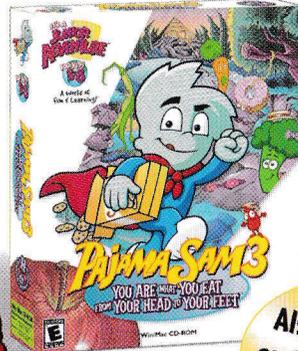


Play this Pajama Sam® adventure too!



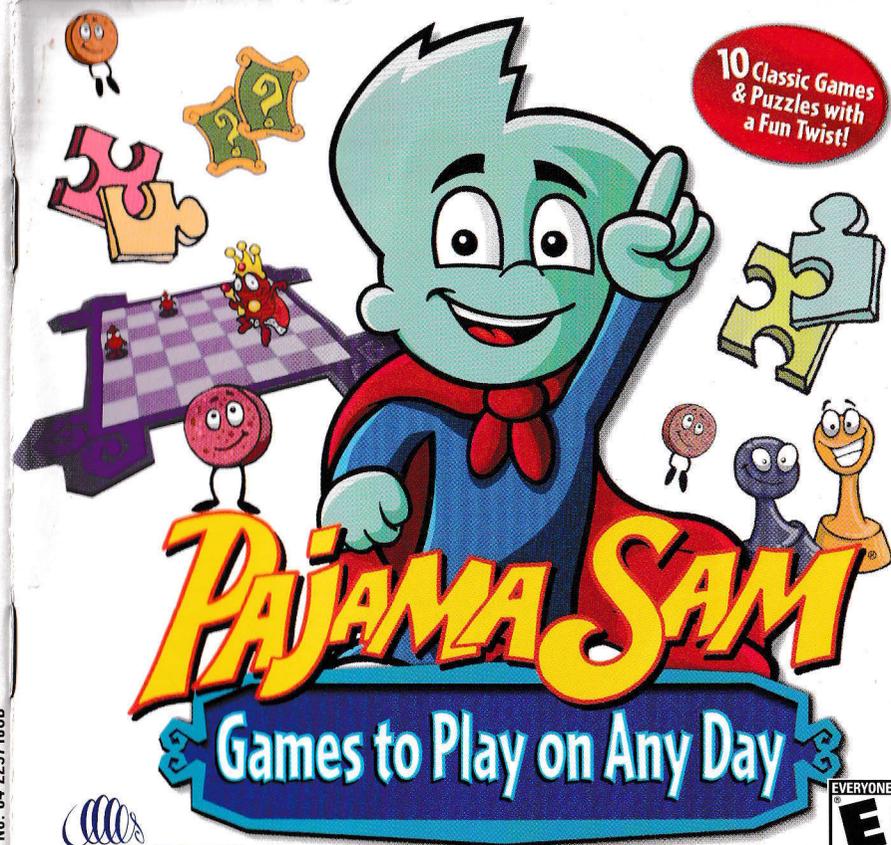
Also coming soon
on the PlayStation®
game console!



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Part No. 04-22971-JCB



10 Classic Games & Puzzles with a Fun Twist!

PAJAMA SAM
Games to Play on Any Day



Win/Mac CD-ROM



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FIRST THINGS FIRST

System Requirements

Windows® Users:

Operating System:	Windows® 95/98/Me/2000/XP
Processor:	Pentium® 166 MHz or higher
Memory:	16 MB RAM
Hard Disk Space:	None required (game plays directly from game disc)
CD-ROM Drive:	4X Speed or faster
Video:	2 MB Windows® 95/98/Me/2000/XP-compatible, 640 x 480, 16-bit color video card*
Sound Card:	Windows® 95/98/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 5.0 or higher to view demos of other products (DirectX® 8.0 included)

* Indicates device should be compatible with DirectX® version 5.0 or higher.

Macintosh® Users:

Operating System:	System 7.5.5 or higher
Processor:	132 MHz PowerPC™ or higher
Memory:	32 MB RAM
Hard Disk Space:	None required (game plays directly from game disc)
CD-ROM Drive:	4X Speed or faster

SETUP AND INSTALLATION

You must have the *Pajama Sam® Games to Play on Any Day* game disc in the CD-ROM drive to play. For both Windows® and Macintosh® users, no installation of the software is necessary. The game will run directly from the disc in CD-ROM drive. You may bypass the introductory sequence at any time by pressing the ESC key.

WINDOWS® USERS:

If Autoplay is not enabled, double-click on the "My Computer" icon on your Win95/98/Me/2000/XP desktop. Next, double-click on your CD-ROM icon and then double-click on the Autorun.exe file.

A **Help File**, which includes information in this manual, can also be accessed from the game disc by double-clicking on the Autorun.exe file.

Installation of DirectX®

Although *Pajama Sam® Games to Play on Any Day* does not require DirectX® to run, you will need DirectX® 5.0 or higher installed to view demos of other products. If you do not have DirectX® 5.0 or higher installed on your computer, and you would like to view demos of other products, click "Yes" when asked if you would like to install it. If you do so, DirectX® 8.0 will be automatically installed.

MACINTOSH® USERS:

If Autoplay is not enabled, double-click on the *Pajama Sam® Games to Play on Any Day* game CD icon on your desktop and then double-click on the Autoplay application.

A **Help File**, which includes information in this manual, can also be accessed from the game disc by double-clicking on the Autoplay application and then on the HELP FILE button.

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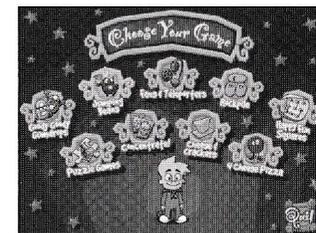
HOURS OF FUN AND GAMES WITH A SUPERHERO TWIST!

Pajama Sam®, star of award-winning adventure games, continues to challenge and inspire kids. Now your child can play all day, the superhero way, with a collection of 10 unique play experiences based on classic games and puzzles.

GETTING STARTED

CHOOSE YOUR GAME

From the Main Menu, choose to play any one of ten different games and puzzles. Simply click on the activity's matching game icon to get started. **Note:** If you click on the Puzzle Games icon, you'll be given a choice of two fun puzzles. Simply click on the one you want to play.



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GAME OPTIONS

After you've chosen the game or puzzle you want to play, select a difficulty level (Easy, Medium, or Hard) and a player mode (Single Player, Two Player, or Demo Game) by clicking on the appropriate boxes. **Note:** If you select Demo Game, you will see a demonstration of how to play right before your eyes! When you're done selecting your game options, click on the GO! button to begin playing.



Roll Credits!

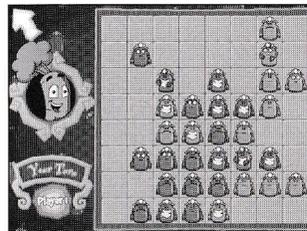
To view the names of all the fun people who helped to make the *Pajama Sam® Games to Play on Any Day* CD-ROM game, please click on the Credits button in the corner of your screen.

THE DIFFERENT GAMES AND PUZZLES

Each of the games and puzzles included on the *Pajama Sam® Games to Play on Any Day* CD-ROM is described on following pages.

GOODY GOODY GUMDROPS

Two or three of your gumdrops and two or three of your opponent's gumdrops start in the middle of the board. Each player's gumdrops are a different color. The object of the game is to trap your opponent's gumdrops between two of your own, thereby changing your opponent's gumdrops over to your color.



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If you are playing a 1-player game, or if you are the first player in a 2-player game, you are the green gumdrops. You and your opponent take turns placing gumdrops on the board. You can trap gumdrops vertically, diagonally or horizontally. Once you have trapped your opponent's gumdrop, it changes to your color. If your opponent traps *your* gumdrop, it changes to *his/her* color.

To place a gumdrop, click on an empty square that is next to one of your opponent's gumdrops. If you trap one or more of your opponent's gumdrops, your color gumdrop will appear and cause all of your opponent's affected gumdrops to spin to your color. The game is over when all of the gumdrops on the board are the same color, or the board is covered with gumdrops.

Difficulty Levels

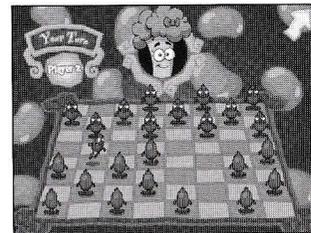
Easy – The grid has 36 squares.

Medium – The grid has 49 squares.

Hard – The grid has 64 squares.

JUMPING BEANS

Each player is given 12 black or red beans. The object is to capture, or block, all 12 of your opponent's beans. You and your opponent alternate turns moving one of your color beans forward and diagonally, one square at a time. An opponent's bean is captured by diagonally jumping over it to an empty square on the other side. Once you have reached the opposite end of the board, your bean is automatically "crowned" so that it can move backward or forward diagonally on the board.



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Click on which one of your beans you want to move (if you are playing a 1-player game, or if you are the first player in a 2-player game, you are the black beans). Click on one of the highlighted squares to move your bean to that position on the board. If you capture or block all of your opponent's beans, you win!

Difficulty Levels

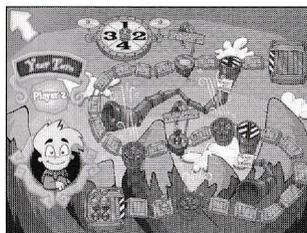
Easy – Potential moves are highlighted. You are not required to jump.

Medium – Potential moves are highlighted. You are required to jump if an opportunity to do so is available.

Hard – Potential moves are not highlighted. You are required to jump if an opportunity to do so is available.

FANS & TELEPORTERS

Each player begins the game with three playing pieces. There is a spinner with the numbers 1 through 4 on it. The number the spinner lands on is the amount of spaces you must move. If you land on a space with a teleporter, your piece will automatically be sent back to the start of the game. If you land on a fan, your piece will be blown upward to the space above. If you land on a tube, your piece will slide down to the space below.



On your turn, click on the spinner to spin the arrow. Move your playing piece the number of spaces that appears on the spinner. To move your playing piece, first click on your piece and then click on the space to which you want to move. **Note:** Two pieces cannot share the same space.

If one of your playing pieces is already on the space to which you want to move, the existing piece will automatically advance one space. Click on which of your playing pieces you want to move. The space to which it can move will highlight. Click on the highlighted space to move your playing piece to that location.

The first player to get all of his/her playing pieces to the finish is the winner!

Difficulty Levels

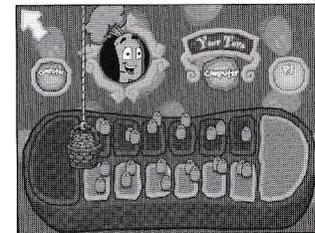
Easy – The fans are activated.

Medium – The fans and tubes are activated.

Hard – The fans, tubes and teleporters all are activated.

ROCKPILE

Each player has six small "bowls" and one big bowl. Players take turns moving their rocks around the game board. The player to go first drops one rock into the next bowl on the right, one rock into the second bowl on the right and so on, continuing around the board counterclockwise until that player holds no more rocks. If the player whose turn it is reaches his/her own big bowl along the way, he/she can drop a rock into it. However, don't drop rocks into your opponent's big bowl; simply skip it and move on.



Click on one of your small bowls to move all of the rocks in that bowl ahead toward your big bowl. Each rock will be placed in the next small bowl, one rock per bowl.

If you get the last rock of a turn into your big bowl, you get to go again.

If you drop the last rock of a turn into one of the empty bowls on your side, you take that rock, plus all of the rocks in your opponent's bowl directly across from it, and place them in your big bowl.

If all of your small bowls are empty, any rocks left in your opponent's small bowls automatically get put into his/her big bowl, and the game ends.

At the end of the game, the player with the most rocks in his/her big bowl wins.

Difficulty Levels

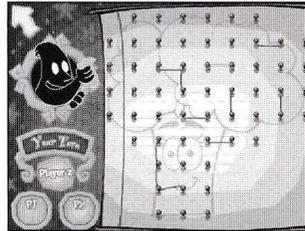
Easy – Game starts with 2 rocks in each bowl.

Medium – Game starts with 3 rocks in each bowl.

Hard – Game starts with 4 rocks in each bowl.

HAPPY FUN SQUARES

The game begins with a bunch of "dots" on a board, evenly spaced apart. On your turn, place a line anywhere on the board. Once you complete a box, by adding the fourth line to make a square, you go again — until you can't fill any more boxes.



Place the cursor between two dots, and click to add a line. The game ends when the entire board is filled, and the player with the most boxes wins!

Difficulty Levels

Easy – Game starts with 57 dots.

Medium – Game starts with 93 dots.

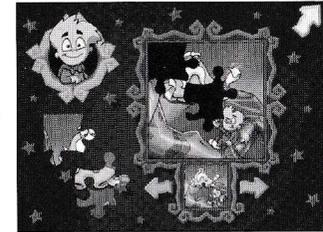
Hard – Game starts with 200 dots.

PUZZLE GAMES

Click on the Puzzle Games icon and then select which of the two puzzle games you would like to play, along with the puzzle's difficulty level. The different puzzles are described below.

SAM'S JIGSAW JUMBLE

Use your mouse to select puzzle pieces and add them to the puzzle picture. Simply click on a piece to select it, and then move it to its position in the puzzle picture and click to place it into position.



When you're finished, you'll be able to view a picture from Sam's world.

Difficulty Levels

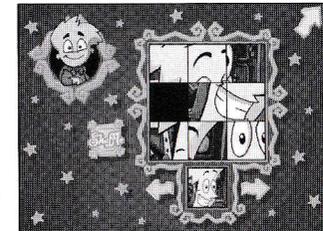
Easy – The puzzle has 9 pieces.

Medium – The puzzle has 16 pieces.

Hard – The puzzle has 36 pieces.

SAM'S SUPER SLIDER

Click on the *shuffle* button to mix up the puzzle pieces within the puzzle frame. **Note:** One space will be left blank. Now slide the



puzzle pieces around on the board, one at a time, by clicking on any piece that is adjacent to the blank space. If you slide all of the pieces into their correct positions (to match the picture below), you win!

Difficulty Levels

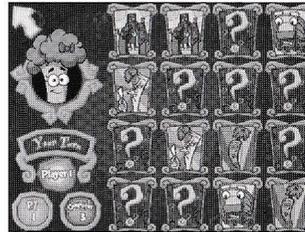
Easy – The picture is divided into 9 squares.

Medium – The picture is divided into 16 squares.

Hard – The picture is divided into 25 squares.

CONCENTRATE!

Each player takes a turn flipping two tiles over to try and find ones that match. If the tiles don't match, they are turned over again. If you find two tiles that do match, that pair will stay turned up and you get another turn. When the board is empty, the player with the most matches wins!



Click on the tile you want to make it flip over.

Difficulty Levels

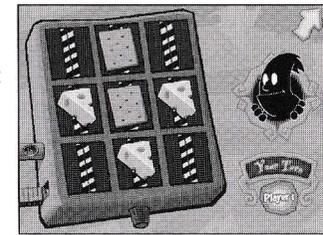
Easy – Game starts with 16 tiles.

Medium – Game starts with 36 tiles.

Hard – Game starts with 56 tiles.

CHEESE & CRACKERS

One player is a piece of cheese and the other player a cracker. The first player to get three or more of his/her food items in a row (horizontally, vertically or diagonally) wins the game.



Click on the spot where you want to place your piece of cheese or your cracker.

Difficulty Levels

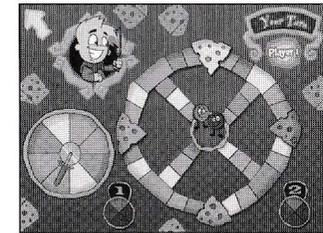
Easy – The picture is divided into 9 squares. You must get 3 in a row to win.

Medium – The picture is divided into 25 squares. You must get at least 4 in a row to win.

Hard – The picture is divided into 49 squares. You must get at least 5 in a row to win.

4 CHEESE PIZZA

You and your opponent begin in the center of the board. The object of the game is to collect all four colors of cheese. Spin the spinner to see which color space you can move to. The cheese meter will keep track of which cheese colors you have, and which ones you need. Watch out! A mouse can come out and grab one of your cheese pieces, or you can be sent back to the center of the board. The first one to reach the center with all four colors of cheese wins the game!



Click on the spinner to spin it. Click on any of the highlighted spaces, which will match the color to which the spinner is pointing. You get a piece of cheese when you land on a game space that *is* a piece of cheese.

If the spinner lands on a pizza, you return to the center. If the spinner lands on a mouse, you lose a piece of your cheese.

Difficulty Levels

Easy – No mice or pizza on the spinner. You do not have to return to the center of the board — to win, just collect all 4 colors of cheese.

Medium – 1 mouse and 1 pizza on the spinner.

Hard – 2 mice and 2 pizzas on the spinner.

QUIT

Select this icon to exit the *Pajama Sam® Games to Play on Any Day* game disc altogether and return to your desktop.

EXITING A GAME OR PUZZLE

To exit a game or puzzle at any time during play, click on the arrow button in the corner of the screen. This will take you back to the Main Menu where you can select another fun activity to play.

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1. Computer Type (PC or MAC)
2. System Make and Model
3. Processor Type
4. Operating System, including version number if possible (such as Windows® 95, Windows® Me, Macintosh® OS 7.5.3 or 9.1, etc.)
5. RAM (Memory)
6. Any screen or error messages you've encountered (and where)

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

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In the event our technicians at **425-951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address: Humongous Entertainment, Attn: TS/CS Dept., 13110 NE 177th Place, Suite # B101, Box 180, Woodinville, WA, 98072-9965, [RMA #].

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