



## Mission Global Terror

### A NOTE TO PARENTS

*Inspector Gadget, Mission 1: Global Terror* was created for the enjoyment it will bring children as they use their analytical skills and ingenuity to help one of their favorite cartoon characters solve a mystery.

We also hope it will help foster environmental awareness in our youngsters.

We present *Inspector Gadget* as an attractive alternative to some of the action games inundating the market. We hope your children enjoy this challenging and zany adventure as they help Inspector Gadget save the planet.

### COMPUTER SYSTEM REQUIREMENTS

- ◆ IBM PC®, Tandy® and compatibles
- ◆ MS-DOS 3.3 or later
- ◆ VGA or MCGA, 256 color
- ◆ 640K RAM
- ◆ Hard drive
- ◆ Mouse recommended
- ◆ Supports PC speaker sound; Sound Blaster®, Ad Lib® and Roland® sound boards also supported

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## Mission Global Terror

### About This Manual

As you read this manual, you'll be introduced to new terms and instructed to press certain keys or mouse buttons. These words are italicized:

*Enter*

You'll also be instructed to type commands to the computer. Commands are darker than regular writing and appear in a different typeface:

**install**

As you play Inspector Gadget, you can make Penny or Brain perform different actions by selecting icons on your computer screen with the mouse or keyboard. Icons are small buttons with pictures on them, and they are capitalized:

**GOTO**

When you install and play the game, files are created in your computer. In this manual, file names appear in boldface and are capitalized:

**README.TXT**

## (Mission Global Terror)

### Help playing the game

You're probably anxious to get into the game and help Inspector Gadget save the world. But, first, please take a few moments to read this manual and the **README.TXT** file on Disk 1.

The manual teaches you how to get around in the game and includes valuable tips (see Page 22). The disk file contains important information on last-minute changes or additions that are not in the manual.

Also, please mail to us your Registration Card. You'll receive helpful hints to successfully solve **Mission Global Terror** as well as discounts on other Azeroth games.

After you've started your case with Inspector Gadget, you may get stuck and think you can't go any further. If so, you can call us at Azeroth and we'll try to help you.

Please check with your parents, though, because there's an 80-cent per minute charge for the call. Otherwise, write to us at the address on Page 4.



**HINT LINE: 1-900/407-HINT**

## Mission Global Terror

### Help Installing OR Running The Game

If you need help running or installing the game, your mouse doesn't work, or the program seems to run too slow, read the "Trouble Shooting" section in the README.TXT file on Disk 1. To look at README.TXT, type the words:

TYPE README.TXT| MORE

and then press the Enter key to scroll through the file. If you still can't get Inspector Gadget to run:

Write down the type of computer and amount of RAM (random access memory) you have, as well as the contents of your CONFIG.SYS and AUTOEXEC.BAT files (found in the root directory of your computer's hard drive).

Then, call or write to us for help. We're sorry, but we cannot give hints to help solve the game when you call this number.



#### Technical Support Line

( -206 ) 392-7266 ... 9 a.m. to 6 p.m., Pacific time



#### Azeroth's Address

Azeroth, Ltd.  
3020 Issaquah-Pine Lake Road, Suite 341  
Issaquah, WA 98027-7255  
Attn.: Technical Support

## Mission Global Terror

### Installing The Game

Inspector Gadget must be installed on your computer's hard disk before you can play the game; you cannot play it directly from the floppy disks provided.

Before installing the game, we recommend that you make one copy of each *Inspector Gadget* disk, just in case your original disks should become damaged.

To install *Inspector Gadget* :

- ☛ Insert Disk 1 into the floppy drive.
- ☛ Change to that drive. Type **a:** or **b:** (as appropriate) and press Enter.
- ☛ Type **install**, then press **Enter**.
- ☛ Follow the instructions on the screen.

The program will copy all necessary files to the directory you specify.

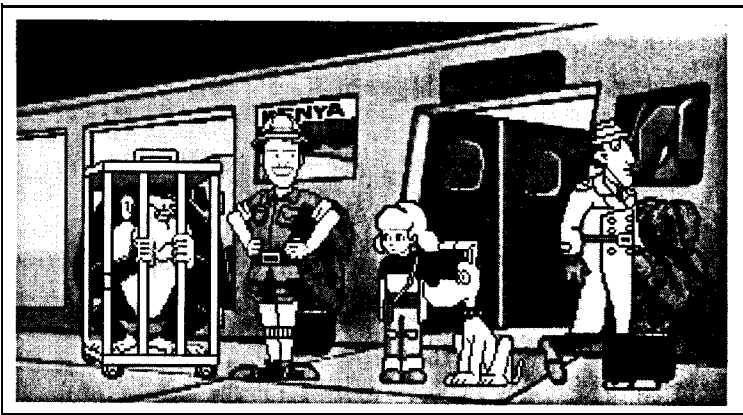


## Mission Global Terror

### Starting The Game

To start Inspector Gadget

- ☛ Make sure you are at the C: prompt. If you are still logged on to drive A: or B:, type c: and press *Enter*. (Substitute the correct drive letter if you installed the game on a different drive.)
- ☛ Change to the directory in which you installed the game. Type `cd \gadget` and press *Enter*. (Substitute the correct directory path if you installed the game in a different directory.)
- ☛ Type `gadget` and press *Enter*.



## Mission Global Terror

### Playing INSPECTOR Gadget

#### Your Mission

Doctor Claw and his M.A.D. agents have captured six members of a special United Nations Council on the Environment.

The U.N. members have been secretly replaced with robot delegates programmed to carry out acts of ecological terrorism and turn our precious world into a help of Penny and Brain, gigantic toxic waste dump.

Not only that, but the real U.N. delegates have amnesia! They've lost their memory and are wandering around the globe unaware of the fiendish plot about to unfold.

Even worse, all of the

Inspector's gadgets have been stolen!

Of course, our favorite super-sleuth has jumped right in to solve this tricky case and is about to get himself in plenty of trouble. M.A.D. has set traps for him all over!

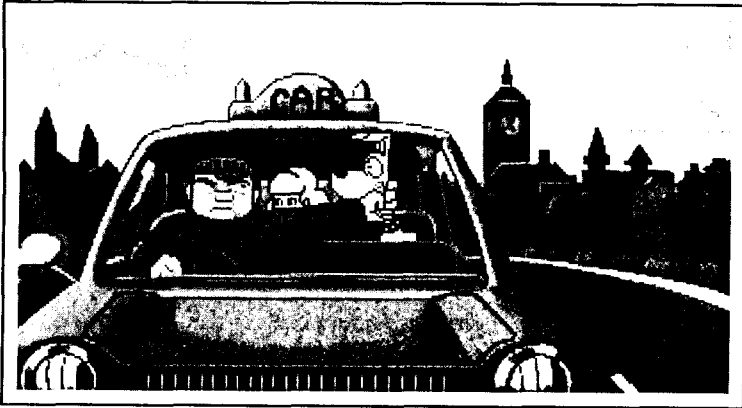


With the help of Penny and Brain, you must figure out the clues that will lead you to Inspector Gadget and help him find the U.N. delegates, retrieve hisgadgetsand stop Dr. Claw's horrible scheme before it's too late.

Are you ready to take on *Mission Global Terror* and

save the world?

## Mission Global Terror



### Penny and Brain

Inspector Gadget goes off on his own misguided way. However, you can control Penny or Brain by telling them to go places, talk to people and hunt for clues. You can also control the Inspector's gadgets by using Penny's *Computer Book*.

Penny and Brain are sometimes in the same place and other times in different parts of the city. Depending on what you want to do next, you can switch back and forth between them by selecting the *Icon Button* with their picture on it.

You are allowed to play only one of the two characters at a time. When you are playing Penny, the icon will show Brain's face; when you play Brain, Penny's face will show. Whomever you are controlling is called *Your Character* in these instructions.

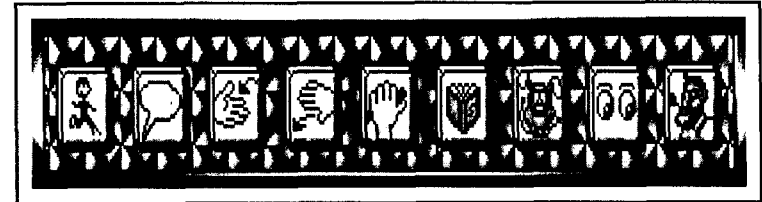
## Mission Global Terror

### Scenes, Cities and the World Map

After you start *Inspector Gadget*, you'll see that the computer screen is split into two parts:



- ▲ The top part is where all the action takes place.
- ▼ The bottom part contains a row of *Icon Buttons*.



You can choose any of these icons by using the mouse or keyboard. (See "Using the Mouse" and "Using the Keyboard.")

When the game starts, Penny, Brain and Inspector Gadget are at home. This is an example of a *Scene*.

## Mission Global Terror

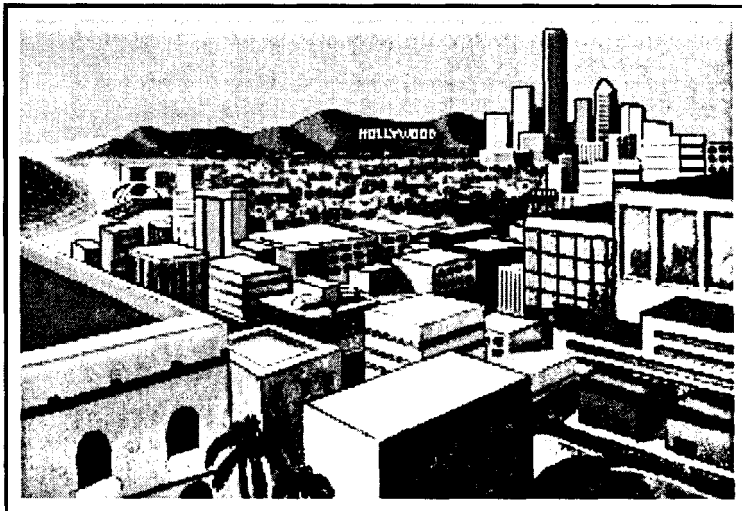
### Scenes, Cities and the World Map (con't.)

You can get into different Scenes by going through doors, windows and the edge of the screen.

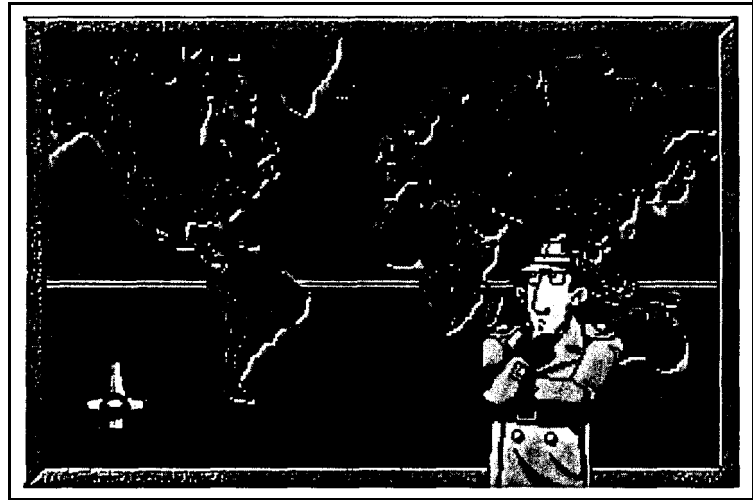
For instance, when Chief Quimby calls and Inspector Gadget leaves his house to meet with him, Penny and Brain can follow by going through the door.

To open the door, choose the USE icon, then point your cursor at the door and choose it. Your Character will walk out of the house, where you can search for a map of Metro City. From this map, you can go to the place where Chief Quimby is waiting with your mission.

Sometimes, you'll leave a Scene and see a picture of the city . . . a *Cityscape* Like the Metro City map, the *Cityscape* lets you go to another part of the city or the *Airport*.



## Mission Global Terror



### Scenes, Cities and the World Map (con't.)

At each Airport, going through one exit takes you to **the World Map**.

When you are at the Map, you can travel to any of seven cities: New York, Los Angeles, London, Moscow, Nairobi, Rio de Janeiro and Hong Kong. Move the cursor around the map to choose a city, then click the left mouse button or press *Enter*.

By going through the other exit at the Airport, you'll see the *Cityscape*. Just like in the World Map, move your cursor to where you'd like to go, then click the left mouse button or press *Enter*.

From here, you need to explore and hunt for clues that will lead you to Inspector Gadget and the missing delegates.

## Mission Global Terror

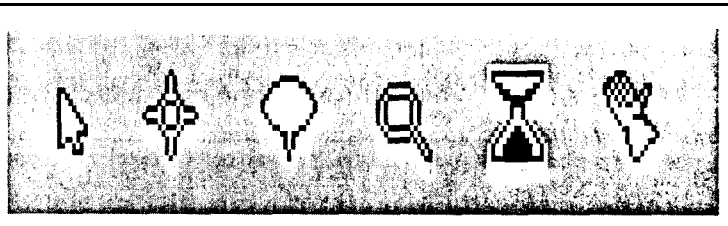
### Using the Mouse

The easiest way to play Inspector Gadget is with the mouse. Use it to move the cursor around the screen and point at icons, objects and places.

☛ *Left button:* Click it to choose something.

☛ *Right button:* Click it to find out what an icon does.

As the game is being played, whatever Your Character says or thinks will show up on the screen in a rectangular dialog box. When you're done reading the dialog, click the left button to continue the game.



### Cursors

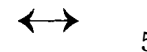
When you choose an icon, the cursor will change its shape as a reminder. For example, when you choose the EXAMINE icon, the cursor changes to a magnifying glass.

Sometimes, the cursor will change to an hourglass to let you know the program is busy. It's usually a good idea to wait until the hourglass disappears before moving the mouse or pressing any keys.

## Mission Global Terror

### Using the Keyboard

You can also play Inspector Gadget by using the keyboard. Different keys move the cursor and allow you to choose icons, objects and places.



The *Arrow* keys move the cursor around the screen.



When you want to move the cursor a very short distance, hold down the *Shift* key while pressing one of the *Arrow* keys.



When the cursor is pointing at an icon, object or place, press *Enter* or the *Space Bar* to choose it.



Press the *F1* key to find out what an icon does.



You can move the cursor from one icon to the next on its right by pressing the *Tab* key. When you are on a *Cityscape* or the *World Map*, the *Tab* key will move the cursor among locations.



The cursor will move to the next on its left when you hold down the *Shift* key while pressing the *Tab* key.

After you are done reading the dialog spoken by characters, press any key to continue the game.

## Mission Global Terror I

### The Icon Button Bar



#### Go To

When you choose the GOT0 icon, the computer asks, "GO TO ?"

Use the mouse or keyboard to indicate where you want Penny or Brain to go by choosing a place on the screen. Depending on the place you have chosen, Your Character may leave the Scene and enter another one.



#### Talk To

When you choose the TALK TO icon, the computer asks, "TALK TO ?" Use the mouse or keyboard to point to the person you want Penny to talk to.

When you choose a character to talk to, the Icon Buttons at the bottom of the screen will change into a Dialog Options Box. This box sometimes lets you choose what you want to say to the person. The Icon Buttons will reappear when your conversation is over.



#### Pick Up

When you **choose** the PICK UP icon, the computer will ask, "PICK UP ?" Use the mouse or keyboard to choose the object. Only Penny can pick up objects.

## Mission Global Terror

### The Icon Button Bar (con't.)



#### Give

When you choose the GIVE icon, the computer will ask, "GIVE ?" The Icon Buttons at the bottom of the screen will change to show all of the items that Penny can give to someone else. Use the mouse or keyboard to choose the item you want Penny to give away and then the person who should receive it.



#### Use

When you choose the USE icon, the computer will ask, "USE ?" The Icon Buttons at the bottom of the screen will change to show all of the objects that Penny has. Use the mouse or keyboard to choose one of those objects or one that is in the Scene. If Penny has no objects, the icons will be blank.

Some objects work together and cannot be used alone. For instance, when you select the broom, the computer will ask, "USE BROOM WITH?" You'll then need to use the mouse or keyboard to choose an object to use with the broom.

Sometimes, Brain can use objects together to make a costume for himself. If Brain uses an object that is part of a costume, a Thought Balloon will appear over his head, giving you a clue about the kind of costume he can make.



## Mission Global Terror

### The Icon Button Bar (con't.)



#### Penny's Computer Book

If Your Character is Penny, you can use her special Computer Book. When you choose the COMPUTER BOOK icon, the screen will change to show the inside of the book. There are six icons and a small window at the top of the left page and a larger window on the right page.

You'll find out how to use the Computer Book a little later.



#### Switch

Choose this icon if you want to change characters.



#### Examine

When you choose the EXAMINE icon, the computer will ask, "EXAMINE ?" Use the mouse or keyboard to choose the item you want to look at more closely.



#### Chief Quimby

Choose the CHIEF QUIMBY icon to call him for hints. When you are done talking to him you can choose the RETURN icon to get back to the last Scene. Or, you can choose the SWITCH icon to change Your Character from Brain to Penny or from Penny to Brain.

## Mission Global Terror

### Penny's Computer Book



#### Magnet

When you choose the MAGNET icon, the screen will change back to the Scene where Penny is and the computer will ask, "Use Magnet With ?" Use the mouse or keyboard to choose the object you want Penny to pick up with the magnet.

You can use the magnet with some objects that Penny can't reach. But, remember, a magnet only works with certain kinds of metal objects.



#### Go-Go Gadget

When you choose this icon, the large window on the right page of the Computer Book will show icons of all of the Inspector's gadgets that Penny can control from her book. This section will be empty when the game starts because all of the Inspector's gadgets have been stolen.

When you move the cursor over a gadget, its name will appear in the small window at the top of the left page. When you choose a gadget icon, the screen will change back to the Scene where Inspector Gadget is, then you'll see him using that gadget.

Remember that, if Penny has already given a gadget to her Uncle, she cannot take it back. Also, Inspector Gadget must be in the same room as Penny when she tells him to use a gadget.

## Penny's Computer Book (con't.)

### Return

When you choose the RETURN icon, the screen will change back to the current Scene. This icon is also located on Penny's Watch.

### Research

Choosing the RESEARCH icon provides you with clues that help you solve the case. A list of topics you can research will appear in the large window on the right page of Penny's Computer Book. To choose a topic, place the cursor over it and click the *left mouse button* or press *Enter*.

If you decide you don't want to choose a topic after the list appears, you can choose another icon from the left page of the book instead.

Once you have chosen a topic, information will appear in the large window. You can use the scroll bar on the right side of the window to see different parts of the information.

Move the cursor over the bar and click the *left mouse button* or press *Enter*. Click the up or down arrows on the ends of the scroll bar to move up or down one line of writing. Click the colored part of the scroll bar to move up or down through the information much faster.

## Penny's Computer Book (con't.)

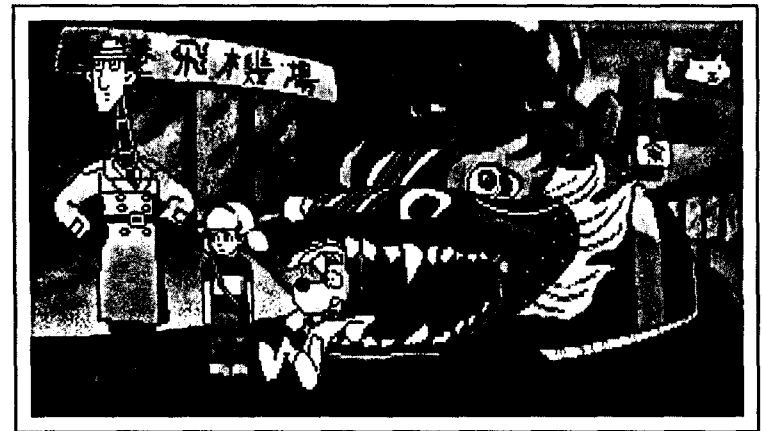
### Penny's Watch

When you choose this icon, the screen will change to show Penny and Brain talking to each other using Penny's Watch and the *Communication Device* in Brain's collar. Use the mouse or keyboard to choose what to say from the box in the lower middle part of the screen.

You can also choose the RETURN icon to return to the last Scene or choose the SWITCH icon to change characters.

### Chief Quimby

When you choose this icon, you can talk to Chief Quimby and get hints on solving the case.



## The Player Options Menu

**Esc**

When you press the Escape (Esc) key, the *Player Options Menu* appears on your screen. You can move the cursor and select the buttons on this menu in the usual way, using the mouse or keyboard. The buttons on the *Player Options Menu* are described below.

**Save**

When you choose this button, a box appears in which you can type the name of the game you want to save. Or, you can choose a name from the list of games you've already saved. Remember, if you choose a game that you already saved, it will be replaced by the new game.

**Restore**

When you choose this button, a box appears in which you can type the name of the game you want to restore. Or, you can choose a name from the list of games you already saved. In either case, restore lets you continue a game that you saved.

**Restart**

When you choose this button, the game will start again from the beginning.

**Quit**

When you choose this button, the game ends.

## The Player Options Menu (con't.)

**Play**

When you choose this button, the game will return to the point where you pressed the *Esc* key.

**About**

When you choose this button, the game credits appear.

**Sound On**

When the button says "on," you will hear the sound effects. When it says "off," you will not be able to hear them. Use the mouse or keyboard to turn the sound effects on or off.

**Music On**

When the button says "on," you will be able to hear the background music. When it says "off," you will not be able to hear it. Use the mouse or keyboard to turn the background music on or off.

**Save Options**

When you choose this button, your preferences for music and sound will be saved. The next time you run *Inspector Gadget*, the music and sound settings will match those that were saved with this key.

## Mission Global Terror

### Tips

Inspector Gadget must solve a very important mission and he needs your help. M.A.D. agents lie in waiting all over the globe. You must find the Inspector and help him stop Dr. Claw before it's too late. Look carefully for clues.

Talk to characters you meet. Examine any objects you see in a Scene. You will get information that will help you decide what to do next.

Pick up all the objects you can. Even if they do not seem useful now, you may be able to use them later. Keep an eye out for Inspector Gadget's stolen gadgets. Penny should pick these up whenever she finds them to give them back to the Inspector when she sees him next.

Sometimes you may get stuck. If this happens, try switching from Brain to Penny or from Penny to Brain. Or, call Chief Quimby for advice.



## Mission Global Terror

### WARRANTY INFORMATION

Azeroth provides to the original purchaser of this computer software product, for a period of 90 days from the date of original purchase (the "warranty period"), the following limited warranty:

- 1.) Azeroth warrants that, under normal use, the magnetic media and packaging provided with it are free from defects in materials and workmanship;
- 2.) Azeroth warrants that the software, as originally purchased, will perform substantially in conformance with the specifications set forth in the packaging and user manual.

To make a claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name and address, and a statement of the defect. Or, send the disk(s) to Azeroth within 90 days of purchase. Include a copy of the dated purchase receipt, your name and address, and a statement of the defect. Azeroth or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media after the 90-day warranty period has expired, send the original disk(s) to Azeroth. Enclose your name and address, a statement of the defect, and a check or money order for \$10.