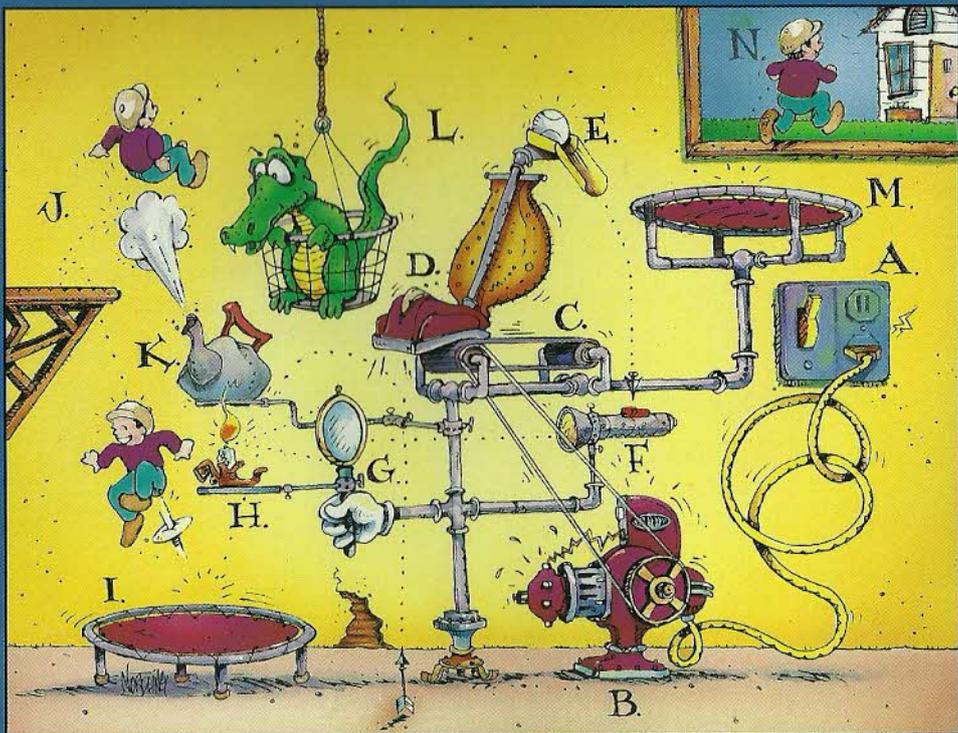




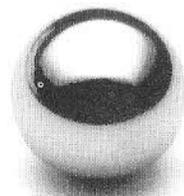
THE INCREDIBLE MACHINE 2™



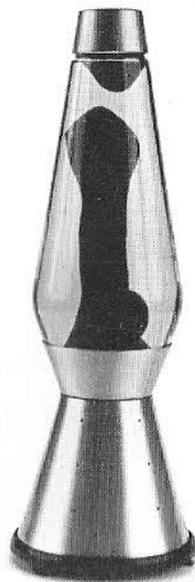
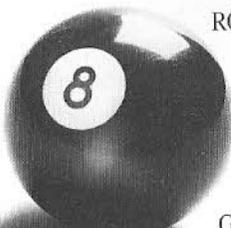


INCRECIBLE MACHINE 2

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Salutations

Professor Tim here. Welcome to my subterranean machine-making lab. We've got gazillions of gadgets lying around this place. And you won't *believe* all the things you can do with them!

The first thing you want to do is *Sign In*. Once you've written your name in my Inventor's Registry, I'll be able to keep track of which puzzles you've solved. And anybody else who wants to play can sign in under a different name. That way I can keep everyone's progress separate.



Now...

can I make a little suggestion? If this is your first time here, you might want to start off on my *Guided Tour*. It's a quick and fun way to get the hang of playing puzzles. It shows you how all kinds of things work—picture buttons, menus, and all kinds of machine parts. And the whole thing is automated! No kidding. Check it out.



Okay.

So let's say you know a little bit about *The Incredible Machine 2*, and you decide to launch right into *Puzzle Play*. You've got 150-plus puzzles waiting for your solutions.

And guess what. They're all built out of stuff I had lying around the lab! So don't be surprised if some of the puzzles are a little weird. And if any of the parts confuse you, don't sweat it. Just go to the *Tutorial Puzzles*, and look up the puzzle that names the part in question. You'll get a good example of how the part works, and a simple puzzle that teaches you how to use it.

But hold the phone!

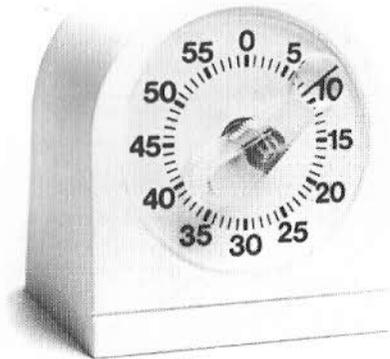
There's more! You can also *build your own Incredible Machine 2* creations!

Just take a trip over to *Professor Tim's Workshop*, and you'll have full run of the place. Every single part in the game is at your disposal. You can build puzzles just like the ones in the game. Then you can try them out

on your friends. Give them away as birthday presents. Send them out over bulletin boards. You name it!

Oh Yeah!

And one more thing. The best way to get the hang of building your own puzzles is to follow me on a crash course *Walk-Through*. I'll take you through all the steps in the puzzle making process. We'll build a machine, add music, put in hints, create a solution, write a goal, save it, and—*voila!*—you've got a puzzle!



Enough chit-chat! Let's go play *The Incredible Machine 2*!



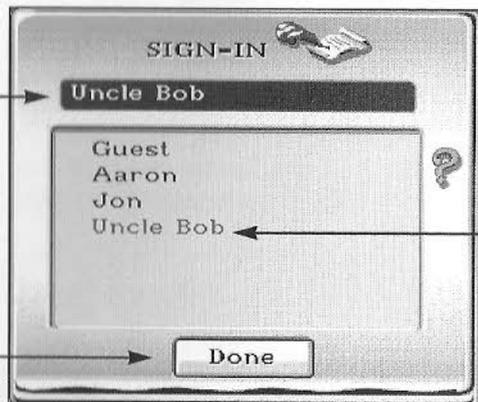
SIGN-IN WINDOW

The Sign-In Window comes up before you enter the game. It lets you register your name, so the game can keep track of which puzzles you've solved and your selected preferences. It also allows your friends to sign in separately, so there's no confusion as to which puzzles you've solved, and which ones were solved by another player. Choose "Guest" as the sign-in name when you don't want to keep a record of the player's progress. This will help save on your hard drive's space.

To register, type your name in the blue box at the top of the Sign-In Window, then click on "Done". A little window will pop up asking you if you're a new user. Choose "Yes". From now on your name will appear in the window anytime you choose Sign-In.

This is the name of the "selected player". To add a new player, click on this window and type in the player's name.

Choose "Done" when you're finished. This will take you to the Main Menu.



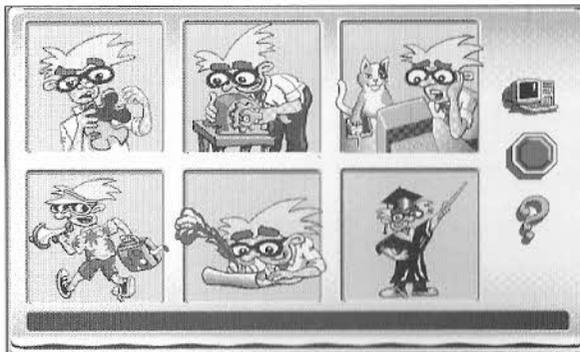
Click on the green "Help" question mark picture button to get more info about using the Sign-In Window.

Here's a registry of all the players who have signed in so far. Uncle Bob is printed in red. He is the "selected player". Click on any name to activate that player's personal game records.



Later on, when you want to let a friend play your game, or if you want to sign yourself in under a different name, just click on "Sign-In" from the Main Menu and repeat the registration process.

MAIN MENU



The Main Menu offers a variety of ways of playing and building, and lets you personalize your game play by signing in. Check out the options described below. You can come back to this menu from any place in the game by clicking on the Game Options picture button located just above the Parts Bin.

Tim Tip!
**CONFUSED? PERPLEXED?
BEFUDDLED?**
If you need help figuring things out, just choose the Guided Tour from the Main Menu and join Professor Tim on a journey through the game's parts, tools, and functions.



PUZZLE PLAY

Solve puzzles built by Professor Tim.



PROFESSOR TIM'S WORKSHOP

Change or build new puzzles.



HEAD-TO-HEAD

Take on a friend in a puzzle-solving contest.



GUIDED TOUR

Learn how to use parts, run the game, and build machines.



SIGN-IN

Each user registers his or her name here so the game can keep track of which puzzles each player has solved.



TUTORIAL

Professor Tim walks you through the process of building your own puzzle.



PLAYER PREFERENCES See the next page for a full explanation of this.

