November 21- 28   69¢

Toon WEEKLY

SPECIAL ISSUE

Sid & Al Grab the Golden Roman

Exclusive Sid & Al's Incredible TOONS game play section!

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CONTENTS

SYSTEM REQUIREMENTS

To run *Sid & Al's Incredible Toons*, the following hardware and software is required:

- An IBM-compatible computer with at least a 25 mhz 80386 CPU.
- Two megabytes (MB) of RAM set up with 570,000 bytes of conventional memory and 737,280 bytes of EMS.
- MS-DOS version 5.0 or later.
- A hard disk.
- A VGA graphics card and VGA color monitor.
- A 1.44 MB 3.5" floppy disk drive.

Whew! This game takes a lotta horsepower!

(**Note:** For more info about system and memory requirements, see page 29.)

MS-DOS INSTALLATION

Here's a quick version of the procedures for installing *Incredible Toons* onto your hard drive. If you need more detailed info, see page 29 in the back of this guide.

1) Insert **Sid & Al's Incredible Toons** disk into floppy drive.
2) Depending on the drive you're using, type either **A:** or **B:** [ENTER].
3) Type **INSTALL [ENTER]**.
4) Choose the hard drive on which you want to install the game (usually **C:**).
5) Follow the on-screen instructions to install the program on your hard drive.
6) When the installation is complete, you'll be returned to DOS. From DOS, you can play the game by typing **TOONS [ENTER]**.

TOON TIP #1
MAKE A BOOTABLE FLOPPY DISK

If you have two megabytes of memory and *Sid & Al's Incredible Toons* doesn't run on your computer, you probably don't have your memory configured properly. Unless you want to reconfigure the system every time you play the game, it might be a good idea to make yourself a bootable floppy disk. A bootable disk will reconfigure your system automatically each time you use it to start up *Sid & Al's Incredible Toons*.

STARTING *SID & AL'S INCREDIBLE TOONS*

Type **TOONS [ENTER]** from the TOONS directory on your hard drive.

(**Note:** If you've made a bootable floppy disk, start the computer with your disk in the drive and the game will fire up automatically.)

TOON TIP #2
SAVE GAME FILES FOR MULTIPLE PLAYERS

PERSONALIZING GAME FILES

If two or more people in your family will be playing your copy of *Sid & Al's Incredible Toons*, you might want to use separate DOS "save game files" to save the puzzles you've solved. That way, each player will get a shot at solving every puzzle. How do you do this? When you're starting the game from the TOONS directory, type:

TOONS *yourname*.SAV
(YOURNAME can be any word of 8 characters or less
—each player uses a different name).

Each time you run the game use your personalized file name. If you don't use this name, the game will save your solved puzzles to the game's default file.

TOON BOX COPY PROTECTION

Follow the instructions on the Toon Box screen to fill in the empty windows. Once you've installed *Sid & Al Incredible Toons* onto your hard drive, you'll only have to deal with the copy protection screen once... unless you change the configuration of your system, or if you play your game on another computer.

SPECIAL JIGSAW SCREEN

This nifty little screen will pop up on your monitor each time you start the game. There's a picture hidden beneath all those blue and purple jigsaw pieces. Each time you solve a puzzle, another piece of the jigsaw will be revealed. Complete *all* the puzzles in *all four levels* (that's a total of 90 puzzles!), then fill in the blank on the Jigsaw Screen to win 10 bonus puzzles! If you can solve all ten of those, too, you'll win front row seats to a totally wild victory celebration!

TOON TIP #3 WANNA DO A SCREEN DUMP?

If you want to do a "screen dump" (into an .LBM format that most popular paint programs recognize), hit the **alt** key and **S** at the same time. The cursor will turn into a nifty Sid watch icon while the dump is in progress.
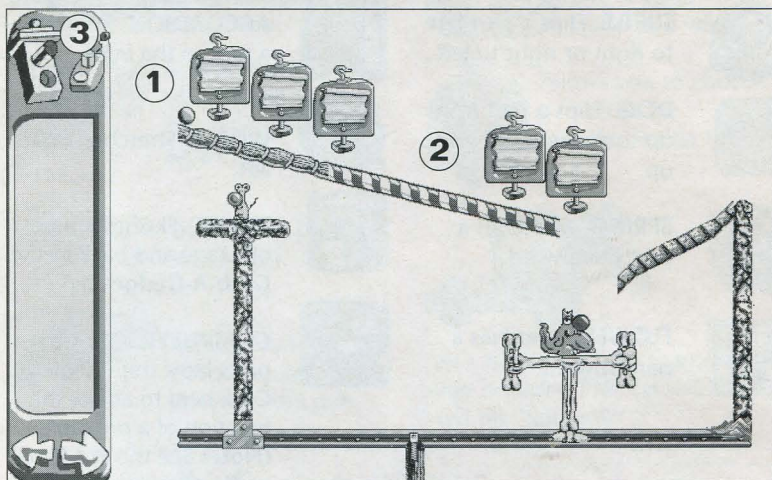
HOME TOONS & TOON-O-MATIC

Sid & Al Incredible Toons gives you two major choices of operation. When you start the game, it automatically comes on in **Toon-O-Matic**. There are 100 different puzzles which mess with your brain at varying levels of difficulty. Your other choice is called **HomeToons**. That's where you get to make your own cartoons with access to all 71 gadgets and characters. You can switch to HomeToons by clicking on the **Remote Control** icon, then choosing the **Little Roman Dude** at the top of the Control Panel. (To get back to Toon-O-Matic again, click on the **Toon-O-Matic Cube** at the top of the Control Panel.)

HOW TO SOLVE PUZZLE #1

1. Place the ball bearing on top of the incline under the first message machine.

2. Put the candy cane incline in gap between the two inclines.

3. Click on the Traffic Light to run the puzzle.

CHOOSING INSTANT REPLAY OR NEXT PUZZLE

Right after you ace a puzzle, two options will pop onto the screen. Click on INSTANT REPLAY to change or rerun your amazing solution. Or choose NEXT PUZZLE to charge onward into more mind-numbing Toonage.

TOON TIP #4 CHECK OUT OUR SOLUTIONS!

After you've solved a puzzle, you can check to see if your solution is the same as ours. Just switch over to **HomeToons**, load in the solved puzzle, and hit the **Traffic Light**.

MANIPULATING PARTS

HANDLES

As soon as you plop down a part on the stage, a bunch of small **Handles** will appear all around it. Each part does different things, so some of them have more handles than others. Here's what the different handles do:

TURTLE Flips a part left to right or right to left.

DOG Flips a part from up to down or down to up.

SPRING Stretches a part downward.

FLOWER Stretches a part upward.
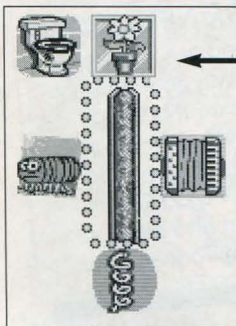
ACCORDION Stretches a part to the right.

WORM Stretches a part left.

TOILET Flushes a part off stage and back to the **Grab-A-Gadget** bin.

COMPUTER Only seven parts have this handle. Click here to adjust the function of a pro-part. (**Note:** See the Pro-Parts section on page 7 for more information.)

HIGHLIGHT & HANDLES

Once a part is placed on the stage, you highlight the part by moving the cursor over it. The part will have a rotating yellow dotted border once it's highlighted.

The toilet, dog, turtle, and computer need only a click to manipulate the part.

To manipulate the spring, flower, accordion, and worm you must click and drag the handle to desired length and then click again to release it.

PRO-PARTS

These seven parts have functions which may be modified before starting a puzzle. Click on the computer handle to modify these parts. The following is a list of the Pro-Parts and their functions.

Counts up or down from a set number.

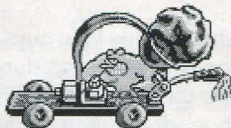Choose the number of eggs Hildegard will lay.

Activated with electricity, it will count down and fling out an arm when done.

Allows you to choose a letter to be revealed inside the box.

Can be a whole banana or just the peel.

Allows you to choose up to six bullets in the gun.

You can choose how many huge boulders Phil Rat will hurl from his "Ratapult".

TOON TIP #5 SPEED CYCLING!

Whenever you're cycling through the Toons parts, you can speed things up big time by **clicking on the appropriate arrow, then holding down on the left mouse button.**

HOT KEYS

Use the following Hot Keys to go straight to the parts you need in the **Grab-A-Gadget** parts bin:

A	= AI	B	= Balls
F	= Food	X	= Explosives
R	= Rope Parts	W	= Walls
C	= Belt Parts	I	= Inclines
E	= Electrical Parts	P	= Pro Parts
M	= Misc. (Teapot through Gum)		

(**Note:** You can only use hotkeys when you're in **HomeToons**.)

TRICKY PARTS

ROPES

You can use this tool to tie stuff down, hang things in the air, or hoist stuff up off the ground with the help of a pulley (see below). Ropes can only be used for hitching two objects together (like an eyehook and a piano, or an anvil and a teeter-totter). Just click on the Rope in the **Grab-A-Gadget** bin. Then bring it out onto the stage and click again on top of the first object you want tied up. Now move the cursor toward the second part you want roped (you'll see the rope stretching as you move it) and hit the mouse to tie a knot. The rope is pink while it is active and will not tie to another part until it turns green. You can stretch the rope across the whole screen. You can also snip it with scissors. (**Note:** Ropes can only be tied to certain parts—teeter-totter, eyehook, pistol, lunch whistle, anvil, piano, balloon, and trap door.)

BELTS

Use these handy little guys to hitch any two rotating parts together. (Follow the same procedures described above for the rope.) If you want to power something with Cliff Ant or the Chow-Man Motor, you'll have to hitch a belt between the Motor and the rotating part you want to drive (a gear, a conveyor belt, Skeleto-Bobbin, or the Trans-Roto-Matic.) The parts you want to hitch together have to be pretty close, because belts don't stretch very far. Belts are pink while they are active and will not hitch to another part until they turn green. Only one belt can be attached to each rotating part.

PULLEYS

Pulleys can be used between any two parts that may be connected by rope. For an example of how to use them: Tie one end of a rope to an object—a piano for instance, then run the rope over as many pulleys as you want (click on *each* pulley), and tie the other end of the rope to another part—for example, the trigger of the pistol. Now, when you click on the Traffic Light to start the Toon, the piano will fall, pulling the rope over the pulleys, which will fire the gun. Pretty cool, huh?

TUNNEL

You can get Sid or Al to use this tunnel by leaving some kind of goodie on the far side of the doorway. Al will also chase Sid inside. It comes with two openings: An entrance and an exit. Drag the tunnel icon on to the stage and click on the spot where you want the entrance. You'll automatically be given a second tunnel icon, which you can drag to the position where you want an exit. Click again to set it down.

POWER SUPPLIES
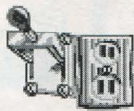
"Electric" parts (the vacuum, the hair-dryer, and the timer) need to be plugged into a Power Supply before they'll work. To do this, just grab the Power Supply from the parts bin and set it down on the stage. Then take an electric part and set it down right next to the Power Supply—(make sure you put the Power Supply down *first*—it won't work the other way around). You'll know the machine is plugged in if a little yellow plug appears in the socket of the Power Supply. Now, drop something on the switch and you've got juice! (**Note:** The switch always starts in the OFF position regardless of which way it's flipped.)

TRANS-ROTO-MATIC
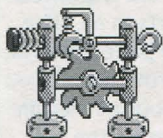
This weird little device turns "translational" motion (back and forth movement) into "rotational" motion (around in circles). You can hitch it up to gears or conveyor belts by attaching a belt to the big gear in the center. The big gear in the center will turn one rotation for every time something bumps the spring on the end of the "translational" rod. You can also tie a rope to the eyehook at the end of the rod and hitch the other end of the rope to something you want yanked.

SKELETO-BOBBIN

Here's a cool rig for turning "rotational" movement into "translational" movement. Hitch it to Cliff Ant, the Chow-Man Motor, or to a gear by adding a belt. Tie a rope to the fingers and hitch the other end to something you want to yank (like the teeter-totter or the gun trigger.)

TOON TIP #6 USE THE TOON TUTORIALS!

If you aren't quite clear on the functions of a certain part, just go to the **Cake Walk** bin in **Toon-O-Matic**. (See page 14 for more info. about the Cake Walk bin.) Then look for a tutorial puzzle named after the part that's bugging you. The puzzle will give you a handy demonstration of how the part works.
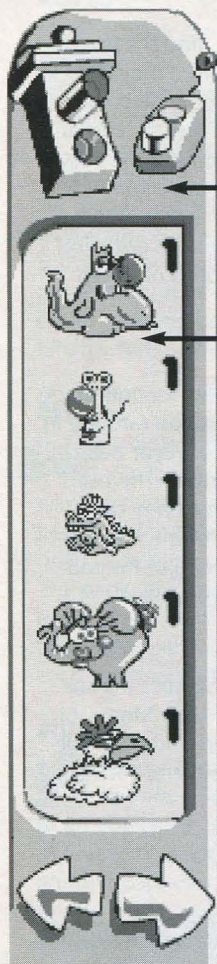
ACTION!

Click on the green **Traffic Light** to start up a Toon.
Click the **left mouse button** to make the Toon stop.

GRAB-A-GADGET

Here's your **Grab-A-Gadget** selection panel. All
the critters, parts, and doo-hickeys are crammed
into this little bin. There are 71 parts in all. Use
the fat arrows at the bottom of the panel to scroll
through all the available stuff. Use the **left
mouse button** to grab something out of the bin
and move it around. To set it down on the
stage, give the mouse button another click.

(**Note:** You can also get rid of parts by moving
them back over to the **Grab-A-Gadget** bin and
clicking on the **left mouse button**.)

**TOON TIP #7
HOW TO SPEED
THINGS UP!**

If you are running *Sid & Al's
Incredible Toons* on a 386/20
or slower, and the game is
going kind of slow, go to
the Honker in the control
panel and shut off the sound
effects. That should speed
things up for you.

TOON-O-MATIC CONTROL PANEL

Click on the **Remote Control** icon to bring up the Control Panel. Click again when you want it to go away. Here's what you can do with each of the controls in **Toon-O-Matic**:

Little Roman Dude   Click here if you want to leave Toon-O-Matic and switch to HomeToons. (Do this if you want to go make your own Toons.)

Piggy Bank (Load)   Choose the Piggy to load a different puzzle.

Clapper   Click here to see the title and goal of the puzzle you've selected. The goal tells you what you need to do to solve the puzzle.

Honker   Click here to adjust your sound and music options. there are all kinds of hot tunes at your disposal- ranging from bebop to jazz. (For more info. see below.)

Nuke-a-Toon   Click here to blast away all the new parts you added to a puzzle. Then you can start over.

The End   Click here to quit *Sid & Al's Incredible Toons*.

MORE ABOUT THE HONKER

Access music choices

Volume controls

Click here to goof around with sound effects. (**Note:** The sound effects are just for fun... you can't add them into your puzzles.)

The Hammer totally shuts off the sounds and music.

Music options. You have 30 choices in all.

Click on the red button to exit
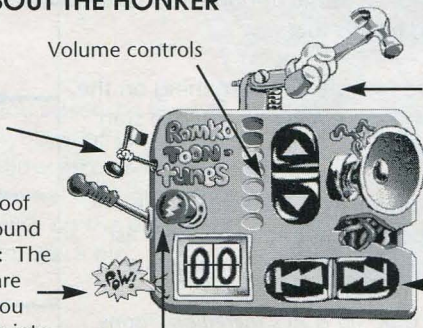
If you're in **Toon-O-Matic**, click on the **Little Roman Dude**. Now you're in **HomeToons**. **HomeToons** is where you get to make your own Toon puzzles using any of the parts in the **Grab-A-Gadget** bin. You can put all kinds of gadgets and critters together and create a puzzle of your own.

But what's a puzzle? Well… in *Sid & Al's Incredible Toons,* a puzzle could be described as a series of events or reactions that lead to some final conclusion (like making a piano fall on top of Al's head). To make a puzzle of your own, rig up a whole series of actions you want to take place (including the ending), then remove a few strategic parts, which are stored in the **Grab-A-Gadget** bin. Let your friends try to figure out how those parts fit into the game to solve the puzzle. (See page 18 for a whole Toon Making Tutorial.)

Toon-O-Matic Cube Click here to exit HomeToons and switch to Toon-O-Matic.

Piggy Bank (Load/Save) Choose the Piggy to save a Toon you've created, or to load in a different one. (See **Piggy Bank** section on pages 13 -16 for more info.)

Clapper Select this to see the title and goal of the puzzle. You can also change the goals for your own home-made puzzles here... just click on the green letters and type away. Titles can only be written or changed from the **Piggy Bank (Save)**. (See **Piggy Bank (Save)** section on page 16 for more info.)

Honker Click here to adjust music options. You can goof around with sound effects too!

Nuke-a-Toon Click here to wipe out everything on the stage. You'll be given a clean screen, so you can start building from scratch again.

Check List This nifty tool lets you go through the whole Toon Making process from one easy check list. (See **Check List** section on page 17 for more info.)

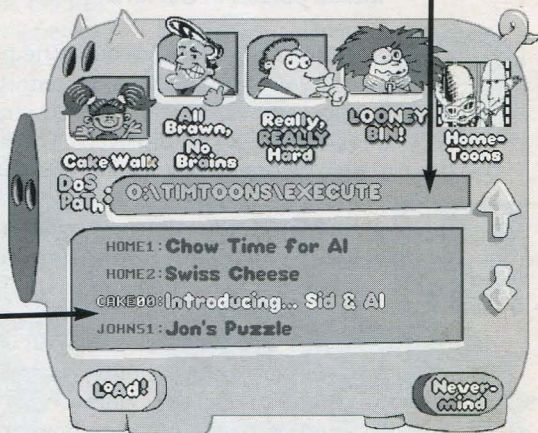**The End** Click here to quit *Sid & Al's Incredible Toons.*
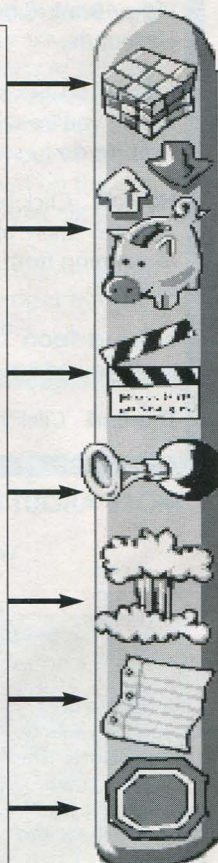
In the **Piggy Bank** (**Load**) function you can choose puzzles from four levels of difficulty, plus any Toons you've made yourself and saved. Click on any of the five pictures to see the **file names** and **titles** of puzzles in that level. Each of the four levels contains fifteen regular puzzles and five locked **bonus puzzles**, with the exception of Cake Walk which has 30 Tutorials. You have to solve all fifteen of the regular puzzles to unlock the bonus puzzles. If you solve all 90 puzzles (that's every single puzzle at all four levels, including the bonus puzzles), you'll be given a secret **password**. Use this password to fill in the blank on the **Special Jigsaw Screen** (see page 4), and you'll unlock TEN MORE outrageous puzzles (which you'll find **double-padlocked** in the **Really, Really Hard** level and the **Looney Bin** level)!

Whenever you want to **load** a puzzle from the **HomeToons** bin, this **DOS path** window will appear. You can type in a different path if you want to load puzzles from other disks or drives.

This screen shows you the title of each puzzle in the active bin (Cake Walk; All Brawn, No Brains; Really, Really Hard; Looney Bin; or HomeToons). Click on any puzzle you want to play, then hit the **load** button below.

DOS Path: O:\TIMTOONS\EXECUTE

HOME1: **Chow Time for Al**
HOME2: **Swiss Cheese**
CAKE80: **Introducing... Sid & Al**
JOHNS1: **Jon's Puzzle**

After you select the level at which you want to play, use the **yellow arrows** to scroll up and down the list of puzzles. Then click on the puzzle you want to check out.

Once you've chosen a puzzle to play, click on **LOAD!** to start it up.

Click on this icon if you want to exit **Piggy Bank** without loading a puzzle.

CAKE WALK—All the puzzles at this level are **Tutorials**. Tutorials show you how different puzzle parts work, and give you puzzles to solve while you practice using those parts. There are 30 Tutorials in this level.

WARNING! In the next three levels there are extra 'decoy' parts in the **Grab-a-Gadget** bin that don't do anything to solve the puzzle. They're put there to fool you!

ALL BRAWN, NO BRAINS—These puzzles are a little bit tougher than the ones in Cake Walk. There are 15 unlocked puzzles and 5 locked puzzles in this level.

REALLY, REALLY HARD—At this level, the puzzles start getting a little gnarly. Use the Tutorial puzzles in Cake Walk to learn how to deal with the new, more difficult parts. There are 15 unlocked puzzles and 5 locked puzzles, plus 5 double locked puzzles in this level.

LOONEY BIN!—Watch out! The puzzles at this level will send your brain into major contortions! There are 15 unlocked puzzles and 5 locked puzzles, plus 5 double locked puzzles in this level. The ten **double-padlocked puzzles** can only be opened by solving *all 90 puzzles* in the game!!!

HOMETOONS—Whenever you make a Toon of your own (you have to be in **HomeToons** to do this), you can save it into this bin. Then you'll have it available to **load** just like any other puzzle. See if your pals can crack your puzzles! Have contests! But keep a close eye on your buds because all HomeToons puzzles are on the "honor system"—the game won't acknowledge correct solutions for HomeToons puzzles. (See **All About Piggy Bank (Save)** on page16 to learn how to save your own Toons.)

TOON TIP #8 DON'T SKIP THE CAKE WALK!

Even if you're a major Toon wiz, make sure you do *all* the Cake Walk puzzles. How come? Mainly because they'll show you how all the different puzzle parts work. And secondly, because you can't get to the **bonus puzzles** unless you solve them!

**TOON TIP #9
A HANDY
SHORTCUT!**

Hit the **control key** and **backspace** to wipe out all of the text in any of the Piggy Bank or Clapper windows.

This closed film canister appears in front of the **file name** of every unsolved puzzle.

Once you've solved a puzzle, this open film canister appears before the puzzle's **file name**. It'll help you keep track of how many puzzles you've solved, and how many you have left to go.

This padlock appears in front of the **file names** of the five **bonus puzzles** at each level except Cake Walk. After you've solved all fifteen of the regular puzzles at that level, the padlocks will disappear, and you'll be able to take on the bonus puzzles.

There are ten super gnarly **double-padlocked puzzles.** Five in the Really, Really Hard level and five in the **Looney Bin** level. But you must solve every single puzzle, plus every bonus puzzle in the whole game to crack them open!

**TOON TIP #10
HOW TO DELETE A
HOMETOONS PUZZLE
FROM DOS.**

From the HomeToons bin, find the puzzle you want to delete. Take note of the file name and DOS Path, then exit Toons, and change to the directory indicated by the DOS Path. Type **DEL** *filename*.**ITL** (of the puzzle you want to delete). (**Note:** There are no safety checks to prevent you from deleting something you want to save.)

If you've just made a puzzle you want to save, click on **Piggy Bank** and choose **SAVE**. The big green Piggy screen will come up. Then click on the **Title** space. Write in a name for your new Toon, and hit the yellow **SavE!** button. Any puzzle you make yourself will automatically be stored in the HomeToons bin when you choose **SavE!** And your Toons can be saved to any other drive, disk, or bulletin board that can be selected through the **DOS Path**. (See Toon Tip #11 below for more info.)
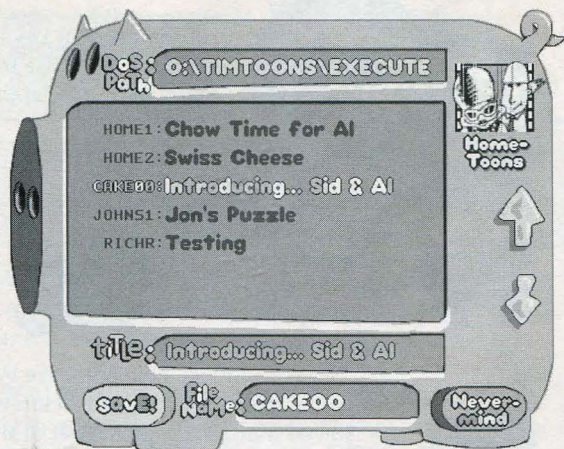
You can save your Hometoon puzzles to another drive, disk, or path. You can even save them onto an electronic bulletin board and challenge computer pals all over the country! How do you do it? First make a really cool puzzle. Then follow the instructions below:

**TOON TIP #11
PUT YOUR PUZZLES
ON ELECTRONIC
BULLETIN BOARDS!**

1) You have to be in **HomeToons** to do this.
2) Finish up a puzzle and click on the **Piggy Bank**.
3) Click on the space marked **DOS Path**.
4) Type in the DOS path to the drive or disk on which you want to save your Toon.
5) Click on **Title** and make up a name for your new puzzle.
6) Click on **File Name** and give your puzzle an 8-character DOS file name that you can upload later.
7) Click on the yellow **SavE!** button.
8) Now you can quit the game and use your favorite BBS software to upload the saved files for other Toonsters to enjoy!
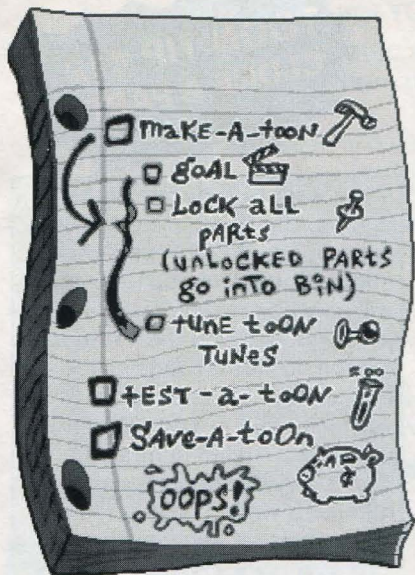
This nifty tool lets you go through the whole Toon-making process from one easy check list (and keeps you from forgetting one of the steps). Here's what each of the functions does:

Make-A-Toon Click on this to go back to the Toon you're creating.

Goal Click on this to write in a goal for your new Toon.

Lock All Parts Click on this to automatically lock all the parts on the stage into your puzzle. Then go back to your Toon and use the **Unlock Handle** to select any parts you don't want locked down. They'll appear in the **Grab-A-Gadget** bin when you go to **Test-a-Toon**. (Some of these unlocked parts can be decoys— these are parts that serve no purpose in solving your puzzle. You stick them into the game just to mess with peoples' heads!)

Tune Toon Tunes Click on this to select music for your new Toon. This music will be played each time you load that particular Toon back into action. You can goof with sound effects, too!

Test-A-Toon Click on this to check out your finished Toon. Play it out just like you would a regular puzzle.

Save-A-Toon Click on this to go to **Piggy Bank**. Then hit the yellow **SavE!** button...and *finito*! Your puzzle is complete!

OOPS! Click on this to exit the checklist and go back to work on your puzzle.
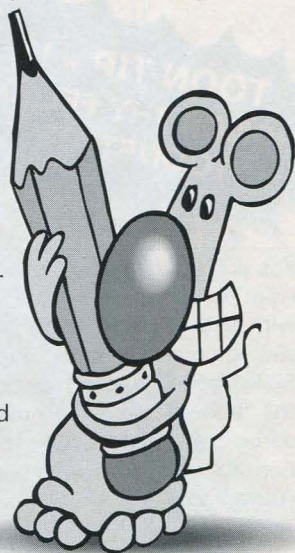
1) From the start-up screen, click on the **Remote Control**. A pink **Control Panel** will appear on the right side of the screen.

2) Click on the **Little Roman Dude** at the top of the panel.

3) Now you're in HomeToons. Click on any part you want from the **Grab-A-Gadget** bin (left side of the screen) and move it on to the stage. Click again to set it down. Use **Handles** to stretch, flip, and lock down parts in the position you want. (**Note:** Starting with this stage, the whole puzzle building process is easiest if you work from the **Check List**—just click on the notepad icon, then follow the list.)

TOON TIP #12 CLONE A PART!

If you want to copy one of the parts on the stage, just put the cursor on it and click the **right mouse button**. A duplicate copy will go wherever you move it. Set it down by clicking the **left mouse button**. In **HomeToons**, parts can be duplicated as many times as you want. But in **Toon-O-Matic** you have a limited number of copies available for each part—this number is written next to the part in the Grab-A-Gadget window.

TOON TIP #13 HONOR THY FELLOW TOONSTERS!

You and your Toonster pals will want to challenge each other with all the brain-busting puzzles you make in HomeToons. BUT… you'll have to play on the "honor system" because the game can't acknowledge solutions for puzzles you've created yourself.

4) Add decoy parts if you want to make the puzzle more challenging. Just put them on the screen without locking them down. They'll show up in the **Grab-A-Gadget** bin after you save your puzzle. (**Note:** You have to be careful, because too many decoys could change the solution of your puzzle, making it a lot easier to solve!)

5) Click on the green **Piggy Bank** in the Control Panel to name and save your Toon.

COOL STUFF TO DO WITH YOUR HOMEMADE TOONS

- Try them out on your friends. Copy your coolest Toons onto a floppy disk and bring them to a pal's house.

- Make up special Toons and give them away for Christmas, birthdays, Valentines, you name it!

- Bring your Toons to school on a disk and play them for the other kids on the classroom computer.

- Use the message machine tool to encode secret messages into your Toons. See if your friends can crack the code.

- Have a massive, blow-out, multi-neighborhood Toons contest! See who can make the wildest Toon.

TOON DISCLAIMER:

No toons were injured in the creation of this game. Our artists worked exclusively with nontoxic inks and erasers, and all animation was conducted with the express approval of the International Commission of Kindness and Humanity Toward Toons.
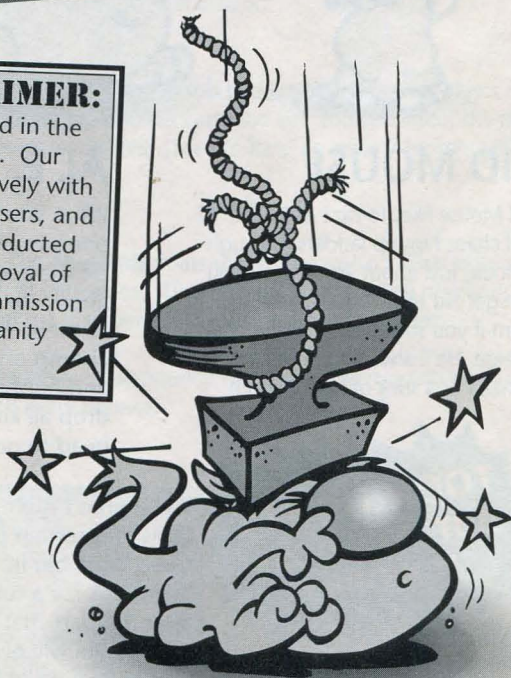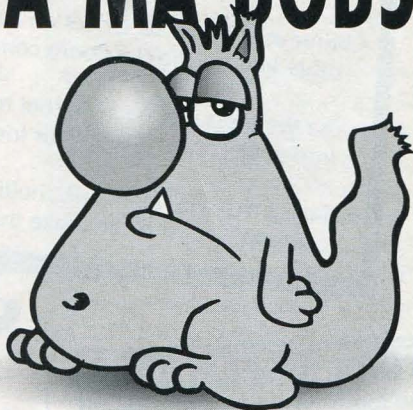
CRITTERS, GADGETS & THING-A-MA-BOBS
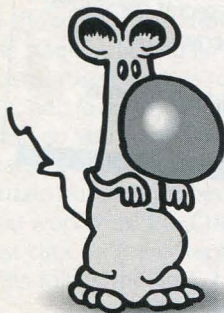
SID MOUSE

Sid Mouse likes to razz Al E. Cat. Al will chase him up ladders, through tunnels, just about anywhere. You can get Sid to go wherever you want if you show him a fat hunk of cheese. He'll also scarf down a banana or a stick of bubble gum.

AL E. CAT

What you've got here is 72 pounds of flea-bitten feline. He'll chase Sid Mouse across floors, up ladders, and through tunnels. He also likes to chomp on dead fish, bananas, and bubble gum. You can drop all kinds of stuff on his head to get different reactions.

TOON TIP #14 BUT HOW DOES IT WORK?

If you aren't quite clear on the functions of a certain part, just go to the **Cake Walk** bin in **Toon-O-Matic**. Then look for a tutorial puzzle named after the part that's bugging you. This puzzle will give you a handy demonstration of how the part works.

BIK DRAGON— Bop him on the tail with something and watch him spew fire. Use him to light the fuse of a bomb, heat the teapot, pop balloons, or to torch Sid and Al. Gravity has no affect on Bik.

EUNICE ELEPHANT— Drop something on Eunice's trunk and she'll chuck it into the air. Whack her on the rump and she'll blow stuff out of the way with a giant blast from her trunk. Whenever she sees Sid Mouse, she freaks out and changes directions. She sucks in any peanut (and anything else in the area) within snarfing range. Eunice is not affected by gravity.

HILDEGARD HEN— If something whomps her, she'll lay an egg or many eggs. She's not affected by gravity. You can adjust the numbers of eggs she lays. (See Pro-parts on page 7 for more information.)

TEAPOT— Use Bik Dragon or the hair-dryer to get this baby cookin'. Then use the steam to move stuff around.

RATAPULT— Bump this bad boy with another object and Phil Rat hurls boulders into the air. You can adjust the number of boulders hurled. (See Pro-Parts on page 7 for more info.)

BALLOON— This little dude floats so well because it's filled with gasses collected from Al's litter box. Tie it to stuff like the pistol trigger or the teeter-totter, or use it to bump into stuff and force reactions.

AIR MATTRESS— Way bouncy. Anything you drop on it will gain height with every bounce.

MAGNIFYING GLASS— Sid looks through this lens to freak out Al and make him run away.

PIANO— Drop it on characters and objects to get reactions. Tie a rope to it, then use a pulley and hoist it up. Heave it onto the teeter-totter and hurl stuff into the air.

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ANVIL— Just to be nasty, you can drop it on Sid and Al. It has pretty much the same uses and behaviors as the piano.

HAT PIN— Excellent little tool for popping balloons... or for poking Sid and Al. It can be pointed in four different directions.

PENCIL— This is a choice weapon in Toon warfare. Drop it on Sid's head and see what he does to Al. Put it in front of Al and check out what he does to Sid.

BUBBLE GUM— Sid and Al are both major bubble-blowers. Set a pack of gum in front of either critter and he'll head for it. Then he'll chow down a big wad, blow a bubble, and float into the air.

EGG— An egg. Way breakable.

FISH— This dead fish is just the kind of chow Al likes best. Put one on the ground wherever you want him to go.

CHEESE— Sid Mouse will suck down this big hunk o' cheddar first chance he gets. Use it to move him in the direction of your choice.

PEANUT— Eunice Elephant sucks up peanuts with so much force that all kinds of other stuff gets sucked toward her too. Use her suction-power to pull any object that's affected by gravity.

BANANA— Sid and Al both like to scarf down a banana now and then. Watch out though. Those loose banana peels can be slippery. (See Pro-Parts on page 7 for more information about the banana.)

ROPE— Tie this to just about anything—teeter-totters, balloons, eye hooks, stuff like that. You can also run it through a pulley. (See pg. 8 for more info.)

TEETER-TOTTER— Tie a rope to one end to yank it up or down. You can also drop something heavy on one end and use it to fling another object into the air.

EYE-HOOK— Use this little guy with a rope to tie things down, or to hang stuff in the air.

SCISSORS— Drop something on the handle and use them to snip ropes. If Sid or Al spot a pair of scissors, they'll march over and pull down on the handle.

PULLEY— Run a rope over the pulley and use it to hoist or lower stuff. (See page 8 for more information.)

PISTOL— Tie one end of a rope to the trigger, and tie the other end to a balloon (or something affected by gravity). It'll spew lead wherever you point it. (See Pro-Parts on page 7 for more info.)

LUNCH WHISTLE— Tie something heavy to the pull-cord to make the whistle blow. Sid and Al will stop EVERYTHING when it's time for a lunch break.

TRAP DOOR— Tie a rope to it and give a yank, or bump it from underneath to make it fall open. You can also blast it open with a bomb.

BELT— Use a belt to hitch any two rotating parts together. For instance, you can use one to hitch Cliff Ant to the Conveyor Belt. But it'll only stretch so far—so make sure the parts you want to hitch together are pretty close to each other. Only one belt can be attached to each rotating part. (See page 8 for more info.)

CONVEYOR BELT— Use a belt to hitch this baby to a motor (like the Cliff Ant or the Chow-Man Motor), then use it to move stuff.

GEARS— These rotate when you hitch them up to a motor by using a belt. You can line them up against each other in a row to reach the distance and determine the direction of rotation you need. Gears must be placed either beside or on top of each other—they won't work if you put them together at funky angles.

CLIFF ANT— This sweaty little dude is Cliff Ant. If something smacks him on the butt he'll start cranking his motor. You can hitch a belt up to his motor and use it to turn a gear, or the conveyor belt, or some other rotating part.

CRITTERS, GADGETS & THING-A-MA-BOBS

CHOW-MAN MOTOR— Drop some food on the Chow-Man's tray and he'll make the treadmill turn. You can hitch the treadmill up to the conveyor belt or some other rotating part.

ELECTRIC SWITCH AND OUTLET— You can plug electric stuff like the hair-dryer or the vacuum into this outlet. Then drop something on the switch to flick on the juice. (It always starts in the "off" position.) IMPORTANT: You must always put the outlet down first, *then* add the part you want to power... it won't work the other way around. (See page 9 for more info.)
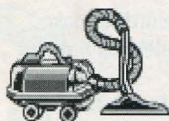
VACUUM— This bad boy, Mega-Vac will suck up all kinds of stuff, including some of your favorite critters. Plug it into an outlet, flick the switch, and you've got action.

HAIR-DRYER— Hitch it up to an electric outlet and use it to blow stuff away. It has some pretty wild effects on Sid and Al.

TIMER— You can set the clock on this electric timer. When the time's up, a hand pops out of the side and smacks into anything that's in the way. It must be hooked up to an electrical outlet to operate.

UP/DOWN COUNTER— Hit the button on one end and it forces the other end out. Use it to bump stuff and cause a reaction. You can program it to count up or down to a desired number. (See Pro-Parts on page 7 for more info.)
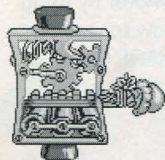
THUMPULATOR— When something hits either of the red buttons, the Thumpulator arm pops out and smacks into anything in its way. If you drag down the little spring icon underneath the part, you can make it duplicate up to five times. Each time you hit the button, the next arm pops out.
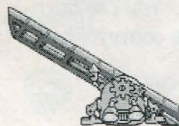
ELECTRO-RAMP— This heavy duty incline flips around automatically when certain critters or objects move beneath its lights.

MESSAGE MACHINE— Use a rope to pull open the curtain or bump the button on the bottom to reveal a hidden letter. You can program the machine to display any letter you want. Then you can line a whole bunch of them up so the combined letters form a word. (See Pro-Parts on page 7 for more info.)
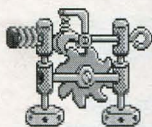
TRANS-ROTO-MATIC— This weird little device turns "translational" motion (back and forth movement) into "rotational" motion (around in circles). You can hitch it up to gears or conveyor belts by attaching a belt to the gear in the center. Tie a rope or bump things against the "translational" rod and force the wheel to turn. (**Note:** See page 9 for more info.)
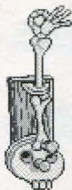
SKELETO-BOBBIN— Here's a cool rig for turning "rotational" movement into "translational" movement. Hitch it to Cliff Ant, the Chow-Man Motor, or to a gear by adding a belt. Tie a rope to the fingers and hitch the other end to something you want to yank (like the teeter-totter or the gun trigger). (**Note:** You might want to check out the Tutorial puzzle in the **Cake Walk** bin to get a better idea of how to use this gadget or see page 9 for more info.)

BALL BOMB— Drop it, slide it down an incline, or set it on top of any wall you want to blow up. Bik Dragon can light it for you. Or you can set it off by smacking it with a World War II Bombshell. You can also use it to obliterate Sid and Al. But it won't blow up inclines.
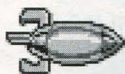
WORLD WAR II BOMBSHELL— This monster warhead explodes on impact. It does pretty much everything the Ball Bomb does, except you don't have to light it.

DUST BUNNY— This nasty little wad of scuzz came from under Al's kitty cushion. It makes all sorts of different things happen when you drop it on a characters' head. You can also use it to bump into objects and force reactions.

ROCK— Drop it on stuff to force a reaction. Slide it down a ramp. It doesn't bounce much, loses energy pretty fast, and does serious damage if you drop it on top of Sid or Al.

BALL-O-YARN— You can roll this spiffy kitty toy down an incline or drop it on something to cause a reaction. It bounces around a little, but quickly loses energy. This attracts Al and is not very bouncy.

CRITTERS, GADGETS & THING-A-MA-BOBS

BOB BASEBALL— This guy bounces a little, and even talks!

SOCCER BALL— A hit in Europe. It bounces like Bob Baseball.

BEACHBALL— This coastal favorite is pretty bouncy.

MARBLE— This is the only part in the "ball" category that isn't affected by gravity. It won't roll down ramps or drop through air unless it's whacked by another object. It maintains its speed until it thumps into something else.

BALL BEARING— Roll this little guy down ramps, or drop it on stuff. It's pretty darn heavy and doesn't bounce much.

STRIPED SUPER BALL— One fast 'n bouncy fella. It gains momentum with each bounce.

DINKY BLUE BALL— Drop it, roll it, plink it off Al's head. It's pretty doggone bouncy, but will eventually stop bouncing.

SMALL SUPER BALL— This little orb acts just like the Striped Super Ball. It just isn't full grown yet.

LADDER— This is a cool way for critters to get from one level of flooring to another. Any time Sid or Al pass in front of a ladder, they'll stop and climb it, you can get them do this by plunking down a piece of their favorite grub on the far side of the ladder you want them to climb up or down. Al will also chase Sid up and down ladders.

TUNNEL— You can get Sid or Al to use this tunnel by leaving some kind of goodie on the far side of the doorway. Al will also chase Sid inside. It comes with two openings: An entrance and an exit. Drag the tunnel icon on to the stage and click on the spot where you want the entrance. You'll automatically be given a second tunnel icon, which you can drag to the position where you want an exit. Click again to set it down. (See page 8 for more info.)

RUG— Here's a nifty booby trap to put over a gap between floors. Sid can scamper right across. But Al's just a wee bit too hefty.

WALL-O-STEEL— You can use this part to build a wall or a floor. It'll stretch to any length you need. The Ball Bomb or the World War II Bombshell can blast through it.

WOODEN WALL— It has the exact same uses as the Wall-O-Steel, but it's not as slippery when you use it as a floor.

ROCK WALL— Same as the other walls, but has very little slippage on the surface.

LOG WALL— Same gig as the other walls, but with LESS slippage than steel, and MORE slippage than rock.

VERTEBRAE WALL— Just like the other walls, but little slippage.

DOG BONE WALL— Same deal as the other walls, but with a very slippery surface.

CANDY CANE INCLINE— You can build rad ramps out of this part by duplicating them and sticking them end to end. You have a choice of four angles. Roll balls down them, or make Sid and Al slide over them. These ramps carry pretty much anything that's affected by gravity.

TILE ROOF INCLINE— Pretty much like the Candy Cane incline, but not quite so darn slick.

THATCHED STRAW INCLINE— Like the other inclines, but not very slippery.

STONE INCLINE— Like the other inclines, but a lot slower to slide down.

VERTEBRAE INCLINE— A lot like the other inclines, but way slower to slide down.

CRACKED BONE INCLINE— Just like the other inclines. A little slicker than the Stone Incline slope, but less slick than the Candy Cane.

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**AND A MONSTER MONDO
MEGA-THANKS
TO ALL THE KIDS IN
THE JTP TOONSTER TEAM**:
Brad, Ryan, Eric W., Nick, Brooke,
Heidi, Kristen, Carly, Aaron, Johnathan,
Katie, Byron, Eric F., Ashley, and Sarah

INSTALLING "SID AND AL'S INCREDIBLE TOONS"

In an effort to make game installation easy, we've created an install program that automatically determines the graphics, sound, input devices, and the speed capability of your computer system to optimize game characteristics. The install will also take you step-by-step through installing a game to a hard drive, setting preferences and making a boot disk.

Important Note: Use the installation program provided to install *Sid & Al's Incredible Toons* to your hard drive. The install program will decompress the files as it copies them to your hard drive. Since the *Sid & Al's Incredible Toons* files are compressed, it will not work to simply copy the files using the MS-DOS COPY command.

MEMORY REQUIREMENTS

Because of the complexity of Sid & Al's Incredible Toons, your computer must have at least 2MB of RAM. Of that 2MB, you must have 557K (570,000 bytes) of free conventional memory and 737,280 bytes of free expanded memory (EMS).

You will need an expanded memory manager (EMM) such as EMM386 which comes with MS-DOS 5.0 or higher, or QEMM-386 by Quarterdeck.

Make sure that your computer is not already using upper memory for system hardware or Shadow RAM. Consult your MS-DOS and computer system manuals for information about the upper memory area and how it is configured.

Note: To determine the amount of available conventional and expanded memory you have, use the MS-DOS command: **MEM** [Enter].

If you have trouble configuring your system to provide the necessary memory, you may want to use the install program to create a boot disk. In most cases, a boot disk will configure your system with enough free memory to run *Sid & Al's Incredible Toons*.

SETTING PREFERENCES

The install program will make the best possible choices in determining the type of computer equipment you have, but you may wish to try other configurations. To modify the install program preferences, follow these steps:

1. Go to the **TOONS** directory on your hard drive by typing C: [Enter], then **CD\DYNAMIX\TOONS [Enter]**.
    (Note: this assumes you have installed *Sid & Al's Incredible Toons* to the default location on the C: drive. Please substitute the appropriate drive letter and directory name if you have changed these.)
2. Type **INSTALL [Enter]**.
3. From the Installation Choices menu, you may select any option you wish to change.
4. Follow the on-screen instructions.

MAKING A BOOTABLE FLOPPY DISK

If you select this option, the install program will attempt to create a boot disk for the game. If the boot disk is created successfully, you will be able to place it in your A: drive and launch directly into the game when you turn on your computer. Starting your computer system with a boot disk in the A: drive before you play a Sierra or Dynamix game will keep any TSR (Terminate and Stay Resident) programs from being loaded into memory. A boot disk can be particularly effective in resolving problems related to insufficient memory, as well as conflicts with memory-resident programs.

When you are ready to create a boot disk, please have a blank high-density floppy disk prepared to insert in your A: drive. Run the install procedure from either your game sub-directory or from your Startup/Disk 1 program disk and select the Make Bootable Floppy Disk option. The install program will prompt you through the process, format the floppy disk, and write all the necessary files.

IMPORTANT!! After you have created a boot disk, you must reboot your computer. Place the boot disk in drive A: then press **[Ctrl]-[Alt]-[Del]** (you must press all three keys at the same time). Your computer will now reboot, with A: as the default drive. If you created the boot disk from the **INSTALL** program located in the **TOONS** sub-directory, the program will automatically run. If you created the boot disk from the INSTALL program located on the Startup/Disk 1 program disk, run the game by typing **TOONS [Enter]** from the **C:\DYNAMIX\TOONS** directory on your hard drive. Substitute the appropriate drive letter or sub-directory name if you have changed them from the default locations.

Due to the variety and complexity of hardware and software configurations, the install program may not be able to create a boot disk for all systems. If this is the case, you can create a boot disk manually. Please see page 31 for complete instructions for creating a Boot Disk manually.

CREATING A BOOT DISK MANUALLY

Please Note: Use the format command with care to avoid erasing all stored information on your hard disk. Follow the instructions below exactly.

Formatting
From a Hard Disk
1.   Insert a blank disk into drive A: This will NOT work form drive B: .
2.   At the C: prompt type: **FORMAT A:/S [Enter]**
•   If your A: drive is a 3.5" high density drive and you are using a low density disk, type: **FORMAT A:/S/T:80/N:9 [Enter]**
•   If your A: drive is a 5.25" high density drive and you are using a low density disk, type: **FORMAT A:/S/T:40/N:9 [Enter]**
3.   Follow the MS-DOS prompts.

MOUSE DRIVERS

If you will be using a mouse to play *Sid & Al's Incredible Toons,* you must copy your mouse driver onto your boot disk. There are two types of mouse drivers available: MOUSE.SYS and MOUSE.COM. The following are step-by-step instructions to locate and load the mouse driver in either the CONFIG.SYS or AUTOEXEC.BAT files.

1. Locating the Mouse Drivers
If you do not know where the MOUSE.SYS or MOUSE.COM files are located, the command below will assist you in locating these files. For users of MS-DOS 5.0 or above, type the following at the C:\> prompt: **DIR \MOUSE /S [Enter]**
This command will allow you to search all sub-directories for a file called mouse. If the system locates a file called mouse, it will display the path where the file(s) are located.
Example: If the MOUSE.SYS file is located in a C:\MOUSE directory, the system will display a message like the following:
Directory of C:\MOUSE
MOUSE   SYS   55160   03-10-92 3:10a
MOUSE   COM   56408   03-10-93 6:00a
If the system does not locate a mouse, your mouse driver may have a different name or may not be currently installed on the system. Some other common names for mouse drivers are IMOUSE, GMOUSE, and HPMOUSE. The mouse driver files may also be copied directly from the floppy disk packaged with your mouse. For information on the proper name of your mouse driver, check the owners manual which came with your mouse.

2. Copying the Mouse Driver
Once you have located the mouse driver, you will need to copy it to the boot disk. In the following example, we are assuming that the mouse drivers were located in the C:\MOUSE directory (as shown in the example above.)
Example: To copy the MOUSE.SYS file to the boot disk, type the following at the C:\ prompt: **COPY C:\MOUSE\MOUSE.* A: [Enter]**
Please substitute the appropriate path and file name for your mouse driver in the command line above. You should then see a message indicating that one or more files were copied.

3. Mouse Statements for the CONFIG.SYS & AUTOEXEC.BAT
The following are examples of statements that must be added to either the CONFIG.SYS or the AUTOEXEC.BAT for the automatic loading of the mouse driver. NOTE: Do not place a mouse statement in both the CONFIG.SYS and AUTOEXEC.BAT, only **one** option is required.
Examples: THE CONFIG.SYS FILE: (If MOUSE.SYS was copied to the boot disk) Type:
DEVICEHIGH=MOUSE.SYS
THE AUTOEXEC.BAT FILE: (If MOUSE.COM was copied to the boot disk)
Type: **LH MOUSE**
Refer to your mouse manual for further information on how to install your mouse driver. You may also call or fax Sierra Technical Support for assistance.
U.S.   Tel: (209) 683-8989   Fax: (209) 683-3633
U.K.   Tel: (44)734 303171   Fax: (44)734 303201

CREATING A CONFIG.SYS FILE

For 386 or 486 Computers (MS-DOS 5.0 and above)
1.   Insert a formatted blank disk into Drive A:
2.   Type: **A: [Enter]**
3.   Type: **COPY CON CONFIG.SYS [Enter]**
4.   Type: **DEVICE=C:\DOS\HIMEM.SYS [Enter]**
5.   Type: **DEVICE=C:\DOS\EMM386.EXE RAM 1024 [Enter]**
6.   Type: **DOS=HIGH,UMB [Enter]**
7.   Type: **FILES=30 [Enter]**
8.   Type: **BUFFERS=20 [Enter]**
9.   If you are using the MOUSE.SYS file to load your mouse, add the following line to the **CONFIG.SYS: DEVICEHIGH=MOUSE.SYS [Enter]**
10.   **IMPORTANT NOTE:** If you are using MS-DOS 6.0 with Doublespace disk compression, please add the command below to the CONFIG.SYS. (If you are not currently using Doublespace, skip the command below and continue with step 11.)
DEVICEHIGH=C:\DOS\DBLSPACE.SYS [Enter]
11.   Press the [F6] key (a "^Z" should appear), then press **[Enter]**. You should see the message: 1 File(s) copied.
        Next create an AUTOEXEC.BAT file for your boot disk.

CREATING AN AUTOEXEC.BAT FILE

For 386 or 486 Computers (For MS-DOS 5.0 and above)
1.   Type: **A: [Enter]**
2.   Type: **COPY CON AUTOEXEC.BAT [Enter]**
3.   Type: **PROMPT PG [Enter]**
4.   Type: **PATH=C:\DOS [Enter]**
5.   Type: **SET COMSPEC=C:\COMMAND.COM [Enter]**
6.   If you are using the MOUSE.COM file to load your mouse, add the following line to the AUTOEXEC.BAT: **LH MOUSE [Enter]**
7.   Press the [F6] key (a "^Z" should appear), then press **[Enter]**. You should see the message: 1 File(s) copied.

IMPORTANT! After you have created a boot disk, you must REBOOT your computer. Place the boot disk in drive A: and press **[Ctrl]-[Alt]-[Del]** at the same time. Your computer will now reboot, with A: as the default drive. To run the game follow the instructions in the section "Running *Sid & Al's Incredible Toons*," and have a great time!

Boot disk instructions for other DOS formats are available for downloading from the Sierra BBS (**U.S. 209-683-4463 or U.K. (44) 734 304227**). The file below contains instructions for a variety of systems. After downloading this file, select the set of instructions that will match your system best.
BBS file name: BDALL.EXE

TROUBLESHOOTING

Problem: I have installed *Sid & Al's Incredible Toons* on a compressed drive, and it doesn't run.

Possible Solution: The most common problem encountered when installing *Sid & Al's Incredible Toons* on compressed drives is lack of disk space. The amount of space that MS-DOS reports to you as being available is based on an expected compression ratio. Since many of the *Sid & Al's Incredible Toons* files will be compressed very little, if at all, you will need more disk space to install *Sid & Al's Incredible Toons* properly, even though MS-DOS says you have enough space free. Since *Sid & Al's Incredible Toons* requires 5 MB of free hard drive space to install, you should have at least 10 MB of free hard drive space when using disk compression. Note that the 10 MB drive space figure is based on a typical compression ratio of 2:1. If your compression ratio is set to a higher rate, you will need to free up an appropriate amount of disk space. Example of Disk Compression utilities Include Stacker, SuperStor, MS-DOS Double Space, and Disk Doubler.

Problem: After upgrading to MS-DOS 6.0, I can no longer run *Sid & Al's Incredible Toons*. I keep getting an "Out of Memory" error.

Possible Solution: If you have installed MS-DOS 6.0 and run the MemMaker utility, it may have configured your computer's memory so that there is no longer sufficient conventional memory to run *Sid & Al's Incredible Toons*. See the section on Freeing Conventional Memory in Chapter 6 of your MS-DOS 6.0 Upgrade manual or use the Boot Disk Creator option in the *Sid & Al's Incredible Toons* INSTALL program. (For instructions, see the Make Bootable Floppy Disk, page 3 and 31-32)

Problem: My computer has at least 2 megabytes of memory, but I receive a message saying that I don't have enough conventional or expanded memory to run *Sid & Al's Incredible Toons*.

Possible Solution: *Sid & Al's Incredible Toons* requires 2MB of RAM. Also, you must have 557K (570,000 bytes) of free conventional memory and 737,280 bytes of free expanded memory (EMS). Some of your computer's conventional memory may be used for device drivers, LAN drivers, and/or for TSR programs. Furthermore, your computer may not be configured to provide enough expanded memory. Some of your computer's memory will need to be freed up, either by altering your start-up files or by creating a boot disk with the install program. To determine how much free memory you have, use the MS-DOS command: MEM [Enter].

Problem: My computer has at least 2 megabytes of memory, but even after creating a boot disk, I still receive a message saying that I don't have enough memory to run *Sid & Al's Incredible Toons*.
Possible Solution: Your computer may be configured to use the upper memory area for system hardware or Shadow RAM and not for expanded memory. If this is the case, you may need to alter your computer's CMOS setup. Consult your computer system manual for information on how to do this or refer to your computer system manufacturer for assistance.

Problem: When trying to load the program or after running the program, the computer hangs or I am returned to the MS-DOS prompt.
Possible Solution: Although your computer may satisfy all of the hardware and software requirements, there may be a configuration or software conflict in your computer while running *Sid & Al's Incredible Toons*. Try loading the program after booting from a boot disk.

Problem: My program hesitates or locks up during game play. I am using a SoundBlaster or compatible sound card.
Possible Solution: Run the install procedure from the game sub-directory and select "PC Internal Speaker" for the sound option. If the program operates properly, there may be a configuration problem with your sound card. Call Technical Support at Sierra On-Line or your sound card manufacturer for assistance in configuring your sound card for proper operation.

Problem: My mouse is not responding.
Possible Solution: Your mouse driver may not be loaded for MS-DOS programs. You will need to edit the autoexec.bat or config.sys files on the boot disk to include the command to load your mouse driver.

ERROR MESSAGES

If you receive an error message when playing or installing a Dynamix game, refer to the following explanations and solutions.

CRC ERROR This means you have a bad disk. It stands for Cyclic Redundancy Check, a way to check for disk errors. (See Replacement Diskettes, page 38.)
DATA ERROR READING DRIVE A or B This means you have a bad disk. (See Replacement Diskettes, page 38.)
GENERAL FAILURE READING DRIVE A or B This could indicate you are trying to read high density disks with an incompatible low density drive.
YOU DO NOT HAVE ENOUGH MEMORY TO RUN THIS PROGRAM. YOU CURRENTLY HAVE "____" FREE BYTES OF CONVENTIONAL MEMORY, AND "____" BYTES OF EMS MEMORY. YOU NEED AT LEAST 570000 FREE BYTES OF CONVENTIONAL MEMORY, AND 737280 FREE BYTES OF EMS MEMORY. There is not enough free memory to successfully run the program. You may need to boot your system with a boot disk. (For instructions, see Creating a Boot Disk Manually, page 31.)
SECTOR NOT FOUND READING DRIVE A This means you have a bad disk. (See Replacement Diskettes, page 38.)

TECHNICAL SUPPORT- All Systems

Technical assistance is only a telephone call away. Call (209) 683-8989 in the U.S. or (44) 734-303 171 in the U.K. for convenient, person-to-person service. If you prefer, you may request assistance by Fax (209) 683-3633 in the U.S. or (44) 734-303 201 in the U.K. or by mail. If you choose to write or fax us with your request, please give us detailed information on both your computer system and the nature of your problem. In addition, please include your address and telephone number should we need further information. Send to:

U.S.	EUROPE-U.K.
Sierra On-Line	*Sierra On-Line Limited*
P.O. Box 800	Attention: Technical Support
Coarsegold, CA	Unit 2, Technology Centre
93614-0800	Station Road
Attention:	Theale, Berkshire
Technical Support	RG7 4AA United Kingdom

Sierra Technical Support is also available through:
*Sierra BBS: U.S. (209) 683-4463 *or* U.K. (44) 734-304 227
CompuServe-GAMCPUB, Section 11 (Technical Support ID - 72662, 1174)
Prodigy (Technical Support ID - WBWW55B)
America OnLine (Keyword: SIERRA)
**GEnie** (Private E-mail **SIERRA.SUP**)

*Answers to our most frequently asked questions are available through our Sierra BBS (U.S. only). At the main menu, select option "8" for *Technical Help* and then select "T" for *Top 10 Technical Issues.*

Dynamix is also on CompuServe. Members of CompuServe can type GO GAMCPUB and leave a message for us at Dynamix (CIS ID 72662,1174). If you are not currently a member of CompuServe, call toll-free (800) 848-8199 and ask for Representative 461 for your FREE introductory membership and usage credit. In addition to receiving support for Dynamix games, you'll also find new demos, hints, and reviews of many Dynamix products as well.

SIERRA ON-LINE'S AUTOMATED "800" TECHNICAL SUPPORT SERVICE

Sierra On-Line, in our commitment to provide the best Technical Support in the industry, offers a 24 hour automated Technical Support Line. Our automated Technical Support Representative has answers to our most frequently asked technical questions and is available by calling (800) 376-2683. A touch tone telephone is required for automated support.

In the U.K., although there is no automated voice response system at this time, technical answers to many questions are available on the Bulletin Board, (44)734 304 227. Or you may speak to a Technical Support Representative at (44)734 303 171 Monday through Friday, 9 a.m. to 5 p.m.
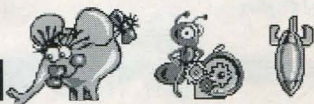
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Customer Support: Direct your inquiries to the Customer Service department for issues pertaining to returned merchandise, back orders, defective merchandise, company policy, and general game information. Call 1(800) SIERRA5 or 1(800) 743-7725 Monday through Friday 8:15-4:45 Pacific Time.

Technical Support: Direct your inquiries to the Technical Support Department if your question is regarding hardware and software compatibility that are specific to Sierra games (i.e., sound card configuration and memory management). Call (209) 683-8989 in the US or (44) 734-303 171 in the UK or convenient person-to-person technical assistance. If you choose to write or fax us with your request (209) 683-3633 in the U.S. or (44) 734-303 201 in the U.K. Please give us detailed information on both your computer system and the nature of your problem. In addition, please include your address and telephone number should we need further information.

Orders: Order games or hardware directly from Sierra On-Line, redeem coupons, use special discounts, or to get a list of software dealers in your area where you can purchase Sierra games.

Patch Disks: If you have spoken to a Sierra Technical Support Representative or have read about an available patch disk in our InterAction Magazine, please send in your request for a patch (repair) disk to the "Patch Disk" address on page 37. Please let us know the game and disk size you are having problems with.

Hints: Game hints are available by phone, hint books (orders available through the Sierra Sales Department), through the Sierra Bulletin Board Service (209-683-4463) or by mail (see address below). If you want an immediate response, you can call our 24 hour Hint Line at: 900-370-5583. In the U.K., call (44) 734-3040 04.

$.75 each minute (Subject to change). Long distance charges are included in the fee. U.K. customers will be charged the normal rate for U.K. telephone calls. Callers under the age of 18 must get their parent's permission before calling the hint line. **ABSOLUTELY NO HINTS WILL BE PROVIDED THROUGH OUR CUSTOMER SUPPORT LINES.** At this time, the automated hint system is only available within the United States. All contents are copyrighted by Sierra On-Line and may not be reproduced in any form without express written permission.

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To ensure prompt and efficient service, direct your requests to the appropriate department below:

CUSTOMER SERVICE
SIERRA
Customer Support
P.O. Box 600
Coarsegold, CA
93614-0600
1-800-SIERRA-5

EUROPE (U.K.)
Sierra On-Line
Limited
Unit 2,
Technology Centre
Station Road,
Theale, Berkshire RG7 4AA
United Kingdom

HINTS
SIERRA
Hint Dept.
P.O Box 200
Coarsegold, CA
93614-0200

24 hour Hint Line
U.S.
900-370-5583
$.75 each minute.
(Subject to change)

Europe U.K.
(44) 734-304 004

PATCH DISKS

SIERRA
Dept. 10
P.O. Box 485
Coarsegold, CA
93614-0485

ORDERS

SIERRA
Sales Dept.
P.O. Box 978
Oakhurst, CA
93644-0978

For direct orders:
Call 1-800-326-6654
Fax (209) 683-4297

Intl. orders:
Call (44) 734-303 171
Fax (44) 734-303 201

TECHNICAL SUPPORT

SIERRA
Technical Support
P.O. Box 800
Coarsegold, CA
93614-0800

(U.S.)
Monday-Friday
8:15 a.m.- 4:45 p.m.
Call (209) 683-8989
Fax (209) 683-3633

EUROPE (U.K.)
Monday-Friday
9:00 a.m.-5:00 p.m.
Call (44) 734-303 171
Fax (44) 734-303 201

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THE ONLY CATCH: You gotta tell us why you don't like it. Otherwise we'll never get better. Send the product back to us and we promise we'll make things right. (if you bought it at a retail outlet, please send original sale receipt). If you find that you need to send for replacement diskettes, send the original disk #1 to:

U.S.
Sierra On-Line
P.O. Box 600
Coarsegold, CA 93614-0600
Attention: CUSTOMER SUPPORT

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U.S.	Europe (U.K.)
Sierra On-Line, Inc.	Sierra On-Line Limited
Fulfillment	Attention: RETURNS
P.O. Box 485	Unit 2, Technology Centre
Coarsegold, CA 93614	Station Road
Attention: RETURNS	Theale, Berkshire RG7 4AA
This policy applies to the original purchaser only.	United Kingdom

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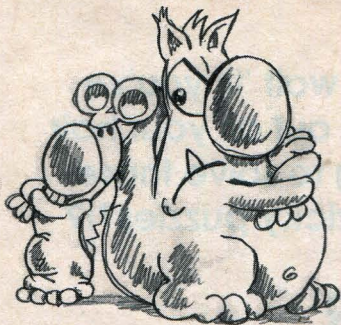
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From the desk
of Sid & Al

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