Disney's

GameBreak!

Timon & Pumbaa's Jungle Games

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If you are not satisfied with the program for any reason, we will refund the purchase price.* Just return the disc and the handbook with a note and the original sales receipt to the address below and we will send you a check for the purchase price including sales tax. Be sure to include in your note your full name, daytime phone number with area code and complete street address along with your request.

For more information and additional ways to contact us, see the Customer Service section on page 19.

Disney INTERACTIVE

CUSTOMER SUPPORT
500 South Buena Vista St., Burbank, CA 91521

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A MESSAGE FROM TIMON

HEY!!!!

You need to read the stuff on the next three pages. Pumbaa & I already know it. After all, we built these games.

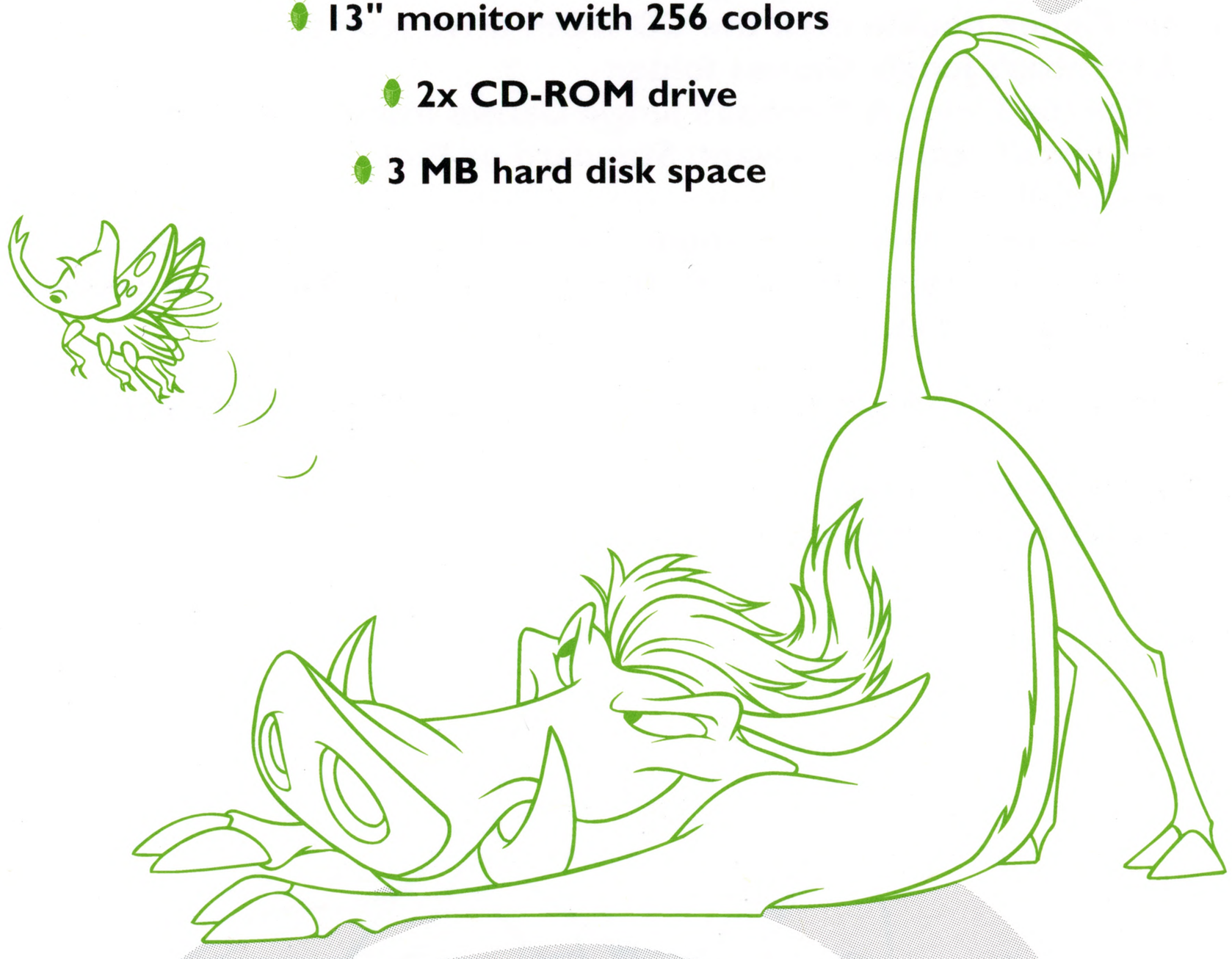
SO, READ UP!

We'll meet you on Page 8.

SYSTEM REQUIREMENTS

To experience TIMON & PUMBAA'S JUNGLE GAMES to its bug smackin' best, please make sure that your system meets the following minimum requirements:

- **A Macintosh® computer with 33 Mhz 68040 or better processor or Power Macintosh**
- **Apple® System Software version 7.1 or later**
- **8 MB RAM or greater with 5.5 MB or more of application RAM**
- **13" monitor with 256 colors**
- **2x CD-ROM drive**
- **3 MB hard disk space**



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

INSTALLING THE PROGRAM

You can install a version of Timon & Pumbaa's Jungle Games to your hard disk so that you will not need to have the CD in the CD-ROM drive to run the program. Choose the Full option in the installation program. Follow the instructions given in the installation program. This version will require approximately 65 MB of free hard disk space.

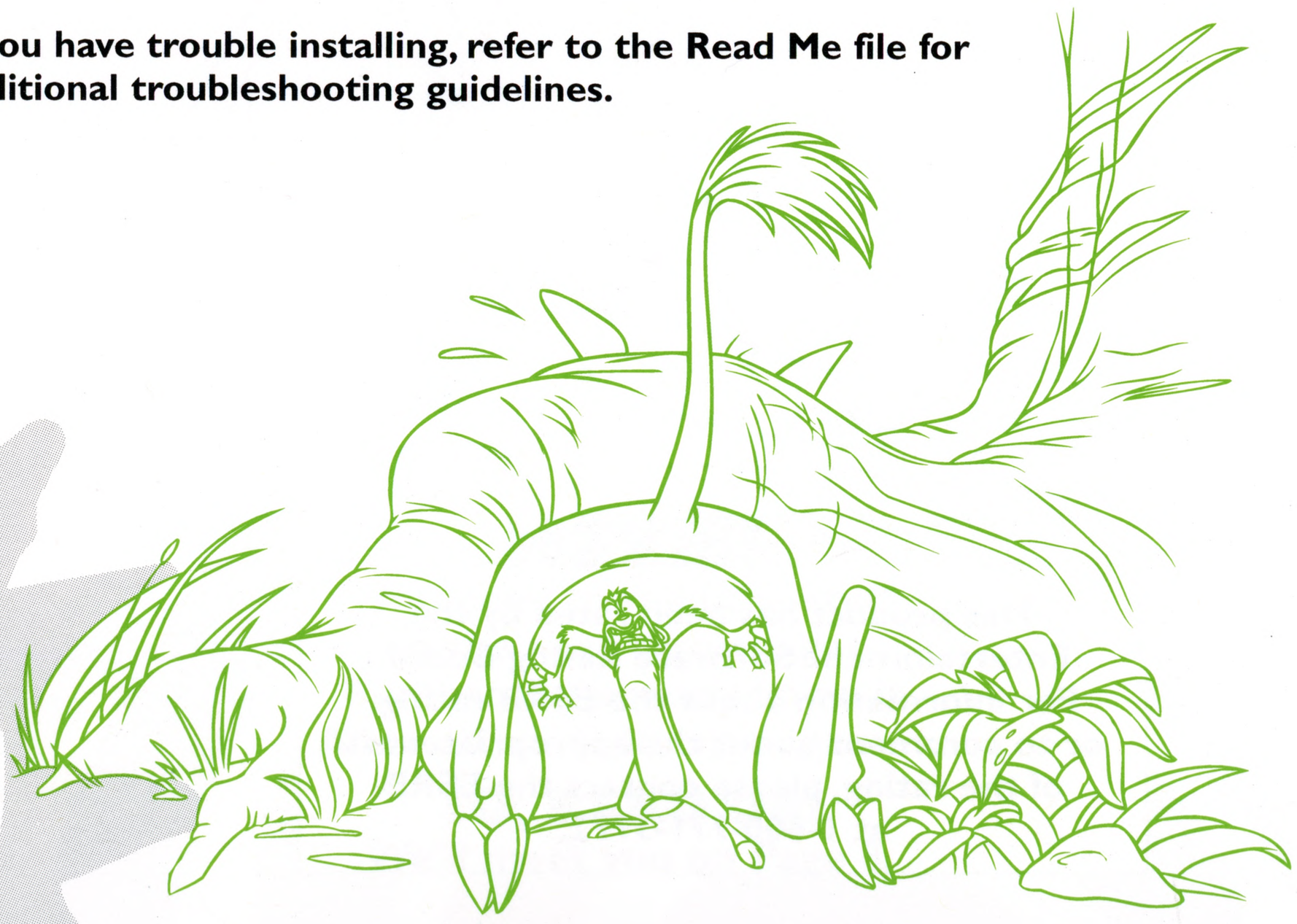
To conserve hard disk space you can choose to install a version of Timon & Pumbaa's Jungle Games that will run from the CD (you must have the CD in the CD-ROM drive to run the program). Choose the Standard option in the installation program. Follow the instructions given in the installation program. This version will require approximately 3 MB of free hard disk space.

TO INSTALL TIMON & PUMBAA'S JUNGLE GAMES

1. **Insert the Timon & Pumbaa's Jungle Games CD into the CD-ROM drive.**
2. **From the Finder, double click the CD-ROM drive icon to open the Timon & Pumbaa's Jungle Games folder.**
3. **Double click the Timon & Pumbaa's Jungle Games Installer icon and click Continue.**
4. **Select the install option you want: Standard or Full.**
5. **Click the Install button.**
6. **Select the folder in which you would like the Timon & Pumbaa's Jungle Games files installed. To accept the default Timon & Pumbaa's Jungle Games folder, click the Install button.**

When installation is complete, you will be prompted to restart your computer.

If you have trouble installing, refer to the Read Me file for additional troubleshooting guidelines.



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JOYSTICK SUPPORT

Timon and Pumbaa's Jungle Games ships with joystick settings for the most common joysticks. These settings files will ensure that your joystick is configured properly to work with the Jungle Games program. If you have two joysticks, you may need to copy a settings file for one player and a settings file for two players. If you have a Gravis GamePad, copy the Mac GamePad (Gravis) settings files from the Joystick Settings folder into your GamePad Sets folder located in your active Systems folder. If you have a Gravis Mousestick II, copy the Mousestick II settings files into your Mousestick Sets folder. If you have a Flightstick Pro, import the Flightstick Pro settings file.

If your joystick or gamepad is not listed above, you may need to go into the Control Panel for your joystick and map the buttons to keyboard keystrokes. The Jungle Games program uses four-directional controls (arrow keys) and two additional buttons to control the game action. To configure your joystick properly, you should assign the following keys to either buttons or joystick directions.

For Player 1

Game Action	Maps to this key
Move Up	F9
Move Down	F10
Move Left	F14
Move Right	F12
Button 1	Page Up
Button 2	Page Down

If you have two joysticks, you can also map the following.

For Player 2

Game Action	Maps to this key
Move Up	F5
Move Down	F6
Move Left	F7
Move Right	F8
Button 1	Home
Button 2	End

GETTING STARTED

If you chose the Full installation option, you will need to set the path for the game the first time you start Jungle Games. To set the path, press the Command key as you double click the Timon & Pumbaa's Jungle Games icon. You will be prompted to identify where the Jungle.Bin file is located. Double click the filename. If you move any of the Jungle Games files or the program folder, you may need to set the path again.

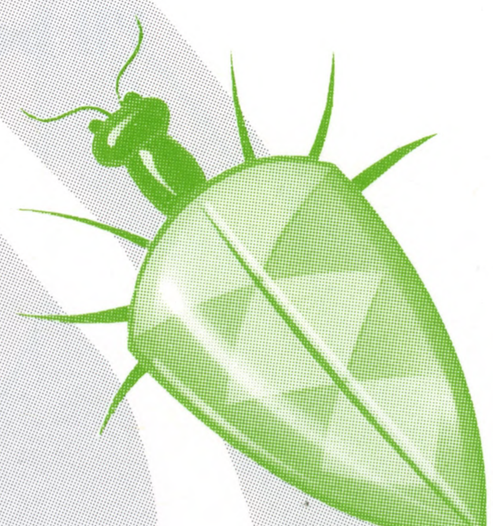
If you choose the standard installation, make sure the CD is inserted into the Timon & Pumbaa's Jungle Games CD-ROM drive and double click the Timon & Pumbaa's Jungle Games application that was installed on your hard disk.

PROGRAM NOTES

Timon and Pumbaa's Jungle Games needs to run on a Macintosh with at least a 33 Mhz 68040 CPU running System 7.1. It requires a 13" monitor with 256 colors, a double speed CD-ROM drive with at least 5.5 MB of application RAM available, and at least 3 MB of hard disk space.

To get the best performance it is essential that the disk cache in your Memory Control Panel be set to at least 128K - more if you can spare it.

In addition to increasing the size of the disk cache, you may want to activate the program's built-in speed optimizations — especially if you have a slower machine. To turn the optimizations on, pause the game by pressing Command-P and then select Runtime Preferences from the File menu. Click on the Regular Content radio button to turn optimizations on for slow machines. Click on OK to accept the change. Pressing the Command-P again will return you to gameplay.



LET'S PLAY

What took ya?
I'll bet it was all that technical junk.
Oh, well.
Hakuna Matata, right?

WELCOME TO MY VERY SPECIAL SECRET PLACE.

I designed it with two things in mind.
Fun and food!

Timon!

What is it, Pumbaa?

Whadaya mean you designed it?

Did I say that, Pumbaa?
I don't know how I let that slip out.

Let me start over.

WELCOME TO OUR VERY SPECIAL SECRET PLACE, TIMON AND PUMBAA'S JUNGLE ARCADE!

REMEMBER HOW YOU WERE TOLD NOT TO PLAY WITH YOUR FOOD? FORGET IT!

Cause that's all we do in the Jungle Arcade.
I designed, I mean, we designed the Jungle Arcade
so all our close personal friends, that's you,
could spend hours enjoying bug slappin', lip smackin' fun.

SO, COME ON!

Take off your shoes, relax and grab a bowl of chocolate-covered ants. Hakuna Matata!

LET'S PLAY!

THE JUNGLE ARCADE MENU SCREEN

Ah! The hub of all activity in TIMON & PUMBAA'S JUNGLE GAMES. The games, the Scoreboard and a bunch of clickable pals.

To get to a game, just click on a sign. Then, it's "Hi Ho, Pumbaa" and let the game begin!

There's lots of other goodies to click on, too. So, keep your eyes open cause ya never know what's gonna pop up!

Any time you want to check your scores while you're in the Menu Screen, click on the SCOREBOARD. You also can set your own game options. At the Scoreboard, select OPTIONS. You can turn the Intro, Music or Sound FX off or on. Turning off the Intro takes you directly to the Menu Screen when you start our Jungle Games. But you'll miss my hilarious intro if you do!

Once inside a specific game, you also can set options for that game. Press ESC to display the Options banner for that game. RULES gives you a list of rules for that game. NEW GAME starts a new game. TOP 10 shows you a list of the Top 10 scores. You can turn off my hilarious INTRO for the game by clicking OFF. You know how I feel about that. SAVE lets you return to a game at the place you quit.

If you have to quit a game in the middle of play, press the ESC key, then choose EXIT. To continue a game from the spot you quit, choose SAVE from the Options banner. On the Save banner, click the number or the space beside the number, then type a name for the game you want to save. BUGSPLAT is a good name. Choose OK to close the Save banner. You can save a maximum of 10 games. You can replace saved games with new games.

To return to a game you've saved, choose LOAD, select the game name (i.e. BUGSPLAT), then click OK. But you have to play before you can save.

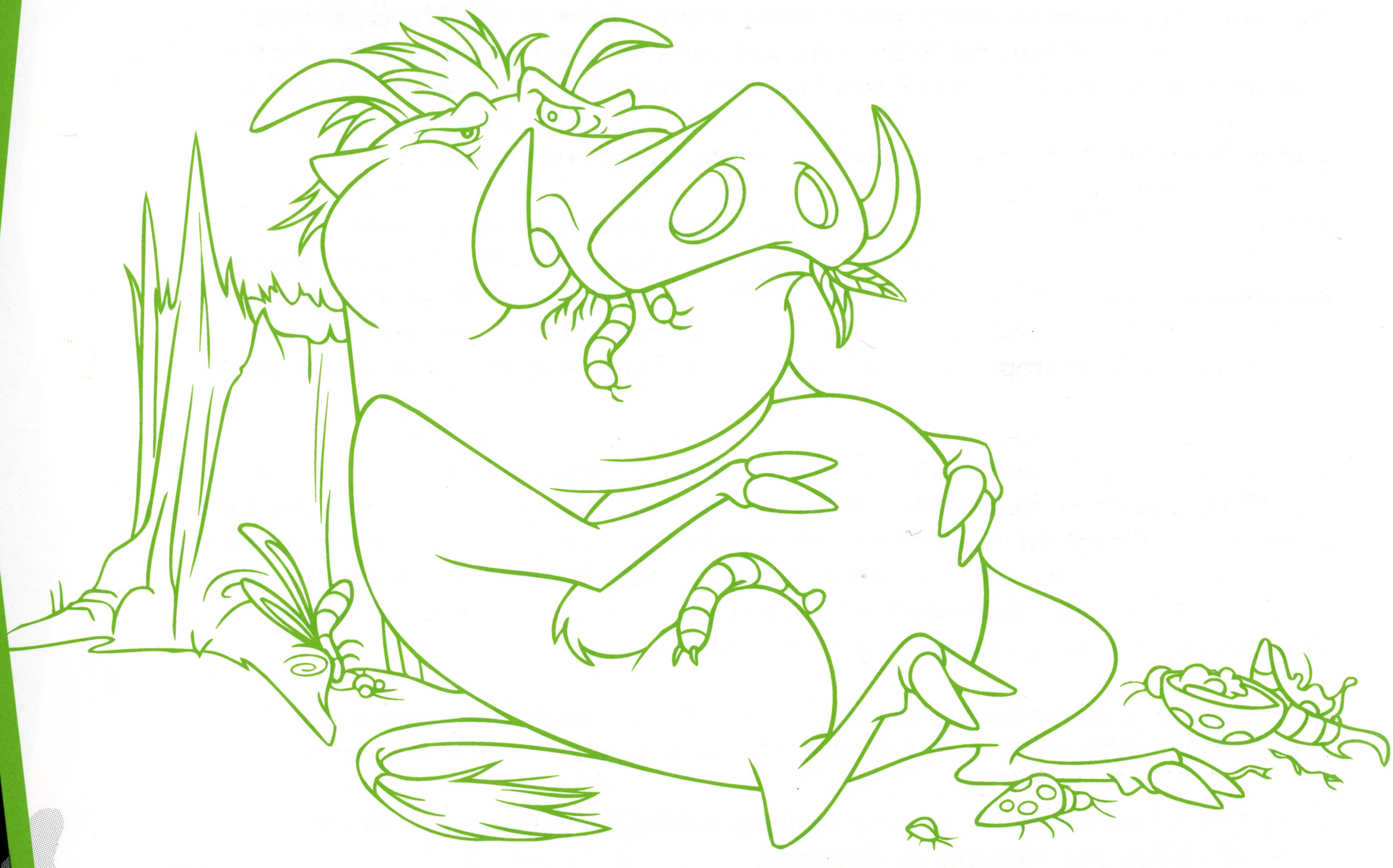
Click OK when you finish setting options. CANCEL returns you to the game without saving any changes to Options.

If you're taking a GameBreak! when you shouldn't be, hit the JUNGLE PANIC BUTTON (the F11 function key) and bring up a MEMO FROM TIMON & PUMBAA. Then it looks like you're really working hard.

Note: If you are running Jungle Games on a computer with 8 MB of RAM, or if you have chosen the Low Memory option in the Runtime Preferences dialog box, you will not be able to use the JUNGLE PANIC BUTTON in the program.

More options available include selecting the number of players and selecting and customizing the game controls. To select these options click the down arrow at the bottom of the Options screen. Click 1 or 2 players. Click the down arrow to view the Controls screen. Click the input method (i.e. mouse). All input methods may not be available for each game. If you selected keyboard, clicking the down arrow shows you the customize options for the keyboard. You can customize the Player 1 and Player 2 keyboard controls by picking the keys you wish to have represent the game moves.

NOW, LET THE BUG BANQUET BEGIN!



IT'S HOW YOU PLAY THE GAME

There are five games in all. Play solo or with a pal.
And when you're done, there's a party in your honor!

Just remember. It's not whether you win or lose,
it's how many bugs you eat!

BURPER

Talk about a smorgasbord! BURPER is a game where everything is falling on you, including the kitchen sink! You think I'm kidding? You'll see!

You get to help Pumbaa... and boy, can he BURP. The tree is full of fruit, jungle bugs and other stuff; some good, some bad. When I shake the tree, things start to fall. That's when Pumbaa needs to gas up!

**Pumbaa's burps are powerful and can disintegrate most everything.
Move left or right and burperize falling objects with a burp.
Earn points and move on to a new level by burping on bugs. Keep moving!
Anything that hits you hurts you. Multiple hits cause you to lose a try and you only get three tries per level.**

WATCH OUT! If you miss a bug, it can bite you or me and that's no good. You can protect us both by using Pumbaa's tail as a whip and smacking those nasty little buggers before they bite.

MONDO BURP -The BIG one. It spreads out to get more bugs at once.

STINK BUGS - Whew! They can take a lot of hits. And, oh yeah centipedes can too.

**Whatever you do, don't let a SPIDER bite Pumbaa's nose!
Remember, burps can't stop everything, so keep moving.**

PLAYERS

One or two players, taking turns.

CONTROLS

MOUSE:

- **Move mouse left - move Pumbaa left**
- **Move mouse right - move Pumbaa right**
- **Click - burp**
- **Move mouse up - Mondo Burp**
- **Command key & click - Tail Swipe**

JOYSTICK:

- **Left - move Pumbaa left**
- **Right - move Pumbaa right**
- **Button #1 - burp**
- **Up - Mondo Burp**
- **Button #2 - Tail Swipe**

DEFAULT KEYBOARD SETTINGS:

Player 1 and Player 2 use the same keystrokes.

- **Left Arrow - move Pumbaa left**
- **Right Arrow - move Pumbaa right**
- **X key - burp**
- **Up Arrow - Mondo Burp**
- **Z key - Tail Swipe**

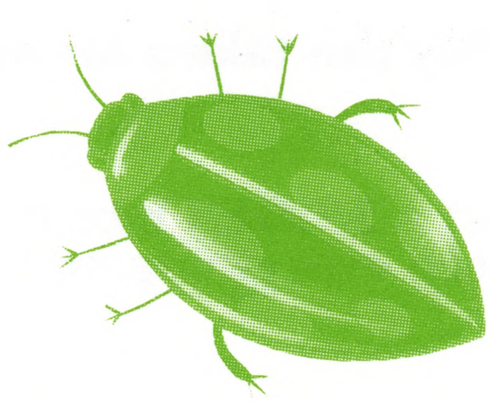
JUNGLE PINBALL

**This is our version of the classic arcade game.
But you don't need any quarters.
Launch a pill bug into the Jungle Pinball playing field and get your crazy flipper fingers moving. Do us all a favor and smack as many of them stinkin' hyenas as possible.**

**You start with three pill bugs.
Launch a pill bug by holding down the RETURN key.
The snake coils up tighter the longer you hold the RETURN key down.
It's the nicest thing a snake will ever do.**

**Keep the pill bug in play with the flippers.
And you can even give the pill bug a jolt in a different direction.
But, don't overdo it. You might tilt the game and then your flippers won't work.
I hate it when that happens.**

Earn more points and tries by sending the pill bug into tunnels and up ramps, hitting targets and bumpers, and even by spelling out our favorite phrase - Hakuna Matata.



PLAYERS
One or two players, taking turns.

CONTROLS

MOUSE:
- **Click - left flipper**
- **Command key and click - right flipper**
- **Click, then command key and click - both flippers**
- **Spacebar - shake**
- **Command key and click - launch ball**

JOYSTICK:
- **Button #1 - left flipper**
- **Button #2 - right flipper**
- **Up - both flippers**
- **Down or Spacebar - shake**
- **Button #2 - launch ball**

DEFAULT KEYBOARD SETTINGS:
Player 1 and Player 2 use the same keystrokes.
- **Z key - left flipper**
- **/ key - right flipper**
- **Up Arrow - both flippers**
- **Spacebar - shake**
- **Return key - launch ball**

SLINGSHOOTER

Can you take direction? Good, cause I'm gonna make you a star in this grand handmade production of the epic jungle shooting gallery tale we call SLINGSHOOTER.

Here's your motivation. Sling berries at our handmade targets and our natural enemies like those lousy hyenas. But don't hit me, Pumbaa or any of our friends. We're all berry sensitive. Get it?

Like every major production, you have to perform well in the time allowed and make the most of the berries you've been given. Earn more berries as you advance to the next level.

PLAYERS

One or two players, taking turns.

CONTROLS

Player 1 and Player 2 use the same controls.

MOUSE:

Position cross hair on target - aim
Click - shoot

HIPPO HOP

Boy, am I hungry! And Pumbaa is having his Annual Boar Day Barbeque on the banks of the Dontwanacrossit River. Only problem is, I'm on the wrong side. You've gotta help me get across the river without falling in. Meerkats do not swim! But we're good leapers. I just need a little direction. That's where you come in.

Pumbaa wants me to bring goodies to the Barbeque. The goodies are floating in the river on top of stuff you can land on. Ring the "Bell Flower" on the lower right riverbank to make a new goody appear. You have to help me jump from one thing to another, gathering goodies on the way, landing safely in an opening on the other side. Sometimes you even have to make me jump on a crocodile. YIKES! Crocodiles? Just make sure its mouth is shut. Oh yeah, and remember, crocodiles roll over unexpectedly.

You start with five tries to cross the river. A try ends if I fall in the water, float offscreen or run out of time. Gain more tries by gathering more goodies. Make more goodies appear by ringing the Bell Flower every time you come back across the river.

STAY AWAY FROM coiled snakes, frogs and their tongues, hyenas, piranhas, buzzards and stink bugs. And whatever you do, keep me out of the water! Brrrrrrrrrrrrrrrrrrrrrrr!

PLAYERS

One or two players, taking turns.

CONTROLS

JOYSTICK:

Up - jump forward
Down - jump backward
Left - move left
Right - move right
Left & button #1 - jump left
Right & button #1 - jump right
Press button #2 - move faster/jump farther

DEFAULT KEYBOARD SETTINGS:

Player 1 and Player 2 use the same keystrokes.

Up Arrow - jump forward
Down Arrow - jump backward
Left Arrow - move left
Right Arrow - move right
Left Arrow & X key or Spacebar - jump left
Right Arrow & X key or Spacebar - jump right
Z key - move faster/jump farther

BUG DROP

Having all the bugs you can eat poses a problem. What do you do with the extras? Put 'em in your storage logger. Stowing bugs away used to be boring until Pumbaa and I came up with a way to make it fun. Remember, we always play with our food. That's why we love to play BUG DROP.

It's simple. Just pack away bugs in the storage logger. Bugs drop two at a time. Match four of the same color; up, across or any combination of both, and SPLAT!, there's more room in your logger. Control the way the bugs stack up by rotating them as they drop; side by side or top to bottom.

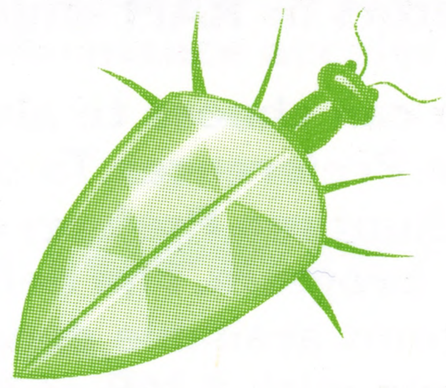
If you plan ahead, you can set off a CHAIN REACTION. This sends STOPPER STONES into the other player's logger. Stopper Stones take up room and mess up droppin' strategy. They can be dissolved when surrounded by a match.

Be prepared for SPECIAL BUGS! They've got a personality of their own.

Brother! How come such a simple game takes so long to explain. Go on! Get the drop on those bugs!

PLAYERS

One or two players. Two can play simultaneously (that means both at the same time).



CONTROLS

JOYSTICK:

PLAYER 1/Timon	PLAYER 2/Pumbaa	
Left	Left	move pair left
Right	Right	move pair right
Button #1	Button #1	rotate counterclockwise
Button #2	Button #2	rotate clockwise
Down	Down	increase drop speed

DEFAULT KEYBOARD SETTINGS:

PLAYER 1/Timon	PLAYER 2/Pumbaa	
Left Arrow	Z	move pair left
Right Arrow	C	move pair right
>	1	rotate clockwise
<	2	rotate counterclockwise
Down Arrow	X	increase drop speed

TROUBLESHOOTING

GENERAL TROUBLESHOOTING TIPS

First always verify that the CD is not smudged or scratched. Even a small smudge can cause your CD to experience problems that may lead to lockups or program errors. If you were previously able to run the Disney program, a smudge or scratch is a likely source of the problem. Clean the CD with a soft, dry cloth. After cleaning the CD, try running the program again.

Timon & Pumbaa's Jungle Games uses black screens as transitions while the next game is loaded into memory from the CD-ROM.

TECHNICAL SUPPORT AND COMMON PROBLEMS AND SOLUTIONS

PROBLEM:
Timon & Pumbaa's Jungle Games seems to run slowly.

SOLUTION:
Some things that you can do that might increase performance on your computer include: increasing your disk cache in the Memory Control Panel to at least 128K and turning off file sharing. Also, make sure that you have turned off any performance accelerators or RAM emulators.

You also can choose to alter the performance levels of Jungle Games by changing your Runtime Preferences. To do this, press Command+P to pause Jungle Games. Then choose Runtime Preferences from the File menu. A dialog box opens displaying options for your program. The defaults were set based on your computer's RAM and processor. The options available depend on the amount of installed RAM on your computer. For computers with 8 MB of RAM, choose regular Content for the Title Richness option.

If your computer has more than 8 MB of RAM, these are the recommended settings: Regular Content, Low Memory, and Regular Music.

You may want to try different settings, based on your computer's RAM and processor speed, until you get the results you want. Some settings may be better for faster processors, or may require more RAM.

Changes to the Runtime Preferences take effect the next time you start Jungle Games.

You also can turn off the music in Jungle Games in the Options area of the main screen. Turning off the music will improve performance. If you have enough hard disk space, you may want to do a full installation, which will speed up the transitions between scenes.

PROBLEM:
Insufficient memory errors or system errors.

SOLUTION:
Make sure you quit all other applications. Make sure that your computer meets the minimum system requirements. Also, make sure that you have at least 5.5 MB of application RAM available. If you have 8 MB of RAM, you may need to turn on virtual memory to meet the required minimum of 5.5 MB of application RAM.

You can disable extensions so that the extensions will not load and use up RAM you may need to run Jungle Games.

If you do not have an Extensions Manager, drag the extensions you want to disable into a folder labeled Extensions (Disabled).

If you have an Extensions Manager, use this to disable extensions you do not need or that will free up the most RAM.

For System 7.5, the essential extensions required for Jungle Games are Apple CD-ROM, QuickTime™, and QuickTime™ Power Plug. For System 7.1, the essential extensions required for Jungle Games are Apple CD-ROM, QuickTime™, QuickTime™ Power Plug, and Sound Manager (version 3.0).

PROBLEM:
The sound is choppy or breaks up and the animation pauses.

SOLUTION:
Make sure that you are running with at least Sound Manager 3.0 (or higher). Also, make sure that your disk cache is set to at least 128K and that you have turned off virtual memory and any RAM emulators or performance accelerators that you may have installed.

DISNEY INTERACTIVE CUSTOMER SUPPORT

We are committed to bringing you the best software possible. If for any reason you are not satisfied with this product or require technical support, please call Disney Interactive Customer Support.

PLEASE REGISTER YOUR SOFTWARE!
Please take a moment to fill out and mail in the postage-paid registration card included in this package. Filling out and mailing in the registration card ensures that you will be eligible to receive updates, product information and special offers.

HOW TO CONTACT US
If you are contacting us for customer support, please have the following information ready. This information is very important to help us quickly solve your problem.

- **Name and version of the program you are using.**
- **Type of computer the program is running on.**
- **Video card brand and model name (if applicable).**
- **Information on other peripherals you are using (printers, modems, joysticks, etc.).**
- **A detailed description of the problem you are having, including where in the program the problem occurred and how.**
- **Please remember to tell us about any other recent changes you have made to your system.**

WE OFFER YOU A VARIETY OF WAYS TO CONTACT US.

TELEPHONE SUPPORT

Our Customer Support staff is available by telephone Monday through Friday from 7:00 a.m. to 7:00 p.m., and Saturday from 8:00 a.m. to 5:00 p.m. (Pacific Time). The toll-free number is 1-800-426-3306.

TDD SUPPORT

Our Customer Support for the hearing impaired is available by telephone Monday through Friday from 7:00 a.m. to 7:00 p.m., and Saturday from 8:00 a.m. to 5:00 p.m. (Pacific Time). The toll-free number is 1-800-441-1243.

MAILING ADDRESS

If you want to write to us, our address is: Disney Interactive Customer Support, 500 South Buena Vista Street, Burbank, CA 91521. Please allow at least twenty-one business days for a mail response.

FAX SUPPORT

Our fax machine is available 24 hours-a-day at (818) 846-0454. Faxes will be answered during our regular business hours within three business days.

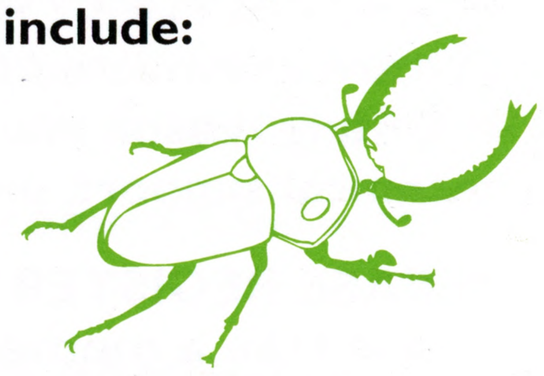
CUSTOMER SUPPORT BULLETINS

AUTOMATED OR ON-LINE SUPPORT

There may already be a solution to your problem posted in one of our Customer Support Bulletins. If you have a problem that you can not solve, try contacting one of our automated or on-line systems. These include:

1. The Disney Interactive Bulletin Board Service (BBS)
2. The Disney Interactive Fax-on-Demand System
3. Our file libraries on America On-line, or Internet

All of these systems are available 24 hours-a-day.



DISNEY INTERACTIVE BULLETIN BOARD SERVICE (BBS)

Disney Interactive maintains a BBS at (818) 567-4027 24-hours-a-day. You may easily obtain demo programs, patch files, technical support bulletins, and other information about Disney Interactive products. To connect to the BBS properly, your modem should be set to 8 data bits, No Parity and 1 stop bit using ANSI terminal emulation.

DISNEY INTERACTIVE FAX-ON-DEMAND SERVICE

The Fax-on-Demand Service is available 24-hours-a-day by calling (818) 507-9306 The Fax Service offers Frequently Asked Questions (FAQs), upgrade offers, and other information on Disney Interactive products. By using a touch-tone telephone you can request information from an easy-to-use voice menu. Simply select the number of the document you wish sent to you. You now have the option to enter a telephone number of a fax machine where you can receive the selected FAQs or, to receive the selected FAQs during the same call, activate your fax machine or computer's fax/modem manually, as long as it is connected to the same telephone line. If you do not know the number of the document you wish to receive, press 1 to have a complete list of available documents faxed to you.

ON-LINE SERVICES

Frequently Asked Questions (FAQ) are available through On-Line services as well as other Internet gateways. Disney Interactive's on-line Ids and keywords are listed below:

ON-LINE SERVICE	ON-LINE ID	SUPPORT AREA KEYWORD
America Online	DISNEYSOFT	Press CTRL-K and then type DISNEY INTERACTIVE
Compuserve	71333,14	Type GO GAMBPUB and then select section 6
Internet	sysop@disneysoft.com	
Prodigy	BWBF40A	None

INTERNET FILE SERVICES

Disney Interactive support files are available via the Internet using the following methods:

- **FTP: FTP to ftp.caprica.com in the directory pub/disneysoft.**
- **GOPHER: Gopher to gopher.caprica.com and choose menu item FTP Server at Caprica Telecomputing Resources.**

These Internet services are provided by Caprica Telecomputing Resources, and any questions regarding the use of these Internet services should be directed by E-mail to ftp@caprica.com. Inquiries regarding Caprica Telecomputing should be directed via E-mail to info@caprica.com.

WEB SITE: Point your browser to **http://www.disney.com** and click on **Help.**

REPLACING A DEFECTIVE CD OR MISSING/DAMAGED/LOST ITEMS

Important! Please include the following information when sending a defective disc or requesting the replacement of an item:

- **Full name.**
- **Daytime telephone number with area code.**
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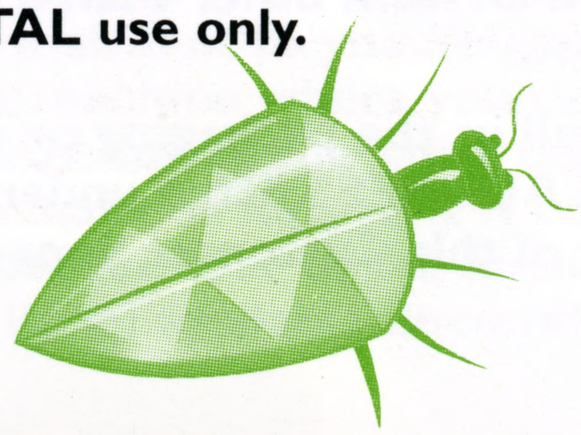

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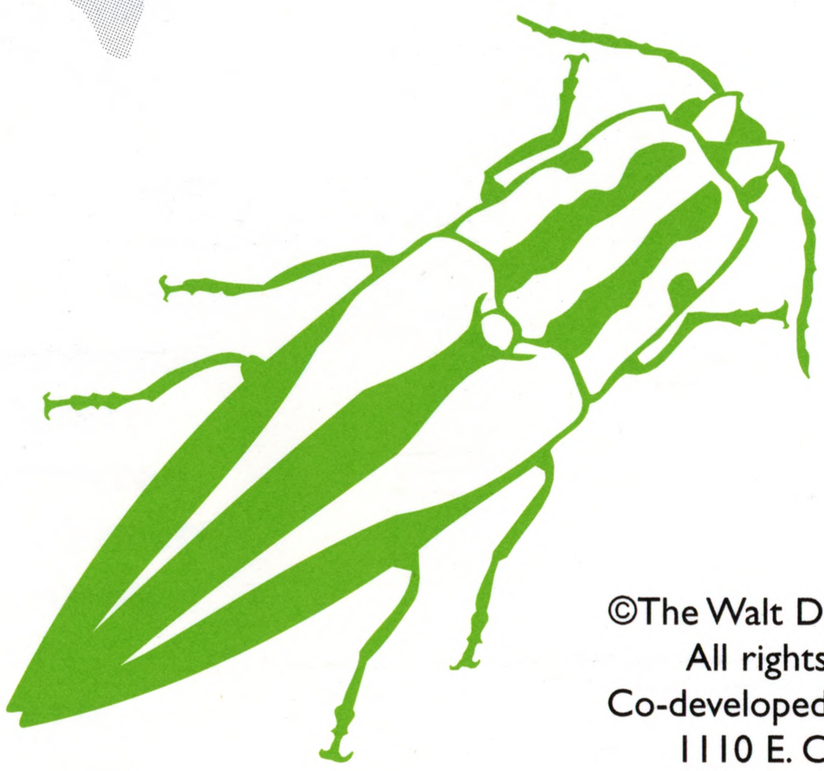

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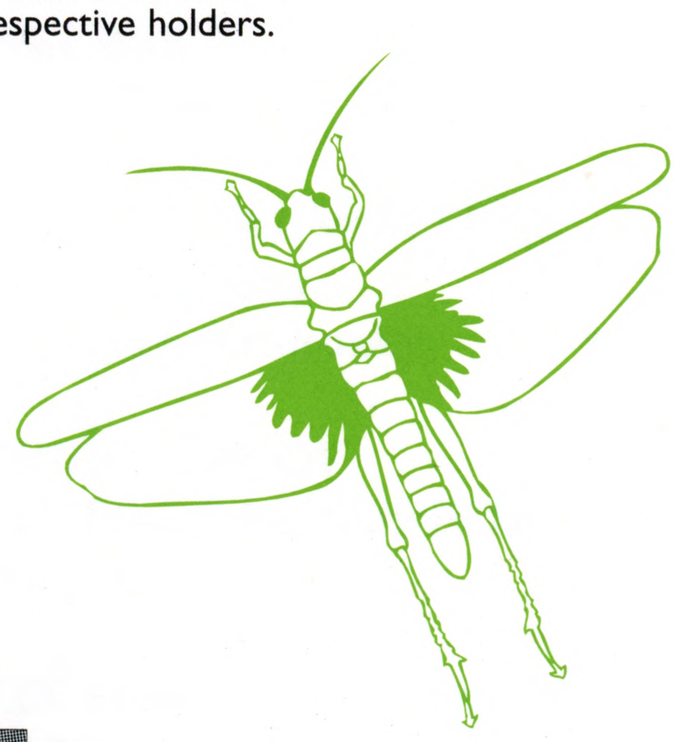

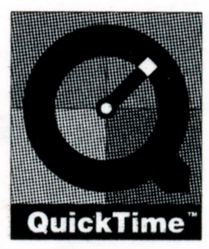

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