# SierraOriginals

SierraOriginals

Sierra, the recognized leader in interactive entertainment, proudly presents "SierraOriginals". Our most exciting titles are now available at an amazingly low price. Each title offers outstanding value for money.

So Experience the Excitement, Enjoy the Challenge,

and Discover the Value.

with more!
THE INCREDIBLE
MACHINE

SIERRA
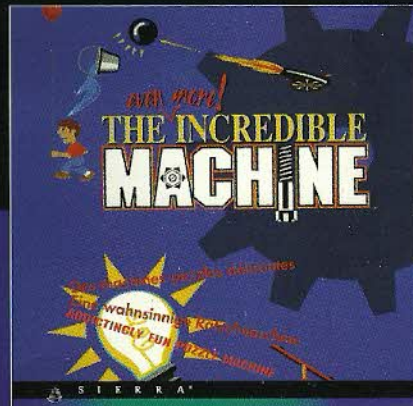
EDUTAINMENT
INVENTIVE PUZZLE SOLVING

IMPORTANT

THIS MANUAL CONTAINS YOUR WARRANTY CARD!

In order to benefit fully from all our customer support services, you should return this card asap. We can't help or support you if we do not know who you are!

SIERRA Customer Services

- **Technical Support**

In order to provide you with the best possible service, we have two hintlines and a direct technical support hotline where our specially trained technical support team will be ready to take your call.

- **Free subscription to the Sierra group's very own magazine**

In order to keep our valued customers better informed, our free of charge magazine will provide you all the latest information on all our new products as well as practical advice and useful tips.

- **The free SierraOriginals catalogue**

The SierraOriginals catalogue contains details of all the forthcoming titles in the range.

WE WOULD LIKE TO TAKE THIS OPPORTUNITY TO THANK YOU FOR PURCHASING A SIERRAORIGINALS TITLE. WE SINCERELY HOPE THAT YOU ARE COMPLETELY SATISFIED WITH YOUR PURCHASE AND HAVE FUN PLAYING IT.

Dear SierraOriginals Customer,

You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the SierraOriginals titles have been kept in their original form. No attempt to modernize or improve the game was made with these titles in order to maintain the sense of nostalgia.

On behalf of Sierra On-Line, thank you for purchasing this SierraOriginals product. We appreciate the opportunity to share our history with you and your entire family!

Respectfully,

Quality Assurance Department.

Windows is a registred trademark of Microsoft Corporation

START UP PROCEDURE
WINDOWS INSTALLATION

1. Place the SierraOriginals CD into your computer's CD drive.
2. Start Windows.
3. Click on [File].
4. Select [Run].
5. At the Command bar, type the letter of your CD drive, followed by ":\Setup.exe". Click on OK or press [Enter]. For example, if the letter of your CD drive is "D", type "D:\Setup.exe" and click on OK or press [Enter].
6. Follow the on-screen installation instructions.
7. To run your SierraOriginals software, double click on the game icone.
8. Be sure to check the "Readme" file for the latest information.

Windows is a trademark of Microsoft Corporation.
DOS INSTALLATION

1. Place the SierraOriginals CD into your computer's CD drive.
2. Type the letter of your CD drive, followed by a colon. For example, if the letter of your CD drive is "D", type "D:". Press [Enter].
3. Type "Install" and press [Enter].
4. Follow the on-screen installation instructions. Press **"A"** to load The even more Incredible Machine in English and press **[ENTER]**.
5. To run your SierraOriginals software after loading, all you have to do to start is to go to the directory where the game have been installed by typing **(CD SIERRA)**, and then typing **(C:\SIERRA\TIM>TIM)** then pressing **[ENTER]**.
6. Be sure to check the "Readme" file for the latest information.

ATTENTION: YOU HAVE TO LOAD THE EVEN MORE INCREDIBLE MACHINE THROUGH DOS.
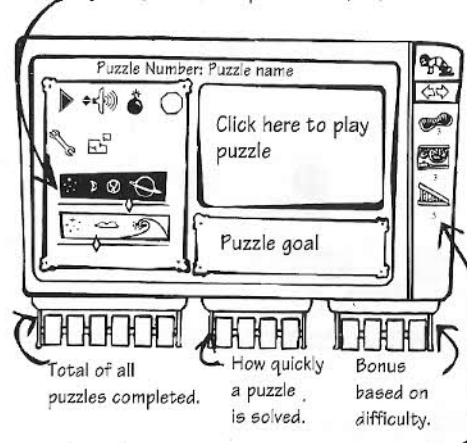
COPY PROTECTION CHECK

Select the correct icons which correspond to the following page numbers in order to continue this game

PAGE / ICONS		PAGE / ICONS		PAGE / ICONS	
1	🪑 🧍 🐈	14	🫖 ⚫ 🧀	27	🦭 🧨 🕹️
2	🏊 😀 💿	15	🗿 🧨 💿	28	🔘 🧨 🧍
3	🫖 💿 🔧	16	🏊 🔫 ⚫	29	🧍 🪑 🐈
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				40	🏚️ 🔧 🔫

THE EVEN MORE INCREDIBLE MACHINE

CONTROL PANEL SCHEMATIC

Adjust gravity/air pressure (only in Freeform mode)

Puzzle Number: Puzzle name

Click here to play puzzle

Puzzle goal

Total of all puzzles completed.

How quickly a puzzle is solved.

Bonus based on difficulty.

*Parts bin

Clear current parts

Go to puzzle selection menu

Freeform mode

Adjust volume

Play next puzzle.
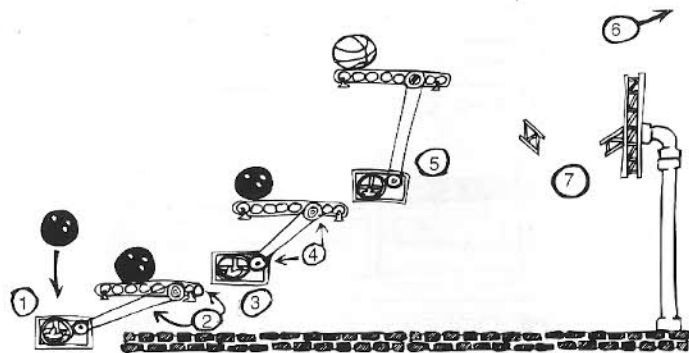
Quit playing

SOLVING PUZZLE NUMBER ONE

Click on runner in starting
blocks to start puzzle.

HOW TO SOLVE PUZZLE I

1) Position a mouse motor under bowling ball.
2) Fasten belt between motor and conveyor.
3) Position a mouse motor at the end of conveyor.
4) Fasten belt between motor and conveyor.
5) Repeat steps 3 and 4.
6) Click on the guy in the running blocks to start puzzle.
7) Jump up, wave arms and scream "Nothin' but wood!"

Puzzles

Any new level will begin with its title across the top of the control panel, and the goal directly under the puzzle preview. Click on the puzzle preview area where the cursor says "play".

Puzzle colors

Green text =   Solved puzzles
White text =   Current puzzle
Red   =   Puzzles not yet solved

Start a machine

When playing a puzzle, click on the runner in the starting blocks at the top of the parts bin.

Stop a machine

Click anywhere at anytime.

To return to Control panel

IBM users right mouse click anywhere.

Move parts

Click on a part in the parts bin, and move it to the desired location on the play field. Click again to place the part. A red "X" means that a part can't be placed at that location.

Modify parts

Once part is placed onto play area, move cursor over object to reveal handles. Click on the handles to modify parts as described below:

Recycle parts

Size parts

Size parts
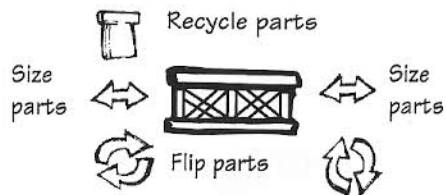
Flip parts

Flip parts

Click on the red arrows at the bottom left or right of a selected part to flip the part.
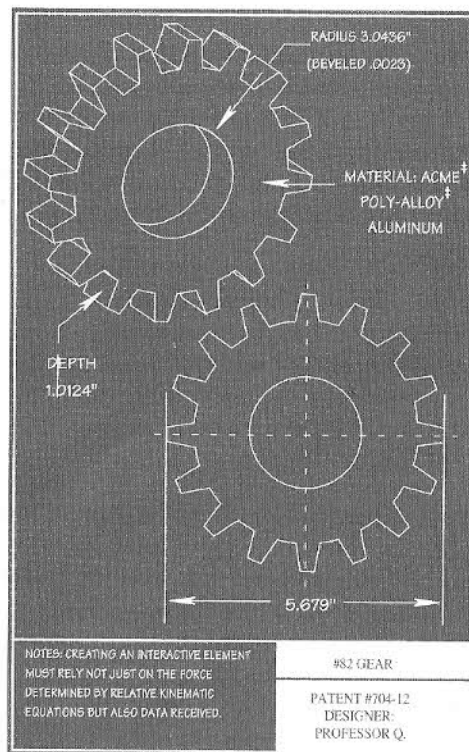
Size parts

Click on the blue arrows around the selected part. Change to desired size and click to release.

Recycle parts

Click on the trash can at upper left of the selected part. This returns item to parts bin.

Belts

To connect a mouse motor with a conveyor belt choose the belt icon from the parts bin. Put the cursor over the mouse motor and click once. A red line will appear from the motor to the tip of the cursor. Move the cursor over the conveyer

RADIUS 3.0436"

(BEVELED .0023)

MATERIAL: ACME‡
POLY-ALLOY‡
ALUMINUM

DEPTH
1.0124"

5.679"

NOTES: CREATING AN INTERACTIVE ELEMENT
MUST RELY NOT JUST ON THE FORCE
DETERMINED BY RELATIVE KINEMATIC
EQUATIONS BUT ALSO DATA RECEIVED.

#82 GEAR

PATENT #704-12
DESIGNER:
PROFESSOR Q.

belt. When the line turns green, click once to secure the belt. If the line remains red, the parts are probably too far apart to be connected. Move them closer and try again. All belts are connected the same way.

Ropes

Ropes are connected the same way as belts with the exception that ropes have an unlimited length. One rope can stretch around the screen as many times as needed.

Pulleys

Pulleys are used between parts that are connected with ropes. For example, if bucket 1 needs to be lifted up, a rope can be attached through a pulley and then to bucket 2. If a ball is put in bucket 2, bucket 1 will be lifted up.

Power supplies

Some parts, such as the vacuum, require power. Place a power supply, such as a switch, on the play field. Place the vacuum next to the switch. If the vacuum has been plugged in, a plug will appear over one of the outlets attached to the switch. If a part has not been properly plugged in, the outlets will be empty and the part will not work when the machine is run.

Note The switch always starts in the OFF position regardless of which way it is flipped.

Passwords

Each time a puzzle is solved a password is provided for later access. A password is needed for each puzzle to jump levels to a red puzzle. After quitting the game, a password of the last puzzle solved will appear on the screen. Passwords have two parts. The first word is needed to return to a level. The cryptic stuff after the dash is for the score.

Freeform mode

Freeform mode is where new machines can be made. There are sample machines that can be loaded for inspiration. All parts are available to create any machine imaginable. These machines can then be made into personalized puzzles. A puzzle is simply a machine with a few parts taken away. The person playing the puzzle has to solve it.

Steps to make a Freeform puzzle

1. Click on the wrench in the control panel.
2. Create a machine.
3. Clear parts bin.
4. Lock down parts and remove some key parts and put them in parts bin.
5. Add decoy parts if desired.
6. Type in goal.
7. Save puzzle.

Note Solutions for Freeform puzzles are not recognized by the game. The player is on the honor system when solving a Freeform puzzle.

Puzzle making Tutorial: "TONSOFUN"

1. **Click on the wrench** in the Control panel.
2. **Load the tutorial machine titled "tonsofun"** from the Control panel by clicking on the load disk (the arrow pointing away from the disk).
3. **Clear parts bin.** While still in the Control panel, click in the parts bin to bring up the Adjust parts bin. Click on the bomb to clear parts bin.

Adjust parts bin schematic

Click here to add parts   Click in parts bin to subtract parts

* Click bomb to clear parts bin

* Small arrow scrolls through parts

* Click on the big green arrow to play
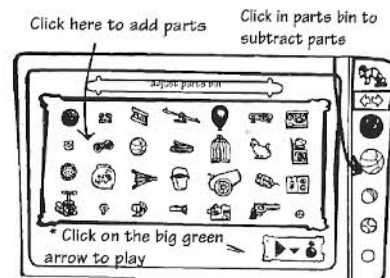
4. **Remove and lock down parts.** Decide which parts should be displayed and which parts should be in the parts bin. For "TonsoFun" removing the teeter-totter, the magnifying glass, the flashlight and the monkey motor would be good choices. Once these parts are in the parts bin, lock down the remaining parts by clicking on the lock at the upper right corner of any selected part. Locking down parts prevents the person solving the machine from moving parts around.

5. **Add decoy parts (optional).** Decoy parts can be added to make the puzzle more challenging. To add a decoy, click once on the part to be added. If there are too many decoys, click on the decoy part in the parts bin to remove it. Decoys can be added to a puzzle at any time. Be careful, too many decoys could change the solution of a puzzle making it much easier than intended.

6. **Name and save a puzzle.** Now return to the Control panel with a right mouse click in the parts bin (Mac users select arrow icon) and click on the box under the puzzle preview area. Type "Open Jacks box so he can talk with Pokey." and hit the return key. The description should now be in the box. Save the puzzle for later use.

Click on the disk icon (the arrow pointing toward the disk).

Note: Solutions of Freeform puzzles are not recognized by the game. The player is on the honor system when solving a Freeform puzzle.

Music hot keys

In Freeform mode, the numbers 1 through 9 or the letters of the alphabet A through L on the keyboard reveal several different tunes.

(handwritten note) ① Thru ⑨ OR Ⓐ thru Ⓛ (Alphabetical) — Music Hot keys!!
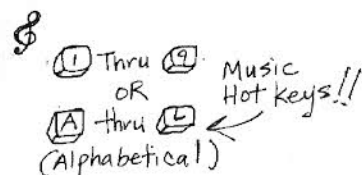
Pause hot key

To pause a puzzle or machine press **"P"** on the keyboard.

Baseball- It falls, bumps around and doesn't bounce much.

Basketball- It falls, bumps around and is pretty bouncy.

Bowling ball- It is really heavy when dropped and doesn't bounce worth a dam.

Eightball- Once it's hit, it moves in a straight line until it smacks another object or goes off the screen.

Cannon ball- It is a really heavy thing to drop or roll into something else.

Super ball- When it falls and hits something, it's anyone's guess where it will bounce. It gains more velocity with each bounce.

Tennis ball- Same size as the baseball but has a lot more bounce and not as heavy.

Balloon- Tie a string to it. Watch it pop when it hits gears, scissors, candle, rocket flame or nail. Pull up the teeter-totter, shoot the gun, trigger the boxing glove, or push the bellows.

Nail- It pops balloons and can be used to support Mels too!

Teeter totter- Tie a rope to an end or drop heavy things on either side to propel objects up.

Bellows- Drop something on it or push it up with a balloon and it blows air to push balloons or blow out candles.

Boxing glove- Push the button and it punches things.

Trampoline- Things keep bouncing higher and higher on this.

Rope- Tie to just about anything- teeter-totters, balloons, buckets and run it through pulleys. See Ropes section.

Eye hook- Tie a string to it to hold things down or up.

Pulley- Run a rope through it See Pulleys section.

Gun- Tie a rope to the trigger. When the rope is pulled, the gun fires a bullet.

Scissors- Drop something on the handles and they cut rope. and pop balloons.

Light switch/outlet- Use as an electrical power supply. It provides power when the switch is turned on. Refer to the Power supplies section.

Generator- It transfers rotational energy into electrical energy when connected to a mouse motor, monkey motor, etc. This guy puts out power for electrical parts. It comes with its' own outlet!

Solar panels- Turn on the light bulb or light the candle next to it and it provides power to electrical parts.

Fan- Plug it in and it blows air.

Vacuum- Plug it in and it sucks up just about anything.

Electric engine- Plug into light switch, add belt. It powers objects.

Brick wall- Stretch it up or down. Acts just like a brick wall. Dynamite blows these up.

Pipe and curved pipe- Stretch this one like the brick wall. Dynamite can't blow these up.

Wood wall- Alot like the brick wall. Well, it's exactly like the brick wall. Dynamite blows these up.

Dirt wall- Alot like the brick wall. Things roll slower on this stuff & don't bounce as high.

Incline- Objects go up or down on this. It's used to direct floating balloons too. Dynamite can't blow inclines up.

Belt- Refer to the Belts section for more info.

Gear- Use a belt to connect to a power supply part. Mesh gears together to change direction of power supply.

Conveyor- Belt this up with a power supply part. It carries objects short and long distances.

Jack-in-the-box- Belt this up to a power part. Jack pops up and flings objects up in the air.

Windmill- Blow on it to make it spin. Use with a belt to power another object.

Magnifying glass- Use with any light source to ignite any objects which have a fuse.

Flashlight- Drop an object on the button to turn it on. Use with magnifying glass to light things. It powers solar panels.

Light bulb- Tie a rope to the string, pull down to turn it on. Use with the magnifying glass to light things. It powers solar panels.

Cannon- Light this with the candle, rocket, or magnifying glass. Blows holes in brick walls!

Dynamite- Light sticks with candle, rocket, or magnifying glass. Blows up brick and wood walls (but not ramps) and propels objects.

Rocket- Light with candle or magnifying glass. Shoots up in the air.

Candle- Light this with the magnifying glass or rocket.
Use to light rocket, dynamite, etc. Heats teapot.

Teapot- Light a candle under it and use the steam to push things up.

Dynamite Plunger- Drop an object on the plunger and this guy really blows things up!

Bucket- Tie a rope to this or drop something heavy inside it to make things go up or down.

Cage- Tie or cut the rope holding this to catch the cat, Mel, or the mouse.

Pokey the cat- He goes after Mort mouse and Bob the fish especially if he is really close to the fish bowl, or if the fish bowl is broken.
He munches fish and mice.

Mort mouse- Runs after cheese and away from Pokey the cat.

Cheese- Colby -Mort's favorite!!

Mouse cage- Bump this one and she'll start running in her cage.
Tie a belt to power objects.

Bob the fish- Break the bowl and it attracts Pokey the cat. Monkey exercise

bike- Pull down the string to open the shade so Kelly the monkey sees the banana. Once she sees it, she peddles like crazy. Attach a belt to the wheel and the monkey powers anything that is driven by a belt.

Mel Schlemming- He keeps on going and going... If he falls too far, he dies! Ernie Alligator loves munching Mels.

Mel's House- Mel's main goal is to make it home safely.

Ernie Alligator- Eats Mels and Morts.
He flips objects with both his snout and tail.

Pinball Bumper- Objects bounce off this thing in all different directions.

CUSTOMER SERVICE

SERVICES	NUMBERS	HOURS AVAILABLE
Customer/ Technical Support	(01734) 303 171	9 a.m. to 5 p.m. Monday - Friday
Customer Service Fax	(01734) 303 362	24 hrs.
Bulletin Board Service	(01734) 304 227	24 hrs Requires a modem.
Hintline (Older Games)	(01734) 304 004	24 hrs. Requires a touch tone phone Automated Service
New Hintline - UK only	0891 660 660*	24 hrs. Available in the UK only. Automated Service

* Costs 39p min. cheap rate, 49p at other times. Max. call length 7.5 mins, max. charge cheap rate £2.93, max. charge at other times £3.68 (UK only).

* Charges correct at time of printing.

For further information, please write to:

SIERRA

Attention: Customer Service, 4 Brewery Court, Theale, Reading, Berkshire RG7 5AJ - U.K.

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Thank you for purchasing one of our SierraOriginals products. To show our appreciation for selecting this particular title, Sierra would like to offer you the opportunity to receive some SIERRA gifts absolutely free of charge.

SierraOriginals LOYALTY CARD
Free SIERRA mouse mat + FREE subscription to Multimedia News when you purchase 3 SierraOriginals titles!

From 15th February to 15th April 1996, for every 3 SierraOriginals software titles you purchase, we will send you a SIERRA mouse mat absolutely free of charge plus a free subscription for one year to Multimedia News ! Offer available when purchasing any one of the following new SierraOriginals titles (Detroit, The even more Incredible Machine or Gabriel Knight 1) plus any other two SierraOriginals titles of your choice.

FREE SIERRA GIFT ORDER FORM

❒ **YES** - I would like to receive the SIERRA mouse mat absolutely free of charge.
❒ **YES** - I would like to receive the new SIERRA quarterly magazine absolutely free of charge for one year.

You will receive Multimedia News, a free quarterly magazine giving you all the inside information on the games and educational titles available from the SIERRA group.

☞ Cut out and affix bar-codes of your three SierraOriginals titles :

Paste bar code of New SierraOriginals title	Paste bar code of product purchased here	Paste bar code of product purchased here

Offer available until 15th April 1996 and subject to stock availability.

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First Name: .... Surname : ....

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Town/City : .... Post Code : .... Country : ....

Type of product most often purchased
(I = most often purchased 6 = less often purchased) :

❏ Adventure ❏ Strategy ❏ Arcade/Action ❏ Simulation ❏ Sport ❏ Educational Games

How regularly would you buy SierraOriginals software ?

❏ I per year   ❏ 2-3 per year   ❏ 4-6 per year   ❏ 7-12 per year

Where did you purchase your SierraOriginals product..

Please specify the date you sent this form to the following address ....

2. Cut out and affix bar-codes of your three SierraOriginals titles

3. Please return this coupon to our customer services at the following address before 15th April 1996 :

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Customer Service
4 Brewery Court, The Old Brewery
Theale, Reading, Berkshire. RG7 5AJ
Customer Hotline : Mon - Fri, 9am to 5pm
Tel : (01734) 303171 - Fax : (01734) 303362.

SierraOriginals WARRANTY CARD TO BE RETURNED *(Please complete in capitals)*

Here are 3 great reasons why you should return your coupon today:
- Any faulty disk is guaranteed for 90 days and will be exchanged within that period of time.
- Our Customer/Technical support - tel: **(01734) 303 171** - will answer all your questions form Monday to Friday (9 am to 5 pm) and will solve your technical problems.
- We will regularly notify you of new releases, special offers, and competitions.

SURNAME [ ] CUSTOMER NO* [ ]
FIRST NAME [ ] DATE OF BIRTH [ ]
ADDRESS [ ]
TOWN [ ] POSTCODE [ ]
COUNTRY [ ] TEL N° [ ]

*Please indicate customer number if you already have one

COMPUTER PC	OPERATING SYSTEM	PERIPHERALS
386 ❏ 486 ❏ Pentium ❏	MS/DOS ❏ WINDOWS ❏	PRINTER ❏
	WINDOWS 95 ❏	MODEM ❏ SOUNDCARD ❏

TITLE OF PRODUCT PURCHASED: [ ]
DATE OF PURCHASE: [ ]

- Name of the store where you purchased the game: ———————— City: ——

- How did you hear about this product?
  ❏ Press   ❏ Sierra Catalogue   ❏ TV/Radio   ❏ Friends   ❏ Store   Other ____

- Type of product most often purchased:
Adventure ❏   Strategy ❏   Arcade/Action ❏   Simulation ❏   Sport ❏   Educational Games ❏

- SierraOriginals purchase programme schedule:
Less than one CD per month ❏   One CD per month ❏   More than one CD per month ❏

- Which magazines do you read regulary ? (in order of preference)

COMPUTER-GAMING MAGAZINES   OTHER MAGAZINES

1 _____ 2 _____   1 _____ 2 _____

3 _____ 4 _____   3 _____ 4 _____

How to send us your warranty card

1. Complete the details on the warranty card (found on the last page of the manual)

2. Cut along the dotted lines.

3. Send your warranty card (in a stamped envelope) to the following address :

Sierra on-Line Ltd
Customer Services
4 Brewery Court, The Old Brewery
Theale, Reading
Berks RG7 5AJ

Customer Services Hotline   01734 303 171
Customer Services Faxline   01734 303 362