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THE INCREDIBLE MACHINE

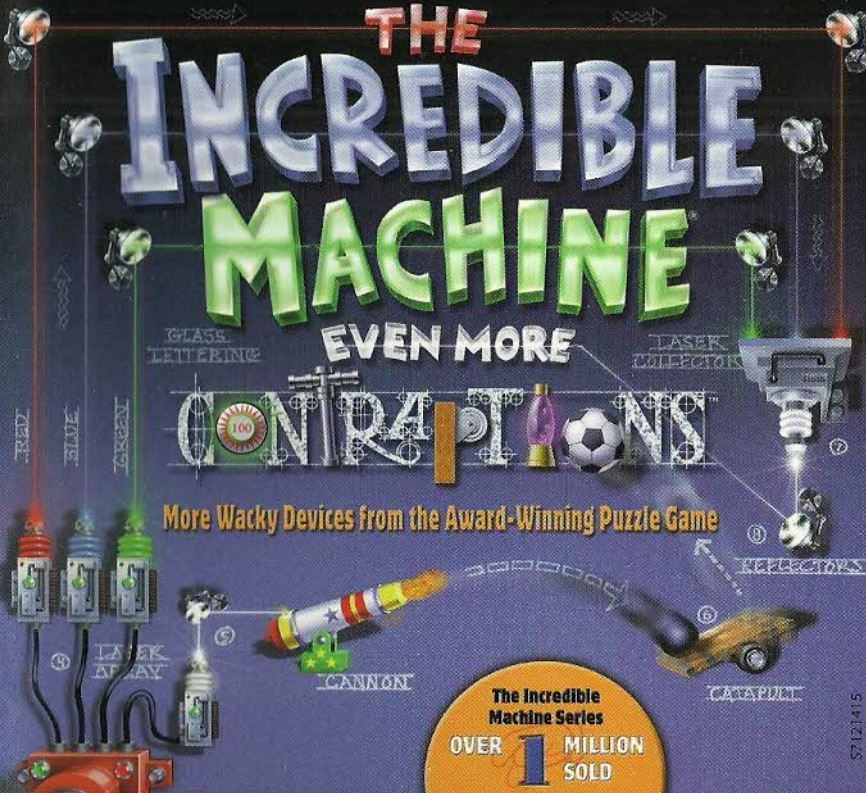
GLASS
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EVEN MORE

LASER
COLLECTOR

CONTRAPTIONS

More Wacky Devices from the Award-Winning Puzzle Game



The Incredible
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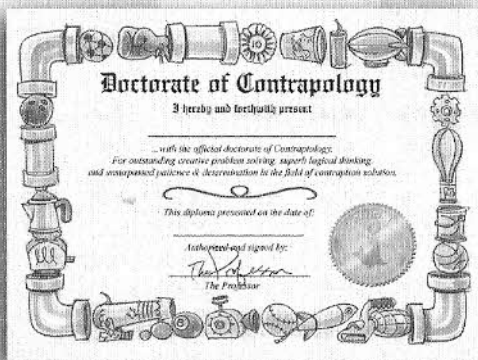
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Please note: This manual is only intended to get you started solving your first contraption. For more detailed information, consult the on-line manual that is accessible directly from the game by clicking on a **Help** button.



"Hi. I'm the Professor. Welcome to The Incredible Machine: **EVEN MORE CONTRAPTIONS**. I have been watching you for some time and now that you've risen to the top of your class, I have decided that you are ready for my toughest challenge yet. Consider this your final exam. If you can solve all the contraptions that I have waiting for you in the

Invention Factory, you'll earn a diploma and become a Doctor of Contrapology. Have fun and good luck!"



System Requirements

To play **Even More Contraptions** on a Windows-based PC, you must have the following minimum system requirements:

Microsoft® Windows® 95/98/Me/2000 CD-ROM

Pentium 90Mhz processor or better (Pentium 166Mhz preferred)

32MB free RAM (64MB free RAM preferred)

5MB free hard drive space (50MB preferred)

4X CD-ROM drive, 800x600 16 bit video display

To play **Even More Contraptions** on a Macintosh, you must have the following minimum system requirements:

Apple® Macintosh®

PowerPC 120 (PowerPC 233 preferred)

Macintosh 8.6 Operating system (or higher)

32MB free RAM (64MB free RAM preferred)

5MB free hard drive space (50MB preferred)

4X CD-ROM drive, 800x600 16-bit video display

CarbonLib 1.2, QuickTime 4.1

Even More Classic Installer: Installs on MacOS 8 and MacOS 9

Even More OS X Installer: Installs on MacOS X

Getting Started

Before you can play the game, you must first *install* the program on your computer.

Installing the Game: Windows® 95/98/Me/2000 CD-ROM

1. Insert the **Even More Contraptions** CD into the CD-ROM drive.
2. **Even More 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/Me/2000 CD-ROM

1. Once you have installed the program, you're ready to begin.
2. Insert the **Even More Contraptions** CD into the CD-ROM drive.
3. When the *Autorun* window appears, click **PLAY**.

OR:

4. Double-click on the desktop shortcut icon if you elected to create one when you installed the game.

Installing the Game: Macintosh®

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

Starting the Game: Macintosh®

1. Insert the **Even More Contraptions** CD into the CD-ROM drive.



2. Open the **Even More Contraptions** folder on the hard drive and double-click on the **Even More Contraptions** icon to start the game.

The Main Menu Screen

When 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, appearing as signs on a signpost. Each of these signs 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 may type in a player name or play as "Guest". Returning players select their existing player name from the Returning Player roster.

- **Build Contraptions**

Even More 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 lesson on building contraptions. You'll be asked to sign in. The Professor is conducting this tutorial, 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.

- **Puzzle Swap**

Click your mouse on the **Puzzle Swap** sign to launch your web browser and go to the **Even More Contraptions** Puzzle Swap website. Here you'll find many downloadable contraptions that players like you have created. Got a favorite contraption of your own? Post it to the website so others can enjoy it.

- **Preferences**

The Preference screen 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**

Even More 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**, **How To 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. This handy reference explains things in greater detail. It's available to you at all times — even while you're solving a contraption.

- **Exit**

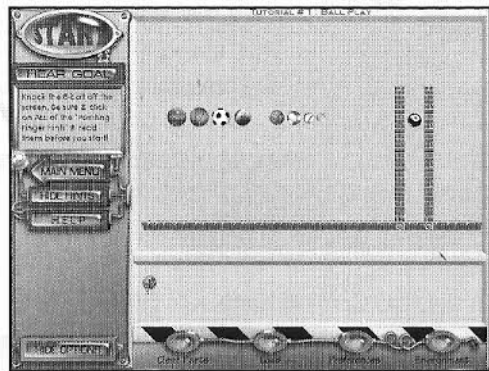
Click your mouse on the sign labeled **Exit** to leave the Professor's Invention Factory and exit the game.

Quick Start

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

Load Tutorial #1: Ball Play

1. Click on the **Play Contraptions** sign on the Main Menu screen. If this is your very first time playing **Even More Contraptions**, clicking on the **Play Contraptions** sign takes you first to the Sign-In screen. Create a player name that the Professor will use to track your progress (and your game play preferences).
2. Type a player-name in the space provided or click on "Guest" located on the Returning Player roster (the list of player names in the center of the window).
3. Click on the **Next** button to proceed to the Select Contraption Type screen.



4. Click on **Tutorial** to see a list of Tutorial-level contraptions.
5. Click on the very first contraption on the list: *Tutorial #1: Ball Play*. (The words *Tutorial #1: Ball Play* change to red when the tutorial has been selected.)
6. Click on the **Load** button to begin.

The Play Screen

1. The Play Screen is 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, the Professor normally tells you exactly what you need to do in order to solve it. 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, the Professor has 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. The Professor has left them to help you better understand how 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.

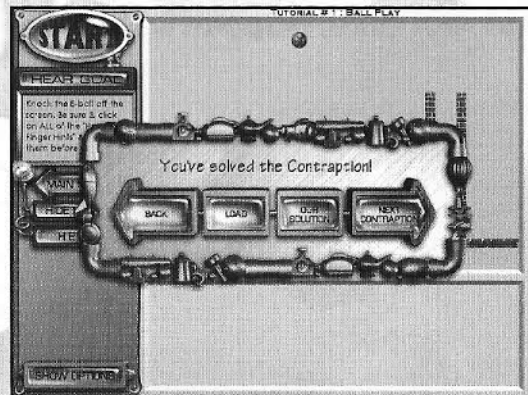
Since there's only one part in the Parts Bin — a multi-colored “super ball”, this shouldn't be too difficult.

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 the Professor has 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 (or anywhere for that matter) to begin again.

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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