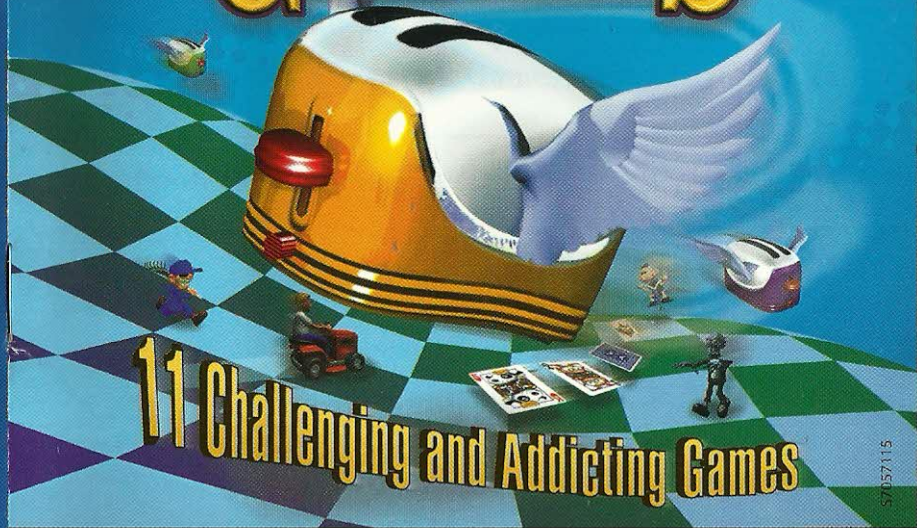


# After Dark GAMES



11 Challenging and Addicting Games

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## TABLE OF CONTENTS

Required System Configurations .....	2
Installing and Launching After Dark Games .....	3
The Rules of the Games .....	5
Using Your Bonus After Dark Games Screen Saver .....	22
Contacting Sierra .....	24
Sierra No-Risk Guarantee .....	25
Technical Support .....	26
Credits .....	28
License .....	30
Limited Warranties and Copyrights.....	31

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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.

