HOW TO SOLVE PUZZLE #1

1. Place the ball bearing on top of the incline under the first message machine.

2. Put the candy cane incline in the gap between the two inclines.

(You'll need to stretch the incline across the gap using the accordion handle. For info about handles see page 10.)

3. Click on the Traffic Light to run the puzzle.

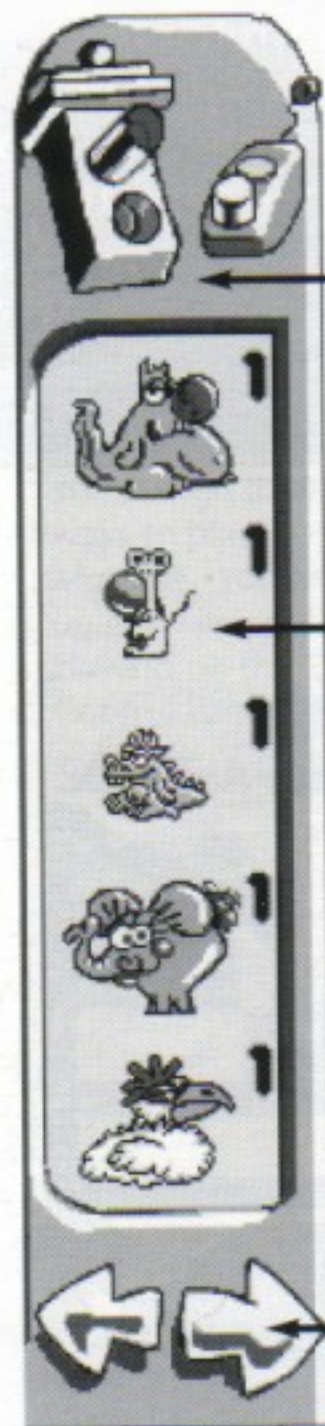


CHOOSING INSTANT REPLAY OR NEXT PUZZLE

Right after you ace a puzzle, two options will pop onto the screen. Click on **INSTANT REPLAY** to change or rerun your amazing solution. Or choose **NEXT PUZZLE** to charge onward into more mind-numbing Toonage.



CONTROLS & CONTRAPTIONS



CONTROL PANEL

Click on the **Remote Control** icon to bring up the Control Panel. Click on it again when you want it to go away.

ACTION!

Click on the green **Traffic Light** to start up a Toon.

GRAB-A-GADGET BIN

All the critters, and parts are crammed into this little bin. There are 71 parts in all. Use the fat arrows at the bottom of the panel to scroll through all the available stuff.

WINDOWS USERS: Click on the part with mouse button to grab it out of the bin and move it around. To set it down on the stage, give the mouse button another click.

MAC USERS: Click on the part you want with the mouse, then drag the part to the desired location and release the mouse button.

(Note: You can also return parts to the **Grab-A-Gadget** bin by moving them back over to the bin and clicking on the left mouse button.)

TOGGLE THROUGH THE PARTS

Click on the arrows to look at all the parts you can use to solve the puzzle.

TOON TIP!
WHOA! STOP
THAT TOON!

WINDOWS USERS: To stop a Toon simply click the left mouse button or click on the red **Traffic Light**.

MAC USERS: To stop a Toon you need to click on the red **Traffic Light**. Or click anywhere on the screen.



SOLVE-A-PUZZLE CONTROL PANEL



SOLVE-A-PUZZLE

From the **Main Menu** choose **Solve-a-Puzzle** icon to play puzzles. There are 100 brain-bustin' puzzles waiting for your quick wit and craftiness.

Signs Click here to bring up the **Main Menu**.

Piggy Bank (Load) Choose the Piggy to load a different puzzle.

Clapper Click here to see the title and goal of the puzzle you've selected. The goal tells you what you need to do to solve the puzzle. Note: CD ROM players don't have this button, all puzzle goals are spoken.

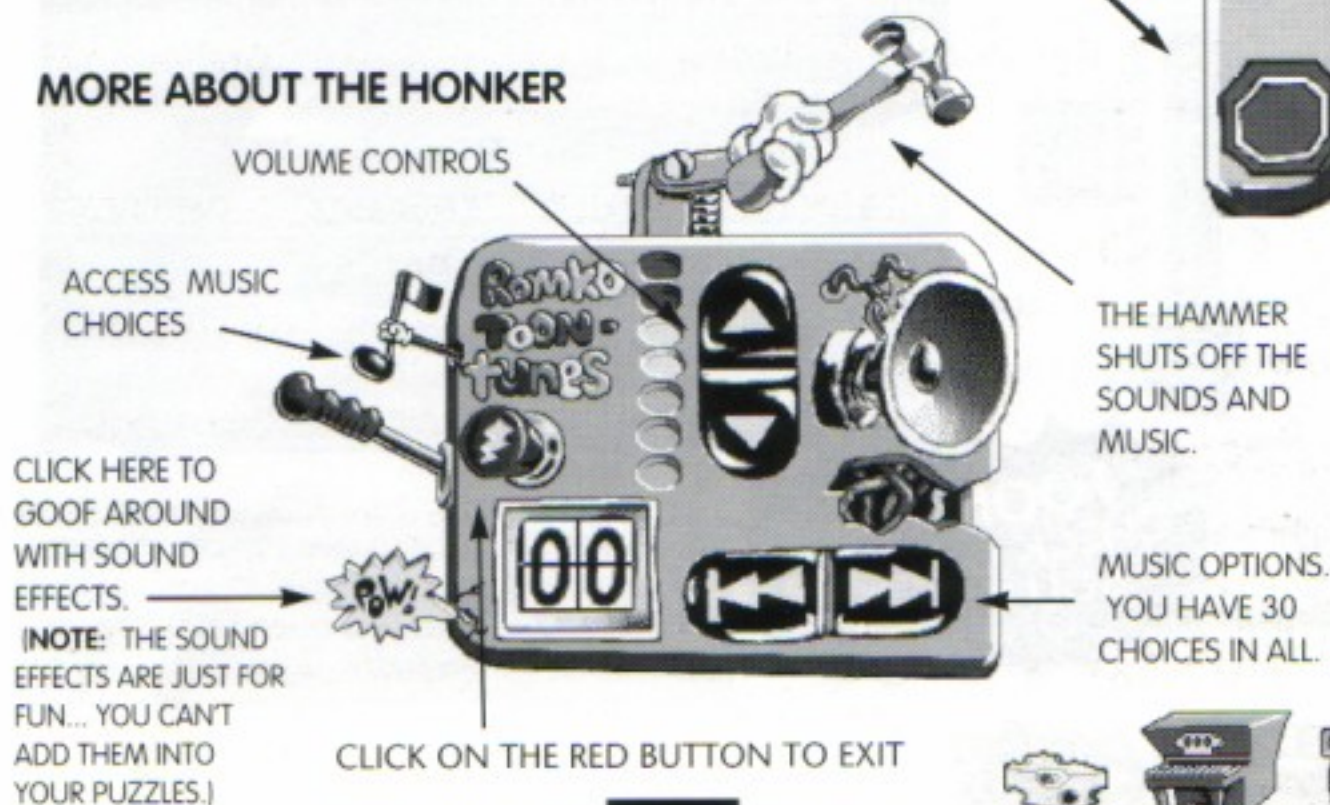
Honker Click here to adjust your sound and music options. There are all kinds of hot tunes at your disposal, ranging from bebop to jazz. (For more info see below.)

Nuke-a-Toon Click here to blast away all the new parts you added to a puzzle. Then you can start over.

The End Click here to quit *The Incredible Toon Machine*.



MORE ABOUT THE HONKER



MANIPULATING PARTS

HANDLES

As soon as you plop down a part on the stage, a bunch of small **Handles** will appear all around it. Each part does different things, so some of them have more handles than others. Here's what the different handles do:



TURTLE Flips a part left to right or right to left.



DOG Flips a part from up to down or down to up.



SPRING Stretches a part downward.



FLOWER Stretches a part upward.



ACCORDION Stretches a part to the right.



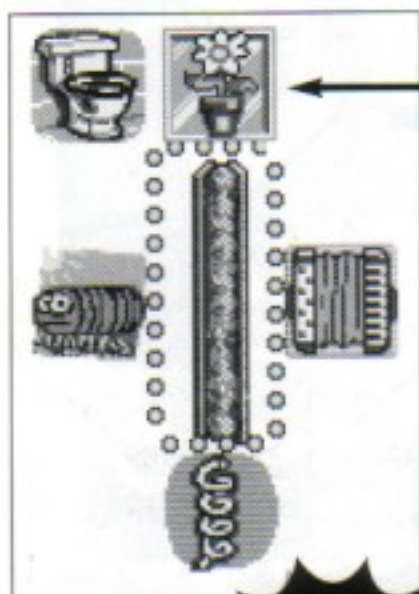
WORM Stretches a part left.



TOILET Flushes a part off stage and back to the **Grab-A-Gadget** bin.



COMPUTER Only seven parts have this handle. Click here to adjust the function of a pro-part. (See the Pro-Parts section on the next page for more information.)



HIGHLIGHT & HANDLES

Once a part is placed on the stage, you highlight the part by moving the cursor over it. The part will have a rotating yellow dotted border once it's highlighted.

The toilet, dog, turtle, and computer need only a click to manipulate the part.

To manipulate the spring, flower, accordion, and worm, you must click and drag the handle to the desired length and then click again to release it.

TOON TIP!
CHECK OUT OUR
SOLUTIONS!

After you've solved a puzzle, you can check to see if your solution is the same as ours. Just switch over to **HomeToons**, load in the solved puzzle, and hit the **Traffic Light**.





PROGRAMMABLE PARTS

These seven Pro-Parts have functions which may be modified before starting a puzzle. Click on the computer handle to program these parts. The following is a list of the Pro-Parts and their functions.



Counts up or down from a set number.



Choose the number of eggs Hildegard will lay.



Activated with electricity, it will count down and fling out an arm when done.



Allows you to choose a letter to be revealed inside the box.



Can be a whole banana or just the peel.



Allows you to choose up to six bullets in the gun.



You can choose how many huge boulders Phil Rat will hurl from his "Ratapult."

TOON TIP!
SPEED
CYCLING!

WINDOWS USERS: Whenever you're cycling through the Toons parts, you can speed things up big time by clicking on the appropriate arrow, then holding down on the left mouse button.

MAC USERS: Whenever you're cycling through the Toons parts, you can speed things up big time by clicking on the appropriate arrow, then holding down on the mouse button.

HOT KEYS

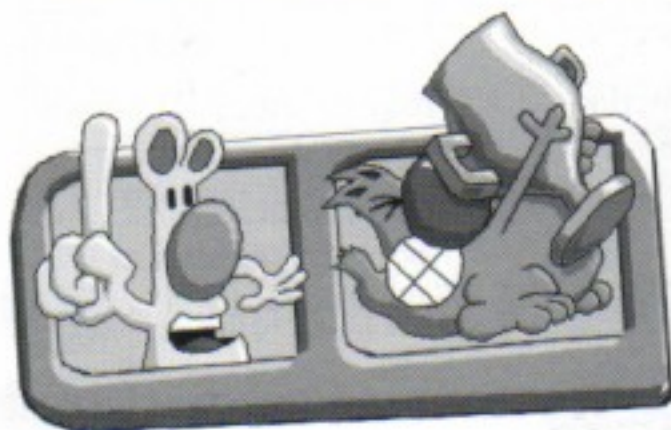
Use the following Hot Keys to go straight to the parts you need in the Grab-A-Gadget parts bin:

A = AI	B = Balls
F = Food	X = Explosives
R = Rope Parts	W = Walls
C = Belt Parts	I = Inclines
E = Electrical Parts	P = Pro Parts
M = Misc. (Teapot through Gum)	

(Note: You can only use hotkeys when you're in HomeToons.)



HEAD-2-HEAD SINGLE MATCH



HEAD-2-HEAD PLAY

In the mood for a little Toon warfare? Choose the **Head-2-Head** icon from the **Main Menu** and battle the bud of your choice. Choose **One Game** if you only have time for a single skirmish. Or click on **Tournament** if you prefer a championship duel of wits, wackiness, and flying fur.



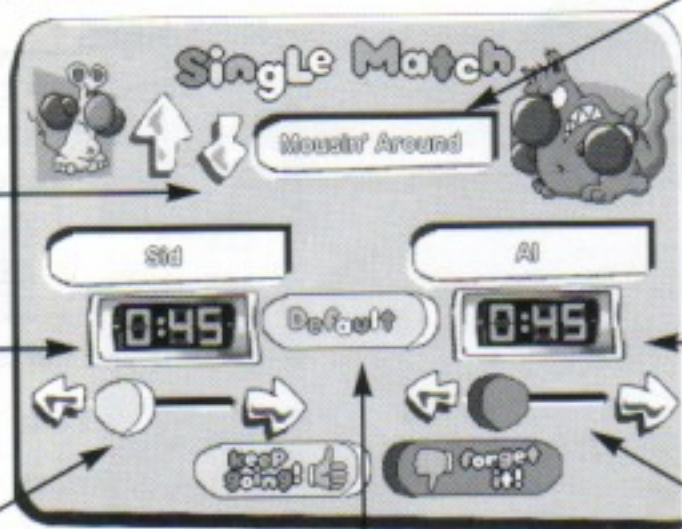
SINGLE MATCH

You and a pal go **Head-2-Head** for a single Toons contest. First you have to decide who's going to be Sid the mouse and who's going to be Al the cat. (Thumb wrestling is our favorite way of working this out). Then set the controls for your match as shown in the window below.

SCROLL
THROUGH THE
LIST OF TITLES

TIME ALLOWED
FOR SID'S TURN
IN THE MATCH

SET THE TIME
ALLOWED FOR
EACH OF SID'S
TURNS



PUZZLE TITLE

TIME ALLOWED
FOR AL'S TURN
IN THE MATCH

SET THE TIME
ALLOWED FOR
EACH OF AL'S
TURNS

SETS BOTH TIMERS AT
THE DEFAULT TIME
RECOMMENDED FOR
THE PUZZLE



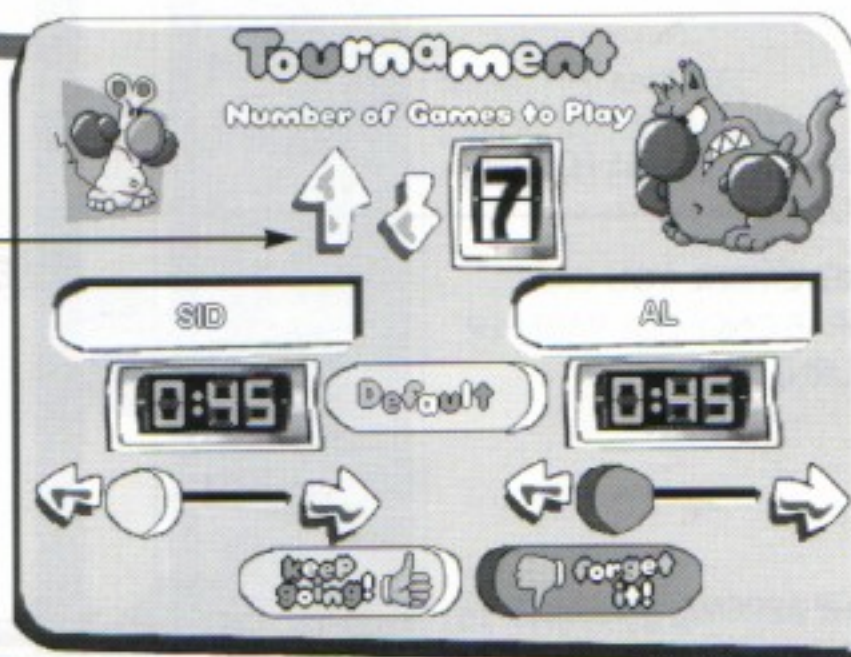
HEAD-2-HEAD TOURNAMENT



TOURNAMENT MATCH

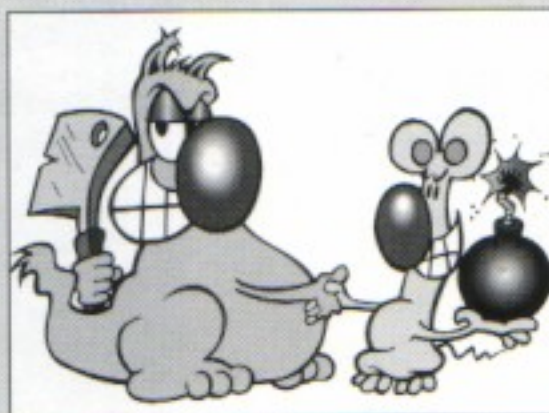
If you're a real diehard Toonster, you'll probably want to play a whole bunch of **Head-2-Head** contests in a row. So you'll need to choose **Tournament Match**. Then decide who's going to be Sid and who's going to be Al, and set the controls for your competition as described in the window below.

SCROLL UP AND
DOWN TO SET THE
NUMBER OF GAMES
IN YOUR MATCH



TOON TIP! HEAD-2-HEAD DOMINATION

- If you don't have a clue how to solve the puzzle you're trying to solve, check out the competition. They might be on the right track. Ride their coat tails to victory!
- Still don't have a clue? One word: SABOTAGE. Mess up the opponent's solution. Meanwhile you might come up with a solution for yourself.
- On your way to solving a puzzle, throw out a part or two to throw your opponent off track. Use this tip if you think your opponent is clueless to the solution of the puzzle.



HEAD-2-HEAD PLAY SCREEN

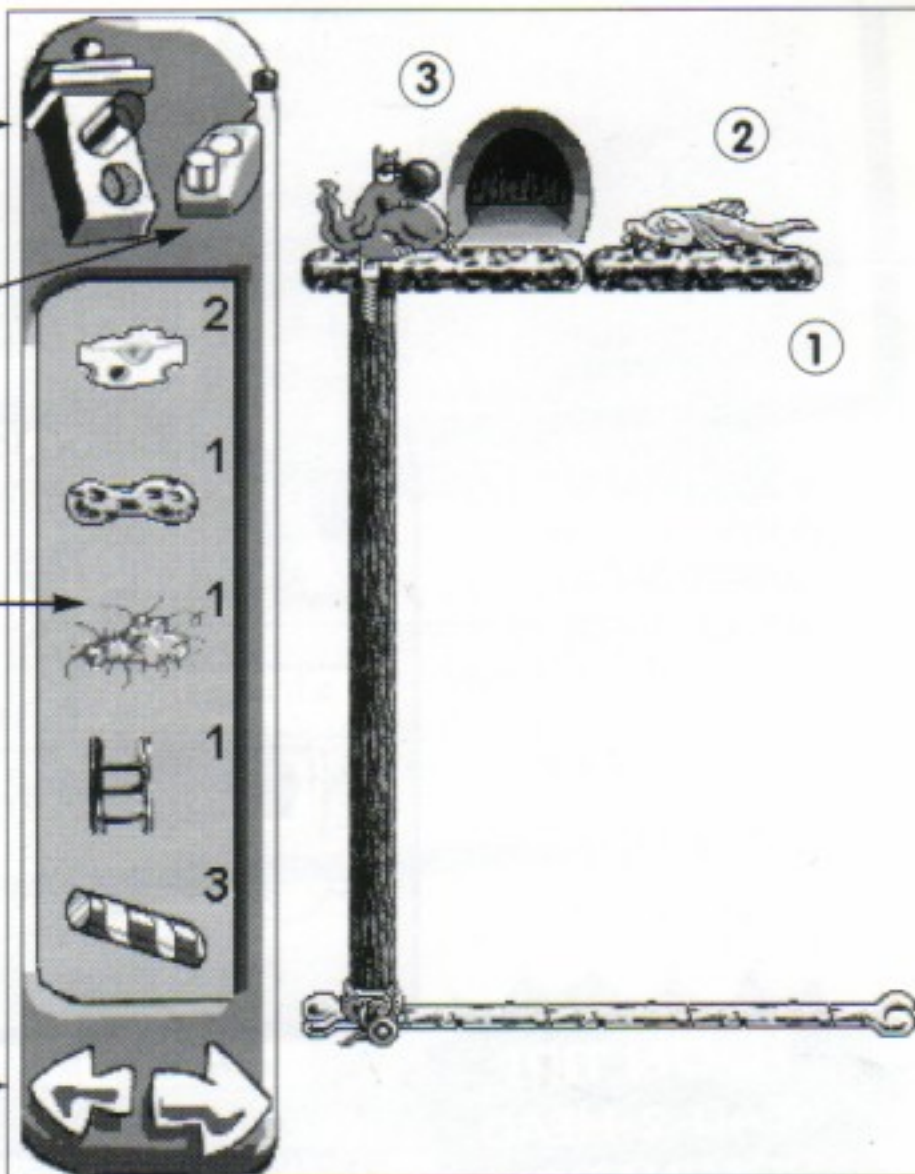
CLICK ON THE TRAFFIC LIGHT TO RUN THE PUZZLE

CLICK ON REMOTE CONTROL TO BRING UP OR PUT AWAY THE CONTROL PANEL

PARTS AVAILABLE FOR THIS PUZZLE

(REMEMBER: YOU CAN GRAB ONLY ONE PART PER TURN)

THE ARROWS SCROLL LEFT AND RIGHT THROUGH THE PARTS BIN

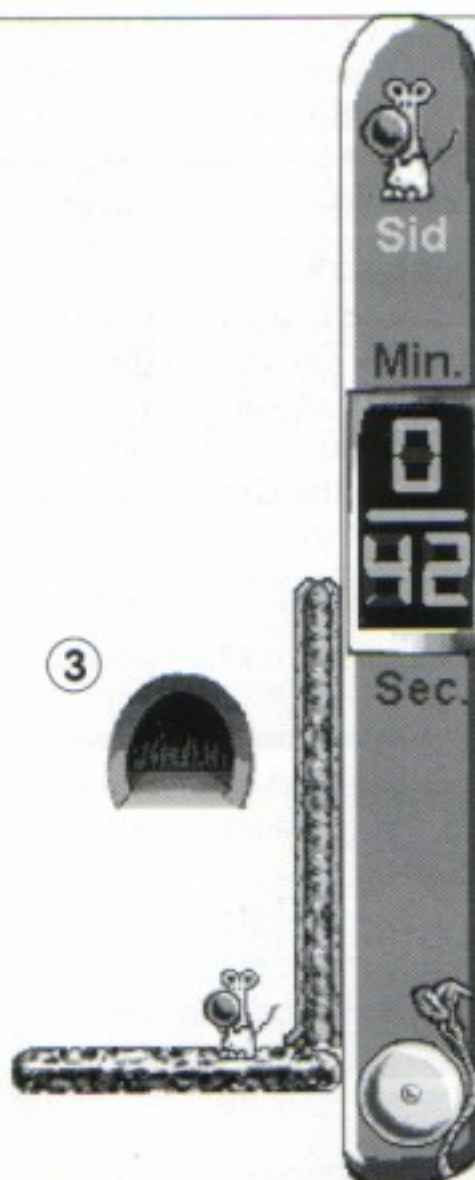


HOW TO SOLVE PUZZLE #1 IN HEAD-2-HEAD SINGLE MATCH

1. Place the rock wall next to the existing rock wall.
2. Put the fish on the rock wall.
3. Place the entrance of the tunnel by Al the cat and the exit of the tunnel above Sid the mouse.



HEAD-2-HEAD PUZZLE #1 SOLUTION



THE SID OR AL ICONS
SHOW YOU WHOSE
TURN IT IS

MINUTES AND SEC-
ONDS REMAINING IN
THIS PLAYER'S TURN

HIT THE BELL IF
YOU'VE FINISHED
YOUR TURN BEFORE
TIME RUNS OUT.

Note: This is only one of the many ways to solve this puzzle. If you want, you can throw a curve ball at your opponent by placing the ladder next to Sid to throw him or her off track. For more TOON Tips for Head-2-Head domination see page 13.



HOMETOONS CONTROL PANEL



HomeToons is where you get to make your own Toon puzzles using any of the parts in the **Grab-A-Gadget** bin. You can put all kinds of gadgets and critters together and create a puzzle of your own. Click on the **HomeToons** icon from the **Main Menu** to get there.

But what's a puzzle? Well... in *The Incredible Toon Machine*, a puzzle could be described as a series of events or reactions that lead to some final conclusion (like making a piano fall on top of Al's head). To make a puzzle of your own, rig up a whole series of actions you want to take place (including the ending), then remove a few strategic parts, which are stored in the **Grab-A-Gadget** bin. Let your friends try to figure out how those parts fit into the game to solve the puzzle. (See page 23 for a whole Toon Making Tutorial.)

Signs Exit **HomeToons** and switch to **Main Menu**.

Piggy Bank (Load/Save) Save a Toon you've created, or load in a different one. (See **Piggy Bank** section on pages 17-21 for more info.)

Clapper See the title and goal of the puzzle. You can also change the goals for your own homemade puzzles here...just click on the green letters and type away. Titles can be written or changed only from the **Piggy Bank (Save)**.

Honker Adjust music options. You can goof around with sound effects too!

Nuke-a-Toon Wipe out everything on the stage. You'll be given a clean screen, so you can start building from scratch again.

Check List Go through the whole Toon Making process from one easy check list. (See the Check List section on page 22 for more info.)

The End Quit *The Incredible Toon Machine*.



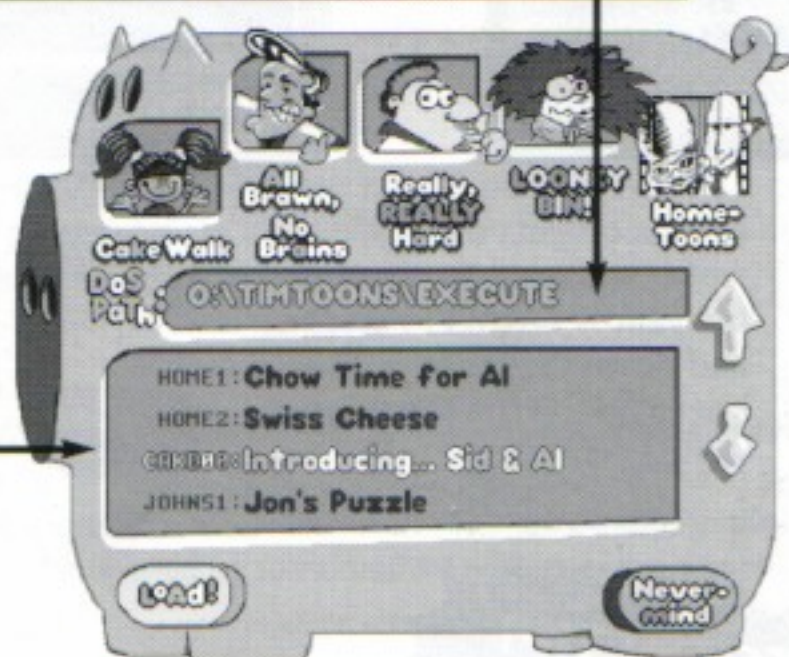
ALL ABOUT PIGGY BANK (LOAD)

In the **Piggy Bank (Load)** function, you can choose puzzles from four levels of difficulty, plus any Toons you've made yourself and saved. Click on any of the five pictures to see the **file names** and **titles** of puzzles in that level. Each of the four levels contains fifteen regular puzzles and five locked **bonus puzzles** (with the exception of **Cake Walk**, which has 30 Tutorials.) You have to solve all 15 of the regular puzzles to unlock the bonus puzzles. If you solve all 90 puzzles (that's every single puzzle at all four levels, including the bonus puzzles), you'll be given a **secret password**. Use this password to fill in the blank on the **Special Jigsaw Screen** (see page 5), and you'll unlock ten MORE outrageous puzzles (which you'll find **double-padlocked** in the **Really, Really Hard** level and the **Looney Bin** level)!

WINDOWS

Whenever you want to load a puzzle from the **HomeToons** bin, this **DOS path** window will appear. You can type in a different path if you want to load puzzles from other disks or drives.

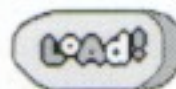
This screen shows you the title of each puzzle in the active bin (**Cake Walk**; **All Brawn, No Brains**; **Really, Really Hard**; **Looney Bin**; or **HomeToons**). Click on any puzzle you want to play, then hit the **LoAd!** button below.



After you select the level at which you want to play, use the **yellow arrows** to scroll up and down the list of puzzles.



Then click on the puzzle you want to check out.



Once you've chosen a puzzle to play, click on **LoAd!** to start it up.



Click on this icon if you want to exit **Piggy Bank** without loading a puzzle.

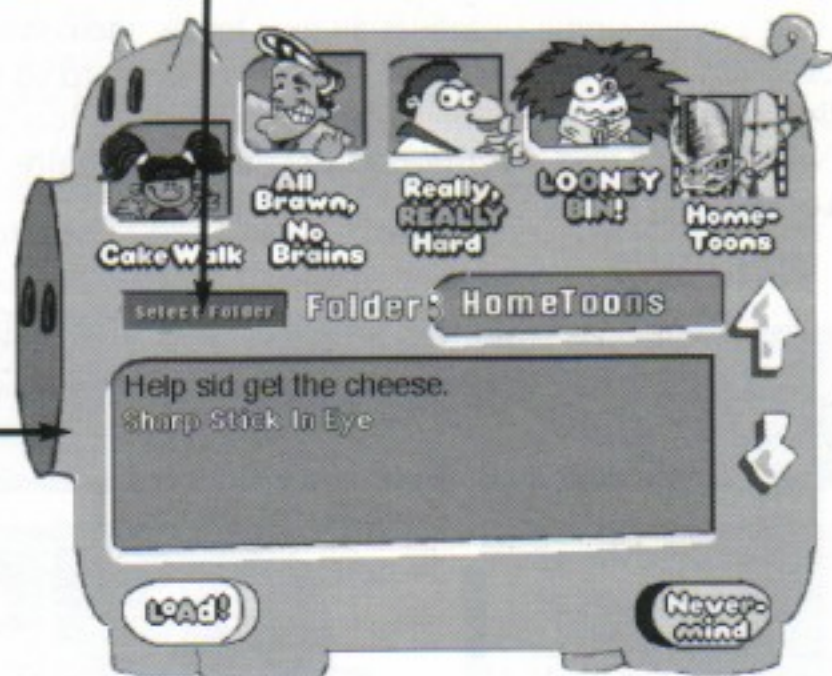


ALL ABOUT PIGGY BANK (LOAD)

MACINTOSH

Whenever you want to load a puzzle from **HomeToons**, this folder name will appear. To change folders, simply click on the Select Folder button.

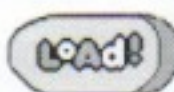
This screen shows you the title of each puzzle in the active bin (Cake Walk; All Brawn, No Brains; Really, Really Hard; Looney Bin; or HomeToons). Click on any puzzle you want to play, then hit the **LoAd!** button below.



After you select the level at which you want to play, use the **yellow arrows** to scroll up and down the list of puzzles.



Then click on the puzzle you want to check out.




Once you've chosen a puzzle to play, click on **LoAd!** to start it up.



Click on this icon if you want to exit **Piggy Bank** without loading a puzzle.

TOON TIP!
WANNA DO A
SCREEN SHOT?

WINDOWS USERS: To grab a "screen shot" (in a .BMP format), hit the lower case [s] key. The cursor will turn into a nifty watch icon while the grab is in progress.

MAC USERS: To do a "screen shot" (into a PICT format), hit the  [Command]+[Shift]+[3] key. The cursor will turn into a nifty watch icon while the grab is in progress.



ALL ABOUT PIGGY BANK (LOAD)



CAKE WALK—All the puzzles at this level are **Tutorials**. Tutorials show you how different puzzle parts work, and give you puzzles to solve while you practice using those parts. There are 30 tutorials in this level.

WARNING! In the next three levels there are extra “decoy” parts in the **Grab-a-Gadget** bin that don’t do anything to solve the puzzle. They’re put there to fool you!



ALL BRAWN, NO BRAINS—These puzzles are a little bit tougher than the ones in Cake Walk. There are 15 unlocked puzzles and five locked puzzles in this level.



REALLY, REALLY HARD—At this level, the puzzles start getting a little gnarly. Use the Tutorial puzzles in Cake Walk to learn how to deal with the new, more difficult parts. There are 15 unlocked puzzles and five locked puzzles, plus five double-locked puzzles in this level.



LOONEY BIN!—Watch out! The puzzles at this level will send your brain into major contortions! There are 15 unlocked puzzles and five locked puzzles, plus five double-locked puzzles in this level. The ten **double-padlocked** puzzles can only be opened by solving *all 90 puzzles* in the game!!!



HOMETOONS—Whenever you make a Toon of your own (you have to be in **HomeToons** to do this), you can save it into this bin. Then you’ll have it available to **load** just like any other puzzle. See if your pals can crack your puzzles! Have contests! But keep a close eye on your buds because all **HomeToons** puzzles are on the “honor system”—the game won’t acknowledge correct solutions for **HomeToons** puzzles. (See **All About Piggy Bank (Save)** on page 21 to learn how to save your own Toons.)



CANISTERS & PADLOCKS

TOON TIP!
DON'T SKIP THE
CAKE WALK!

Even if you're a major Toon wiz, make sure you do *all* the Cake Walk puzzles. How come? Mainly because they'll show you how all the different puzzle parts work. And secondly, because you can't get to the **bonus puzzles** unless you solve them!



This closed film canister appears in front of the **file name** of every unsolved puzzle.



Once you've solved a puzzle, this open film canister appears before the puzzle's **file name**. It'll help you keep track of how many puzzles you've solved, and how many you have left to go.



TOON TIP!
HOW TO DELETE
HOMETOONS PUZZLES.



This padlock appears in front of the **file names** of the five **bonus puzzles** at each level except Cake Walk. After you've solved all fifteen of the regular puzzles at that level, the padlocks will disappear, and you'll be able to take on the bonus puzzles.



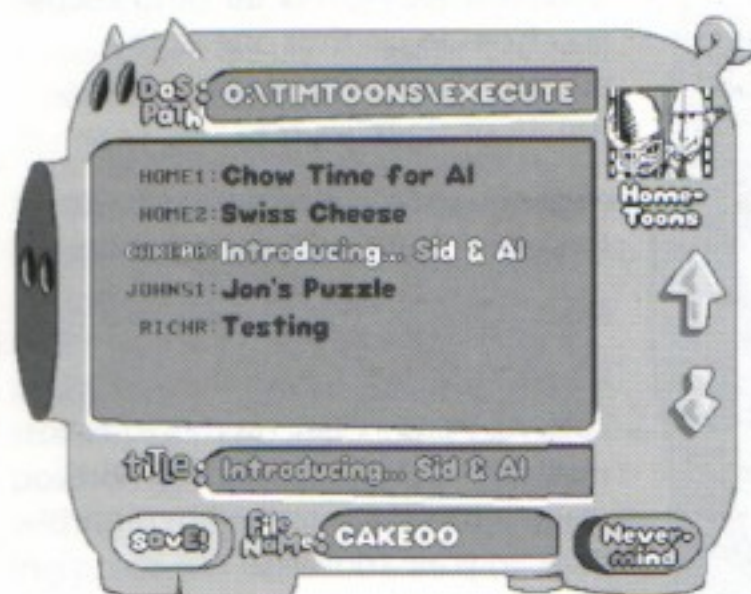
There are ten super gnarly **double-padlocked puzzles**: five in the Really, Really Hard level, and five in the **Looney Bin** level. But you must solve every single puzzle, plus every bonus puzzle in the whole game, to crack them open!

WINDOWS USERS: From the **HomeToons** bin, find the puzzle you want to delete. Take note of the file name and DOS path, then exit TOONS. Enter Windows File Manager and change the current window to the drive and directory indicated by the DOS path. Highlight the file of your choice and press the [Delete] key.

MACINTOSH USERS: From the **HomeToons** bin, find the puzzle you want to delete. Take note of the folder name, then exit TOONS. From **FINDER**, locate the folder indicated by the **FOLDER NAME** area of the **HomeToons** bin. Drag your chosen file to the trash can and select **EMPTY TRASH**.



PIGGY BANK SAVE WINDOWS



If you've just made a puzzle you want to save, click on **Piggy Bank** and choose **save!**. The big green Piggy screen will come up. Then click on the **tiTle** space. Write in a name for your new Toon, and hit the yellow **save!** button. Any puzzle you make yourself will automatically be stored in the **HomeToons** bin when you choose **save!**.

PIGGY BANK SAVE MACINTOSH

If you've just made a puzzle you want to save, click on **Piggy Bank** and choose **save!**. The big green Piggy screen will come up. Then click on the **tiTle** space. Write in a name for your new Toon, and hit the yellow **save!** button.

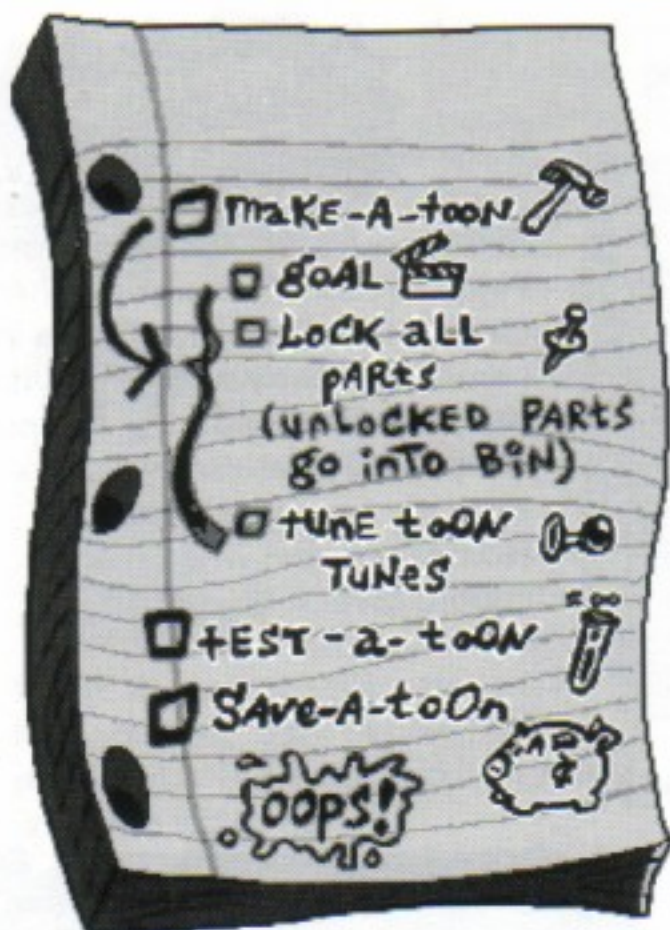


TOON TIP!
PUT YOUR PUZZLES
ON ELECTRONIC
BULLETIN BOARDS!

You can save your **HomeToons** puzzles to an electronic bulletin board and challenge computer pals all over the country!



HOMETOONS CHECK LIST



This nifty tool lets you go through the whole Toon-making process from one easy check list (and keeps you from forgetting one of the steps). Here's what each of the functions does:

Make-A-Toon Click on this to go back to the Toon you're creating.

Goal Click on this to write in a goal for your new Toon.

Lock All Parts Click on this to automatically lock all the parts on the stage into your puzzle. Then go back to your Toon and use the **Unlock Handle** to select any parts you don't want locked down. They'll appear in the **Grab-A-Gadget** bin when you go to **Test-a-Toon**. (Some of these unlocked parts can

be decoys—these are parts that serve no purpose in solving your puzzle. You stick them into the game just to mess with people's heads!)

Tune Toon Tunes Click on this to select music for your new Toon. This music will be played each time you load that particular Toon back into action. You can goof with sound effects, too!

Test-A-Toon Click on this to check out your finished Toon. Play it out just as you would a regular puzzle.

Save-A-Toon Click on this to go to **Piggy Bank**. Then hit the yellow **Save!** button...and *finito!* Your puzzle is complete!

OOPS! Click on this to exit the checklist and go back to work on your puzzle.



1) From the Main Menu, click on the **HomeToons** icons. From the start-up screen, click on the **Remote Control**. A pink **Control Panel** will appear on the right side of the screen.

2) Now you're in **HomeToons**. Click on any part you want from the **Grab-A-Gadget** bin (left side of the screen) and move it on to the stage. Click again to set it down. Use **Handles** to stretch, flip, and lock down parts in the position you want. (**Note:** Starting with this stage, the whole puzzle building process is easiest if you work from the **Check List**—just click on the notepad icon, then follow the list.)

TOON TIP! HONOR THY FELLOW TOONSTERS!

You and your Toonster pals will want to challenge each other with all the brain-busting puzzles you make in HomeToons. BUT... you'll have to play on the "honor system" because the game can't acknowledge solutions for puzzles you've created yourself.

TOON TIP! CLONE A PART!

WINDOWS USERS: If you want to copy one of the parts on the stage, just put the cursor on it and click the **right mouse button**. A duplicate copy will go wherever you move it. Set it down by clicking the **left mouse button**.

MAC USERS: If you want to copy one of the parts on the stage, just put the cursor on it and double-click the mouse button and a duplicate copy will go wherever you move it.

In **HomeToons**, parts can be duplicated as many times as you want. But in **Solve-a-Puzzle**, you have a limited number of copies available for each part—this number is written next to the part in the **Grab-A-Gadget** bin.

3) Add decoy parts if you want to make the puzzle more challenging. Just put them on the screen without locking them down. They'll show up in the **Grab-A-Gadget** bin after you save your puzzle. (**Note:** You have to be careful, because too many decoys could change the solution of your puzzle, making it a lot easier to solve!)

4) Click on the green **Piggy Bank** in the Control Panel to name and save your Toon.



COOL STUFF & TOON DISCLAIMER

COOL STUFF TO DO WITH YOUR HOMEMADE TOONS

- Try them out on your friends. Copy your coolest Toons onto a floppy disk and bring them to a pal's house.
- Make up special Toons and give them away for Christmas, birthdays, Valentines, you name it!
- Bring your Toons to school on a disk and play them for the other kids on the classroom computer.
- Use the message machine tool to encode secret messages into your Toons. See if your friends can crack the code.
- Have a massive, blow-out, multi-neighborhood Toons contest! See who can make the wildest Toon.



TOON DISCLAIMER:

No toons were injured in the creation of this game. Our artists worked exclusively with nontoxic inks and erasers, and all animation was conducted with the express approval of the International Commission of Kindness and Humanity Toward Toons.



ROPES



You can use this tool to tie stuff down, hang things in the air, or hoist stuff up off the ground with the help of a pulley (see below). Ropes can only be used for hitching two objects together (such as an eyehook and a piano, or an anvil and a teeter-totter).

Just click on the rope in the **Grab-A-Gadget** bin. Then bring it out onto the stage and click again on top of the first object you want tied. Now drag the rope toward the second part you want roped (you'll see the rope stretching as you move it). Unclick the mouse when the rope turns from pink to green.

- Ropes can only be tied to certain parts—teeter-totter, eyehook, pistol, lunch whistle, anvil, piano, balloon, and trap door.

BELTS



Use these to hitch any two rotating parts together. (Follow the same procedures described above for the rope.) If you want to power something with Cliff Ant or the Chow-Man Motor, you'll have to hitch a belt between the Motor and the rotating part you want to drive (a gear, a conveyor belt, Skeleto-Bobbin, or the Trans-Roto-Matic). The parts you want to hitch together have to be pretty close, because belts don't stretch very far. Belts are pink while they are active and will not hitch to another part until they turn green. Only one belt can be attached to each rotary part.

- Belts can only be tied to certain parts—conveyors, gears, Cliff Ant, Chow-Man motor, Trans-Roto-Matic, and Skeleto-Bobbin.

PULLEYS



Pulleys can be used between any two parts that may be connected by rope. Tie one end of a rope to an object—a piano, for instance. Then run the rope over as many pulleys as you want (click on *each* pulley), and tie the other end of the rope to another part—for example, the trigger of the pistol. Now, when you click on the Traffic Light to start the Toon, the piano will fall, pulling the rope over the pulleys, and finally firing the gun. Pretty cool, huh?

TOON TIP!
USE THE TOON
TUTORIALS!

Don't know how a part works? Go to the **Cake Walk** level in **Solve-a-Puzzle**. (See page 19 for more info. about the **Cake Walk** level.) There is a tutorial puzzle named after the part that's bugging you.



TRICKY PARTS

SKELETO-BOBBIN



Here's a cool rig for turning "rotational" (around in circles) movement into "translational" (back and forth movement) movement. Hitch it to Cliff Ant, the Chow-Man Motor, or to a gear by connecting a belt from the skull head wheel to the belt part. Tie a rope to the fingers and hitch the other end to any rope part you want to yank (such as the teeter-totter or the gun trigger).

TRANS-ROTO-MATIC



This weird little device turns "translational" motion (back and forth movement) into "rotational" motion (around in circles). You can hitch it up to gears or conveyor belts by attaching a belt to the big gear in the center. The big gear in the center will turn one rotation for every time something bumps the spring on the end of the "translational" rod. You can also tie a rope to the eyehook at the end of the rod and hitch the other end of the rope to something you want yanked.

TUNNEL



You can get Sid the mouse or Al the cat to use this tunnel by leaving some kind of goodie on the far side of the doorway. Al will also chase Sid inside. It comes with two openings: an entrance and an exit. Drag the tunnel icon on to the stage and click on the spot where you want the entrance. You'll automatically be given a second tunnel icon, which you can drag to the position where you want an exit. Click again to set it down.



POWER SUPPLIES



"Electric" parts (the vacuum, the hair-dryer, and the timer) need to be plugged into a Power Supply before they'll work. To do this, just grab the Power Supply from the **Grab-A-Gadget** bin and set it down on the stage. Then take an electric part and set it down right next to the Power Supply—(make sure you put the Power Supply down *first*—it won't work the other way around). You'll know the machine is plugged in if a little yellow plug appears in the socket of the Power Supply. Now, drop something on the switch and you've got juice! The switch always starts in the OFF position regardless of which way it's flipped.



CRITTERS, GADGETS & THING-A-MA-BOBS



SID MOUSE

Sid Mouse likes to razz Al E. Cat. Al will chase him up ladders, through tunnels, just about anywhere. You can get Sid to go wherever you want if you show him a fat hunk of cheese. He'll also scarf down a banana or a stick of bubble gum.

HOT KEYS

Use the following Hot Keys to go straight to the parts you need in the **Grab-A-Gadget** parts bin:

A = Al	B = Balls
F = Food	X = Explosives
R = Rope Parts	W = Walls
C = Belt Parts	I = Inclines
E = Electrical Parts	P = Pro Parts
M = Misc. (Teapot through Gum)	

(Note: You can only use hotkeys when you're in HomeToons.)



AL E. CAT

What you've got here is 72 pounds of flea-bitten feline. He'll chase Sid Mouse across floors, up ladders, and through tunnels. He also likes to chomp on dead fish, bananas, and bubble gum. You can drop all kinds of stuff on his head to get different reactions.

TOON TIP!
BUT HOW DOES IT WORK?

If you aren't quite clear on the functions of a certain part, just go to the **Cake Walk** bin in **Solve-a-Puzzle**. Then look for a tutorial puzzle named after the part that's bugging you. This puzzle will give you a handy demonstration of how the part





BIK DRAGON— Bop him on the tail with something and watch him spew fire. Use him to light the fuse of a bomb, heat the teapot, pop balloons, or to torch Sid and Al. Gravity has no affect on Bik.



EUNICE ELEPHANT— Drop something on Eunice's trunk and she'll chuck it into the air. Whack her on the rump and she'll blow stuff out of the way with a giant blast from her trunk. Whenever she sees Sid Mouse, she freaks out and changes directions. She sucks in any peanut (and anything else in the area) within snarfing range. Eunice is not affected by gravity.



HILDEGARD HEN— If something whomps her, she'll lay an egg or many eggs. She's not affected by gravity. You can adjust the numbers of eggs she lays. (See Pro-Parts on page 11 for more information.)



TEAPOT— Use Bik Dragon or the hair-dryer to get this baby cookin'. Then use the steam to move stuff around.



RATAPULT— Bump this bad boy with another object and Phil Rat hurls boulders into the air. You can adjust the number of boulders hurled. (See Pro-Parts on page 11 for more info.)



BALLOON— This little dude floats so well because it's filled with gasses collected from Al's litter box. Tie it to stuff like the pistol trigger or the teeter-totter, or use it to bump into stuff and force reactions.



AIR MATTRESS— Way bouncy. Anything you drop on it will gain height with every bounce.



MAGNIFYING GLASS— Sid looks through this lens to freak out Al and make him run away.



PIANO— Drop it on characters and objects to get reactions. Tie a rope to it, then use a pulley and hoist it up. Heave it onto the teeter-totter and hurl stuff into the air.



PART DESCRIPTIONS



ANVIL— Just to be nasty, you can drop it on Sid and Al. It has pretty much the same uses and behaviors as the piano.



HAT PIN— Excellent little tool for popping balloons...or for poking Sid and Al. It can be pointed in four different directions.



PENCIL— This is a choice weapon in Toon warfare. Drop it on Sid's head and see what he does to Al. Put it in front of Al and check out what he does to Sid.



BUBBLE GUM— Sid and Al are both major bubble-blowers. Set a pack of gum in front of either critter and he'll head for it. Then he'll chow down a big wad, blow a bubble, and float into the air.



EGG— An egg. Way breakable.



FISH— This dead fish is just the kind of chow Al likes best. Put one on the ground wherever you want him to go.



CHEESE— Sid Mouse will suck down this big hunk o' cheddar first chance he gets. Use it to move him in the direction of your choice.



PEANUT— Eunice Elephant sucks up peanuts with so much force that all kinds of other stuff gets sucked toward her too. Use her suction-power to pull any object that's affected by gravity.



BANANA— Sid and Al both like to scarf down a banana now and then. Watch out though. Those loose banana peels can be slippery. (See Pro-Parts on page 11 for more information about the banana.)



ROPE— Tie this to just about anything—teeter-totters, balloons, eye hooks, stuff like that. You can also run it through a pulley. (See page 25 for more info.)



TEETER-TOTTER— Tie a rope to one end to yank it up or down. You can also drop something heavy on one end and use it to fling another object into the air.



EYE-HOOK— Use this little guy with a rope to tie things down, or to hang stuff in the air.





SCISSORS— Drop something on the handle and scissors can snip ropes. If Sid or Al spot a pair of scissors, they'll march over and pull down on the handle.



PULLEY— Run a rope over the pulley and use it to hoist or lower stuff. (See page 25 for more information.)



PISTOL— Tie one end of a rope to the trigger, and tie the other end to a balloon (or something affected by gravity). It'll spew lead wherever you point it. (See Pro-Parts on page 11 for more info.)



LUNCH WHISTLE— Tie something heavy to the pull-cord to make the whistle blow. Sid and Al will stop EVERYTHING when it's time for a lunch break.



TRAP DOOR— Tie a rope to it and give a yank, or bump it from underneath to make it fall open. You can also blast it open with a bomb.



BELT— Use a belt to hitch any two rotating parts together. For instance, you can use one to hitch Cliff Ant to the Conveyor Belt. But it'll only stretch so far—make sure the parts you want to hitch together are pretty close to each other. Only one belt can be attached to each rotating part. (See page 25 for more info.)



CONVEYOR BELT— Use a belt to hitch this baby to a motor (such as the Cliff Ant or the Chow-Man Motor), then use it to move stuff.



GEARS— These rotate when you hitch them up to a motor by using a belt. You can line them up against each other in a row to reach the distance and determine the direction of rotation you need. Gears must be placed either beside or on top of each other—they won't work if you put them together at funky angles.



CLIFF ANT— This sweaty little dude is Cliff Ant. If something smacks him on the butt he'll start cranking his motor. You can hitch a belt up to his motor and use it to turn a gear, or the conveyor belt, or some other rotating part.



PART DESCRIPTIONS



CHOW-MAN MOTOR— Drop some food on the Chow-Man's tray and he'll make the treadmill turn. You can hitch the treadmill up to the conveyor belt or some other rotating part.



ELECTRIC SWITCH AND OUTLET— You can plug electric stuff like the hair-dryer or the vacuum into this outlet. Then drop something on the switch to flick on the juice. (It always starts in the "off" position.)

IMPORTANT: You must always put the outlet down first, *then* add the part you want to power... it won't work the other way around. (See page 26 for more info.)



VACUUM— This bad boy Mega-Vac will suck up all kinds of stuff, including some of your favorite critters. Plug it into an outlet, flick the switch, and you've got action.



HAIR-DRYER— Hitch it up to an electric outlet and use it to blow stuff away. It has some pretty wild effects on Sid and Al.



TIMER— You can set the clock on this electric timer. When the time's up, a hand pops out of the side and smacks into anything that's in the way. It must be hooked up to an electrical outlet to operate.



UP/DOWN COUNTER— Hit the button on one end and it forces the other end out. Use it to bump stuff and cause a reaction. You can program it to count up or down to a desired number. (See Pro-Parts on page 11 for more info.)



THUMPULATOR— When something hits either of the red buttons, the Thumpulator arm pops out and smacks into anything in its way. If you drag down the little spring icon underneath the part, you can make it duplicate up to five times. Each time you hit the button, the next arm pops out.



ELECTRO-RAMP— This heavy duty incline flips around automatically when certain critters or objects move beneath its lights.





MESSAGE MACHINE— Use a rope to pull open the curtain or bump the button on the bottom to reveal a hidden letter. You can program the machine to display any letter you want. Then you can line a whole bunch of them up so the combined letters form a word. (See Pro-Parts on page 11 for more info.)



TRANS-ROTO-MATIC— This weird little device turns “translational” motion (back and forth movement) into “rotational” motion (around in circles). You can hitch it up to gears or conveyor belts by attaching a belt to the gear in the center. Tie a rope or bump things against the “translational” rod and force the wheel to turn. (See page 26 for more info.)



SKELETO-BOBBIN— Here’s a cool rig for turning “rotational” movement into “translational” movement. Hitch it to any rotary part by connecting a belt from the skull head the rotary part. Tie a rope to the fingers and hitch the other end to something you want to yank (like the teeter-totter or the gun trigger). (You might want to check out the Tutorial puzzle in the **Cake Walk** bin to get a better idea of how to use this gadget, or see page 26 for more info.)



BALL BOMB— Drop it, slide it down an incline, or set it on top of any wall you want to blow up. Bik Dragon can light it for you. Or you can set it off by smacking it with a World War II Bombshell. You can also use it to obliterate Sid and Al. But it won’t blow up inclines.



WORLD WAR II BOMBSHELL— This monster warhead explodes on impact. It does pretty much everything the Ball Bomb does, except you don’t have to light it.



DUST BUNNY— This nasty little wad of scuzz came from under Al’s kitty cushion. It makes all sorts of different things happen when you drop it on a character’s head. You can also use it to bump into objects and force reactions.



ROCK— Drop it on stuff to force a reaction. Slide it down a ramp. It doesn’t bounce much, loses energy pretty fast, and does serious damage if you drop it on top of Sid or Al.



BALL-O-YARN— You can roll this spiffy kitty toy down an incline or drop it on something to cause a reaction. It bounces around a little, but quickly loses energy. This attracts Al and is not very bouncy.



PART DESCRIPTIONS



BOB BASEBALL— This guy bounces a little, and even talks!



SOCCER BALL— A hit in Europe. It bounces like Bob Baseball.



BEACHBALL— This coastal favorite is pretty bouncy.



MARBLE— This is the only part in the “ball” category that isn’t affected by gravity. It won’t roll down ramps or drop through the air unless it’s whacked by another object. It maintains its speed until it thumps into something else.



BALL BEARING— Roll this little guy down ramps, or drop it on stuff. It’s pretty darn heavy and doesn’t bounce much.



STRIPED SUPER BALL— One fast ‘n bouncy fella. It gains momentum with each bounce.



DINKY BLUE BALL— Drop it, roll it, plink it off Al’s head. It’s pretty doggone bouncy, but will eventually stop bouncing.



SMALL SUPER BALL— This little orb acts just like the Striped Super Ball. It just isn’t full grown yet.



LADDER— This is a cool way for critters to get from one level of flooring to another. Any time Sid or Al pass in front of a ladder, they’ll stop and climb it. You can get them do this by plunking down a piece of their favorite grub on the far side of the ladder you want them to climb up or down. Al will also chase Sid up and down ladders.



TUNNEL— You can get Sid or Al to use this tunnel by leaving some kind of goodie on the far side of the doorway. Al will also chase Sid inside. It comes with two openings: an entrance and an exit. Drag the tunnel icon on to the stage and click on the spot where you want the entrance. You’ll automatically be given a second tunnel icon, which you can drag to the position where you want an exit. Click again to set it down.





RUG— Here's a nifty booby trap to put over a gap between floors. Sid can scamper right across. But Al's just a wee bit too hefty.



WALL-O-STEEL— You can use this part to build a wall or a floor. It'll stretch to any length you need. The Ball Bomb or the World War II Bombshell can blast through it.



WOODEN WALL— It has the exact same uses as the Wall-O-Steel, but it's not as slippery when you use it as a floor.



ROCK WALL— Same as the other walls, but has very little slippage on the surface.



LOG WALL— Same gig as the other walls, but with LESS slippage than steel, and MORE slippage than rock.



VERTEBRAE WALL— Just like the other walls, but little slippage.



DOG BONE WALL— Same deal as the other walls, but with a very slippery surface.



CANDY CANE INCLINE— You can build rad ramps out of this part by duplicating them and sticking them end to end. You have a choice of four angles. Roll balls down them, or make Sid and Al slide over them. These ramps carry pretty much anything that's affected by gravity.



TILE ROOF INCLINE— Pretty much like the Candy Cane incline, but not quite so darn slick.



THATCHED STRAW INCLINE— Like the other inclines, but not very slippery.



STONE INCLINE— Like the other inclines, but a lot slower to slide down.



VERTEBRAE INCLINE— A lot like the other inclines, but way slower to slide down.



CRACKED BONE INCLINE— Just like the other inclines. A little slicker than the Stone Incline slope, but less slick than the Candy Cane.



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