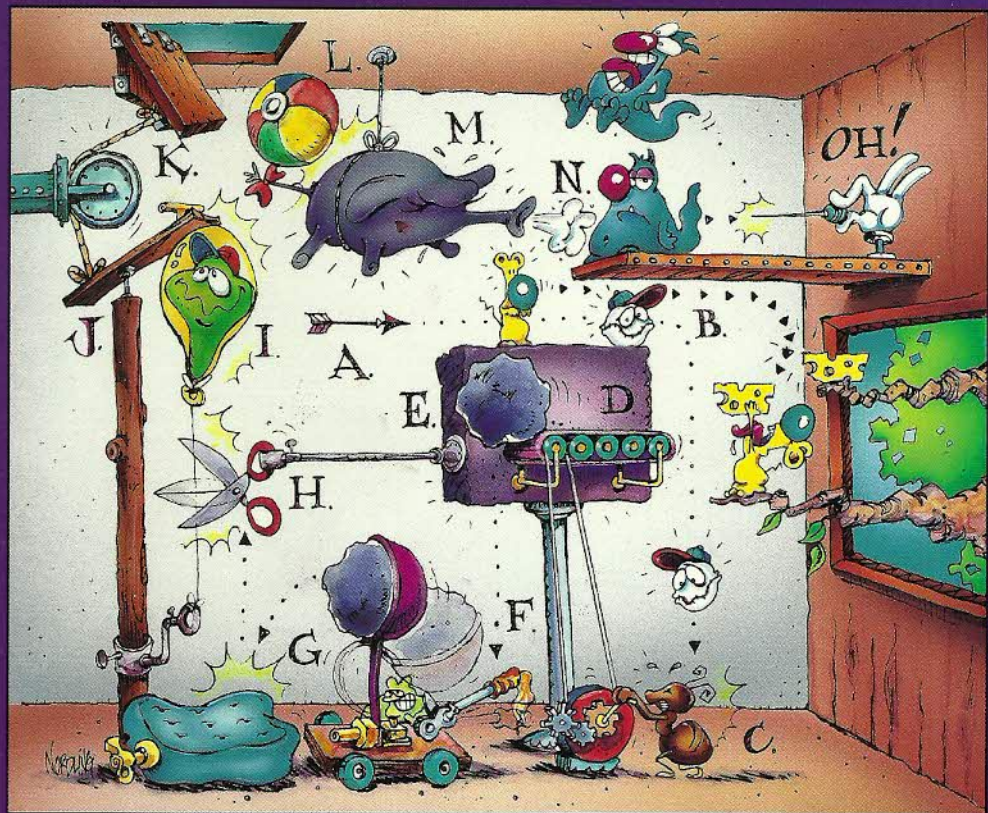




**T**HE **I**NCREDIBLE  
**t**oon **M**ACHINE™



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# SYSTEM REQUIREMENTS

## SYSTEM REQUIREMENTS

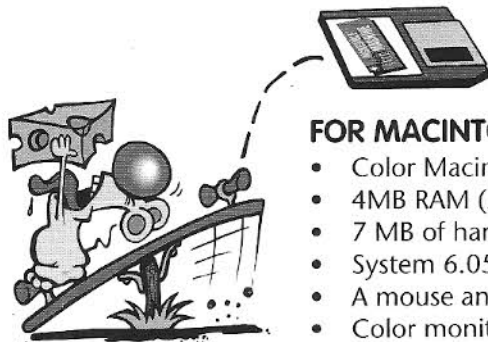
To run *The Incredible Toon Machine*, the following hardware and software is required:

### FOR WINDOWS™ CD-ROM

- A 486SX 25MHz or faster computer.
- 8 MB of RAM or 4 MB of RAM plus 4 MB of virtual memory (Windows can use part of your hard drive as virtual memory if you tell it to)
- 1MB of hard drive space.
- A mouse and keyboard.
- Windows 3.1 or later.
- A VGA graphics card and VGA color monitor.
- A double Speed CD-ROM drive.

### FOR WINDOWS

- An IBM-compatible computer with at least a 486SX 25 MHz CPU.
- 4 MB of RAM
- 6 MB of hard drive space.
- MS-DOS version 5.0 or later.
- A mouse and keyboard.
- Windows 3.1 or later.
- A VGA graphics card and VGA color monitor.
- A 1.44 MB 3.5" floppy disk drive.



### FOR MACINTOSH®

- Color Macintosh® with 13" display.
- 4MB RAM (2.5MB RAM free).
- 7 MB of hard drive space.
- System 6.05 or higher.
- A mouse and keyboard.
- Color monitor with 8-bit (256-color) graphics.



## WINDOWS CD-ROM INSTALLATION

- 1) After booting your PC, insert *The Incredible Toon Machine* into the CD-ROM drive.
- 2) From Windows Program manager, select Run from the File pull-down menu.
- 3) Type the letter of your CD-ROM drive containing the CD followed by the command ":\INSTALL" then press [ENTER] or click the [OK] button.  
Example: D:\INSTALL [ENTER].
- 4) Follow the on-screen instructions.

## RUNNING THE INCREDIBLE TOON MACHINE

- 1) Insert *The Incredible Toon Machine* CD into the CD drive.
- 2) From Windows double click on the Sierra icon
- 3) Double-click on *The Incredible Toon Machine* game icon

## WINDOWS INSTALLATION

- 1) Enter Windows by typing "WIN" at the DOS prompt.
- 2) Insert *The Incredible Toon Machine* disk into your floppy drive.
- 3) From the Program Manager, select Run from the File pull-down menu.
- 4) Type the letter of the floppy disk drive containing the diskette followed by the command ":\INSTALL" then press [ENTER] or click the [OK] button.  
Example: A:\INSTALL [ENTER].
- 5) The setup program will ask you to name the hard drive and subdirectory into which you wish to place the game.
- 6) After naming the drive and directory, click [OK].
- 7) Follow the on-screen instructions.

## RUNNING THE INCREDIBLE TOON MACHINE

Double-click on the Sierra group icon, then double-click on *The Incredible Toon Machine* icon.

## MACINTOSH INSTALLATION

- 1) Insert *The Incredible Toon Machine* disk #1 into floppy drive.
- 2) Double-click on *The Incredible Toon Machine* installer icon.
- 3) Follow the on-screen instructions.

## RUNNING THE INCREDIBLE TOON MACHINE

Double-click on *The Incredible Toon Machine* icon.



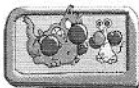
# INTRODUCTION

## THREE WAYS TO PLAY THE INCREDIBLE TOON MACHINE

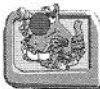
Meet Sid and Al. These crazy critters guide you through three ways to play *The Incredible Toon Machine*. From the main selection screen you can choose any area by clicking on the icon.



Sid, the yellow mouse, will take you to **Toon-O-Matic** where there are 100 different puzzles which mess with your brain at varying levels of difficulty.



The icon of Sid and Al in boxing gloves takes you to the **Head-2-Head** area where you can take on the human opponent of your choice in a crafty mind messing battle to be the first to solve the puzzle.



Al, the bulbous blue cat, will take you to **HomeToons**. That's where you get to make your own cartoons with access to all 71 gadgets and characters.



