LAB MANUAL

EMERGENCY EDITION

Only you and Bill can save the world!

BILL NYE

THE SCIENCE GUY

SCIENCE ADVENTURE SERIES

STOP THE ROCK! ™

pacific
interactive ™
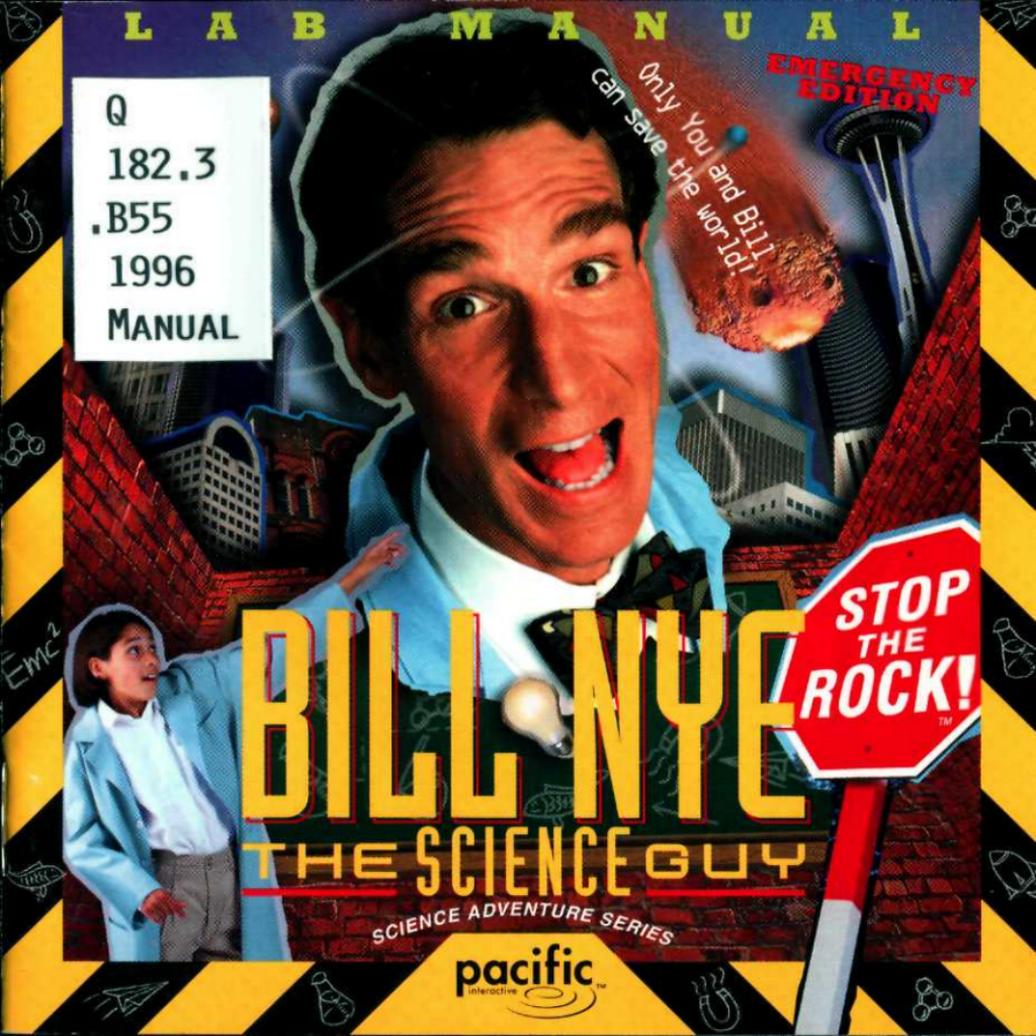
URGENT!

To: All New Researchers

From: Bill Nye

Subject: Crisis at Nye Labs—Impending Dumé!

We've just gotten wind of a major emergency at Nye Labs. The meteoroid Impending Dumé is hurtling toward Earth, but the network of the world's most powerful computers, MAAX refuses to stop it! Instead, MAAX has given us seven scientific riddles to solve before it will save the world. If we can't figure them out in five days, the Earth will be smashed to bits!

I didn't have much time to pull this emergency manual together, but there's enough here to get you started. You'll have to figure out the rest as you go.

Any time you find anything that could be a clue, send it to us with your NYECOM 3000 communicator. ...thing is too small to overlook.

...get in here quick—things are going to get wild. And ...member, "Science Rules!"

Bill Nye
the
Science Guy

WHAT'S UP AT NYE LABS

It's a good thing Nye Labs is currently set up to study Earth Science, because MAAX's riddles are all about the Earth. The Lab is filled with cool devices to help observe, describe, and classify many of the things that make up Earth's land, water, and atmosphere. So, the Lab's devices can help us answer MAAX's riddles.

You've got to examine every nook and cranny of the Lab, and activate anything you think will help us out. Use SkyNye and Poseidon II (our Blimp and Research Vessel of Science) to look for clues outside the Lab.

In order to save this planet, you're going to explore things that are wilder than you could possibly imagine! So get on in here, the Nye team needs you!

1

WHO YOU'LL BE WORKING WITH:

I snagged these profiles from the personnel files so you'll recognize us in the Lab. We couldn't have a better team to get cracking on those challenges from MAAX!

BILL NYE

Hey, that's me! My biggest goal is to **change the world with Science!** I'm looking forward to your help with MAAX's riddles. Be sure to watch your NYECOM 3000 for my alerts.

SUE NAMI

Sue oversees our Oceanographic Research operations. She earned a Master's degree in Marine Biology at age 15 (whoa!). She's a tidal wave of information about Earth's waters.

SAM ANDREAS

He knows rocks, he knows fossils, and he's probably the world's only Geologist/Paleontologist/Comedian. But he especially digs the earth. He'll help with your Geological research.

CONNIE VECTION

Connie is a retired Colonel in the US Air Force. She runs our Atmospheric operations and our Sky Nye Aeronautical research. Connie always knows which way the wind is blowing.

CAPT. SWELL WHITECAP

A former part-time actor and a really swell guy, Captain Whitecap commands Marine Science operations aboard the Poseidon II. He sails the seven seas for Science.

MOODY

He's everywhere. He does everything. He's our lab coordinator, Moody. He's an amazing researcher-and not a bad receptionist, either.

LAB RESEARCHER

Hey . . . that's you! Go wild, fellow scientist!

Oops, I almost forgot...

PAVLOV

The Dog of Science, our lab mascot. He looks tough, but he's a real pussycat. He drools a lot, so carry a paper towel.

SCHRÖDINGER

The Cat of Science, who's always doggin' our researchers. A real pal to Pavlov, who would never admit it.

HOW YOU CAN STOP THE ROCK

I don't have time to lay out all the facts, but there's one thing you must do if you want to stop Impending Dumé! It's really simple:

Pay Attention!

That's it. That's the most important thing Scientists like us can do! Read the riddles and think about them. Look at everything. Listen to everything. Try out all the devices. Then, submit anything that could be a clue . . . our feedback can give you even more ideas!

### Here's our Nye Labs checklist to success:

✔ Always answer when you get a NYECOM message.

✔ Submit every discovery ("clue") to the rest of us for feedback.

✔ Review what you know, and think about what you don't.

✔ Notice everything.

✔ Don't overlook anything as a potential clue.

✔ Pay attention to all the instructions you receive.

✔ Don't give up, even when you're stumped! Instead, review the riddles again, and think about what you've learned so far.

Keep it up, and Impending Dumé won't have a chance of reaching Earth!

THE NYECOM 3000

You can't save the world without the **NYECOM 3000** communicator. In fact, you can't do much of anything at Nye Labs without it! We depend on it for everything here. The NYECOM is how you verify your clues and tell MAAX that you've solved a riddle. I'll tell you where to find one once you get in the Lab.

ON-OFF SWITCH
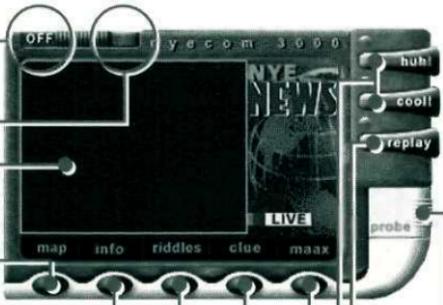
MESSAGE LIGHT
Flashes when you have a message.

DISPLAY SCREEN

MAP BUTTON
Shows maps of Nye Labs.

INFO BUTTON
Tells how to use this thing.

RIDDLES BUTTON
Recalls MAAX's riddles.*

CLUES BUTTON
Sends your findings to the team to see if you're on the right track.*

MAAX BUTTON
Sends your answers to MAAX when you think you've solved a riddle.*

HUH! and COOL! BUTTONS
These light up when Bill wants to explain something.

REPLAY BUTTON
Replays the last NYECOM message.

PROBE
Reveals more info about things you find in the Lab.

*Available when you join the Nye Labs team.

GETTING AROUND NYE LABS

Time is of the essence, so we've made it easy to get around the building fast.
Use these pointers if you don't want to get stuck looking at brick for five days.

Keep Looking
(Roll this pointer around a room until it changes to one of the cursors below.)

Look Up
(Handy at the base of stairs or a ladder.)

Look Down
(Handy at the top of stairs or a ladder.)

Move Forward

Turn Around

**Move Back**

Use/Open Something

Look Right

Look Left

As you explore the Lab, remember to use your NYECOM 3000—a lot. Watch for "Huh!" and "Cool!" alerts . . . probe for scientific data . . . submit clues to the team . . . and send answers to MAAX.

SAVING A GAME & LOADING SAVED GAMES

With only five days before Impending Dumé slams into the planet and so much to think about, it's a good idea to save your play. This way, you can take time to consider a clue you might have missed.

When you do want to save or reload a game, move your cursor to the top of the screen, and a menu bar will appear.

File	Stop the Rock
Load Saved Game	
Save Game	
BG Sound Off	←
Quit	
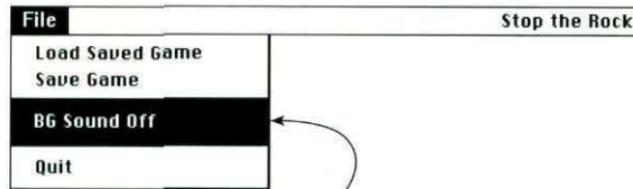
Select this to turn off background sound in the labs.
Select it again to turn the background sound on.

Save Game As

Bill's Game   Pauling's Game
Sue's Game   Schrödinger's Game
Sam's Game
Galileo's Game
Newton's Game

Type a name for the game in the first available slot. If all the slots are full, overwrite a previously saved game by typing over the old name. Then click "OK."

You can save up to 15 games at a time. Type a name for the game in the first available empty slot. If all the slots are full, overwrite a previously saved game by typing over the old name. Then click "OK."

LEAVING NYE LABS

Leaving the Lab before you finish a job is something we discourage, especially when the world faces Impending Dumé and so many scientific discoveries are waiting to be made.

File	Stop the Rock
Load Saved Game	
Save Game	
BG Sound Off	
Quit	
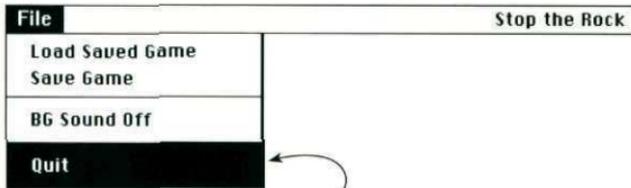
When you do need to quit, move your cursor to the top of the screen, and a menu bar will appear. Click on "File," then select "Quit."

After you select a saved game from the list, this button lets you go back to where you were in that game.

Any time you start Stop the Rock! over again, you can go back to where you left off on a previous game you saved.

This gives you another wacky cab ride before starting a new game.

This lets you skip the cab ride and rejoin the Nye Labs team immediately for new play. You'll have to sign in again, but we'll hand you a NYECOM at the door.

WHAT YOU NEED TO RUN STOP THE ROCK!

Stop the Rock! runs great when you have the following computer setup:

Windows

- 486-based, 33MHz IBM-compatible computer *(the faster the better)*

- 2-speed CD-ROM drive

- Windows 95 or Windows 3.1

- 256-color Super VGA monitor

- Windows-compatible sound card

- 8MB of RAM (of course, the more the better)

Macintosh / PowerMac

- 68040-based, Macintosh computer *(the faster the better)*

- 2-speed CD-ROM drive

- System 7.1 or later

- 640 x 480, 256-color monitor

- 4MB of available RAM (of course, the more the better)

HOW TO INSTALL AND RUN STOP THE ROCK!

OK, it's time to get down to the technical nitty gritty. If you follow these instructions your visit to Nye Labs should be trouble-free except, of course, for the kind of trouble MAAX is causing . . . and we really need your help on that one.

If you do have any trouble starting or running Stop the Rock!, blame it on Schrödinger (his kitty litter probably needs to be changed); or check the separate Troubleshooting section of the Help Me Handbook included in the Stop the Rock! box.

Windows 95

To install Stop the Rock!

1. Start Windows 95. If Windows 95 is already open, quit any other programs that are currently running.

2. Remove the Stop the Rock! CD from its protective case and place it in your computer's CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.

3. If the introduction screen does not appear, follow these steps:
   a. Click the "Start" button in the lower-left corner of the screen.

   b. Select "Settings," then select "Control Panel," then click "Control Panel."

   c. In the "Control Panel," double-click on the "Add/Remove Programs" icon.

   d. In the "Install/Uninstall" tab of the "Add/Remove Programs Properties" dialog box, click the "Install…" button.

   e. When prompted to insert the CD-ROM, click the "Next>" button.

   f. In the next dialog box, the text that appears in the field for "Command line for installer program" will read: D:\SETUP.EXE. (If your CD-ROM drive is designated by a letter other than D, the appropriate letter will appear.) The installation will then continue automatically.

To play Stop the Rock!
1. Place the Stop the Rock! CD into your computer's CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.

2. From the Stop the Rock! introduction screen, click the "Run" button to start. If the introduction screen does not appear, do this:
   a. Click the "Start" in the lower-left corner of the screen.

   b. Select "Programs," then select "Pacific Interactive," then click "Pacific Interactive."

   c. In the "Pacific Interactive" window that appears, double-click on the Stop the Rock! icon.

Windows 3.1

To install Stop the Rock!
1. Start Windows 3.1. If Windows 3.1 is already open, quit any other programs that are currently running.

2. Remove the Stop the Rock! CD from its protective case and place it in your computer's CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.

3. From the Program Manager choose the File menu, then choose "Run."

4. In the "Command Line" that appears , type: D:SETUP (if your CD-ROM isn't the D: drive, enter the appropriate letter) and click the "OK" button.

5. Follow the on-screen instructions to complete the installation.

To play Stop the Rock!
1. Turn off all other programs and screen savers. Leaving them on can make colors look weird and slow down the video and animations by using valuable RAM. (Refer to your screen savers' manuals for instructions on turning them off.)

2. Place the Stop the Rock! CD into your computer's CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.

3. Double-click on the Stop the Rock! icon to begin playing.

Macintosh / PowerMac

To install Stop the Rock!
1. Quit all other programs that are currently running. Also, you should turn off any screen savers/virus detection.

2. Remove the Stop the Rock! CD from its protective case and place it in your computer's CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.

3. Double Click on the Stop the Rock! icon.

4. An Install screen will appear. This screen allows you to choose a place to store the Stop the Rock! files on your computer. If you want to use the default volume which is your hard drive, simply click Install.

5. The installer may ask you to restart your computer in which case click Restart.

6. Double click the Stop the Rock! icon.

To play Stop the Rock!

1. Make certain to turn off your Macintosh's virtual memory. To do so, select the Apple menu in the upper-left corner of the screen and choose "Control Panels." Choose the "Memory" control panel (either double-click it from the "Control Panels" window or select it from the "Control Panels" pop-up menu, if your Apple menu offers one.) In the "Memory" control panel, go to the "Virtual Memory" section and click the "Off" option. Close the "Memory" control panel (click the box in its upper-left corner). Restart your computer for the changes to take place.

2. Turn off all screen savers. Leaving them on can make colors look weird and slow down the video and animations by using up valuable RAM. (See your screen savers' manuals for instructions on turning them off.)

3. Place the Stop the Rock! CD-ROM into your computer's CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.

4. Double-click on the Stop the Rock! icon to start.

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LIMITED WARRANTY AND DISCLAIMER: PACIFIC WARRANTS THE CD-ROM ON WHICH THE SOFTWARE IS RECORDED TO BE FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP UNDER NORMAL USE FOR A PERIOD OF NINETY (90) DAYS FROM THE DATE OF PURCHASE AS EVIDENCED BY A COPY OF THE SALES RECEIPT OR PACKING SLIP. DISNEY AND PACIFIC'S ENTIRE LIABILITY AND YOUR EXCLUSIVE REMEDY WILL BE REPLACEMENT OF THE DEFECTIVE CD-ROM(S) OR REFUND OF THE PURCHASE PRICE (AT PACIFIC'S ELECTION) UPON RETURN OF THE SOFTWARE TO PACIFIC WITH A COPY OF YOUR PROOF OF PURCHASE. DISNEY AND PACIFIC WILL HAVE NO RESPONSIBILITY TO REPLACE A CD-ROM DAMAGED BY ACCIDENT, ABUSE OR MISAPPLICATION. ANY IMPLIED WARRANTIES AND/OR CONDITION ON THE CD-ROM, INCLUDING THE IMPLIED WARRANTIES AND/OR CONDITIONS OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO NINETY (90) DAYS FROM THE DATE OF PURCHASE OR DELIVERY. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION. YOU EXPRESSLY ACKNOWLEDGE AND AGREE THAT USE OF THE SOFTWARE IS AT YOUR SOLE RISK. THE SOFTWARE AND RELATED DOCUMENTATION ARE PROVIDED "AS IS" AND WITHOUT WARRANTIES AND/OR CONDITIONS OF ANY KIND EITHER EXPRESS OR IMPLIED. DISNEY AND PACIFIC EXPRESSLY DISCLAIM ALL WARRANTIES AND/OR CONDITIONS, EXPRESS OR IMPLIED, WITH RESPECT TO THE SOFTWARE AND RELATED DOCUMENTATION, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES AND/OR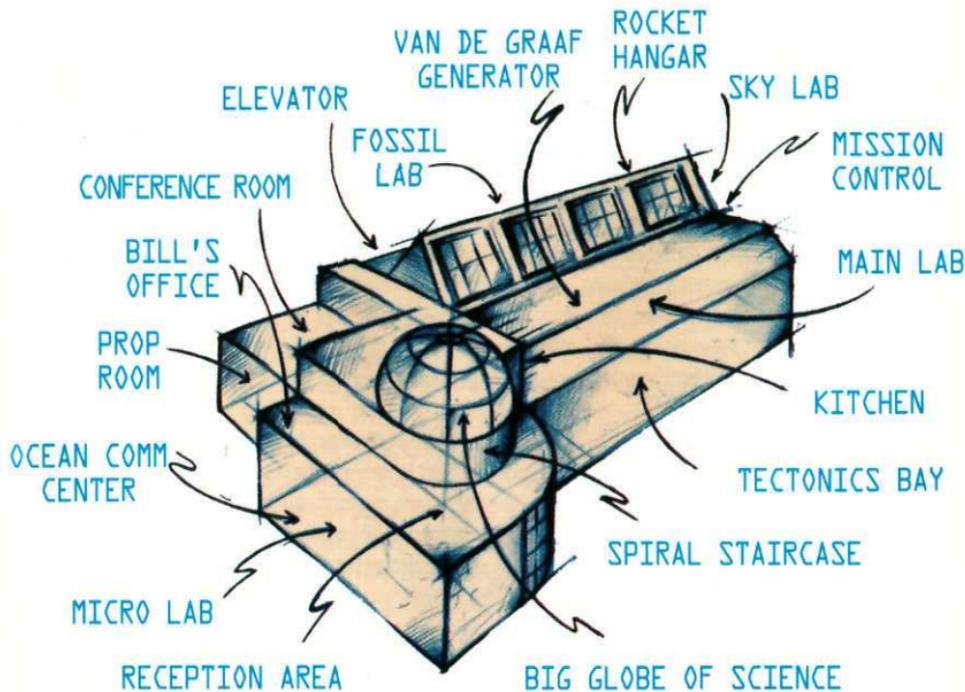 CONDITIONS OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. DISNEY AND PACIFIC DO NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED. FURTHERMORE, DISNEY AND PACIFIC DO NOT WARRANT OR MAKE ANY REPRESENTATIONS REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE AND RELATED DOCUMENTATION IN TERMS OF THEIR CORRECTNESS, ACCURACY, RELIABILITY, OR OTHERWISE. THE LIMITATIONS OF LIABILITIES DESCRIBED IN THIS SECTION ALSO APPLY TO THE THIRD PARTY SUPPLIERS OF MATERIALS USED IN THE SOFTWARE. NO ORAL OR WRITTEN INFORMATION OR ADVICE BY DISNEY OR PACIFIC OR A DISNEY OR PACIFIC AUTHORIZED REPRESENTATIVE SHALL CREATE WARRANTIES AND/OR CONDITIONS OR IN ANY WAY INCREASE THE SCOPE OF THIS LIMITED WARRANTY. YOU (AND NOT DISNEY OR PACIFIC) ASSUME THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

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NYE LABS

One of the great things about NYE LABS is that it's filled with really cool stuff. You never know where you might find something useful. But as you explore, you'll find special areas set up to help make your research easier (and more fun).

VAN DE GRAAF GENERATOR

ROCKET HANGAR

ELEVATOR

SKY LAB

FOSSIL LAB

MISSION CONTROL

CONFERENCE ROOM

BILL'S OFFICE

MAIN LAB

PROP ROOM

KITCHEN

OCEAN COMM CENTER

TECTONICS BAY

SPIRAL STAIRCASE

MICRO LAB

RECEPTION AREA

BIG GLOBE OF SCIENCE

A9035

BILL NYE
THE SCIENCE GUY

STOP
THE
ROCK!
™

pacific
interactive ™

msu library

CHECKLIST FOR SUCCESS:

✔ ***Always answer*** when you get a NYECOM message.

✔ ***Pay attention*** to all the instructions you receive.

✔ ***Submit every discovery*** ("clue") to the rest of us for feedback.

✔ ***Review*** what you know, and ***think*** about what you don't.

✔ ***Notice*** everything.

✔ ***Don't overlook*** anything as a potential clue.

✔ ***Don't give up***, even when you're stumped! Instead, review the riddles again, and think about what you've learned so far.

Keep it up, and Impending Dumé won't have a chance of reaching Earth!

DO THIS!

HELP ME HANDBOOK

If Something Doesn't Work

...aving some trouble getting Stop the Rock! to run? Check out these tricks to get things rockin' on your Windows or Macintosh computer!

...ogram before trying a solution, press Alt-F4 (Windows) or Command-Q (Macintosh).

GENERAL PROBLEMS
Windows and Macintosh

PROBLEM: *The sound doesn't work right (too low, skipping, or no sound at all).*

SOLUTION: 1) If you have speakers, make sure they're plugged into the system, turned on, and have the volume turned up. 2) Other things to do: Windows 3.1 and 95: Check whether sound works in other Windows programs. If not, make sure your sound card hardware and software are installed properly.

Windows 3.1 only: 1) Open the Program Manager, open "Control Panels," select "Sound," and adjust the computer's volume. 2) Open the software that came with your sound card, and adjust the volume there, as well.

Windows 95 only: Double-click the speaker icon in the Taskbar and set the computer's volume.

Macintosh: Go to the Apple menu, choose "Control Panels," select "Sound," and adjust the computer's volume.

PROBLEM: *It says "Hard disc full" when I save a game, or I want to delete all my saved games.*
SOLUTION:
Windows 3.1: In the File Manager, open the "Sciguy" directory on your hard disc and delete all the ".sav" files.

Windows 95: Open your hard disc in My Computer, and open the "Sciguy" folder. Drag all the ".sav" files to the Recycle Bin and empty it.

Macintosh: On your hard drive, open the "Sciguy" folder. Drag all the ".sav" files to the Trash and empty it.

PROBLEM: *Stop the Rock! runs slowly.*
SOLUTION:
Windows 3.1 and 95: 1) Quit all other open programs. 2) If you have a Turbo Switch, set it to fast.

Windows 3.1 only: 1) Go to the Program Manager and open the "386 Enhanced" control panel in the Main program group. Make sure "386 Enhanced Mode" is turned on and virtual memory is set up as a permanent swap file of at least 8MB. (Use the recommended swap file size if more than 8MB.) 2) From the Program Manager, open the Main group and run "Windows Setup." Choose "Change System Settings" from the Options menu and change the "Display" to 256. Then restart Windows.

Windows 95 only: Make sure you quit Stop the Rock! (press Alt-F4). Click the right mouse button on the desktop and choose "Properties" from the menu that pops up. Click the "Settings" tab and set the "Color palette" to 256.

WINDOWS PROBLEMS

PROBLEM: *When I try to run Stop the Rock!, it says "Please insert 'Stop the Rock!' CD-ROM."*

SOLUTION: 1) Make sure the Stop the Rock! CD-ROM is properly inserted in your CD-ROM drive. 2) Also try:

Windows 3.1: If you can't see the CD-ROM from the File Manager, reinstall your CD-ROM driver files from the manufacturer.

Windows 95: If you can't see the CD-ROM from the My Computer window, choose "Add New Hardware" in the "Control Panel" folder, and add your CD-ROM drivers from the manufacturer.

PROBLEM: *It says "There is not enough memory to do that operation" while I'm playing.*

SOLUTION: 1) Make sure your computer has at least 8MB of physical RAM. 2) Quit any other open programs. 3) Also try:

Windows 3.1 only: Go to the Program Manager, open "Control Panels," then open "386 Enhanced." Make sure virtual memory is set up as a permanent swap file of at least 8MB.

PROBLEM: *When I first use the program, it says "This software requires additional free memory on the C: drive to install. Please remove any unnecessary files and try again."*

SOLUTION:

Windows 3.1 only: Click "OK" in the error message, then make sure you've quit Stop the Rock! (press Alt-F4). Delete unneeded files via the File Manager.

Windows 95 only: Click "OK" in the error message, then make sure you've quit Stop the Rock! (press Alt-F4). Drag unneeded files to the Recycle Bin and empty it.

MACINTOSH PROBLEMS

PROBLEM: *Stop the Rock! crashes, doesn't work, or tells me that either:*

• *"There is not enough memory to open Stop the Rock!! ([x]K needed). Closing windows or quitting desk accessories can make more memory available."*
• *"There is not enough memory to open Stop the Rock! ([x]K needed). To make more memory available, try quitting the applications that are currently open."*
• *"There is not enough free system memory. Try quitting other open applications or disabling unnecessary extensions and restarting you Macintosh."*

SOLUTION: 1) Quit any other open applications. 2) Disable all extensions EXCEPT Sound Manager, your CD-ROM extension (e.g., Apple CD-ROM), QuickTime, and Thread Manager by moving them into a folder called "Extensions (disabled)" inside "System Folder." (You can also turn off extensions using the "Extensions" control panel that comes with System 7.5, or similar utilities such as Startup Manager or Conflict Catcher.) Then restart your Macintosh. 3) Open the "Memory" control panel and turn on "Virtual Memory." Then restart your Macintosh.

PROBLEM: *When I start the program, it says "Stop the Rock! requires Sound Manager 3.1. Please place it in your system folder and restart your Macintosh."*

SOLUTION: Reinstall Stop the Rock!. (It includes Sound Manager 3.1, which may have been deleted since you first installed Stop the Rock!.)

YOU CAN REACH PACIFIC INTERACTIVE IN ANY OF THESE WAYS

BY TELEPHONE
Our customer Support staff is available by telephone Monday through Friday from 10:00 a.m. to 6:00 p.m. (Pacific Time). The toll number is (970) 522-0433.

BY MAIL
Pacific Interactive Customer Support, 2021 3rd Avenue, Seattle WA 98121.

BY PHONE & FAX
Our corporate offices are open Monday through Friday, 8:30 a.m. to 6:30 p.m. (Pacific Time). Our number is (206) 443-6644. We can be reached by fax 24 hours a day at (206) 443-6650.

WEB SITE
Point your browser to http://www.pacint.com where you can download our Frequently Asked Questions (FAQ) list.

E-MAIL
You can reach us by sending your E-mail to support@pacint.com.

FOR ADDITIONAL COPIES

To find out where to buy Stop the Rock! or to purchase it by phone, please contact the Buena Vista Home Video Order Line at 1-800-688-1520.

REPLACING A DEFECTIVE CD-ROM OR MISSING/DAMAGED/LOST ITEMS

Important! Please include the following information when sending a defective disc or requesting the replacement of a missing/ damaged/lost Item: full name, daytime telephone number with area code, complete street address, apartment number (if applicable), ZIP code.

If you need an item other than a defective disc replaced, include a description of that item. Do not mail us the packaging or other materials; send only the disc or damaged item, along with a note describing the reason for replacement, to the mailing address listed under "You Can Reach Pacific Interactive In Any Of These Ways." Please add "Attn: Replacement" to the mailing address and allow four to six weeks for delivery

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