

SLICE of LIFE PIZZARAMA!!

1335 SOUTH FRUMPTON STREET

PIZZA MENU

Plumber's Friend Olives, refried beans, oysters, Limburger cheese, jalapeños. If this one won't clog up your plumbing, we don't know what will.	med. 12.50	lg. 17.95
Frumptonian Flip-out Pepperoni, linguica, smoked salmon. Our specialty.	med. 14.50	lg. 18.95
Dumpling Delight Anchovies, jalapeños, crayfish, pesto sauce. A taste of the old country.	med. 12.50	lg. 17.95
Tootsweet Tempter Artichoke hearts smothered in low-cal maple syrup made with real Tootsweet.™ Delicious and nutritious.	med. 10.95	lg. 13.95
Anchovy Olive Surprise Anchovies, olives, and a surprise ingredient - if we told you it wouldn't be a surprise.	med. 11.50	lg. 14.50
Humpford Howler Horseradish and jalapeños. A real scream.	med. 9.50	lg. 13.50
Super Sludge Supreme Refried beans, olives, tomatoes, pesto sauce, oysters, smoked salmon, artichoke hearts, broccoli, fresh garlic, smoked BBQ chicken, linguica, sausage, feta cheese, shrimp, mushrooms, anchovies, pineapple, onions, Canadian bacon. Everything but the kitchen sink.	med. 20.50	lg. 27.95
Granola Gobbler Turkey and crumbled granola bars. Yum!	med. 13.95	lg. 17.50

Beverages

Draft Beers	Glass	Pint	Pitcher
Hank's	1.00	1.50	3.75
Frumpton's Own	.25	.50	1.00
Spud	1.00	1.50	3.75
Spud Light	1.00	1.50	3.75
Schludweiler	1.25	1.75	4.25
Half-Mast Ale	2.00	3.00	8.00
Milwaukee's Beast	.05	.15	.75
OEB	.85	1.10	2.85
Chucky's	1.00	1.50	3.75
Rain-dog	1.00	1.50	3.75
L.A. Beer	1.00	1.50	3.75

Other Beverages

Olà Cola, Diet Olà Cola, Caffeine Free Olà Cola,
Caffeine Free Diet Olà Cola. sm. .85 lg. 1.00
Mineral waters: Conestoga Cooler, Clearly
- Grenadian, Impala. bottle 1.50

Desserts

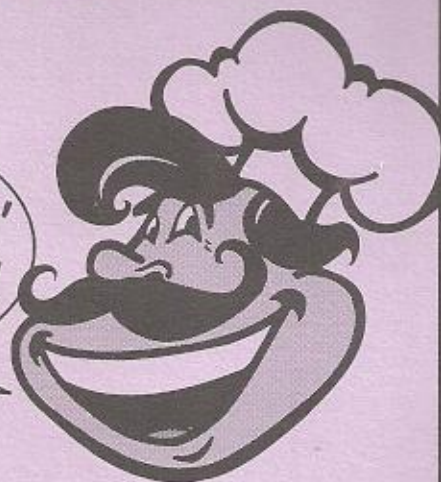
Frumpton Fountain Float	1.95	Tootsweet Frappé	2.30
Hot Sludge Sundae	2.65	Sphincter Surprise	3.25

On the Side

Frumpton fries	1.75
Buffalo chips	2.25
Pea soup cup 1.25 bowl 2.75	
Mixed greens	1.50
with dressing	2.80

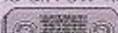
**DON'T FORGET!
WE DELIVER!!
CALL 555-LIFE**

**NOW THATSA'
GOOD PIZZA!**



ON-LINE HELP SYSTEM

Control Documentation is available in the form of an electronic help system built into Willy Beamish. To access the help system, press the **ESC** key during game play.

Use the arrow keys to move the cursor over the button marked  and press the spacebar.

IBM

Smart Start™

In an effort to make game installation as painless as possible, we've created Smart Start. Smart Start will automatically determine the graphics, sound, input devices and the speed capability of your computer system to optimize game characteristics. Smart Start will also take you step-by-step through the process of installing your game on a hard drive or making a backup copy. Don't be intimidated, just jump in and try it!

Willy Beamish cannot be played from the floppies. It needs to be installed on your Hard Drive. You will need at least 12 megs of free disk space available to install Willy Beamish.

In the example below, it is assumed that you are using floppy drive A. If not, please substitute all references to drive A with the appropriate drive label.

Copying Willy Beamish to a Hard Drive

1. After booting, insert WILLY disk #1 in Drive A.
2. Type **A:** [ENTER].
3. Type **INSTALL** [ENTER].
4. Select "Copy Willy Beamish to Hard Drive" from the Smart Start menu.
5. Follow the on-screen instructions.

Making a Backup Copy

Willy Beamish is not copy protected. Smart Start has a built in facility for helping you to create a backup.

1. After booting, insert Willy Beamish disk #1 in Drive A.
2. Type **A:** [ENTER].
3. Type **INSTALL** [ENTER].
4. Select "Make a backup Copy" from the Smart Start menu.
5. Follow the on-screen instructions.

Setting Preferences

Smart Start will do its best in deciding what type of computer equipment you have, but sometimes it may make a mistake or you may wish to try other graphics modes, sound configurations, etc. To modify Smart Start preferences,

follow these steps; once you have installed to your Hard Drive.

1. **From a hard drive:** go to the WILLY directory on your hard drive.
 2. Type **INSTALL** [ENTER].
 3. Select "Change Graphics" or "Change Sounds/Music" from the Smart Start menu.
 4. Follow the on-screen instructions.
- To run the game, type "WILLY" from the Willy Beamish hard disk directory.

Trouble shooting

Problem: My computer has at least 640K of memory, but I receive a message saying there is not enough memory to run Willy Beamish.

Possible Solution: Willy Beamish requires at least 655K of free memory. Your computer may be running a "pop up" (TSR) program or it may be connected to a device such as a LAN that uses a portion of the memory. In order to run Willy Beamish, you will need to free up some of the computer's memory or select a different graphics mode from the Smart Start™ (Install) program.

Problem: Constantly playing music bugs me, but I still want to hear sound effects.

Possible Solution: Press **Alt-M** to turn off the music or select "music off" from the Options Menu.

Problem: Graphics appear in a mode that I don't want.

Possible Solution: Use Smart Start™ to select the type of graphics you desire. Also check the original package to see if you are running a version of Willy Beamish that contains the graphics mode you are trying to select.

If you have a problem that is not addressed on this list, please call or write our Customer Support Line at:

Sierra/Dynamix Customer Support
P.O. Box 485, Coarsegold, CA 93614
(209) 683-8989.

8 A.M. TO 5 P.M. (PT) Monday through Friday

AMIGA

The following are instructions for installing Willy Beamish onto a hard disk and booting the system. Both can be done from either the Workbench or the CLI. In the instructions we assume that you are using floppy drive DFO; and hard drive DHO. If your drives go by different names, replace the drive label in the example with the correct one. For example, if you have an Amiga 3000, you will probably need to replace DHO; with WORK.

Copying Willy Beamish to a Hard Disk

1. Boot your system.
2. Insert Willy Disk #1 into the first internal floppy disk drive.
3. From Workbench, double click on the Willy Beamish #1 icon and then on the install icon.
4. From the CLI, type **CD DFO;** and press the return key [↵]. Then type **INSTALL** and press the return key [↵]. The Dynamix Install Utility window will appear.
5. Choose which drive and directory you wish to install the program to. The default directory is: DYNAMIX/WILLY. To change the path, click in the Destination Directory box and type in the new path.
6. Click on the **INSTALL** button.
7. At the prompt, click on the **Okay** button to install the program files. To cancel the installation process, click on the **Cancel** button.

Amiga Loading Instructions

From Floppy Disks

Note: You may run the Willy program from multiple floppy drives.

Self-Booting

1. Insert Willy Beamish Disk #1 into drive DFO;
2. Turn on the system.

From Workbench

1. Boot your system with Workbench.
2. Insert Willy Beamish Disk #1 into a disk drive.
3. Double click on the Willy #1 disk icon.
4. Double click on the Willy icon.

From the CLI

1. Boot your system with the CLI.
2. Insert Willy Beamish Disk #1 into floppy drive DFO;
3. Type **CD DFO;** and press the return key [↵].
4. Type **WILLY** and press the return key [↵].

From a Hard Disk

From Workbench

1. Load Workbench.
2. Double click on the hard disk icon.
3. Double click on the Dynamix drawer.

4. Double click on the Willy drawer.
5. Double click on the Willy icon.

From the CLI

1. Load a CLI window.
2. Type **CD DHO:DYNAMIX/WILLY** and press the return key [↵].
3. Type **WILLY** and press the return key [↵].

Amiga Specific Notes

1. Willy Beamish does not multitask with other programs. For best performance, make sure no other programs are running when you start Willy.
2. Although your system may have one megabyte of memory, you still may not have enough available memory to run Willy Beamish. Self-booting the program from disk should provide you with enough free memory to run the program. **NOTE:** Memory allocated for hard disk partitions or resident programs will reduce the amount available for running programs.
3. If your system has only the minimum RAM required to play (1MB), the Detail Level Slider is set to low and cannot be changed.
4. If you are playing off floppies, you can speed-up game play or disk loading by turning off the music or by inserting the music disk in a second drive.

Trouble shooting

Problem: Even though my computer has 1MB of memory, I receive a message saying there is not enough memory to run Willy.

Possible Solution: Avoid running other programs before you start Willy. Such programs might be using memory that Willy needs. It also helps if you run Willy from the CLI without loading the Workbench. You can also save memory by running Willy from the Workbench when there are no CLI or application windows currently open.

Problem: My computer doesn't have a hard disk, so I am often forced to swap disks during game play.

Possible Solution: You can reduce the number of disk swaps by turning off the game's music or leaving the Music Disk (#10) in a second drive. Press **Alt-M** to turn off the music.

Problem: Constantly playing music bugs me, but I still want to hear sound effects.

Possible Solution: Press **Alt-M** to turn off the music or select "music off" from the Options Menu.

Problem: Everytime I set the game's Detail Level to high, the computer lowers it.

Possible Solution: Unless your computer has more than 512K of chip RAM, you will be unable to set the game's Detail Level to high. Owners of Amiga 1000's, or some older 500's and 2000's, will need to upgrade their computers to the 1MB Fat Agnus chip to increase the amount of chip RAM.

MACINTOSH

To run Willy Beamish on your Macintosh computer, you'll need a color Mac with 2 megabytes of RAM and at least 12 megabytes of available hard drive space.

To install and play Willy Beamish:

1. Make a new folder named **Willy Beamish**.
2. Drag the contents of each Willy Beamish disk into the Willy Beamish folder.
3. Double-click the Willy Beamish program icon.

TECHNICAL HELP: ALL SYSTEMS

Technical assistance is only a telephone call away. Call (209) 683-8989 for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type and the nature of your problem.

If you find that you need to send for replacement diskettes, send the original disk #1 in the size you need (3.5" or 5.25") to:

Sierra/Dynamix Customer Support
P.O. Box 485
Coarsegold, CA 93614
Attention: RETURNS

Be sure to include a note stating your computer type, and the size of diskette you need (3.5" or 5.25").

We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a \$10.00 charge for 5.25" or 3.5" diskettes.

Automated Hint Line System

You may reach the hint system by dialing: **1-900-370-KLUE**. Our California customers need to call: **1-900-370-5113**.

All hint questions MUST be directed to the previously mentioned "900" numbers, as there will be NO hints given on our Customer Service Lines. This service is available 24 hours a day. The charge for this service will be 75 cents for the 1st minute and 50 cents for every additional minute. Long distance charges are included in this fee. **Callers under the age of 18 must get their parent's permission before calling the hint line.** At this time, the automated hint system is only available within the United States.

All other questions will be answered by calling our new Customer Support number at area code (209) 683-8989. Again, please note: ALL HINTS MUST BE OBTAINED BY DIALING THE ABOVE "900" NUMBERS. ABSOLUTELY NO HINTS WILL BE PROVIDED THROUGH OUR CUSTOMER SUPPORT LINES.

The contents of the Sierra/Dynamix Automated Hint Line are solely the responsibility of Sierra On-Line and Dynamix, Inc. Thank you for buying Dynamix products.