

MUTANT BLAZH™



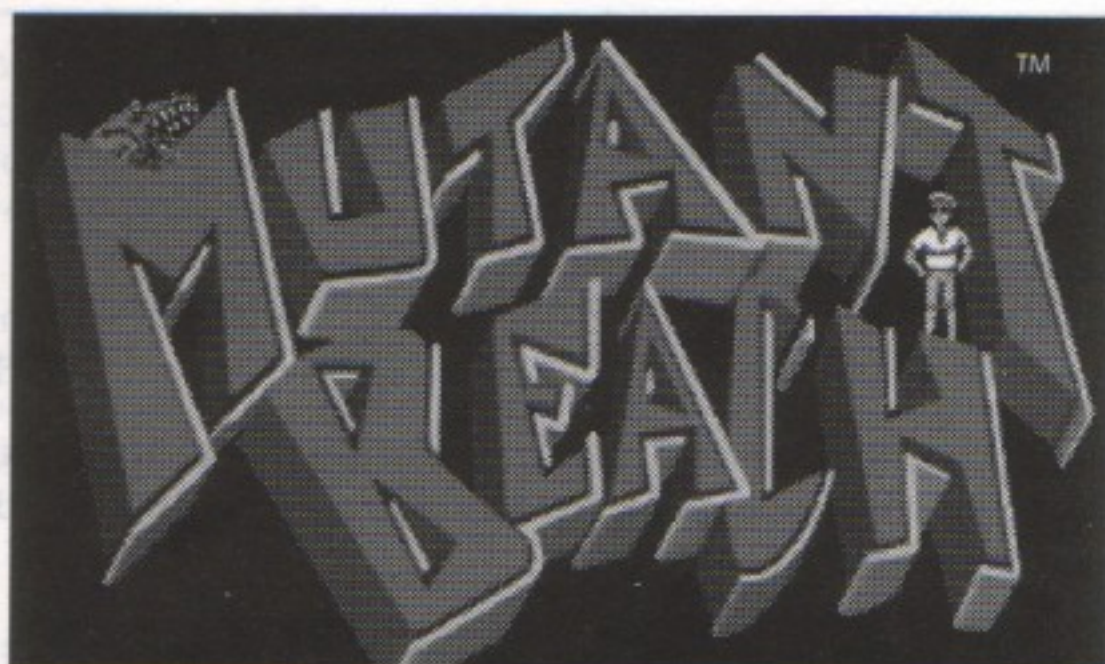
A Guide to the Island

Written By

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1st Printing - November 1991

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Published by Inline Design

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Special Thanks To: Brad Engstrand, MaBwe, Joel Symmes, Keith and Georgett Eggel of *The Mac Service Connection* and Peggy Westmoreland.

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Customer Service

Inline Design tries very hard to offer the most universally compatible and bug-free games in the Macintosh market. However, every now and then a problem does arise (OK, so we are not quite perfect.).

If you have difficulties playing your game, or are dissatisfied with it in any way, we would appreciate your getting in touch with us before you return it. Many problems are very easy to fix, and we know you'll enjoy the game once it's running.

If you do have any problem please call us at (203) 364-0063 9 am - 6 pm ET, fax us at (203) 364-5764, or you can reach us at any of the following on-line services:

AppleLink: INLINE

Genie: INLINE

America Online: INLINE

MCI Mail: INLINE

Compuserve: 75300,2014

We maintain a vendor support section in Compuserve's MACCVEN forum. We also maintain a section in the Industry Connection on America Online. Look in these places for the latest news and high score lists from Inline Design.

Also, please return your registration card immediately so that we can keep you posted about upgrades, new products and even send you our quarterly newsletter.

Copy Protection

You may have noticed that this game is not copy-protected in any way. That's because Inline Design believes that games should be easy to use, and we personally don't like jumping through hoops designed for the rare dishonest person.

However, we depend on you not to copy your game illegally, and to educate your friends about the damage that piracy does to you, the legitimate game owner, and to us, a publisher with ideas for nifty new games. Thank you.

Installation

Mutant Beach comes in a compressed format on five 800K disks. The five disks contain three versions of the game for different hardware configurations. You should install only one version. There is no functional difference between the versions.

To install Mutant Beach find Disk 1 and insert it into your Macintosh. Double-click on the file called **Mutant Beach Install**. The installer application will open showing you the three installation options. The Read Me button will show you these same instructions.

To install one of the versions of Mutant Beach you simply drag the proper icon from the left side of the window to the disk you want to install onto, on the right.

If you have a Plus, SE, SE/30, Portable, PowerBook, Classic or Classic II, and do not have a color monitor, use the icon named **Mutant Beach B&W**. This black and white version will occupy about 750K of disk space.

If you have a Mac LC or any Mac II without 256-color capability, use the icon named **Mutant Beach LC**. This is the only version that will work with the 12" Color Monitor! You can also install this version if you find the full 256 color version too slow on your Mac. This version will occupy about 1.3 megs of disk space.

For all other Macs, use the icon named simply **Mutant Beach**. This is the full 256-color, 13" version and will occupy almost 3 megs of disk space.

The installer will place a folder named Mutant Beach on your hard disk. You can move this folder to any location you desire.

IMPORTANT: ALL FILES MUST REMAIN IN THE SAME FOLDER FOR MUTANT BEACH TO OPERATE!

Getting Started

Mutant Beach can be played on any Mac from a Plus on up. You must be running either System 7.0 or 6.07. It requires at least 2 megs of memory. If you have 4 megs or more in your Mac we recommend allocating more memory to Mutant Beach using the Get Info box in the Finder.

Since Mutant Beach really pushes your Macintosh to its limits, we recommend restarting your Mac without many INITs or Extensions before playing. See your Macintosh owner's manual for information on how to do this.

Mutant Beach uses all four sound channels in your Mac. Any INIT that creates sound in the background, such as an alarm or an hourly chime, may cause a system error.

Be aware that if you are running System 6.07 on a Mac II, IICx or IIfx, you will need to be sure the 32-bit QuickDraw file is in your System Folder. The 32-bit QuickDraw file can be found on the System 6.07 disks. This is not an issue with System 7.0.

Note that the background music can only be heard while using System 7.0. You may want to turn this off on slower Macs for better game performance. The default is music on.

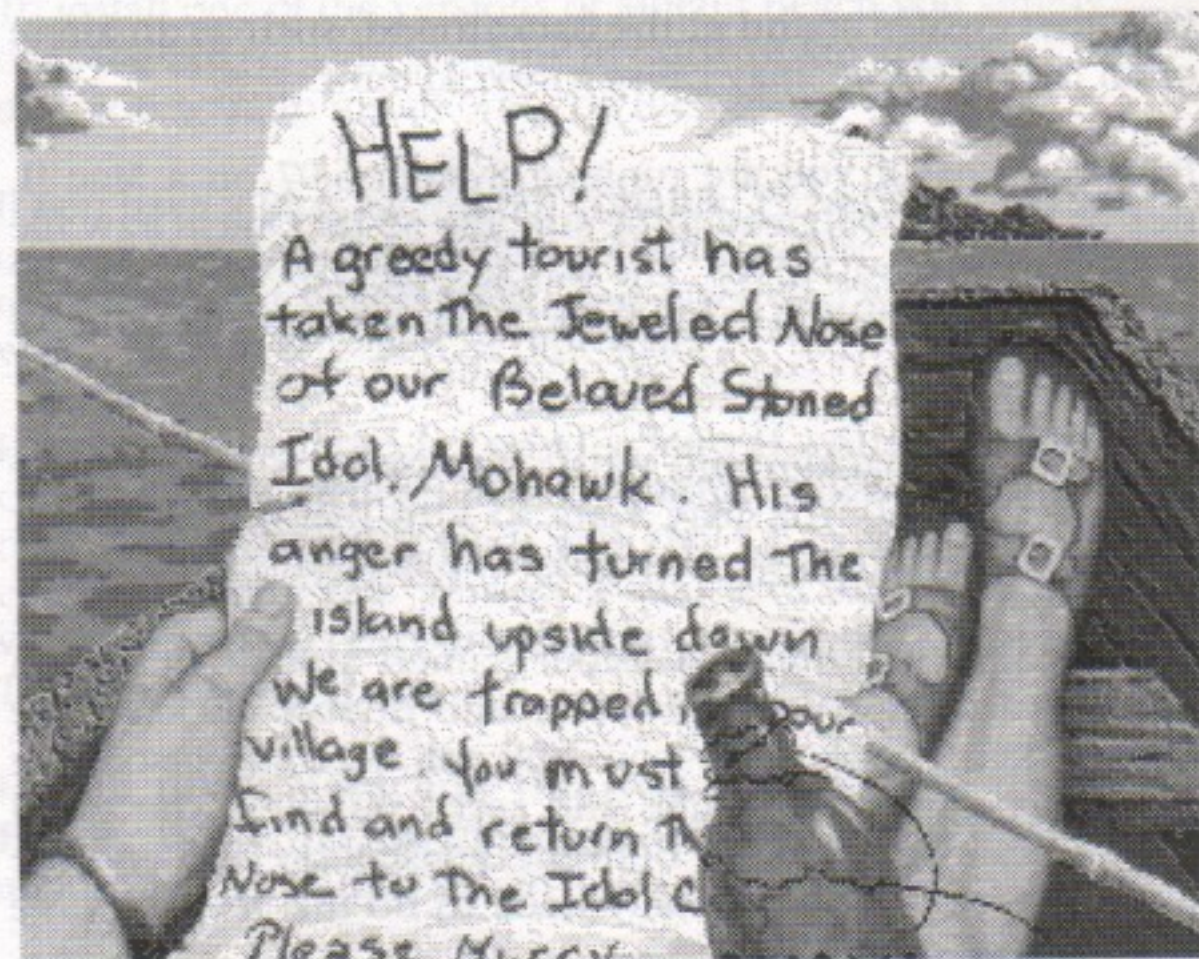
The installer will create a folder named Mutant Beach on your hard disk. Open the folder and double-click on the Mutant Beach application icon. You will need to personalize your copy with your name and serial number. The serial number can be found on both the registration card and the back of Disk 1. You will only need to do this the first time you play the game.

The default settings are Sound Effects On, Background Music On, and a time limit of one hour. If you wish to change any of these settings use the **OPTIONS** button in the title screen or by selecting **OPTIONS** from the menu bar. Otherwise, hit **START GAME** and start your adventure. Good luck Nick!

The Story

Once upon a time...

on a tiny, peaceful tropical island someone stole the treasured jeweled nose of the Great Idol Mohawk. In his anger Mohawk released his control over the 12 Idols of the Idol City. Free of Mohawk's reign, the Idols turned this tiny island upside down. Native Nick, out on a fishing trip, has found a note floating in a bottle...



The Game

You are Native Nick, an easy going islander. You are the last native on the island who can save the village. Your job is to find the Nose and return it to Mohawk. It is also a race against time. Your journey starts on the Gate of the Isle. From the Gate you must find the Idol City, where you can talk to the Idols. You must ask the Idols what gifts or magic spells they want in return for their help. Unfortunately not all of the Idols are friendly. Some of them are dangerous and some require magic to overcome.



The idols have mutated the island inhabitants into strange new creatures. They have been sent after Nick to steal his "stuff".

Some of the mutants have been turned to stone, and might not be too cooperative. These stoned mutants may or may not help you in your quest for the Nose; part of the adventure is to decide. The items you collect on your adventure may be useful to you along the way, but be careful: you may only carry a few things at a time. Some of the items may even possess magical spells that may help you in your quest!

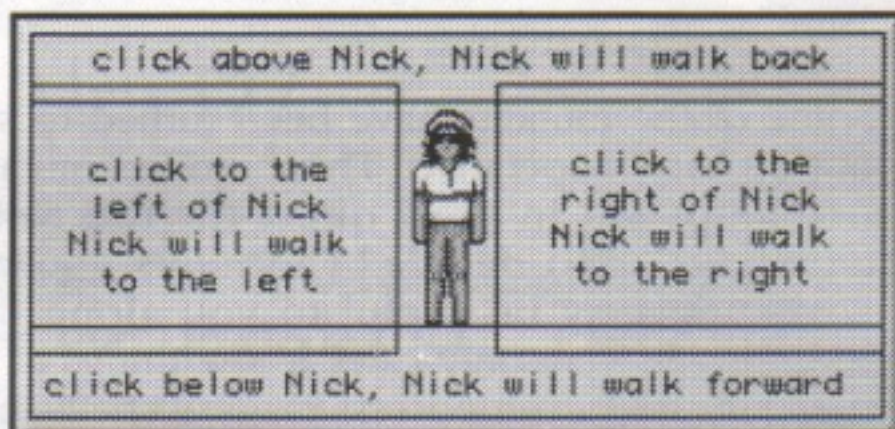
Controls

To control Nick you can use the keyboard, keypad or mouse, or a combination of all three. There are keyboard sets for both left handed players and right handed players as illustrated below.

	1	2	3	4	5	6	7	8	9	0									*
	Q	W	E				U	I	O	P							7	8	9
	A	S	D				J	K	L								4	5	6
	Z	X	C				M	.	.						▲		1	2	3
						DUCK								◀	▼	▶	0		

Keyboard	Keypad	Action
X , down arrow	2	Walk Forward
A J left arrow	4	Walk Left
S K	5	Stop or Stand
D L right arrow	6	Walk Right
W I up arrow	8	Walk Back
Z M	1	Pick Up
C . (period)	3	Drop/Use/Give
P	*	Pause Game
Space	0	Duck for cover
Q, U	7	Bonk Left
E, O	9	Bonk Right

You can also control Nick with the mouse by clicking in the area of the screen you wish Nick to move to. Click to the right of Nick and he



will walk to the right, click to the left of Nick and he will walk to the left, click above Nick to walk back, and click below Nick to walk forward. If you click on Nick he will stop.

To Pick Up an item use the **1 Z** or **M** keys. To Drop, Use or Give an item use the **2 .** (period) or **C** keys.

You can use a combination of keyboard keys and mouse control. For example you can use the mouse for directional movement, and the keyboard to Pick Up or Drop.

When you "Bonk " a Mutant, you will stun them for a short time or until another Mutant awakens them. This will allow you to pass the Mutants without losing time or possibly losing some items.

The Status Box



The main use of the status box is to converse with the idols. It is also used to select items from your inventory to use in your quest.



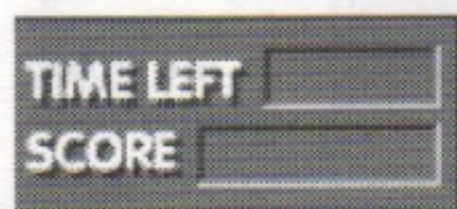
When you pick up an item for use in your quest, this is where it is stored. You may only hold a few items at a time, and when you use something it will disappear from the **STUFF** box. Also, if you get hit (Zonked!) by a Mutant, you may lose some of your items. You will have to find them and pick them up again if you need to.

To pick up an item, center Nick over the top of the object and press the Pick Up key. If you were successful in picking it up, the object will be displayed in the box next to the **STUFF** pop-up button. You will also find the object in the pop-up menu when you press the **STUFF** or **MAGIC** pop-up button. If you press the **STUFF** or **MAGIC** pop-up and select a item, it will be also be displayed in the box. Once displayed, this item becomes "Active" and can be used.

Example: You need a coconut for Idol MoJo and you find a coconut on the beach. Center Nick over the top of the coconut and press the Pick Up key. The coconut will now be "Active" by being displayed in the **Active** box next to the **STUFF/MAGIC** buttons. The coconut will also be displayed in the pop-up menu list when you select the **STUFF** pop-up-button. To drop, use or give the coconut, select the coconut from the **STUFF** pop-up button so that the coconut is displayed in the **Active** box. The next time you press the Drop key it will be used, and removed from your inventory.

If you need another coconut, you will have to go back and find another coconut. It might not be where you first found it! So be sure before you use, drop or give an item.

Most of the items you may find are normal everyday island items such as coconuts, bananas, buckets, rubber duckies, etc. *Some items may have had spells placed on them, making them magical.* Talk to the Idols; they may tell you which items are magical. You will not be able to complete your quest without some magical help. It will be clear to you once you have found a magical item as it will be stored under the **MAGIC** pop-up button. You may select these items the same way as the **STUFF** items. *A word of caution, the spells don't last forever, so use them wisely.* Once used up, they become useless and will have to be found again.



The **TIME LEFT** box displays the time you have remaining to complete your search and return the Nose to the Great Idol Mohawk. Do this before the clock counts down to 0:00, or you may become a Mutant yourself! The **SCORE** box holds your current score. Points are awarded and lost for decisions and actions you take.



The **Dialog Box** is the most important section of the Status Box. Here is where you receive hints and converse with the Idols, including the Great Idol Mohawk himself.

Hints will appear in the "Idols" area of this box. Some hints will be direct and to the point, some won't. It's up to you to decide how to use them.

Most importantly, you can use this area to converse with the Idols. To ask a question, you must first get the Idol's attention. You must be near an Idol for him to hear you. Once you are close enough for them to hear you, select the Idol from the **ASK** pop-up button. If you have selected the correct icon, the idol will respond.

The Idol's answers may or may not be of help to you in your quest, it is up to you to decide. The Idols will not lead you on a false path if you ask the right question. If you think that you are doing something right, but nothing happens, you might not have all the pieces to complete your task.

**If you still aren't sure what to do, remember:
figuring out what to do is part of the game!**



Menus

The menus in Mutant Beach are self-explanatory. Under the **File** Menu you will find **New Game**, **Open Game**, **Save Game** and **Quit**. **Save Game** allows you to save the current game in progress to return to it later. To play a saved game, select **Open Game**. You will be returned to the Gate of the Isle with your time, score and inventory intact.

Features under the **Edit** Menu are only active when using desk accessories or other applications.

Most of the Options available at the beginning of the game are also available through the **Options** Menu. These include Sound Effects (on or off), Background Music (on or off), Control Help, and Pause the Game. The Sound Effects are the sounds of the Mutants and your actions. The Background Music, only available under System 7.0, are the sounds of the Island.

Control Help will remind you how to navigate around the Isle via the keyboard, keypad, mouse controls or a combination of all three.

Pause the Game suspends game play until you click OK in the dialogue box. Because the game runs in real time, other programs will not be available. To run another program, Save your game and return to play at another time.

The only feature that is not available through the Options Menu is setting the Time Limit. You can change the default time of one hour to either 30 minutes or 90 minutes through the **Options** dialogue box on the **Title Screen** at the beginning of each new game.



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