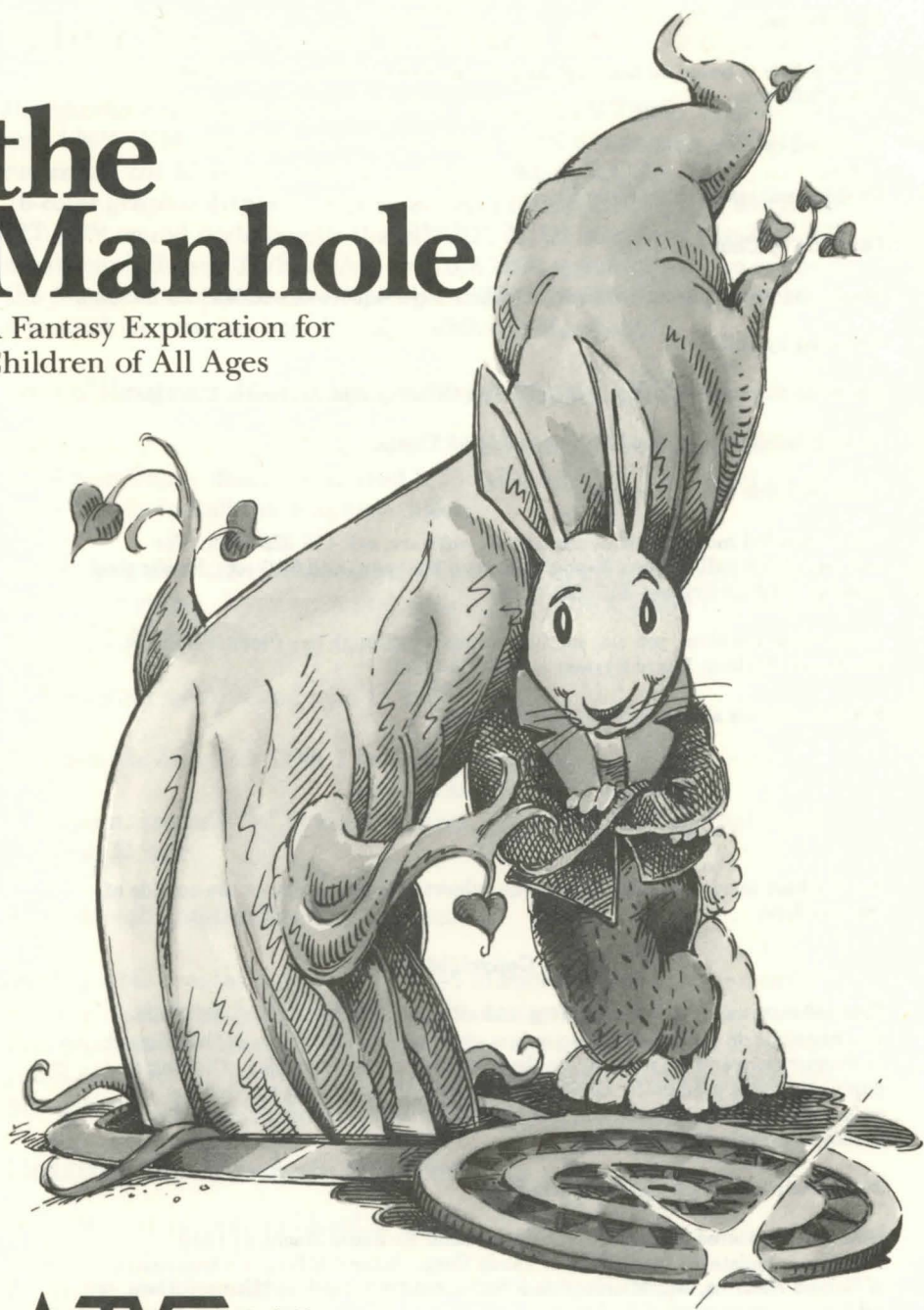


the Manhole

A Fantasy Exploration for
Children of All Ages



ACTIVISION

the Manhole

the Manhole is based on the original game by Robyn Miller and Rand Miller, Cyan Software.

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What You Need to Run *the Manhole*

the Manhole is designed for IBM PCs or PS/2s, all Tandy computers, and 100% IBM-compatibles with at least 512K of memory. DOS 2.1 is required. *the Manhole* must be used with EGA, MCGA, VGA, or Tandy 16-color graphic displays. For sound and music, it supports the Roland MT-32™ sound system with the MPU01 MIDI interface, the Ad Lib™ music card, Tandy TL/SL DAC, and the IBM speaker. It also supports the Microsoft® mouse or compatibles. Besides the mouse, you can use a joystick or your keyboard to play with *the Manhole*.

Installing *the Manhole* on Your Hard Disk

the Manhole comes in two versions: five 5 1/4 inch floppy disks or three 3 1/2 inch floppy disks. You need 2,750,000 bytes of free space on your hard disk to install *the Manhole* disks.

Note: You may want to make backup copies of your disks before you install the game. Copy each disk onto a blank disk using the standard DOS copy procedure.

1. Boot your system and load in DOS.
2. Place *the Manhole* Disk 1 in your disk drive.
3. Type **n: install** ("n" being the drive where you put the disk) and press **Enter**.
4. Follow the instructions on the screen.

the Manhole creates a directory called **Manhole** and automatically installs itself into that directory on the designated drive. Don't worry—this process does take a little time. After the installation is finished, you'll see a screen prompt asking for the next disk. Repeat the same process until all the disks are installed.

Getting *the Manhole* Started

1. Boot your system and load in DOS.
2. Access the hard drive by typing **n:** ("n" being the letter of the drive) and pressing **Enter**.

3. Access *the Manhole* directory by typing **cd manhole** and pressing **Enter**.

4. Type **mh** and press **Enter**. *the Manhole* loads automatically.

Other Operational Options

Control Methods

You can use one of the three control methods (mouse, joystick, or keyboard) to play with *the Manhole*. If all three are connected to your system at once, *the Manhole* automatically makes its choice in the following order: mouse, joystick, and keyboard. (Of course, if you only have one control method connected, you will use that one.)

If you prefer to use your joystick or keyboard instead of the mouse, this is how you can bypass this order:

At step 4 of the "Getting *the Manhole* Started" section above, type **mh -k** to access the keyboard, **mh -j** to access the joystick (and, if necessary, **mh -m** to access the mouse). In all of these commands, be sure to type a space between the **h** and the hyphen.

Music

You may have different music cards you can connect to your system to enhance your listening pleasure with *the Manhole*. If they're all connected to your system at once, *the Manhole* automatically makes its choice in the following order: Roland, Ad Lib music card, Tandy, and speaker.

If you want to use a specific sound card, at step 4 of the "Getting *the Manhole* Started" section above, type **mh -a** to access your Ad Lib, **mh -r** to access your Roland, **mh -t** to access your Tandy sound, or **mh -s** to access your speaker. In all of these commands, be sure to type a space between the **h** and the hyphen.

Note: You can specify both the control method and a music card in one step; for example, to access the joystick and the Ad Lib card, type **mh -j -a**.

Screen Blankers

You may have a screen blanker installed on your computer. If you're playing *the Manhole* with the mouse or joystick and the screen goes blank, press **Return**. The screen blanker function recognizes only the keyboard.

Escaping

You can press the **Esc** key at any point in the game to go to a menu with options that allow you to:

- Turn the sound on or off
- Turn the music on or off
- Return to *the Manhole* at the same point you left it
- Exit to DOS

Tips for Kids

the Manhole isn't a game you try to win. It's an adventure in a make-believe world full of funny things to see and do, interesting places to go—even animals who talk and sing to you. Click on anything you see! Most objects on the screen move or make a sound, or both. They could even take you to a new place. Click on them a second time. They might say or do even more stuff. Click on different parts of an object. You may see it in a whole new perspective.

Sometimes when an object has sound or special movement, you'll click on it and nothing will happen for a few seconds. Be patient! Don't keep clicking or click on something else. Your computer has to get ready for that part of the game. When everything is ready, *the Manhole* will continue.

In some parts of *the Manhole*, you can click on the right or left sides of the screen. This will let you turn around or go forward. You can also look up or down by clicking the bottom or top of the screen.

Tips for Parents

the Manhole presents an opportunity for interaction between your children and the characters in the game. It can also present an opportunity for interaction between you and your children.

Act as a guide, not a teacher. After installing *the Manhole*, sit with your children and go over the "Tips for Kids" above. Then let them explore unassisted and at their own pace. They may see new dimensions and features of *the Manhole* each time they play, and you can share in their excitement and pride of discovery.

the Manhole is a fun introduction to computers. It's so user-friendly that even your youngest children can play. The simple point and click control makes it easy to navigate around the program without having to look down at a keyboard.

To make playing with *the Manhole* a learning as well as a fun time, you may want to ask your children questions about what they think may happen next, who their favorite characters are, which part of the program they'd like to return to, and how they can get there.

You could have your children follow up exploring *the Manhole* with activities such as writing stories about the characters, or writing letters to them. If your children don't write yet, they could draw pictures and dictate a short story or description for you to write at the bottom of the picture.

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