THE INCREDIBLE TOON MACHINE DEMO

INTRODUCTION

The Incredible Toon Machine is a mind-bending, challenging puzzle game. Each puzzle will challenge you to accomplish a specific task, such as helping Sid the mouse drop a piano on a Al E. Cat, or maybe helping Al catch Sid the Mouse. You will be given an assortment of toon tools like pianos, anvils, elephants, pulleys, ladders, bubble gum, and bananas (to name but a few!) to create a toon machine that will accomplish your goal.

Note: No Toon animals were harmed in the making of this game. The toons in this game are professionals and you should not attempt their antics at home.

HOW TO OBTAIN A FULL COPY:

If you enjoy playing The Incredible Toon Machine and wish to obtain a full copy, you may order one from Sierra directly by calling our sales number at 1-800-757-7707, or from your local computer software retailer.

INSTALLATION INSTRUCTIONS

After you have downloaded and decompressed the Incredible Toon Machine demo, you must first run the INSTALL.EXE program from the directory in which you have put the demo.

From the Program Manager Menu Bar:

1.) Select FILE, and then RUN.
2.) In the Command Line box, type the path and filename where
      you have placed the Toon Demo. For example, if you
      downloaded and extracted the Toon Demo in a directory
      called Toon on your C: drive, you would type C:\TOON\INSTALL
      in the Command Line box.
3.) Click on OK.

Once you have Installed The Incredible Toon Machine, you can run the program by double-clicking The Incredible Toon Machine icon from the Sierra program group.

HOW TO PLAY

After you click your mouse a few times to get past the initial

advertisement screens of the demo, you will be presented with three picture frames. Holding the mouse pointer over each frame will tell you what it does. Your options will be to Solve a Puzzle, Head to Head Toons, or Home Toons but Home Toons is not available in this demo.

SOLVE A PUZZLE

This will let you begin playing through the various puzzles in the demo. At the beginning of each screen you will be presented with the object of the puzzle. Click the mouse to pass this and begin the puzzle.

On the left side of the screen will a be a vertical bar displaying the tools you have available to complete the puzzle. This bar is called the Tool Bin. At the bottom of the Tool Bin will be a pair of arrows, one left and one right, which will let you cycle through the tools in your Tool Bin if there are more tools available to you than the Bin can display at one time. Above the Tool Bin will be two buttons, one red and one yellow. The red button will activate your toon and set things into motion. You can press this button at any time to activate your toon machine and see if it works. If it doesn't work, press the red button again to stop the toon. If your toon works and you accomplish your goal, you will be presented with the option of Instant replay (if you'd like to watch your toon again), or to go to the Next Puzzle.

The yellow button will activate another vertical bar (the control panel) on the right side of the screen. There will be six icons from top to bottom. Holding the mouse pointer over the icons will tell you the name for the icon and what it does. These are described below in order:

Return to Main Menu: Returns you to the main menu, of course!

Load/Save: Load or Save toons. You can load previously
                    solved toons with this option.

Goal: Brings up the Goal for the toon you are
                    creating.

Tunes: Clicking on Tunes will bring up another
                    control panel which lets you manipulate or
                    listen to samples of the music and sound
                    effects in the game. You will see a set of
                    up and down arrows which can be used to

turn the music volume up or down. A set of left-right arrows let you cycle through different Toon tunes if you wish to play different music for your toon machine, or different sound effects if you'd like to listen to samples of the game's wacky sound effects. If you'd like to listen to different tunes, click on the musical note, if you'd like to sample some of the game's sound effects, click on the "POW!". Finally, if you'd like to kill the music all together, click on the hammer and it will crush the offending speaker.

Nuke-A-Toon:　　　This clears all the work you've done on a toon and lets you start from scratch. Once you click on the Mushroom cloud, click on the toaster to restart your current puzzle.

The End:　　　　This will exit the Toon Machine.

Each time you solve a puzzle, the Toon Machine will remember the last puzzle you completed. The next time you start up The Incredible Toon Machine and choose "Solve a Puzzle", you will begin at the last puzzle on which you were working.

HEAD TO HEAD TOONS

You can also play toons against a friend. When playing with a friend, the game plays the same, but you have to take turns placing pieces to solve the puzzle. You may only take and manipulate one piece from your Tool Bin per turn, and there is a time limit for your turn. The person who takes the least amount of time solving the puzzle overall is the winner. You may also choose to do a tournament comprised of multiple head to head sessions, in which case the person winning the most games is crowned the victor.

WINDOWS CONFIGURATION AND TROUBLESHOOTING:

The Incredible Toon Machine requires Windows to be run using a 256 Color Display driver. Even though almost all video cards are capable of displaying 256 colors, for Windows to be able to display 256 colors it must be using a 256 color display driver. If you are running Windows with a 16 color driver and you try to run one of our games that requires 256 color graphics, you will most likely receive an error message like "Your current Display Driver is not

supported by this game." Additionally, running a high color driver, like 32,000 colors or more, can sometimes generate a similar error message, or cause graphics distortion. It is for this reason that we recommend running Windows with a 256 Color Driver for optimal results with Sierra Windows programs. Below is a step by step set of instructions for changing your video driver in Windows.

IMPORTANT NOTE: While we can tell you HOW to change your video driver, we cannot tell you the exact driver you need to choose because it is directly related to the specific brand and type of video card you have installed in your computer. When selecting a video driver, you must select a video driver specific to the video card installed in your computer. Most often, when you purchase a new video card, those drivers will be on floppy disks. If the video card came pre-installed with an entire computer system, the drivers should have been installed for you by the hardware manufacturer, or you should have received the drivers on floppy disks. If you choose an incorrect video driver when changing drivers, Windows will not boot. Should this happen to you, don't panic. You can restore your previous video driver by running the SETUP program from the WINDOWS directory, in DOS. (Just go to your C:\WINDOWS directory when you are in DOS and type SETUP, then press ENTER).

From within the PROGRAM MANAGER:

1.)   Double-click the MAIN program group icon.

2.)   Double-click the WINDOWS SETUP icon.

3.)   You will see a dialog box with "Display" "Keyboard",
          "Mouse", and "Network".

4.)   On the menu bar, click on OPTIONS..., then go down to
           CHANGE SYSTEM SETTINGS.

5.)   You will see another dialog box, similar to the previous
           one. Click on the down arrow to the right of "Display".
           You will get a list of Video drivers available to you. You
           can use the scroll bar to scroll up and down the list of
           drivers. Select a 256 color driver appropriate for your
           video card. If you are installing the driver from floppy
           disks or some other source, choose "Other Display", and you
           will be instructed to type a path to the driver, or to
           insert the disk with the drivers into your floppy drive.

If you have any problems changing your video driver and need more

information, consult your Windows documentation, or contact the hardware or video card manufacturer. Additionally, if you do not seem to have the appropriate video drivers available to you, you will need to contact the hardware or video card manufacturer to obtain them.

SPECIAL NOTE: This product uses technology called WinG from Microsoft, which allows it to have high graphics performance under windows. WinG is not compatible with certain video card drivers, particularly older ones. If WinG does not work with your driver, you can turn off The Incredible Toons Machine's use of it by modifying the TOONS.INI file:

[Technology]
UseWinG=FALSE

SETTING UP YOUR MIDI MAPPER

Since Sierra uses MIDI (Musical Instrument Digital Interface) music, in order to hear music in our games you must have your Midi Mapper set up correctly. Normally, this is done when you install your sound card software, but many sound cards will default to an incorrect Midi Setup.

The instructions below are for setting up the Midi Mapper for a standard FM sound card like a Soundblaster (regular, Pro and 16 varieties), Pro-Audio Spectrum, and other similar sound cards. These instructions will work for nearly all sound cards, though if you have a more advanced sound card like a Gravis Ultrasound, Sound cards using Wave table Synthesis, or a Roland MT32, RAP 10 or Sound Canvas, or any other advanced MIDI device, the set up instructions below will probably not provide the optimal Midi configuration to take advantage of more advanced hardware. Please contact the hardware/sound card manufacturer if you need additional help configuring you Midi Mapper for one of these more advanced sound modules.

Important NOTE: When you install The Incredible Toon Machine Demo, make sure you choose BASE level when prompted for a "Base" or "Extended". The Extended setting is strictly for users with Midi devices like the Roland MT32 installed in their systems.

From within PROGRAM MANAGER:

1.)   Double-Click your MAIN group.

2.)   Double-click the CONTROL PANEL Icon.

3.)   Double-click the MIDI MAPPER icon. [NOTE: If you do not have
       this icon, go back to the CONTROL PANEL, and Double-click
       the DRIVERS section. Click on the "Add" button, and in the
       list of drivers presented to you highlight the MIDI MAPPER
       selection and click on OK. After the driver is installed,
       you will need to restart Windows and start at step 1 above.]

4.)   You will get a dialog box. Click on the NEW Button.

5.)   Type in a name (any name will do), then click on the OK
       Button.

6.)   Now you will get the MIDI SETUP screen. Find the Port Name
       Column, and go down it until you reach the box for channel
       13. Click on the box, then click on the arrow and you should
       get a list of drivers.

7.)   Select the driver that has "FM Synthesis" in it. The name
       may vary depending on the sound card you have, but some
       examples are "Voyetra SuperSapi FM Driver", "Yamaha OPL-3
       FM Synthesizer", "SBP FM Synth".

8.)   Repeat steps 7 and 8 for Channels 14, 15 and 16.

9.)   Click on OK, and when the computer asks you if you want to
       save the setting, choose Yes.

10.)   Close the MIDI MAPPER.

Additional Note: Always make sure you have the proper Drivers
installed for your sound card, as well as the following standard
Windows drivers: Timer, Midi Mapper, [mci] CD Audio, [mci] Sound,
and [mci] Midi Sequencer. If these are not present, you can add
them following the steps below:

Again, from the CONTROL PANEL:

1.)   Double-click the DRIVERS icon.

2.)   You will get a list of drivers presented in a dialog box.
       Click on the ADD button.

3.)   Select the driver you wish to add (Timer, Midi Mapper,
       [MCI] CD Audio, Sound, or Midi Sequencer)

4.)   Click on OK. If you are asked to use the Current driver or
        a New one, click on Current. You may be asked to insert a
        Windows disk to install the driver from. Follow the
        instructions on screen.

5.)   Once new drivers are installed, you will need to re-start
        Windows. If you have any difficulty installing the drivers,
        or need additional help with Windows, please contact
        Microsoft or your authorized hardware manufacturer.

Finally, it's usually a good idea to have the latest sound drivers
available for your sound card. You can contact the Sound card
manufacturer to obtain the most current drivers.

HOW TO OBTAIN A FULL COPY:

        Again, if you enjoy playing The Incredible Toon Machine,
        you may order a copy from Sierra directly by calling our
        sales number at 1-800-757-7707, or from your local computer
        software retailer.