FAMILY PACK

GAME DOCUMENTATION

KING'S QUEST VI
Heir Today, Gone Tomorrow

THE EVEN MORE INCREDIBLE MACHINE

THE ISLAND OF DR. BRAIN

MIXED-UP MOTHER GOOSE

HOYLE CLASSIC BOARD GAMES

CLASSICS FUN PACK
For Windows

SierraOriginals™

FAMILY PACK
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Dear *SierraOriginals* Customer,

You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the *SierraOriginals* titles have been kept in their original form. No attempt to modernize or improve the game was made with these titles in order to maintain the sense of nostalgia.

Some of the CD's may contain a PATCH directory. To determine if your program has a PATCH program, go to your CD-ROM prompt in DOS (i.e., your D:\> assuming your CD-ROM drive is labeled D) and type:

DIR <ENTER>

If the directory listing has a [PATCH] option, then you will need to add these patch files into the game directory after installing the game to your computer. For example, if you installed King's Quest V, and you noticed a directory called [PATCH], you would use the following command to copy the patches into the KQ5 directory:

COPY D:\PATCH*.*C:\SIERRA\KQ5<<ENTER>>

NOTE: The above example assumes that your CD-ROM is labeled as your D drive, and you installed the game to your C hard drive into the directory \SIERRA\KQ5. Please substitute the correct path information in the example above.

Windows '95 users may also have to play the game under DOS, since many of the titles are true DOS games and were created before Windows '95 was released. When using Windows '95, you can re-start your computer in a true DOS mode by clicking on the START button, selecting the SHUT DOWN option, and selecting the "Restart the computer in MS-DOS mode?" item.

Finally, many of these products were released before many of the high quality sound cards such as the AWE 32, Gravis Ultrasound and Ensoniq SoundScape have been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.

On behalf of Sierra On-Line, thank you for purchasing this *SierraOriginals* product. We appreciate the opportunity to share our history with you and your entire family!

Respectfully,

Gary Brown
Corporate Quality Assurance
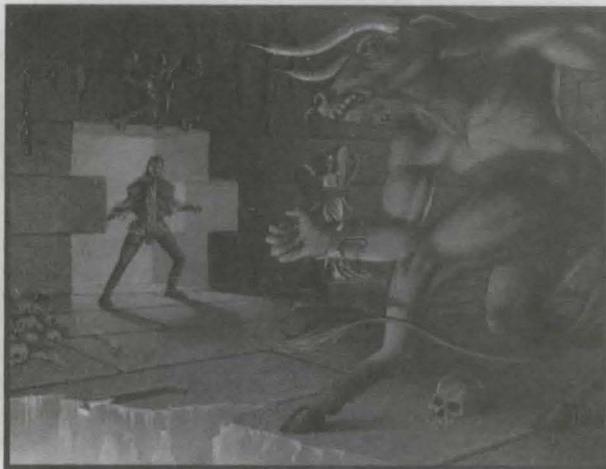
ROBERTA WILLIAMS'

King's Quest VI®

HEIR TODAY, GONE TOMORROW

Enter a world of fantasy and adventure that has thrilled millions of people all over the world. A shipwrecked prince must find his way across a series of islands in search of a princess in peril. You'll need all your wits and imagination to overcome the gauntlet of baffling puzzles and fantastic creatures that try to keep you from your goal. Filled with deep puzzles, fantastic creatures, romance, and adventure, *King's Quest VI* is a timeless tale of magic told with leading edge technology.

KING'S QUEST® VI
HEIR TODAY, GONE TOMORROW

MS-DOS INSTALLATION

There are two ways to play this game: You can play directly from the CD or you can create an install file on your hard disk or floppy disk. In order to save games, you **must** create an install file. Saving games is like using a bookmark; it allows you to stop playing without losing your place in the game. Next time you play the game, you can continue from where you left off. We recommend installing your game to allow you to do this.

PLAYING DIRECTLY FROM THE CD

To play the game directly from the CD, you will need to follow the instructions contained in a README file on the CD.

To view the README file, insert the CD into your CD-ROM drive. Type the letter of the CD-ROM drive you have placed the disk into followed by a colon (for example: e:), and press [ENTER].

Type readme and press [ENTER].

PLAYING WITH AN INSTALL FILE (RECOMMENDED)

This program will create an install file using either hard disk or a floppy disk.

Running the INSTALL program saves your sound configuration in the install file.

Also, once you have installed the game, you will be able to save your game in progress on the floppy or hard disk containing the install file.

TO RUN THE INSTALL PROGRAM:

1. Insert the CD into the CD-ROM drive.
2. Type the letter of the CD-ROM drive you have placed the disk into followed by a colon (for example: e:), and press [ENTER].
3. Type **install** and press [ENTER].

Follow the instructions of the INSTALL program.

TO RUN THE GAME USING THE INSTALL FILE:

1. Place your CD game disk into your CD-ROM drive.
2. Type the name of the drive you installed the game to (for example: c:), and press [ENTER].

NOTE: If you installed to a floppy disk, you will need to place that disk in the drive, before you type the name of the drive.

3. Type **cd\sierra** and press [ENTER].*
4. Type **KQ6cd** and press [ENTER].

* If you have installed *King's Quest VI* to a directory other than the default setting, please type **KQ6cd** from the directory where you installed the game.

INSTALLATION PROCEDURE FOR MULTIMEDIA WINDOWS

From the CD (if there is no SETUP floppy in your game package)

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows in Standard mode or Enhanced mode. This is usually done by typing **win/s** or **win/3**, but may be different for your installation. If you are unsure, refer to your Windows documentation.
3. Select "Run" from the "File" menu.
4. Type **e:setup** where e is the drive letter of your CD-ROM drive. Press [ENTER] or click on "OK."
5. The setup program will now run automatically. It will ask whether you wish to output background music for a base-level (i.e., Soundblaster, Pro Audio Spectrum, or Thunderboard) or for an extended synthesizer (i.e., Roland MT-32, LAPC-I, or CM-32L). It will then set up a program group and program icon so that you may play the game.

NOTE ABOUT SYNTHESIZERS

• Multimedia Windows defines two types of synthesizers: "base-level" which includes three melodic channels and one percussive channel, and "extended" which includes nine melodic channels and one percussive channel (only if you have selected the Extended synthesizer). You may wish to reference the Windows Help menu in the control panel. Use the Index to find help on changing your MIDI setup.

• The channel assignments are 13 thru 16 for base level and 1 thru 10 for extended. You may configure the system depending upon the type of sound equipment installed by using the MIDI Mapper in the control panel.

• Sierra's games can play music for either of these configurations. The installation procedure allows you to choose which is appropriate for your system. If you don't know what type of synthesizer you have, just click on "OK" to continue.

• If you have a Soundblaster, Pro Audio Spectrum, or Thunderboard; select the Base-level synthesizer.

• If you have a Roland MT-32, LAPC-I, or CM-32L, select the Extended synthesizer.

TO RUN THE GAME

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows in Standard or Enhanced mode. This is usually done by typing **win/s** or **win/3**, but may be different for your installation.

3. Double-click on the "Sierra" group if it is not already open.

4. Double-click on the game icon.

USING A MOUSE:

To activate the icon bar, move the cursor to the top of the screen.

To position the on-screen cursor, move the mouse to the desired position.

To move your character, position the WALK icon at the desired screen location and click the mouse.

To execute a command, click the left mouse button.

Try the right and center buttons too. They help you change cursors.

PART I
THE LAND OF THE GREEN ISLES

The Land of the Green Isles is an ancient kingdom ruled by a royal family designated simply as the "Crown." Its location so far from the rest of the known world, combined with the dangers of the surrounding sea, have effectively isolated it from the influence of other lands. This small kingdom might as well exist on a distant star as on the other side of an inhospitable sea.

Because of this isolation, the citizens of the kingdom have a unique flavor and a quaint naivete. If one asks about the history of the Land, they are eager to speak. Yet of true answers, little can be found. They can recite the names of the holders of the Crown spanning back hundreds of years, can speak of each dwelling's origin, of practically every citizen's lineage, yet when I asked how the kingdom began, bewilderment is the response. "The kingdom has always been," they say, "There has always been a royal family." It is as if this place has existed, unaltered since the dawn of time.

But there is some basis for a different picture: that these islands have actually held a succession of kingdoms, each bleeding into the next, new civilizations building on ruins scarcely cold. I base this opinion on the traces and legends of an ancient civilization to be found on one of the islands-but more of that later.

The kingdom as it stands today, has remained relatively unchanged for hundreds of years. Four islands make up the bulk of the Land. The Isle of the Crown is the center of the kingdom. There on a magnificent rise stands the Castle of the Crown, the seat of the royal family of the kingdom and the heart of the Land. A village and docks comprise the rest of the island and run most of the kingdom's daily commerce, such as it is.

Across a short distance of sea is the Isle of Wonder, an aptly-named place of sheer delight ruled by a pair of rival queens who are, despite their own internal strife, unalterably loyal to the Crown.

The Isle of the Beast is the least hospitable of the islands. Seemingly deserted, I did not see much of the place since obstacles made it impossible to travel far inland. Nevertheless, the place has its own history and is listed among the kingdom's holdings.

The fourth island is the Isle of the Sacred Mountain, so called for the soaring peak that rises from the base of the island into the clouds, and around which that community - both literally and philosophically - is built. The Isle of the Sacred Mountain has its own rulers who are also subservient to the Crown.

A more dissimilar set of cultures can scarce be imagined than those on these four islands, yet they seem to exist in harmony and function as a whole. The uniting factor is the Crown, which maintains loyalty both by means of its undisputed heritage as the seat of all government, and by the grace of its goodly royal family.

Peace has reigned for centuries in this idyllic kingdom and seems likely to continue. That is, as long as the Land remains hidden from the evil that we know exists in the world. Though I am a stranger here, I hope not to influence this place overly much. Who would wish to change such a paradise?

PART II
THE ISLE OF WONDER

Imagine a place where the very path beneath your feet might complain of your weight and the trees purposely drop twigs on your head for the sheer merriment of it all, and you'll have an idea of what it's like to be on the Isle of Wonder.

The Isle of Wonder is a comma-shaped body of land that might as well resemble a question mark, for confusion and astonishment are sure to be the lot of the unsuspecting visitor.

The island is teeming with life. Vegetation is abundant as are the island's inhabitants. In fact, the two are frequently one and the same. One can scarcely pick up a grain of sand on that shore without it demanding to be put right back...and this instant, if you please!

The history of this unusual island is an issue of fervent speculation. Many believe that it was an uninteresting deserted island until a wizard enchanted the whole place, bringing

everything in it to life, and presented it to his daughter as a birthday present. Others say that the island was once the prison of a beautiful princess, held captive there by a powerful and jealous queen. The maiden was so fair that the very trees and stones themselves could not bear to hear her crying and came to life to provide her companionship. Still another group ardently claims that the Creator of the Universe simply got tired of the serious business of life-giving and decided to indulge His or Her sense of humor.

Whatever the origin, a more delightful spot could scarcely be imagined. But be warned! Those travelers who like to know exactly what to expect from life would be well-advised to go elsewhere. While most of the island's inhabitants are friendly, some of the "thornier" natives are capable of being downright rude, and all are quirksome.

Visitors are frequent on the Isle of Wonder, for it offers a refreshing respite from the ho-hum of everyday life. Even the king and queen enjoy a picnic on Exclamation Point or a stroll in the gardens, and they are on occasion to be found there relaxing and passing the time of day with the island's natives.

The rulers of the Isle of Wonder are a pair of queens, rivals in every way, and most frequently to be found arguing over everything from the color of the sky to the consistency of potato hash. Despite their eccentricities, the Isle of Wonder seems to run smoothly and be a flourishing part of the kingdom, providing many valuable exports and lending the kingdom a light-heartedness to counter their more serious countrymen on the Isle of the Sacred Mountain.

PART III
THE ISLE OF THE SACRED MOUNTAIN

The Isle of the Sacred Mountain, on first impression, appears to be nothing but a great wall of cliffs rising to the sky with no apparent means of scaling it. The visitor is soon met, however, by a pair of "greeters" of the Winged Ones race.

The Winged Ones are the inhabitants of the Isle of the Sacred Mountain. Towering to a height of six to seven feet, the Winged Ones are by far the most impressive creatures I have ever seen. Each one of them, male and female alike, is surpassingly beautiful. Their bodies are muscled and athletic and gleaming with health. From their broad backs mighty wings emerge like secondary limbs, strong and webbed, and covered with large white feathers. And when they spread those massive wings...oh!...it is as if the sun itself is eclipsed.

Two of these creatures, the greeters, meet visitors at the base of the cliffs and so was I met. Gently, they took my arms and flew me upwards. Has there not been a man who has dreamed of flying? Are we all not Icarus in our heart of hearts? Imagine then, the thrill of that flight and the glory of the beings who rule the very air around us!

But, as the old saw warns, "Beauty is only skin deep." I was flown to the Winged Ones' city, a strange and haunting place whose architecture combines the two overriding elements of this culture: aviation and the classical. The city seems built to exclude those poor creatures whose lot it is to crawl like insects upon the ground, for each edifice towers into the sky with no connection to the next or to the ground itself save by flight.

Thus, completely dependent on the greeters to travel about the city or even leave, the visitor is humbled and loathe to do much exploration. This appeared to me to be rather the intention, for the culture of the Winged Ones is a private one. On the Isle of Wonder I always felt welcome, despite the sometimes gruff nature of the inhabitants. They had a certain simplicity, an honesty about them. By contrast, although my reception with the Winged Ones was on the surface extremely polite, the formal words of welcome did not ring true. I sensed, in the eyes of that beauteous race, a disdain of common humanity, a haughtiness that made them suddenly lose some of their golden perfection in the eyes of this humble observer.

Despite this innate sense of superiority, the Winged Ones are valuable members of the kingdom and provide many important skills. Incredibly intelligent, the Winged Ones are master logicians and mathematicians, precise architects and planners. They disdain magic and the daintier arts, being far too logical for such goings on. Even the palace of the Winged Ones' city has a sparseness, a sense of functionality that denotes their contempt for artistic ornamentation.

The Winged Ones' culture is an old one, and they make frequent references to the "Ancient Ones," their forefathers, whose ruins and great works still abound on the island. The Isle of the Sacred Mountain is ruled by a lord and lady, who exist as monarchs on their own island but owe allegiance to the common Crown.

The name of the island derives from a lone peak which soars into the clouds beyond the city. There, in a cave, dwells the sacred Oracle, the philosophical head of the community. It is said that the Oracle is centuries old, ultimately wise, and can read the future. She is consulted by the lord and lady on every facet of the city's life, and even advises the king

and queen. I, of course, did not meet the Oracle, and even what most Winged Ones' citizen might hope for in his or her long life is to be granted a meeting with the Oracle, for her cave is a place reserved for only the most worthy souls. Like many lofty ambitions, most of the Winged Ones never achieve this end.

I found myself fascinated by the Ancient Ones, for it was the only deep history apparent in the kingdom. From what I managed to learn from the close-mouthed Winged ones themselves, and from the more readily available information to be found in the writings and from scholars on the Isle of the Crown, I put together the following picture of this bygone race. I include it among these records of the kingdom, for they are as much a presence in the Land as the current inhabitants.

PART IV
THE ANCIENT ONES

The Ancient Ones' culture inhabited the Isle of the Sacred Mountain perhaps as much as a thousand years ago. At that time, it is likely that there was no "kingdom" and that the Ancient Ones existed alone in the sea, since no similarly aged records exist on any other island.

The Ancient Ones had an advanced, mysterious culture. Their writings have been discovered on ancient tablets and scrolls buried beneath the current Winged Ones' city, and in the ancient catacombs on the Isle of the Sacred Mountain. It is commonly believed that they possessed knowledge and mechanical acuity far surpassing anything that exists today. This belief is based on a few remaining artifacts such as their mysterious labyrinthine catacombs and the writing on the island's cliffs. The artifacts of the Ancient Ones are fiercely guarded by the Winged Ones and are studied by scholars of that race who spend their whole lives trying to unravel their mysteries. What is known about them derives from these delicate and treasured written records.

The Ancient Ones were believers in the power of language. They were fond of saying, "A master of languages will soar." This, presumably, refers to intellectual heights rather than physical ones, but who can say? It is also known that they were great lovers of symbols and had a complex theology which seemed to worship all things aerial, though only fragments of their belief system are understood today. The Ancient Ones gave meaning to every creature, every color, every element and mineral. In addition, they studied the emotional states of being. Every emotion, like every creature, color, and element, ranked high or low on their theological scale - the lowest being "base" or "primitive," the highest

being "pure." At the top of this scale were the Sacred Four; the emotion "tranquillity," the color "azure," the creature "caterpillar," and the element "air." The color azure and the element air are obvious allusions to the sky. Similarly, tranquillity is reminiscent of the heavens above. The caterpillar is the one surprise. In their reasoning, however, it makes perfect sense. After all, there are birds aplenty in the skies, but what glory is it to fly when one is born with wings? Is it not more glorious still to be born to crawl upon the ground and build one's own wings?

It is a matter of much debate whether or not the Ancient Ones themselves possessed the power of flight. Despite their theology, the remains of the Ancient Ones do not bear the wings that distinguish the Isle of the Sacred Mountain's current inhabitants. The Winged Ones firmly believe that the Ancient Ones flew without wings, thus proving themselves superior even to the Winged Ones themselves. Some scholars on the Isle of the Crown, however, believe the Ancient Ones could not fly, and that their obsessive interest in flight and their secret knowledge enabled them to create a winged race, the descendants of whom are the Winged Ones. Ah, but such things we will never know for certain, for true understanding was buried along with the last of that long-dead race.

I spent some time studying the language and culture of the Ancient Ones, and, in the interest of antiquity, I set forth here as much as is understood of their works.

The Ancient Ones' Alphabet
The alphabet of the Ancient Ones consists of graphic symbols. It is clear that their language and ours has the same root, for their writings are directly translatable by simply replacing the appropriate letter of our alphabet for its corresponding symbol in theirs. It is probable that the Ancient Ones spoke in our language and used these symbols in their writings as a code for secrecy or for their ceremonial beauty. Or, perhaps, our own "letters" for the spoken language evolved as short-hand notations for the complex symbols used by the Ancient Ones. In any case, there are twenty-six primary symbols in their alphabet. There are other minor symbols, but those were used only for accent and as representations of complex philosophical ideals and are not included here.

In addition to their alphabetical functions, each symbol also represents an emotion, a color, a creature, and a natural or metaphysical element.

A This symbol represents harmony, the cat, the color sienna, and earth.

B This symbol represents sorrow, the albatross, the color charcoal-gray, and onyx.

C This symbol represents hope, the dove, the color pearl-gray, and opals.

D This symbol represents tranquillity, the mouse, the color sable, and granite.

E This symbol represents irony, the whale, the color ochre, and paper.

F This symbol represents humility, the grasshopper, the color olive, and plants.

G This symbol represents purity, the unicorn, the color white, and air.

H This symbol represents rage, the shark, the color red, and fire.

I This symbol represents cowardice, the sheep, the color orange, and coal.

J This symbol represents honesty, the parrot, the color green, and emeralds.

K This symbol represents wisdom, the owl, the color brown, and wood.

L This symbol represents loneliness, the cricket, the color beige, and clay.

M This symbol represents romantic love, the swan, the color gold and the element gold.

N This symbol represents hate, the crab, the color black, and ebony.

O This symbol represents joy, the dolphin, the color azure, and sapphires.

P This symbol represents fear, the rabbit, the color violet, and rubies.

Q This symbol represents faith, the caterpillar, the color turquoise, and the stone turquoise.

R This symbol represents grief, the jackal, the color silver, and the element silver.

S This symbol represents happiness, the dog, the color pink, and marble.

T This symbol represents perseverance, the tortoise, the color sea-green, and water.

U This symbol represents intuition, the serpent, the color royal-blue, and rain.

V This symbol represents foolishness, the monkey, the color yellow, and ivory.

W This symbol represents familial love, the horse, the color hazel, and leather.

X This symbol represents bravery, the lion, the color purple, and diamonds.

Y This symbol represents patience, the cow, the color amber, and pearls.

Z This symbol represents desire, the warthog, the color burgundy, and garnets.

THE LOGIC CLIFFS

One of the most intriguing artifacts left by the Ancient Ones are the logic cliffs. The cliffs are so named from a series of riddles written on the face of the cliffs leading from the beach of the Isle of the Sacred Mountain to the Winged Ones' city. Chiseled painstakingly into solid rock, the viewer must question what purpose the words serve. From the ancient scroll that references the cliffs, it can be determined that the riddles on the cliff were part of an elaborate mechanism designed to protect those who dwelt at the top of the cliffs from undesirables that might arrive from the sea below. The mechanism may have served as some sort of calling device designed to alert those at the top of the cliffs that a brother required admittance, or perhaps led to secret chambers within the rock itself. Whatever the cliff's purpose was, it was obviously built to admit only those indoctrinated into the secrets of the Ancient Ones' culture and for that reason is, alas, as yet unsolved by those who live today.

The following translations from the cliffs of logic scroll may help the reader understand the mystique that surrounds this artifact.

The first challenge: "Only those pure of heart will be able to RISE the cliffs of logic."

The third challenge: "The Stones of Stealth," are associated with this riddle:

> Four men standing in a row,
>
> Third from the left and down you go,
>
> The rest, in order, move you on,
>
> The Youngest, the Oldest, and the Second Son.

The fifth challenge: "Only those of the highest order may ASCEND the cliffs of logic."

THE CATACOMBS

Another remnant of the Ancient Ones' culture, the catacombs, is tragically inaccessible to visitors today. The catacombs held the burial chambers of the Ancient Ones, and are said to be designed as a giant labyrinth. To protect their tombs from looters, the Ancient Ones built death traps into the catacombs and filled it with dead-end paths, maze-like corridors, and rooms where secret knowledge is needed to pass.

The Winged Ones were close to mastering the secrets of the catacombs some years ago, when a minotaur, taking an instant liking to the dark, funeral place, decided to take up residence. At first, the kingdom attempted to regain the hostaged artifact, but, between the dangers of the catacombs itself and the minotaur's stealth and treachery, the losses became too grave to continue the struggle and the minotaur was left to his prize. Since then, the catacombs have been bolted shut. It is one of the great sorrows of the kingdom that each year the minotaur demands, and must be given, the living sacrifice of his choice lest he emerge from the catacombs and attack the city.

The catacombs are illustrative of the Ancient Ones' obsessive interest in death. Indeed, it seems to be in the air in this part of the world, for the modern-day Green Islanders also have elaborate death traditions, as I will describe later. The catacombs were obviously a place of high reverence for the Ancient Ones, as a message on an ancient tablet that once adorned the doors to the catacombs shows:

> Three roses laid upon the bower,
> A scythe for he who cuts the flower,
> A crown, a dove, most noble race!
> Thy bones make sacred this dread place.

14

PART V
THE ISLE OF THE BEAST

The Isle of the Beast, long ago, was called the Isle of the Forest. It was a place of woodlands, sparkling ponds, and prolific wildlife. It was used as a playground favored for jaunty hunts by the royal family and other local sportsmen, and for that reason was left uninhabited. The scenes of this treasured diversion on that beautiful island still decorate local tapestries and paintings.

One night, so the story goes, residents of the other islands could see magical lights around the Isle of the Forest. The next day the king, then King Aliphim, led his guards over to the island to investigate (and, of course, to hunt if all proved well). They found the island much changed. The forest had grown so dense overnight as to prove impenetrable save by a single path blocked by mysterious obstacles. And, most mysteriously of all, the heart-rending cries of some mighty wild beast echoed on and on throughout the forest. It is said that several guards fell into madness immediately at the sound and that King Aliphim himself was haunted to the end of his days by the echo of those cries.

Since that time, the island has taken its new name and has remained unpenetrated, and undisturbed, in the midst of the kingdom's teaming life.
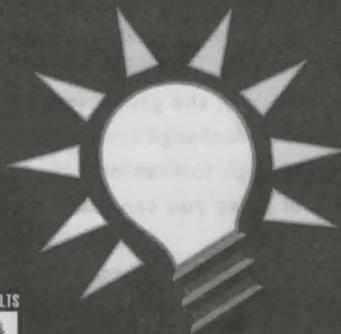
It's time to strap on your inventor's helmet, crank up your machine and hang on! Blow up brick walls with bundles of dynamite. Knock bowling balls onto conveyor belts with spring-loaded boxing gloves. Rummage through more than 50 nifty doodads and wacky devices in the Parts bin. You get to do about a gazillion strange and cool things as you solve the 160 puzzles. No wonder *The Even More Incredible Machine*™ has won 15 major awards, including Best Puzzle Game and Best Action/Strategy Game.

THE EVEN MORE
INCREDIBLE MACHINE™

MS-DOS INSTALLATION:

1. Insert *The Even More Incredible Machine*™ CD into your computer's CD-ROM drive.

2. Type "X" where X is the letter of your CD-ROM drive, (for example, "D:"). Press [Enter].

3. Type "INSTALL" and press [Enter].

4. A menu will appear. Select the letter corresponding to the game you wish to install, and type it at the prompt.

5. Follow the on-screen prompts.

IMPORTANT: All individual games must be installed to the same drive on which *The Even More Incredible Machine*™ was installed. (In other words, you must install everything to the same drive.)

THE EVEN MORE INCREDIBLE MACHINE:
WHAT'S IT ALL ABOUT?

If you're the kind of person who loves gadgets and gizmos and insanely complicated contraptions, you're going to go wild over *The Even More Incredible Machine*. There are 107 puzzles here awaiting your creative genius. Basically, the game works like this: you get a puzzle, a goal, and a bunch of spare parts. Your challenge is to figure out how the spare parts fit in to solve the puzzle. Or, you can switch to Freeform Mode and create your own puzzles. See how outrageously tough and crazy you can make them. Then test them out on your friends or family.

CONTROL PANEL SCHEMATIC

PUZZLE 1 TUTORIAL: PUT THE BALL IN THE HOOP

Control Panel

Gravity

Air Pressure

Make the basketball go through the hoop.

SCORE   BONUS 1   BONUS 2
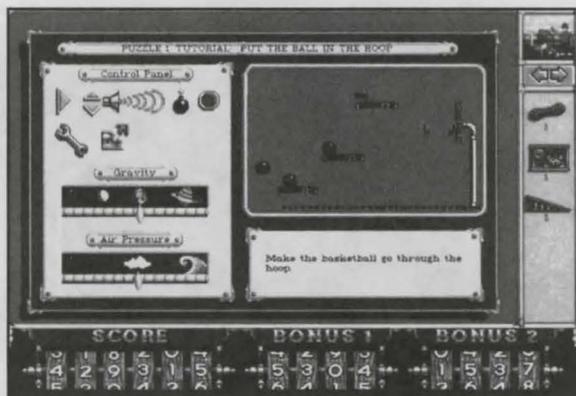
| SCORE: Total of puzzles completed. | BONUS 1: How quickly a puzzle is solved. | BONUS 2: Bonus based on difficulty. |

NOTE: Gravity and Air Pressure can only be adjusted when you are in Freeform Mode.

PUZZLE PLAY

Any new level will begin with its title across the top of the Control Panel, and the goal directly under the puzzle preview. Click on the puzzle preview area where the cursor says "play."

Play next puzzle.

Go to Puzzle Selection menu

Click to Run puzzle

Scroll through more parts.

Parts Bin

Number of parts you can use.

Freeform Mode

Clear current parts

Adjust volume

Quit playing

Stop a machine - Click anywhere at any time.

To return to Control Panel - Right mouse click anywhere.

Click on runner in starting blocks to start puzzle.

5

7

4

1   2   3
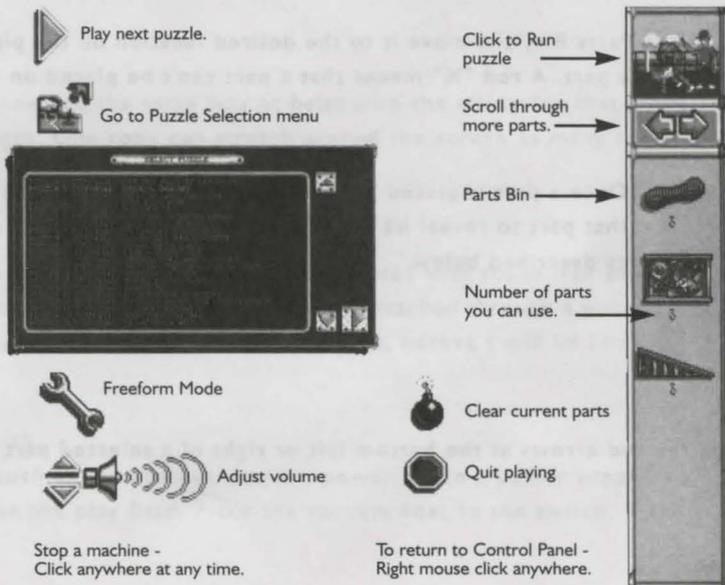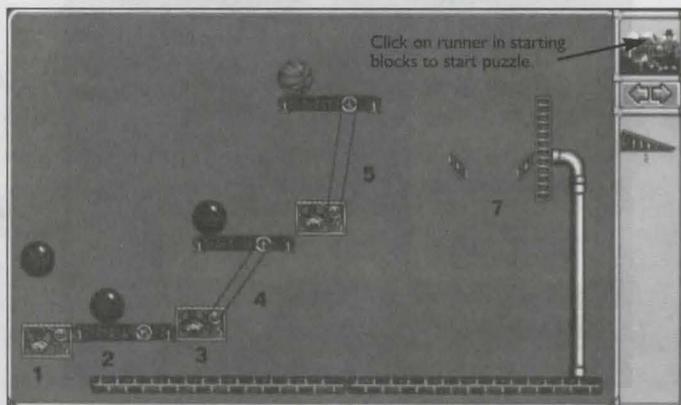
HOW TO SOLVE PUZZLE NUMBER ONE

1. Position a mouse motor under bowling ball.
2. Fasten belt between motor and conveyor.
3. Position a mouse motor at the end of conveyor.
4. Fasten belt between motor and conveyor.
5. Repeat steps 3 and 4.
6. Click on the guy in the running blocks to start puzzle.
7. Jump up, wave arms and scream "Nothin 'but net!"

MANIPULATING PARTS
MOVE PARTS -
Click on a part in the Parts Bin, and move it to the desired location on the play field. Click again to place the part. A red "X" means that a part can't be placed on that location.

MODIFY PARTS -
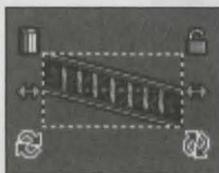
Once a part is placed onto the play area, you move the cursor over that part to reveal its handles. Click on the handles to modify parts as described below.

FLIP PARTS -

Click on the red arrows at the bottom left or right of a selected part to flip the part.

SIZE PARTS -

Click on the blue arrows around the selected part. Change to desired size and click to release.

RECYCLE PARTS -

Click on the trash can at upper left of the selected part. This returns the part to the Parts Bin.

LOCKING DOWN PARTS -

In Freeform Mode you can lock down parts by clicking on the locked padlock. You can also unlock a part by clicking on a locked padlock.
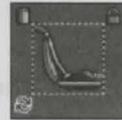
Unlocked part   Locked part

TRICKY PARTS

BELTS -

To connect a mouse motor with a conveyor belt, choose the belt icon from the Parts Bin. Put the cursor over the mouse motor and click once. A red line will appear from the motor to the tip of the cursor. Move the cursor over the conveyer belt. When the line turns green, click one to secure the belt. If the line remains red, the parts are probably too far apart to be connected. Move them closer and try again. All belts are connected the same way.

ROPES -

Ropes are connected the same way as belts with the exception that ropes have an unlimited length. One rope can stretch around the screen as many times as needed.

PULLEYS -

Pulleys are used between parts that are connected with ropes. For example, if bucket 1 needs to be lifted up, a rope can be attached through a pulley and then attached to bucket 2. If a ball is put in bucket 2, bucket 1 will be lifted up.

POWER SUPPLIES -

Some parts, such as the vacuum, require power. Place a power supply, such as a switch, on the play field. Place the vacuum next to the switch. If the

vacuum has been plugged in, a plug will appear over one of the outlets attached to the switch. If a part has not been properly plugged in, the outlets will be empty and the part will not work when the machine is run.

NOTE: The switch always starts in the OFF position regardless of which way it is flipped.

FREEFORM MODE

Freeform Mode is where new machines can be made. There are sample machines that can be loaded for inspiration. All parts are available to create any machine imaginable. These machines can then be made into personalized puzzles. A puzzle is simply a machine with a few parts taken away.

STEPS TO MAKE A FREEFORM PUZZLE

1. Click on the wrench in the control panel.
2. Create a machine.
3. Clear the Parts Bin.
4. Lock down all but a few key parts and put them in Parts Bin.
5. Add decoy parts if desired.
6. Type in the puzzle goal.
7. Save the puzzle.

NOTE: Solutions for Freeform puzzles are not recognized by the game. The player is on the honor system when solving a Freeform puzzle.

PUZZLE MAKING TUTORIAL

1. Click on the wrench in the Control Panel.
2. Load the tutorial machine titled "TONSOFUN" from the Control Panel by clicking on the load disk (the arrow pointing away from the disk).
3. Clear Parts Bin. While still in the Control Panel, click in the Parts Bin to bring up the Adjust Parts Bin. Click on the bomb to clear Parts Bin.
4. Remove and lock down parts. Decide which parts should be displayed and which parts should be in the Parts Bin. For "TONSOFUN" removing the teeter-totter, the magnifying glass, the flashlight and the monkey motor would be good choices. Once these parts are in the Parts Bin, lock down the remaining parts by clicking on the lock at the upper right corner of any selected part. Locking down parts prevents the person solving the machine from moving parts around.

Click here to add parts

Click in Parts Bin to subtract

ADJUST PARTS BIN

Click bomb to clear Parts Bin
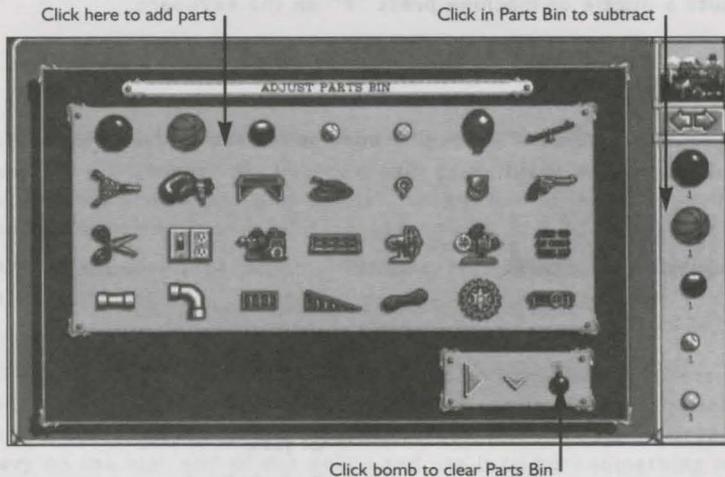
5. Add decoy parts (optional). Decoy parts can be added to make the puzzle more challenging. To add a decoy, click once on the part to be added. If there are too many decoys, click on the decoy part in the Parts Bin to remove it. Decoys can be added to a puzzle at any time. Be careful, too many decoys could change the solution of a puzzle and make it much easier than intended.

6. Name and save a puzzle. Now return to the Control Panel with a right mouse click in the Parts Bin and click on the box under the puzzle preview area. Type "Open Jack's box so he can talk with Pokey." and hit the return key. The description should now be in the box. Save the puzzle for later use. Click on the disk icon (the arrow pointing toward the disk). Type in a name and click 'save' to finish the puzzle. This puzzle can now be enjoyed by all.

NOTE: Solutions of Freeform puzzles are not recognized by the game. The player is on the honor system when solving a Freeform puzzle.

HOT KEYS & MUSIC SELECTIONS

PAUSE HOT KEY -

To pause a puzzle or machine press "P" on the keyboard.

MUSIC HOT KEYS -

In Freeform Mode, the numbers 1 through 9 and the letters of the alphabet A through L on the keyboard reveal several different tunes.

1 through 9 and A through L

MUSIC SELECTIONS -

1. Title track
2. European
3. Funk
4. Reggae
5. Cajun Zydeco
6. Rock
7. Country/Western
8. Blues
9. Classical

A. Salsa
B. Polka
C. Jazz
D. Soft Rock
E. Romantic
F. Jazz Fusion
G. Heavy Metal
H. Caribbean
I. Detective
J. Big Band
K. African
L. Middle East

PART DESCRIPTIONS

BASEBALL - Responds to gravity. Doesn't bounce a whole lot.

BASKETBALL - Rolls, falls, and bounces prodigiously.

BOWLING BALL - Extremely heavy. Doesn't bounce.

EIGHT BALL - Will not roll until it's hit by another object, at which time it will move in a perfectly straight line until it bumps into something else or exits the screen. It's immune to the forces of gravity.

CANNON BALL - Extraordinarily heavy. Doesn't bounce.

SUPERBALL - Wildly unpredictable. Gains velocity with every bounce.

TENNIS BALL - Moderately bouncy.

BALLOON - Tie a rope to this balloon and use it to pull on the teeter-totter, shoot the gun, trigger the boxing glove, or push the bellows. It will pop it if makes contact with scissors, candles, rocket flames, nails, or moving gears. It's greatly affected by gravity and air pressure!

NAIL - Most useful for popping balloons. May also be arranged into steps for Mel Schlemming.

TEETER-TOTTER - Drop something heavy on it, or bump it from underneath to make it change inclines. Use a rope to tie either end of the teeter-totter to a balloon or heavy object. It also makes an excellent catapult: drop something heavy on the high end of the board and use it to hurl something into the air off the lower end.

BELLOWS - Blows air when you drop an object on the handle or bump up on the handle from underneath. Especially useful for moving balloons and blowing out candles.

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BOXING GLOVE - Hit the button on the back end of the glove to trigger a spring-loaded punch. Useful for moving all sorts of objects, starting the mouse motor, and breaking the fish bowl.

TRAMPOLINE - Anything dropped on this trampoline bounces higher and higher with each contact.

ROPE - May be tied to teeter-totters, balloons, buckets, guns, cages, eye hooks, and monkey motors. May also be run through pulleys (as many as necessary) for raising and lowering objects. See the Ropes section for more information.

EYE HOOK - Tie a piece of rope to this eye hook and use it to hang things in the air, or to keep balloons from drifting away.

PULLEY - Run a rope through it to hoist and lower things. See the Ropes section for more information.

GUN - Tie one end of a rope to the trigger, and tie the other end to an object that will pull the rope. Pulleys are often helpful for this task. Will break the fish bowl, blow up dynamite, and knock objects out of the way.

SCISSORS - Drop something on the handles and use them to cut rope. Balloon will pop against the scissor tips.

LIGHT SWITCH AND SOCKET - A convenient source of electrical power. Plug something into the socket, then flip on the switch by hitting it with another object. Use it to power the electric engine, vacuum cleaner, or the electric fan. The switch and socket must be placed on the screen before you set down the object you wish to power. A tiny black plug will appear in the socket when this is done correctly. See the Power Supplies section for more information.

GENERATOR - Use this to produce electrical energy from rotating parts (such as the mouse motor, the monkey motor, moving gears, and conveyor belts). Use a belt to connect it to the rotational part of your choice, then plug any electrical part into the generator's socket.

SOLAR PANEL - Collects light rays from the light bulb, flashlight, or candle, and changes them into electrical energy. Plug any electrical part into the solar panel's socket.

FAN - Plug it into an electrical outlet. Creates air currents that can be used to turn the windmill, blow out a candle, or push objects away.

VACUUM - Sucks up all sorts of things when plugged into an electrical outlet.

ELECTRIC ENGINE - Must be connected to an electrical outlet. Add a belt and use it to power rotational parts (like the windmill, conveyor belts, gears, or any object that uses a belt).

BRICK WALL - Stretch it left, right, up, or down. Dynamite will blast holes through it.

PIPE AND CURVED PIPE - May be stretched and flipped to create walls and floors of varying length. Curved pipe is useful for rounded corners. Dynamite has no effect on these parts.

WOOD WALL - May be stretched in four directions like the other walls. Can be destroyed with dynamite.

DIRT WALL - May be stretched in four directions like the other walls. Things don't bounce, roll, or slide very well on this surface. Dynamite has no effect on dirt walls. Dirt walls can stretch horizontally or vertically.

INCLINE - Force objects to move up or down inclines. Inclines flip in either direction, and stretch to increase or decrease the angle. Dynamite-proof.

BELT - Attach it to motors, conveyors, gears, or windmills. Limited stretching distance. Only one belt may be used on each rotating part. See the Belts section for more information.

GEAR - As many as necessary may be placed side to side or top to bottom. Make them rotate by connecting them to a rotating power supply (like the electric engine) with a belt. Each time a gear is placed against another, the direction of rotation is reversed.

CONVEYOR - Connect this to a rotating power supply (like the monkey motor) and use it to carry objects or drop things. It can be stretched.

JACK-IN-THE-BOX - Will pop open when connected to a rotating power supply with a belt. Place things on top of the box and make them fly into the air when the lid pops open. As with a real Jack-in-the-Box, it takes a few turns of the handle before Jack pops out. A good part to use for tricky timing puzzles.

WINDMILL - Use the bellows or electric fan to make it turn. Add a belt and use it to power another rotating part. Flip it in the direction of the wind source to make it work.

MAGNIFYING GLASS - May be placed in front of any light source to ignite fuses. Needs to be flipped in the correct direction to work.

FLASHLIGHT - Drop something on the button to flick it on. Use it to power up a solar panel. Shine it into a magnifying lens to light the fuse of a rocket, cannon, or candle.

LIGHT BULB - Tie a rope to the string, then attach a heavy object - a bucket, for instance. When the bucket falls, the light will switch on. Use a light bulb to power up a solar panel. Or shine it through a magnifying lens and light a fuse.

CANNON - Use a candle, a rocket, or shine any light through a magnifying lens to light the cannon's fuse. Does not affect walls or inclines.

DYNAMITE - Light the fuse with a candle, rocket, or magnifying glass and light source. It blows holes in brick and wood walls, but not incline ramps or dirt walls.

ROCKET - Flies straight into the air when its fuse is lit by means of a candle, another rocket, or a magnifying glass and light source. It will light any part with a fuse or wick.

CANDLE - Light the wick with a rocket, another candle, or a magnifying glass and light source. A convenient tool for heating the teapot, or for lighting any object with a fuse.

TEAPOT - Place a candle under it and use the steam to push object.

DYNAMITE PLUNGER - Drop something on top of the plunger to cause an explosion. It will blast through wood and brick walls, but not inclines or pipes.

BUCKET - Drop it on top of things. Knock it off walls. Put balls (or any part affected by gravity) inside it. Tie a rope to the handle and use pulleys to connect it to something you want to lift (a cage, for instance, or a teeter-totter), then drop something heavy into the bucket to force the reaction.

CAGE - Use it to catch Pokey the Cat, Mort the Mouse, or Mel Schlemming. Hang the cage from a rope, then cut the rope with a pair of scissors when the desired captive walks beneath it.

POKEY THE CAT - Aspires mainly to eat Mort the Mouse or Bob the Fish. He will chase Mort whenever he sees him. He will go after Bob whenever he's close to the fishbowl, or if the bowl gets broken.

MORT THE MOUSE - Pursues cheese. Runs from Pokey.

CHEESE - A high-cholesterol Colby. Mort's great passion in life.

MOUSE MOTOR - A vigorous rodent lives inside this cage. When the cage is bumped, he runs on his metal wheel and generates rotational energy. Attach a belt between this motor and any rotating part.

BOB THE FISH - Should his bowl happen to break while Pokey's around...Bob will be no more. Same thing if Pokey gets close enough to the fishbowl.

MONKEY MOTOR - Tie a rope to the shade and use another object to pull it open. When Kelly the Monkey sees the banana she begins to pedal in a Pavlovian frenzy. Attach a belt to the front wheel to power other rotating parts.

MEL SCHLEMMING - Mel walks mindlessly in a straight line, paying no attention at all to where he's headed. If he falls from too high a place...so much for Mel. He's also a favorite appetizer for Ernie the Alligator.

MEL'S HOUSE - A house straight out of one of those suburban sit-coms of the Seventies. This is Mel's haven of safety.

ERNIE THE ALLIGATOR - Ernie will consume Mort the Mouse or Mel Schlemming with vigor and glee. Also acts as a catapult — whenever something is dropped onto his tail or snout, he'll flick it into the air.

PINBALL BUMPER - Balls and other objects that run into this bumper will be bounced off wildly in a random direction.

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The Island of Dr. Brain® takes you to a whimsical land filled with visual puns and peculiar puzzles. The task is to bring back a special battery (a vital piece to one of Dr. Brain's bizarre projects). To get it, you must race against time as you think your way past such entertaining obstacles as a flashing flamingo puzzle, a hidden picture garden and a tempermental volcano that's about to blow it's top. As you try to discover the secret of *The Island of Dr. Brain®*, you learn about math, language, art history, physics, logic, chemistry, music, navigation, and more!

THE ISLAND OF DR. BRAIN®

INSTALL INSTRUCTIONS:

1. Insert *The Island of Dr. Brain*™ CD into your CD-Rom Drive.
2. From a DOS prompt, type the letter of your CD-Rom Drive followed by a ":" and the enter key (example: D:<enter>)
3. At the CD-ROM Prompt, type: Install <enter>
4. Follow the on screen prompts.

SOME NOTES ON GAME PLAY
THE ISLAND OF DR. BRAIN®

In *The Island of Dr. Brain*™, you'll need to apply yourself in many different ways. Although no experience is required, you'll need to use your thinking skills in at least some of the following subject areas: math, science, foreign language, music, and art history. Your persistence in these areas will help you win the game.

HINT CALLS

When you begin the game, Dr. Brain gives you a hint watch (with one hint call left). If you get stuck trying to solve a puzzle, press the hint watch button from the top of your puzzle bar (for more details, see *How the Puzzle Box Works*).

In some puzzles a hint call will buy a solution to part of the puzzle. If a hint call buys a solution, several hint calls (if you have them) will buy more solutions.

In other puzzles a hint call will buy a strategy (think about 'em) hint about solving the puzzle. If a hint call buys this kind of hint, you can press the hint call button repeatedly without using more hint calls.

The more hint calls you have left over at the end of the game, the higher your score will be. Therefore, use your hint calls wisely.

DIFFICULTY LEVEL

There are three difficulty levels in *The Island of Dr. Brain*™. You can set the difficulty level to Novice, Standard, or Expert at any time. The higher the difficulty level, the more points you will earn for solving the puzzles and the more your brain will ache.

If you replay one of the puzzles in *The Island of Dr. Brain*™, you will discover that it requires a new and different solution. Therefore, you may receive one additional point for up to three replays of any puzzle. In some puzzles, such as the Coconut Tree Word Search, you can receive even more additional points.

HOW THE PUZZLE BOX WORKS

Most puzzles come up in a puzzle box. Each puzzle box has three buttons as follows:

HINT CALL BUTTON: Pressing the **Hint Call Button** gets you more help (hints) with the puzzle if you have any hint call charges left. For more information on hint calls, see the previous section entitled *Hint Calls*.

EXIT: Pressing the **Exit** button closes the puzzle box. If you are unable to complete the puzzle or want to quit the game and do something else, pressing the **Exit** button will allow you to leave the puzzle and come back to it later.

QUESTION MARK: Pressing the **Question Mark Button** tells you about the puzzle — what you need to do, how to use the controls, and what kind of help your hint calls will supply.

THE DR. BRAIN ICON BAR

At the top of the game screen is an Icon Bar. Each icon represents an activity you can perform in the game. The icons in Dr. Brain are as follows:

FROM LEFT TO RIGHT:

LOOK: Looks like an eye. Choose **Look** when you want a description of something you see on the screen.

DO: Looks like a hand. Choose **Do** when you want to take action on something on the screen.

ITEM: Looks like a picture frame. When you select an inventory **Item**, it will show in the frame.

INVENTORY: Looks like a beach bag. Choose **Inventory** when you want to see what items you have picked up, or to use one of your items.

GO BACK: Looks like an arrow pointing back the way you came. Choose **Go Back** when you want to leave the room you are in now and go back to the previous room you came from.

CONTROLS: Looks like a slider bar on a control panel. Choose **Controls** when you want to change the volume or difficulty level of the game, or when you want to save, restore, restart or quit the game.

HELP: Looks like a question mark. When you choose **Help** you will be able to get information by moving the question mark cursor on the other icons in the Icon Bar.

DR. BRAIN: Click **Dr. Brain** to get a description of the island locale you currently occupy.

THE ACHIEVEMENT BOARD

To examine your progress and score in the game, consult the Achievement Board. You carry the Achievement Board around with you in your inventory. You may examine the Achievement Board at any time. Simply move the mouse cursor to the top of the screen and select the Inventory Icon. Now you'll see the Achievement Board Icon. Look at the Achievement Board at any time to find out your current score and discover which skills you've mastered.

As you complete puzzles in *The Island of Dr. Brain*™, each category of your Achievement Board will have a bronze, silver, or gold placard affixed to it. If a placard is affixed to the Achievement Board in one of the categories, this means you've solved one of the puzzles for that skill area. A bronze placard is awarded for Novice Level players, a silver placard for Standard Level players, and a gold placard for Experts.

NAVIGATING THE CEREBRAL HEMISPHERE

In order to get to the Island, you need to tell Dr. Brain's pilot where to go. To help you in this task, fourteen important landmarks are indicated on the following chart of the Cerebral Hemisphere.

CHART OF THE CEREBRAL HEMISPHERE

		North/South distance from Castle	East/West distance from the Castle
♈	Cerebellum Rock	83 deg. S	53 deg. W
♃	Cerebral Aqueduct	60 deg. S	64 deg. E
♑	Corpus Callosum Mountains	23 deg. N	102 deg. E
♋	Frontal Lobe Islands	23 deg. S	206 deg. E
❋	Harbor Vitae	63 deg.S	60 deg. E
♈	Hypothalamus Sea	45 deg. S	47 deg. E
⛎	Isle of Thalamus	29 deg. S	30 deg. E
◈	Lake Pituitary	103 deg. S	151 deg. E
♀	Land of Medulla Oblongata	65 deg S	25 deg. W
♆	Olfactory Lagoon	72 deg. S	177 deg. E
♁	Pons Island	104 deg. S	66 deg. E
♀	Sea of Cortex	41 deg. N	53 deg. E
♆	Ventricle Bay	14 deg. S	92 deg. E

NOW WHAT?

On Easy Level, the imaginary north-south line (Longitude) measuring at 0 degrees and the imaginary east-west line (Latitude) measuring at 0 degrees intersects at the castle. For example, suppose you need to instruct Dr. Brain's pilot to go to Ventricle Bay. Since Ventricle Bay is 14 degrees South and 92 degrees East of the castle, use the parallel rulers to line off these two locations.

Begin by marking the latitude location. (When you move the parallel rulers, notice how the degrees of latitude in the upper left-hand corner of the screen automatically increase South as you move down and North as you move up.) Move the parallel rulers cursor down to 14 degrees South and select it by pressing your mouse button or ENTER key.

Now mark the longitude location. (When you move the parallel rulers, notice how the degrees of latitude in the upper left-hand corner of the screen automatically increase West as you move left and East as you move right.) Move the parallel rulers right to 92 degrees East and select it by pressing your mouse button or ENTER key.

If you do this correctly, you'll land on the beach of the island and begin the game. If you miss, just try again. With a little practice, you'll become an experienced navigator in no time!

AS A MATTER OF FACT...

Latitude and longitude lines are an important feature of most maps and charts. They can be very useful. Latitude and Longitude refer to imaginary lines that navigators and map make use of. The imaginary lines that go from East to West around the Cerebral Hemisphere are called lines of latitude. Imaginary lines that run from North to South are lines of longitude. Longitude and latitude lines are measured in degrees, beginning with 0 degrees. The lines above the imaginary latitude 0 degree line are called north latitude. Those lines below are called south latitude. The lines to the left of the imaginary longitude 0 degree line are called west longitude. Those lines to the right are called east longitude. On most maps, these numbers are printed along the borders. When used together, these lines can be used to locate any point on the Cerebral Hemisphere and on Earth as well.

THINGS TO DO...

If you enjoyed this puzzle, try it again on the Intermediate or Expert level. On these levels, you'll discover the castle is no longer at a 0,0 degree intersection. Therefore, you'll have to calculate an offset. For example, suppose the castle is at 10 degrees North and 10 degrees East. This time to get to Ventricle Bay, instruct the pilot to travel to 4 degrees South and 102 degrees East.

RELATED TERMS...

Lines of Latitude   Lines of Longitude   World Map
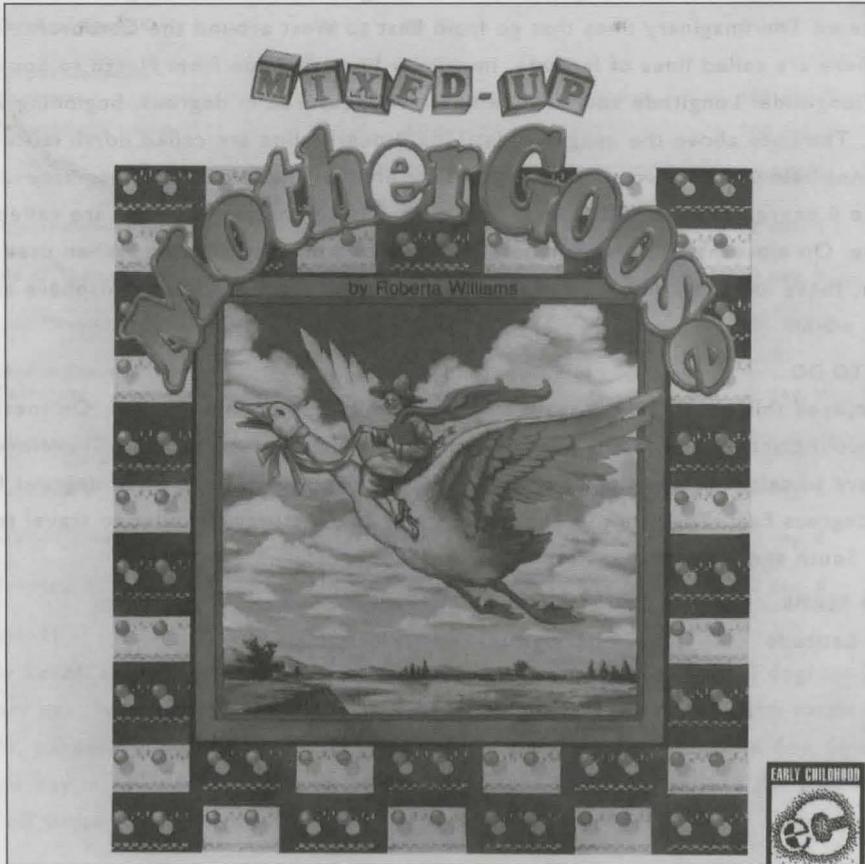
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This delightful animated adventure introduces your child to the world of computers while teaching basic organization and logic skills. In a magical journey through Mother Goose Land, your child must find the missing parts of 18 mixed-up rhymes and return them to their owners. Each successfully completed rhyme triggers an animated musical version of the rhyme.

MIXED-UP MOTHER GOOSE®

AN OVERVIEW

Mixed-Up Mother Goose is an adventure game designed for children ages 4 and up. More than 44 delightful screens and many animated characters await your child as he or she becomes part of a fantasy come true. Eighteen of Mother Goose's most beloved rhymes are represented in beautiful 3-D graphics and animation.

THE OBJECT OF THE GAME

Your child must help Mother Goose complete her mixed-up rhymes by locating the 18 missing characters and objects and bringing them back to their rightful owners. Your child will find all of the missing items by traveling throughout the fantasy world of Mother Goose.

INSTALLATION PROCEDURE FOR
MULTIMEDIA WINDOWS (MPC)

1. Insert the game CD into the CD-ROM drive.
2. Launch Windows by typing: WIN<ENTER>.
3. Select "Run" from the "File" menu.
4. Type D:\Setup<ENTER>.

   NOTE: Step 4 assumes your CD-ROM is labeled as your D drive. If it is labeled as a different drive letter, please substitute the appropriate path in this command (Example: E:\Setup if your CD is drive E).

5. The setup program will now run automatically. It will suggest a directory for installation but allow you to change it if you wish. It will ask you to enter the drive letter of your CD-ROM drive. It will ask whether you wish to output background music for a base-level or for an extended synthesizer (see below). It will then copy the required files to your hard disk and set up a program group and program icon so that you may play the game.

NOTE ABOUT SYNTHESIZERS

Multimedia Windows defines two types of synthesizers; "base-level" which includes three melodic channels and one percussive channel, and "extended" which includes nine melodic channels and one percussive channel. The channel assignments are 13 thru 16 for the former and 1 thru 10 for the latter. You may configure the system depending upon the type of sound equipment installed by using the MIDI Mapper in the control panel. Sierra's games can play music for either of these configurations. The installation procedure allows you to choose which is appropriate for your system. If you don't know what type of synthesizer you have, just click on "OK" to continue.

TO RUN THE GAME

1. Insert the game CD into the CD-ROM drive.

2. Launch Windows by typing WIN<ENTER>.

3. Double-click on the "Sierra" group if it is not already open.

4. Double-click on the game icon.

LOADING INSTRUCTIONS

NOTE: If you installed the game to a floppy drive, you must have the DOS diskette in the diskette drive in order to load the game.

After completing the INSTALL procedure:

1. Place your game disk into your compact disk drive.

2. Type the name of the drive you installed the game on Example; a: and press [ENTER].

3. Type cd\sierra and press [ENTER].

4. Type mgcd and press [ENTER].

After the game boots, the opening screen will appear offering three choices, Credits, New Game, and English. A fourth choice, Old Game, will appear if your child has played *Mixed-Up Mother Goose* before.

USING THE CONTROLS

CREDITS

Choose Credits for information on the people involved with the development of *Mixed-Up Mother Goose*.

NEW GAME

When you choose this option, the computer will prompt you to choose the on-screen kid your child wants to "be."

OLD GAME

If your child has played *Mixed-Up Mother Goose* before, choose Old Game, and use the mouse or joystick to move the pointer to your child's on-screen kid.

SAVING YOUR GAME

NOTE: *Mixed-Up Mother Goose* will save your child's game according to the on-screen kid your child has chosen to play. For this reason, each child in your household playing *Mixed-Up Mother Goose* should choose a different on-screen kid. <u>In order to save your game, you must insert a formatted disk in the a: drive before launching the game</u>.

Mixed-Up Mother Goose will save your game in progress whenever you quit the game by selecting the red STOP button. The game will NOT be saved if you select the GOOSE icon and continue playing. When you quit, the game will be saved to the drive and directory you specified during the INSTALL procedure. To change the default drive and/or directory for saving games, run INSTALL again.

MOVING AROUND IN THE GAME

USING THE MOUSE

Using the mouse, instruct your child to position the arrow where he or she wants the on-screen kid to move, then click the mouse button. The on-screen kid will walk to the desired point, and stop. The mouse may also be used to explore objects in Mother Goose Land. When your child points at an on-screen object, and presses the mouse button, many objects will become animated, and will be accompanied by sound.

USING THE JOYSTICK

NOTE: The joystick can be used in two operational modes explained below. Use either SELECT button to toggle between modes. In Mode 1, your child can move his kid by moving the joystick in one of eight directions. To halt the on-screen kid, your child should simply return the joystick to the centered position. In Mode 2, the joystick controls movements of the mouse cursor on screen. The "fire" button performs the functions of the mouse button. Use the joystick to move the cursor to the desired point on-screen, then press the "fire" button to "click."

USING THE ICONS

THE SCORE ICON

Your child's score is represented by the number of golden eggs in the egg carton located at the bottom left of the screen. One egg is rewarded for each rhyme that the child completes. There are 18 rhymes, so a total score of 18 eggs is possible.

THE INVENTORY ICON

When your child first plays the game, this icon is empty, showing only a blue background. Each time your child picks up an object, it will appear in the INVENTORY icon. Make sure that your child understands that the picture in the window is the item he or she is currently carrying.

The INVENTORY item holds only one object at a time. When your child finds a new item, he or she must decide which item to keep. If a new object is picked up, it will replace the

current object in the INVENTORY icon. The previous object will be dropped and will remain in that location until your child returns for it. To avoid picking up an object, your child should avoid walking close to the object. If an undesired object is accidentally picked up, instruct your child to walk away from the object he or she wishes to carry, then return to pick it up.

NOTE: Animated characters or animals discarded inside a building will not remain inside, but will wander away to a random location.

HINT: Several houses and buildings contain a small table of some sort. On these tables your child will often find an object needed to complete one of Mother Goose's rhymes.

THE MAP ICON

Mixed-Up Mother Goose contains many locations to which children can travel. Sierra has provided a colorful on-screen map of the kingdom so children won't get lost. To view the on-screen map, point to the MAP icon and click. Click on a location to find out who lives there.

To familiarize your child with the map, point out the kid's current location on the map (the area outlined in a box), then have him or her move to an adjoining screen. Now return to the map and ask your child to find the new location on the map. Continue practicing.

THE MOUTH ICON

When a child approaches one of the Mother Goose characters, use the mouse to point and click on the MOUTH icon. The on-screen kid will speak to the character, who will then speak to the child automatically, using both words and pictures. If the character is missing something, the child will be told what is missing. If the character happens to be the missing piece of a rhyme, he will tell you where he needs to go.

NOTE: Parents and teachers should take the time to ensure that children are familiar with and can distinguish one object from another.

THE STOP ICON

To stop playing and save your child's place in the game, use the mouse to point to the red STOP icon, and click. A window will appear, containing another red STOP icon, and a GOOSE icon. Choose the STOP icon to quit the game. If you have selected STOP accidentally, click on the GOOSE icon to continue playing. When you choose STOP, the game will be saved to the drive you indicated during the INSTALL procedure, and the program will return to the DOS prompt.

THE SPEED ICON

At times during the game, it may be useful to adjust the game's animation speed. Use the mouse to point to the SPEED (rabbit and turtle) lever icon, and hold down the mouse button as you drag the lever up (faster) or down (slower). Move the cursor until it becomes a HAND icon.

THE VOLUME ICON

Use the mouse to point to the VOLUME (music note) lever icon, and hold down the mouse button as you drag the lever up (louder) or down (softer). Move the cursor until it becomes a HAND icon.

PLAYING THE GAME

ENTERING HOUSES IN MOTHER GOOSE LAND

There are many houses and buildings in Mother Goose Land, most of which your child can enter at any time. To enter a place, he or she needs only to approach the front door, and it will open. The on-screen kid will automatically enter the building.

GETTING AND TRADING OBJECTS

As your child explores Mother Goose Land, he or she will find many objects lying around, most of which can be used to complete one of Mother Goose's rhymes. As the on-screen kid approaches one of these objects, it will be picked up automatically and will appear in the INVENTORY icon. The object will remain in the INVENTORY icon until it has been delivered to its proper owner, or has been traded for another object.

COMPLETING A RHYME

When your child returns a missing piece to the correct rhyme, use the mouse to click on the MOUTH icon. Now the rhyme will come to life; the on-screen characters perform the rhyme to music, and the words to the rhyme are displayed on the screen.

WHEN ALL THE RHYMES ARE FIXED

When your child completes the last rhyme, the Gander will arrive and reward your child for saving Mother Goose Land. After the game comes to its conclusion, your child will have the option of starting a new game, or quitting. If the child chooses to start a new game, the game will return to the KIDS screen.

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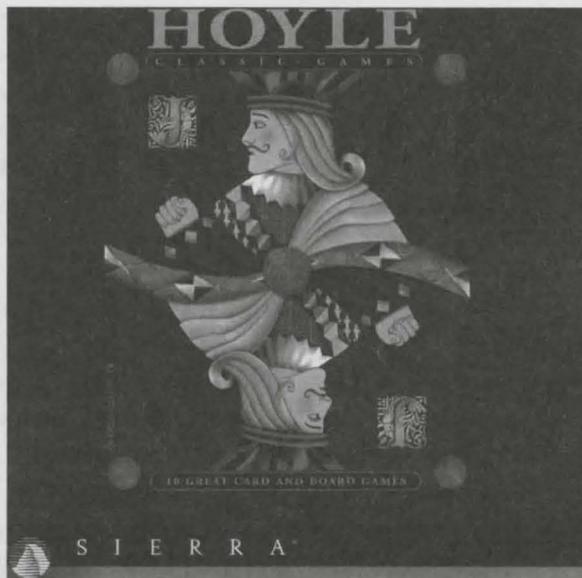
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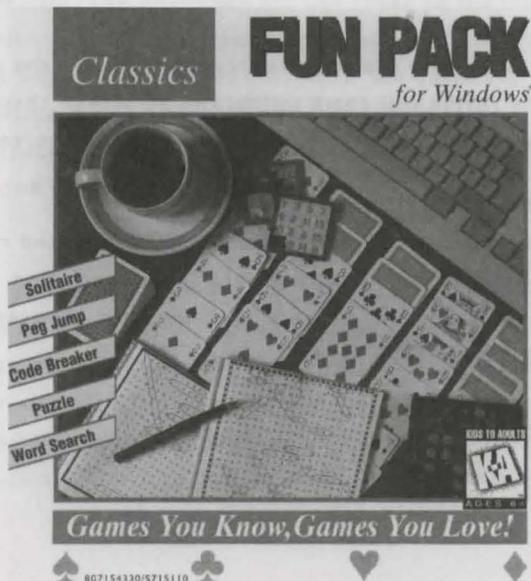
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MS-DOS INSTALLATION

1. Insert the *Hoyle Classic Board Games* CD into your computer's CD-ROM drive.

2. Type "X" where X is the letter of your CD-ROM drive, (for example, "D:"). Press [ENTER].

3. Type "INSTALL" and press [ENTER].

4. Follow the on-screen prompts.

USING A MOUSE:

To position the on-screen cursor, move the mouse to the desired position.

To execute a command, click the left mouse button.

Try the right and center buttons too. They help you change cursors.

CLASSICS FUN PACK
FOR WINDOWS™

**INSTALLATION PROCEDURE FOR
MULTIMEDIA WINDOWS (MPC)**

1. Insert the game CD into the CD-ROM drive.

2. Launch Windows by typing: WIN<ENTER>.

3. Select "Run" from the "File" menu.

4. Type D:\Setup<ENTER>.

    NOTE: Step 4 assumes your CD-ROM is labeled as your D drive. If it is labeled as a different drive letter, please substitute the appropriate path in this command (Example: E:\Setup if your CD is drive E).

5. The setup program will now run automatically. It will suggest a directory for installation but allow you to change it if you wish. It will ask you to enter the drive letter of your CD-ROM drive. It will ask whether you wish to output background music for a base-level or for an extended synthesizer (see below). It will then copy the required files to your hard disk and set up a program group and program icon so that you may play the game.

VIEWING GAME DOCUMENTATION:

1. To access on-line documentation, go to your CD-ROM prompt and type:
    README<ENTER>

    For example, if your CD-ROM drive is labeled as your D drive, you would type:
    D:README<ENTER>

U.S. TECHNICAL SUPPORT & DIRECT SALES

U.S. TECHNICAL SUPPORT

Direct your inquiries to the Technical Support
Department if your question is about hardware
and software compatibility specific to Sierra
games (e.g., sound card configuration and
memory management). Technical assistance is
available by phone, fax, on line or mail.

Sierra On-Line
Technical Support
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Bellevue, WA 98015-8506
Phone: (206) 644-4343
(M-F, 8:15 am - 4:45 pm)
(24 Hour Automated)
Fax: (206) 644-7697

MODEM SUPPORT

For on-line support and hints:
CompuServe: GO SIERRA
America Online: Keyword SIERRA
Internet: HTTP://WWW.SIERRA.COM

U.S. HINTS:

1-900-370-5583
$.75 per minute

SIERRA ON-LINE

Attn: Hints
PO Box 53210
Bellevue, WA 98015-3210

CANADIAN HINTLINE:

1-900-451-3356
$1.25 per minute
(U.S. and Canadian hintline users must be 18 years
or older, or have parental permission.) You may
also contact Direct Sales to purchase a hint book.

U.S. DIRECT SALES & INFORMATION

Sierra On-Line
Direct Sales
PO Box 3404
Salinas, CA 93912
24 Hour Phone:
(800) 757-7707
Fax: (408) 644-2018

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4 Brewery Court
The Old Brewery
Theale, Reading, Berkshire
RG7 5AJ United Kingdom
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Fax: (44) 1734-303-362
Modem: (44) 1734-304-227
(Disk/CD replacements in the UK are £6.00, or
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UK HINTS

New Sierra Hint Line:
For adventure games released after January 1,
1993. Charged 39p/minute cheap rate,
49p/minute at other times. Maximum call length:
7.5 minutes. Maximum charge cheap rate: £2.92,
£3.67 other times. Must have permission of the
person who pays the phone bill before calling
(line available UK only).

Old Sierra Hint Line:
For adventure games released up to December 31,
1992. Calls are charged at normal telephone rates.

New Games Hint Line:
(within UK only)
(0) 891-660-660

Old Games Hint Line: (within UK):
(0) 1734-304-004

Old Games Hint Line (outside UK):
(44) 1734-304-004

FRANCE HINTS
Hint Line: (33) 1-36-68-4650
Costs 2,19F la minute; tarif
en vigueur au 20 mai 1994
(France métropolitaine seulement.)

INTERNATIONAL SALES
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