

INSTRUCTION MANUAL

TOONSTRUCK



PC CD-ROM



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ACT ONE

WELCOME TO TOONSTRUCK!



Installation

Please follow the steps listed below to begin your adventure:

Windows 95:

Insert Disc One into your CD-ROM drive.
After a few seconds, a panel should appear.
Click on *INSTALL* to install the game.
Follow the on-screen instructions.

Alternative 1:

Insert Disc One into your CD-ROM drive.
From the taskbar select *START* then *RUN*.
Click on *BROWSE*.
Click on the *Look In* pull-down menu and click on the CD drive icon.
Click on *SETUP.EXE* then click on *OPEN*.
Click on *OK* to launch the installer.
Follow the on-screen instructions.

Alternative 2:

Open up a DOS Prompt and follow the DOS install instructions.

(Please note that we recommend installing *Toonstruck* from DOS)

Windows 3.x:

Exit to DOS and follow the DOS install instructions.

DOS:

Insert Disc One into your CD-ROM drive.
Change to your CD drive. E.g., **D: <enter>**
Type: **INSTALL <enter>**
Follow the on-screen instructions.



Running The Game

Windows 95:

Insert Disc One into your CD-ROM drive.
After a few seconds, a panel should appear.
Click on *PLAY* to launch the game.

Alternative 1:

From the taskbar select *START* then *RUN*.
Click on *BROWSE*.
Click on the *Look In* pull-down menu and click on the drive letter where the game is installed.
Click on the directories where the game is installed. E.g.,:
Click on *BURST* then on *TOONSTRK*.
Click on *TOONSTRK.BAT* then click on *OPEN*.
Click on *OK* to launch the game.

Alternative 2:

Open up a DOS prompt and follow the DOS instructions.

(Please note that we recommend playing *Toonstruck* from DOS)

Windows 3.x:

Exit to DOS and follow the DOS instructions.

DOS:

Insert Disc One into your CD-ROM drive.
Change to drive where you installed the game. E.g., **C: <enter>**
Change to directory where you installed the game. E.g.,
CD\BURST\TOONSTRK
Type **TOONSTRK<enter>** to launch the game.

System Requirements:

Recommended:

IBM PC Pentium or 100% compatible
MS-DOS 5.0 or higher
30 MB hard disk space
Mouse installed
16 MB RAM
1 MB SVGA Video Card
4x CD-ROM Drive
16 bit Stereo Sound Card

Minimum:

IBM PC 486/66 or 100% compatible
MS-DOS 5.0 or higher
30 MB hard disk space
Mouse installed
8 MB RAM
256K SVGA Video Card (VLB / PCI)
2x CD-ROM Drive
8 bit Sound Card



Introduction

You're **DREW BLANC**, but you wish you weren't.

You used to be a wildly creative animator who dreamed of shaking up the sleepy world of Saturday morning cartoons. But tha-tha-tha-that's all behind you now, folks.

Ten years of working on the sickly sweet *Fluffy Fluffy Bun Bun Show* has left your self-esteem full of cavities and sent your imagination into insulin shock. Your life is slipping away frame by frame. You're defeated, pathetic. A cowering, craven shadow of your former self. A husk. And there's more degradation in store.

Your cheesy, creatively impotent, boss Sam Schmaltz, just ordered you to create a whole new show featuring...more bunnies.

"No," you say. "I won't. I have my dignity, and if I have to draw one more cute, cuddly, caring and sharing bunny I'll puke pink putrescence!"

But what you really say is, "Sure, boss. Anything you say, boss."

Back to the drawing board. But there's nothing to draw on, and we don't mean paper. You're creatively blocked. Clueless. Dead from the neck up. So you do what any burned-out, under-appreciated employee would do. You fall asleep.

When you come to, a storm is brewing outside and the *Fluffy Fluffy Bun Bun Show* is on TV. At 4:00 a.m.??? What's that bunny doing? Why, she's dancing, giggling. That rabbit is mocking your very existence!

Suddenly, in a freak accident (that's gamespeak for let's not get bogged down by transportation details), you're sucked into a toon world of your own creations.

It's here where you find out if you've got strength of character or weakness of knees. Guts or hives.

And, if you're up to it, fight a whacked-out war between good and evil.

But, of course, on a colored monitor, nothing is really so black and white. See for yourself.

ACT TWO



CHARACTERS

Characters

Drew Blanc

He once dreamed of shaking up cartoons. Now he's just shaking in his boots.

While that may sound too depressing to some, an experienced gamer knows that the true Drew will prevail. A Drew recharged, restored, redeemed.



Flux Wildly

Flux is a twitchy, twisted, sarcastic purple...thingy.

Is it any wonder Drew had trouble selling the networks on his favorite cartoon creature?

As Drew's lovable, laughable sidekick, Flux tells it like it is, isn't and would never occur to be.

Although he lets every personal insult and indignity roll off his back, he'd lay down his life for Drew.

The Title Screen



After you have installed the game for the first time and warned your house-mates to "keep out or you'll...you'll...well, just keep out!" the *Title Screen* will appear with the following options for you to select: (P.S. The *Title Screen* will appear every time you run the game).

start a new game

load a saved game

play intro

hot keys

credits

quit

Highlight the option you wish to select using your mouse and then press either mouse button, **<enter>** or **<return>** to select it.

start a new game

Through the wonderful technology of the modern age, selecting this option will automatically play the game's introduction sequence which ends up in the palace where Drew and Flux will begin their adventure.

load a saved game

As odd as it may seem, selecting this option will magically transport you to the *Load a Saved Game Screen*.

Imagine that!

This is where you can select a previously saved game to play.

And as if that weren't enough, this same screen is also accessible during gameplay at any time by pressing the **<F6>** key (see more exciting details to follow!)



play intro

If you select this option, the introduction sequence will play. At the end of the intro, you will be returned to the *Title Screen*.

hot keys

Select this option and you'll be taken to a little screen where you can see who's who in the land of function keys. *Details to follow!*

credits

After you've played "Guess Who's Talking Now?!" and are dying to know who the demented minds are behind this amoral adventure, solve the mystery by rolling the credits with this option.

NOTE: You'll have another chance to see the credits after you complete the game and have watched the finale.

quit

Selecting this option will return you to DOS or Windows depending on where you were when you launched yourself into this madness.



Starting A New Game



Launch yourself straight into the whacked-out world we like to call *Toonstruck* by selecting *Start a New Game* at the *Title Screen*.

To get you acclimated to your new surroundings, you will be treated to a short featurette known as the intro sequence.

This is where you'll get to meet *Fluffy Fluffy Bun Bun Show* animator Drew Blanc, see where he works, see his boss Sam Schmaltz give him an impossible deadline to draw up a whole new line-up of cloying bunnies, and see him get zapped into a cartoon world of his own insane creations. From here, Drew meets up with his favorite character, Flux, and the monarch of Cutopia, King Hugh.

Movie sequences like the intro will pop up periodically throughout the game. These short animated sequences are a great source of clues and information about your surroundings and other characters. When you are viewing a movie sequence, you do not direct the action.

After the intro sequence has played, Drew and Flux will be seen entering the scene from the Throne room (back center upstairs). As soon as this happens, you'll see the Throne room door open slightly and King Hugh's yellow hand zoom out and place a "Do Not Disturb" sign on the outside of the door. The hand will then retract back behind the door, which closes quickly.

Here's where you come in, as Drew, and begin your interactive adventure through *Toonstruck*.



Playing The Game

Cursor Controls

The cursor is your best friend in *Toonstruck*. Learn its ways and treat it right and you'll avoid a mountain of mayhem (or it can guide you right into a lot of trouble, if that's what you're looking for!)

Depending on what the cursor is pointing at and which mouse button you press, you can use the cursor to:

Walk To
Look At
Pick Up
Use
Talk To
Exit Scene

When the cursor is a diagonal arrow pointer:



Left or right click to move Drew to that point in the scene.

When the cursor is a pointing hand (over exits, paths, doors, etc.):



Left click to walk towards exit and leave scene, right click to leave scene immediately (when possible).

When the cursor is a magnifying glass:



Right click to get a description of whatever the cursor is over.
Left click does the same thing.

When the cursor is an opening and closing hand:



Left click to "use", & right click to get a description of whatever the cursor is over.

When the cursor is chattering teeth:



Left click to talk to, & right click to get a description of the character the cursor is over.

When the cursor is a 'picking up' hand:



Left click to pick up & right click to get a description of whatever the cursor is over. (The cursor turns into the object which is picked up.)

Looking At Objects

In your travels throughout *Toonstruck*, you'll encounter beaucoup d'objects—in other words, a whole world full o' useful stuff. If you come across an object with which you can interact, you will see its name appear on the sentence line (the text subtitle at the bottom of the screen).

To get a more in-depth description of an object in which you're interested, use the mouse to move the cursor over the object, and then single-click the right mouse button.

Using objects

Once you have picked up an object, you can "use" it by moving it over another object or person in the current scene and clicking on the left mouse button.

You will hear a silly noise if the object cannot be used over that area of the scene.

Alternatively, move the cursor over the inventory bag (see below) and left click to place the object in your inventory.

Shortcut: while the cursor is on an object, right click at any time to instantly place object in inventory bag.

Storing objects



When you begin your adventures in *Toonstruck*, you will be given a "bottomless," blue bag to carry all the important knickknacks and whatnot you pick up. In the bottom left of the screen, you will see the small, blue bag (don't worry, it's bigger than it looks). Left or right click on the bag to bring up a close-up of its contents.



This close-up serves as the inventory screen where useful objects may be stored for future use.

Right click to closely examine an object in the inventory.

Left click on an object to pick it up, the cursor will become that object.

Left or right click again (when over an empty slot) to return the object to the bag.

With or without an object, move the cursor away from any of the slots and left or right click to exit the inventory screen and return to the game.

Combining objects

Some objects can be combined with other objects to create a third, different object.

Combining objects is done by clicking one object (when the cursor is that object) over another object in the inventory screen.

If the objects can be combined, you will see a different object appear in the inventory.

If no combination is possible, you will hear a silly noise.

Flux Wildly

Flux is the purple guy following you around in the game (see more on him in the *Characters* section).

At some points during your adventure, you will be able to direct Flux's actions to help Drew out in a particular situation—in other words, you can get him to do the dirty work!

And that's a good thing, because being a cartoon character, Flux is able to do things that would wipe out a non-invincible human being-type such as yourself. (Some of Flux's stunts include falling from great heights or getting into places Drew can't reach.)

Left click on Flux to turn the cursor into a Flux icon.

In some locations, you can left click the Flux icon over a given area or object to "use" Flux with that area or object.

You will hear a silly noise if nothing useful can be done with Flux over that part of the scene.

Left click the Flux icon on top of Flux or right click anywhere to return to the normal cursor.

Click right on Flux (when not holding an object) to get a description of your purple friend.

Talking to Strangers



Forget what your mother said. You'll need to talk to a lot o' weirdoes if you intend to unravel the mysteries of *Taanstruck*.

Almost all of the weird and wonderful characters that Drew and Flux meet will have something to say... whether helpful, hostile, or just plain gibberish!

Sometimes you can return to a character that you have previously spoken to and get new information from them. Additional conversational topics may open up as a result of something you have learned or discovered in another area.

To talk with a character, move the cursor over them and left click when you see the cursor change to a set of Chattering Teeth.

Note: If the cursor does not change to the Chattering Teeth, then you cannot converse with that character.

After an exchange of greetings, an Ice Cube and a Hand Icon will appear at the bottom of the screen.

You control the flow of the conversation by clicking on these icons.

Click on the Ice Cube to "break the ice" with whomever you are currently conversing. This will initiate a general conversation with that character.

When the ensuing conversation ends, the Ice Cube and Hand icons will reappear at the bottom of the screen.

Notice that the Cube has melted a little. Each time you click on the Cube it will melt some more.

When the Cube is reduced to a pool of water, you have exhausted the general topics of conversation with that character.

During the conversation, you may also see other icons appear on the dialogue icon line.

These icons represent specific topics for conversation. Click on a topic icon to initiate conversation about that particular subject.

Clicking on the hand icon will end a conversation.

Shortcut: To end a conversation, left or right click anywhere other than over a conversation icon.





While playing *Toonstruck*, you can save your progress, enabling you to turn your computer off and start again later from the same point.

Access this option by pressing **<F5>** at any time that you have control (i.e., not during conversations or while a movie sequence is playing.) You can exit the game from this screen, as well as by clicking on *Quit*.

Click on *Play* to return to playing the game.



To restore a previously saved game, use the load feature.

Access this option anytime from the *Title Screen* or while in the game by pressing **<F6>** (during a conversation or while a movie sequence is playing in-game). You can exit the game from this screen, as well as by clicking on *Quit*. Click on *Play* to return to playing the game.



The *Options Screen*, also lovingly referred to in these parts as the **MULTIMEDIA MANIPULATOR 2000**, is a really great and useful place to visit. It will do you a world of good! Charlie Franklin from Peoria visited it, and two days later won the state lottery in Indiana. Mere coincidence? We think not. Press **<F1>** to bring up the *Options Screen*. Here you will be able to select or change the following by dragging sliders or turning knobs:

1. **MUSIC:** Independently control the volume levels of the in-game music.
2. **VOICE:** Independently control the volume levels of the in-game dialogue.
3. **SFX:** Independently control the volume levels of the in-game sound effects.
4. **TEXT OFF/Font 1, Font 2:** Choose between *Large* or *Small* text font or switch the text off altogether.
5. **TEXT SPEED:** Set how long on-screen text stays visible using the *Text Speed* slider.
6. **VIDEO MODE:** Toggle between *Lo* and *High* video playback. Switch to *Lo* if your machine has trouble playing the full screen cartoon segments.
7. **PLAY:** Return to the game.
8. **QUIT:** Leave the game (quit to DOS or Windows).





Here is a complete list of the special function keys that are available while playing *Toonstruck*:

- F1 Options Screen**
- F5 Saved Game**
- F6 Load Game**
- M Music on/off**
- S Sound effects on/off**
- D Dialogue on/off (as in the Options Screen, switching dialogue off automatically switches on-screen text on.)**
- T Text on/off**
- Space or ESC Skip current dialogue line (during conversations only-cuts to next dialogue line, if there is one)**



IF *TOONSTRUCK* IS YOUR FIRST ADVENTURE, WE'RE VERY SORRY. YOU PROBABLY SHOULD TRY TO GET OUT MORE. THERE'S NOT MUCH MORE WE CAN TELL YOU. HOWEVER, IF IT'S YOUR FIRST GAME ADVENTURE, OR YOU'RE FEELING AS IF YOUR PROGRESS THROUGH *TOONSTRUCK* IS AS SLOOOOOW AS MOLASSES IN JUNE, PLEASE KEEP THE FOLLOWING EASY SUGGESTIONS IN MIND:

1. Look closely at everything: Clues are sometimes staring you right in the face, so forget your manners (like you had any to begin with): stare at everything, touch everything and familiarize yourself with all possible exits. If there is a loss of cabin pressure, Halloween masks will drop down.
2. Be nosy! Go ahead! Grill everyone you come across about anything that pops into your pretty little head. Request information on every possible subject under the sun and all the objects in your possession. Broach a previously discussed subject, if you want. (You'll know fast enough if you're barking up the wrong tree!) Remember, the squeaky wheel gets the grease.
3. Save your game regularly: This game's tricky and one way to stay ahead is to not fall behind. Save your progress...however pathetic.
4. Keep notes: This game is humungous, spanning several wild locales and countless personalities (and personality disorders.) Be sure to note crucial information and clues for later reference.
5. Use the cursor to search: Move the cursor over objects that may be of significance to search for "hot spots" with which you can interact later.
6. And...Remember to floss.





Playthrough

HELLO! THE FOLLOWING FEW PAGES CONTAIN A STEP-BY-STEP PLAYTHROUGH OF THE FIRST COUPLE OF SCENES. DON'T READ THIS IF YOU LIKE TO BE SURPRISED (OR IF YOU GET NECKACHES FROM STANDING ON YOUR HEAD!)



King Hugh's Engineer

From the Palace Hallway (the opening location in the adventure) walk Drew and Flux down the stairs and through the door to the right of the screen (Drew and Flux will pass a Cabinet on their way there).

Move the cursor over the door and press the left button.

Drew and Flux are now in the Laboratory.

They will be greeted by a flustered, funny-looking bird wearing a lab coat.

Apparently, the poor bird has misplaced his glasses.

As Drew will discover later, this is in fact Bricabrac, King Hugh's engineer.

Attempt to talk to Bricabrac.



To talk, move the cursor over Bricabrac, left click when you see the chattering teeth.

Unfortunately,

Bricabrac has no time to chit-chat—finding his glasses is a tippy-top priority!

Bricabrac will not brief Drew and Flux on their mission until he finds his glasses. Leave the Laboratory and head back into the Palace Hallway.

Drew needs a Mission!

Try leaving the palace by exiting down the stairs to the south.

You will discover that Drew won't leave the palace until he knows what his mission is.

So you must first help Bricabrac find his glasses before being able to leave King Hugh's palace.

The Footman

Walk Drew and Flux up the stairs and through the doorway to the left of the screen. Drew and Flux are now in the Trophy Room.

There is an odd, foot-shaped character polishing King Hugh's trophies.

As Drew and Flux will discover, this is the palace Footman... and a pretty sad pun!

Talk to the Footman and ask him about Bricabrac.

Having attracted the Footman's attention, an Ice Cube and a Hand icon will appear at the bottom of the screen.

You control the flow of the conversation by clicking on icons.

Click on the Ice Cube to "break the ice" with the Footman.

When the ensuing conversation ends, the Ice Cube and Hand icons will reappear at the bottom of the screen.



Click on Bricabrac when his face appears as a conversation topic.

The Footman informs Drew that Bricabrac is forever "losing" his glasses in his inside pocket.





End the conversation with the Footman.

Click on the hand icon to end the conversation.

Shortcut: Click over anywhere other than on a conversation icon to end the conversation.

Back to the Lab

Head back to the Palace Hallway.

Go back down the stairs and return to the Laboratory.

Shortcut: Once you have left the Trophy room and are back in the Palace Hallway, move the cursor over the lab door and right click to warp immediately to the Laboratory.

Talk to Bricabrac again.

This time Drew suggests that Bricabrac should look inside his pocket for his glasses.



Bricabrac looks inside his pocket and finds his glasses and puts them on.

Drew and Flux introduce themselves and Bricabrac briefs them on their tippy-top secret mission.



During this discussion, Bricabrac will hand Drew a Blueprint for the Malevolator and a Bottomless Bag in which to keep all the objects he collects during his mission.



Notice that, as Bricabrac hands over the Bottomless Bag to Drew, an icon of the Bag appears in the bottom left corner of the screen.

By left clicking on the Bag icon, you can look inside the bag to check its contents.



At the moment, the only thing in the bag is the Blueprint that Bricabrac handed to Drew.

Once Bricabrac has finished briefing Drew and Flux, leave the Laboratory.

A Locked Door

Walk Drew and Flux across the Hallway to the door on the left (directly below the Trophy Room).

Try to open the door.

Move the cursor over the door, it will change to a Grabbing Hand—left click to try “opening” the door.

Drew discovers that the door is locked.

Head down the stairs at the bottom of the screen.

The Palace Guards

Drew and Flux are now outside King Hugh’s palace.

Talk to the palace guards.

They perform their little “hello” dance for Drew and Flux.

The Guard on the left, Sparky, drops a Key.

At the end of their dance, Sparky notices the key on the ground and picks it up.



Talk to the guards again, this time left click on the Smiling Guard conversation icon.

The guards will perform their terribly cute dance again...try not to hurl!

Sparky will also drop his key again.

This time, before the dance finishes, pick up the Key from the steps and put it in your bag.



Move the cursor over the key, the cursor changes into a Picking Up hand.
Left click to pick up the key.

Move the Key icon over the bag and left click.

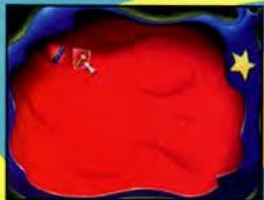
Shortcut: Right click anywhere and the key will automatically be put into the bag.

King Hugh's Bedroom

Go back inside the Palace and try the Key on the locked door to the left of the screen.

Click on the bag to bring up the close-up screen showing the bag's contents.

Right click on the Key to get a description of it.



Then left click on the Key to pick it up.

Move the Key icon away from the slot (its place in the bag) and left or right click.

This will return you to the Hallway scene.

The cursor should still be the Key icon — Drew is "holding" the key.



Move the Key over the locked door and left click.



The key fits—Drew unlocks and opens the door.

You are now in King Hugh's bedroom.

There is a Music Box on a dresser to the right of the scene.

Pick up the Music box.



Move the cursor over the Music Box—the cursor will change into a "picking up" hand.

Left click to pick up the box.

The cursor should now look like the Music Box—Drew is "holding" the box.

Use the right click shortcut to quickly store the Music Box in Drew's Bag.

Flux Wildly to the Rescue

Look around the bedroom some more.

There is a small Ladder leading up to the King's Bed. If Drew "looks" at the ladder (right click over the Ladder) he will discover that it is unlikely that the ladder would take his weight.





Perhaps it could take Flux's weight.

Ask Flux to search King Hugh's bed.



Left click on Flux to change the cursor into a Flux icon.

Move the Flux cursor over the ladder and left click to ask Flux to climb the ladder and search the bed.



Flux will climb up the ladder and look under the pillow.

There Flux finds a piece of paper.

When Flux comes down from the ladder, he hands the paper to Drew. The paper appears to be some kind of Voucher from a Costume Shop.

The cursor should now look like the Voucher—right click to put it away in your bag.

The Dresser Drawers Puzzle

Go back over to the dresser.

There is a Note to the right of the mirror.



Move the cursor over the Note until it changes into a magnifying glass.

Right click to "look at" the Note.

Drew will read the Note out loud.

Move the cursor down over the dresser Drawers.

The cursor should change to a Grabbing Hand animation.

Left click to "use" the Drawers—this will bring up a close-up of them.

Notice that the cursor changes whenever you move it over any of the Drawer Handles.



Try left clicking when the cursor is over a **closed** drawer handle, notice the drawer **opens**.

Try left clicking when the cursor is over an **open** drawer handle, notice the drawer **closes**.



You may also have noticed that other drawers open and/or close at the same time as the one you are directly controlling.

Exit from the close-up of the Drawers.

Move the cursor to the edge of the screen and left or right click.

Take another look at the Note by the mirror.

Perhaps this has something to do with the drawers...



Toonstruck Trouble-Shooting

This section provides trouble-shooting techniques to get *Toonstruck* running and achieve optimum game performance. Please also refer to the *readme.txt* file for last minute trouble-shooting tips discovered just prior to release.

Configuration

If you need to alter the configuration settings installation, run *SETUP.EXE* from your *Toonstruck* directory.

It is possible to manually configure many of the settings within *Toonstruck* in order to overcome a problem. Before trying any of these, please read the *Problems & Solutions* section below. The use of these switches should not be necessary if the install program was followed correctly.

Command Line Switches (override *TOONSTRK.CFG*):

```
Usage: TOONSTRK [options]
-h      Help
-?      Help
-u      Disable UniVBE
-v      Install UniVBE using existing VESA 2.0 Drivers
-w      Do not sync to monitor refresh
-6      Force 6-bit DAC palette data
-p      Do not program the palette (colors)
```

Most of the configuration information is obtained from the *TOONSTRK.CFG* file. You may change video modes by setting the Width and Height fields within this file using a text editor. Supported resolution are: 640x400 640x480 320x200.

UniVBE

UniVBE is a generic video BIOS extender compatible with VESA 2.0. It enables quick, linear access to your video card's memory. For *Toonstruck* to run optimally, either UniVBE has to be installed correctly or you have to be using a VESA 2.0 video driver supplied by the manufacturer of your video card. UniVBE is constantly being revised and upgraded as more and more video cards become available. If you have problems installing UniVBE, your video card may not be supported by the version of UniVBE shipped with *Toonstruck*. For more information look in the SciTech software web site WWW.SCITECHSOFT.COM. To obtain a compatible VESA 2.0 driver contact the manufacturer of your video card.

Windows' 95

To attain optimum performance from *Toonstruck*, we recommend running from MS-DOS mode. If you have an 8 MB system you may find that *Toonstruck* will not run under a DOS box. If you are experiencing low sound volume, or no sound, make sure the volume control slider, accessible from the taskbar, is turned up. If you have trouble installing the sound card, make sure the auto-detection settings in the install program are the same as the Windows' 95 settings or simply run from MS-DOS mode. The Windows' 95 sound settings are found in the *Sound card* properties section under the *Device Manager* tab in the *System* icon of the *Control Panel*. If you are experiencing poor CD performance make sure the settings are correct for your CD-ROM drive. These settings appear under *Control Panel - System - Performance - File System - CD-ROM*. If you do run under a Windows' 95 DOS box, be sure to disable the *Screen Saver* option under the *Misc* tab of the DOS box *Properties* dialog.

Problems & Solutions



The install program will not enter the *configure sound* section or displays an *Out of Memory* error.

There may be a conflict between the DOS extender used in *Toonstruck* and EMM386. Try removing, or remarking out, EMM386 from the file *CONFIG.SYS* and rebooting your machine.

The install program did not auto-detect the sound card correctly.

Try manually selecting your sound card settings, if you know them, from within the installation program by running *SETUP.EXE*. Select *Configure Sound* then *Select Digital* and enter your sound card specifics. If you still cannot hear sound, you may need to disable sound altogether for *Toonstruck* to run. Select *No Digital Device* from the *Select Digital* menu.

No sound is heard when *Test* is selected in the installation program.

See above.

The machine locks-up after displaying the UVBELib banner.

There is a conflict between UniVBE and one or more programs running on your system. Try disabling UniVBE by typing **TOONSTRK -U** unless you have one of the specific components mentioned next. If you have *Windows for Workgroups* on your system the program EMM386.EXE could be causing the conflict. You should try removing, or remarking out, EMM386 from the file *CONFIG.SYS* and rebooting your machine.

The screen goes blank and sound is not heard or stops playing.

The video setup is causing a conflict with your system. Try disabling UniVBE by typing **TOONSTRK -U**. If this does not work, try disabling the video card from trying to sync to the monitor by typing **TOONSTRK -W** or failing that, type **TOONSTRK -U -W**.



The screen goes blank and sound continues.

The palette (colors) are not being programmed properly into your video card. UniVBE may have detected your video cards DAC incorrectly. Try selecting a generic DAC by typing *UVCONFIG -d7* then running the demo. Failing that, try disabling UniVBE altogether by typing **TOONSTRK-U**.

The palette (colors) are displayed incorrectly.

See above.

The palette (colors) appears too dark.

You may have a 6-bit DAC video card that requires specific palette data. Try forcing to a 6-bit palette by typing **TOONSTRK -6**.



The sound stutters or 'click' and 'pop' distortion can be heard.

You may need to alter the rate at which sound gets streamed to your sound card or you may need to select mono sound rather than stereo. The value 'TimerRate' in the file TOONSTRK.CFG sets the rate at which sound gets streamed. The higher the value the clearer the sound but the slower the game will run overall. The average setting for mono is 60 and for stereo 120. Your machine may need a higher rate so adjust it accordingly. If you are running in stereo mode with a rate of 150 or more and the sound still breaks up, alter the 'Stereo = 1' entry to 'Stereo = 0' and confirm 'TimerRate = 60' to select mono.

An error message appears saying *Toonstruck* may play slow or flicker.

The optimal video configuration could not be set up on your machine. *Toonstruck* requires a 1 MB video card to run optimally. If you have a 1 MB video card and you still get this error message, there is a possibility that UniVBE did not detect your video card correctly. This may be because your video card is too new to be supported by the version of UVCONFIG.EXE shipped with this demo. See the section on *UniVBE* for more details.

An error message appears saying *Could not configure linear access.*

The optimal video configuration could not be set up on your machine. *Toonstruck* requires either UniVBE correctly installed or VESA 2.0 driver support from your video card manufacturer. See the section on UniVBE or contact your video card manufacturer for details on obtaining a VESA 2.0 driver for your specific video card.

An error message appears saying *Out of memory.*

You do not have enough memory to play *Toonstruck*, memory is being used by other software or your memory is configured incorrectly. *Toonstruck* requires a minimum of 6 MB free. If you are running from a Windows' 95 DOS box, restart in MS-DOS Mode if you have an 8 MB system, or, if you have more, try altering the memory allocation in the DOS session properties box by setting the DPMI section under the *Memory* tab to 8192. If your system is running using the memory manager *EMM386.EXE* try adding the switch */NOEMS* to the command line in *CONFIG.SYS*. If your system is using another memory manager, such as *QEMM*, try disabling the expanded memory option using the memory managers setup utility. Failing this try removing, or remarking out, references to *EMM386* or *QEMM* in the file *config.sys*.

The movies sometimes become jerky.

On some machines (mostly 486's) you may see a drop in resolution or frame-rate while watching some of the movie sequences (flicks). If you see this, don't panic, it is simply because the game is trying to keep picture and sound in sync so that you can enjoy the acting, musical score and animation in *Toonstruck* at its best.

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When calling, please position a phone near your computer. You may be required to retrieve information using your system. Also, please have a pen and paper, as well as the following information handy: make and model of your computer, amount of RAM, type and brand of graphics and sound cards, and the contents of your CONFIG.SYS and AUTOEXEC.BAT files. If you are unsure about any of these, please try to find out before calling.

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CREATING A BOOT DISK

If you do not have enough memory, or if you are running into inexplicable lock-ups or getting an EMM386 error #12, try using a boot disk.

Getting Started

Before making a boot disk, you will need the following:

- A blank disk for your A: drive.
- The current contents of your CONFIG.SYS and AUTOEXEC.BAT files. An easy way to get this information is to go to a DOS prompt and type EDIT CONFIG.SYS. Click on File then Print. Once its contents have been printed, click on File then Exit and do the same for your AUTOEXEC.BAT file by typing EDIT AUTOEXEC.BAT. (If you do not have a printer, you can also copy these files down by hand. It is not necessary to copy the whole file. Continue reading to determine when lines you will need.)

To make the disk a "boot disk," insert it into drive A and type FORMAT A: /S. This formats a system (i.e., bootable) disk. When it asks for the volume label, just press <enter>.

The CONFIG.SYS File

You will now need to create a new CONFIG.SYS and AUTOEXEC.BAT file for your boot disk. Let's start with the CONFIG.SYS. Go to your A:\> prompt by typing A: and pressing <enter>, and then type EDIT CONFIG.SYS.

Here is a sample of what the final CONFIG.SYS should look like:

```
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS
DEVICEHIGH=YOUR CD-ROM DRIVER
DEVICEHIGH=YOUR SOUND DRIVER
DOS=HIGH,UMB
BUFFERS=40,0
FILES=40
```

Type each line as it appears above. For the CD-ROM driver, you will need to get this information from your current CONFIG.SYS file. It is the line containing "/D:MSCDD01" or similar. Some example driver names are "DD250.SYS", "MTMCDAE.SYS", and "TSLCDR.SYS".

Keep all of the parameters after the "xxx.SYS" the same. Before the "/" sign, you should only have the DEVICEHIGH statement. (If this is a "/L:1,xxx", do not include it.)

If your sound card requires a driver, such as the ProAudio Spectrum's MVSOUND.SYS, you will need to include that as well. Again, copy all of the parameters after the driver's name, but make sure that the line begins with just "DEVICEHIGH=C:\..."

If you use DoubleSpace, you will need to add the following line:

```
DEVICEHIGH=C:\DOS\DBLSPACE.SYS /MOVE
```

If you use any other disk compression software, you will need to consult your manual for what lines you need to include.

Save this file by clicking on File then Save... Now exit by clicking on File then Exit.

The AUTOEXEC.BAT File

The next step is to create a new AUTOEXEC.BAT file. At the A:\> prompt, type EDIT AUTOEXEC.BAT and enter the following lines:

```
PROMPT$P$G
SET BLASTER=A220 I5 D1 T3
(Additional sound card information)
SET PATH=C:\DOS;C:\
LH C:\MOUSE\MOUSE.EXE
LH C:\DOS\MSCDEX.EXE /D:MSCDD01 /M:20
```

The "SET BLASTER" line should match the one in your current AUTOEXEC.BAT file; do not change the settings. (However, do make sure that this statement is capitalized.) Some sound cards, such as the SoundBlaster 16, have additional lines. You should include every line for your sound card in your new AUTOEXEC.BAT.

The line for your mouse driver may vary, and you should copy this line from your current AUTOEXEC.BAT file. The line should consist only of "LH" followed by a space, followed by the path and name of the mouse driver. If, for example, you have a line that currently reads:

```
LH/L:1,25343 C:\MSMOUSE\MOUSE
```

you will need to add the following line to your new AUTOEXEC.BAT:

```
LHC:\MSMOUSE\MOUSE
```

The line for MSCDEX will also vary by system. Make sure that the path matches the one in your current AUTOEXEC.BAT file. For example, it might be located at "C:\CDROM\DRV\MSCDEX.EXE". You should only include two parameters: "/M:20" and "/D:xxx". The /D: statement should match the one in your CONFIG.SYS file.

Once you have finished your AUTOEXEC.BAT file, save it by clicking on File then Save... Now exit by clicking on File then Exit.

Your boot disk is now complete. Keep it in your A: drive, and reboot your computer. Your computer should now boot with the new configuration.



Developed by



Lead Designer **Richard Hare**

Designer **Jennifer McWilliams**

Lead Programmers **Gary Priest, Doug Hare**

Programmers **Michael Gater, Kevin Olson**

Art Director **Bil Skirvin**

Character Designer **John Piamplano**

Video Composites **Laura Janczewski**

Director of Digital Video **Robb Hart**

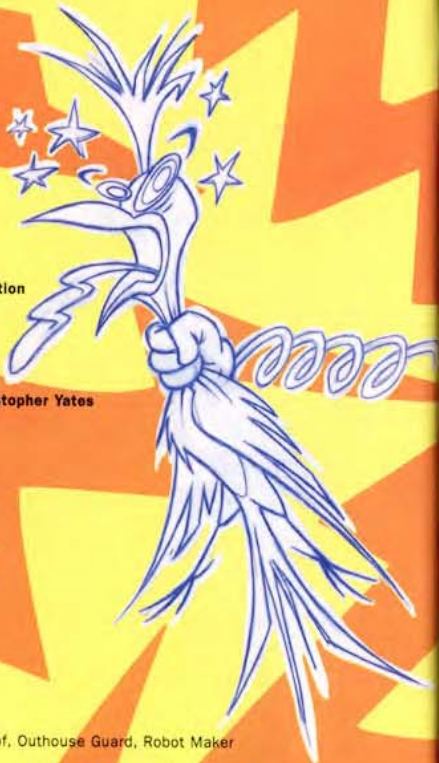
Director of Digital Audio **Keith Arem**

Animation Produced by **Nelvana, Rainbow Animation**

Producers **Ron Allen, Dana Hanna**

Executive Producer **David Bishop**

Executives in Charge of Burst **Neil Young & Christopher Yates**



STARRING

CHRISTOPHER LLOYD as Drew Blanc

FEATURING THE VOCAL TALENTS OF

TIM CURRY as Count Nefarious

DAN CASTELLANETA as Flux Wildly

DAVID OGDEN-STIERS as King Hugh

DOM DELUISE as 'Fingers' the Cashier

JEFF BENNETT as The Carecrow, Jim, Spike, Woof, Outhouse Guard, Robot Maker

COREY BURTON as Footman, Bricabrac, Goggles, Fluffy Fluffy Bun Bun Show Announcer, WACME Quiz Master

JIM CUMMINGS as B.B.Wolf, Snout, Seedy, Feedback, Dough

TRESS MACNEILLE as Fluffy Fluffy Bun Bun, Ms. Fortune, Marge, 'Mistress' Marge, Bouncer, Chipper, Sparky, Sam Schmaltz's Assistant

ROBB PAULSON as Lugnut, Mee, Barman

APRIL WINCHELL as Ms. Fit, Polly, 'Punisher' Polly, Dr. Payne's Receptionist

FRANK WELKER as Ray, The Mya Bird, Bowling Bear, Elephant, Elmer, Surveillance Guard, Mouse, Scarecrow, Squirrel, Vulture, Venus Flytrap

BEN STEIN as Sam Schmaltz

THE PEOPLE BEHIND THE VOICES BEHIND THE CHARACTERS: Bringing together the most impressive collection of voice actors ever assembled for a game, *Toonstruck* features the talents of:

TIM CURRY

The star of *The Rocky Horror Picture Show* plays the evil Count Nefarious, who rules the dark and sadistic side of the world with a lethal combination of terror and sarcasm.

DAN CASTELLANETA The voice of Homer Simpson plays Flux Wildly, the player's hyperkinetic and witty companion who often comes through in a clutch

DAVID OGDEN-STIERS

M.A.S.H.'s Colonel Winchester and the voice of Cogsworth the Clock in Disney's *Beauty and the Beast*, Stiers plays the sappy and saccharine King Hugh, leader of the cute and happy side of the world.

DOM DELUISE

One of the best known voices in the world of feature animation (*All Dogs Go To Heaven I & II*, *A Troll in Central Park*), Dom plays Fingers, a less than honorable arcade cashier always looking for a way to make a fast buck.

In addition to the above, Toonstruck is also blessed with the voice talents of:

Corey Burton: TV work includes: *Gummi Bears*, *Rescue Rangers*, *Goof Troop*, *Bonkers*. Feature work includes: *Disney's Aladdin*, *ET & Tron*

Tress MacNeille: TV work includes: *Animaniacs* (Dot), *Tiny Toons* (Babs Bunny), *Chip 'n Dale Rescue Rangers* (Chip, Gadget), *The Simpsons* (Mrs. Skinner, Dolph), *Teenage Mutant Ninja Turtles* (Kala), *Duckman*, *Batman*, *Tom & Jerry*; *The Flintstones*. Feature work includes: *The Land Before Time II* (Mom), *Land Before Time III* (Mom & Alligator) & *Rover Dangerfield*

Rob Paulsen: TV work includes: *Animaniacs* (Yakko, Pinky, Dr. Scratch'n'Sniff), *Might Max* (Max), *Biker Mice from Mars* ('Throttle'), *Teenage Mutant Ninja Turtles* (Raphael), *Tazmania*, Disney's *Goof Troop* (P.J.) & *Darkwing Duck* (Stealbeak)

Jeff Bennett: TV work includes: *Animaniacs*, *Batman*, *Tiny Toons*, Disney's *Aladdin* and *The Little Mermaid*, *Secret Squirrel*, *Captain Planet* & *James Bond, Jr.* Feature work includes: *The Land Before Time* series

Jim Cummings: TV work includes: Disney's *Bonkers* (Bonkers & Piquel), *Winnie the Pooh* (Pooh & Tigger), *Darkwing Duck* (Darkwing Duck), Feature work includes: Disney's *The Lion King* (Ed the Hyena)

April Winchell: Feature work includes: *Who Framed Roger Rabbit?* (Baby Herman & Baby Herman's mother) TV work includes: *Timon and Pumba*, *Bonkers*, *Goof Troop*, *Earthworm Jim*, *Mighty Ducks*, *Gargoyles* & *Jungle Cubs*

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Screenplay **Richard Hare, Jennifer McWilliams, Mark Drop**
Additional Writing **Shelly Goldstein, Sib Ventress**
Design Assistant **EM Stock**

Additional Programming

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Tools and Technology **Tommy Rolfs, Steve Helmstra, Mike Michaels, Burst TnT Department**
Flick Processing **Steve Ganem**

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Additional Video Composites **Jennifer Terry, Jeanne Brinker**

Background Layouts & Color models **John Piamplano, Bil Skirvin**
Background Painting **Maurice Morgan, Nathan Ota, Candace Mammarella, John Piamplano, Bil Skirvin**
Background Animators **Laura Janczewski, Bil Skirvin, John Piamplano, Mark Soderwall**

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Additional 3-D Art **Doug Cope, Max Chapman, Martin McDonald, Quinno Martin**
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Character Animation **Laura Janczewski, Ray Huerta, Perry Zombolas, John Piamplano,**
Gary McCarver, Jaqueline Corley
Clean-up **Jennifer McChristian, Bev Chapman, Mila Kelly, Ray Huerta**

Scanning/Coloring (Flux) **Mark Walat, Mila Kelly, Susan Haight**
Masking **Betsey Grey**

Additional Production

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Production Assistant **Richard Hare**

Video

Live Action Production

Live Action Director **Richard Hare**
Additional Direction **Joel Paley**
Production Manager **Lou Chagaris**
1st Assistant Director **Lou Chagaris**
2nd Assistant Director **Giles Ashford**
3rd Assistant Director **Jeff Gordon**
Camera Operator **Marc Curtis**
Lighting Director **Greg Kendrick**
Make Up/Hair **Charla Miller**
Set Designer **Craig Dorsey**
Costume Designer **Renee Davenport**
Key Grip **Gus Vasquez**
Grip **J.D. Aasland**
Gaffer **Brent Morgan**
Video Technician **Todd Yates**
Tape Operator **Don Amerine, Rob Wright**
Stage Manager **Mike Wagstaff**

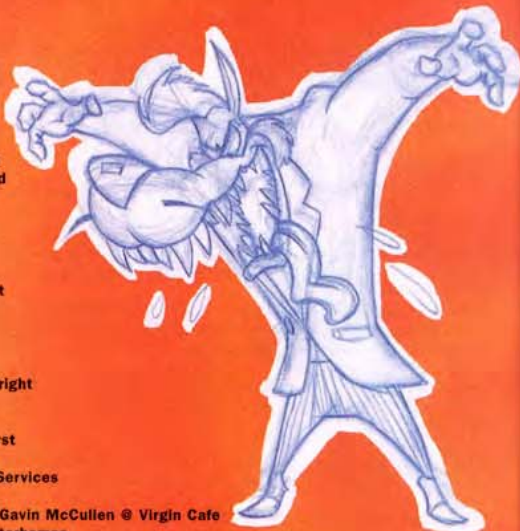
Studios Provided by **PJ Studios, Burst**
Video Equipment **Bexel, PJ Video**
Teleprompter **Vivi-Q Teleprompting Services**
Script supervisor **Simone Deboeck**
Catering **Country Garden Caterers, Gavin McCullen @ Virgin Cafe**
Motorhome Supplied by **Wrap It Motorhomes**

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Video Editing **Lou Chagaris, Robb Hart**
Jaleo Compositing **Robb Hart, Jeff Gordon, Katie Nook, Tristan Tang, Alex Tang,**
Todd Griffith, David Adams
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In-Game Sound Effects **Joey Kuras**
Original Music Composed by **Keith Arem**
Additional Music **Associated Production Music**
Audio Department Coordinator **David Fries**
Dialog Directors **April Winchell, Rich Hare**
Dialog Editing and Processing **Mical Pedriana, David Fries, Joey Kuras**
Recording and Mixing Facilities **Burst**
Recording Engineers (Burst) **Keith Arem, Mical Pedriana**
Additional Dialog Recorded at **Waves, Pacific Ocean Post, LA Studios**
Voice Casting **April Winchell**



For Nelvana:

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Executive Producers **Michael Hirsch, Patrick Loubert, Clive Smith**
Co-executive Producers **Toper Taylor**
Supervising Producer **Heather Walker, Cynthia Taylor**
Technical Producer **Peter Hudecki**
Technical Systems Manager **Fred Luchetti**
Layout Storyboard Supervisor **Bob Smith**
Animation Director **Shane Doyle, Bob Smith**
Production Managers **Hugh Duffy, Jennifer Hibbard, Mitch Nadon**
Layout **Elliot Hare Artworks Inc.**
Color Designer **Dale Cox**
Production Assistants **Aldan Closs, Kim Knapp, Cindy Kuntzie**
Key Animators **Bill Giggie, Jeff Astolfo, Karen Lessman, David Soren, Stuart Shankley,**
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Ian Mah, Jamie Whitney
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Animation Checker **Rodica Mihaiescu**
Scanners **Chris Richards, Bert Berger**
Computer Painters **Boszena Klichta, Tomoko Sasaki, Gordanna Penfound, Nasrim Monem, Andrew**
Baggley, Alaric Nurm, Ronnie Shum, Andrew Adolphus, Madis Saks, Rebecca Orr, Jen Hopewell,
Remi Klichta, Eugene Martinez, Jyun Oki, Dylan Wickware, Sean Whitehead
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Computer Coordinator **Lynda Haynes**
Compositors **Matt Payne, Eliat Harel, Mona Zaldi, Justin Andrews, Carin Macinroy**
Breakdown Editor **Noda Tsamardos**
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Overseas Manager, Rainbow Animation **Sam Im**
General Manager, Rainbow Animation **Lynn Heisel**
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For Rainbow Animation (Philippines)

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Animation produced by Rainbow

Additional background animation supplied by Mondo Media

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Hint Book Written by **Bruce Harlick**
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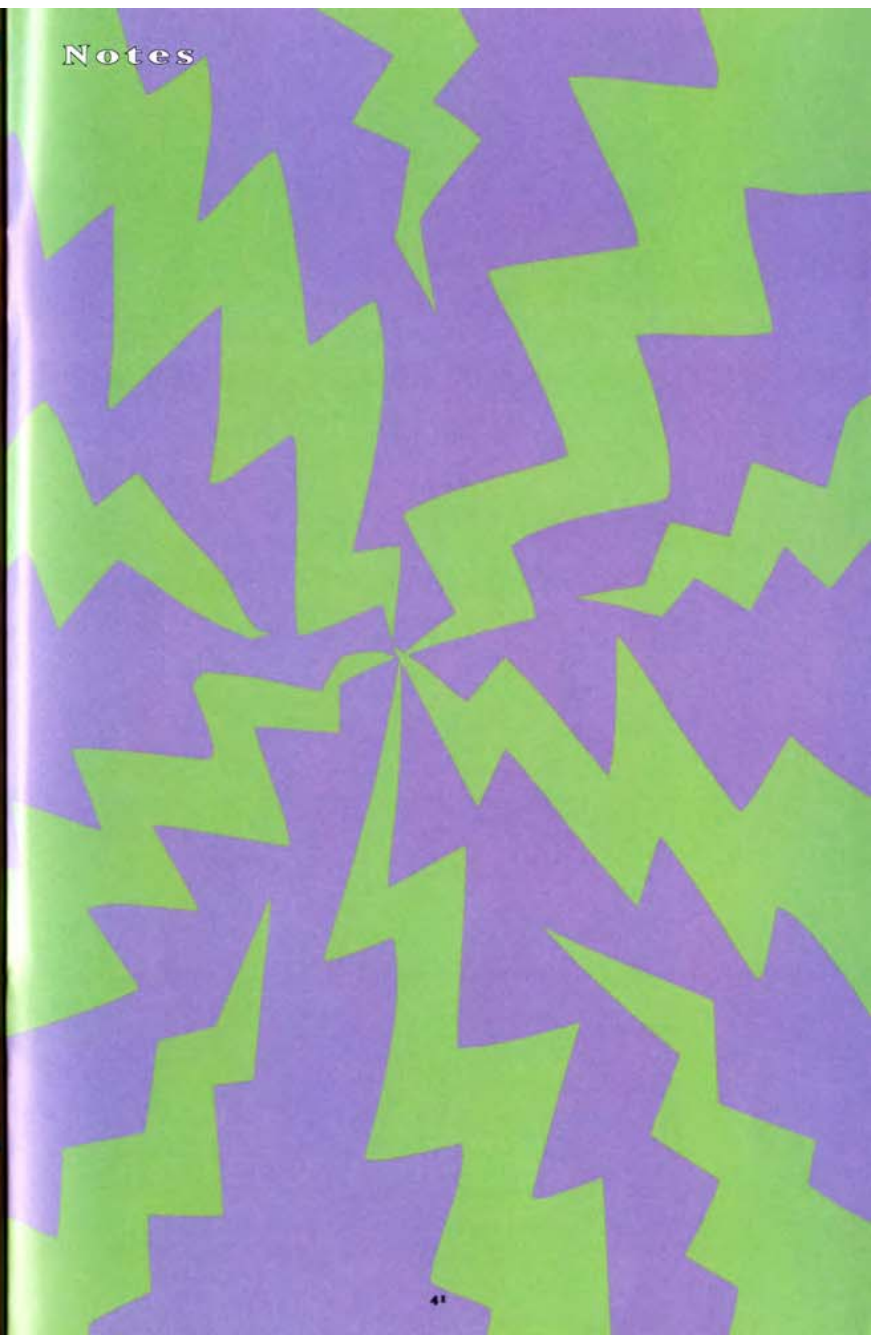
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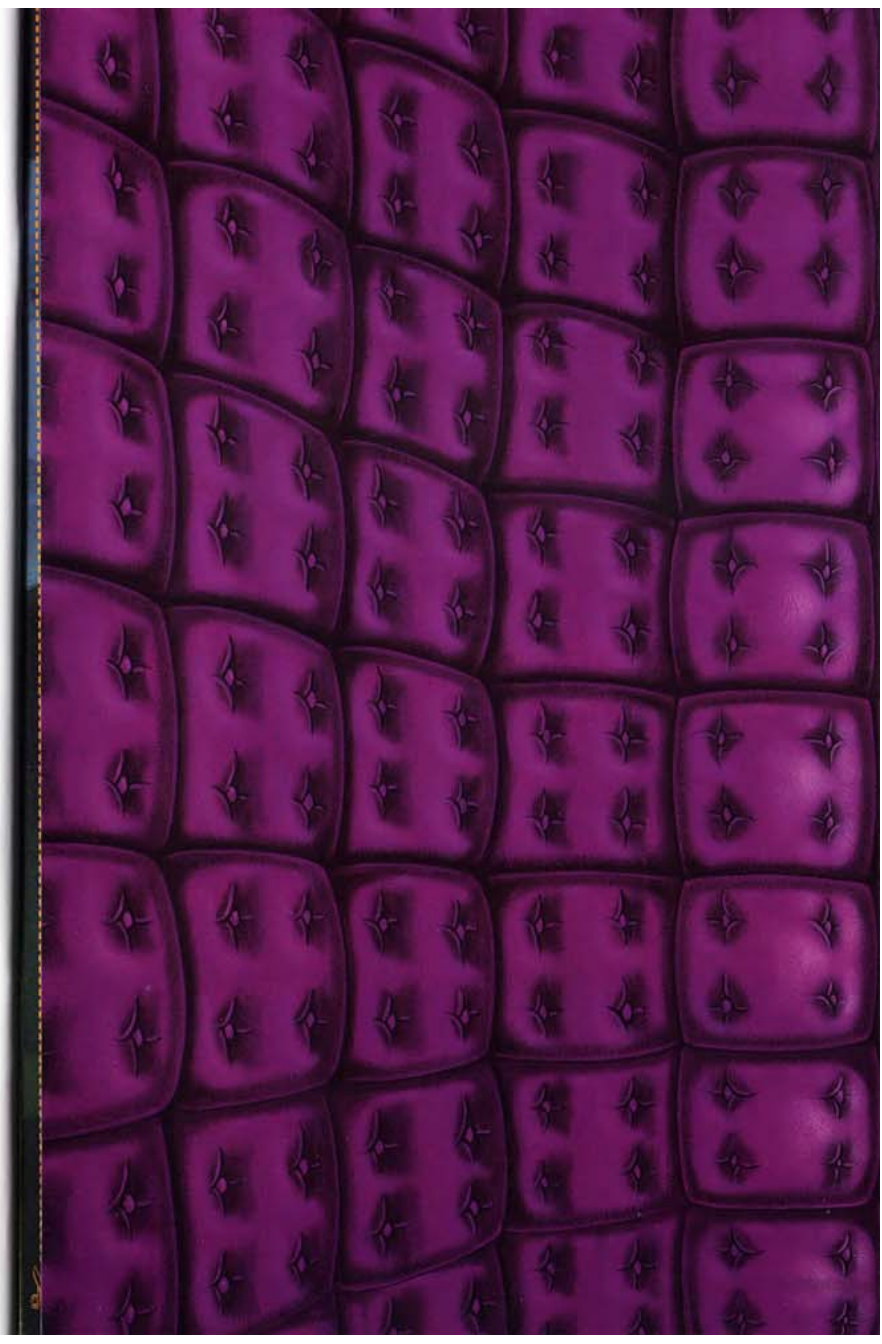
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