T.I.M.

THE INCREDIBLE MACHINE

ADD ON

Jeff Tunnell Productions

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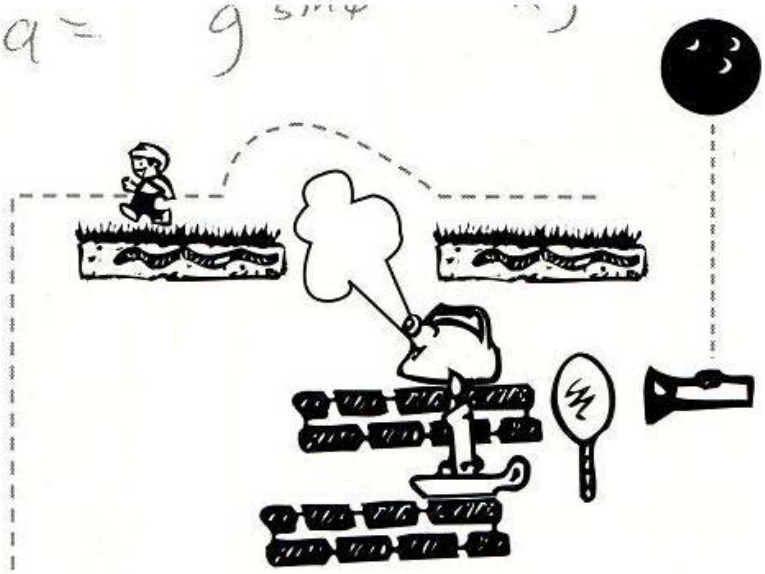
$a = g \sin\theta$



$a = \frac{F_g - F_f}{m}$

$a = \frac{(mg\sin\theta - \mu_k mg\cos\theta)}{m}$

BING

1000

$=$

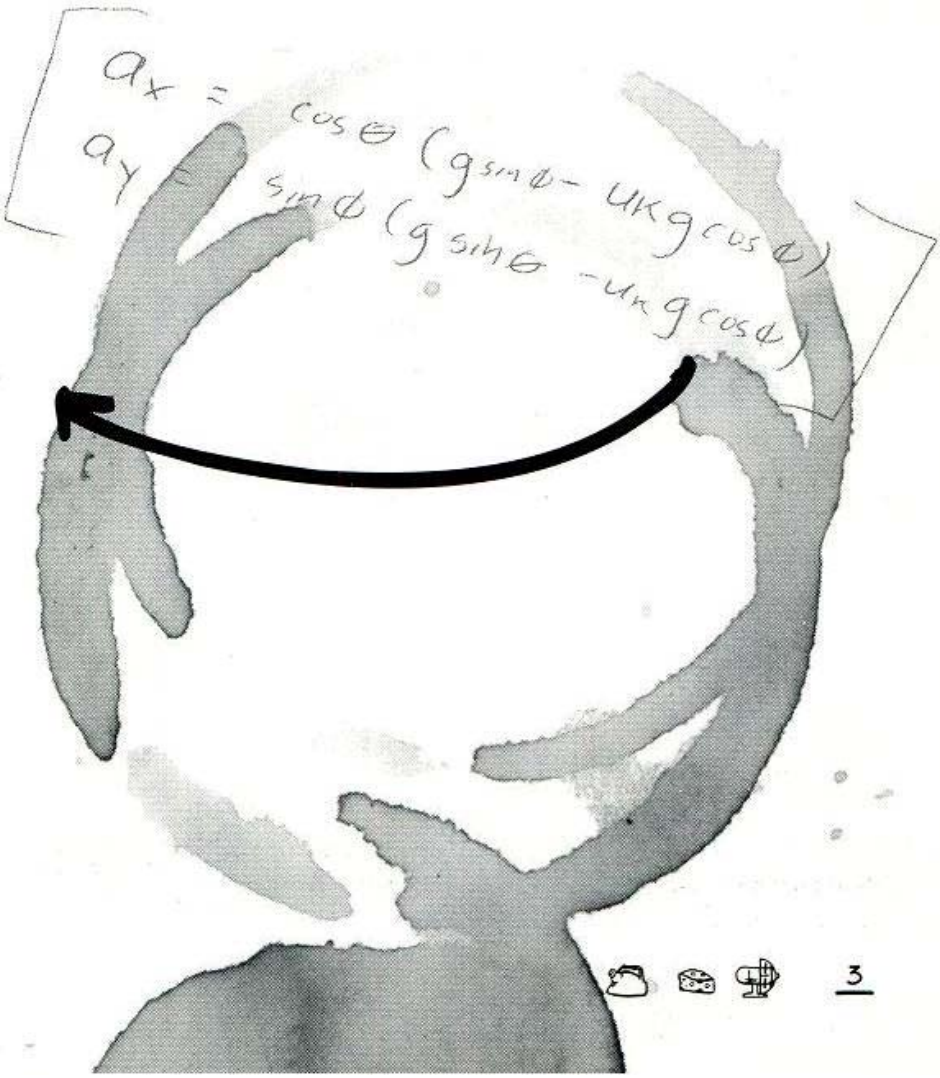
$a = \frac{F_g - F_f}{m}$

BING

1000

INTRODUCTION

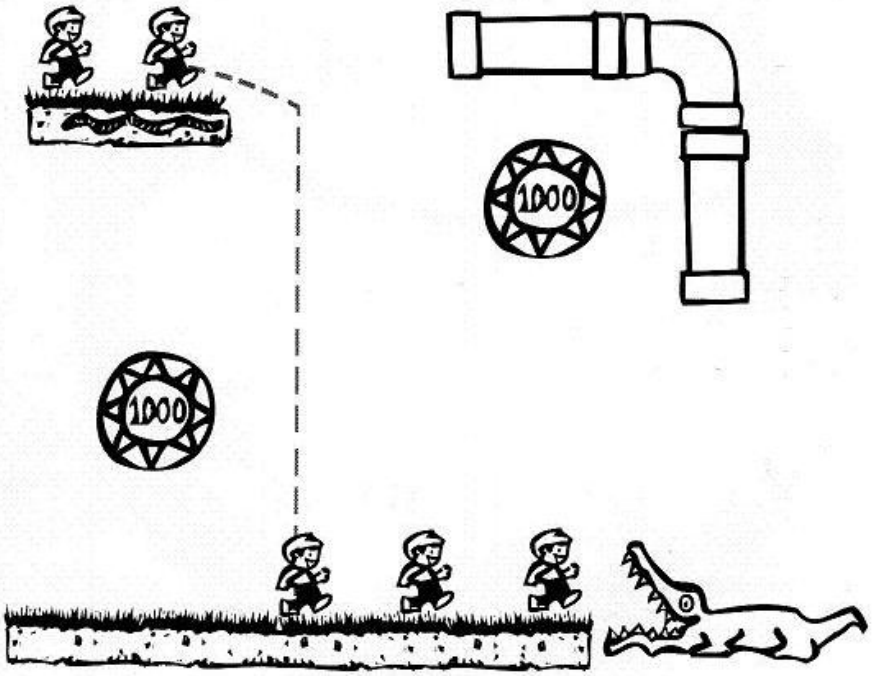
ON BEHALF OF THE ALL-KNOWING, ALL-SEEING (AND VERY BUSY) PROFESSOR Q., WELCOME BACK TO THE STRANGE AND CREATIVE WORLD OF *THE INCREDIBLE MACHINE* (A.K.A. *TIM*). *TIM ADD-ON* BRINGS SEVENTY-THREE NEW PUZZLES TO YOUR ORIGINAL VERSION OF THE GAME. THE DISK ALSO CONTAINS SEVERAL EXCITING NEW FEATURES WHICH WILL ALLOW YOU TO BUILD AND SAVE YOUR OWN MACHINE PUZZLES. IN ADDITION, *TIM ADD-ON* OFFERS NEW MUSIC, ELEVEN NEW PARTS, AND SOME SNEAKY 'HOLIDAY SURPRISES'. ENJOY!! AND GOOD LUCK!!



INSTALLATION

PLEASE NOTE: THE ORIGINAL *THE INCREDIBLE MACHINE* MUST ALREADY BE STORED ON YOUR COMPUTER'S HARD DRIVE BEFORE YOU CAN INSTALL *TIM ADD-ON*. FURTHERMORE, *TIM ADD-ON* MUST BE INSTALLED TO THE SAME DIRECTORY AS YOUR ORIGINAL VERSION OF *TIM*. IF YOU DON'T YET HAVE THE ORIGINAL GAME, YOU'LL HAVE TO OBTAIN A COPY TO PLAY THE NEW PUZZLES OR USE THE NEW FEATURES.

1) INSERT *TIM ADD-ON* IN YOUR FLOPPY DRIVE.
2) DEPENDING ON THE CONFIGURATION OF YOUR FLOPPY DRIVE(S), TYPE A: OR B: [ENTER].
3) TYPE INSTALL [ENTER].
4) SELECT "COPY THE INCREDIBLE MACHINE TO HARD DRIVE" FROM THE SMART START MENU.
5) FOLLOW THE ON-SCREEN INSTRUCTIONS.



SELECTING PRESET PUZZLES:

AT THE MAIN CONTROL SCREEN, CLICK ON THE PUZZLE ICON. THIS TAKES YOU TO THE "SELECT PUZZLE" MENU WHERE YOU'LL NOW FIND A COMPLETE LIST OF ALL 160 OF *TIM'S* PRESET PUZZLES. SCROLL THROUGH THE TITLES WITH THE SMALL ARROW ICONS.

AS YOU MOVE DOWN THE LIST, YOU'LL NOTICE THAT PUZZLES 1-THRU-88 APPEAR IN GREEN. (THE ORIGINAL *TIM'S* PUZZLES ARE NUMBERS 1-THRU-87.) PUZZLE NUMBER 88 IS THE FIRST NEW PRESET PUZZLE OF *TIM ADD-ON*. THE SECOND *TIM ADD-ON* PUZZLE, NUMBER 89, APPEARS IN RED. YOU CAN PLAY ANY OF THE GREEN PUZZLES BY HIGHLIGHTING THE TITLE WITH A LEFT MOUSE CLICK, THEN CLICKING ON THE LARGE GREEN ARROW . THE RED TITLES CANNOT BE PLAYED WITHOUT A PASSWORD.

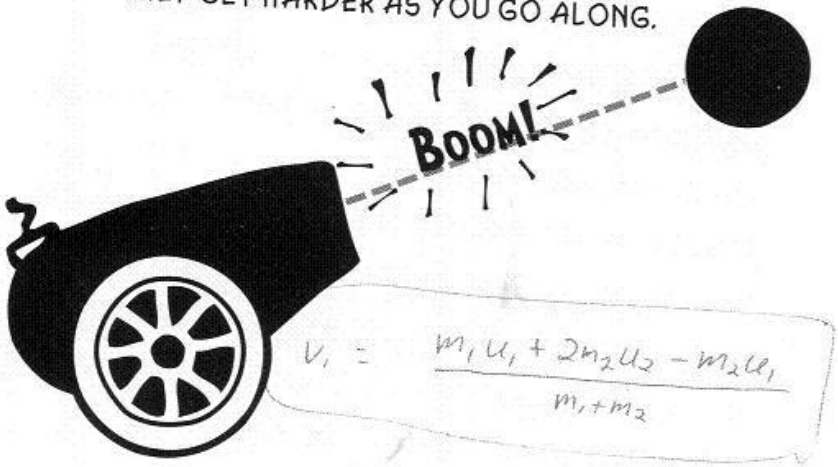
$$a = \frac{m(g\sin\theta - \mu_k g\cos\phi)}{m}$$

PASSWORDS

EACH TIME YOU SOLVE A PUZZLE AND EARN A "PUZZLE COMPLETED!" MESSAGE, *TIM* PROVIDES A PASSWORD FOR LATER ACCESS. IF YOU WANT TO JUMP LEVELS TO A RED PUZZLE TITLE, YOU'LL NEED TO GET THE PASSWORD FOR THAT PUZZLE FROM SOMEONE WHO'S ALREADY SOLVED IT. WHENEVER YOU QUIT *TIM*, THE GAME GIVES YOU THE PASSWORD OF THE LAST PUZZLE YOU SOLVED. THIS PASSWORD HAS TWO PARTS. THE WORD IN FRONT IS ALL YOU NEED TO GET BACK TO THAT LEVEL. HOWEVER, IF YOU ARE KEEPING SCORE, YOU WILL NEED TO TYPE IN THE CRYPTIC STUFF AFTER THE DASH.

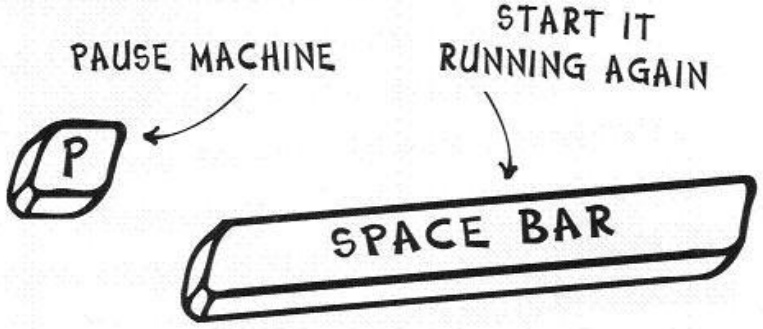
PUZZLE SOLVING

TO SOLVE THE PRESET PUZZLES OF *TIM ADD-ON*, FOLLOW ALL THE SAME PROCEDURES YOU USED WITH THE ORIGINAL TIM. AS WITH THE ORIGINAL GAME, *TIM ADD-ON* PRESET PUZZLES MUST BE SOLVED IN NUMERICAL ORDER. PROFESSOR Q. WANTS IT THAT WAY- THEY GET HARDER AS YOU GO ALONG.



NEW PAUSE FEATURE

WHILE WATCHING A SOLUTION TO A PRESET PUZZLE OR RUNNING A 'FREEFORM' MACHINE, YOU MAY WANT TO STOP THE MECHANISM A MOMENT TO SEE EXACTLY HOW A PART IS MOVING OR WHERE A FALLING OBJECT MIGHT LAND. TO STOP A WORKING MACHINE, JUST TYPE 'P'. A MOUSE CLICK OR A TAP OF THE SPACE BAR QUICKLY STARTS THE MACHINE RUNNING AGAIN.



CREATING NEW PUZZLES IN 'FREEFORM' MODE

AS PREVIOUSLY MENTIONED, *TIM ADD-ON* HAS SEVERAL NEW FEATURES THAT WILL ALLOW YOU TO BUILD AND EDIT 'FREEFORM' PUZZLES. TO CREATE AND/OR MODIFY A PUZZLE WITH *TIM ADD-ON*, JUST FOLLOW THESE STEPS:

1) CLICK ON WRENCH

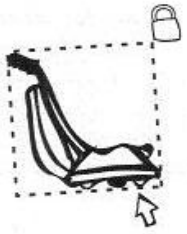
ENTER 'FREEFORM' MODE, SCROLL THROUGH, AND SELECT PARTS JUST AS WITH THE ORIGINAL *TIM*. WHEN YOU LOCATE A PART YOU WANT, SIMPLY 'CLICK AND DRAG' IT ONTO THE PLAY SCREEN.

2) NEW LOCK 'HANDLE':

AS YOU 'DRAG' PARTS TO THE 'FREEFORM' PLAY AREA, YOU'LL NOTICE A NEW 'HANDLE'- A PADLOCK AT THE UPPER RIGHT CORNER OF PARTS RECTANGLES. THIS LOCK WAS DESIGNED FOR USE IN PUZZLE BUILDING. AFTER CLICKING TO DROP THE PART ON THE SCREEN, CLICK AGAIN ON THE LOCK. THIS 'FASTENS' THE PART TO THAT POSITION ON THE SCREEN. IT THUS BECOMES ONE OF THE IMMOVABLE PIECES OF A NEW PUZZLE. (TO ADJUST THE PART, JUST OPEN THE LOCK WITH A CLICK.)

UNLOCKED

LOCKED

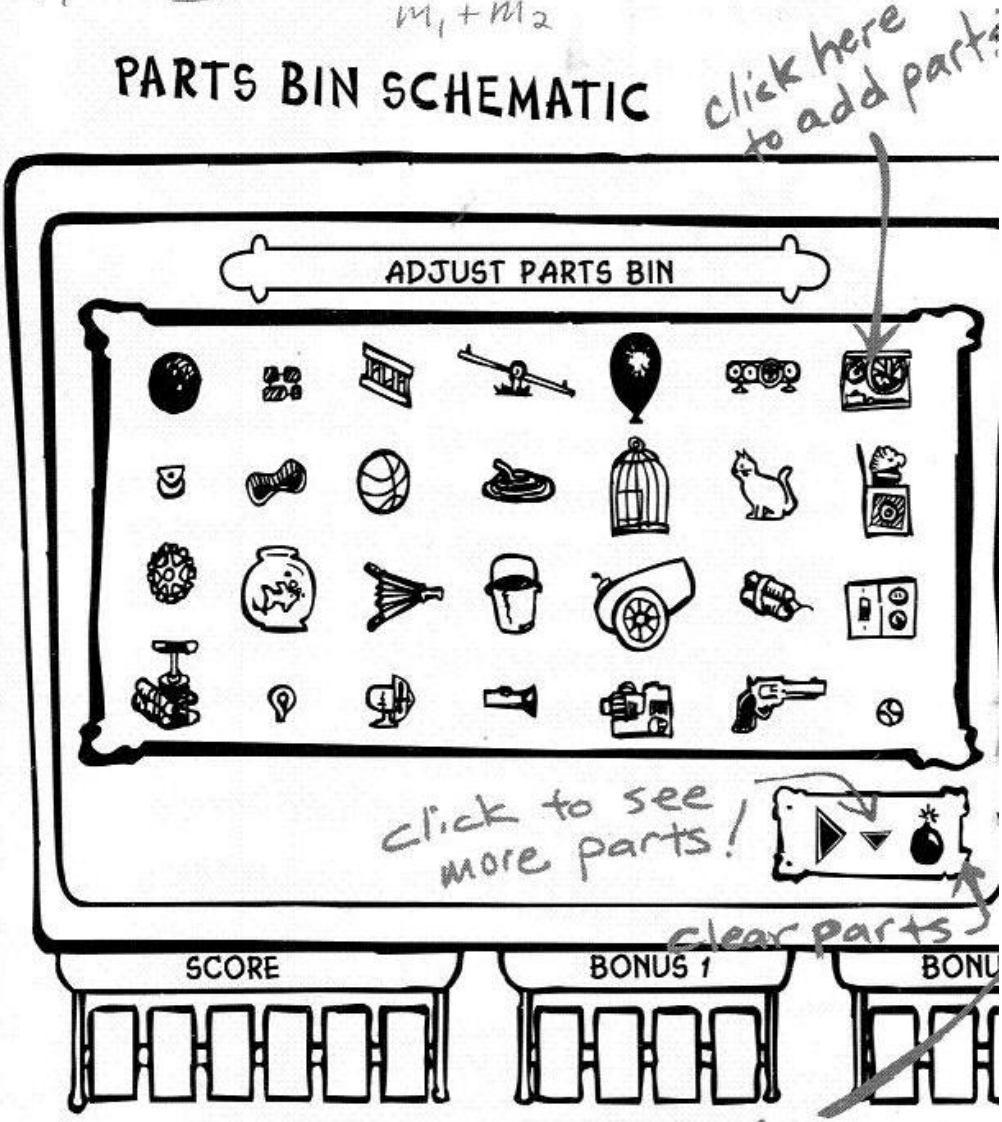


3) NEW 'HOT KEY' FOR CLEARING PARTS BIN:

WHILE YOU'LL DECIDE TO 'LOCK' SOME PARTS OF YOUR PUZZLE ON THE MAIN PLAY AREA, YOU'LL WANT TO PUT OTHERS BACK IN THE PARTS BIN. AND BEFORE PUTTING BACK PUZZLE PARTS, YOU'LL NEED TO 'CLEAR' THE PARTS BIN OF UNNECESSARY PIECES. TO 'CLEAR' THE BIN FROM THE MAIN PLAY SCREEN, JUST HIT THE 'HOT KEY' F1.

$$V_1 = \frac{m_1 u_1 + m_2 u_2 - m_2 u_1 + m_2 u_2}{m_1 + m_2}$$

PARTS BIN SCHEMATIC

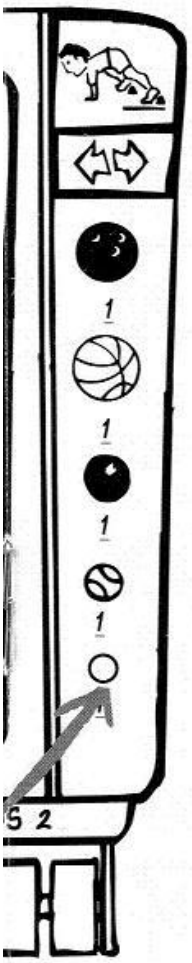


4) STORING PARTS:

WITH THE PARTS BIN CLEARED, YOU CAN NOW STORE THE UNLOCKED PARTS OF THE PUZZLE IN THE BIN. TO DO SO, CLICK ON THE GARBAGE CAN AT THE CORNER OF THE SELECTED PART'S BOX. THE PART NOW APPEARS IN THE PARTS BIN.

5) NEW 'FREEFORM' EDIT FEATURE:

AT THIS POINT, YOU MAY WANT TO REPLACE PARTS OR ADD SOME 'DECOYS' TO YOUR NEW PUZZLE. *TIM* MAKES IT EASY TO ACCOMPLISH SUCH EDITS. FIRST, RETURN TO THE 'FREEFORM' CONTROL PANEL WITH A RIGHT MOUSE CLICK. NEXT, CLICK IN THE PARTS BIN WHERE YOUR SMART CURSOR SAYS 'ADJUST'. THIS MOVES YOU TO THE NEW PARTS BIN EDITOR SCREEN WHERE YOU CAN SCROLL WITH THE DOWN ▼ ARROW THROUGH ALL AVAILABLE PARTS. TO ADD A PART TO YOUR PUZZLE, JUST CLICK ON IT. THE PART WILL APPEAR IN THE PARTS BIN. (EACH CLICK ON A PART ON THE EDITOR SCREEN WILL **ADD** A COPY OF THE PART TO THE PARTS BIN. SIMILARLY, A CLICK ON A PART INSIDE THE PARTS BIN WILL **REMOVE** ONE COPY FROM THE BIN.) IF YOU WANT TO CLEAR THE PARTS BIN BEFORE ADDING PARTS, JUST CLICK ON THE 'BOMB' AT THE BOTTOM OF THE EDITOR CONTROL PANEL.

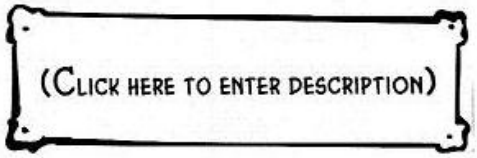


6) EXITING PARTS BIN EDITOR:

TO EXIT THE PARTS BIN EDITOR, THERE ARE TWO OPTIONS. YOU CAN EITHER CLICK ON THE RIGHT MOUSE BUTTON OR CLICK ON THE PLAY ARROW . THE RIGHT MOUSE BUTTON TAKES YOU BACK TO THE MAIN CONTROL PANEL. THE PLAY ARROW TAKES YOU DIRECTLY TO THE MAIN PLAY SCREEN.

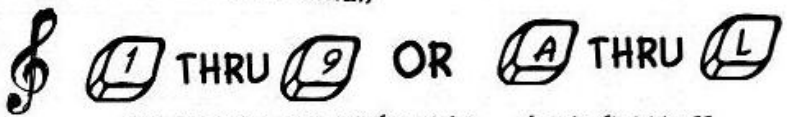
7) NEW GOAL DESCRIPTION FEATURE:

WHEN YOU'RE READY TO DEFINE THE GOAL OF YOUR NEW PUZZLE, RETURN TO THE 'FREEFORM' CONTROL PANEL. THEN, SIMPLY CLICK IN THE "PUZZLE DESCRIPTION" AREA. WHEN THIS AREA TURNS WHITE, TYPE IN THE GOAL. (YOUR DESCRIPTION, WHICH IS LIMITED TO 400 CHARACTERS OR THE SIZE OF THE DESCRIPTION BOX, WILL BE SAVED WHEN YOU SAVE THE PUZZLE.)



8) 'FREEFORM' MUSIC:

WHILE BUILDING A PUZZLE OR MACHINE ON THE 'FREEFORM' PLAY SCREEN, YOU CAN SELECT OR CHANGE BACKGROUND TUNES. TO PICK NEW MUSIC, JUST TAP THE 'MUSIC HOT KEYS' -- THE NUMBERS 1-THRU-9 OR THE LETTERS OF THE ALPHABET A-THRU-L ON YOUR KEYBOARD. EACH LETTER OR NUMBER PROVIDES A NEW MELODY. (THE 'TIMTUNE' YOU SELECT AND PLAY WHILE SAVING A PUZZLE WILL BE SAVED AT THE SAME TIME.)



MAGICALLY MUSICAL HOT KEYS!!

9) SAVING 'FREEFORM' PUZZLES /MACHINES:

TIM ADD-ON SAVES 'FREEFORM' PUZZLES AND MACHINES IN EXACTLY THE SAME WAY AS THE ORIGINAL *TIM*. PLEASE REFER TO YOUR ORIGINAL TIM MANUAL TO BE SURE HOW THIS WORKS.

10) IMPORTANT NOTE ON LOADING NEW 'FREEFORM' MACHINES:

IF YOU BUILD AND SAVE A NEW MACHINE OR PUZZLE WITH *TIM ADD-ON*, YOU CAN ONLY RELOAD OR PLAY IT ON A COMPUTER WITH *TIM ADD-ON*. IF YOU TRY TO SAVE IT ON A COMPUTER WITHOUT TIM ADD-ON, YOU WILL GET A MESSAGE WHICH SAYS, "THAT FILE HAS NOT BEEN SAVED IN *THE INCREDIBLE MACHINE* FORMAT."

PUZZLE PARTS:

ALLIGATOR — ERNIE LOVES TO SNACK ON NEW CHARACTERS MEL SCHLEMMING AND MORT MOUSE, SO FOR THEM HIS OPEN JAW IS AN OBSTACLE TO AVOID. ERNIE'S POWERFUL SNOUT ALSO FLIPS OBJECTS.

CHEESE — MORT MOUSE WILL GO ANYWHERE AND DO ANYTHING FOR A BITE. (THE CHEESE DOESN'T HOLD ATTRACTION FOR ANY OTHER PERSON OR ANIMAL IN THE GAME, THOUGH.) IT FALLS LIKE A BOWLING BALL.

DIRT/GRASS BARRIERS — THEY ASSIST SOME THINGS, STOP OTHERS. DON'T TRY TO BLOW THEM UP! THEY'RE INDESTRUCTIBLE!!

EIGHT BALL — GIVE IT A SMACK AND IT ROCKETS OFF, IT CONTINUES IN A STRAIGHT LINE UNTIL IT WHACKS SOMETHING ELSE OR LEAVES THE SCREEN.

MEL SCHLEMMING — THIS LITTLE GUY ACTS LIKE THOSE FAMOUS FURRY RODENTS WHO MARCH, RELENTLESSLY, WHEREVER THEY'RE POINTED—EVEN INTO THE MOUTH OF AN ALLIGATOR. MEL FALLS LIKE A BOWLING BALL, BUT IF HE FALLS TOO FAR, HE GETS DIZZY AND PASSES OUT.

MEL'S HOUSE — THE PLACE MEL ALWAYS WANTS TO GO. IT'S A GOAL MADE STRICTLY FOR HIM.

NAIL — MAKES A POINT OF POPPING BALLOONS. (FORGET FASTENING ANYTHING TO IT. NOTHING CAN BE HOOKED TO THE NAIL OR SECURED BY IT.)

PINBALL BUMPER — WHEN OBJECTS STRIKE IT, THEY SHOOT OFF AT GREATER SPEED IN A DIFFERENT DIRECTION.

SUPERBALL— WHEN IT FALLS AND STRIKES SOMETHING, IT GETS A LITTLE MORE 'NUTS' WITH EACH BOUNCE.

TEA KETTLE — FLAME IT TO A BOIL WITH THE CANDLE OR THE ROCKET ENGINE, AND IT FIRES STEAM THAT CAN BE USED TO BLOW BALLOONS OR TURN WINDMILLS.

VACUUM CLEANER— ONCE PLUGGED IN TO AN OUTLET, IT CAN SUCK THE COVER OFF ALL BUT THE HEAVIEST PARTS IN THE GAME!!

THE INCREDIBLE MACHINE
ADD-ON

INGREDIENTS	SUPPLIERS
CONCENTRATED PRODUCER	JEFF TUNNELL
PURE LIQUID DESIGN	KEVIN RYAN AND JEFF TUNNELL
PROGRAMMING FORMULA	KEVIN RYAN
PURIFIED ART DIRECTOR	BRIAN HAHN
PUZZLOMANIACS	RICHARD TUNNELL MATT UHRE
DISTILLED MUSIC & SOUND	CHRIS STEVENS
EXTRACT OF LEAD TESTER	JEANNE RUBINSTEIN
MANUAL WRITING ELIXIR	KEN EMBERY
VOLATILE MANUAL DESIGN	SHAWN BIRD JENNY GRAY

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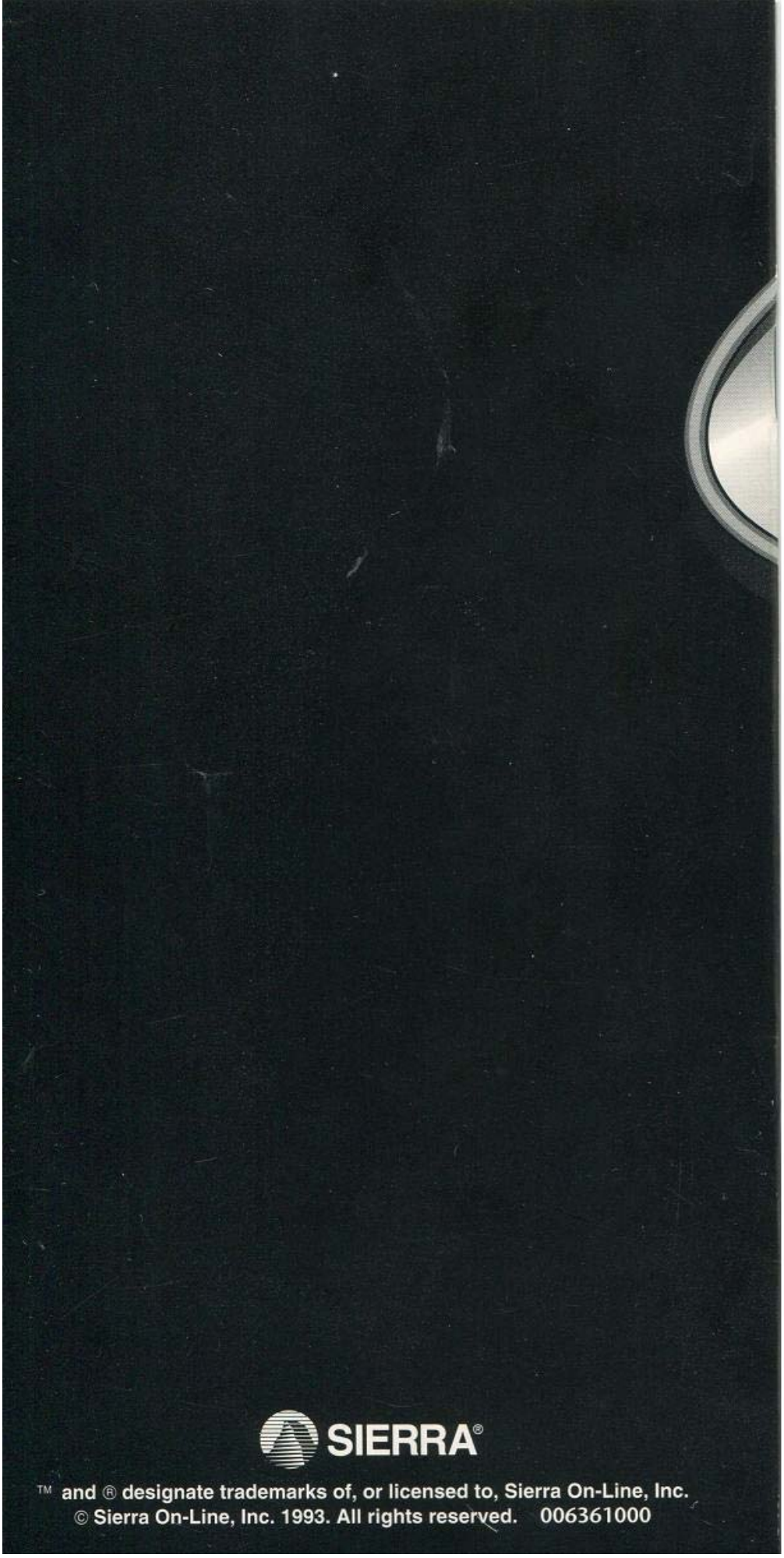

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