MIDI

Musical Instrument Digital Interface - Music generated by a device capable of connecting to a computer. MIDI music plays independently "in the background" while your computer is working on another task.

Credits:

DynoTech Software would like to offer special recognition and a big THANK YOU to the following for making *TOYBOX* possible:

Programmer
David Carlson

Art, Music & Sound Effects
Andy Carlson
David Carlson
James Lindly
Melissa Lindly
Mary Seymore

Special Thanks for Various Contributions
20/20 Software, Inc.
America Online
Association of Shareware Professionals
BOXES
Classical Composers
CNET
Corel Corporation
Digital River
Educational Software Cooperative
James Lindly (Neon Games)
Microsoft Corporation
TEGOSoft, Inc.
The Thompson Partnership

Dust Balls: Dust balls are not good!

You need a broom ( ) to get rid of the dust balls.

DynoTech Software

Association of Shareware Professionals Member
Educational Software Cooperative Member
www.dyno1.com

DynoTech Software
1105 Home Avenue
Waynesville, MO   65583-2231   USA

Orders: (800) 396-6832   or   (573) 774-5001
Phone: (573) 774-5001
Fax: (800) 307-2123   or   (573) 774-3052

E-Mail: dynotech@msn.com
World Wide Web:www.dyno1.com
America Online: Keyword **DYNOTECH**

File Management:

START SHOPPING: Start a new game of *SHOP DROP*.

SAVE GAME: SAVE a game of *SHOP DROP*. You may name your saved games by typing up to 8 letters or numbers (no spaces). *You can save your game only after you have completed a level.*

LOAD GAME: LOAD a previously saved game of *SHOP DROP*. Use your mouse to select a saved game. If no games have been saved, no names will be on the list.

DELETE GAME: DELETE a saved *SHOP DROP* game from your hard disk.

EXIT: END the game and return to Windows

Game Pieces:

Usually, you see two toys falling from the top of the screen. Sometimes you get a toy and something different. TOYBOX uses the following game pieces:

Toys & Toyboxes: The most common objects you will see on the screen are toys and toyboxes. Use toys to fill toyboxes. Stack three or more matching toys on a toybox to remove it and earn 100 points.

   Here are the toys and their matching toyboxes:

   Blue Book ( ) = Blue Toybox ( ).

         Red Ball ( ) = Red Toybox ( ).

         Green Rex ( ) = Green Toybox ( ).

         Yellow Pencil ( ) = Yellow Toybox ( ).

 Dust Ball: *A player's nitemare! These things are nasty. Use your broom to sweep these away.*

 Broom :   The broom will sweep away the dust balls for you? Unfortunately, the broom is not too smart -- it also will sweep away other objects upon which you drop it. (*Exception: Will not eliminate touboxes--you need to fill them with toys*.)

 Happy Face: Stack four Happy Faces ('Bonus Buddies') to earn an extra 400 points.

 Magic Box: This box has four stripes on it and will change into the type of item it lands on. Very useful, but can be dangerous as well. (It also works on the dust balls!.)

The game also has some Special Features.

MIDI Error

If you have a sound card in your computer and you get a message such as: "*This file may not play correctly with the current MIDI setup*", go to the   "options" menu and turn "Music" off by selecting it. A check mark next to "Music" indicates it is ON. Refer to your sound card's owner manual and Window's Reference manual to set up your Windows "MIDI mapper."

Maneuvering Items:

Use the arrow keys and space bar to control items as they fall.

Rotate [*Up Arrow*]

Move Left [*Left Arrow*]

Move Right [*Right Arrow*]

Move Down   [*Down Arrow*]

Drop   [*Space Bar*]

Options:

1) **Digitized Sounds.** Click on the option to turn sound effects on and off. A check mark indicates the option is turned on. To hear sound effects, you must have a sound card installed in your computer.

2) **Music.** Click on the option to turn background music on and off. A check mark indicates the option is turned on. To hear background music, you must have a sound card installed in your computer and configured for MIDI music. If not configured properly, you may experience a MIDI Error.

3) **Joystick.** Click on the option to turn joystick capabilities on and off. A check mark indicates the option is turned on. If your joystick does not work with *TOYBOX*, make sure you have installed your joystick driver and properly calibrated your joystick.

File Management

Playing The Game:

Don't be fooled. It's harder than it looks!

TOYBOX is windows puzzle game for ages 4-7 [***It's OK for older kids to play too.***]! How many points can YOU earn? Fill your <u>toyboxes</u> while avoiding the <u>dust balls</u>.

TOYBOX is UNLIKE other games where you manipulate various shapes into place. It challenges you to organize COLORS (two at a time) onto matching colored toyboxes. Simple at first, *TOYBOX* soon becomes more difficult as the game progresses.

The object of *TOYBOX* is to clear all toyboxes on the screen by <u>maneuvering</u> falling toys onto matching toyboxes. A toy matches a toybox when both are the same color. When you clear a filled toybox from the screen, you will earn points. Your goal is to have fun and earn points.

To clear a <u>toybox</u> and earn points, stack three or more of the same colored toys directly on top of the toybox. When you've successfully "filled" the toybox, it will be transported to the closet and the points earned will be added to your score.

Most of the time the two falling toys are different colors *(and the toyboxes don't always cooperate)*. You DO NOT need to clear all the toys to go to the next level, only the toyboxes. You can earn extra bonus points by stacking four happy faces ('Bonus Buddies') together.

The levels are set to let items in *TOYBOX* fall at three possible speeds (Slow, Medium, and Fast -- Speeds are designed into the program and can not be changed.):

TOYBOX uses several kinds of <u>game pieces</u> which fall from the top of the screen. It also has some <u>special features</u>.

Special Features:

These special features are available in the game:

Radio: *Don't like the current background song? No problem. Just click on the Radio button to change the station and play another song.*

Pause Game: Need to take a break? Just click on the Pause button and the game will wait for you.

Power Player Code: You can jump to any level for extra practice by typing "PLAYxx"***** at the "*Pick Level to Begin*" screen. Don't click on a number, just type the code on your keyboard.
  *[xx=level you want to play]

NOTE: The Power Player feature will let you play the level you select for practice, but will not let you advance to the next level (sorry, but you need to work your way through all levels). You also have to play you way to the last level. You can not use the Power Player feature to reach the last level.

TOYBOX

TOYBOX is a Windows puzzle game for ages 4-7. (It's OK for older kids to play too.) Drop falling toys onto matching <u>toyboxs</u> before the toys hit the floor. [It's not as easy as it looks!]

<u>Playing the Game</u>

      <u>Moving Pieces</u>

      <u>Game Pieces</u>

      <u>Special Features</u>

<u>Options</u>

<u>Game Tips</u>

<u>Credits</u>

Tips for Playing TOYBOX:

1) Its bad for you if you let the toys and other items pile so high that you can't stack any more on top. Don't let this happen to you. We at DynoTech don't.

2) The biggest problem in *TOYBOX* is space, next to time, next to smarts! If you run out of any of these you'll end your game and have to start again.

3) If you stack the wrong color toy on a toybox, just stack more of the "wrong" color until you get four toys in a stack. The "wrong" color stack will disappear, leaving your toybox free for the "correct" color.

4) Don't waste time clearing toys not on a toybox (unless you need the space). You only get points when you fill toyboxes or stack Happy Faces.

5) **Save your game often!** If you have problems on a level, you can start the level over again. When you save your game, you will not loose any of the points you worked so hard to earn.

Have you developed a "secret" strategy? We'd love to hear from you. Please send your favorite tips, hints, and TOYBOX tricks to DynoTech. You may see them in a future version of TOYBOX.

Send your favorite *TOYBOX* tips to:

DynoTech Software
ATTN: TOYBOX Tips
1105 Home Avenue
Waynesville, MO   65583-2231

Fax: (573) 774-3052
E-Mail: dynotech@msn.com

Toys & Toyboxes:

The most common objects you will see on the screen are toys and toyboxes. Use toys to fill toyboxes. Stack three or more matching toys on a toybox to remove it and earn 100 points.

Here are the toys and their matching toyboxes:

BLUE: =

RED: =

GREEN: =

YELLOW: =