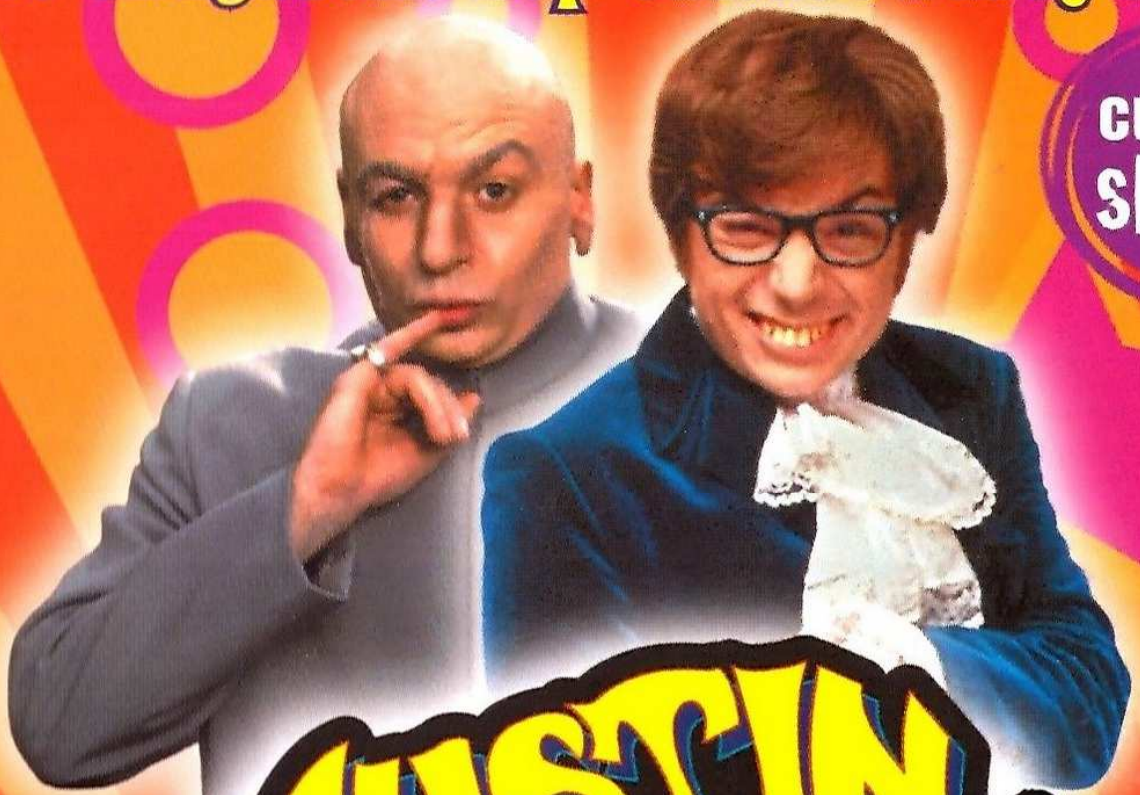
The Shagadelic Pop-Culture Party Game!

culture shock™



AUSTIN POWERS™

OPERATION: TRIVIA™

SIERRA™ attractions

BERKELEY SYSTEMS

57078615

FROM THE DESK OF DR. EVIL

TO: NUMBER TWO

FROM: DR. EVIL

RE: DESTRUCTION OF THE WORLD



MY SON SCOTT HAS INFORMED ME – RATHER RUDELY I MIGHT ADD – THAT MY ABILITY TO DESTROY THE WORLD NOW DEPENDS UPON MY PALTRY KNOWLEDGE OF POPULAR CULTURE.

NUMBER 2, AS MY HENCHMAN YOU HAVE MANAGED MANY DIFFICULT TASKS: YOU'VE RUN MY EVIL EMPIRE, POISONED THE WORLD'S WATER SUPPLY, AND DE-WORMED MR. BIGGLESWORTH (JUST TO NAME A FEW). NOW YOU MUST FACE THE MOST CHALLENGING TASK OF ALL: PREPARE ME FOR A TRIVIA DUEL TO THE DEATH WITH MY NEMESIS AUSTIN POWERS.

PLEASE TELL ME: WHO IS THIS LILITH FAIR? WHAT VILLAGE ARE THE VILLAGE PEOPLE FROM? WHY IS CHARLES IN CHARGE? CAN WE ELIMINATE HIM QUICKLY?

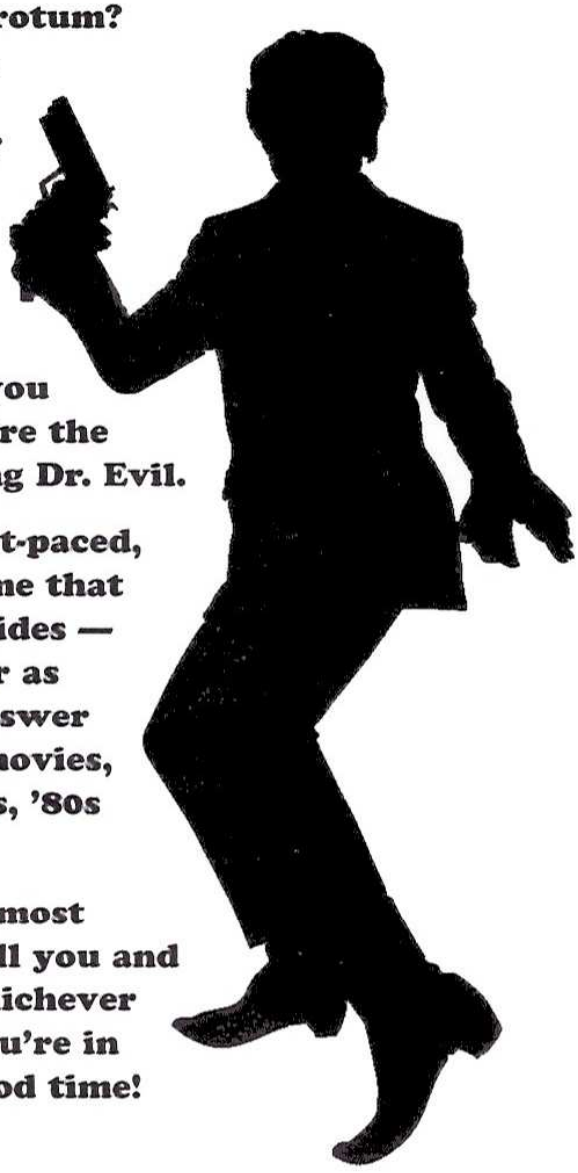
NUMBER 2, I'M THE BOSS. NEED THE INFO. YOU HAVE 24 HOURS.

P.S. NEED I REMIND YOU OF THE CONSEQUENCES OF FAILURE?

P.P.S. IF YOU'RE NEAR A MALL AND HAPPEN TO SEE THE TITANIC SOUNDTRACK, PLEASE PICK IT UP FOR ME. I'LL REIMBURSE YOU.

"Allow Myself To Introduce... Myself"

What's sexier? A hairy chest or a shorn scrotum? What's better? A "bird" in your lap or Mr. Bigglesworth in your lap? And what's more dangerous? Mojo or mental prowess?



If you said a hairy chest, a "bird," and mojo, congratulations! You're a true International Man of Mystery — and the perfect partner for the world's grooviest secret agent, Austin Powers. However, if you prefer a shorn scrotum and pussycat, you're the ideal match for the diabolical and scheming Dr. Evil.

Austin Powers Operation: Trivia is the fast-paced, psychedelic, and trippy CD-ROM party game that tests your mojo and your mettle. Choose sides — play as Dr. Evil's apocalyptic apprentice or as Austin Powers's paisley protégé — and answer questions about the pop culture, people, movies, TV shows, fads, and gossip of the '60s, '70s, '80s and '90s.

Can you and Austin Powers vanquish the most adequate criminal mind of all time? Or will you and Dr. Evil prevail and destroy the globe? Whichever side you choose — swinger or square — you're in for a shagadelic, shagtastic, shaggerific good time!

Yeah, baby, yeah!



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"Oh, Behave!"

Teach Your Computer How to Shag 1

Your Mission: Trivia 3

Game Options 9

"Do I Make You Horny, Baby? Do I?" 10

This is Our CD-ROM Game, Baby! 12

"Satisfaction" Is Our Middle Name! 14

Nerd Alert! 16

Teach Your Computer How to Shag!

Austin Powers Operation: Trivia can be played on an IBM PC or compatible running Windows 95 or Windows 98, or on an Apple PowerMac, Apple G3, or Apple iMac computer.

You must leave the Austin Powers Operation: Trivia CD-ROM in the drive to play the game. You do not use the mouse to play the game.

Windows computers must meet or exceed the following system requirements:

- **A Pentium 90 or faster processor**
- **16MB RAM**
- **50MB of free hard disk space**
- **4X (or faster) CD-ROM drive**
- **A display capable of at least 640x480 and 256 colors**
- **A Sound Blaster 16 or compatible 16-bit sound card**

Before you install the game, turn off all anti-virus protection. Only sailors use protection, baby!

Insert the CD-ROM into the drive. If you have the Windows Autoplay feature turned on, the installer will start automatically. Follow the on-screen prompts to complete the installation.

If you do not have Autoplay turned on, use Windows Explorer to browse the contents of the CD-ROM (the CD-ROM drive is usually drive D:) and double-click on the installer named setup.exe. Follow the on-screen prompts to complete the installation.

To start the game click on the Start Menu, click on Sierra, and select Austin Powers, or double-click on austin.exe in the game folder. *You must leave the Austin Powers Operation: Trivia CD-ROM in the drive to play.*

Macintosh **computers (including PowerMac, G3, iMac, and compatible Macintosh clones) must meet these system requirements:**

- **A PowerPC or G3 processor**
- **System 7.5.5 or later release of MacOS**
- **16MB free RAM**
- **50MB of free hard disk space**
- **4X (or faster) CD-ROM drive**
- **A display capable of at least 640x480 and 256 colors**

Before you install the the game, turn off all anti-virus protection. Only sailors use protection, baby!

Insert the CD-ROM into the drive and wait for a window to appear on your desktop. Double-click on the installer icon and follow the on-screen prompts to complete the installation.

If you do not have QuickTime 3.0 already installed on your Macintosh, a separate installer for QuickTime 3.0 will launch automatically. Install QuickTime 3.0 and then restart your computer to play the game.

Once the installation of the software is finished, double-click on the Austin Powers icon in the Austin Powers directory. *You must leave the Austin Powers Operation: Trivia CD-ROM in the drive to play.*

Your Mission: Trivia!

Austin Powers Operation: Trivia can be played by one or two players or by two teams.

One player is Austin Powers's paisley protégé. The other player is Dr. Evil's apocalyptic apprentice. The game? A match of wits. The stakes? The fate of the world!

Switched on! **When the game starts, listen to the instructions and enter the number of players. Dr. Evil's game show hostbot will then ask one of you to take a simple quiz...**

Would you sleep with someone on the first date?

A. Is a date really necessary?

B. I've never had a date. I wasn't popular in school. The other kids teased me, but they'll rue the day!

Choose your answer wisely — how you answer determines whether you play as a swinger or as a square.

Each player is assigned a buzzer. Austin Powers's team always buzzes in with the letter Q. Dr. Evil's team always buzzes in with the letter P. Use the groovy stickers provided with the game to make the Q, P, and S keys stand out. Very shagadelic!

Mojo is important. Buzz in fast to get the first chance at answering each question.

When you're asked to pick a question, press 1, 2, or 3 on the keyboard.

The team with the most cash at the end of the game wins.

Austin Powers Operation: Trivia has four kinds of trivia questions for you to answer: Need the Info!, Stop 'n' Go Go, Keep Away, and the Crazy Chain.

Need the Info!

is a multiple- choice question that tests just how much you remember about the remarkable and infamous events, products, trends, frenzies, and fads that Austin Powers and Dr. Evil missed while in deep-freeze. Need the Info! questions are posed in the form of headlines.

Try this example: Fill in the blank in this sensational headline from 1980:

_____ Shoots J.R. Ewing on "Dallas"

1. Oswald
2. Bobby
3. Kristin
4. Maggie

If you think you know the answer, press your buzzer key (either Q or P), and choose your answer by pressing the 1, 2, 3, or 4 key.

If you guess correctly, you'll win millions of dollars. If you're wrong, you'll lose millions.

Stop 'n' Go Go! **is a fun and challenging question where you decide how much risk you want to take. There are seven possible answers in each question. FOUR are legit, and THREE are fakes! Pick a correct answer and win some cash. Answer again and double your cash. Answer the question correctly four times in a row and you can win up to $40,000,000 (that's seven zeroes!). But, be careful! Guess wrong at any time and you'll lose that hefty bankroll you've accumulated!**

Try this example:

Pick the FOUR REAL Crayola Crayon colors:

1. Mauvelous
2. Puke Green
3. Dookie
4. Steel Magnolia
5. Timber Wolf
6. Macaroni and Cheese
7. Tickle Me Pink

Four of the seven choices are correct. Three are decoys.

If you think you know an answer, press your buzzer key and choose your answer by pressing 1, 2, 3, 4, 5, 6, or 7. If you're correct, you get some cash, and also get the chance to answer the question again.

If your mojo's working, you can take a chance and double your winnings. Or you can play it safe and keep your hard-earned cash.

To guess again choose another answer by pressing one of the remaining numeric keys. Each time you're correct, you double your winnings.

If you want to play it safe and quit while you're ahead, just press the S key to "stop." When you press stop, you keep whatever cash you've accumulated, but your opponent gets to pick up where you left off.

Don't lose your head! If you ever answer the Stop 'n' Go Go question incorrectly, you get zip! Zip as in one zero. Blimey!

Keep Away is a fast-paced question that taxes your reflexes and grey matter. Here's how it works: You and your opponent are each assigned a category. Keep the things that belong to your category and prevent your opponent from keeping the things that belong to them.

You're going to see ten "baits." Baits are things, words, or phrases. Each bait belongs to one category or the other. Your job is to KEEP the baits that belong to your category and AWAY the baits that belong to your opponent.

Keep your baits! Away the rest!

For example, you're assigned the category "Black," and your opponent is assigned the category "White." Keep the baits associated with "Black," and get rid of the baits associated with "White."

Try these baits:

Oil
Snow
Coal
Night
Lily
Picket Fence
Profit
Lightning

If the bait belongs to your category, press your "Keep" key (either 1 or 8). If the bait does not belong to your category, press your "Away" key (either 2 or 9).

You gotta be fast to play Keep Away! The first player to correctly "Keep" or "Away" each bait nets some cash.

Be careful! If you buzz in and you're wrong, you'll lose some cash. And you'll lose cash EVERY time you're wrong! Crikey!

Crazy Chain **is the last question of every game. It's more dangerous than a lagoon full of hungry, mutated sea bass, and more diabolical and twisted than any of Dr. Evil's plans.**

You're going to see nine multiple-choice questions in rapid succession. Here's an example:

Who played "CJ" on "Baywatch"?

Heather Locklear
Carmen Electra
Pamela Anderson

Each question has three possible answers. You and your opponent each have three instant-buzzer keys (one player buzzes in with 1, 2, and 3; the other player buzzes in with 7, 8, and 9). Listen to the question and press the instant-buzzer key that corresponds to your answer.

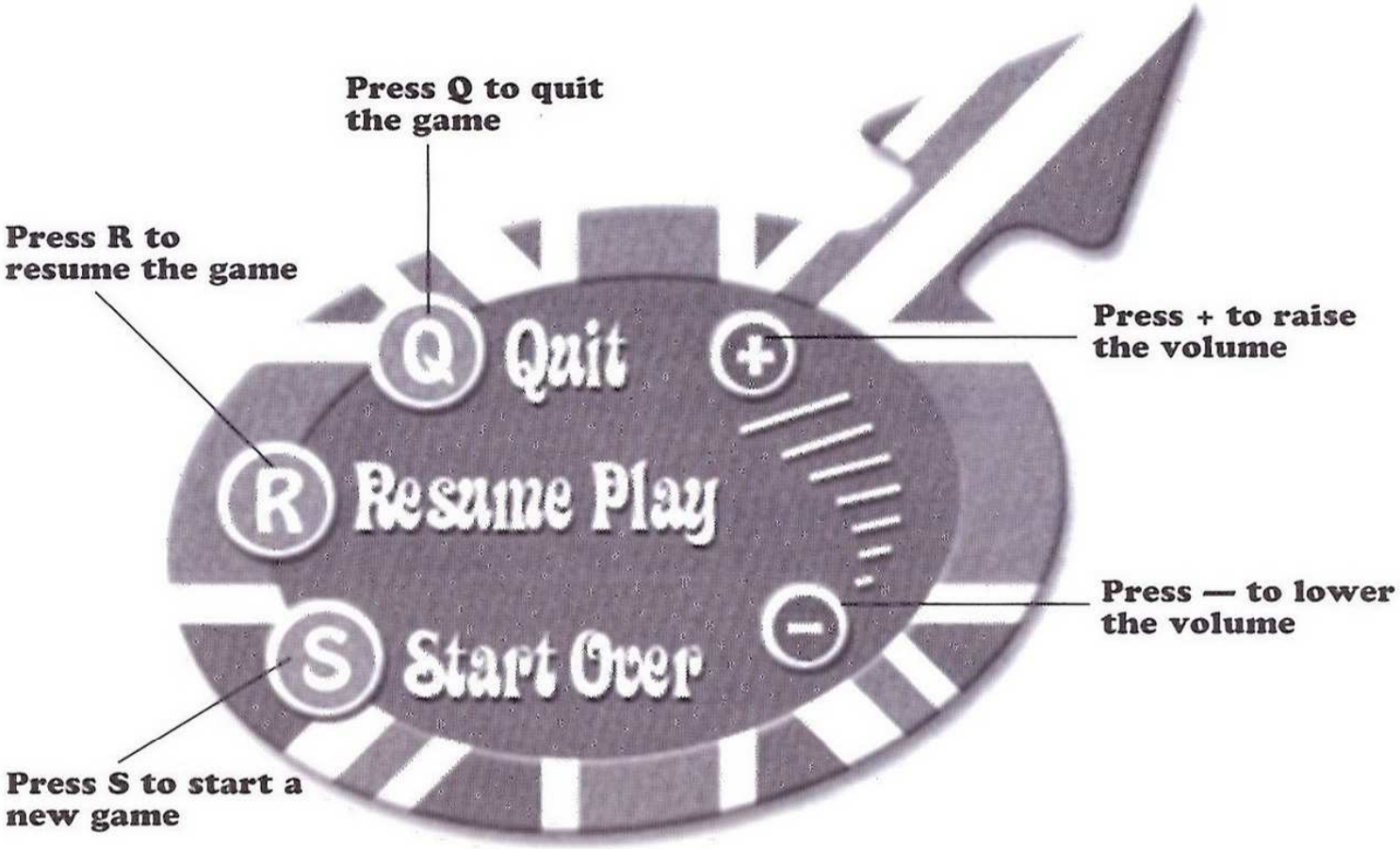
Don't have a thrombo! You have to answer every question in the Crazy Chain! If you don't buzz in, the question is counted as incorrect!

The player with the most cash at the end of the game wins!



Game Options

Press the ESC key at any time to pause the Austin Powers Operation: Trivia game. Press ESC to adjust the volume, restart the game, or quit the game.



Press a key to make your choice. You can also use the up and down arrows to raise and lower the volume, respectively. Press ESC again to return to the game.

"Do I Make You Horny, Baby? Do I?"

Berkeley Systems and the Austin Powers Operation: Trivia development team hope that you enjoy our CD-ROM game.

If you have any comments or questions about the Austin Powers Operation: Trivia game, you can contact the production team via email, fax, or old-fashioned "snail mail."

If you prefer email, send comments to:

comments@operationtrivia.com

To fax your comments to us, address your fax to "Operation Trivia Comments" and send it to our Operation Trivia fax hotline:

510.540.0261

If you prefer old-fashioned letters by post, get some paper, an envelope, a pen, jot down your thoughts, stuff the envelope, lick the stamp, and send the whole thing off to:

Operation Trivia Comments
Berkeley Systems
2095 Rose Street
Berkeley, CA 94709

All of the questions in the game were researched and found to be correct at the time of publication. Oh, behave!

Go Bezerk, baby, yeah!

If you're connected to the Internet and can access the World Wide Web, check out Bezerk, the premier online entertainment network from Berkeley Systems.

Surf on over to www.bezerk.com and play the award-winning YOU DON'T KNOW JACK: the netshow. On Bezerk you can compete for high scores, rank yourself against other YOU DON'T KNOW JACK players, and win all kinds of fabulous prizes.

Bezerk also features Acrophobia. Acrophobia is the fast-paced multi-player word game that puts your creativity on the line. Combining chat, multimedia, and competitive game play, Acrophobia is an addictive gaming experience unlike anything else on the Internet.

And stay tuned to Bezerk for more irreverent and unique online entertainment.

Go Bezerk! Find out why the Internet will never be the same!

Go Bezerk at www.bezerk.com!

This is our CD-ROM game, Baby!

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Produced by
Erica Leverett

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Amanda Sloane

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... And it freaks us out!

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"Nerd Alert!"

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