COMPUTER GAME...PARTY TIME...EXCELLENT!

WAYNE'S WORLD

WAYNE'S WORLD

NO HURL GUARANTEE!

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ENTERTAINMENT SOFTWARE

Contents

Introduction

Okay. . .extreme close-up. . .

Welcome to *Wayne's World*, the computer game based on the smash hit

Whaaaah! Too close! Back up. . .

Welcome to *Wayne's World* (that's better) the computer game based on the smash hit movie about Wayne and Garth, two ordinary guys (NOT!) from Aurora, Illinois, who achieve **fame** and **superstardom** with their own local television show.

Now, as if they didn't have enough problems, the mayor's cutting funds for Community Access Television. If he doesn't get $50,000 in private donations, *Wayne's World* will go off the air forever. . .

Requirements

To play *Wayne's World*, obviously you must have a computer. And not just any computer, my good man (or good woman; Wayne and Garth are strictly non-sexist and quite enlightened), but one that meets a few stringent *Wayne's World* requirements.

- A 286 or higher IBM or fully compatible system with 640K of RAM.

- A VGA or better monitor.

- A VGA or better video card.

- A hard disk with 6 megabytes unused.

- MS-DOS 3.3 or higher.

- A keyboard or a mouse.

A sound card would be nice, too, but it's not necessary. If you have one, *Wayne's World* supports SoundBlaster, Roland LAPC-1 and AdLib.

Installing *Wayne's World*

1.   TURN THE COMPUTER ON. Whoa!

2.   Put *Wayne's World* Disk 1 into a floppy drive and type the letter of that drive, followed by a colon. For example: **A:**

3.   Press **ENTER**.

4.   Type the word **INSTALL**. Press **ENTER**.

Okay, now follow the instructions on the screen. You'll need to tell us where you want *Wayne's World* installed on your hard disk, about the sound your computer has, etc., etc. It's so simple even Wayne, a not-very-technical person, could do it.

Before You Start Playing. . .

Before you start playing, you must absolutely make sure you have enough memory. Yes, your computer may have 640K of RAM (Random Access Memory, in case you've suddenly gone mental and forgotten what we're talking about), but how much of that 640K is free to run programs? You have to have at least 575K free to run *Wayne's World*. Well, how do I know if I have that much available? you may ask. Why, run **CHKDSK**, of course.

CHKDSK is a DOS command that will tell you this. To run it, switch to the Hard Disk Prompt (the thing that looks like this: C>) and type CHKDSK. The last line says "bytes free". If the number on that line is at least 588,800, you're all set. If it's less, you'll need to free up some RAM before you can begin.

One way to boost available RAM is to shut off **memory-resident programs**, such as menus, pop-up windows, calculators, etc., etc.

If you don't know how to do this—or don't really want to—you can still play *Wayne's World* by making a **FLOPPY BOOT DISK** (a blank disk formatted a special way; but you probably knew that).

Starting your computer with a floppy boot disk is actually the best way to play *Wayne's World* because it ensures no memory problems will occur. This highly technical procedure

(NOT!) will give you 637,056 as your "bytes free" when you run CHKDSK, enough to conceivably run two games simultaneously! (AS IF!) This procedure also prevents **all memory-resident programs** from loading.

Included in the *Wayne's World* installation is a small program that will make a floppy boot disk for you. If you'd like to make one, do this:

1. Put a blank high-density floppy disk in the **A** drive.

2. Type **BOOTDISK** (one word) from the subdirectory where you installed *Wayne's World* and press **ENTER**.

That's all? Yes, that's all. When it's done, leave the disk in the drive and restart the computer.

Guess what? If you made the floppy boot disk and restarted the computer, your mouse is now deactivated. But don't worry; just reactivate it by typing the name of your mouse driver after switching to the directory where your mouse files are installed (switch directories, of course, by typing **CD** and the name of the directory you want to switch to, then pressing **ENTER**). Most mouse drivers are called **MOUSE**. If you type that you'll probably see a massage (er, message) like "mouse driver installed". If not, see the documents that came with your mouse for the name of your mouse driver.
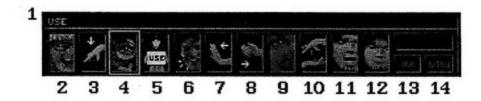
When you've got enough memory to start, switch to the directory where you installed *Wayne's World* and type **WW**. If you're playing with the keyboard instead of a mouse, type **WWK**. And be sure to look at the latest information about the game in the **README.TXT** file located on the last disk.

You're playing! Excellent!

NOTE: To skip the introduction, press **ESC**.

Playing *Wayne's World*

After the amazing introduction, you find yourself in Wayne's basement with Wayne and Garth. The first thing you'll want to check out are the windows at the bottom of the screen.

1. This is for messages.

2. This is for switching from playing Wayne to playing Garth, and vice-versa.

3. This is for picking up things.

4. This is for looking at things.

5. This is for using things.

6. This is for talking.

7. This is for pushing.

8. This is for pulling.

9. EXTREME CLOSE-UP!

10. This is for giving things (how kind of you).

11. This is for opening things.

12.   This is for closing things.

13.   This is for checking your inventory. Wayne and Garth
       each carry their own stuff, so be sure to check each of
       them when you're looking for something to use. You
       can tell what you have because a small picture of the
       item appears magically at the top of the screen.

14.   This opens another menu, which looks like this:

       1 | MUSIC On |
       2 | SOUND On |
       3 | LOAD GAME |
       4 | SAVE GAME |
       5 | RESTART |
       6 | QUIT |
       7 | EXIT |

    1.   Turns music on and off.

    2.   Turns sound on and off.

    3.   Loads a saved game.

    4.   Saves the current game (You can have more
          than one saved game, too).

    5.   Starts Wayne's World over again.

    6.   Quit Wayne's World (generally a bad call, unless
          someone wants you for dinner or band practice;
          you must have your priorities).

    7.   Closes the menu.

You may be wondering by now how to select all these useful
functions. Easy. If you have a mouse, use it to move the
white crosshair on the screen (**crosshairs**, fine wires or threads
crossing in a focal plane and serving to define a line of sight).
Use the **LEFT MOUSE BUTTON** to make selections. If you
don't have a mouse, the **ARROW KEYS** will also move the
crosshair; use the **ENTER** key to make selections.

You may also notice a green highlight box around one of the
icons. This box is controlled by the **RIGHT MOUSE BUTTON**
and is used for setting a default command. For example, if you
point to the **LOOK** icon and click the right mouse button, the
green box will highlight **LOOK**, and any time you press the right
mouse button Wayne and Garth will **LOOK** at the item the
cursor is pointing to.

Wayne and Garth will automatically walk to the items you
want to look at, pick up, use, etc., etc. Just move the
crosshair near the item and select it.

If You're Having Problems

In other game manuals, this section might be called something dry and technical, like "Troubleshooting". What you really need are some answers **If You're Having Problems** running *Wayne's World*. While we are not all-knowing in these matters (and who is), we will endeavor to help.

PROBLEM: I've quit *Wayne's World* and now I can't start it again.

POSSIBLE SOLUTION(S):   Are you in the directory where you installed *Wayne's World*? Type **CD** followed by the name of the directory and press **ENTER**. Now, type **WW**.

PROBLEM: I've typed **WW** and *Wayne's World* won't start or won't run correctly.

POSSIBLE SOLUTION(S):   You may not have enough free RAM. Didn't we go over this on page 6? Run the CHKDSK command and make sure the "bytes free" is at least 588,800. If it isn't, make a floppy boot disk and try again (see the section **Before You Start Playing. . .**).

Or. . .You may have chosen the wrong configuration options when you installed *Wayne's World*. No problem. Make sure you know exactly what your computer has and doesn't have (like the type of sound card, for example), and re-install *Wayne's World*. This time, choose the right options or we'll hurl on you!

Or. . .You may have filled up your hard disk. Go to the hard disk prompt and type DIR. The last line will tell you how much hard drive space you

have available. If it's at 0 or very low, your hard disk is full and the program couldn't install completely.

Or. . .You tried running *Wayne's World* from Microsoft *Windows*. Don't do that! *Wayne's World* must be started from DOS (and we don't mean the DOS prompt in *Windows*, either).

PROBLEM: I tried saving the game, but it wouldn't save.

POSSIBLE SOLUTION(S):   The hard disk might be full.

PROBLEM: I've changed some of the hardware on my computer and now the game doesn't work right.

POSSIBLE SOLUTION(S):   Anytime you change your computer's specifications you should re-install and reconfigure *Wayne's World*.

PROBLEM: None of the above suggestions seemed to help.

Okay, these things happen. If you get an error you don't understand or can't solve a *Wayne's World* problem, contact our Customer Service Department, Monday through Friday, between 9 a.m. and 6 p.m., Eastern time, with your problem. Before you do, though, please make sure you're near your computer and that it's up and running.

Here's the address and phone number:

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Credits

We **will** have credit where credit is due. . .oh, yes, we will have it.

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INTRACORP

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