

IT'S A
**JUNIOR
ADVENTURE**™
FOR KIDS
5-10

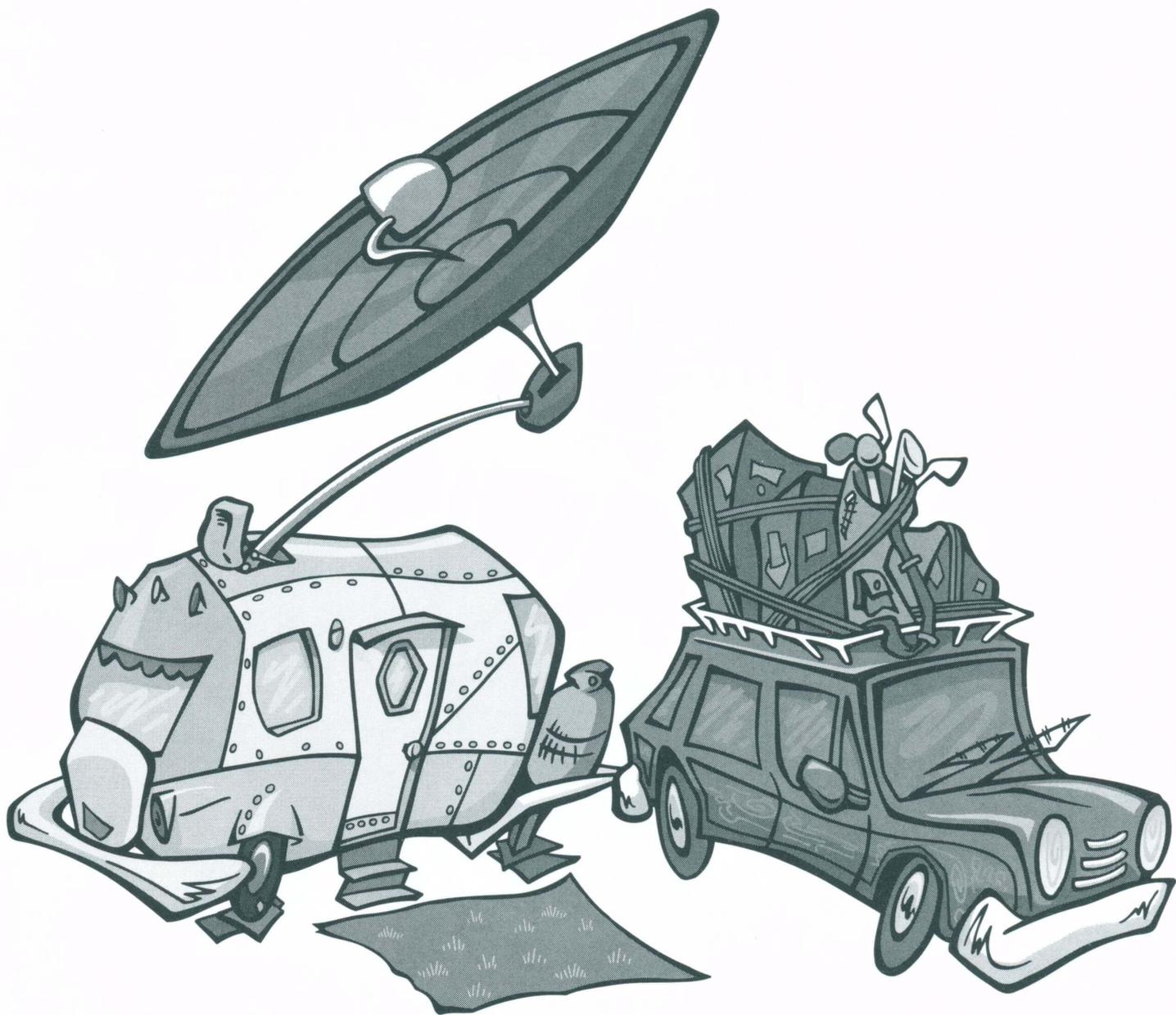
WORLD'S FAIR



SPY FOX 2™

"SOME ASSEMBLY
REQUIRED"™





Technical Support

Have a question? Need help? No problem!

Windows Online Help:



Press F1 during game play to find more detailed technical and gameplay instructions.

Mac Online Help: Check the game Readme to find more detailed technical and gameplay instructions.

Help via the World Wide Web:



Visit Humongous Entertainment's Web site at <http://www.humongous.com> for up-to-the-minute technical information. You'll find answers to frequently asked questions (FAQs), all the latest Humongous Entertainment product information and even a way to e-mail us to ask specific technical support questions.

Help via Mail:



Write to us with your question at: **Technical Support, Humongous Entertainment, 13110 NE 177th Place, Suite B101, Box 180, Woodinville, WA 98072-9965.**

Help via Phone (United States & Canada):



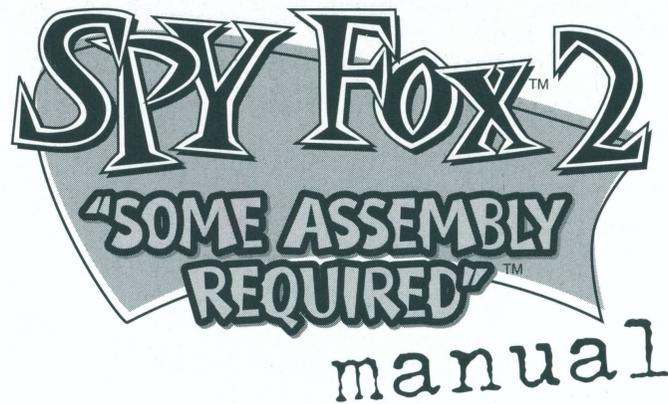
For Humongous Entertainment's technical support call **(425) 485-1212**. Mon.- Fri. 7:30 am to 7:30 pm (PST)

When contacting tech support, please:

- Be at your computer.
- Have your system information available, including make, model, RAM, video card and sound card data.
- Note any error messages you've encountered and how the error may have happened.

Having this information available will help our representatives provide fast, helpful service.

Our Interactive Voice Response and Faxback system is also available 24 hours a day, seven days a week. It will provide interactive recorded answers or automatic faxback documents that will assist you in installing, running and enjoying your Humongous Entertainment programs.



A Humongous Entertainment® Junior Adventure™ For 5 to 10 Year Olds

Junior Adventures challenge and inspire kids to think for themselves in creative and flexible ways. Innovative game designs encourage kids to direct the journey and overcome challenges at their own pace. Featuring action, intrigue and adventure with captivating characters who appeal to the more experienced Junior Adventurer (as well as older siblings and even parents!), these games reinforce the positive messages that families have come to expect from Humongous Entertainment. Cool characters and sophisticated story lines come to life through feature film animation, original music and the power of a child's imagination.

Techy Stuff

System Requirements

Windows®: Pentium® 90, Windows 95/98 with 16 MB RAM

Macintosh®: 80 MHz Power PC®, System 7.5.3 with 16 MB RAM

Starting the Game

Before playing *SPY Fox 2: Some Assembly Required*, close all open applications.

No installation is required with the Windows 98/95 or Macintosh.

1. Just insert the CD-ROM into your CD-ROM drive.
2. Wait for the AutoPlay window.
3. Click the **PLAY** button.

Windows 98/95

Once the CD-ROM is inserted:

1. You can also double-click on the "My Computer" icon on your desktop.
2. Double-click on the CD-ROM icon.
3. Double-click on the "autofox2.exe" file.

Note: If necessary, a video and CD-ROM drive speed test may be performed the first time you run *SPY Fox 2: Some Assembly Required*. This test takes three to five minutes and requires no input from you.

Your hard drive will not be altered in any way.



Important Keyboard Commands

Purpose	Windows	Macintosh
Online Help	Press F1	See Readme file
Save	Click picture of SPY Watch on the lower right	Click picture of SPY Watch on the lower right
Load	Click picture of SPY Watch on the lower right	Click picture of SPY Watch on the lower right
Quit	Click picture of SPY Watch on the lower right or Spacebar + Quit button Also: Alt+F4	Click picture of SPY Watch on the lower right or Spacebar + Menu Also: Command + Q
Pause the Game	Press Spacebar	Press Spacebar
Re-start the Game	Press Spacebar, then click restart button	Command + R
Play the Game in a Window	Shift + F5	F5
Re-size the Screen	Shift + F7	N/A
Terminate a Scene	Press escape (Esc)	Press escape (Esc)
Terminate Dialog Only	. (period)	. (period)
Change Sound and Other Options	Press Spacebar	Press Spacebar + Game Menu

I Spy with my Little Eye...

Materials needed: Keen observation skills!

This is a fun game for two or more people to play in the car or on a rainy day at home. One person becomes the Spy and looks around the car or room and “spies” an object. The Spy then slowly divulges information about the secret object by reciting the rhyme, “I spy with my little eye something that is _____. The Spy can reveal a color, shape or other descriptive word about the secret object. Play until a player guesses what the secret object is. The winner then becomes the next Spy to “spy” an object.

Cryptic Codes

Materials needed: Pencil or pen and paper.

It’s fun to make up and use secret codes with your friends! Write the alphabet on a piece of paper, leaving room under or beside each letter. Then, give each letter a “code.” You can choose a different letter of the alphabet (A=Z, B=Y, etc.), a number (A=1, B=2, etc.), or even a made-up symbol (try different arrangements of circles, squares, triangles and dots). Make sure each person has a “key” to use as reference, then send each other cryptic messages using your own secret code!

Mysterious Message Holder

Materials needed: A tennis ball, pen, paper and sharp scissors or a knife-**FOR ADULT’S USE ONLY.**

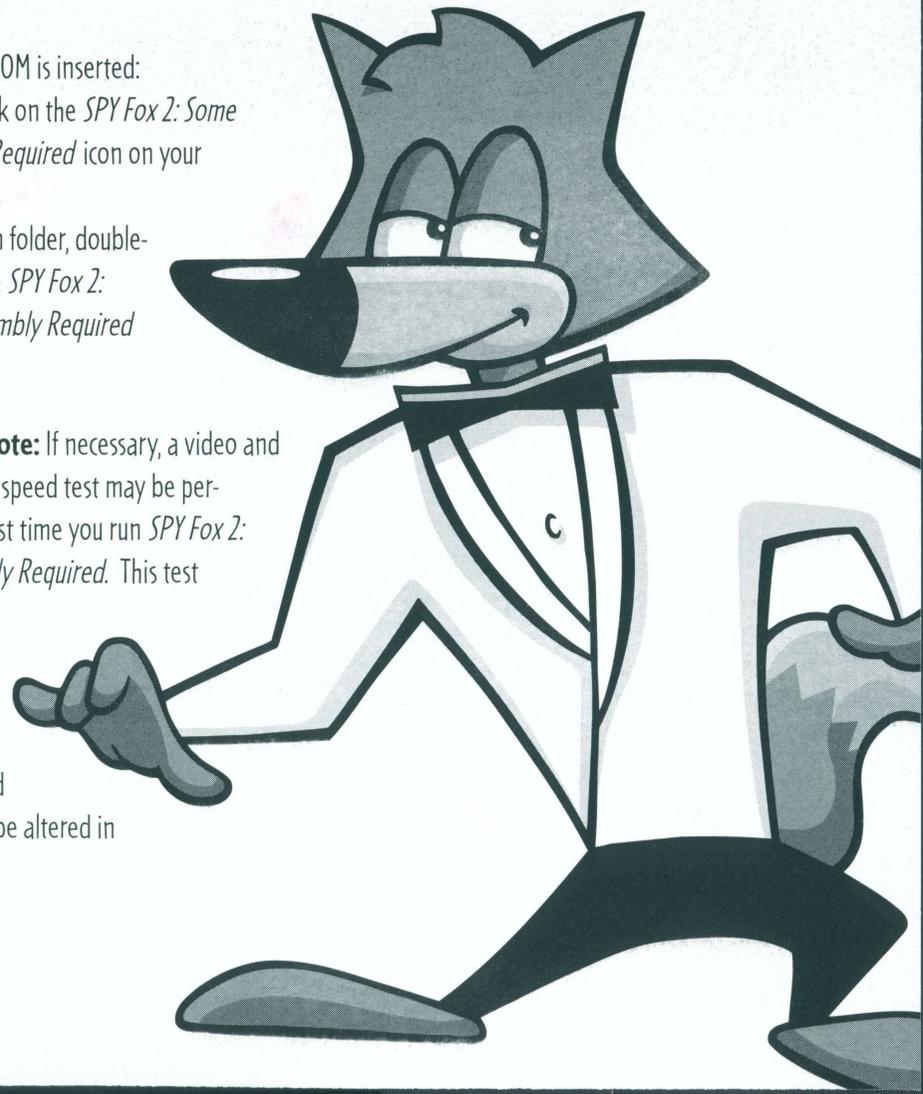
Others will think that you’re playing a simple game of bounce and catch with your friend—but you’ll be passing secret messages back and forth! Using the sharp knife or scissors, an ADULT should cut a 2" slit into the tennis ball. Squeeze the tennis ball so the slit opens, and insert a secret message into the ball. (You can insert a thumbprint, a secret signature or a cryptic code from the above activities.) When you let go of the tennis ball, it will snap closed and you will have a mysterious message holder! Bounce the ball to your friend who can then insert a new secret message!

Macintosh

Once the CD-ROM is inserted:

1. Double-click on the *SPY Fox 2: Some Assembly Required* icon on your desktop.
2. In the open folder, double-click on the *SPY Fox 2: Some Assembly Required* executable.

Important Note: If necessary, a video and CD-ROM drive speed test may be performed the first time you run *SPY Fox 2: Some Assembly Required*. This test takes three to five minutes and requires no input from you. Your hard drive will not be altered in any way.



Introducing SPY Fox 2: Some Assembly Required

Once again, the world relies on Fox – SPY Fox™, the super suave secret agent who finesses his way through SPY Corps' toughest assignments. This time, SPY Corps' foul foe, the Society for Meaningless Evil, Larceny, Lying and Yelling (S.M.E.L.L.Y.) has devised a robot that will conquer the world in the name of S.M.E.L.L.Y.! When the millionth visitor winds through the World's Fair turnstile, the evil robot will be completely wound-up and unleashed upon the unsuspecting world!

In his nastiness, S.M.E.L.L.Y.'s corrupt commander, Napoleon LeRoach™ did not install an OFF switch on the robot. Instead, he hid the switch somewhere within the World's Fair. Even if the switch were found, the code to activate it might still be elusive!

SPY Fox's mission? To find the hidden OFF switch and activation code, install the switch, turn off the robot and stop LeRoach in his robotic tracks!

Your mission? To guide SPY Fox through the World's Fair by using SPY Gadgets, interacting with a cast of colorful characters and working with Professor Quack™ and Monkey Penny™ to solve puzzles, thwart the enemy and emerge victorious against S.M.E.L.L.Y.'S evil LeRoach.



Your Activity Guide:

Here are some exciting activities designed to bring fun from the computer to the kitchen table.

"That's a Print!"

Materials needed: A clean drinking glass, flour, a small, soft paintbrush, transparent tape, paper. You can "lift" your fingerprints and see just what they look like! Press the tip of your finger onto the clean, smooth base of a drinking glass, then lift your finger straight up. Dust the print with a bit of flour, then gently brush-off the excess flour. Holding a strip of tape on both ends, press the tape firmly onto the print. Lift the tape, then press it onto the paper. No one else in the entire world has a fingerprint just like yours!

Secret Signature

Materials needed: Toothpick, lemon juice or milk, a working light bulb, paper.

Write a secret note to a friend! Dip the toothpick in water or milk, then "write" your secret message on the paper. When the "ink" dries, your message will be invisible. Then hold the paper close to the warm light bulb. The heat from the light bulb will turn the "ink" light brown, and the secret message will appear!

How to Play SPY Fox 2: Some Assembly Required

Moving Around

Using the Mouse: To guide SPY Fox, lead the way with your cursor. When your cursor is on an object that can be manipulated, the hollow arrow becomes solid. Click on the object to make it move, to pick it up, or to learn more about it.

To move from place to place, click the mouse when your cursor becomes a large, solid arrow.

Clickable Surprises: For surprise treats, click on the characters and objects around the World's Fair. Many objects animate differently each time they are clicked, so spend some time exploring and learning about new characters and locations as you go. You can also trigger these click points by pressing letters on the keyboard.

SPY Fox's Top-Secret Inventory

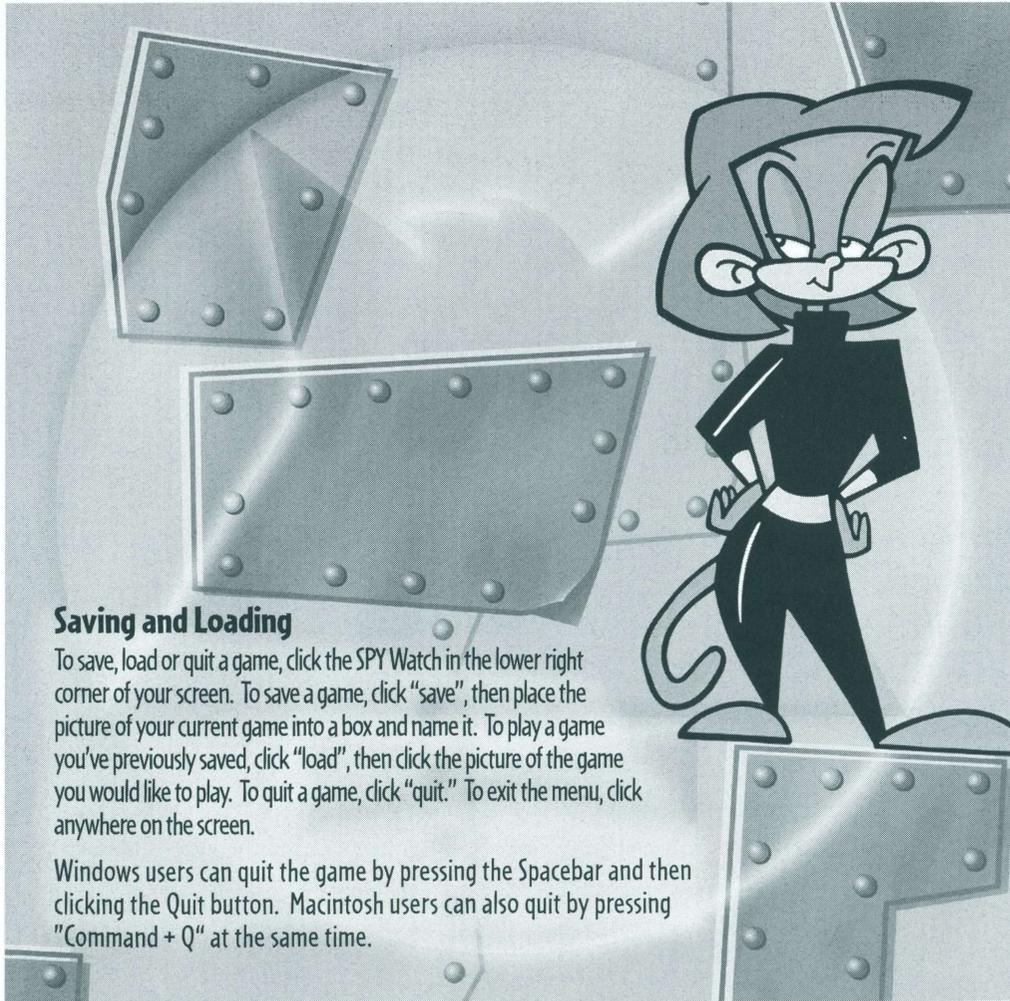
You can find SPY Fox's Secret Inventory Bar, including Handy Items, SPY Gadgets and Talk Balloons, by moving your cursor off the bottom of the screen.

Handy Items: Some of the items you come across, like a pair of rose-tinted glasses and a postcard, are useful to SPY Fox. Click on an item and SPY Fox will pick it up and store it in his tuxedo. To use an item, click on it and the cursor will become that item. Then click on the character or object you want to use it with.

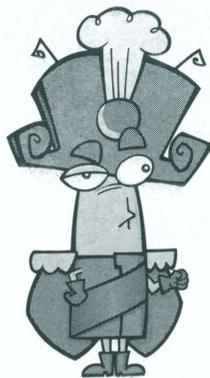
Saving and Loading

To save, load or quit a game, click the SPY Watch in the lower right corner of your screen. To save a game, click "save", then place the picture of your current game into a box and name it. To play a game you've previously saved, click "load", then click the picture of the game you would like to play. To quit a game, click "quit." To exit the menu, click anywhere on the screen.

Windows users can quit the game by pressing the Spacebar and then clicking the Quit button. Macintosh users can also quit by pressing "Command + Q" at the same time.



SPY Gadgets: SPY Fox has some pretty amazing top-secret SPY Gadgets at his disposal! To obtain these gadgets, go to the SPY Gadget vending machine at Mobile Command Center. Choose a SPY Gadget and Professor Quack will explain how it is used. It will then be transported into your SPY Gadget Containment Unit in your inventory. To use a gadget, like the SPY Skates or the StealthVac, click on the SPY Fox logo (shhhh...it's really a folding gadget kit!), then click on the gadget you want to use.



Talk Balloons: SPY Fox receives Talk Balloons after he interacts with some characters. These are notes that can be used to elicit more information about a character. To use a Talk Balloon, click on the notepad and it will pop-up. Click on the Talk Balloon you want, then click on a character in the game.

SPY Fox's Secret SPY Watch

SPY Fox uses the SPY Watch to communicate with Monkey Penny at Mobile Command Center for helpful hints, but it comes in handy at other times, too. You can save, load and quit games from the SPY Watch. Click the FUN button on the SPY Watch to play a game of **Things From Space**, an action-packed arcade game that demands quick reflexes, a sharp mind and a healthy respect for asteroids. (Ability to pilot a spaceship is helpful, but not required.) Just move the spaceship with your mouse and click the mouse button to shoot asteroids. If an asteroid hits the spaceship, it's doomsday for that spaceship.. Good thing you have three! You can play **Things From Space** for as long as you like. Just click **GO** to play, and **STOP** to return to the SPY Fox 2 game.

Helpful Game Hints

-  Explore all locations. Click everywhere – and often. The more you click, the more important information you'll discover!
-  Click characters more than once – stay and chat with them awhile! They might have something important to say, but you might need to “get to know them better” before they'll tell you critical information!
-  Make a map. Give each place a name and draw a line to other locations you can access from there. List the characters, things and information you find in each place.
-  Write down interesting tidbits of information and keep a list of these “clues” next to you. You never know when you might need information you learned earlier.
-  If you can't get somewhere, go back to where you've already been and explore some more. Sometimes you need to have completed a specific action before you can continue.

The Options Menu

Windows 98/95 Users:

You can change game-specific settings at any time by pressing the spacebar, then clicking the Options button. You can play *SPY Fox 2* in a Window, choose printer settings, activate and deactivate background music and select sound card options by clicking the appropriate boxes in the Options window.

Macintosh Users:

You can change game-specific settings in the GAME menu at any time by pressing F5 and then the Spacebar. You can play *SPY Fox 2* in a window, choose printer settings, activate and deactivate background music and adjust the volume by selecting the appropriate options in the GAME menu.

International Technical Support

United Kingdom: Contacting Humongous Entertainment

Help via Telephone (United Kingdom) English speaking customers call 01923 209 145

Australia: Contacting Humongous Entertainment

Help via Telephone (Australia) 1 900 957 665

** \$1.50 per minute charge (higher rates apply to pay phones and mobile phones)

New Zealand: Contacting Humongous Entertainment

Help via Telephone (New Zealand) 0 900 54 263

** \$1.99 + G.S.T. per minute charge

When contacting tech support, please:

- Be at your computer.
- Have your system information available, including make, model, RAM, video card and sound card data.
- Note any error messages you've encountered and how the error may have happened.

Having this information available will help our representatives provide fast, helpful service.

NOTICE

Humongous Entertainment, Inc. reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. Copies of pages from the Handbook may be reproduced by the buyer of this product for the buyer's personal use, or for use in the buyer's classroom, but not for commercial resale. No part of the described software may be copied, reproduced, translated, rented, or reduced to any electronic medium or machine-readable form without the prior written consent of Humongous Entertainment, Inc.

LIMITED WARRANTY

Humongous Entertainment warrants to the original purchaser of this computer software product, for a period of ninety (90) days from the date of original purchase, that under normal use, the media and user documentation are free from defects in materials and workmanship.

WARRANTY CLAIMS

If you wish to make a warranty claim, please call (425) 485-1212 for assistance from our Technical Support/Customer Service Department within 90 days of purchase. In the event our technicians determine you need to forward materials to us, please include the game CD-ROM, Proof of Purchase from the product box, your dated sales receipt (with title or SKU clearly legible), your name, return address, daytime phone number and a statement of the defect. Make sure you include the Return Merchandise Authorization Number (RMA) supplied to you by the technician. Any materials not containing this RMA number will be returned to you unprocessed. Your mail should be sent to the following address: **Humongous Entertainment, Attn: TS/CS, 13110 NE 177th Place, Suite B101, Box 180, Woodinville, WA 98072-9965, RMA#_____**. If our technicians determine that the product is defective within ninety (90) days of original purchase (unless otherwise provided by applicable law), Humongous Entertainment will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and Proof of Purchase. If you do not have the original receipt, or if the warranty period has expired, Humongous Entertainment will replace the product (media only) for a nominal fee. If our technicians determine the product was damaged after purchase, Humongous Entertainment will offer a replacement for a nominal fee.

LIMITATIONS

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HUMONGOUS ENTERTAINMENT. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL HUMONGOUS ENTERTAINMENT BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE HUMONGOUS ENTERTAINMENT SOFTWARE PRODUCT.

Some states do not allow limitations on how long an implied warranty lasts, and/or exclusions or limitations of incidental or consequential damages, so the exclusions or limitations of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. If your product contains Technical Support phone numbers for Europe, you must contact those phone numbers and abide by their warranty policies.

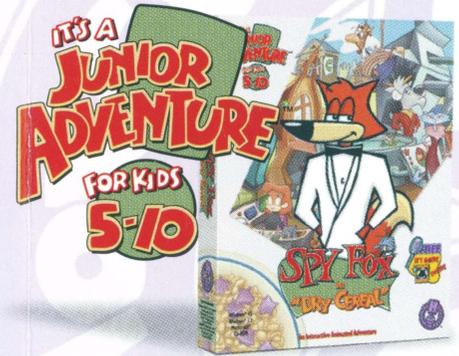
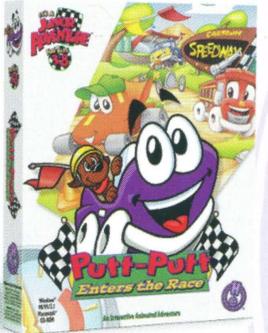
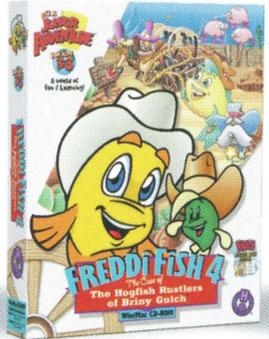
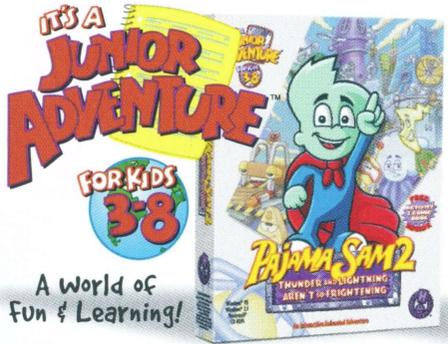
Unless otherwise indicated, all software and documentation:

©1999 Humongous Entertainment, Inc. All Rights Reserved. SPY Fox 2: Some Assembly Required, SPY Fox, Napoleon LeRoach, Professor Quack, Monkey Penny, Bea Bear, Junior Adventure and the Junior Adventure logo are trademarks of Humongous Entertainment, Inc. Humongous Entertainment and the Humongous Entertainment logo are registered trademarks of Humongous Entertainment, Inc. Windows is a registered trademark of the Microsoft Corporation. Macintosh is a registered trademark of Apple Computer, Inc. All other brand names and products are trademarks of their respective companies. Printed in the U.S.A.

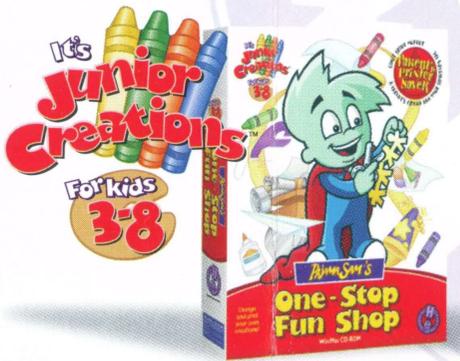
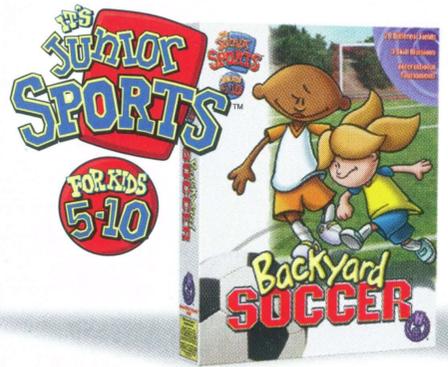
Here are just a few of our newest CD-ROMs!

For a complete selection, visit our Web site...

www.humongous.com



To order any Humongous Entertainment® game, visit our Web site or call: 1-800-499-8386.



Look inside this manual for Technical Support and Customer Service information.



SPY Fox 2™: Some Assembly Required™

IT'S A
**JUNIOR
ADVENTURE**
FOR KIDS
5-10



The Plot: Once again, the world relies on Fox – SPY Fox™, the suave super secret agent who smoothly finesses his way through SPY Corps' toughest assignments. This time, SPY Corps' corrupt counterpart, the Society for Meaningless Evil, Larceny, Lying and Yelling (S.M.E.L.L.Y.) has devised a dogbot which will be unleashed upon the unsuspecting world! In his nastiness, S.M.E.L.L.Y.'s corrupt commander, Napoleon LeRoach™, did not install an OFF switch on the dogbot. Instead, he hid the switch somewhere within the World's Fair.

The Mission: Find the hidden OFF switch, deactivate the dogbot and stop LeRoach in his robotic tracks!

- Experienced Junior Adventurers delight in the challenging puzzles and cool mini-games.
- The **secret ending** is almost as elusive as SPY Fox's modesty. Can you find it?
- Out of time, Super Sleuth? **Save your game** and finish it up later.
- Think you solved the mystery for good? **Play again** – you may find a **whole new adventure** awaiting you!



SPY Fox 2
"SOME ASSEMBLY
REQUIRED"



Win/Mac CD-ROM

Minimum System Requirements

Windows®: Pentium® 90, Windows 95/98, 16MB RAM
Macintosh®: 80 MHz PowerPC™, System 7.5.3, 16MB RAM

HUMONGOUS ENTERTAINMENT®
13110 NE 177th Place, Suite B101, Box 180
Woodinville, WA 98072-9965



ISBN: 1-56893-765-2

04-17571

7 42725 17571 6

Made in U.S.A. Proof of Purchase

SPY Fox 2™: Some Assembly Required™