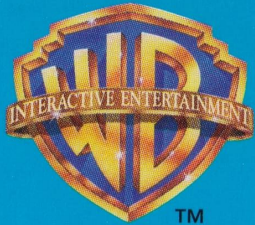


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arcade games



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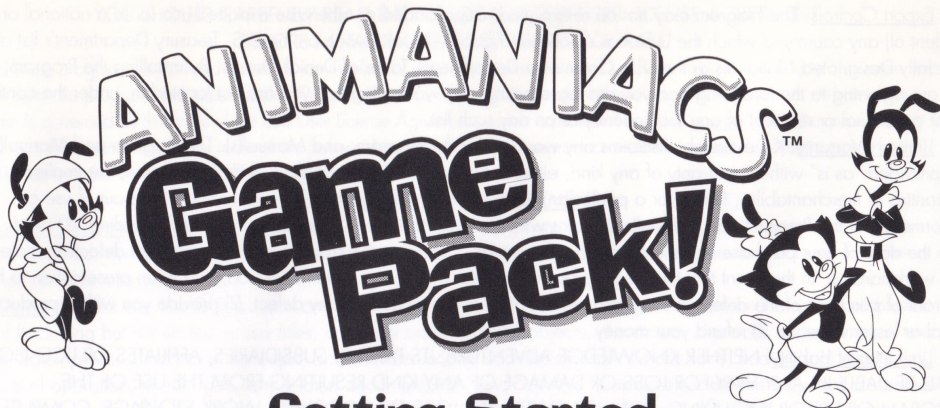
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Getting Started

Before you start your Animaniacs experience, you need to install the program files onto your computer's hard disk. This CD will run on both Windows® 95, and Macintosh® systems. Follow the instructions below for the system you're using.

Minimum System Requirements

Windows® 95

486/66 MHz processor
16 MB of RAM
7 MB free hard disk space
Color monitor
256 colors and 640x480 resolution
Double-speed CD-ROM drive
Sound Blaster™ or compatible sound card
Microsoft Windows® 95
QuickTime® 2.1 (included)

Macintosh®

Power Mac™
256-color system and minimum 13" monitor
7 MB free hard disk space
16 MB RAM
System 7.1 or higher
Double-speed CD-ROM drive
QuickTime® 2.5 or better (included)

Windows® 95 Installation & Launching

The installation procedure will create an icon for the Animaniacs Game Pack and place it in the Start Programs Menu for Windows 95. You will have to go through this process only once, unless you change your setup in the future.

Follow these simple steps:

1. Insert the Animaniacs Game Pack CD into your CD-ROM drive.
2. If AutoPlay is enabled on your system, when the Animaniacs Game Pack dialog box appears, click the Install button. Then follow the on-screen instructions to complete installation.
3. Click Yes to install QuickTime if it is not already installed on your computer.
4. Click Install. Click Start for the installer to search your computer for older versions of QuickTime; click Delete to remove the older versions or this could cause problems with the program.
5. Click Install to copy the updated version of QuickTime on your hard disk. Click OK.
6. Double-click the Animaniacs Game Pack icon to start the program.

If AutoPlay is not enabled on your system:

1. Select Run from the Start menu.
2. Type D:\setup.exe. If your CD ROM drive is not D, then substitute your CD-ROM drive letter.
3. Follow the installation instructions 3-6 above.

Launching the Program

1. Insert the Animaniacs Game Pack CD into your CD-ROM drive.
2. Click Start on the Windows 95 Taskbar.
3. Select the Animaniacs Game Pack menu and then The Animaniacs Game Pack Icon.

Macintosh® Installation & Launching

The installation procedure will create a folder on your hard drive containing files needed to play the game. This will use about 3 MB on your hard drive.

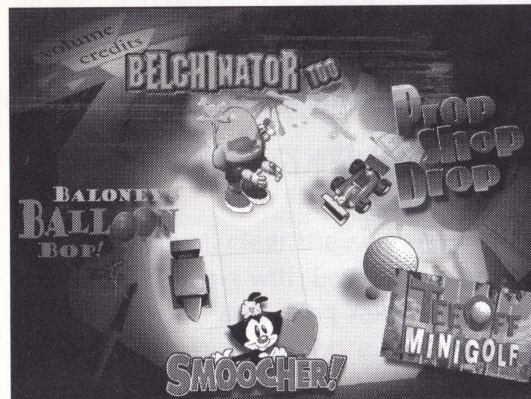
Follow these simple steps:

1. Insert the Animaniacs Game Pack CD into your CD-ROM drive.
2. Double-click the Animaniacs Game Pack CD icon.
3. Double-click the Animaniacs Game Pack icon in the window which opens.
4. Follow the on-screen instructions to install files in the location of your choice.

To launch the program, open the folder that you installed, then double-click the Animaniacs Game Pack icon.



Playing the Games



After the program loads, you'll see the opening animated movies play. To skip past these movies, press the Escape key.* This brings you to the "desktop" screen which displays the icons you need to get started. Clicking on any of the five center icons will bring you to one of the games in the pack:

- Anvil:** Go to Baloney's Balloon Bop Game.
- Robot:** Go to Belchinator Too Game.
- Race Car:** Go to Prop Shop Drop Game.
- Candy Heart:** Go to Smoocher Game.
- Golf Ball:** Go to Tee Off Game.
- Volume:** Adjust the Volume.
- Credits:** Play the Credits movie.
- Quit:** Exit the Animaniacs Game Pack.

***IMPORTANT NOTE:** The Escape key is your best friend in this program. To skip past a movie, press the Escape key at any point. Remember to use the Escape key throughout the program. Within every game, the Escape key will bring up the menu. Menus will allow you to start new games, set options, return to the Main menu, or **quit the program by pressing CONTROL+Q.**

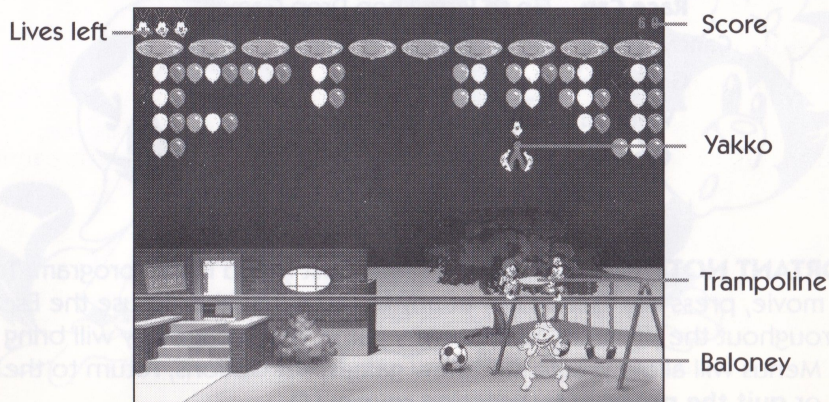
Baloney's Balloon Bop

Objective: Help the Warner siblings bop Baloney, the polyester dinosaur, with anvils before Baloney catches Yakko and squeezes him.

Main Menu: After the opening animation, the following menu appears:

- New Game:** Start a new game. (This cancels a game in progress.)
- Continue Game:** Continue playing a game in progress.
- Game Options:** Set volume and music.
- Instructions:** Access the help screens.
- High Scores:** View the top 10 players!
- Main Menu:** Return to the Main menu.

Game Controls: Use the mouse to move the trampoline left and right. When you have the cannon power-up, use the mouse button to fire Yakko from the cannon.



Game Play: Maneuver the trampoline back and forth to bounce Yakko in the air and aim him at the balloons suspended above. Inside the balloons are both anvils and special power-ups. Catch the power-ups and let the anvils drop.

While you do this, Baloney runs around below and tries to catch Yakko if you miss him. Bop Baloney with falling anvils to gain big points and slow him down.

To finish a level, clear the screen of all the normal (red, yellow, and blue) balloons. Starting with Level 3, Baloney's dinosaur, Birdy, will fly by and add more balloons. Bouncing Yakko into Birdy will discourage him from adding balloons and buy you more time. Birdy can't harm Yakko.

Here's what the power-ups do:

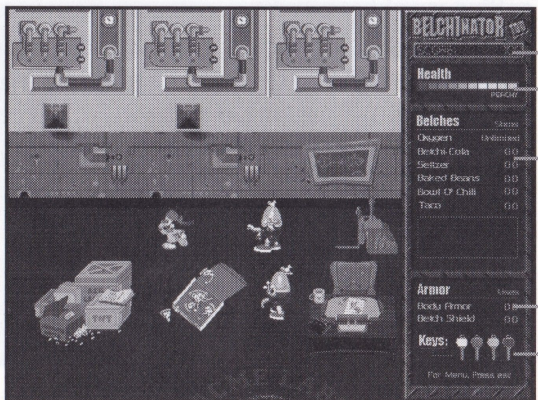
- Anvil Power:** Turns all balloons into anvils!
- Super Yakko:** Makes Yakko invulnerable, so he can bonk Baloney without getting caught.
- Freeze Power:** Freezes Baloney in place. If Yakko or an anvil hits him, he'll shatter.
- Meteor Power:** Yakko pops balloons without bouncing off them. This allows him to burst through columns of balloons at a time.
- Cannon Power:** Turns the trampoline into a cannon. Yakko sits in the cannon until you click to fire. This makes aiming easy. Once fired, it works exactly like the Meteor power-up.

Belchinator Too

Objective: The Brain's robots are out of control, and the only thing that can stop them is the incredible belching power of Wakko. Help Wakko on his quest to save the world and free The Brain!

Main Menu: After the opening animation, the following menu appears:

- New Game:** Start a new game. (This cancels a game in progress.)
- Continue Game:** Continue playing a game in progress.
- Save Game:** Save a game in progress.
- Load Game:** Load a saved game.
- Game Options:** Change keyboard controls, volume, and music.
- Mission Briefing:** Review the Mission Briefing for the current level.
- Instructions:** Access the help screens.
- High Scores:** View the top 10 Belchinators!
- Exit Belchinator:** Return to the Main menu.



Score

Health Meter

Ammo

(hit Return key to switch between)

Armor

Keys

Game Controls: The default keys are as follows. These keys may be changed in Game Options.

- Up Arrow:** Move Wakko north.
- Down Arrow:** Move Wakko south.
- Right Arrow:** Move Wakko east.
- Left Arrow:** Move Wakko west.
- Control:** Belch (to fire).
- Enter/Return:** Change "ammo" of belches.
- Tab:** Go to map.
- Escape:** Exit to Game menu.



Game Play: Control Wakko, the Belchinator, on his quest. Maneuver Wakko through each level of Acme Labs. Use his powerful belches to dissolve the robots.

Walk over items to pick them up. Food items improve the power of Wakko's belch. Each power-up can be used a limited number of times. The control panel on the right side of the screen will tell you what each power-up does and how many shots of each you have remaining.

Pick up colored keys to unlock doors of similar color. Energy doors are not opened by keys. These doors can only be opened by standing on a numbered "switch" located somewhere on the level.

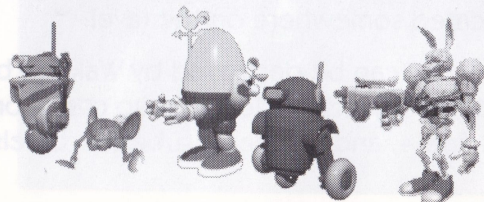
On each level, certain items can be destroyed by Wakko's belches. Destroy these items to find hidden objects inside. Blow up crates on Levels 1 and 2, machinery on Levels 3 and 4, and cryogenic tubes on Levels 5 and 6.

Each level contains map devices. Stand on these devices to get a partial map of each level. Only by standing on each of these devices will you get a full map. Once you get the map, you can access it at any time by using the Tab key. Press the Tab key again to return to the game. Pay close attention to the maps. They contain hidden hints and clues on how to get through each level.

During your travels, you'll also find Nurse-a-matic devices. These devices can heal Wakko whenever he stands on them. Use them as often as you need to.

Here's a list of the items you can pick up and what they do:

- Small Heart:** Heals one block of Wakko's damage meter.
- Large Heart:** Restores all of Wakko's damage meter.
- Soda:** Slightly more powerful belch.
- Chili:** Gives a wide angle belch.
- Taco:** Fires a Belch Missile. The Missile explodes in all directions at point of impact.
- Baked Beans:** Mega Belch. Ultra powerful single belch.
- Seltzer:** Triple belch. Powerful belch with fast reload time.
- Body Armor:** Protects Wakko from damage. Only works on shooting attacks.
- Belch Shield:** Makes Wakko immune to touching attacks. Damages robots that touch Wakko.
- Antacid:** Gives big score bonus—1000 pts!

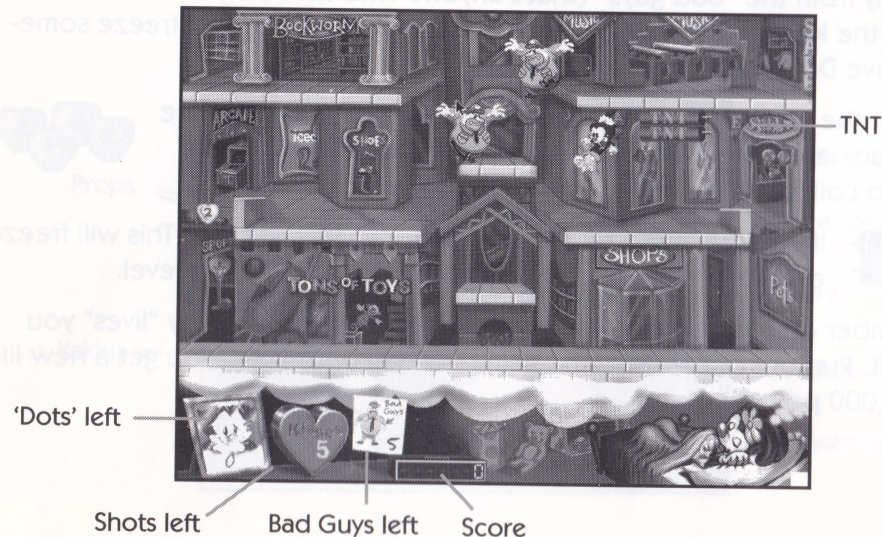


Smoocher!

Objective: Dot is having bad dreams. Help turn her nightmares into sweet dreams by kissing the bad guys silly.

Main Menu: After the opening animation, the following menu appears:

- New Game:** Start a new game. (This cancels a game in progress.)
- Continue Game:** Continue playing a game in progress.
- Game Options:** Set volume and music.
- Instructions:** Access the help screen.
- High Scores:** View the top 10 players!
- Main Menu:** Return to the Main menu.



Game Controls: The default keys may be changed in Game options. The keys are as follows:

Right Arrow: Move Dot right.

Left Arrow: Move Dot left.

Spacebar: Blow kiss at bad guy (or girl).

Up Arrow: Jump up.

Escape: Exit to Game menu.

Game Play: Use the key controls to move Dot around the platformed screens. Jump from platform to platform and even leave one side of the screen and reappear on the other.

Run away from the “bad guys” (that’s anyone who isn’t Dot) or blow kisses at them. If the kiss hits a bad guy, he’s frozen in place. Once you freeze someone, move Dot over him to get points.

You start the game with 10 kisses. During game play you will see pink hearts appear with numbers on them. Move Dot over the hearts to collect them and get more kisses.



If you get into a tough spot, jump and hit the TNT. This will freeze everyone on the screen. You can use it twice per level.

The number on the photo in the lower left corner is how many “lives” you have left. Run out of lives and the game’s over. Fortunately, you get a new life every 5,000 points!



Prop Shop Drop

Objective: Race with Yakko through a wild prop warehouse collecting props for movies.

Main Menu: After the opening animation, the following menu appears:

New Game: Start a new game. (This cancels a game in progress.)

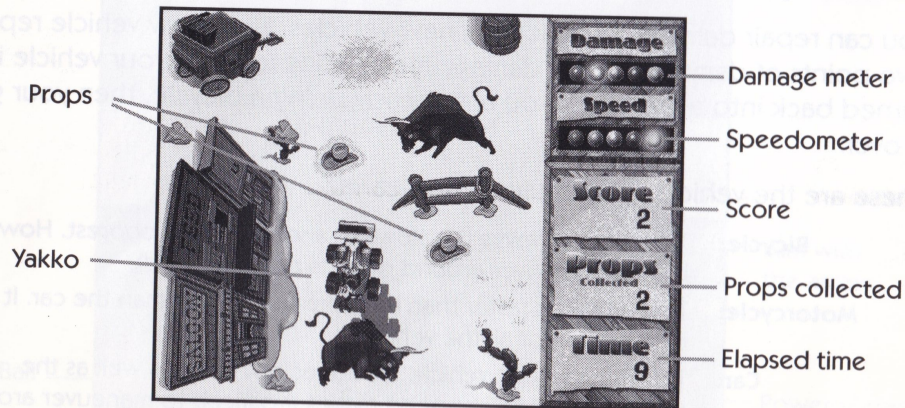
Continue Game: Continue playing a game in progress.

Game Options: Set volume and music.

Instructions: Access the help screens.

High Scores: View the top 10 players!

Main Menu: Return to the Main Menu.



Game Controls: The default keys may be changed in the menu under Game options. The keys are as follows:

- Right Arrow:** Move vehicle right.
- Left Arrow:** Move vehicle left.
- Spacebar:** Make the vehicle jump.
- Escape:** Exit to Game menu.

Gameplay: Maneuver Yakko's vehicle through the prop warehouse using the keyboard. Props and vehicles that are glowing can be picked up by the vehicle. Drive over them to collect them.

Avoid hitting any obstacle that isn't glowing. These will slow you down, make you lose control, and damage your vehicle. The more objects you hit, the slower you move. You don't regain speed when jumping, so stay on the ground to go faster.

You can repair damage by collecting new vehicles. Each new vehicle repairs two points of damage. If your damage meter goes to zero, your vehicle is turned back into a bicycle. If you are already riding a bicycle, then your game is over.

These are the vehicles in the game you can use:

- Bicycle:** This vehicle moves the slowest, and jumps the poorest. However, it does maneuver around objects extremely well.
- Motorcycle:** This vehicle is faster than the bike but slower than the car. It is the best jumper of all the vehicles.
- Car:** This is the fastest vehicle, but does not jump as well as the motorcycle. Its high speed makes it difficult to maneuver around objects.

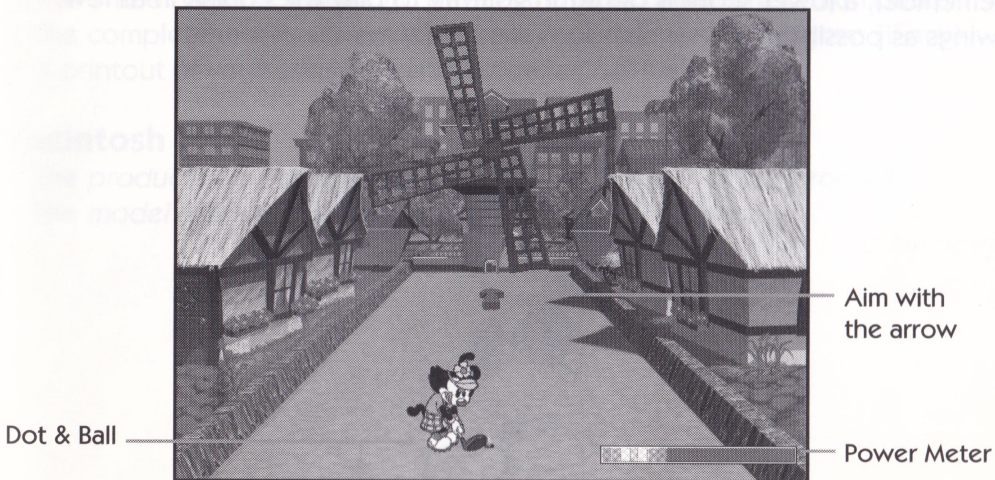
Tee Off!

Objective: Play nine wild holes of Miniature Golf with Dot Warner!

Main Menu: After the opening animation, the following menu appears:

- New Game:** Start a new game. (This cancels a game in progress.)
- Continue Game:** Continue playing a game in progress.
- Game Options:** Set volume and music.
- Instructions:** Access the help screen.
- High Scores:** View the top 10 players!
- Main Menu:** Return to the Main menu.

Game Controls: Move your mouse to aim; click the mouse to swing.



Game Play: Aim your swing using the mouse. As you move your mouse, you will see a red arrow. This shows the direction of the swing. Once aimed, hold the mouse button. (Don't move the mouse or it will throw off your aim!) The longer you hold the mouse button down, the more powerful your swing. Use the Power Meter in the lower right corner of the screen to gauge the strength of your swing. Release the mouse and Dot will swing! Try to shoot the ball toward the hole on the putting green. Aim your shots around any obstacles in your way.

Once you're on the putting green, the shot switches to an overhead view. Use the mouse to aim the red arrow toward the hole, and use the mouse button as before. Watch out for strange obstacles and terrain features that may affect your putt.

Remember, a lower score is better in golf! Try to play the course in as few swings as possible.



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Please have the following information ready if and when you call:

Windows

1. The *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* (e.g., Windows 95) and the amount of *free memory* and *system resources* you have available. For Windows 3.1, go to the Program Manager and select About Program Manager from the Help menu; for Windows 95 and later, choose the My Computer icon, then choose About Windows 95 (or later) from the Help Menu. The Windows version number, memory, and system resources values are in the dialog box.
4. The brand name of the *sound device* and *video card* in your computer.
5. The complete and exact *error message* reported by the program (if any).
6. A printout of your *config.sys* and *autoexec.bat* files.

Macintosh

1. The *product name* and *version number* (on the CD) of the product.
2. The *model name* and system version # of your Macintosh.

User's Manual Inside

Technical Support:

(818) 246-4811

or

(818) 246-4400

or fax

(818) 246-5604

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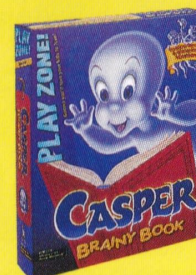
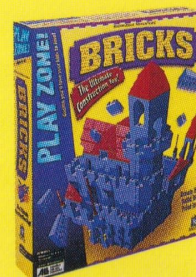
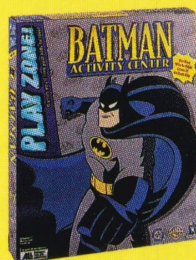
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