

WAXWORKS



Documentation
for IBM PC

CREDITS

Designers: Mike Woodroffe, Alan Bridgeman and
Simon Woodroffe

Producers: Mark Wallace and Todd Thorson

Associate Producer: David Friedland

Assistant Producer: Tricia Woodroffe

Graphics: Paul Drummond, Kevin Preston,
Maria Drummond and Jeff Wall

Music: Jezz Woodroffe

Sound Effects: John Canfield

Testing: Dan Carter, David Friedland, Steve Graziano,
Harry James, Sylvia Parry and Todd Thorson

Manual: Cheryl Post

Story: Dick Moran

Special Thanks: Mike Meyers, Laurie Souza, Linda Blanchard,
Glen Williams and Tammy Williams



TABLE OF CONTENTS

Warning: Danger Ahead	1
Getting Started	2
System Requirements	2
Using The Mouse	2
Keyboard Options	2
IBM PC Installation and Loading	3
Running From Windows 3.1	4
Copy Protection	4
Just the Basics	5
How Do I Move Around?	5
What's All This Stuff?	7
What Do I Do With The Stuff?	7
Main Screen	8
Exhibit Window	9
Who am I?	9
Where am I?	9
How am I Doing?	9
Display Box	10
Text Box	10
Activity Icons	10
Object Actions	11
I Need a Break (Pause)	11
Get Me Out of Here (Quit)	12
Things Look Grim (Save and Restore)	12
Interacting With The Inhabitants	13
Fighting For Your Life	13
What to Do With a Dead Body	15
Let's Talk	15
Help Me, Uncle Boris	15
Appendix A: Troubleshooting	17



WARNING: DANGER AHEAD

Still dazed from the strange and terrifying events of the past week, you pause at the cold, forbidding entrance to Uncle Boris' eerie stone mansion. Inside awaits the *Waxworks*. You really don't want to be here. You want to turn on your heel and flee this vile, revolting place, never to return.

But you can't. You must master your fears and go on. Remember that only *you* can free your possessed twin Alex from the dreaded curse of Ixona and save the world from the diabolical forces of evil he is preparing to unleash. You must face the horrors that await you in the *Waxworks*. And you must face them alone.

Lifting the curse of Ixona and saving Alex will not be easy. You'll need extraordinary skill and cunning to avoid the flesh-rending traps and solve the mind-perplexing puzzles that await you. You'll need heroic courage and superhuman strength to face the ruthless fiends that lurk within the bowels of the perilous *Waxworks*. Take heart. You'll have the benevolent spirit of Uncle Boris to guide you if you falter.

The forbidding doors slowly open with a low mournful wail. Your flesh crawls as the faint smell of the musty old wax museum pervades the air around you. You find yourself staring into the lifeless eyes of a huge, creepy apparition in a butler's suit. He escorts you through the halls leading to the exhibits. The corridors appear harmless but you still feel uneasy. Things are not as they appear.

There are four dangerous, challenging quests to master and survive before you can save Alex. You will journey to the mysterious land of the Pharaohs to explore the Great Pyramid and rescue a beautiful princess. You will have to tread the dark menacing streets of 1888 London to confront the murderous Jack the Ripper and foil his malevolent plot. You will also be required to descend into the treacherous iron mines to battle a huge mutant plant with an insatiable appetite for human flesh. And you must enter an unworldly graveyard to confront and vanquish the evil Necromancer and the rotting, mindless horde of zombies who do his bidding.

The time has come for you to enter the exhibits and face your destiny. Chances are you won't survive. You'll probably be horribly tortured and gruesomely mutilated, before this is over. You may even lose your life. We wish you luck. You will need it.



GETTING STARTED

To play *Waxworks* you'll need courage, intelligence, and a computer system that meets the following requirements.

System Requirements

- 12 MHz or faster IBM-AT or compatible system
- 640K RAM
- VGA graphics capability
- Hard drive required, with at least 10 megabytes of space available for program and game saves
- Mouse

Using The Mouse

A mouse is used to examine, select, and manipulate objects while you are playing *Waxworks*. You can use it to move around the exhibits and make text selections. Although most mice come equipped with two or three buttons, the only button you will use in *Waxworks* is the left button. You press it when we ask you to "click." When we ask you to "drag" something somewhere, it means we want you to hold the mouse button down while moving something around. You let go of the mouse button when you have completed the action.

Keyboard Options

Sometimes, during the installation and while playing the game, you will need to use the keyboard. For example, the arrow keys can be used to move around the exhibits. When we ask you to "type" something, such as directory paths or position names, you use the keyboard.

Here are some other keys that cause things to happen in *Waxworks*.

- **S** key turns the sound off and on.
- **M** key turns the music off and on.



IBM PC Installation and Loading

Installing Waxworks Onto Your Hard Drive

Use the following instructions to install *Waxworks* on your hard drive.

- 1 Start up ("boot") your computer system.
- 2 Insert the floppy disk labelled Disk 1 into your floppy drive.
- 3 Select the floppy drive containing Disk 1. Type **A:** or **B:** and press **Enter**.
- 4 Type **install** and press **Enter**.
- 5 Follow the instructions that appear on your screen. If you want to install *Waxworks* onto a drive or into a directory other than **C:\WAXWORKS**, you can change it during the installation.
- 6 As the installation program finishes copying the files from the floppy disk to your hard disk, it will ask you to remove the disk and insert another disk. Follow the directions as they appear on your screen.

Setting Up Waxworks

The Setup program configures *Waxworks* to run on your computer system's hardware. You must run it before you play the game for the first time. If, for some reason, you install *Waxworks* again, you should run Setup again. You should also run Setup again if you make any hardware changes to your computer system.

Starting Waxworks

After you have installed *Waxworks* on your hard drive, you're ready to start your journey into terror. Here's how you begin:

- 1 Turn on your computer (if it's not already running).
- 2 Change to the drive and directory that contains *Waxworks*. For example, if you installed *Waxworks* without changing the drive and path during installation:
 - Type **C:** and press **Enter**
 - Change to the directory that contains the *Waxworks* program
 - Type **wax** and press **Enter**



Starting Waxworks (continued)

What may be your last look at the world outside of the Waxworks appears on your screen. You are ready to embark on a perilous journey into a nightmarish world of unimaginable evil.

Note: If you receive the "INSUFFICIENT MEMORY" message, please turn to **Booting Clean** section, page 19, for help.

Copy Protection

You face a sinister butler. You are pleasantly surprised when he asks you for a ticket instead of attacking you. How nice, you think. But if you don't provide him with the right number, your relief may be short-lived.

On your screen you will see several symbols and names that help you determine the four-digit ticket number he requires. The following instructions use the information on your screen. Please follow the instructions carefully.

- 1 Take out the codewheel that was provided with your official version of the game.
- 2 Find the EGYPTIAN SYMBOL on the outer ring of the codewheel that matches the EGYPTIAN SYMBOL displayed on your screen. Find the MONSTER on the middle ring that matches the MONSTER displayed on your screen. Rotate the outer ring of the codewheel until the EGYPTIAN SYMBOL lines up with the MONSTER on the middle ring of the codewheel.
- 3 Find the LOCATION on the inner ring that matches the LOCATION displayed on your screen. Rotate the inner ring so the LOCATION lines up under both the EGYPTIAN SYMBOL and MONSTER. You have finished moving the rings around.



- 4 Find the OBJECT NAME on the inner ring. Don't move the ring. Just look all around the inner wheel until you find it.
- 5 Locate the cutout window immediately above the OBJECT NAME. You should see a four-digit number (####).
- 6 Enter the number using your mouse to click the keypad on the screen.

JUST THE BASICS

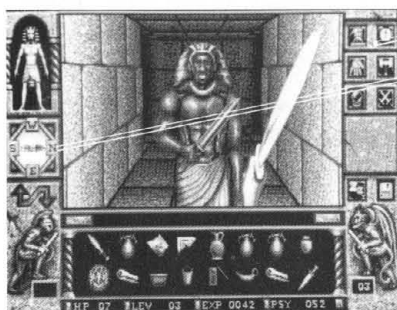
Your ultimate quest is to discover the secret of the *Waxworks* and lift the curse of Ixona that plagues your family. Try to ignore the gnawing fear in your gut, the feeling of impending disaster that threatens to overwhelm you. The ghastly exhibits inside hold the key to your fate.

You have to explore the intricate passages, alleys, and tunnels that make up the *Waxworks*. Be warned that once you enter an exhibit, the only way out is to solve the puzzle, win a terrible battle, or die a horrible death. When you complete an exhibit, you will be transported back into your Uncle Boris' wax museum, ready for your next adventure.

How Do I Move Around?

It's time for you to take action. You can't lift the curse if you're just standing there.

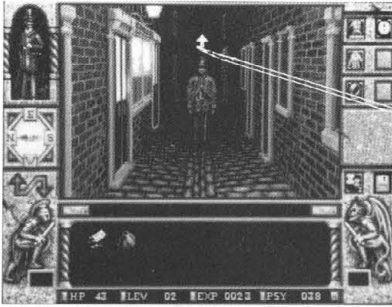
Note: Click means to press the **left mouse button**.



- Compass Icon
- Compass/Direction Arrows

Fig. 1 Direction Arrows and Compass Icon

How Do I Move Around? (continued)



Direction Pointer

Fig. 2 What's that Pointer Doing?

Start by checking the directions you can go with the Direction Arrows. If you prefer to check direction with a compass, position the pointer over the Compass icon in the right corner of your screen and click. The Direction Arrows change to a Compass (Fig. 1). Possible directions are highlighted. The top of the Direction Arrow display or the Compass represents the direction you are facing.

Use any of the following methods to move:

- Press the **arrow key** on your keyboard that corresponds to the direction you want to move;
- or move the pointer to the edge of the Exhibit Window toward the direction you want to move in. When the pointer changes to a direction pointer, click (Fig. 2);
- or using the Direction Arrows or Compass, position the pointer on the direction you want to move in and click.

If you want to turn around to see what's coming or where you've been, click on the center of the Direction Arrows or Compass. This turns you around 180 degrees without affecting your position. As you progress through an exhibit, you may find you can go up or down to other levels. At that point, the **up** or **down arrow** will light up.

Caution: It's not a good idea to stay in one place for too long. Beings hungry for your blood can come up from behind, stun, and eventually slaughter you if you aren't paying attention. If you see stars, you better make a quick 180 degree turn and see who's beating on your head. Then you can pause and think about what all this means. For details, see **Interacting with the Inhabitants**.



What's All This Stuff?

Each exhibit contains lots of objects you can look at, pick up, and manipulate. Plaques, papers, and other objects may have something for you to read. You can use some objects, like swords and knives, to perform actions. An object may contain other objects.

Some objects have a hidden purpose, so you may have to examine things more than once and spend some time to thoroughly evaluate what they do. Even mutilated bodies may hold some secret, so don't be too squeamish about rifling their pockets.

To look at something, move the pointer over an object. A brief description appears in the Text Box. Click once and the Object Actions appear on the right side of your screen. Object Actions tell you what you can do with the object and allow you to examine objects in greater detail. You can **EXAMINE** the object by clicking on it again. Extra information is shown in the Display Box (Fig. 3).

Sometimes when you click on something, like a large object, corpse, or injured inhabitant, the Exhibit Screen shows a close-up of the item you clicked. You can tell it's a close-up because a large **R** appears in the right corner. When you are done examining and performing other actions within the object, position the pointer over the **R** (return) and click. The Exhibit Screen returns to normal view.

What Do I Do With The Stuff?

You can take almost anything you can touch with your pointer, except large, heavy objects, things fixed in place, and decomposing corpses. Some of the stuff is useful, some is not. For instance, you might want to grab a weapon at your earliest opportunity, in case something hungry for fresh meat comes your way.

Some objects combine with other objects to form a third, more useful object. Other times, you may try to use one object on another object to see if anything interesting happens. The bottom line: objects are not always as they seem at first glance.

Tip: If you can't find what you need, you may have to combine items.

What Do I Do With The Stuff? (continued)

Before you can do something with an object, you must possess it. There are several ways to do this.

One way:

- Move the pointer over the **Hand** icon and click. The pointer changes to a hand.
- Move the hand over an object and click. The object is added to your inventory.

Another way:

- Move the pointer over an object and click.
- Move the pointer over the **Hand** icon and click. The object is added to your inventory.

Yet another way:

- Move the pointer over an object.
- While holding down the **left mouse button**, drag the object into the Display Box. The object is added to your inventory.

The Display Box shows objects you have taken and added to your inventory (Fig. 3). When you have more stuff than fits in the Display Box, use the arrows that appear on the right side of the Display Box to move the display up and down.

MAIN SCREEN

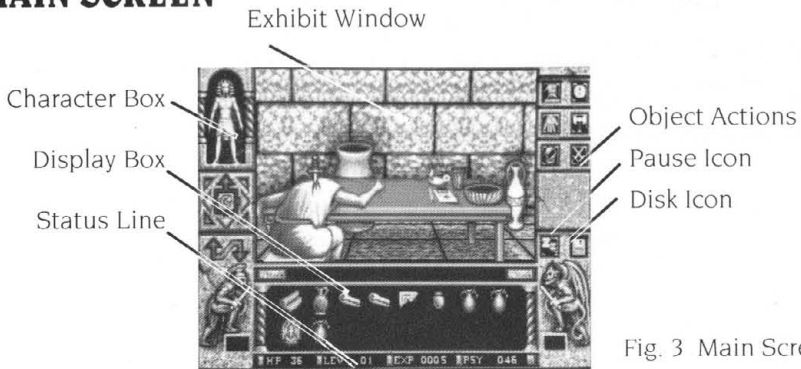


Fig. 3 Main Screen



Exhibit Window

This is where all the action takes place. Each time you move, the Exhibit Window shows your new location. Use it to watch for creepy inhabitants who might walk right up to you and start hacking away. Use it to find objects you'll need to solve the mysteries that await you. Use it to play *Waxworks*.

Who am I?

When you step into an exhibit, you become an inhabitant of the exhibit, a character in the time period you have stepped into. The Character Box in the top left corner of your screen shows who you are (Fig. 3).

Where am I?

That's a good question. When you're running around dark alleys and twisting corridors, things can get pretty confusing. You may want to take some extra time and create a map of each exhibit as you go along.

How am I Doing?

The Status Line across the bottom shows you the state of your current character (Fig. 3). It shows the following four very important pieces of information:

- HP Hit Points:** Goes up with your level. Goes down when you are under attack from some nasty inhabitant. If HP reaches zero, you're dead and it's not a pretty sight. Uncle Boris may be able to help you increase your HP if you are injured, and have the items he needs.
- LEV Level:** Goes up as you gain experience; other powers increase allowing you to gain more HP and fight fiercer, scarier opponents.
- EXP Experience:** Goes up as you explore the exhibits, solve puzzles, and kill things. As EXP reaches a certain point, your level goes up.
- PSY Psychic Energy:** Reflects how much psychic energy you have to contact your Uncle Boris using the Crystal Ball. Decreases when you get hints, information about the game, or healing from Uncle Boris.

Display Box

Shows critical information about exhibits, objects, and inhabitants you encounter during your quest (Fig. 3). It allows you to:

- Look at what you've collected
- Find out more about an object
- Receive messages about your progress
- Talk to the inhabitants

Text Box

Displays a brief description of the object on which the pointer is positioned.

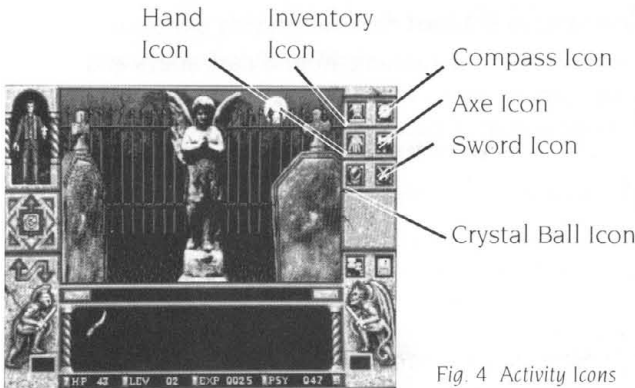


Fig. 4 Activity Icons

Activity Icons

Activity icons let you manipulate objects in *Waxworks*. To animate a particular icon, move the pointer over it and click (Fig. 4).

Compass Icon

To toggle between the Direction Arrow and Compass Indicator (located on the left side of the screen), move the pointer over the **Compass** icon and click.

Hand Icon

Picks up and moves objects. The pointer changes to a hand. Position the hand over an object and click. The object is added to your inventory.



Crystal Ball Icon

Contacts Uncle Boris. Uncle Boris guides you on your journey by providing hints, information about your objective in each exhibit, and healing. Using the Crystal Ball will cost you Psychic Energy.

Inventory Icon

Returns the inventory display to the Display Box. Use after a message, when searching a large object, or any other activity which causes your inventory to disappear from the Display Box.

Axe Icon

Gets your weapon ready for use. Displays all weapons from your inventory that you can use to fight. See **Fighting For Your Life** for details.

Sword Icon

Use the sword icon to engage in a fight. The pointer changes to a sword. See **Fighting For Your Life** for details.

Object Actions

Object Actions appear on the right side of the screen (Fig. 3). They display what you can do with an object. They appear when you move the pointer over an object and click. Some common Object Actions are **EXAMINE**, **USE**, **OPEN**, **CLOSE**, **LOOK IN**, and **DROP**. Move the pointer over the action you want and click.

Note: **EXAMINE** is automatically selected to save you time.

I Need a Break (Pause)

At any time, you can take a break and think about the latest life-threatening problem you've encountered. Just move the pointer over the **ZZZ** icon (Fig. 3) and click. The game pauses. When you are ready to continue, click on **CONTINUE** or press any key.

Get Me Out of Here (Quit)

You can leave the *Waxworks* at anytime. To do this, move the pointer over the **Disk** icon (Fig. 3) and click. Move the pointer over the **Quit** option and click. If you change your mind, click on any blank area within the Quit box or click on the word **NO**.

Note: Consider saving your position before you quit. Then, the next time you play *Waxworks*, you can start from where you left off.

Things Look Grim (Save and Restore)

Death can come swiftly and painfully in *Waxworks*. When you face a vicious foe, or have completed some complicated series of actions, you'll probably want to save your position.

- 1 Move the pointer over the **Disk** icon (Fig. 3) and click.
- 2 Move the pointer over the **Save** option and click.
- 3 Enter the name (up to eight characters) for the position you want to save. Pick a name that will later help you remember what the position represents. Press **Enter** to save the game.

Note: Any previously-saved positions appear on your screen. You can update a previously-saved position with your current position. To do this, move the pointer over the name of the previously-saved position and double click.

After you have saved your position, you can return to it at any time.

To Restore a Previously Saved Game:

- 1 Move the pointer over the **Disk** icon (Fig. 3) and click.
- 2 Move the pointer over the **Restore** option and click.
- 3 Move the pointer over the position name you want to restore and click.

To return to the game without saving or restoring a position, move the pointer over the word **EXIT** and click.



Note: If you have more than 26 saved games, *Waxworks* will create a second page of saved games. To retrieve a game from the second page, position the pointer over the word **MORE** and click. Then, select the position to restore and click.

INTERACTING WITH THE INHABITANTS

You are going to encounter many strange inhabitants while you are wandering around the exhibits. When you see someone, you can:

- Fight them; the most common form of interaction in *Waxworks*
- Search them; for interesting objects, if they are dead
- Talk to them; ask questions to obtain useful bits of information

Fighting For Your Life

Trying to figure out when to fight and when to talk? If you're confronted by a monster or a guard, chances are your opponent won't want to talk. He may want to chop off your head, or cut out your heart, but it's unlikely he'll have chit-chat in mind. Which means you're going to have to fight — a lot.

Be on the lookout for effective weapons, such as axes, spears, and swords. You may even have to make do with an object like a shovel until you can find or make something better.

After you've picked up a weapon, you need to ready it for fighting. To do this, position the pointer over the **Axe** icon and click. All available weapons in your inventory appear in the Display Box. Position the pointer over the weapon you want to use and click. Then, move the pointer over the Object Actions labelled **USE** and click.

As soon as you see an opponent, click on the **Sword** icon. The Sword icon activates whatever weapon you've selected and prepares you for fighting. If you haven't selected a weapon, you'll be fighting these unruly inhabitants with your bare fists. Not a good idea. You might want to run away and find a weapon. However, some opponents will chase you around, forcing you to fight them eventually.

Tip: Seeing stars? Someone's behind you knocking on your head.

Fighting For Your Life (continued)

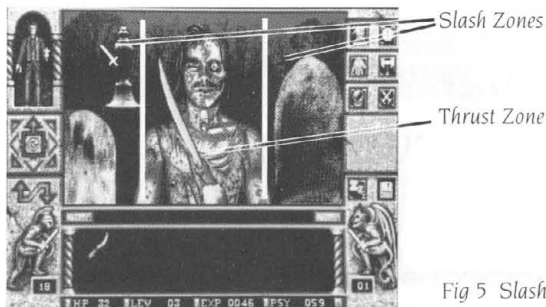


Fig 5 Slash

When you are ready to fight, your pointer becomes a sword. Now you can thrust or slash, hacking away at your opponent until one of you dies. Where you position the pointer on the screen determines whether you thrust or slash and the body part you attack. For example, when you position your weapon in the upper left corner of the Exhibit Window and click, the weapon slashes from the top left to the lower right, making a crosscut on your opponent's body (Fig. 5). Also, the body part you click on can make a big difference in a fight — a well-placed, quick blow may remove an enemy's arm or some other offending appendage.

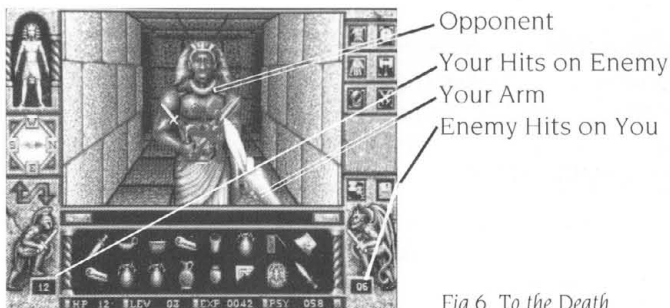


Fig 6 To the Death

Blood gushes from your opponent when you score a hit. Of course, blood gushes from your wounds when he hits you. But spurting blood isn't the only indication of what's going on. The boxes on the left and right bottom of your screen become active when you engage an enemy (Fig. 6). They tell you about the damage per swing. The gruesome monster on the right shows the damage that you take when an enemy strikes you. The heroic character on the left shows the damage you cause when you strike him.



Hit points (**HP**) go down each time you are hit. This continues until you kill your opponent, run away, or your hit points reach zero and you die. By the way, fighting is to the death.

What to Do With a Dead Body

There are going to be lots of dead bodies lying around, some killed by other inhabitants, some of your own making. You can search any corpse you encounter and take whatever is on the body.

When you fight a foe, you share your position with him. When you kill him, he falls at your feet, disappearing from view. To see the body, you have to move away from the position you share with the corpse. Take a step forward, then turn around 180 degrees. Now that you can see the body, you can search it.

When you want to search a body, position the pointer over it and click. Select the **SEARCH** option from the Object Actions and click. You better hope he's really dead.

Let's Talk

Not all inhabitants are out for your blood. Some may provide you with useful information. Others may follow you around and help instead of bludgeoning you into unconsciousness. However, it not always going to be real obvious who's who.

If you think one of the inhabitants wants to get chatty, position your pointer on the inhabitant and click. If he's interested in talking, a conversation appears in the Display Box. If not, he'll probably take a swing at you.

When you're talking with an inhabitant, you may be given a series of questions or answers to select from. Position the pointer over the question or answer you wish to communicate and click.

HELP ME, UNCLE BORIS

Dying a horrible death doesn't stop someone like your Uncle Boris. He's around to provide you with advice and assistance just as if he were alive. To call him, just position the pointer over the **Crystal Ball** and click.

You can ask Uncle Boris for three kinds of help:

- Information; only Uncle Boris knows what he had in mind when he created these exhibits. He is more than willing to communicate this information to you as you need it.

HELP ME, UNCLE BORIS (continued)

- Hints; if you're having trouble solving some aspect of the *Waxworks*, Uncle Boris can share his vast knowledge with you. He can help you solve complex puzzles and face challenging situations.
- Healing; your ability to obtain special powers usually depends on you having some object in your possession and having achieved a specific level.

Asking for help costs Psychic Energy. The amount of energy depends on the kind of help you request.

Note: Talking with Uncle Boris is just like talking with any other inhabitant of the *Waxworks*.



APPENDIX A: TROUBLESHOOTING

If you have any technical questions about Waxworks and you can't find the answers in the manual, our technical support folks can help. You can call us at 408-296-8400 between 8 a.m. and 5 p.m. Pacific Time, or write to ACCOLADE CUSTOMER SUPPORT, 5300 STEVENS CREEK BLVD., SAN JOSE, CA 95129, or leave a message for us on Compuserve (type GO GAMEPUB and leave a message for Accolade 76004,2132). You can also reach us via the Accolade Bulletin Board at 408-296-8800; settings 300, 1200, 2400 baud; modem settings are 8 data, No Parity; 1 Stop Bit. Our 9600 baud number is 408-296-8810.

If Your Game Doesn't Load Properly

First, please re-read the manual and try the instructions again step-by-step. One misstep can blow the whole thing. If it still doesn't load, check your system configuration files (autoexec.bat & config.sys) for memory hogging programs that may be hampering the loading. Programs to look out for are PCTOOLS, NORTON UTILITIES, disk caching programs like SMARTDRV.EXE, SMARTDRV.SYS (both used with Windows), and PC CACHE which really eat up memory (RAM). And if you have SUPER STOR or STACKER, these device drivers can leave you short on conventional memory as well. One last note: Be on the lookout for MULTIPLE-MEMORY-MANAGERS running at the same time. Running HIMEM.SYS, QEMM.SYS, or 386MAX and EMM386.SYS at the same time can possibly cause a conflict. When you're having a loading/playing problem, be sure only one memory manager is active.

If You Get Garbled Graphics or None at All

If you load the program and nothing appears on your screen (or what does appear, seems garbled), you may not have specified the proper graphics type for your system or you may not have the correct graphics adapter to run the program.

- Check your hardware manual to make sure your computer can run this game. (See **System Requirements** on page 2 for details.)
- Re-read the **Getting Started** section, and make sure you've specified the correct graphics option for your computer.



If You Have a Sound Card But Get No Sound

Waxworks supports AdLib, Sound Blaster and Roland sound devices. If you have one of these, but get no sound from it:

- Make sure you've chosen the correct sound card during installation.
- Be sure you've got enough free conventional memory. Insufficient RAM can disable the music and sound driver. See **Booting Clean**.
- If all else fails, make sure the sound card is properly seated in its slot. For you techies, Waxworks supports sound cards set at address 220, IRQ 7 and DMA 1.

If Your Mouse Doesn't Work With Waxworks

- Make sure the mouse driver (MOUSE.SYS or MOUSE.COM) has been loaded before starting Waxworks.
- Double-check to make sure the mouse is plugged into your computer.
- If you're booting clean, be sure you copied the mouse software onto your "clean DOS" system disk. See **Booting Clean** section.

Configuration Advice

To avoid possible conflicts, we suggest configuring your system as follows.

You'll need to edit both your AUTOEXEC.BAT and CONFIG.SYS files. All you do is type REM and a <space> to disable a program from loading. See examples below. **Note:** There is one <space> after each REMark. See your DOS manual for more help using the REMark command.

NOTE: The __ means to press the **Spacebar** one time.

EXAMPLE CONFIG.SYS

```
DEVICE=C:\DOS\HIMEM.SYS – All RAM into extended memory (XMS)
REM__DEVICE=C:\QEMM\QEMM.SYS – REM is disabling QEMM
REM__DEVICE=C:\WINDOWS\EMM386.EXE – REM is disabling EMM386
DEVICE=C:\MOUSE\MOUSE.SYS – Load mouse driver
DOS=HIGH – Load DOS into high memory (HMA)
FILES=30
BUFFERS=20
```



TYPICAL AUTOEXEC.BAT

```
PROMPT $P$G  
PATH=C:\;DOS\WINDOWS\ETC;  
C:\MOUSE\MOUSE.COM – Load mouse driver
```

Edit System Configuration Files Using the DOS 5.0 Editor

At the C:> prompt, type **EDIT C:\AUTOEXEC.BAT** and press **Enter**. Make changes. Press **ALT-F, S** to SAVE. Press **ALT-F, O** for OPEN. Type **C:\CONFIG.SYS** and press **Enter**. Make changes to CONFIG.SYS file. Press **ALT-F, S** to SAVE. Press **ALT-F, X** to EXIT the editor. Coldboot your computer by simultaneously pressing the **CTRL-SHIFT-ALT-DEL** keys.

Edit System Configuration Files Using Windows 3.1 Sysedit

Load Windows as you normally do. Open the Program Manager. Press **ALT-F, R** for RUN. Type, **SYSEDIT** and press **Enter**. All system files will appear on the screen. The AUTOEXEC.BAT file is right up front waiting to be edited. Simply click in its window and make your changes. When you're done, press **ALT-F, S** to SAVE. Press **ALT-W, 3**, to choose the CONFIG.SYS file. Make changes. Press **ALT-F, S** to SAVE. Press **ALT-F, X** to EXIT the editor. In the Program Manager, press **ALT-F, X** to quit Windows; press **Enter** to accept quitting. Press **CTRL-SHIFT-ALT-DEL** to coldboot.

Booting Clean

The easiest way to resolve loading problems, DOS conflicts, memory problems, erratic game play, etc., is to boot your computer with a "Clean DOS" system disk from Drive A:. Here's how:

- 1 At the C:> prompt, type: **CD\DOS** and press **Enter**
- 2 Type: **FORMAT A:/S** and press **Enter**. It MUST be Drive A:! You will be prompted to insert a blank disk into Drive A:. Follow the on-screen prompts. When you're finished formatting the Clean DOS disk, remove the disk from the drive and label it "Clean DOS". Re-insert the clean DOS disk into Drive A:.
- 3 Copy a mouse driver such as MOUSE.COM to the clean DOS disk.
- 4 Reboot by leaving the clean DOS disk in Drive A: and simultaneously pressing **CTRL-SHIFT-ALT-DEL**.
- 5 Press **Enter** 2 times to skip the time and date prompts.
- 6 At the A> prompt, type: **MOUSE** and press **Enter**



If You're Installing Waxworks Onto Your Hard Drive

- 7 Insert Disk 1 into a floppy drive and log onto that drive. For example if the drive is B: then insert Disk 1 into Drive B:, and type **B:** and press **Enter**.
- 8 Now type, **INSTALL** and press **Enter**. Follow the on-screen prompts. Upon completion of the installation, you're ready to play *Waxworks!*

Playing Waxworks Using a Clean DOS Disk

- 9 Insert the clean DOS disk into Drive A: and turn on your computer or reboot by pressing **CTRL-SHIFT-ALT-DELeTe**.
- 10 At the A> prompt, type: **MOUSE** and press **Enter**.
- 11 Type: **C:** and press **Enter**.
- 12 At the C> prompt, type: **CD\WAX** and press **Enter**.
- 13 Type: **WAX** and press **Enter**.



ACCOLADE CUSTOMER SERVICE IN THE UK: 081 - 877 0880

If you need help with this - or any other - Accolade product, please give us a call between 10 am and 5.00pm GMT. Monday to Thursday. Be sure you are at your computer when you call. We'll try to solve your problem or answer your question. Or write to us at:

**Accolade Europe Ltd
Attn: Customer Service
Bowling House, Point Pleasant
Wandsworth
London SW18 1PE
England**

If you have a modem, you can call and log-on to Accolade's Bulletin Board in America for instant hints and other information. You can also leave questions about any Accolade game; they'll be answered by Accolade's technical support representatives. The modem number is 408-296-8800. Our settings are 300, 1200, 2400, 9600 baud; 8 Data; No parity; 1 Stop Bit



DO YOU WANT TO BACK-UP YOUR DISK?

We know you're concerned about disk damage or failure, so feel free to make a back up of the game. See your computer manual for details about backing up disks. If your off-disk protection becomes damaged or destroyed, send us the remains, and we'll give you a replacement.



YOUR DISK CARRIES A 90-DAY WARRANTY

Accolade Europe Ltd warrants for a period of 90 days from the date of purchase by the original purchaser of the Software that the recording medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

(To speed up processing, return only the disk, not other materials).

Please retain your receipt as proof of purchase and include it when returning faulty disks for replacement.



LICENSE AGREEMENT and LEGAL MUMBO JUMBO

This customer software product (the "Software") and the user manual are provided to the Customer under license from Accolade, Inc. and are subject to the following terms and conditions, to which the Customer agrees by opening the package of the Software and user manual and/or using the Software. Granting of this license does not transfer any right, title or interest in the Software or the user manual to the Customer except as expressly set forth in this License Agreement.

Waxworks is a trademark of Adventure Soft (UK) Ltd, used with permission by Accolade, Inc. Waxworks © 1984 and 1992, Mike Woodruffe. All other materials copyright © 1992, Accolade, Inc. All rights reserved. Neither the software nor the user manual may be duplicated or copied for any reason. The customer may not transfer or resell the software or the user manual. All registered trademarks and names are properties of their respective owners.

The remedies provided above are the Customer's sole and exclusive remedies. In no event shall Accolade, Inc. be liable for any direct, indirect, special, incidental or consequential damages with respect to the Software or the user manual. Except as provided above, Accolade, Inc. makes no warranties, either express or implied, with respect to the Software or the user manual, and expressly disclaims all implied warranties, including, without limitation, the warranty of merchantability and of fitness for a particular purpose.

**WAXWORKS™
Proof of
Purchase**

ACCOLADE™
The best in entertainment software.™

05231
10/5/92