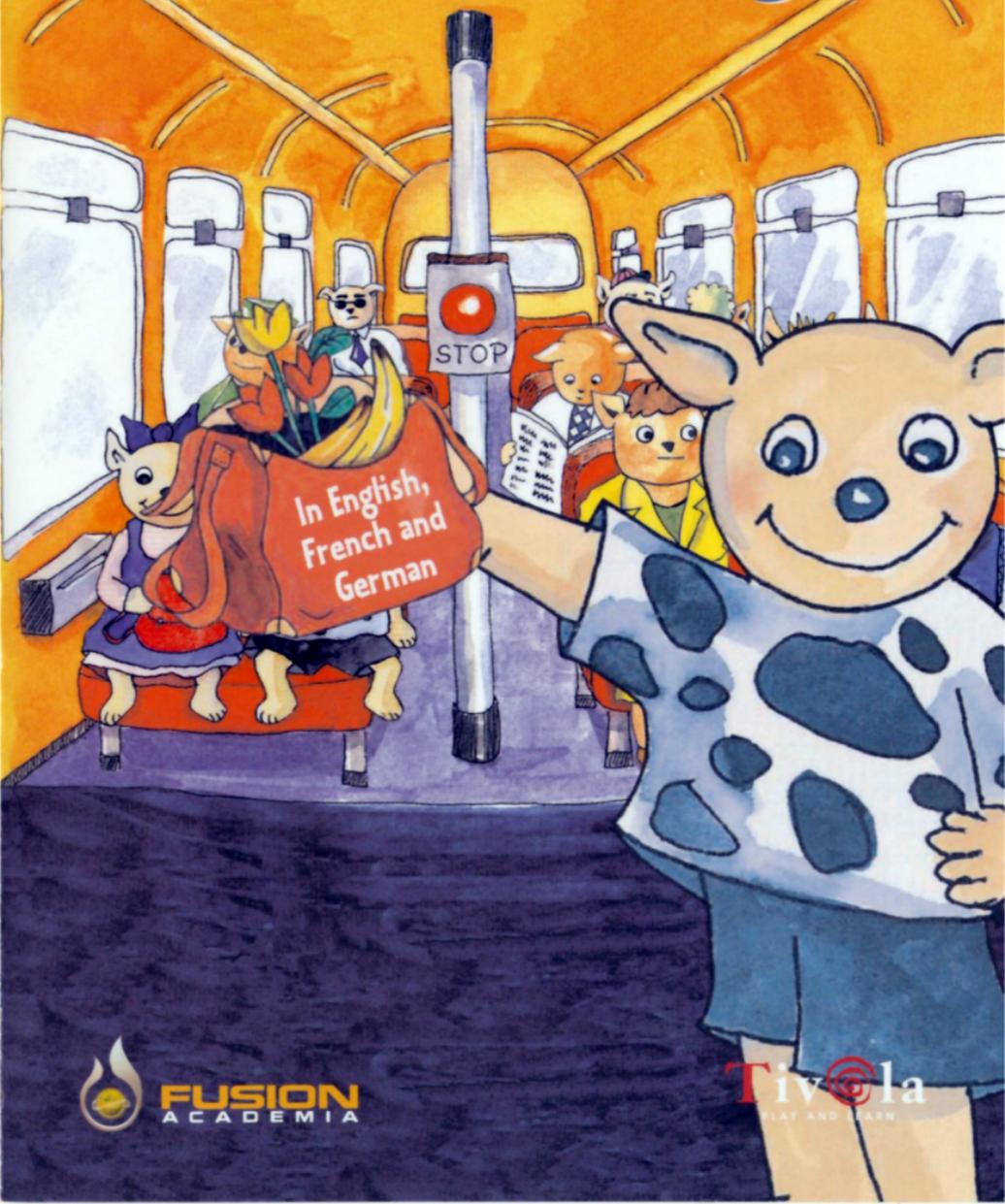


Max and Marie go Shopping



FUSION
ACADEMIA

Tiv@la
PLAY AND LEARN

How to install Max and Marie go Shopping

WINDOWS 3.x

First-time use (with installation)

- 1 Insert the disc into the CD-ROM drive.
- 2 Start windows.
- 3 Select the "Run" command from the "File" menu in the Program Manager.
- 4 Type "x:\install.exe" into the dialogue box (replace "x" with the letter representing the CD-ROM drive. Should this be unknown, just start the File Manager and check the letter next to the CD-ROM drive symbol).
- 5 Follow the instructions of the installation program.
- 6 A new program group called "Tivola" will be installed displaying the program symbol called "Max and Marie go Shopping".
- 7 A short double-click on the Max and Marie icon starts off the game. Have fun!

Starting the program (after installation)

- 1 Insert the disc into the CD-ROM drive.
- 2 Start Windows.
- 3 In Program Manager double-click on the Tivola program group.
- 4 Double-click on the Max and Marie icon and the game begins!

WINDOWS 95/98/WINDOWS NT 4.0/XP

Autostart

MACINTOSH

- 1 Insert the disc into the CD-ROM drive.
- 2 A window will open shortly thereafter and the Max icon will appear.
- 3 Just double-click on the Max and Marie icon and the exciting adventure with Max will begin. Have fun!

Rules of the Game

Funny surprises are hidden everywhere the Max symbol turns into a small hand. Just click and the picture will come to life. Max and Marie can enter shops through doors.

They can go to another street by getting on the bus, which comes when you click on the bus stop sign. Sometimes signposts lead to a new picture.

Click once and the small sock bag appears, showing you how many socks are still missing. Only after Max has found all 12 socks will Willy be able to fly through the walls again!

This spiral turns when the narrator is reading. Just click once to stop the text. Click again and the narrator will continue reading. If you wish to hear the text again, just click on the spiral.

Click once -- and the shopping list appears, showing you all the things that are still needed. Only when Max and Marie have everything can they go back to Auntie Lisa's tower, and to the party!

The Cast

UNCLE PONG is a great inventor. Unfortunately, things do not always work as he intended. This is why he can't go with Max and Marie - he has to stay at home and fix the radio.

This is **AUNTIE LISA**, Uncle Pong's sister. She lives in a funny tower in Veryfaraway. Tonight she's giving a big party, but she still needs a few things. Unfortunately, Auntie Lisa doesn't have the time to get them herself.

MARIE is Auntie Lisa's niece. She is also fairly small but very cheeky. Unlike Max, she knows her way around the town quite well. She even knows how to get about on the bus.

On your marks...

Simply click on the shopping bag you prefer! If you pick the same shopping bag the next time you play, you can go on from where you stopped. If you choose another shopping bag, you'll start the game again from the beginning. If you have already chosen each shopping bag once, you can erase the scores by clicking on the shopping bag behind the arrow.

FOR FURTHER INFORMATION PLEASE VISIT

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