

LOG OF EXPERIMENTS

PROJECT:

MACHINE

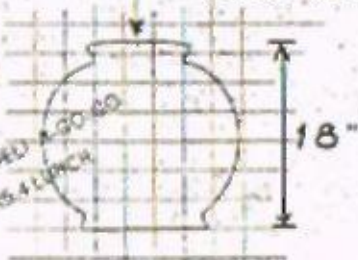
[VT-(Z)]



$$E_y = E_0 \sin^2 \theta$$



• 3.6 GAL. H₂O



MEET BEST IDEAS 4:30-6:00
200PM THURS. 4 LUNCH

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INCREDIBLE MACHINE INGREDIENTS [CREDITS] **17**

F1(+K;P) — IE

EXP[IA(K)]

EGGS
CAT FOOD 
MILK
BREAD





+



=



$$T = 1/2 M, W [R I X (W \times R I)] = 1/2 W \times L = 1/2 W \times L \times W / \infty$$

$$\Psi_{k(R)} = \frac{1}{R} \begin{cases} i F(R) \Omega_{JL,M} [\theta, \phi] \\ i G(R) \Omega_{JL,M} [\theta, \phi] \end{cases}$$

$$R = \frac{DP}{DZ}$$



FOR EACH ELECTRON WITH QUANTUM NUMBERS

$$\left(\frac{DU}{DZ} \right)^2$$



[OCTOBER 20, 2031]



SO MANY PEOPLE. THEY ASK ME, "PROFESSOR Q. TELL US
WHAT IT IS LIKE TO BE AN INVENTOR." I LOOK INTO THEIR
EYES AND I SEE, WELL ACTUALLY I SEE MY OWN
GLORIOUS REFLECTION, BUT THEN I SEE THE EMPTINESS,
THE LONGING, THE PURE DESIRE TO CREATE "THINGS."
I FEEL SO SORRY FOR THEM, THESE POOR CREATURES
BORN WITHOUT GENIUS. OCCASIONALLY THE BRAVE
ONES PLEAD—"TEACH US TO INVENT, PROFESSOR."
ALWAYS I MUST SHAKE MY HEAD AND TURN AWAY, FOR
I KNOW WHAT THEY DO NOT — THAT TRUE GENIUS
CANNOT BE TAUGHT, IT IS ONLY BORN. NEVERTHELESS,
THEY PERSIST. "TEACH US, PLEASE TEACH US," THEY CRY.

FINALLY, I CAN STAND IT NO LONGER. I WILL NEVER BE
ABLE TO TEACH THEM GENIUS. I KNOW THAT.
WHAT I CAN DO IS HELP THEM TO CREATE FANTASTIC
MACHINES. I WILL SUPPLY THEM WITH THE TOOLS AND
THE PARTS TO IMITATE GENIUS. IF I AM LUCKY THEY WILL
NEVER DISCOVER THE DIFFERENCE. !

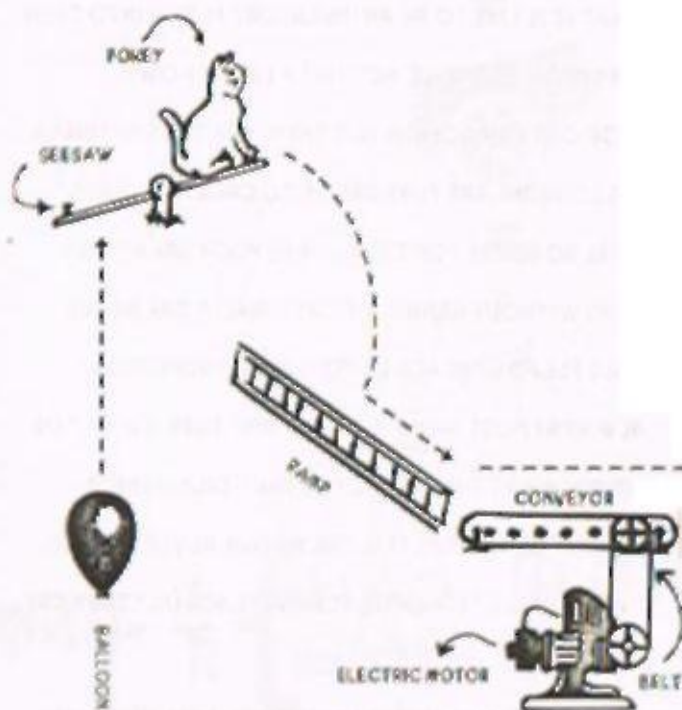
Professor Q.

10.25X10 -3
00.210.4
0.51X10 -3

PROJECT: CAT-O-MATIC

DATE: 6/51

OBJECT: TO BUILD A MACHINE THAT
EXERCISES + FEEDS POKEY THE CAT.



PROJECT NOTES:

6-3-51

SUBSTITUTE ELECTRIC GENERATOR [OR WOLFEY] FOR MOUSE
MOTOR—POKEY OVERLY DISTRACTED. **2** MOUSE CASUALTIES
TODAY!!

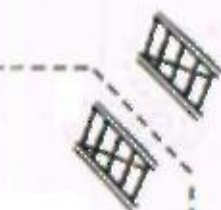
6-7-51

MIXED SUCCESS—MUST SUBSTITUTE GOLDFISH FOR PYRAMNAS—
PROGNOSIS FOR POKEY'S RECOVERY IS GOOD.



VET CLINIC 555-2287
PICK-UP POKEY @ 2:00PM

AL-RTZ (EXPI-0475)



TRAMPOLINE

POKEY'S FINAL DESTINATION

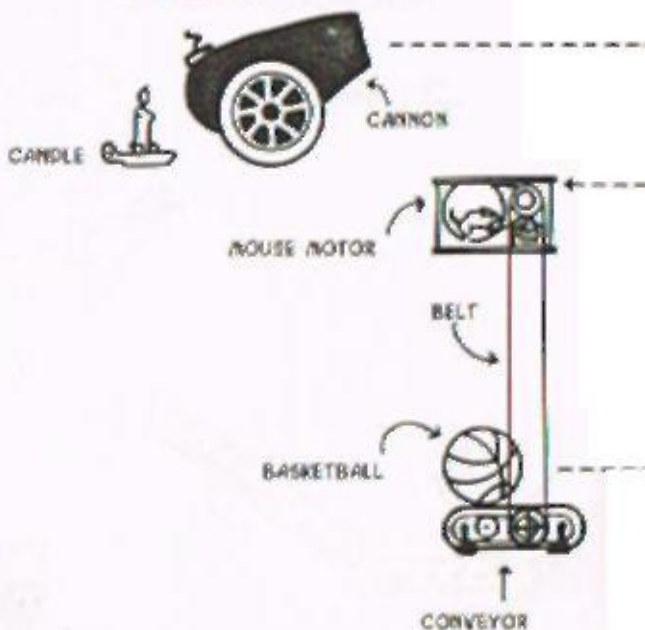


BRICK PLATFORM

BOWL WITH FISH



PROJECT: TONS-O-FUN
DATE: 6/51
OBJECT: A MACHINE TO ENTERTAIN FOKEY
THE CAT DURING HIS
CONVALESCENCE.



PROJECT NOTES:

6/10/51

HAD TO REPEATEDLY ADJUST DISTANCE BETWEEN PIPES AND
CANYON TO REDUCE THE VELOCITY OF THE CANYONBALL.
CHECK WITH HAROLD'S HARDWARE TO SEE IF THE MOUSE
CAGES CAN BE REPAIRED.

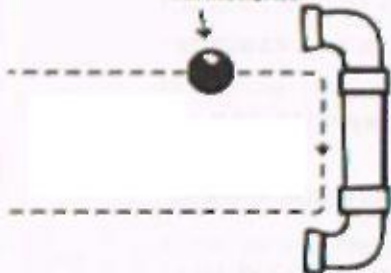
6/11/51

NEED NEW BANANAS FOR KELLY MONKEY. LAST BATCH
BECOMING A BIT RIFE.

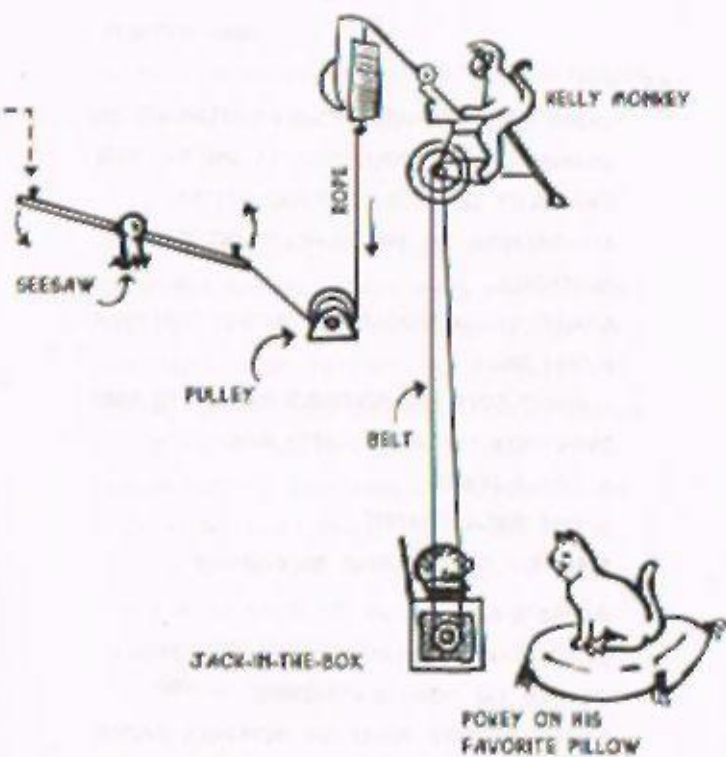
FOKEY RECOVERATING RAPIDLY. SHOWS GREAT INTEREST IN
JACK-IN-THE-BOX. NEED TO RE-ATTACH ITS NOSE.



CANYONBALL



TWO CURVED
PIPES AND ONE
STRAIGHT PIPE



KELLY MONKEY

SEESAW

PULLEY

BELT

JACK-IN-THE-BOX

POKEY ON HIS
FAVORITE PILLOW



INSTALL AND GAMEPLAY



THE INCREDIBLE MACHINE IS LIKE A PUZZLE.

SOLVING "ERECTOR SET," MORE THAN 75 PUZZLE

LEVELS PRESENT YOU WITH A SPECIFIC GOAL

AND GIVE YOU VARIOUS TOOLS FROM WHICH TO

CONSTRUCT A MACHINE THAT WILL SOLVE EACH

LEVEL'S CHALLENGE



INSTALL

SMART START™ AUTOMATICALLY DETERMINES THE GRAPHICS, SOUND, INPUT DEVICES AND THE SPEED CAPABILITY OF YOUR COMPUTER SYSTEM, STREAMLINING THE INSTALLATION AND BACKUP PROCESSES.

1. INSERT THE INCREDIBLE MACHINE DISK *1 IN YOUR FLOPPY DRIVE.

2. SELECT COPY THE INCREDIBLE MACHINE TO HARD DRIVE FROM THE SMART START™ MENU.

3. TYPE A [ENTER]

4. TYPE INSTALL [ENTER]

5. FOLLOW THE ON-SCREEN INSTRUCTIONS.

MAKING A BACKUP COPY

SMART START™ EVEN HELPS YOU MAKE A BACKUP COPY OF THE INCREDIBLE MACHINE.

1. AFTER BOOTING, INSERT THE INCREDIBLE MACHINE INTO DRIVE A

2. TYPE A: [ENTER]

3. TYPE INSTALL [ENTER]

4. SELECT MAKE A BACKUP COPY FROM THE SMART START™ MENU.

5. FOLLOW THE ON-SCREEN INSTRUCTIONS.

SETTING PREFERENCES

YOU CAN TRY OTHER GRAPHICS MODES, SOUND CONFIGURATIONS, ETC. BY MODIFYING SMART START™ PREFERENCES. FOLLOW THESE STEPS ONCE YOU HAVE INSTALLED THE INCREDIBLE MACHINE TO YOUR HARD DRIVE.

1. GO TO THE T1N DIRECTORY ON YOUR HARD DRIVE.

2. TYPE INSTALL [ENTER].

3. SELECT CHANGE GRAPHICS OR CHANGE SOUNDS/MUSIC FROM THE SMART START™ MENU.

4. FOLLOW THE ON-SCREEN INSTRUCTIONS.

STARTING GAME

TO PLAY THE INCREDIBLE MACHINE, TYPE T1M [ENTER] FROM THE THE INCREDIBLE MACHINE HARD DISK DIRECTORY.

COPY PROTECTION

AFTER THE INTRODUCTION SCREEN FOR THE INCREDIBLE MACHINE, HIT THE SPACE BAR ONCE. THIS TAKES YOU TO THE COPY PROTECTION SCREEN. YOU WILL SEE A LARGE PARTS BIN AND A MESSAGE ASKING YOU TO SELECT THE PARTS THAT APPEAR ON A PARTICULAR PAGE OF YOUR INCREDIBLE MACHINE MANUAL. TURN TO THAT PAGE OF THE MANUAL AND LOOK AT THE THREE SMALL ILLUSTRATIONS AT THE BOTTOM OF THE PAGE. IN ORDER, CLICK ON THESE PARTS IN THE PARTS BIN. IF YOU ARE SUCCESSFUL, THE MAIN PLAY SCREEN OF THE INCREDIBLE MACHINE WILL APPEAR. HAVE FUN!



CONTROL PANEL

THE  TAKES YOU IMMEDIATELY TO THE SELECTED

PUZZLE. CLICK ON  TO ADJUST VOLUME.

THE  CLEARS ALL PARTS CURRENTLY ON SCREEN

AND ALLOWS YOU TO RESTART A PUZZLE. THE 

QUITS THE INCREDIBLE MACHINE. THE  TAKES YOU

TO THE PUZZLE SELECTION MENU. THE  TAKES

YOU TO FREE-FORM MODE.

TO SELECT PRESET PUZZLE NUMBER ONE:

FROM THE CONTROL PANEL, CLICK ON THE 

ARROW ICON OR CLICK ANYWHERE ON THE SCREEN

WHERE THE SMART CURSOR SAYS PLAY. THE GOALS

OF EACH PUZZLE ARE DESCRIBED ON THE CONTROL

PANEL. TO RETURN TO CONTROL PANEL, CLICK RIGHT

MOUSE BUTTON. PRESET PARTS CANNOT BE MOVED.

TO SELECT OTHER PRESET PUZZLES

FROM THE CONTROL PANEL, CLICK ON PUZZLE ICON

 THIS WILL TAKE YOU TO THE PUZZLE SELECTION

MENU. HIGHLIGHT THE PUZZLE YOU WISH TO PLAY.

THEN CLICK ON THE LARGE GREEN ARROW 






AT THE BOTTOM RIGHT CORNER OF THE SCREEN, YOU MUST SOLVE PRESET PUZZLES IN ORDER, BEGINNING WITH NUMBER ONE. THERE ARE MORE THAN 75 LEVELS OF PUZZLES. AFTER YOU SOLVE A PUZZLE YOU WILL BE GIVEN A PASSWORD FOR LATER ACCESS.

PASSWORDS ARE USEFUL IF YOU WANT TO JUMP TO A LEVEL OR TRY OUT A PUZZLE THAT ONE OF YOUR FRIENDS HAS ALREADY SOLVED. YOUR VERSION OF THE INCREDIBLE MACHINE WILL KNOW WHICH PUZZLES HAVE BEEN SOLVED AND WILL ALLOW YOU FREE ACCESS TO THEM AT ANY TIME.



FREE-FORM MODE

FROM THE CONTROL PANEL, CLICK ON THE WRENCH ICON. YOU WILL BE ASKED IF YOU WISH TO ENTER FREE-FORM MODE. IN THIS MODE, YOU CAN BUILD ANY MACHINE YOU CAN IMAGINE.

TO SAVE YOUR MACHINE FOR LATER USE, CLICK WITH THE RIGHT MOUSE BUTTON  WITHIN THE MAIN PLAY SCREEN TO ACCESS THE CONTROL PANEL. THEN CLICK ON THE SAVE ICON .

TO PLAY A PREVIOUSLY SAVED FREE-FORM MACHINE, CLICK ON THE LOAD ICON , SELECT THE MACHINE YOU WISH TO LOAD, THEN CLICK THE LOAD BUTTON. SOME SAMPLE WACKY MACHINES ARE INCLUDED FOR YOUR VIEWING PLEASURE.

GRAVITY AND AIR PRESSURE

IN FREE-FORM MODE, YOU CAN ADJUST GRAVITY  FROM ZERO GRAVITY (WEIGHTLESSNESS) TO GRAVITY AS STRONG AS THAT ON THE PLANET SATURN. YOU CAN ADJUST AIR PRESSURE 



FROM NO PRESSURE, SUCH AS DEEP SPACE, TO PRESSURE AS GREAT AS THAT FOUND UNDER THE OCEAN, THESE FACTORS WILL AFFECT THE PHYSICS OF YOUR MACHINE. TO ADJUST GRAVITY AND AIR PRESSURE, MOVE THE SLIDERS LEFT OR RIGHT ALONG THE GRAPHS ON THE CONTROL PANEL.

PLAYING PUZZLES

ONCE YOU HAVE SELECTED A PUZZLE, YOU WILL MOVE TO THE MAIN PLAY SCREEN. FROM HERE, ALL ACTIONS ARE CONTROLLED BY THE MOUSE AND THE SMART CURSOR "HANDLES." ACTIONS ARE CONTROLLED BY THE MOUSE AND THE SMART CURSOR "HANDLES." THESE ARE THE SMALL ILLUSTRATED "HANDLES" THAT APPEAR BESIDE AN OBJECT WHEN YOU DRAG IT TO THE PLAY SCREEN. BY CLICKING ON THE "HANDLES" YOU CAN MANIPULATE AN OBJECT IN VARIOUS WAYS.


SMART
CURSOR
"HANDLES"





SMART CURSOR "HANDLES." THESE ARE THE SMALL ILLUSTRATED "HANDLES" THAT APPEAR BESIDE

TO USE THE SMART CURSOR HANDLES

DRAG AN OBJECT INTO PLACE. CLICK ONCE WITH THE LEFT MOUSE BUTTON TO PLACE THE OBJECT. THEN CLICK ONCE WITH THE POINTER OVER THE ILLUSTRATED "HANDLE" YOU WISH TO USE. "HANDLES" APPEAR IN THE FOLLOWING BASIC SHAPES:


SIZE TOOL:  CHANGES THE SIZE OF THE MACHINE PARTS.


TRASH CAN:  PLACES AN OBJECT BACK IN THE PARTS BIN. YOUR CURSOR WILL TURN INTO A POINTER WITH RECYCLE ARROWS.

RED ARROWS:  FLIP AN OBJECT OR CHANGE ITS DIRECTION.





YOUR CURSOR MAY ALSO TAKE THE FOLLOWING SHAPES. THESE DO NOT APPEAR AS HANDLES:

WATCH  "PLEASE WAIT"—THIS ICON INDICATES THAT THE GAME NEEDS TO ACCESS INFORMATION FROM DISK.

ARROW/HAND  MOVE OBJECTS FROM PLACE TO PLACE. CLICK ONCE WITH LEFT MOUSE TO PICK-UP OR DROP AN OBJECT.

JOINING OBJECTS

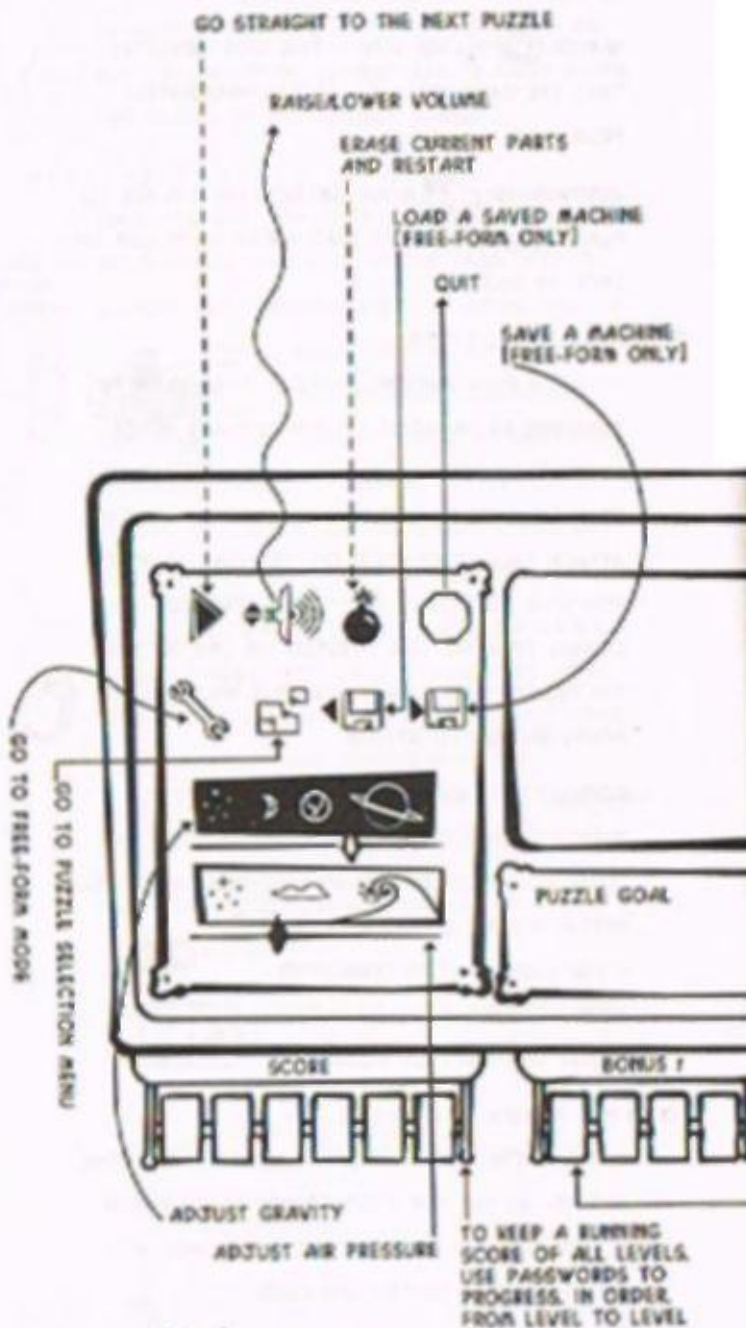
TO BUILD YOUR MACHINE, YOU CAN JOIN OBJECTS TOGETHER BY DRAGGING THEM INTO PLACE BESIDE EACH OTHER. TO ATTACH ITEMS SUCH AS BELTS OR ROPE, DRAG THEM OVER TO THE PART YOU WISH TO ATTACH THEM. CLICK ONCE ON THE POINT AT WHICH YOU WISH TO ATTACH AND THE POINTER ICON WILL CHANGE TO A RED LINE. STRETCH THE LINE BETWEEN THE DESIRED PARTS AND CLICK ONCE WITH THE LEFT  MOUSE BUTTON TO ATTACH.

CONNECT ELECTRICAL PARTS BY MOVING THEM CLOSE TO AN OUTLET. FOR INSTANCE, PLACE A FAN CLOSE TO AN OUTLET AND AN ELECTRICAL PLUG WILL APPEAR WHEN THE PART IS CLOSE ENOUGH TO BE CONNECTED. MOVE THE PART AWAY FROM THE OUTLET AND THE PLUG DISAPPEARS. 

TO RUN YOUR MACHINE

CLICK ON THE STARTER ICON—A RUNNER IN STARTING BLOCKS—AT THE TOP RIGHT CORNER OF YOUR PLAY SCREEN. TO STOP YOUR MACHINE, CLICK ONCE WITH THE LEFT MOUSE BUTTON ANYWHERE.

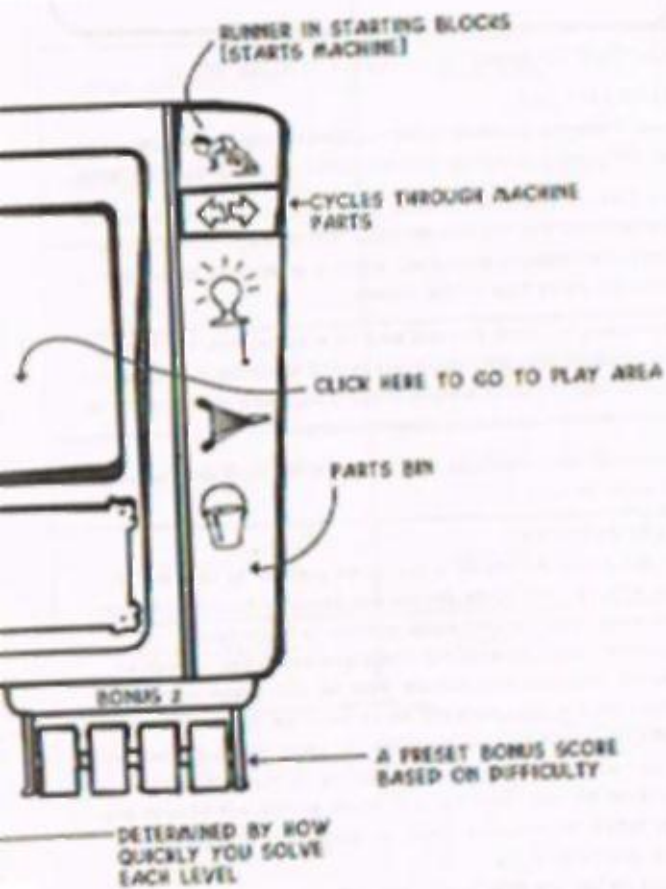
SCHEMATIC FOR MAIN SCREEN

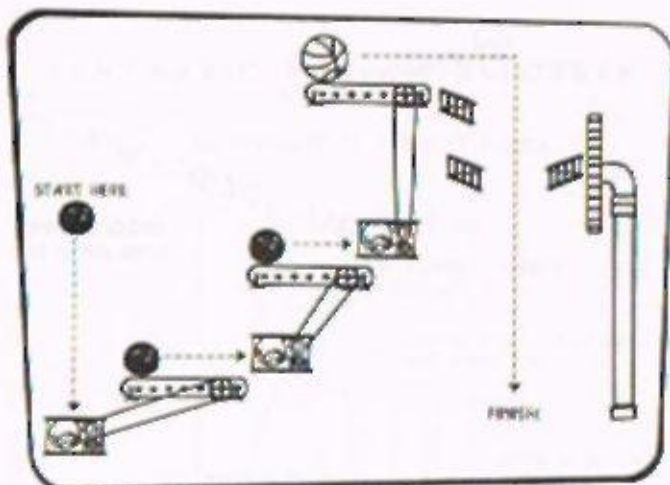


ZINC FERRITE

$$D^2X/DT^2 + VDX/DT + W^2X = 0$$

SMOKECLEAVING
DONE BY BY 500





SOLUTION TO BASKETBALL PUZZLE [PUZZLE NO. 5]

DESCRIPTION:

BALL DROPS AND STARTLES MOUSE NUMBER ONE, SHE STARTS RUNNING IN HER CAGE WHICH IS HOOKED TO FIRST CONVEYOR WHICH STARTS TURNING.

THIS CAUSES THE SECOND BOWLING BALL TO START MOVING. THE SECOND BOWLING BALL KITS THE SECOND MOUSE MOTOR WHICH STARTS MOUSE NUMBER TWO RUNNING IN HIS CAGE WHICH IS HOOKED TO THE SECOND CONVEYOR WHICH THEN STARTS TURNING.

THIS CAUSES THE THIRD BOWLING BALL TO START MOVING. THE THIRD BOWLING BALL KITS THE THIRD MOUSE MOTOR WHICH CAUSES MOUSE NUMBER THREE TO START RUNNING IN HER CAGE WHICH IS HOOKED TO THE THIRD CONVEYOR WHICH THEN STARTS TURNING.

THIS CAUSES THE BASKETBALL TO ROLL DOWN THE RAMP AND THROUGH THE HOOP HOORAY!

INSTRUCTIONS:

1. PLACE MOUSE MOTORS AS IN THE ABOVE DIAGRAM BY CLICKING ON THEM WITH THE LEFT MOUSE BUTTON AND DRAGGING THEM INTO POSITION. CLICK AGAIN WITH THE LEFT MOUSE BUTTON TO PLACE THEM.
2. CONNECT BELTS BETWEEN THE CONVEYORS AND MOUSE MOTORS BY DRAGGING THE BELTS INTO POSITION WITH THE LEFT MOUSE BUTTON AND CLICKING ONCE WHERE YOU WANT TO ATTACH THEM. CURSOR CHANGES TO A RED LINE. STRETCH THE LINE BETWEEN THE PARTS AND CLICK ONCE WITH THE LEFT MOUSE BUTTON AT THE DESTINATION TO PLACE THE BELT.
3. CLICK ON THE RAMP WITH THE LEFT MOUSE BUTTON AND DRAG IT INTO PLACE BESIDE THE TOP-MOST CONVEYOR. CLICK ONCE WITH THE LEFT MOUSE BUTTON TO PLACE.
4. CLICK ON THE RUN ICON IN THE UPPER RIGHT CORNER TO START YOUR MACHINES. ENJOY!



INCREDIBLE MACHINE

INGREDIENTS	SUPPLIERS
CONCENTRATED PRODUCER	JEFF TUNNELL
PURE LIQUID DESIGN	KEVIN RYAN AND JEFF TUNNELL
PROGRAMMING FORMULA	KEVIN RYAN
PURIFIED ART DIRECTOR	BRIAN RAYN
ESSENCE OF ARTWORK	DENNIS CLEVINGER
DISTILLED MUSIC & SOUND	CHRIS STEVENS
EXTRACT OF LEAD TESTER	JEANNE RUBINSTEIN
STRUCTURE OF MANUAL EDITING	BOB LINDSTROM
MANUAL WRITING ELIXIR	BARBARA RAY
VOLATILE MANUAL DESIGN	JERRY GRAY

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P.O. BOX 600,

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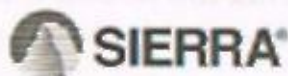
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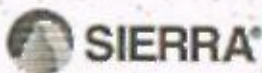


L4p.Z=pN2L4 } 

BASIC GEAR DESIGN
TAKE TO MARTHA THE
METALSMITH



$$R = \frac{R}{Z} = \frac{Q}{4} \quad B$$



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