

CHEWY

Esc from F5

MANUAL

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Hi folks.
Chewy's the name. The guys from
Blue Byte suggested...

...I make myself useful instead of
just messing around the office. Alright. I guess as long
as my glider is being tuned up there isn't much else to do here,
anyway. You know, this planet of yours is not the coolest
place in the universe, is it?

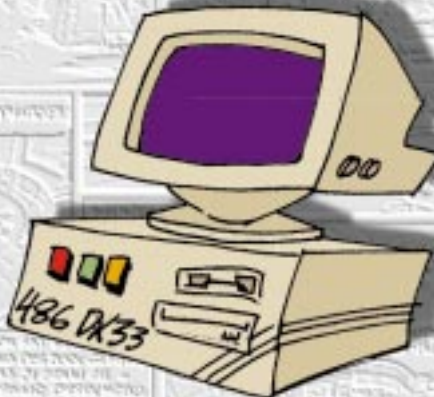


So I won't
miss anything any-
way if I explain the
game to you.



The first thing you need is a
486 DX 33 processor in your computer.
It doesn't matter if it's faster. But if it's slower
I'm afraid I can't guarantee,
you'll be done...

...with
the game before
you're old and
gray.



Aside from that,
your computer needs 3MB
of free XMS and about 535k
of free conventional memory. If
you have more than 4MB RAM,
I suggest using a 4MB
smartdrive.

5



Then you need
18 MB space on a
hard disk..



...and a
double speed CD-ROM
drive.



If you should
run into any problems, just call
the Blue Byte Hotline.



Call (USA) 847-995-9981



Before you can start,
you need to insert the CD, of course.

Choose your
CD-ROM drive
and type "install". Press
the enter key and the
installation will
begin

Do you have
Windows 95? Then first double-
click on the CD-ROM icon, shown in "My
Computer" and then on the "install.bat"
icon. In any case, after that all you have
to do is answer the questions the
program asks you.

If you
want to hear
me during the
game...

...you should by all means answer
this question. Unless you're playing
in front of a hospital.

SOUNDCARD?

Seven!

Under Windows95,
you have to go back to "My Computer" to
start the game. First double-click on the
drive and then on the path where you installed the game.
Under DOS, you have to do everything manually.
For instance: **C:(Enter)**
cd Chewyf5 (Enter)

Then just
enter "Chewy" (or
double-click on it)...



...and now you're ready for take off. You'll find yourself
in a Borx' prison cell. Press the right mouse-button and this...



...menu will pop up.
Actually, these symbols are self
explanatory. But I'll explain them
anyway.





If you click on the feet (with your left mouse-button), I'll go anywhere you want me to.



That is: most of the time.
Well, let's say: sometimes.



The hand means: use.
Any time you want me to touch
or pick something up, or
combine various objects...



...click (left button!) on
this hand. But don't believe that,
I'll touch everything!

NINE!





You've been given eyes to see. So I suggest you use them!

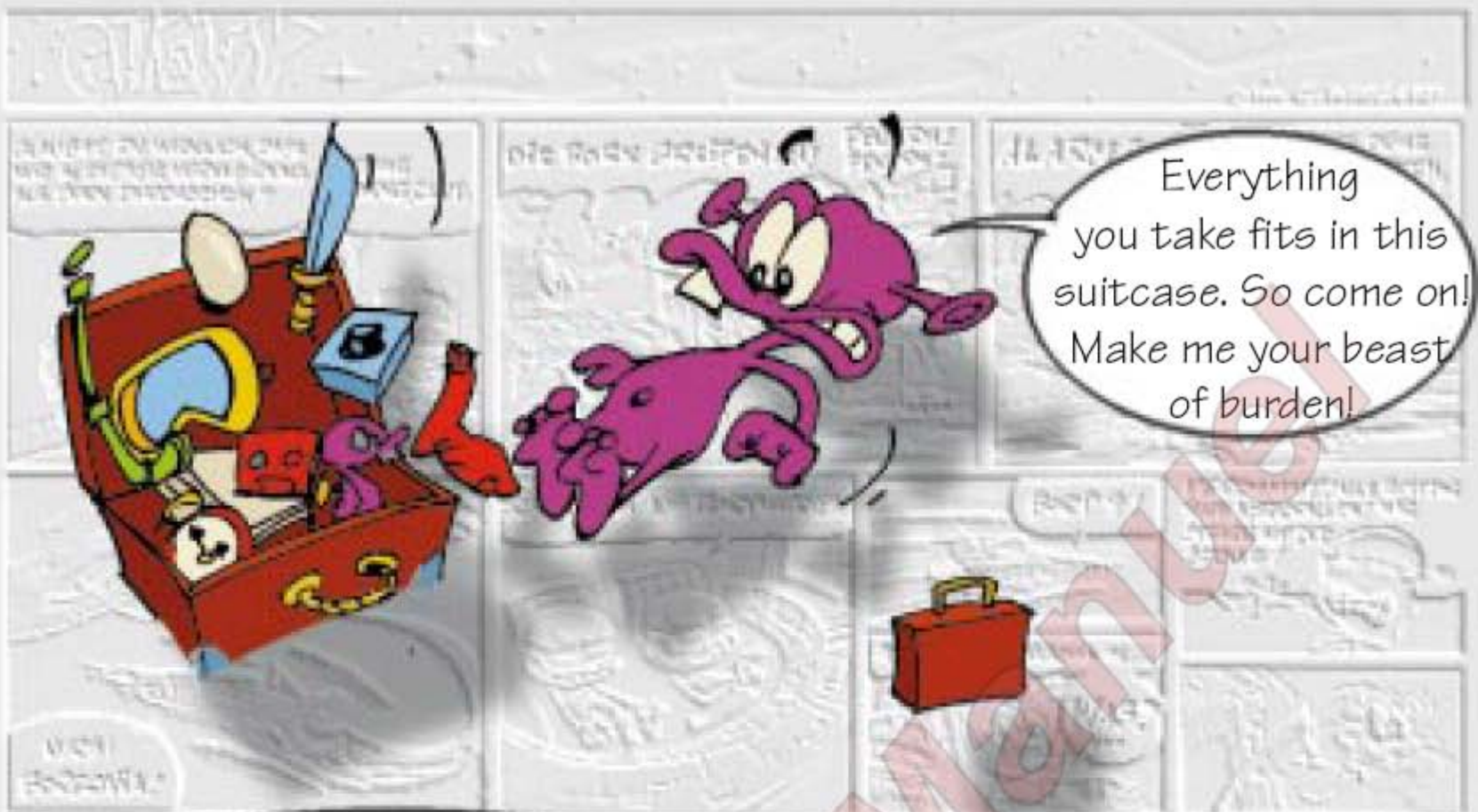
Use the mouth to communicate with various beings. You'd be surprised, what valuable hints you can get even from the most low brain creatures.



You said it!
Har Har Har!!!



ZEHN



The floppy icon opens another menu that lets you do several things:

Use the "SAVE" button to save your game and...

..."LOAD" to load saved games. Press "GAME" to return

...to the game and press "QUIT" to end the whole thing. Which isn't a bad idea...

...to do every 36 hours or so. The "OPTIONS" button brings you into another menu. There you'll meet...

1



...this busy little guy.
If you think your animations are too slow,
you can accelerate them with the arrow-buttons
beneath the wheel in order to speed
up your game!



You're not illiterate?
Sure?



Then stuff that mouth!
If you get sick of reading just take out the
pacifier!

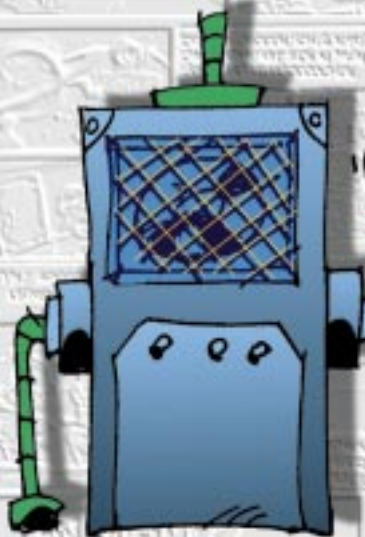




If you don't want to hear the music anymore click on the anvil to flatten this Bork! Yeah, now that's my idea of fun! If you want to hear the music again, just let him spring back to life. It'll even fix the guitar.



You paid for it. So why not use it?



If the sound FX get on your nerves, this is how you can turn them off!



Thirteen!

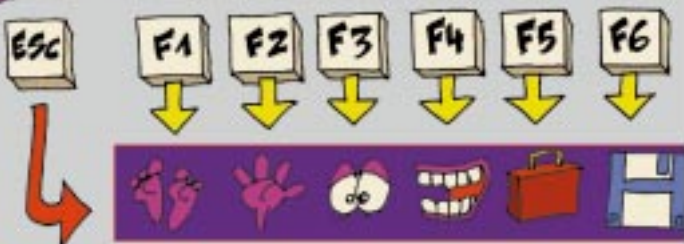




With these
two nice columns you
can mix **Music** and
Sound.

You just choose the right level and click on the columns. That will make you one of those cool studio guys, masters of the mix.

You can also control these options using the function keys. Let Howard explain that to you in more detail.



TROUBLE-SHOOTING!!!



What to do, if...

+1



What to do, if...

...you cannot install the game.

Please make sure:

- the CD-ROM is in your CD-ROM drive.
- you've got at least 18 MB of free capacity on your hard disk.

...you can install the game, but cannot play it.

- Do you have a 486 DX processor?
- Do you have at least 535k of free conventional memory?
(you can find that out by typing **mem** at the DOS-prompt.)
- Do you have at least 3MB of free XMS?
(you can find that out by typing **mem**, too)
- And again: is the CD-ROM in the drive?

...you can start the game, but you can't hear anything.

- Did you turn on your speakers? Or your stereo?
- And are they connected to your computer?

And if so:

- Can you see the guitar Bork in the "options" menu? No?
You cannot see the mouth with the pacifier and the sound mixing column either? And the level for turning off the sound is nowhere to be seen either?

Seems like your soundcard was not successfully configured.
Please run the installation program again.

...there's no more sound, after the Windows 95 screensaver started?

- Click with the right mouse-button on the "Chewy.exe" icon.
Click on "Properties" and then on "and more". Switch off your screensaver, press O.K. and restart the game.



What to do, if...

...the animations run too slowly or don't run smoothly?

- You can speed up the animations in the "Options" menu by clicking on the arrows right and under the hamster wheel. You'll see the surimy run faster.
- If you have more than 4MB RAM, you can set up a 4MB (or bigger) hard disk cache. So the program can load huge amounts of data needed for animations into memory and play it directly from memory, which is faster than from the hard disk. Just insert the line:

Device=c:\windows\smartdrv.exe 4096

directly after the line including "himem.sys" into your config.sys file. If you're having problems with that, read your DOS-manual, ask a friend or call our hotline. That's what Chewy gave you the number for.

..."Chewy" doesn't run properly under Windows 95?

Even though "Chewy" is a DOS program, it's been shown to run well using Windows 95. But some hardware configurations can cause problems which will disappear when you start the game in MS-DOS mode.

Dr. Howard will tell you how to do that and much more on the next pages.



Advice:



?

Dr.
Howard

A.) Keyboard controls

Everything you do with the mouse in this game can also be done with the keyboard. Due to the nature of the game, this is more complicated than using the mouse. However, if you use the keys F1 - F6 you actually make the game even easier. This brings you directly to the functions that you would otherwise activate by first opening the menu with the right mouse button and then looking for the right icon.

Basically, the Esc-key works like the right mouse button. The inventory (suitcase) can be opened with the space bar as well as with F5.

B.) The stand-by window

Whenever you take an item from the inventory and don't put it back immediately, a little window will pop up in the upper left side of the screen that keeps that item standing by for use. You can move this window with the Tab-key to any other corner or make it disappear with the ^-key. It will still retain it's function: Move the cursor onto it and the cursor will turn into a hand. Click the left mouse button and you will be holding that item in your hand again .





C.) Windows95

Some hardware configurations can lead to problems like garbled or distorted sounds when running under Windows 95. No problem, if you still have your old DOS-configuration beneath the new surface. In this case first double-click on "My Computer", then on the drive "Chewy" is installed on. Click ONCE with the right mouse button on the file "chewy.exe". In the pop up menu choose "Properties", click on "Program" and on "Advanced". Another menu will pop up. Choose the third point "MS-DOS-Mode" and confirm with "OK". If you click on "Chewy" now, Windows 95 will start in the old DOS-mode (which you have to confirm) and run "Chewy" under DOS.

D.) Music!

Usually, the tunes played in every room are repeated over and over again as long as you are in that room. You can turn off the continuous music by pressing "L". Then all the tunes will only be played once. If you want the music to play continuously, press "L" again.

