

**PUTT-PUTT®: PEP'S BIRTHDAY SURPRISE  
PC MANUAL FRONT COVER**

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## FIRST THINGS FIRST

### The ReadMe File

The *Putt-Putt®: Pep's Birthday Surprise* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the Putt-Putt PBS directory found on your hard drive (usually C:\Program Files\Atari\Putt-Putt PBS). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on Putt-Putt PBS, and then on the ReadMe file.

### System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® II 350 MHz or higher
Memory:	48 MB of RAM (64 MB for XP)
Hard Disk Space:	160 MB Free
CD-ROM Drive:	8X Speed
Video:	4 MB Windows® 98/Me/2000/XP-compatible SVGA video card*
Sound:	Windows® 98/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 9.0 (included) or higher

\* Indicates device should be compatible with DirectX® version 9.0 or higher.

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## SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP.
2. Insert the *Putt-Putt: Pep's Birthday Surprise* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *Putt-Putt: Pep's Birthday Surprise* CD-ROM game.
5. Once installation is complete, double-click on the PuttPuttPBS game icon on your desktop.

**Note:** You must have the *Putt-Putt: Pep's Birthday Surprise* game disc in your CD-ROM drive to play.

### Installation of DirectX®

The *Putt-Putt: Pep's Birthday Surprise* CD-ROM requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click "Yes" to accept the DirectX® 9.0 License Agreement. This will then launch the DirectX® 9.0 Install.

## SAVING AND LOADING

Once you start the game, your progress is automatically saved whenever Putt-Putt® drives to a new location. You can also save your progress manually from the Main Menu by clicking on the **Save** button.

To start the game where you left off, click on the **Load** button from the Main Menu, and then click on one of the 12 available saved game slots.

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## WELCOME TO *PUTT-PUTT*®: *PEP'S BIRTHDAY SURPRISE*

Putt-Putt is a lovable little purple convertible with a go-getting attitude who always helps his friends! Join him as he travels through Cartown, gathering everything he needs to throw a surprise party for his best pal, Pep. It's Pep's first birthday party ever!

## GAME SCREEN



### How Do I Move Putt-Putt from Place to Place?

Just point and click, and you're on your way to helping Putt-Putt gather everything he needs for the surprise birthday party. Simply move the cursor across the screen. When your cursor is over an exit, it turns into a big white exit arrow. Just click and Putt-Putt will move on to the next location.

### What About Pep?

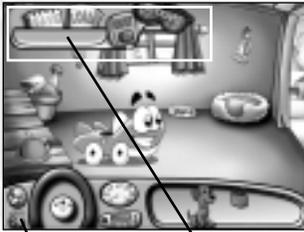
Pep loves riding with Putt-Putt. Simply click on Pep and he will go for a ride. To let Pep play with a friend, just click on that friend and Pep will jump out and play.

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## Making Use of Handy Items

Some of the items you come across — like rubber bands, string and cake ingredients — are useful to Putt-Putt. Just click on the item and Putt-Putt will pick it up and put it on his dashboard. To use an item, move the cursor to the bottom of the screen and over the item in the dashboard. Click on the item and the cursor will become that item. Now, position the cursor on top of the object you want to use the selected item with, and click.

## MAIN MENU BAR



Menu Icon

Main Menu Bar

Click on the Menu icon on Putt-Putt's dashboard to display the Main Menu Bar. At the Main Menu Bar, you can choose from the following options:

**Save** – Save up to 12 games.

**Load** – Load and continue a previously saved game.

**Quit** – Exit the game and return to the Windows® desktop.

**Options** – Display the Options Menu.

## OPTIONS MENU



Adjust the following game settings to your liking. When finished, click on the **Done** button to return to the Main Menu.

**Animation SFX** – Adjust the animation sound effects volume.

**Background SFX** – Adjust the background sound effects volume.

**Music** – Adjust the background music volume.

**Key-Trigger Hotspots** – “Hotspots” are fun, clickable animations that are hidden throughout the game. Normally, to play these animations, you click on them. Set this option to **ON** if you instead want to use any letter key on the keyboard to activate hotspots.

**Display Fullscreen** – Toggle full-screen display mode **ON/OFF**. Uncheck this option to play the game in a window.

## KEYBOARD COMMANDS

ACTION	CONTROL
Skip the current scene/animation	<b>Enter</b>
End current character dialogue	<b>Spacebar</b>
Access the Main Menu	<b>Esc</b>
Toggle Key-Trigger Hotspots ON/OFF	<b>K</b>

## MEET THE CHARACTERS

Help Putt-Putt gather everything he needs for Pep's first birthday party ever. As you drive around Cartown, speak with all of the other cars along the way. They may be able to provide you with clues or items to help you!



### Mr. Baldini

Mr. Baldini runs the Cartown grocery store. He needs your assistance getting his shipment of apples from Torvil. If you help him out, he may give you some key ingredients for Pep's birthday cake.



### Ms. Bundlenugget

She's the town librarian by day, and an opera singer by night. On some occasions, Marvin's magic hat has been accidentally switched with Ms. Bundlenugget's opera hat. Between helping folks with their literary needs and trying to keep a handle on the bunnies in the library, she is desperately in need of a little assistance.

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### Caristas

Tasty hot cocoa here! The Caristas outside the Bakery can provide a nice distraction for Pep while you talk in private with Mrs. Goodbake.



### Mrs. Goodbake

Cartown's baker has a heart of gold: she brings joy to others by baking wonderful cakes. Putt-Putt may be able to provide Mrs. Goodbake with the ingredients she needs to bake the best cake ever. Once she's done with the cake, then it's time for you to decorate it.



### Hank the Security Guard

Hank's lifelong hobby of collecting string has actually landed him in the Goodness Book of Records, where he was encouraged to display his "Largest Ball of Twine" for all to see. However, Hank's interests have now turned to the fast-paced and exciting world of rubber band collecting. He needs only five more rubber bands to break the record. If Putt-Putt can collect five rubber bands, he can help Hank achieve his dream.

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### Mr. Kibble

Mr. Kibble has been supplying feed for the pets of Cartown for a long time, and he takes great pride in his job. Be sure to try out his new dog collar machine. A new dog collar for Pep may be the perfect gift!



### Marvin the Marvelous Magician

Introducing Marvin the Marvelous Magician! He loves using magic to turn one thing into another, but sometimes he gets confused. Before Marvin can put on a birthday show, Putt-Putt will need to find the missing magic hat. Oh, and while you're talking to Marvin, see if he'll perform a few tricks, like changing Putt-Putt's color!



### Mildred the Mail Truck

She delivers the mail to Cartown and is good at keeping secrets. Mildred may be willing to pass out the invitations to the party.



### Reginald Windbag, III ("Reggie")

Reginald Windbag, the Third, comes from a long line of accomplished inflators, and his family is quite pleased to see him following in their footsteps. However, this is his first week on the job, and he hasn't learned how to properly make party balloons. To help Reggie out, you'll need to bring him some string, or, better yet, some twine.



### Rover

Rover is one of Putt-Putt's long-time friends. They first met on the moon. Now, Rover's back, and serving ice cream at Rocket Ice Cream. Rover has created some new ice cream flavors, and, as usual, they're "on the house." Each flavor has a distinctive color, and will turn Putt-Putt's tongue that color.



### Smokey

Smokey is the Cartown Fire Chief. He'll be supervising the lighting of the birthday candle. If Marvin the Magician is looking for his hat, try stopping by the fire station to see if it's there.



### Sunshine

Sunshine is a happy, carefree bus that makes her living selling unusual items. In an effort to bring in new customers, she's giving away some groovy merchandise like the crystal of karmic wellness and a dreamcatcher. Be sure to pay Sunshine a visit, because some of this stuff may come in handy!



### Torvil Tractor

When Torvil's not out dancing with the chickens, you'll find him tending to the farm. If you need eggs or milk (two of the main ingredients for birthday cake!), check with Torvil — he may give you some.



### Mrs. Widget

Mrs. Widget is a very busy bumper car. She plans the most extravagant parties in Cartown and also operates the Party Supply store. Before you can throw Pep a birthday party, you will need to visit Mrs. Widget and pick up a box of goodies.

## DASHBOARD ITEMS



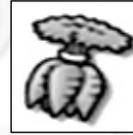
### Air Freshener Tree

Every car could use a nice pine scent, and this cardboard tree works well. It's not very good for attracting crows, but at least it smells good.



### Apples

"An apple a day keeps the doctor away" is how the saying goes. However, in this case, Mr. Baldini is short on apples for his grocery store, so Putt-Putt will have to find some. Perhaps the farm will have a supply of apples.



### Carrots

Carrots are a tasty treat for everyone and bunnies are especially fond of them. It's easy to get a bunny to follow the lure of yummy carrots.



### Crystal

When the sun hits this crystal, it shines and sparkles in an irresistible way — especially if you happen to be a certain kind of bird!



### Dreamcatcher

Keep this beautiful accessory nearby if Putt-Putt is going to be sleeping.



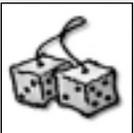
### Eggs

Eggs are necessary for making birthday cakes. Trouble is, Mrs. Goodbake has run out of them. Perhaps Putt-Putt will be able to find eggs at a nearby farm.



### Flour

Flour is one of the main ingredients in birthday cakes. For some reason, Mrs. Goodbake has run out of flour, so Putt-Putt needs to find some. A grocery store is usually a good place to look for flour.



### Fuzzy Dice

On a nice, sunny day in Cartown you'll want to look your best. What better way to accessorize than a big pair of Fuzzy Dice! Unfortunately, crows don't find them very appealing



### Magician's Hat

Marvin the Marvelous Magician has left his hat somewhere, but he can't remember exactly where. Problem is, this hat has a nasty habit of releasing a non-stop stream of bunnies into Cartown!



### Milk

Milk is a great ingredient for birthday cakes, and Mrs. Goodbake needs some before she can make a cake for Pep's surprise party. Hmm... where can Putt-Putt find some milk?



### Party Bag

Don't let Pep know what sort of goodies he's getting for his surprise party! So that the party can remain a secret, Ms. Widget will give Putt-Putt a party bag with space for Pep's new collar, a happy birthday banner, a confirmation card from a magician and balloons.



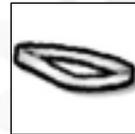
### Pep

Hey, that's Pep! When Pep is along for a ride, his picture appears on the dashboard. To let Pep play with his friends or run errands, just click on him.



### Puppy Food

Pep's out of puppy food, so Putt-Putt will need to visit Mr. Kibble's Feedstore to get some more. Which flavor will Pep choose? Will it be *Spicy Taco*, *Kiwi*, *Peanut Butter*, or *New Improved Original With Lumps*?



### Rubber Bands

Someone's been leaving rubber bands all over Cartown, so why not pick them up along the way? One can never tell when they might come in handy!



### String

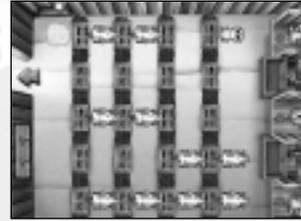
Reggie is new at the balloon business. He may not know it yet, but unless he gets some string or twine, he won't be able to keep his balloons tied down. Best to look around for something made entirely of string and ask if it's available.



### Sugar

Birthday cakes taste horrible without any sweetener, so sugar is an essential ingredient. However, Mrs. Goodbake has run out of sugar. Putt-Putt can help her find some — maybe there's a nearby grocery store that would supply a big scoop of it.

## MINI-GAMES



### Dairy Barn

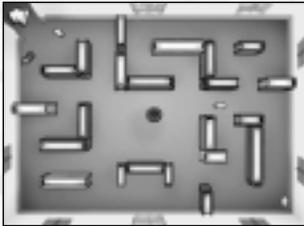
Out on the farm, Torvil's dairy barn is a great place to get the milk needed to make birthday cakes. However, a bunch of cows are blocking the way to the milk machine! The easiest way to make the cows move is to offer them food. Drop some hay in the square that you want the cow to move to. Putt-Putt can drop hay in any square near him, but cows can only move one space at a time. Eventually, they

will make a path that Putt-Putt can use to drive up to the machine and retrieve some nice, cold milk.



### Hen House

The Hen House is a great place for Putt-Putt to retrieve some eggs. Click on a chicken to make it lay an egg, and then watch the egg as it falls down the ramp. Use the sweeper to move the egg into the correct tube so that it lands in the right spot in the carton.



### Bunny Herding

Bunnies are everywhere, and they're driving the Cartown residents bonkers! Putt-Putt must herd them into Marvin the Magician's magic hat by using some tasty carrots as bait. However, things can get more difficult if Pep's in the room, because all Pep wants to do is chase the bunnies! Hold out carrots to lure the critters back into the magic hat, and everyone — including the bunnies — will be happy.

### LYRICS TO THE INVITATION SONG

*I've got a secret,  
Just had to let you know,  
I've got a secret  
A place you need to go.*

*It's the party of the century  
That no one knows about  
Simply everyone will be there  
Do not let the secret out!*

*And the secret way to act there  
And the secret thing to wear  
Is to look your best and  
Love everybody there.*

*I could climb the highest mountain  
I could shout it out all day  
I could sing an operetta  
Through a thousand-watt P.A.*

*There will be puppies, and  
Birthday gifts and cake  
Sixteen tons of bunnies  
And duckies from the lake.*

*And the limo from the mansion, and the  
Grocer from the store  
And some Martians from a Putt-Putt game that  
you have played before.*

*And the attitude to have there and the  
Way to comb your hair,  
Is to look your best and  
Love everybody there.*

### CREDITS HUMONGOUS ENTERTAINMENT

Eric Gross  
*Interactive Design*  
Leah Verre  
*Lead Artist*  
Ben Young  
*Lead Programmer*  
Scott Brothers  
*Lead Animator*  
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*Producer*  
Peggy Wiltz  
Kristen Hebenstreit  
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Rob McAuliffe  
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Bill McGuire

John Michaud  
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Kathy Anderson  
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John Michaud  
Scott Brothers  
Mike Baron  
*Storyboard Artists*  
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Entertainment Corporation  
Colorland Animation  
Productions Ltd.  
Wallace Creative, Inc.  
*Digital Ink and Paint*  
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Valerie Kissling  
Cory Baker  
Michael Jacob  
Josh Sterling  
Rafael Calonzo  
Mark Lautenbach  
Cisco Martinez  
Jim Bradrick  
Rhonda Conley  
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Valerie Kissling  
Tom Verre  
Dale Rutter  
*Background Layouts &  
Paintings*

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*Invitation Musical Performance*  
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*Additional Vocals*  
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Brady Houck  
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Neal Josephson  
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*Audio Engineers*  
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*The Voice of Putt-Putt*  
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Amy Broomhall  
Scott Brothers  
Kelly Brown  
Klem Daniels  
Aaron Finklestein  
Linda Law

Dex Manley  
 Sean O'Conner  
 Julie Rawley  
 George Alistair Sanger  
 Leah Verre  
 Daylon Walden  
 Adam Watson  
 Tom Witte  
 Ben Young  
*Additional Voice Talent*  
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*Senior V.P. and General Manager*  
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*V.P. of Development*  
 Skip Saling  
*Executive Producer*  
 Pat Wylie  
*Senior Producer*  
 Jim Bradrick  
*Art Director*  
 Russ LaValle  
*Programming Manager*  
 Brad Carlton  
*Creative Director*  
 Henrik Steen  
*Technical Director*  
 Rachel Frost  
*Producer – Audio Production*  
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 Sarah van Rompaey  
*Producers*  
 Markus Windelen  
*Business Development & Operations*

**ATARI**  
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*Associate Producer*  
 Jennifer Fukuda  
*Senior Brand Manager*  
 Matthew Sughrue  
 Stacy Hendrickson  
*Executive Producers*  
 Paul Hellier  
*Director of Technology*  
 Petrina McPhee  
*Director of Marketing*  
 Steve Martin  
*Director of Creative Services*  
 Elizabeth Mackney  
*Director of Editorial & Documentation Services*  
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*Art Director*  
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*Senior Graphic Designer*  
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*Copywriter*  
 Michael Gilmartin  
*Director of Publishing Support*  
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*Manager of Technical Support*  
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 Randy Buchholz  
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 Mark Florentino  
 Chris McQuinn  
 Cuong Vu  
*Compatibility Analysts*  
**Special Thanks**  
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 Justin Umbedacht  
 Glen Sanger

## ATARI WEB SITES

To get the most out of your new game, visit us at:

<http://www.atarikids.com>

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

[www.us.atari.com/freebies](http://www.us.atari.com/freebies)

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

[www.ataricomunity.com](http://www.ataricomunity.com)

**Kids, check with your parent or guardian before visiting any web site.**

**Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.**

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[www.us.atari.com/terms\\_of\\_service.asp](http://www.us.atari.com/terms_of_service.asp)

## TECHNICAL SUPPORT (U.S. & CANADA)

### Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.atarisupport.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

**Note:** In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

### **Help Via Telephone in the United States & Canada**

For phone assistance, call **Atari Technical Support** at **425-951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

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Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

### **Product Return Procedures in the United States & Canada**

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

### **Warranty Policy in the United States & Canada**

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

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## END-USER LICENSE AGREEMENT

**IMPORTANT — READ CAREFULLY:** Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

### AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

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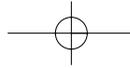
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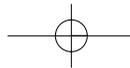
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