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RETURN of THE INCREDIBLE MACHINE

CONTRAPTIONS

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Dear Contestant,

You must be wondering who I am. My name is not important. Just call me "The Professor." Welcome to my top secret inventor's complex. I'm so overworked these days; I need to hire an apprentice. Since any apprentice of mine stands to inherit my fame and fortune, I need to be very careful whom I select. For this reason, I've devised a contest to help me decide who is worthy enough to receive this honor. You are one of the many lucky scientists I've picked to participate. The rules are simple. I've left dozens of unfinished contraptions laying around for you to complete. If you can solve them all, I'll know that you have what it takes to be my apprentice. Good luck.

- The Professor

Getting Started

Return of The Incredible Machine: Contraptions is designed to work on computers running Windows95™ and Windows98™. Before you can play the game, you must first install the program on your computer.

Installing the Game: Windows 95/98/2000

1. Insert the *Contraptions* CD into the CD-ROM drive.
2. *Contraptions* comes with an Autorun feature. When the Autorun Menu screen appears, select *Install*.
3. Follow the on-screen instructions.

Starting the Game: Windows 95/98/2000

1. Once you have installed the program, you're ready to begin.
2. Insert the *Contraptions* CD into the CD-ROM drive.
3. When the Autorun window appears, click **PLAY**. This takes you to the Sierra Attractions screen and then to the *Contraptions* Main Menu screen.

Installing the Game: Macintosh

1. Insert the *Contraptions* CD into the CD-ROM drive.
2. Double-click on the *Contraptions* installer icon.
3. Follow the on-screen instructions.

Starting the Game: Macintosh

1. Insert the *Contraptions* CD into the CD-ROM drive.
2. Open the *Contraptions* folder on the hard drive and double-click on the *Contraptions* icon to start the game.



The Main Menu Screen

Once the game begins, the very first screen you see is known as the *Main Menu* screen. This screen contains a number of different game options. Each of the game options is a hotspot. Click your mouse on the option you want.

- **Play Contraptions**

Click your mouse on the *Play Contraptions* sign to go directly to the *Sign In* screen. New players are required to type in a player-name or play as "Guest". Returning players select their existing player-name from the Returning Player Roster.

- **Build Contraptions**

Contraptions lets you design and build your own contraptions. Click your mouse on the *Build Contraptions* sign to go to the *Sign In* screen. Once you have entered or selected an existing player-name, click the Next button to proceed to the *Build Contraptions* screen.

- **How To Build Contraptions**

Click your mouse on the *How To Build Contraptions* sign. This option takes you to a walk-through lesson on building contraptions. I'll be conducting this tutorial myself so pay close attention.

- **Two Player**

It's always fun to play with a friend. Clicking your mouse on the *Two Player* sign starts the two-player game *Sign-In* process. Each of you must enter a player name before play can begin.

- **Website**

Click your mouse on the *Website* sign to launch your web browser and go directly to the official *Contraptions* website. Here you'll find play hints and all sorts of other fun information.

- **Preferences**

Contraptions lets you change the way your game looks and sounds. Before setting preferences, however, you must sign in. Click your mouse on the *Preferences* sign to go to the *Sign In* screen. Once you have entered or selected an existing player-name, click the Next button to proceed to the *Preferences* screen.

- **Sign In**

Contraptions uses player-names to keep track of your progress and preference settings. You're required to sign in any time you want to change players or create new ones. You also need to sign in when selecting *Play Contraptions*, *Build Contraptions* or *Preferences* options from the Main Menu. The *Sign In* blimp

floating in the upper right corner of the screen lets you change players or create new ones without exiting from the game.

- **Help**

Click your mouse on the open book labeled *Help* to access the On-Line manual. I've put together this handy reference to explain things in greater detail. It's available to you at all times — even while you're solving one of my contraptions.

- **Exit**

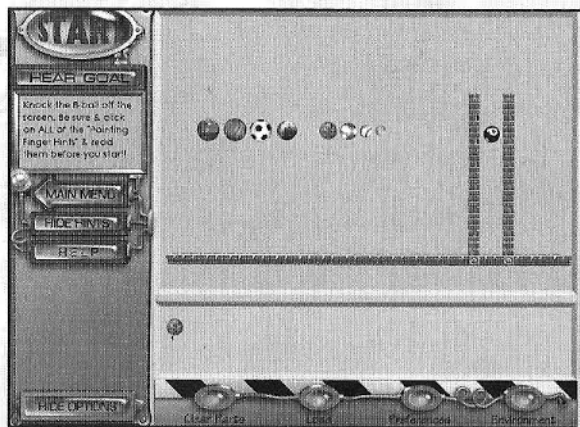
Click your mouse on the stop sign labeled *Exit* to leave my inventor's complex and exit **Contraptions**.

Quick Start

To really understand how to play **Contraptions**, you should consult the *On-Line Help* manual. However, if you're the type that likes to dive right in, the following *Quick Start* instructions will have you solving my contraptions in no time.

Sign In

1. On the Main Menu Screen, select **Play Contraptions**. This takes you to the *Sign In* screen.
2. On the *Sign In* screen, type your player name in the space provided or select an existing player-name from the Returning Player roster. Click the **Next** button to continue.
3. **Contraptions** automatically loads Tutorial #1. Now relax while I explain how to play the game.
4. If this is not your first time playing **Contraptions** and the game does not load Tutorial #1, you'll have to select it manually. Toggle the **Show/Hide Options** button at the bottom of the Control Panel so that the Options bar is visible.
5. Click the **Load** button on the Options bar.
6. Click the **Contraption Type** button on the Load screen and select Tutorial.
7. Select Tutorial #1: Ball Play from the Tutorial roster by clicking on it. Now click the **Load** button.



The Play Screen

1. Take a moment to look over the *Play Screen*. Notice that it's divided into three main areas: a Control Panel (the vertical column on the left that includes the *Goal Window*), a *Play Field* (showing a row of different balls and pair of brick walls in this example), and a *Parts Bin* (the lower right panel showing a single multi-colored "super ball").

2. At the start of each contraption, I normally tell you exactly what you need to do in order to solve it but you can press the button marked **Hear Goal** to hear it again. You can also read the goal instructions by scrolling through the *Goal Window* text.

Hints

1. To assist you in solving this contraption, I've left behind several *Hints*. Hints are automatically visible in Tutorial play but you can toggle them On and Off by clicking on the **Show/Hide Hints** button.
2. Hints are indicated on the *Play Field* by a pointing finger icon.
3. In *Tutorial #1: Ball Play*, there are four hints. To view a hint, click your mouse on its hint icon.
4. **You are not required to view the hints but it is strongly recommended when playing tutorial contraptions.** I've left them to help you better understand how my contraptions work. They contain valuable clues to solving contraptions that appear later on.

Solving the Contraption

After you have studied the goal and viewed the hints, you are ready to solve this contraption. In Tutorial #1, your goal is to **Knock the Eight Ball Off the Screen** using only the parts located in the Parts Bin.

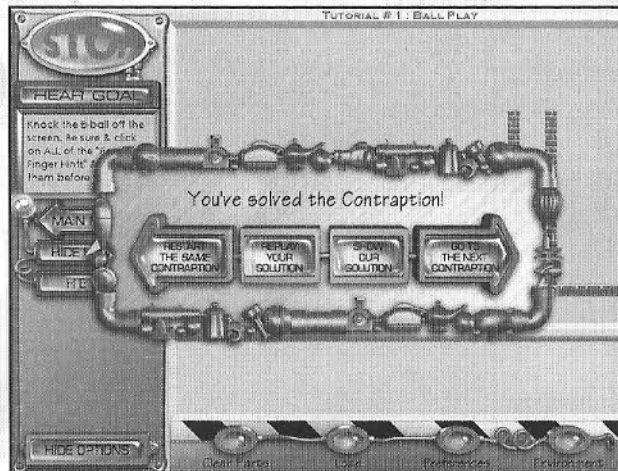
Since there's only one part in the Parts Bin — a multi-colored “super ball”, this shouldn't be too difficult.

1. Hint #1 tells you to click the **Start** button to see how each of the balls reacts when the contraption begins. Do this now. Notice that the “super ball” has much more bounce than the others. *Hmmmm... could this be a clue to solving this contraption?*
2. Click your mouse on the “super ball” in the Parts Bin. The ball disappears for a moment but don't worry. Your mouse has “picked up” the ball and is dragging it to the Play Field.
3. To place the “super ball” on the Play Field, simply click your mouse at the desired location, like on top of another part for instance. (When the ball has a red X superimposed over its image, this means that the ball **may not** be placed in this location.)

4. According to the hints I left behind, the trick to solving this contraption is using the “super ball's” energy to bump the Eight Ball and bounce it off the screen.
5. Hint #4 tells you to place the “super ball” between the two brick walls, directly underneath the Eight Ball. Do this now. All done? You're ready to start the contraption.

Starting the Contraption

1. Click your mouse on the **Start** button in the upper left corner of the Play Screen.
2. If you placed the “super ball” correctly, it bumped the Eight Ball off the top of the screen. Didn't work? Click your mouse on the **Stop** button to begin again (or anywhere for that matter).
3. Reposition the “super ball” between the two brick walls directly under the Eight Ball. Click the **Start** button again.
4. Congratulations. You've solved the contraption. Select one of the options in the dialogue box to continue.



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Technical Support

If you need additional help installing or using this game, and you can't find the answer in this manual, the On-Line Help guide, or the README file, contact Sierra's Technical Support Department. 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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