

User's Manual Inside!

To register this product and be entered
in a drawing to win **\$100*** in software,
mail your completed registration
card today!

See Rules Inside.

Need Help??

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(310) 793-0600

P.O. Box 2961,
Torrance CA 90509

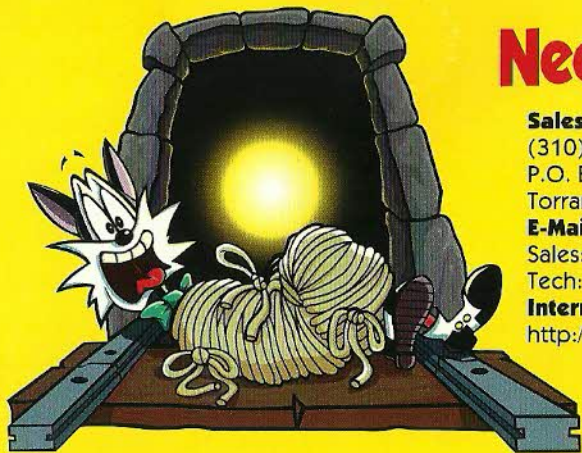
E-Mail:

Sales: sales@davd.com

Tech: support@davd.com

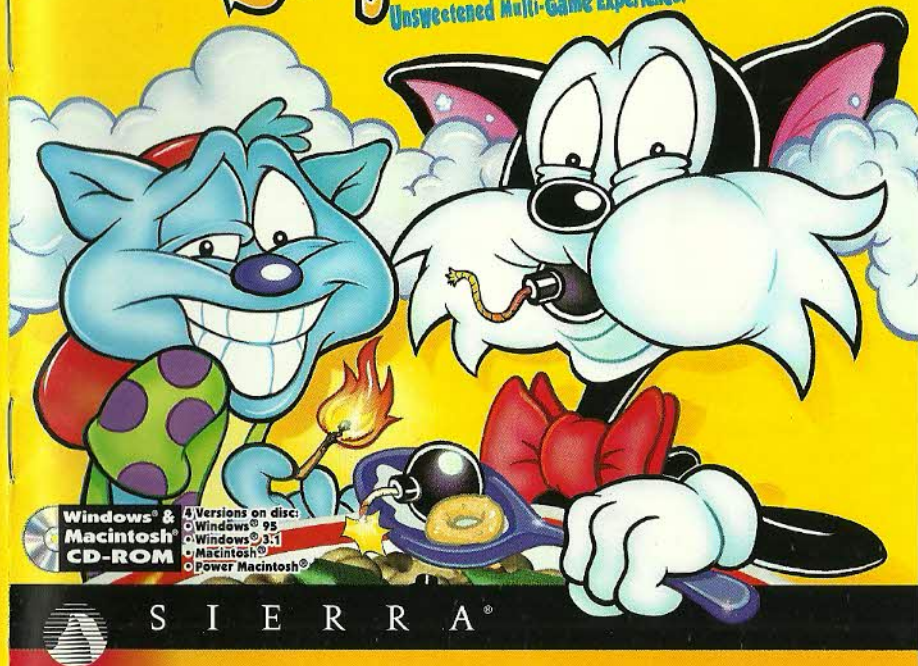
Internet:

<http://www.stay-tooned.com>



Stay Tooned!

Unsweetened Multi-Game Experience!



Windows® &
Macintosh®
CD-ROM

4 Versions on disc:
• Windows® 95
• Windows® 3.1
• Macintosh®
• Power Macintosh®

Stay Tooned!™

An Explosive Cartoon Adventure!

Embark on an adventure of hilarious high jinks as five wacky cartoon characters escape from their cartoon shows and run amok in your apartment building, turning everything into a toon! The only way to get things back to normal is to zap those zanies back into TV-land with the remote! That won't be easy—they've run off and hidden it somewhere in the building! It's up to you to find it. But first, you'll need to uncover keys to unlock the apartment doors. Each apartment has been "toonied" into a variety of unexpected landscapes, from prehistoric to futuristic. As you explore each apartment, you'll



encounter classic cartoon vignettes, arcade fighting games, brain-teasing puzzles, and even game shows, all of which you can play over and over again. Watch your step, 'cause those mischievous toons will do anything to get in your way. They'll toss bombs and pies at you, and even steal your cursor, showing up at the most inconvenient times.



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DSS13603
M01S65M08C4B14Z0

Getting Started

Stay Tooned!™ will run on Windows® 3.1x, Windows® 95, and Macintosh® systems. To get started on your cartoon adventure, follow the instructions below for the system you're using.

Minimum System Requirements

Windows®

IBM® PC or compatible with 8 MB of RAM
486DX/33 MHz (486/66 MHz recommended)
1 MB hard disk space available
Windows® 3.1 or later
Double-speed CD-ROM drive
Sound Blaster™ or compatible sound card
256-color monitor and 640x480 resolution
QuickTime™ software (included)

Macintosh®

Macintosh® Centris™, Performa™, or better
System 7.1 or higher
3500K unused block of memory
Double-speed CD-ROM drive
QuickTime™ 2.0 (included)
QuickTime™ PowerPlug (included for
Power Macintosh™ only)

The installation procedure will create a *Stay Tooned!*™ icon and place it in the Program Manager for Windows® 3.1x or in the Start menu for Windows® 95. You will have to go through this process only once, unless you change your setup in the future.

Windows® 3.1x Installation

1. Launch Windows and insert *Stay Tooned!*™ into your CD-ROM drive.
2. Choose **Run** from the Program Manager's File menu.
3. Type **d:\setup** and press ENTER. (If your CD-ROM drive isn't d, type that letter instead.)
4. Click **Install**.

5. Click **Yes** to install QuickTime™. Note: If the install program does not prompt you to install QuickTime, then it has detected that QuickTime is already on your system. In this case, just skip to step 8.
6. Click **Install**. Click **Start** for the installer to search your computer for older versions of QuickTime. If the computer finds a conflicting version of QuickTime, click **Delete** or this could cause problems with the program.
7. Click **Install** to copy the updated version of QuickTime onto your hard disk. Click OK.
8. At the *Stay Tooned!*™ Options screen, click **Play** to begin.

Windows® 95 Installation

1. Insert the *Stay Tooned!*™ disc into your CD-ROM drive.
2. If you have AutoPlay enabled, select the **Setup** option and follow the on-screen instructions. If AutoPlay is disabled, press the **Start** button, select the **Run** option, type **d:\setup** and press ENTER. (If your CD-ROM drive isn't d, type that letter instead.)
3. Click **Install**, then follow the instructions for Windows 3.1x, steps 5–8 above.

Additional Setup Help for Windows

During installation, TEST SYSTEM checks to make sure your computer can run the game correctly.

If you have trouble installing or starting *Stay Tooned!*™, open the *Stay Tooned* README file in the Sierra program group or folder or on the game CD.

After game installation, the Setup program in the Sierra program group or folder lets you reinstall the game, retest your computer, uninstall the game, register, or view detailed Support and Setup Help information. To start the Setup program, simply double-click the Setup icon.

Macintosh® Installation

Make sure Virtual Memory is turned off.

1. Insert the *Stay Tooned!*™ disc into your CD-ROM drive.
2. Open the *Stay Tooned!*™ folder and double-click the QuickTime™ installer. If you already have QuickTime installed, your system will warn you; if you don't, it will be copied to the correct folder inside your system folder.
3. Double-click the *Stay Tooned!*™ icon to start the program.

Signing In and Saving Games

Before starting the game, you must sign in and save your game. From the Main menu, select **New Game**. When the Sign In screen appears, type in your name. Click OK. When the Save screen appears, click on one of the numbered empty boxes, and your name will appear in the slot.

Note: The program automatically updates and saves your file when you quit. To return to your saved game, simply select **Continue Game** from the Main menu of the program. You will be taken to where you left off.

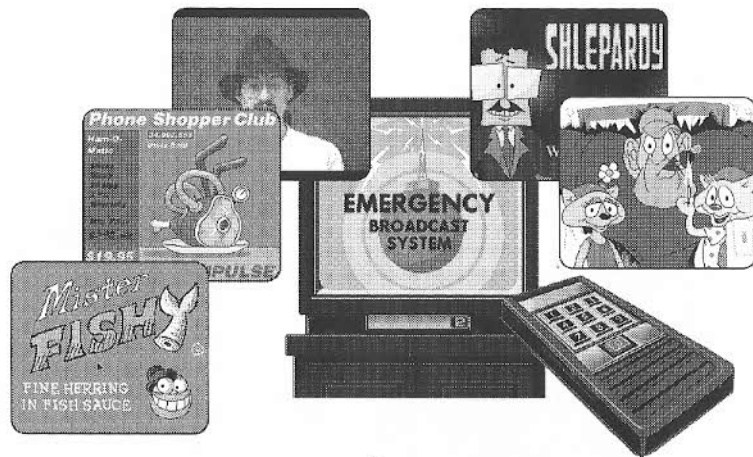
To exit the program:

For Windows – Press the <ESC> key.

For Macintosh – Press ⌘Q.

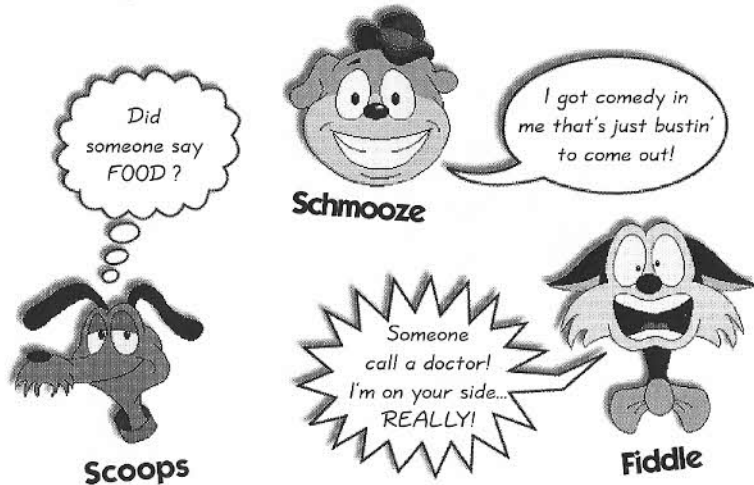
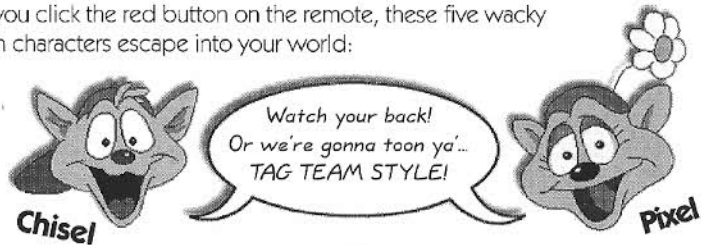
The Game Channel Surfing

The story begins in a city like any other city, in a normal apartment building—your apartment building—as the camera zooms in to your livingroom and lands in front of the TV. It seems like just another ordinary day. Comfortable in your easy chair, you channel surf by pressing the numbers 1–9 on the remote, flipping through a variety of cartoons, spoofs, and commercials. Whatever you do, just don't press the red button—unless, of course, you want to start the adventure!



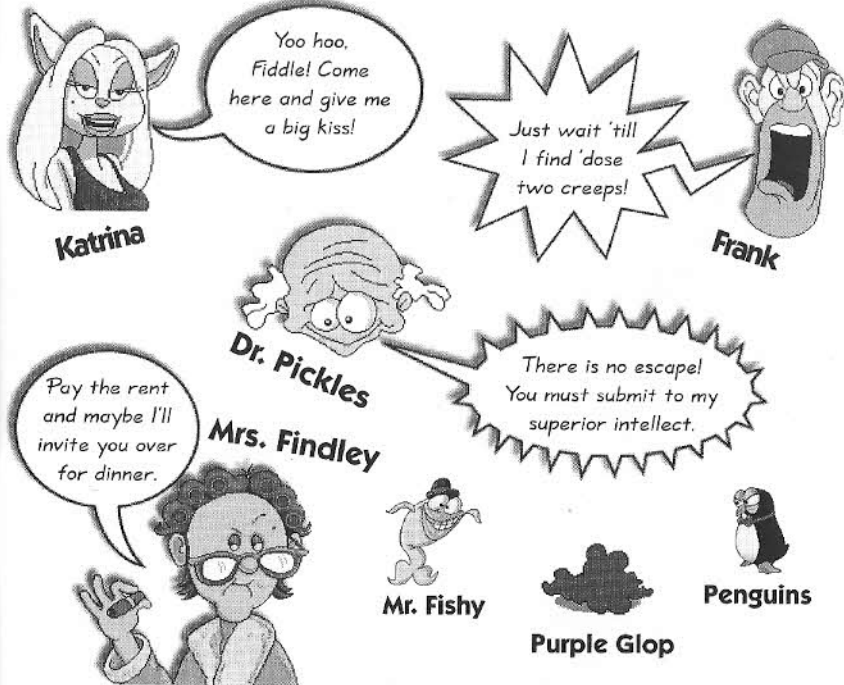
The Toons Have Escaped!

When you click the red button on the remote, these five wacky cartoon characters escape into your world:



The Toons Have Escaped!

There are lots of other toons too...



Getting Around

Stay Tooned™ was designed from a first-person perspective, putting you smack-dab in the middle of all the action. Unlike traditional adventure games, your cursor indicates where you should go and what you should do. The most commonly encountered cursors are explained below:

Stay Tooned Cursors



Arrow: Click with this cursor to move in the direction indicated.



Pointing Hand: Click with this cursor to press buttons displayed on the screen.



Eye: Click with this cursor to see an animation.



Hand: Click with this cursor to grab something on-screen.



Fallout Symbol: Click with this cursor to begin a game.



Light Switch: Click with this cursor to turn a switch or control On or Off.



In: Click with this cursor to open a door or enter a room.



Out: Click with this cursor to exit a room.

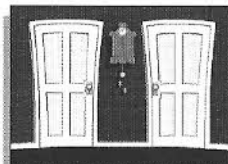
IMPORTANT NOTE: To bypass any animation, hold down the Control key and click once with the mouse.

Main Apartment: The Living Room

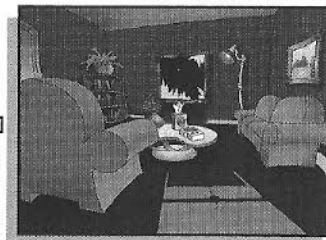
The adventure begins in your apartment. Click around the living room to discover animations, games, and keys to other apartments. Some of the Toons will appear and play pranks, razz you, or encourage you to find the remote.



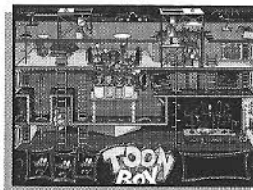
Click on the chair for a big surprise!



Click to the left and you will find doors leading to the bathroom and the kitchen.



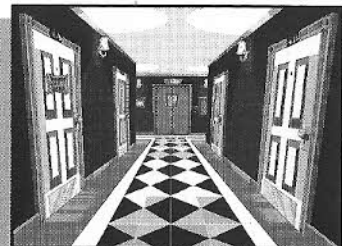
Click to the right and you will find the exit to the hallway. You won't be allowed to leave, however, until you find and type in the secret password.



Click on the video game on the coffee table to play "Toon Boy."

Search the Building

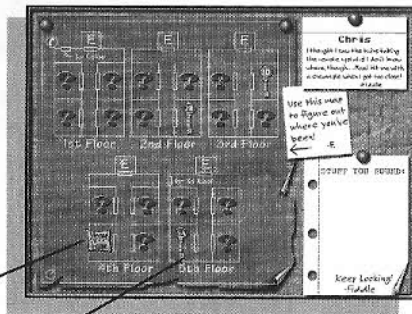
The building is five stories tall with four apartments on each floor, plus the roof and basement. Once you're in the hallway, you can wander through the building to search for the remote. But be careful—the toons will keep popping up to get in your way!



Exploring every apartment is essential, but you can't enter without the right key. You can obtain keys by uncovering their secret hiding places or by winning games. If you have a key to an apartment, go to the floor that apartment is on and click on the appropriate door.



To note your progress, click on the map at the end of the hall. Keys you have found appear on the blueprint over the appropriate apartment. A question mark icon indicates that you still need to find that key. Other icons represent the game or environment that you encountered in that apartment.

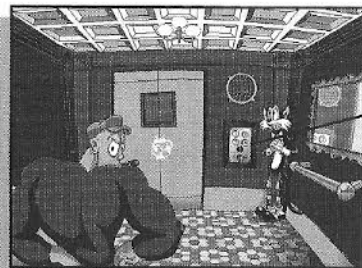


Icons like these indicate rooms you've entered.

Terrific! You have the key for this apartment.

Using the Elevator

When you want to go to a different floor, click on the elevator at the end of the hall. Enter the elevator by clicking with the In cursor. Select a floor by clicking on its numbered button.



Building Layout

When you begin a *new* game, the program shuffles the apartment environments behind each door, and since there are more environments than games, this ensures a different experience each time you play!

Like most adventure games, certain areas are blocked and will require you to find or do something in one part of the building that will affect something elsewhere in the program. Thinking is necessary, but hints and clues are scattered throughout the building to help you reach your goal. Happy hunting!

Games within Games within Games!

Stay Tooned![™] is jam-packed with over 30 actual games which are built into the cartoon adventure. These include arcade-style games, shoot-'em-ups, puzzles, and just plain ridiculous activities! Some games serve no other purpose than to be an addictive challenge to get the highest score—while others will win you a key that will unlock an apartment door. Each game and where it can be found is listed below.

Game	Location	Description
• Fridge Fight	Kitchen	Blast belligerent bugs before they put you on ice!
• Toon Boy	Living Room	Help Scoops foil Dr. Pickles' plan of destruction!
• Quick & the Tooned	Wild West	Have a saloon shoot-out with Dr. Pickles' glop gun!
• Shave Fiddle	Wild West	Give Fiddle the closest shave of his life!
• Kartoan Kombat	Apocalypse	A one-on-one, kartoan, kung fu kardiak-stopper!
• Sahara Beach Heads	Desert	Butt heads in the sand!
• Persian Puzzles	Desert	An eye-twisting, mind-weaving tapestry of fun!
• Flip Puzzle	Prehysteric Era	Flip yourself silly in this maddening maze.
• Schlepardy	Castle Perilous	Overload your brain with tons of tasteless trivia!
• Send in the Clones	Castle Perilous	Make yourself mental in a mixed-up match game!
• Feed Fiddle	Restaurant	Force-feeding Fiddle will make you giggle!
• Sorting Laundry	Basement	Use static cling to match everything!

Game	Location	Description
• Roman Around	Arena	Gives new meaning to the words "road kill"!
• Pop-a-Penguin	Carnival	Test your reflexes in this penguin-popping free-for-all!
• TV Repair	Roof	Help the cable guy fix your reception connection!
• Trap	Station	Make a kooky contraption with ultra trapping action!
• Test Your Strength	Carnival	See if you're man (or woman) enough to hit the bell!
• Ask Frank*	Carnival	Get meaningless answers to meaningless questions!
• Shoot for the Stars	Space	Save the planet from a cheese-ball fallout!
• Ham-a-roids*	Space	Zap asteroids in this wacky space challenge!
• Make Way for the Highway*	Apt. 3D	Become a one-person wrecking crew!
• Bubble Trouble*	Apt. 3D	A deep-sea adventure that won't give you the bends.
• D-Ding Dong*	Apt. 3D	Paddle ball has never been this fun...or off-the-wall!
• Hallway Remote	Hallway	Zap those zanies back to TV-land!
• Photo Booth	Carnival	Take your picture with the Toons at the carnival!
• Railroad Bricks	Wild West	Try to save Fiddle from becoming a flat cat!
• Constellations	Space	Link the stars to create wacky pictures!
• Music Video Room – You'll laugh, you'll cry, as the Toons sing their way into your heart.		
• The Vault – This crazy safe will drive you crackers!		

*These are 3D ToonVision[™] Games. Put on the glasses provided for the best effect!

Presenting Toonvision™ 3D

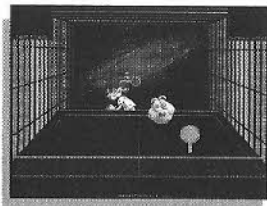


Included with *Stay Tooned!*™ are special TOONVISION glasses! When worn while playing certain games, these glasses give the screen a multidimensional look—a real first in computer gaming! To play these games, go to

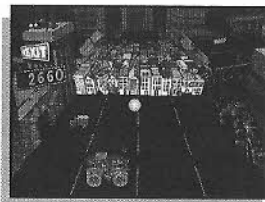
Apartment 3D (where else?) and meet Dr. Pickles, who will lead the way. You can select **Bubble Trouble**, **Make Way for the Highway**, or **D-Ding Dong**. Refer to the instructions screen for each game to see how they are played.

Note: Like many other games in *Stay Tooned!*™, the goal here is to get the highest score.

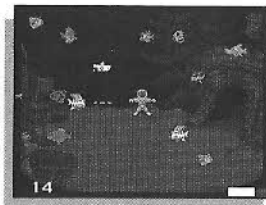
Addiction Guaranteed!



D-Ding Dong



**Make Way for
the Highway**



Bubble Trouble



Hints

Due to the size and complexity of *Stay Tooned!*™, you can spend hours searching the building trying to find the remote. Within the program are several things you must do in order to successfully complete the game. We won't give away all of the secrets, but here are some hints that will help you get through the program:

- To bypass any animation, hold down the Control key and click once with the mouse.
- Check the map in the hallway often for new clues.
- Hold down the Spacebar during these games to see special effects or moves (e.g., Shoot for the Stars, Quick & the Tooned, Fridge Fight).
- Return to apartments you have already visited, because things can be different the second time around.
- The cursor will not always change, so try clicking everywhere on the screen. Keep an observant eye and pay attention to detail.
- To exit the main apartment, listen carefully to the hints given by the doorman.
- You don't necessarily need the TOONVISION glasses to play the 3D games, they just make everything look much cooler!
- To find more helpful hints *within the program*, try to bribe the rats in the basement. To get the bait you need, search elsewhere in the building.
- To exit the program (the game will save automatically):
For Windows – press the <ESC> key; for Macintosh – press ⌘Q.

Credits

Design & Concept	Susan Decker Kevin O'Neill	Ben Howard Christopher Lewis
Lead Programmer	Ben Howard	
Programmers	Andy Keplinger Greg Izzo	Keith Laverty Rebecca McFarland
Animation Director	John Siciliano	
Executive Producer	Joel Fried	
Creative Director	Susan Decker	
Product Manager	Kevin O'Neill	
Programming Supervisor	Andy Keplinger	
Animators	Jim Blanchard Dave Lovelace Angelo Scalise	Sean Lattrell Scott Martin John Siciliano
3D Artists	John Siciliano Jim Blanchard Barry Sanders	Andy Keplinger Ben Howard
Contributing Animators	Joe Calabresi John Dee John Piel Michael Lehman Kevin O'Neill	Rob Boyle Michael Cerangelo Bill Healy Joel Gaspard Dale Messinger Barry Sanders
Script Writers	Susan Decker John Siciliano	Kevin O'Neill
Sound Design Supervisor		Edgar Gresores
Lead Sound Designer		Joel Gould

Contributing Writers	Jim Blanchard Joel Fried Ben Howard Dave Lovelace Rebecca McFarland	Seth Feinberg Bill Gusky Greg Izzo Scott Martin Kim Ranger
Main Character Voices	Pixel Chisel Fiddle Schmooze Scoops (singing voice)	Susan Decker Joel Fried Bill Gusky Scott Martin Jim Blanchard Angelo Scalise Jerome Daly
Other Character Voices	Mother Dinosaur Baby Dinosaur Carnival Barker Cop Mrs. Findley Ben Howard The Purple Glop Al Extra Bucks Dr. Pickles TV Announcer Überbug Frank Freak Show Announcer Pizza Guy Mr. Fishy	Edgar Gresores Edgar Gresores Edgar Gresores Bill Gusky Bill Gusky himself Ben Howard Ben Howard Greg Izzo Andy Keplinger Keith Laverty Scott Martin Kevin O'Neill Angelo Scalise Jim Blanchard Angelo Scalise

Even More Voices	Seth Feinberg Dave Lovelace Jessica Moodie John Siciliano	Bill Gusky Scott Martin Angelo Scalise Joan Zei
Original Music by: Bruce Zimmerman	<i>In a Laboratory</i> <i>Mrs. Findley</i> <i>Surf's Up</i> <i>The Way to my Heart</i> <i>The Smartest Toon</i> Jazz soundtracks performed by The Legacy Jazz Band	<i>It's a Dog's Life</i> <i>Get "Zat" Toon</i> <i>One Tough Toon</i> <i>Cool Canine</i>
Joel Gould	Karoon Kombat	Background Tracks
Jeff Kew	Pirate Theme	
Joel Gould & Jeff Kew with lyrics by Bill Gusky, Daryl Thompson, John Dee, and Joel Gould	<i>Keep it in the Middle, Mr. Fiddle</i>	
Dave Lovelace	<i>Make Way for Their Highway (instrumental)</i>	
Edgar Gresores	<i>Scrolling Landscape (instrumental)</i> <i>Stay Tooned Opening</i>	Background Tracks
Ed Saltzman & Jennifer Wells	Background Tracks	

Vocalists	Bill Baker Jim Blanchard Jerome Daly Susan Decker John Dee Don Dickey Seth Feinberg Joel Fried Joel Gould	Edgar Gresores Bill Gusky Jim Higgins Jeff Kew Scott Martin John Piel Daryl Thompson Joan Zei
Packaging Concept & Design	Susan Decker John Siciliano	John Dee Kevin O'Neill Sean Lattrell
Packaging Airbrush Artists		Bob Ostrom Kevin O'Neill
Tester	Christine Barr	
User Manual	Chris Lewis	
Davidson Credits		
Producer	Michele Lichtenstein	
Testers	Rebecca Hantin (Lead), Ken Hagler, Craig Forrest, Johnnie Tam	
User Manual	Cathy Johnson	



Developed by Funnybone Interactive™, a Davidson company.
Published by Sierra On-Line, Inc.

Troubleshooting

Macintosh®

In order to run this program properly, you must do the following:

- Disable screen savers and virus scanners.
- Turn OFF Virtual Memory and Modern Memory Manager.
- Turn OFF other applications.
- Install QuickTime (included) into your System folder's Extensions folder.
- If you are using a Power Macintosh, you need to install the QuickTime PowerPlug (included) into your System folder's Extensions folder.



Windows 3.1x®

In order to run this program properly, your system must be set up as follows:

- In Windows 3.1x, Windows must use a permanent swap file of at least 8 MB (8,192K) in your Virtual Memory settings. Do not create a swap file greater than 20,000K, as this can reduce the efficiency of Windows. (Refer to your Windows guide on changing swap-file settings by using the Control Panel.)
- In Windows 3.1x, turn off all applications except for Program Manager. If you are running an alternative desktop, leave only your desktop program running.
- Turn off all virus-scanning programs, screen savers, and sound event or sound scheme programs.
- Set the screen resolution to 640x480 or 800x600. Higher resolutions will cause the loss of "hot spots" and other screen information. (Refer to your Windows guide for information on setting screen resolution.)
- Set the number of colors to be displayed to 256 (some color cards may require colors to be set at 65,536; 65,535; 65K; or 64K, in order to function properly).

Additional Video Information for Windows® Systems:

If you experience any video driver problems, please refer to the Read Me file for information about Windows video drivers.

Windows® 95

If you have trouble viewing the QuickTime movies, try this:

1. Open the QuickTime 32 Control Panel.
2. Click on the More button.
3. At the top of the window, click the Video tab.
4. Choose the Video Driver option.
5. Click on Apply, and the videos should run fine.

Before you call Technical Support

If you are experiencing a problem with this product, please consult the Troubleshooting section in this manual before calling. Please have the following information ready if and when you call:

Windows®

1. Product name and version number of the product.
2. The type of processor and clock speed (e.g., 486/66) of your computer.
3. Your operating system's version number. At the DOS prompt (c:\), type **ver** and press ENTER. The number will appear.
4. The brand name of the sound device installed in the computer.
5. The amount of free memory (memory available to run the program) you have. In Windows 3.1x, go to the Program Manager and select **About Program Manager** from

the Help menu; in Windows 95, open Explorer on the desktop and select **About Windows 95** from the Help menu. From the dialog box that appears, write down the Memory and System Resources values.

6. The complete and exact error message reported by the program (if any).
7. A printout of your config.sys and autoexec.bat files.

Macintosh®

1. Product name and version number of the product.
2. The model name of your Mac.
3. The system version #. (Select **About This Macintosh** from the Apple menu.)

Technical Support

Phone – From Southern California, call (310) 793-0600. From all other areas, call our toll-free number, (800) 556-6141, 7 A.M. – 6 P.M. Pacific Time, Monday through Friday (holidays excluded). Have the above information and a pen and paper handy when you call, and be in front of your computer if at all possible.

Fax – Our fax number is (310) 214-7937. Include your phone number and as much detail as possible about your computer and the problem. (See the list above.)

America Online – Use the keyword Davidson.

World Wide Web – <http://www.davd.com>

E-mail – support@davd.com

Fill Out Registration Card on Reverse!



Put your completed registration card in a stamped envelope and mail to:

Sierra On-Line
P.O. Box 2967
Torrance, CA 90509-2967

Software Drawing Rules:

One software drawing is held on the last day of each month. You are only eligible to win once. Funnybone, Davidson and Sierra employees and their families are ineligible to participate. Offer expires December 31, 1997. Winners will be notified by phone no later than 30 days after drawing. Odds of winning will depend upon number of entries received. Void where prohibited.

*Minimum \$100 value based on software pricing in current Davidson Consumer Catalog.

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3D Glasses manufactured by Chromatek Inc., Alpharetta, Georgia. ChromaDepth™ 3-D and C3D™ are trademarks of Chromatek Inc. Protected Under USA Patents 4,597,634; 4,717,239; 5,002,364.



SIERRA®

LIMITED WARRANTY

Davidson & Associates, Inc. warrants for a period of ninety (90) days from the date of purchase that the software title contained in this package shall be free from defects in material and workmanship. In the event that this software title proves defective during that time period, Davidson & Associates, Inc. will at its option 1) correct any defect; 2) provide the customer with a functionally equivalent disk; or 3) provide a refund of the purchase price upon receipt by Davidson & Associates, Inc. of proof of purchase and the defective product.

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082896

PRODUCT REGISTRATION CARD

For home versions only. Educators, please use school registration card included in box.

PLEASE PRINT NEATLY IN BLACK INK USING UPPERCASE LETTERS AND NUMBERS ONLY.

FIRST NAME	MR.	MRS.	MS.	LAST NAME
ADDRESS				APT./SUITE NO.
CITY	STATE			ZIP/POSTAL CODE
PHONE NUMBER			COUNTRY	
			DAY	EVE.
NAME OF PRODUCT PURCHASED				
INTERNET ADDRESS (if applicable)				

<p>EXAMPLE</p>  <p>51581 08729</p>	<p>DATE PRODUCT PURCHASED:</p> <p>MM/DD/YY</p> <p>ENTER BAR CODE FROM BACK OF BOX</p> <p>51581 -</p>	<p>PRODUCT PLATFORM:</p> <p><input type="checkbox"/> Macintosh® <input type="checkbox"/> DOS</p> <p><input type="checkbox"/> Windows® <input type="checkbox"/> Windows® 95</p> <p>Other _____</p>
<p>CHILDREN IN HOUSEHOLD?</p> <p>CHILD'S FIRST NAME</p>	<p>SEX M/F</p>	<p>BIRTH DATE</p> <p>MM/DD/YY</p>
<p>PRIMARY PROGRAM</p> <p>USER'S AGE</p>		<p>MM/DD/YY</p>

MAIL THIS REGISTRATION FORM IN A STAMPED ENVELOPE TO: SIERRA ON-LINE • P.O. BOX 2967 • TORRANCE, CA 90509-2967