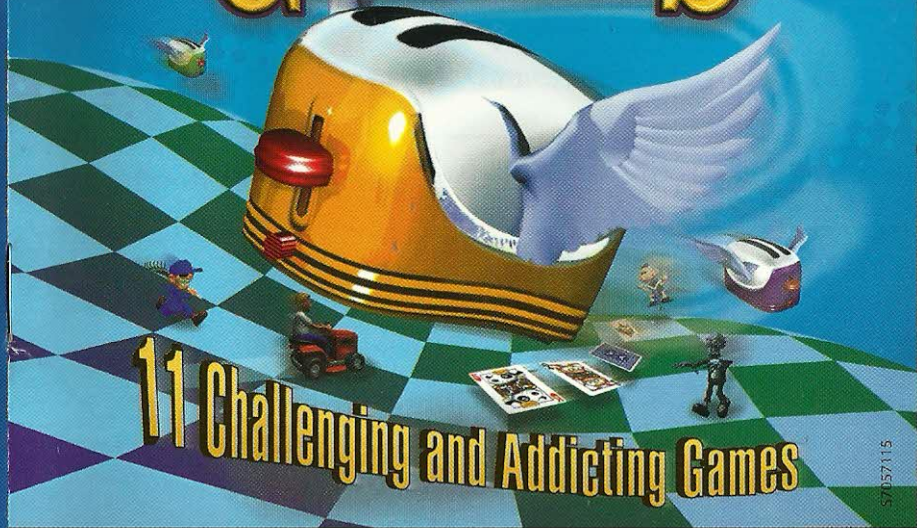


After Dark GAMES



11 Challenging and Addicting Games

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AFTER DARK GAMES

Hold onto your mouse and get ready for hours of finger-twitching fun for your whole family!

After Dark Games stars the craziest cast of characters from the top selling After Dark screen savers. This outrageous collection includes 11 challenging and addicting games. Jump into arcade action with Hula Girl, bone up on your word skills in Bad Dog 911 or push your puzzle skills to the limit as you rescue Grandma and friends in Roof Rats.

After Dark Games includes 11 fabulous games:

- u Hula Girl
- u Fish Shtick
- u Roof Rats
- u After Dark Solitaire
- u Rodger Dodger
- u Zapper!
- u Mowin' Maniac
- u Bad Dog 911
- u Toaster Run
- u Foggy Boxes
- u MooShu Tiles

All eleven games are easy to start - but hard to stop!

REQUIRED SYSTEM CONFIGURATIONS

Microsoft® Windows® 98/95

To play After Dark Games on a Windows PC, you must have:

- u Windows 98/95
- u 486SX 66MHz processor or faster
- u 16MB free RAM
- u 35MB of free hard disk space
- u CD-ROM drive
- u Video display capable of at least 640x480 resolution with 256 colors
- u Sound blaster 16 or compatible 16-bit multimedia sound card

After Dark Games does not run on any 386 or earlier CPUs.

Apple® Macintosh®

To play After Dark Games on a Macintosh, you must have:

- u Any PowerPC Macintosh
- u System 7.5.5 or later release of the Macintosh OS
- u 6MB free RAM
- u 35 MB of free hard disk space
- u CD-ROM drive
- u Video display capable of at least 640x480 resolution with 256 colors
- u QuickTime 2.1 or later

After Dark Games does not run on 68040 or earlier CPUs

INSTALLING AND LAUNCHING AFTER DARK GAMES

Installations and Anti-Virus Software

Macintosh and Windows anti-virus software can interfere with installation. Before installing After Dark Games, we recommend that you disable all anti-virus software. To disable your anti-virus software, consult the documentation that accompanies your anti-virus software.

Installing After Dark Games on Windows 98/95

After Dark Games includes an optional After Dark Games screen saver. If you'd like to install the screen saver, just answer yes when prompted. You do not have to install the screen saver to play the games.

There are two ways to install After Dark Games on Windows 98/95.

If you have the Windows 98/95 AutoPlay feature turned on, insert the After Dark Games CD-ROM into your CD-ROM drive and the installer will start automatically. Follow the on-screen prompts to complete the installation.

If you do not use AutoPlay, insert the After Dark Games CD-ROM into your CD-ROM drive and use Windows Explorer to browse the contents of the CD-ROM. The CD-ROM drive is usually drive D. Double click on the installer icon (setup.exe). Follow the on screen prompts to complete the installation.

Launching After Dark Games on Windows 98/95

To launch After Dark Games on Windows 98/95, click on the Start menu, open the Programs menu and select the After Dark Games folder. Select any of the eleven games.

Uninstalling After Dark Games from Windows 98/95

Select Settings from the Start Menu, open the Control Panel and launch Add/Remove Programs. Select After Dark Games and hit the remove button.

Installing After Dark Games on the Macintosh

After Dark Games includes an optional After Dark Games screen saver. If you'd like to install the screen saver, just answer yes when prompted. You do not have to install the screen saver to play the games.

To install After Dark Games on a Macintosh, insert the After Dark Games CD-ROM into your CD-ROM drive, wait for the After Dark Games window to open, and then double-click on the installer icon. Follow the on-screen prompts to complete the installation. If you choose to install the bonus After Dark Games screen saver, you will have to restart your computer.

Launching After Dark Games on the Macintosh

From the Apple Menu Bar, select the After Dark Games folder. Select any of the 11 games.

Uninstalling After Dark Games from the Macintosh

Select the After Dark Games folder from your hard drive and drag it to the Trash. Select "Empty Trash" from the Special menu.

HULA GIRL — ARCADE GAME

Object of the Game:

Keep Hula Girl hula-hooping and jumping as long as possible.

How to Play:

To start the game, use the left arrow key to guide the Hula Girl, Balula, off the first block. Immediately, the blocks begin to scroll upwards. Now try to keep Balula on screen.

Using the left and right arrow keys, guide Balula Girl back and forth from block to block, being careful not to let her go off the top of the screen or free fall off the bottom of the screen. If she goes off screen, she must have a hula-hoop available in order to get back on.

At the beginning of the game, Balula has 3 hoops. There are a number of events that can cause Balula to lose a hoop. If the Yuckometer hits zero, Balula will lose a hoop. If Balula lands on a block with her Evil Twin, Cruela, Cruela will steal a hoop. And if Balula falls off the screen, she also loses a hoop and needs another to get back on the screen. If Balula is out of hoops and is unable to get back on screen, the game ends.

As the game progresses, the blocks scroll faster and faster, forcing you to make decisions faster and faster. Keep Hula Girl on-screen and avoid landing on blocks that have things on them that Hula Girl considers yucky. She hates broccoli, spiders, and frogs. These things cause her Yuckometer to go down. If it hits zero,

she loses a hoop. Cruela, Hula Girl's evil twin sister, is also to be avoided. There are also good things she can land on that will cause the Yuckometer to go up. These are ice cream, soda, and cupcakes.

You can regain hoops that were lost by landing on a block that has a hoop. The object of the game is to keep Hula Girl jumping as long as possible.

Control Buttons:

'New Game' begins a new game.

'Pause' pauses the game.

Options:

There are three levels of difficulty: easy, medium, and hard. Selecting the difficulty determines what block you start on. The higher the block number, the faster they move.

FISH SHTICK — WORD GAME

Object Of The Game:

The letters on the sides of each school of fish represent a scrambled word. Unscramble as many words as possible in the allotted time.

How to Play:

Press the Start Game button to begin. Using the keyboard, try to unscramble the letters on the sides of the fish by typing in the word you think the letters spell. You must spell the correct word before the fish swim off the screen. Use the backspace key if you make a mistake. Try to get as many words as possible before time runs out. You score a point for each letter in the word.

Control Buttons:

'Start Game' begins a new game. 'End Game' ends a game. If you quit in the middle of a game, your statistics will be updated.

Options:

Easy, Medium, Hard levels are determined by the number letters in a word you are likely to have to spell. Easy level tends to consist of mainly 4 to 5 letter words. Medium tends to be 5, 6 and some 7 letter words. Hard tends to be 6 and seven letter words.

ROOF RATS — PUZZLE GAME

Object Of The Game:

Rescue all the tenants from the roof of the building, while leaving as few rooms as possible.

How to Play:

Detonate groups of two or more adjacent rooms that are the same color. This lowers the tenants so they can escape.

To detonate rooms, select the matching adjacent rooms with a single mouse click, then detonate them with a second mouse click. If you change your mind, simply select elsewhere if the rooms have not been detonated yet.

As rooms are eliminated, the tenants trapped on the roof move closer to the ground. Each tenant can escape from the building from a different height. The Marine can escape from 5 rooms high, the Kangaroo from 4, Pogo Kid from 3, the Bulldog from 2, and the RoofRat from 1. The Old Lady, however, must be lowered all the way to the ground.

If a column is completely removed, the columns on either side slam together. This can be used strategically to create new room alignments.

You win when all the tenants have been rescued, and the game is over when there are no more matching rooms left. You can chose to UNDO your moves and try a new strategy to get more rooms detonated, but as soon as you press the OK button, the game officially ends. The best score possible is to rescue all the tenants and have no rooms remaining. Check the Stats screen to see how you're doing!

Control Buttons:

'New Game' begins a new game. If you quit in the middle of a game, that game will be counted as a loss.

'Same Game' restarts the game you are playing from the beginning. It does not count as a loss.

'Undo' allows you to undo your moves and try again.

'Redo' will reinstate moves you undid.

Options:

Select the difficulty of the game and the background art you prefer from the Options: screen. The harder the game the more Old Ladies, Rats and Dogs you will have in the layout.

AFTER DARK SOLITAIRE — CARD GAME**Object Of The Game:**

Get all the cards of each suit, in order from ace to king, in their own stack.

How to Play:

To start the game, the player can either click on the Deal button in the upper left or simply click on the deck of cards. This will automatically deal 28 cards into seven Row Stacks, with one to seven cards accordingly. All cards are face-down except for the top card of each stack. Only the face-up cards are playable.

You build Row Stacks in descending order, alternating between red and black. You can move cards from one stack to another as long as it is placed on a card that is of a different color and the next card in the descending order. For example, a red nine can be placed on a black ten. Any face-down cards that become uncovered are turned face-up. Only a king can be placed in an empty Row Stack. If there are no more moves available within the Row Stack, the player can draw from the deck.

The object of the game is to build 4 stacks of cards of each suit, or Suit Stacks, in ascending order beginning with the ace and ending with the king. To start a Suit Stack you must have an ace available, either face-up in a Row Stack, or by drawing an ace from the deck. The ace must be followed by the two of the same suit, followed by the three and so on, all the way to the king. You build the Suit Stacks by moving face-up cards from the Row Stack or from drawing from the deck. To move any available card to the Suit Stack, you can either drag the card with the mouse or double-click on the card.

You win when all four kings are placed on the Suit Stacks.

Control Buttons:

'Deal' begins a new game. If you are in the middle of a game, that game will be counted as a loss.

'End Game' officially ends a game and updates your stats.

'Same Game' restarts the game you are playing from the beginning. It does not count as a loss.

'Undo' allows you to undo your moves and try again.

'Finish' will become active when you've won the game. It will automatically move all the cards to the Suit Stacks.

Options:

Choose to draw 3 cards at a time, or 1 card at a time.

Choose your style. In 'Standard' there is no score, and you can go through the deck as many times as you like.

'Vegas' style is a way of keeping score. You are charged \$52 to deal the cards, and win back \$5 for each card moved to the Suit Stacks. In 'Vegas' style, on 'Draw 1' you can only go through the deck one time, and on 'Draw 3' you can go through the deck three times. You can reset your Vegas Account Balance to \$0 if you get too deep in the hole.

RODGER DODGER — ARCADE GAME

Object Of The Game:

To collect all the green geometric objects to get to the highest level while scoring the most points

How to Play:

Use your arrow keys to maneuver the purple ball (Rodger) through the various levels. You must collect all the geometric spirals and escape through the pulsating exit.

The little red guys will try to kill you. Don't take it personally!

Every time you manage to survive a level, you get to add your remaining health to your score. So move fast!

Control Buttons:

'New Game' begins a new game

'Pause' pauses the game

Options:

Easy, medium and hard levels are defined by the amount of time you have to complete a level. The harder the option, the faster your health deteriorates and, thus, the faster you must get through the maze.

ZAPPER! — TRIVIA GAME

Object Of The Game:

Get the highest score possible before the clock runs out. Three correct answers in a row scores a Zapper! which adds more time to the clock.

How to Play:

Yes or No questions will appear. Use the mouse or the arrow keys (left arrow = Yes, right arrow = No). Your first right answer scores 5 points, your second right answer in a row scores 10 points, and a third right answer in a row scores a Zapper and adds 20 seconds to the clock. The Zapper value begins at 50 points and increases by 10 points each time a Zapper is scored. Any wrong answer drops you all the way back to the beginning. Try to get as many points as you can before time runs out.

Control Buttons:

'New Game' begins a new game. 'End Game' ends a game. If you quit in the middle of a game, your stats will be updated.

MOWIN' MANIAC — ARCADE GAME

Object Of The Game:

Try to get the most points as you mow all the grass -- without getting caught.

How to Play:

At the beginning of the game, Mowin' Man takes off on his riding mower. Use the arrow keys to control the Mowin' Man, left, right, up and down. Try to mow the entire area while mowing over as many collectable objects as you can to gain the most points. Some objects are more valuable than others. Watch out for the angry gardeners with rakes, the barking dogs, and the scary zombies. They don't like you messing with their lawn! If they catch you, Mowin' Man loses a life. Warning, you only have three lives to live... Mow wisely!

Collectibles include:

Purse or wallet, Flag and Cup 50 pts

Sunglasses 40 pts

Keys, watch, football, soccer ball, hose 30 pts

Baseball, spade, hand rake 20 pts

Frisbee, dandelion 10 pts

Green, whites & yellow weeds, glove, discarded mower bag 5 pts

Mowing over a gas can will give you a few seconds of extra power. You need extra power to run over your angry pursuers and bag them or flee through a more difficult barrier on the first try.

As you run away from the Bad Guys, you may be able to mow through the maze walls, depending on what they are made of. For example, you can mow through the flowers on the first try and through hedges on the second, but you can't bust through stone walls. Careful! Breaking through the maze could slow you down and give your pursuers easier ways to catch you!

When you mow all the grass in one landscape you advance to the next area. There are five different areas to be mowed: Park, Cemetery, Golf Course, Flower Garden and Back Yard. Each level is harder than the last. You can mow each area four times for a total of twenty levels of difficulty.

When you lose all three of your Mowin' Man lives the game is over.

Control Buttons:

'New Game' begins a new game.

'Pause' pauses the game.

Options:

Selecting the difficulty determines which level you start on. The levels are defined by the number of pursuers that are chasing you, the aggressiveness in which they chase you, and the landscape in which you play.

BAD DOG 911 — WORD GAME

Object Of The Game:

Rescue the Clock Cleaner! Make as many words as possible from jumbled letters.

How to Play:

Bad Dog has done it again. He's released the winch lever that holds the Clock Cleaner's clock cleaning platform in place, and the Clock Cleaner is dangling from the clock!

To move the basket up the chain and rescue the Clock Cleaner, use the keyboard to type in as many words as you can make out of the jumbled letters. The number of words necessary to rescue the Clock Cleaner depends upon the difficulty level that you have selected. You win the game when you rescue the Clock Cleaner. If there is still time on the clock, you can continue typing in words until time runs out.

Control Buttons:

'New Game' begins a new game. If you are in the middle of a game, your stats will be updated when you give up.

'End Game' ends a game and updates your stats when you give up.

Options:

Select the difficulty level of the game. The difficulty levels are defined by the percentage of words needed out of the total number of words possible. The harder the level, the higher the percentage of the total number of words needed to rescue the clock cleaner.

TOASTER RUN — ARCADE GAME

Object Of The Game:

Stay alive to find and return Baby Guy to his crib while trying to pick up as many points along the way

How to Play:

Baby Guy has been let loose in the house. He has managed to get a hold of a loaf of bread, his baby bottles, rattles and building blocks and has left a trail behind. From the looks of things, he has had quite the day. Oh Boy! He must be a tired little boy.

Travel through these funky rooms and get this boy to bed. Careful! There are many surprises; this is not your ordinary house. The more curious you are the more points you can gain. Be warned! Life may become more dangerous! By the way, Toasters live on bread and wall sockets, but unlike cats, have only 3 lives.

You win when Baby Guy is in his crib. If you can tidy up his messy trail and trigger all the tricks of the house without getting killed, you can gain the most points.

Collectibles and points include:

- Rattle . . . 100 points each . . . 1000 bonus points if you collect all of them
- Block . . . 50 points each . . . 500 bonus points if you collect them all
- Bottle . . . 25 points each . . . 250 bonus points if you collect them all
- Placing Guy in his crib 1000 points
- Bonus Objects 50 points each, includes the many secret triggers within the rooms (approximately 2 each room)

Control Buttons:

'New Game' begins a new game with Toaster hovering in the Kitchen

'Pause' pauses the game

Flying Controls:

'Space Bar'- Use to keep the Toaster in flight. Pressing the space bar flaps the wings and elevates the toaster. Releasing the space bar drops the Toaster towards the ground.

'Arrow Keys'- Use all four keys to guide the Toaster forward to the next room, backward (turning the toaster around), towards the back wall, and towards the front wall

Options:

'Milk Toast' is the easiest level. The rooms are fairly inactive. This level is a good way to practice flying and picking up toast

'Light Toast' is the medium level. The rooms have additional bonus objects, timing traps and other surprises.

'You're Toast!' is the hardest level. The rooms have the maximum number of game elements active at one time.

FOGGY BOXES — PUZZLE GAME

Object Of The Game:

Capture the most boxes

How to Play:

On the grid of dots, take turns with the Foggy Hand drawing a line between any two dots. To do this, click in the area between the dots where you want to draw a line. Each time you complete a square between four dots, your box is marked with an X. The Foggy Hand's boxes are marked with an O. After capturing a box, you (or the Foggy Hand) must draw another line. The game is over when there are no more lines to be drawn, and all boxes are captured. Whoever has the most boxes wins.

Control Buttons:

'New Game' begins a new game. If you are in the middle of a game, that game will be counted as a loss.

Options:

Select the difficulty level of the game. The higher the difficulty, the smarter the Foggy Hand gets.

MOOSHU TILES — PUZZLE GAME

Object Of The Game:

Clear the board by matching all the tiles.

How to Play:

Tiles are removed from the board in matching pairs. The player uses the mouse to click on and select free tiles. The tile is only free if there are no tiles on top of any part of the tile, and if there are no tiles touching both the left and right edge of the tile. There may be tiles touching the top or bottom edge of the tile. If a player selects two matching free tiles, then the tiles that are selected disappear from the board revealing any tiles that may be hidden beneath them. Not all tiles have to match exactly. In the After Dark tile set, any Fish tile will match any other Fish tile, and any Toasted Stuff tile will match any other Toasted Stuff tile. In the standard Mah-jongg tile set, any Season tile will match any other Season tile, and any Flower tile will match any other Flower tile. The object of the game is to clear the board by matching all the tiles.

Control Buttons:

'New Game' begins a new game. If you are in the middle of a game, that game will be counted as a loss.

'Same Game' resets the game you are playing from the beginning. It does not count as a loss.

'End Game' officially ends the game and updates the stats

'Undo' allows you to undo your moves and try again.

'Hint' will show you free matching tiles.

Options:

Select the After Dark tile set or the Mah-jongg style tiles. There are also a number of different layouts to choose from.

BONUS AFTER DARK GAMES SCREEN SAVER

After Dark Games comes with a bonus screen saver. If you have chosen to install the screen saver, you can launch any of the games by clicking on the window or hitting the Enter/Return key while the game's demo is playing. If the screen saver is in light sleep mode, the icon menu

Windows 98/95

The After Dark Games screen saver is installed into your Windows system folder.

To turn the screen saver off and on, access the Display properties from your Windows Control Panel via the Settings folder from the Start menu, or access the properties by right clicking on the desktop.

To activate the After Dark Games screen saver, select After Dark Games from the screen saver pop-up menu. You can control how soon the screen saver goes to sleep by setting the number of minutes you would like for it to "Wait."

To turn the screen saver off, select <none> in the screen saver pop-up menu.

Macintosh

The After Dark Games screen saver is installed with its own unique Control Panel (AD4.04). If you have a previous After Dark screen saver already installed, your Control Panel will be updated, and the After Dark Games screen saver will be added to Product Folder pop-up menu.

To access the After Dark Control Panel, either select After Dark from the Apple menu, or select Control Panels from the Apple menu and open After Dark.

From within the **Control Panel**, you will be able to set the various features of the screen saver.

- u **Off and On switch**
 - u **Volume control**
 - u **SETUP Button** – press to set up various After Dark features
- ... **Password** allows you to change After Dark's security features. After Dark can protect your system with a password you choose. When After Dark sleeps with password protection on, you can access your system only if you type in the correct password.
- **EcoLogic** is After Dark's power manager, reducing your computer's power consumption in three stages: running a regular After Dark screen saver, powering off your monitor, and shutting off your computer.

Note: WallZapper does not function with the After Dark Game's screen saver.

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The Promise

We want you to be happy with every Sierra product you purchase from us. Period. If for any reason you're unhappy with the product, return it within 30 days for an exchange or a full refund...EVEN IF YOU BOUGHT IT RETAIL. (Hardware ordered direct must be returned within ten days.) Please send back your product, signature required if mailing via US Postal Service.

The Only Catch

You've got to tell us why you don't like the game. Otherwise, we'll never get any better. Send it back to us and we promise we will make things right. (If you bought it at a retail outlet, please send your original sales receipt. Returns valid in North America only.)

Disk and or Manual Replacement:

Product Returns (in North America only):

Sierra On-Line Returns
4100 West 190th Street
Torrance, CA 90504

Sierra On-Line Fulfillment
4100 West 190th Street
Torrance, CA 90504

NOTE

To replace your disk(s) please send only Disk #1 (or the CD) and copy of your dated Receipt, if less than 90 days. After 90 days please include a \$10 handling fee along with Disk / CD #1. For Documentation, please include a \$5.00 handling fee and a photocopy ONLY of disk #1. Payment should be made at the time of your request. Sorry, no credit cards.

TECHNICAL SUPPORT

North America

Sierra On-Line offers a 24-hour automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (425) 644-4343, and follow the recorded instructions to find your specific topic and resolve the issue.

If this fails to solve your problem, you may still write, or fax us with your questions, or contact us via our Web site.

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Cendant Software International Limited offers a 24-hour Automated Technical Support line with recorded answers to the most frequently asked technical questions. To access this service, call (0118) 920-9111, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write, or fax us with your questions, or contact us via our Internet or CompuServe sites.

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