Uncle Julius and the Anywhere Machine
(Evaluation Version 1.03)

Release Notes

Thank you for taking the time to try this evaluation version of *Uncle Julius and the Anywhere Machine*. We hope you find it enjoyable.

You are welcome to keep playing this version for as long as you wish without cost or obligation. You will eventually find, however, certain key locations that you are not allowed to enter. At that point, we hope (and expect!) you will decide that you want to keep playing, keep exploring, keep solving puzzles until you have completed your mission and won the game.

Obtaining the full version of *Uncle Julius and the Anywhere Machine* is easy and inexpensive. Complete instructions are readily available from within the game itself, both on start-up and when you try to enter a restricted location. Modem-equipped users living in Canada or the United States can actually use their Visa™ or MasterCard™ card to register the game on-line while they play!

We hope to hear from you soon. Meanwhile, enjoy the game!

AHA! Software Inc.
Please drop in at our Family Games Web Center: **http://www.familygames.com/**

Questions and Answers

Q. How do I run the game?
From Windows 3.1, click on the *The Anywhere Machine* icon. From Windows 95, select *Programs/The Anywhere Machine/The Anywhere Machine* from the *Start* menu.

Q. When I start the game, a dialog appears recommending that I switch from 16 to 256 colors. How do I go about doing that?
Nowadays, most but not all PCs running Windows support 256-color displays. If your graphics hardware allows it, you can change your display settings to 256 colors and see the game as it was meant to be seen. If you are running Windows 3.1, use the **Setup** program to install the appropriate display driver. If you are running Windows 95, search in the Desktop Help for *Colors*, then select *Number of colors, changing*.

Q. I'm having a problem with the game. Can I get help?
Technical support for *Uncle Julius and the Anywhere Machine* is by Internet email at ssv@islandnet.com. Our response time for email is generally less than 24 hours.

Important Notice About Technical Support
Please be aware that our tech support resources are limited. Before contacting us, check to see if your question is answered either in this readme file or in your Windows or equipment manuals. If you *do* need our help, please prepare a succinct description of the problem you are having,

and the conditions in which it arose.

One further point: our technical support staff do *not* give out game hints. Please restrict your use of support services to technical problems *only*.

Other Notes

Command-line switch to start with sound disabled

A couple of users have reported problems at the beginning of the game that are apparently related to the sound-card configuration on their machines. If you experience such a problem, add the word NOSOUND to the command line used to run the game. This will cause it to launch with both music and sound effects disabled (you can then try turning them back on from within the game). We would like to hear from you (at the above tech support address) if you encounter a problem of this type.

How to edit the command line

In Windows 3.1: In Program Manager, select the "The Anywhere Machine" icon, then choose the *Properties* item on the *File* menu. In the Properties dialog, the *Command Line* edit box will show the file name of the program, normally **c:\anywhere\awm.exe**. Click in the edit box, and type a space and the word **NOSOUND** at the end. Click **OK** to finish.

In Windows 95: Right-click on the **Start** button and choose *Explore from here*. Enter the *Programs\Anywhere* folder and locate the shortcut to "The Anywhere Machine". Right-click the shortcut and select *Properties* from the context menu, then choose the *Shortcut* tab in the Properties dialog. The *Target* edit box will show the file name of the program. Click in the edit box, and type a space and the word **NOSOUND** at the end. Click **OK** to finish.