# FREDDY PHARKAS

### WINDOWS OR DOS?

It's up to you. We've included both DOS and Windows versions, but let's be honest: there are pros and cons. You decide which to install.

**Windows PROS:** Windows handles your sound card for you. It works without special VESA drivers. You can quickly hide the game when your boss walks in.

**Windows CONS:** Since we can't use our special sound drivers, your music won't sound as good. It's always slower. It requires more memory.

To run in Windows, you must install under Windows. If you install the DOS version, it will NOT run in a Windows DOS shell.



#### 1. Put the game CD in your CD-ROM drive.

- 2. From DOS, change to your CD drive (e.g., D:<enter>), and type INSTALL<enter>.
- From Windows, pull down the FILE menu and select RUN. Type D:\SETUP and click OK.
- 3. Follow the on-screen instructions. When offered the chance to view the README file, do so. If you later change hardware or settings, you can run the program again without losing your saved games.

# RUNNING THE GAME

The game won't run without the game CD in your CD-ROM drive. (Duh!)

From DOS, change to the C:\SIERRA directory (or the directory where you installed the game) and type: fpfpcd<enter>

From Windows, open the Sierra group and double-click on the game's icon.

# WINDOWS AND SOUND

Before installing the game, be sure you have correctly installed and configured the proper Windows drivers for your sound card, using the Windows Control Panel's Drivers program.



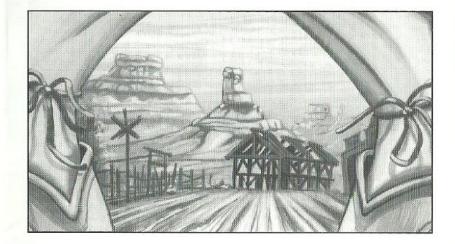
When the game's Setup program asks you, select "Base-Level" synthesizer if you have a SoundBlaster, ProAudio, Thunderboard, or similar FM card.

Or, if you have a Roland SCC-1, Sound Canvas, Multi-Sound, Wave Blaster, MT-32 or similar synthesizer, choose "Extended-Level" synthesizer. These synths must also be properly configured by the Control Panel's MIDI Mapper program. For Help, run the Windows Control Panel, and press F1 or consult your Windows manual, your sound card's manuals, and anyone you know who got their card to work!

#### TIPS FOR BEGINNING GAMERS

Explore every scene completely. Take anything you can. Speak to everyone repeatedly. Try every icon on everything in every scene. Try clicking your Inventory objects (things you have taken) on each other.

Clicking the right mouse button while in DOS, cycles through the available cursors. If you have a middle mouse button, it will toggle between the Walk cursor and the previously selected cursor.





GAME DESIGNERS

Al Lowe Josh Mandel

DIRECTOR/PRODUCER
Josh Mandel

ART DESIGNER Bob Gleason Lead Programmer Steve Conrad

Composer Aubrey Hodges

**Lead Animator** Karin Young



SCREW LOOSE AMUSEMENTS

Standing, from left to right: Al Lowe, Bob Gleason, Mike W. Pickhinke, Steve Conrad, Cynthia L. Swafford, Phy "No Relation" Williams, Karin A. Young, William R. Shockley, Aubrey Hodges. Sitting, from left to right: Ruben Huante, Baa-bette the Sheep, Josh Mandel

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CHARACTER DESIGNER Ruben Huante

PROGRAMMERS
Cynthia L. Swafford, Steve Conrad
William R. Shockley

ARTISTS/ANIMATORS
Phy "No Relation" Williams,
Bob Gleason, Ruben Huante,
Karin A. Young

QUALITY ASSURANCE Mike W. Pickhinke

ADDITIONAL ANIMATION
Jeff Crowe, Joan Delehanty,
Maria Fruehe, Gloria Garland,
Michael Hutchison, Tony Margioni,
Jerry Moore, Cindy Walker,
Chris "Smokehouse" Willis,
Deanna Yahlkee

Additional Programming Carlos Escobar, Doug Oldfield

Configuration Lead: Doug Wheeler

QUALITY ASSURANCE CONFIGURATION Mike Brosius, Dave Clingman, Keri Cooper, Lynne Dayton, Tina Deardorff, Mike Jones, Jon Meek, Diana Mulligan, Sharon Simmons ADDITIONAL QUALITY ASSURANCE Joe Carper, Judy Crites, Bill Davis Jr., John Ratcliffe, Sharon Smith, Dan Woolard,

ADDITIONAL MUSIC/EFFECTS Rick Spurgeon

Systems Programming
Vana Baker, Ed Critchlow,
Dan Foy, J. Mark Hood,
Brian K. Hughes, Ken Koch,
Jack Magne, Terry McHenry,
Martin Peters, Larry Scott,
Christopher Smith, Mark Wilden

CUSTOMER SERVICE LIASONS Larry Buchanan, Mike Weiner

DOCUMENTATION WRITERS: Josh Mandel, Al Lowe

**DOCUMENTATION DESIGN**Nathan Gams, Lori Lucia

SPECIAL THANKS TO Bob Ballew, Alan Mandel, The Freddy Pharkas Beta Testers

CD-ROM Conversion Programmer. Steve Conrad, William Shockley

Audio Engineers Dan Kehler, Rick Spurgeon, Kelli Spurgeon CD ROM QA CONFIGURATION
Lead Analyst - Lynne Dayton
Roger Clendenning, John Cunney,
Dave Clingman, Bill Davis Jr.,
Ken Eaton, Mike Jones, Jon Meek,
Mike Pickhinke, John Ratcliffe,
Leonard Salas, John Trauger,

Doug Wheeler, Sharon Simmons

VOICES

Cam Clarke, Freddy Pharkas Neil Ross. The Narrator Kath Soucie, Penelope Primm Lewis Arquette, Whittlin' Willu Michael Gough, Kennu the Kid Jan Rabson, Sam Andreas Richard Paul, Chester Field Susan Silo, Helen Back Nicolas Guest, Srini Lewis Arquette, P. H. Balance Jan Rabson, Wheaton "Aces" Hall Michael Gough, Salvatore O'Hannahan Susan Silo, Madame Ovaree Nicolas Guest, Hop Sinah Bill Bryant, Doc Gillespie Jocko Marcellino, Smithie Richard Paul, Sheriff "Chicken" Shift Jan Rabson, Diamond Jim Laffer

Voice Direction Al Lowe Voice Producer
Dan Kehler

SPECIAL THANKS TO Chris Smith, Bruce Hammerich, Terry McHenry

Voices Recorded At Waves Studios, Hollywood, California

DREAMS EDITING SOFTWARE
Bill Crow

SIERRA'S CREATIVE INTERPRETER Ed Critchlow, Dan Foy, Ken Koch, J. Mark Hood, Terry McHenry, Larry Scott, Christopher Smith, Mark Wilden

"The Ballad of Freddy Pharkas"
Music - Al Lowe
Lyrics - Josh Mandel & Al Lowe
Arranged - Dan Kehler
Harmonica - Eddie Gordon
Guitars - Neal Grandstaff
Gut bucket & Juice harp - Dan Kehler
Banjo - Rod D'Larm
Horse clop & Washboard - Kip Lewis
Vocal - Al "Grizzly" Lowe
Recorded at Maximum Studios
Audio Engineer - Rafeal Carmany