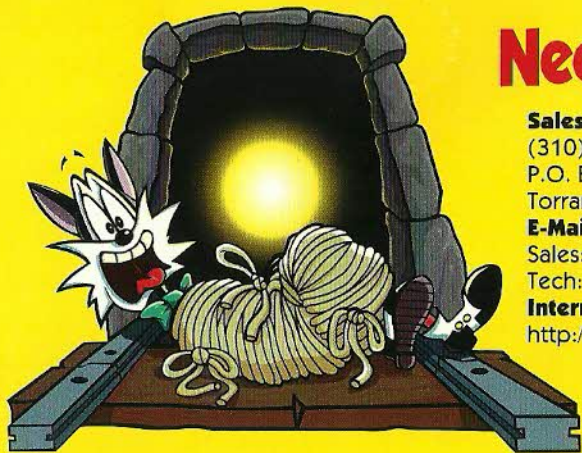


User's Manual Inside!

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??

Sales/Technical Support:

(310) 793-0600
P.O. Box 2961,
Torrance CA 90509

E-Mail:

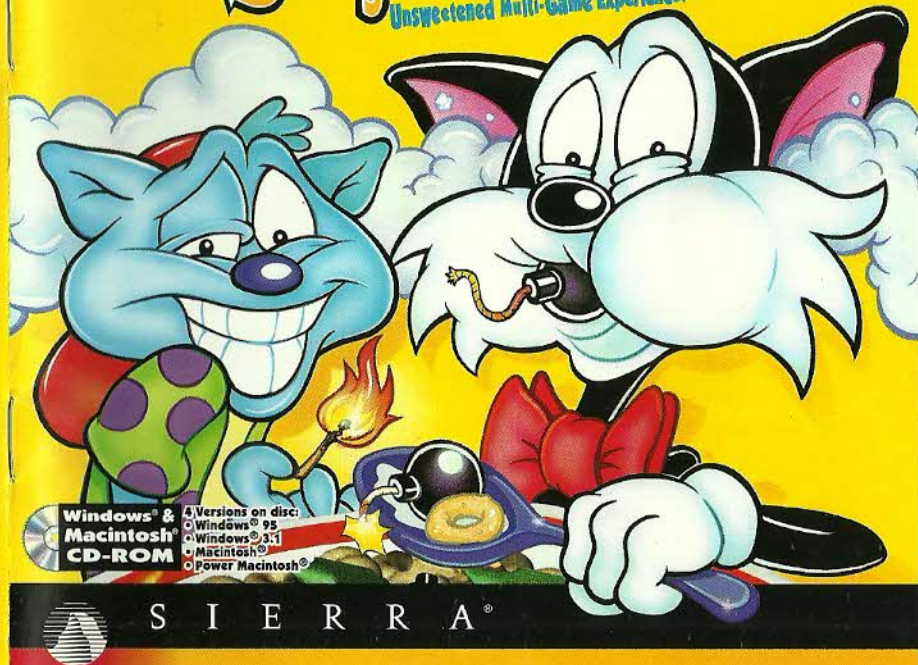
Sales: sales@davd.com
Tech: support@davd.com

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



SIERRA®

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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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:



Chisel

Watch your back!
Or we're gonna toon ya'...
TAG TEAM STYLE!



Pixel



Schmooze

I got comedy in
me that's just bustin'
to come out!



Did
someone say
FOOD?



Scoops



Someone
call a doctor!
I'm on your side...
REALLY!



Fiddle

The Toons Have Escaped!

There are lots of other toons too...



Katrina

Yoo hoo,
Fiddle! Come
here and give me
a big kiss!



Just wait 'till
I find 'dose
two creeps!



Frank



Dr. Pickles

Pay the rent
and maybe I'll
invite you over
for dinner.

Mrs. Findley



There is no escape!
You must submit to my
superior intellect.



Mr. Fishy



Purple Glop



Penguins

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.

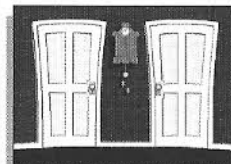
IMPORTANT NOTE: To bypass any animation, hold down the Control key and click once with the mouse.

Main Apartment: The Living Room

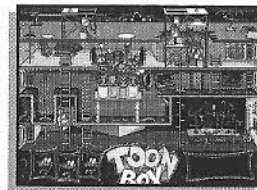
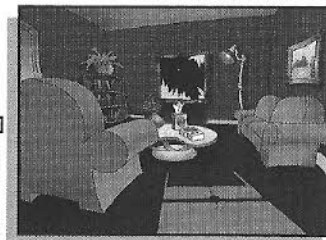
The adventure begins in your apartment. Click around the living room to discover animations, games, and keys to other apartments. Some of the Toons will appear and play pranks, razz you, or encourage you to find the remote.



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



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.

