

Koala Lumpur

# JOURNEY TO THE EDGE™

USER'S GUIDE

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Koala Lumpur:

# JOURNEY TO THE EDGE™

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# ◆ All About Koala Lumpur: Journey To The Edge™



Greetings, all you pilgrims searching for truth, enlightenment, and cosmic cartoon consciousness! You are about to embark on an adventure with Koala Lumpur, a mystic marsupial whose Eastern philosophical mind-set, along with a flying meditation mat, carries him over many obstacles. In *Koala Lumpur: Journey To The Edge*, Koala and his companions travel through junk-filled underground labyrinths, toy-littered space stations, psycho-babbling theme parks, and other strange and exotic lands.

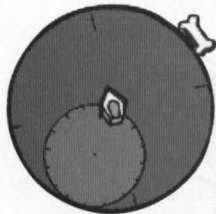
Ultimately, with skill, luck, and good karma, you'll help Koala determine if the universe survives — or vanishes in a puff of cosmic dust.

## The Mystical Adventure

Our story begins with a meditating Koala Lumpur. He's afflicted with a horrendous stomach ache, which could have been caused by either a shift in the balance of the Universe, or by a bad dish of Eel Vindaloo he ate in a past lifetime. Looking for a cure for his tortured tummy, Koala reads a scroll inside his fez, accidentally starting a cataclysmic chain reaction. Ella Mental, the Supreme Being of the Cartoon Universe, tells Koala that, in order to undo the damage he has caused, he must find the pieces to the fabled Lost Scroll of Cartoon Prophecies. If he fails to piece the scroll together, the sinister Macho de Nada will soon find a way out of his dimension — and unleash a Comedy Apocalypse which will destroy the Cartoon Universe.

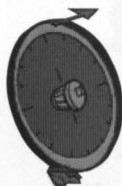
After conjuring up Fly, Koala heads off to pick up their canine companion, Dr. Dingo Tufar, at his island home.





## Dingo's Atoll

The first part of the adventure begins when Koala and Fly arrive on one of the three mesas at Dingo's Atoll, where the dogmatic Dingo hatches all sorts of half-baked inventions in his secret laboratory. Koala immediately realizes that the good Doctor is nowhere to be found. Since he insists on Dingo's help and companionship to find the remaining scroll pieces, Koala and Fly must locate Dingo before they can continue on their journey through other mysterious realms.



## The Land of Lost Things

The Land of Lost Things is the repository of every missing thing in the Universe. Lost socks, keys, spare change, you name it. If it is lost, this is where it is. Koala and Dingo learn of a special helmet that enables the wearer to see all things. This helmet graces the head of the king of the realm, Woody Knot. If they can find and wear the helmet, Koala and Dingo might be able to discover the remaining scroll pieces. But, as Koala would say, "Whenever things seem too good to be true, they usually are."



## The Stream of Consciousness

This surreal therapy theme park is run by Dingo's ex-honey-bunny, Tuff Luv, who is an expert at psychological mind games. Broken hearted after their break up, Tuff Luv now believes she is healed and has created the Stream of Consciousness to "help" others. Dingo will soon experience her radical therapy techniques, as she plumbs the very depths of his psyche with all the tenderness and sensitivity of a jackhammer.



## The Eye in the Sky

This technologically advanced space station is inhabited by the world's smartest 6-year-old girl, Annie Body. Unfortunately, Annie is also the world's loneliest girl, and she's constructed the Eye in the Sky to snare new playmates — even if it's against their will. "If you love someone, set them free," is not her motto.

# ◆ The Cast of Characters



## **Koala Lumpur**

Though he's a world famous illusionist and a darling of the night club scene, his personal goal is to attain total spiritual enlightenment. This never prevents him from taking time out to help friends, strangers, even enemies, to resolve their problems. He's always up for an adventure.



## **Dr. Dingo Tu-far**

Scientist, Man of Action, and World's Greatest Lover (or so says his business card), Dingo has amassed a lab full of inventions and a career full of exploits that we can never reconcile with the sorry specimen we see before us. It's just part of the Dingo enigma.



## **Fly**

This little yellow and black buzzing insect happens to be you (the Player's cursor).



### **Tuff Luv**

She's the resident drill sergeant/therapist in the Stream of Consciousness. Under all the muscles beats a heart of gold that just hasn't found anyone able to appreciate it yet.



**Woody Knot** (a.k.a. "The Dummy") Though small and reasonably cute as ventriloquist's dummies go, Woody is a tricky and wily adversary. His only weakness is his soft spot for the ladies....



### **Annie Body**

The smartest girl in the world also happens to be the loneliest, but when you see how rough she plays, it's no wonder.

# ◆ Getting Started

The *Koala Lumpur: Journey to the Edge* CD comes in two formats — Windows 95 and Windows 3.1. This section covers both versions, so look below for the section that applies to you.

## System Requirements:

WINDOWS<sup>®</sup> CD-ROM\*

Windows 3.1 or Windows 95

66MHz 486 or faster

8MB RAM

Requires 4MB hard disk space

2 speed CD-ROM drive or faster

SVGA monitor/display card 640x480,

256 colours

Windows compatible sound device

\*System Configuration: May require minor adjustments to the configuration of your operating system and/or updates to hardware component drivers.



## Windows 95

Before playing the *Koala Lumpur: Journey to the Edge* game, you must first install a small portion of the program (approximately 4MB) onto your hard disk.

To install the game, begin at the Windows 95 desktop. If you are not familiar with the Windows 95 desktop, please consult your Windows 95 manual. Insert the CD into your CD-ROM drive (using a disc caddy if appropriate).

The Brøderbund Startup screen will automatically appear each time you insert the CD into your CD-ROM drive.

(Your system may not be able to automatically display the Brøderbund Startup screen. To bring up the Startup screen manually, click **Start**, move the cursor to **Run...**, then type:

**D:\AUTORUN\AUTORUN.EXE**

(where **D** is the letter of your CD-ROM drive.)

Click on **Install** in the Brøderbund Startup screen to begin the setup program and follow the on-screen instructions to install the game.

We recommend you exit other Windows programs before installation. If you have already quit other Windows programs, click **Next** to continue installing.

The setup program will create a default directory, C:\Program Files\Koala, and will then copy a number of files from the CD to this directory. If you wish, you may specify another directory by clicking **Browse**. The setup program will also run the QuickTime™ installer. Please follow its directions for installation.

Please take a few moments to fill out and send back the registration card for the *Koala Lumpur: Journey to the Edge* game. Registering your product qualifies you for free technical support and notification of future upgrades and special offers.

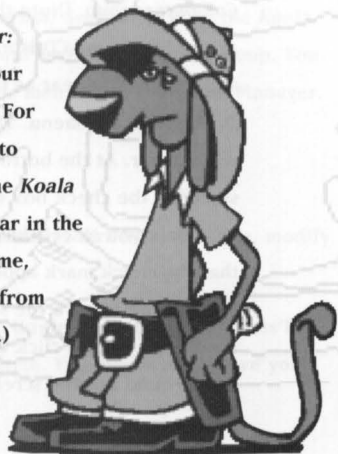
### **To play the *Koala Lumpur: Journey to the Edge* game:**

Click **Start**, move the cursor to *Programs*, then to *Broderbund Software*. Click the *Koala Lumpur: Journey to the Edge* menu item to begin the game. You may also play the game by clicking **Run** from the Brøderbund Startup screen that appears each time you insert the CD into the CD-ROM drive. If you deactivated the Brøderbund Startup screen, the game will automatically run when the CD is inserted in the CD-ROM drive.

You can quit, save, load or start a new game, from the **Game Options** menu (press **ESC**). You can also quit by pressing **Ctrl-Q** or **Alt-F4** at any time. You may wish to save your current game before quitting.

## **Uninstall**

After you have successfully installed the *Koala Lumpur: Journey to the Edge* game, you may remove it from your hard drive using the Uninstall feature in Windows 95. For instructions on uninstalling software programs, refer to your Windows 95 manual. (Note: After Uninstalling, the *Koala Lumpur: Journey to the Edge* game icon may still appear in the **Start** menu. Selecting this icon will not launch the game, since it has been uninstalled. The icon will disappear from the **Start** menu the next time you restart Windows 95.)



## Deactivating and Reactivating the Startup screen

This section applies only to users whose CD-ROM drive automatically reads the *Koala Lumpur: Journey to the Edge* game CD when it is inserted and displays the Brøderbund Startup screen.

Each time you insert the *Koala Lumpur: Journey to the Edge* game CD into the CD-ROM drive, the Brøderbund Startup screen will automatically appear. However, after you have installed the game, this window can be deactivated so that it does not appear when the CD is inserted. When the window is deactivated, the game will automatically run when the CD is inserted.

### To deactivate the Brøderbund Startup screen:

Bring up the Brøderbund Startup screen by inserting the CD into the CD-ROM drive. If the CD is already in the CD-ROM drive, double-click on the CD-ROM icon. The Brøderbund Startup screen should display. At the bottom of the Brøderbund Startup screen is the check box marked, "Show this window next time you insert the CD." Click once on the check box, so that the check mark disappears. Click the **Close** button or **Run** button to save the setting. The next time you insert the CD, or double-click on the CD-ROM drive icon, the Brøderbund Startup screen will not appear, and the game will automatically run.

### To reactivate the Brøderbund Startup screen:

Insert the *Koala Lumpur: Journey to the Edge* game CD into your CD-ROM drive. Once the program begins, press **Alt-F4** to immediately quit the game. Click once with the right mouse button on the CD-ROM drive icon in the *My Computer* group. (Note that when the *Koala Lumpur: Journey to the Edge* game CD is in the CD-ROM drive, the game icon and title will appear as the CD-ROM icon.) Select **AutoPlay Dialog** from the menu. The Brøderbund Startup screen will appear. At the bottom of the Brøderbund Startup screen is the check box marked, "Show this window next time you insert the CD." Click once on the box, so that the check mark appears. Click the **Close** button or **Run** button to save the setting. The next time you insert the CD, or double-click on the CD-ROM drive icon, the Brøderbund Startup screen will appear.



## Windows 3.1



Before playing the *Koala Lumpur: Journey to the Edge* game, you must first install a small portion of the program (approximately 4MB) onto your hard disk.

To install the game, begin at the Windows Program Manager. If you are not familiar with the Program Manager, consult your Windows manual. Insert the CD into your CD-ROM drive (using a disc caddy if appropriate). Select **Run...** under the *File* menu. In the line labeled *Command Line* type:

**D:\SETUP.EXE**

(where **D** represents the drive letter of your CD-ROM drive) and click on the **OK** button.

We recommend you exit other Windows programs before installation. If you have already quit other Windows programs, click **Next** to continue installing.

The install program will create a default directory, **C:\Koala**, and will then copy a number of files from the CD to this directory. If you wish, you may specify another directory during the installation process. The setup program may also run the QuickTime™ installer. Please follow its directions for installation.

Please take a few moments to fill out and send back the registration card for the *Koala Lumpur: Journey to the Edge* game. Registering your product qualifies you for free technical support and notification of future upgrades and special offers.

To play the game after you have completed the installation, double-click on the *Koala Lumpur: Journey to the Edge* icon within the *Broderbund Software* program group. You may also run the game by choosing **Run...** from the *File* menu of the Program Manager. In the line labeled *Command Line* type:

**C:\KOALA\KOALA.EXE**

and click the **OK** button. If you installed the game to another directory or drive, modify the path accordingly.

You can quit, save, load or start a new game, from the **Game Options** menu (press **ESC**). You can also quit by pressing **Ctrl-Q** or **Alt-F4** at any time. You may wish to save your current game before quitting.

# ◆ Game Instructions

## Title Sequence

After you launch the game, you'll see the title sequence that shows how Koala got into his present predicament. Once you have saved a game, launching the game will immediately display the Load Game screen of the **Game Options** menu. From this menu you can choose to resume a saved game. If you wish to view the title sequence again, simply select **Cancel**.

## Controlling the Characters

After the Trans Temporal Recreation Vehicle (TTRV) arrives on Dingo's Atoll, and Koala and Fly venture outside, you begin to control the action of the game.

The game interface couldn't be simpler. You directly control Fly, who is your mouse cursor. To move Fly, simply move your mouse. With Fly, however, you indirectly control Koala when he's nearby. After you locate Dingo, he stays with Koala.

Occasionally, Koala may meander off on his own, but he'll never be too far away. If you need Koala's help or advice, click on an object. He will immediately return to Fly's side, to use his magic powers and dispense his pearls of wisdom.

During the adventure, Koala and Dingo may become trapped. When this happens, you'll still be able to move Fly. However, some activities require the help of Koala and Dingo.

## Navigating Your Way Around

As Koala, Fly, and Dingo look around, they come across doors, windows, passageways, and other openings. To open or go through one of these entrances, move to the entrance, then click on it.

Many of the scenes in *Koala Lumpur: Journey to the Edge* have full 360-degree scrolling backgrounds. Move Fly to the left or right edge of the screen to scroll in one direction or the other. You'll need to do this to fully explore a particular place. In some places, the backgrounds scroll horizontally, while in other realms, the backgrounds scroll vertically. Move Fly to the top or bottom edge of the screen to scroll either up or down.

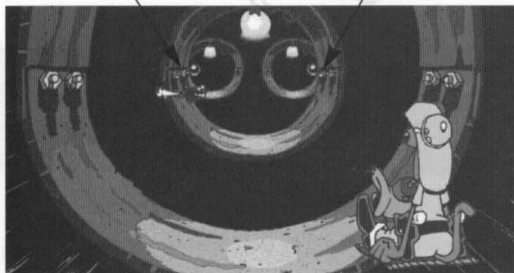


In the Land of Lost Things, you'll travel inside a giant pipe maze. To proceed through the maze, move Fly toward the upper centre of your screen, over the far end of the pipe.

To stop everyone in their tracks, move Fly to the bottom center of the pipe. To turn around 180-degrees within the pipe, click on the left or the right side of the screen. As you traverse the pipe maze, it will occasionally branch off into two pipes. To select a branch, move Fly to the left or right pipe while moving forward. If you make a mistake and choose the wrong branch, simply turn

Left Branch

Right Branch



Pipe Maze

around and go back to the intersection, where you can choose the correct branch.

In the Eye in the Sky, you'll zip through corridors similar to the pipe maze in the Land of Lost Things. Again, to go forward, move Fly to the upper centre of the screen. To go backward, pull Fly to the bottom center of the screen. Unlike the pipe maze, you'll be able to move backwards in the corridors. However, you can't turn around inside the corridors the way you can inside the pipe maze.

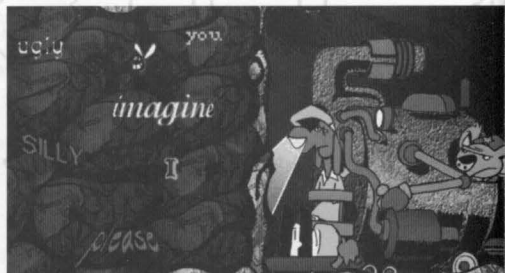
Another area you'll navigate in the Eye in the Sky is a circular hallway known as "the hub." Move Fly to the top centre of the screen to travel in one direction, and to the bottom of the screen, slightly left of centre, to travel in the other direction.

## Inside Dingo's Head

Sometimes, Fly will actually end up inside of Dr. Dingo's head or brain. You may simply need to reorganize Dingo's lost marbles. However other times you find Fly inside Dingo's brain, you'll actually be manipulating Dingo's thoughts, which appear as words and icons on the left side of the screen.



Land of Lost Things



Stream of Consciousness

# ◆ Helpful Hints

Is this the first adventure game you've ever played? *Koala Lumpur: Journey to the Edge* is designed to be like a Zen riddle — it occasionally twists your brain into the lotus position, yet is fun at the same time. If you feel like your progress is slow, try solving a different puzzle, or picking up a different object, or looking at things in a different way. Take a deep breath, relax, loosen up your chakras, and eventually, you will find what you're after. Remember that above all, *Koala Lumpur: Journey to the Edge* is an audiovisual feast that you should take the time to enjoy over several play sessions.

## **Click on or pick up any objects that look like they could be useful.**

You never know — sometimes the most ordinary object can have the greatest significance. Give Koala's magic powers a try on just about everything you come across. And it doesn't hurt to pick up everything you can and stash it in Koala's fez — there's plenty of room, and you may need those objects later.

## **Save time by bypassing animations you have already seen.**

Press any key to skip through an animation. Use this wisely so you don't miss important information in an animation you have not seen (some animations only play once). However, if you do miss something or simply want to view the section again, load a saved game and navigate back to that location/situation.

## **Save games often and name them according to how much you have accomplished.**

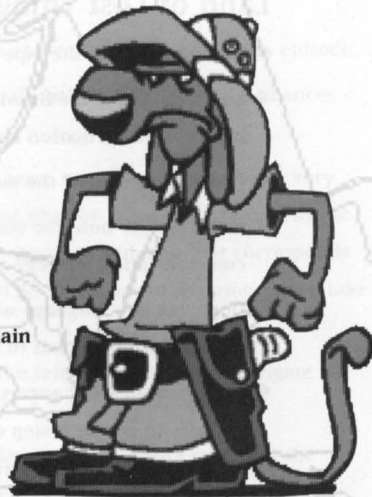
This way you can backtrack if you get stuck and want to tackle a different portion of the adventure.

## **WARNING!**

**READING THE HINTS ON THE FOLLOWING PAGES MAY SPOIL THE GAME. READ SPARINGLY AT YOUR OWN RISK ONLY WHEN YOU REALLY NEED THE HELP.**

## Search For Dr. Dingo

- ◆ Where did Koala go? Check the bathroom.  
Remember that stomach ache he had?
- ◆ Read the books in Dr. Dingo's roll-top desk.
- ◆ Remember that Fly is small enough that he can pass through openings as small as a keyhole.
- ◆ Check out all of the computer terminals on Dingo's network to explore their functionality. The "blueprints" of Dingo's inventions on the main computer should be particularly helpful.
- ◆ The power needs to be turned on in the laboratory for any of the terminals to function.
- ◆ Information can be sent from one terminal to another if they have first been connected properly using the patch board.
- ◆ There's more than one way to free Dingo from his predicament (look in the refrigerator if you don't already know what this is!). One involves brute force while the other requires a bit of finesse.
- ◆ You can send a target to the Hunter-Seeker Missile in two steps even though the obvious network connection is broken.
- ◆ Don't worry - the Hunter-Seeker Missile can't (permanently) harm Dingo.
- ◆ The filing cabinet password and the method with which to decode it is located on the pages of one of Dingo's books.
- ◆ Inside of Dingo's head, you can place his marbles back into his brain and close it to give him a jump start.

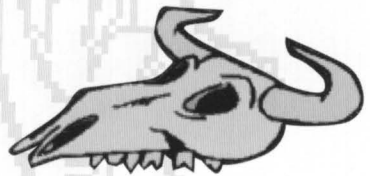


## Land of Lost Things

- ◆ One entrance to the pipe maze requires a wrench to open it.
- ◆ Study the Lost Expedition Log Book (found in the pipe maze). It contains much important information about the Land of Lost Things and it's "citizens."
- ◆ Construct a map of the maze (it's simpler than it may appear).
- ◆ Make sure to note the status of the Immigration and Customs officers and adjust your communication strategy accordingly.
- ◆ Dogspeak is a language with a simple structure. Say what you need to say with the fewest possible words to keep your "sentences" brief.
- ◆ Take note of what angers the Immigration and Customs officers. You usually get six chances to get each step of the process right. If you've been kicked out before using your six chances, you may not have noted the dog's status and you're probably offending him.

## Stream of Consciousness

- ◆ The fortune teller can give you a ticket (click on his forehead).
- ◆ The fortune should give you a clue to the word association puzzle that follows. If you get multiple fortunes from the same fortune teller, the clues will get more and more obvious.
- ◆ In the House of Doors, you'll need to help Dingo confront his deepest fears. Admitting he's afraid of a situation is the way to do this.
- ◆ In the House of Self Knowledge, you'll need to help Koala find something. Remember what you really came to the Stream of Consciousness to look for?



## Eye in the Sky

- ◆ Both Koala and Dingo need to be dressed before you can get very far in this episode.
- ◆ It's always possible to solve the number lock puzzle before running out of chances - just guess using a logical system.
- ◆ The controllers outside the doors to the tractor beam corridors contain some very important clues. The animating LED pattern is just like the force field pattern inside the corridor, and the "pie piece" pattern on the space station map that corresponds with the corridor you're entering will be needed once you get to the other end - take note of it.
- ◆ Take note of the coordinates of at least one of the telepads before you navigate a tractor beam corridor - you'll need them.
- ◆ More than anything, navigating the corridors takes patience. Don't rush into the force fields. Study the pattern and you'll always find openings where the moving fields overlap.
- ◆ The stinger rotation puzzles (where you need the "pie piece" patterns from the space station map) are simpler than they appear. First, make sure you've a ring to rotate by clicking one of the four buttons at the bottom of the controller. Then realize that the positions of the inner two rings do not affect the highlighting of regions on the outer two rings, and vice versa.
- ◆ Take note of the telepad coordinates in each stinger - you'll need them.
- ◆ The coordinates that will get you back to the TTRV, though not entirely straightforward, are located on the main display screen inside the space station's bridge (you took those notes in each stinger, didn't you?).

## Finale

- ◆ Your objective inside Dingo's brain is to connect Koala & Dingo with the mallet.
- ◆ You can't just connect any two pieces that look like they'll connect. After all, not many people would even want to wear that all-seeing helmet, and why would Dingo ever want to be connected with Tuf Luv again?

# ◆ Troubleshooting



If you have followed the instructions in the previous section ("Getting Started") and you are still having problems loading or running the program, the following technical advice may help. Additional technical advice can be found in the ReadMe file as well as in the Windows 95 and Windows 3.1 User's Reference Guide included in the *Koala Lumpur: Journey to the Edge* game box. If the advice in either of these documents does not solve your problem, then see the end of this section, "When All Else Fails," to learn how to contact the Brøderbund Technical Support Department.

## Windows 95 and Window 3.1

### Video Display Problems

For the game to display properly, your Windows video driver must be set to display 256 colours or thousands of colours. The game will not function with video drivers set to millions (24-bit) of colours. For instructions on changing Windows video display drivers, please refer to your Windows manual or the manual that came with your video board.

### Screen Savers and Software Task Bars

This program usually will not have problems running on machines using screen savers or software task bars. However, should you encounter a problem, we recommend that you first disable screen savers and task bars before running the *Koala Lumpur: Journey to the Edge* game. To disable, please refer to the manual that came with your screen saver or software application.

## Windows 3.1

### Not Enough Memory

This program needs a total of 8MB RAM and requires Virtual Memory. This amount may be a combination of physical and Virtual Memory. If you encounter an insufficient memory error message, try either shutting down other applications that may be running or increasing the size of your Windows Swap File (Virtual Memory). For additional information on these procedures, please refer to your Windows manual or the Windows 95 and Windows 3.1 User's Reference Guide included in the box with this product.

## No Sound

If you are unable to hear music or sound effects from the game, check to see if you have Windows sound drivers installed. For additional information regarding this issue, please refer to the Windows 95 and Windows 3.1 User's Reference Guide included in the box or the manual that came with your sound device for instructions on installing Windows sound drivers.

## Adjusting Sound Levels

If you find there is an imbalance between the volume levels of the music and the characters' speech, we suggest you consult your sound system manual to make the appropriate adjustments between the wave and synthesized (MIDI) sounds. If this doesn't work, please contact your sound card manufacturer.

## "Wave Sound Device Not Responding"

If you encounter this error message, you may need to update your sound drivers (wave drivers) to the most recent versions provided by your sound device manufacturer.

## When All Else Fails

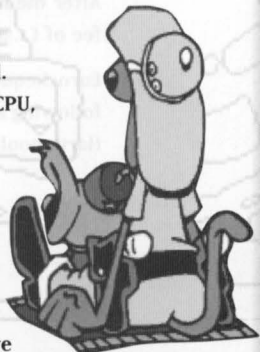
If, after thoroughly reviewing all the documentation, you are still having a problem with this software, please read the following section.

Brøderbund Europe has a staff of customer service technicians ready to help you with any problems you may encounter with the game. Brøderbund Europe Customer Service is available Monday to Friday, between 9.00am and 5.00pm on 01429 855000 or by fax on 01429 521005.

Today's PCs run with many different hardware and software combinations. Because of this, you may also have to refer to your computer, if not possible, make sure you have the following information ready:

- ✓ The error message (if any) is displayed when the problem occurred.
- ✓ A listing of your machine type and hardware contents, including CPU, sound and video board details.
- ✓ The DOS version number you are currently running.
- ✓ Your mouse and driver type.
- ✓ The contents of your CONFIG.SYS and AUTOEXEC.BAT files.
- ✓ Your CD-ROM drive type and CD-ROM extension version, if fitted.
- ✓ The contents of a CHKDSK and MEM/C statement.

You can also write to us at the following address, including the above information. Brøderbund Software Limited, Unit A, Sovereign Park, Brenda Road, Hartlepool, Cleveland TS25 1NN UK.



# ◆ Warranty

## Brøderbund's Limited Ninety-Day Warranty

Brøderbund warrants for a period of ninety (90) days following the original retail purchase of this copy of *Koala Lumpur: Journey to the Edge* that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Brøderbund Europe's Technical Support Department on 01429 855000 between 9.00am. and 5.00pm, Monday to Friday. Brøderbund technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided, Brøderbund will inform you how to obtain a corrected program disk (or at Brøderbund's option, Brøderbund may authorise a refund of your purchase price).

This warranty is in addition to, and does not affect your statutory rights in any way.

## Media Replacement Policy

If any disc supplied with this product fails within ninety (90) days of purchase for any reason other than accident or misuse, please return the defective media together with a dated proof of purchase to Brøderbund Software Limited, Unit A, Sovereign Park, Brenda Road, Hartlepool, Cleveland TS25 1NN UK, for a free replacement.

This policy applies to the original purchaser only. Brøderbund Europe will replace program media damaged for any reason.

After the ninety (90) day free replacement period, damaged media can be replaced for a fee of £2.50 for any paper component and £7.50 for a CD.

Eurocheques should be made payable to Brøderbund Europe Limited and posted to the following address: Brøderbund Software Limited, Unit A, Sovereign Park, Brenda Road, Hartlepool, Cleveland TS25 1NN UK.

## Limitations on Warranty

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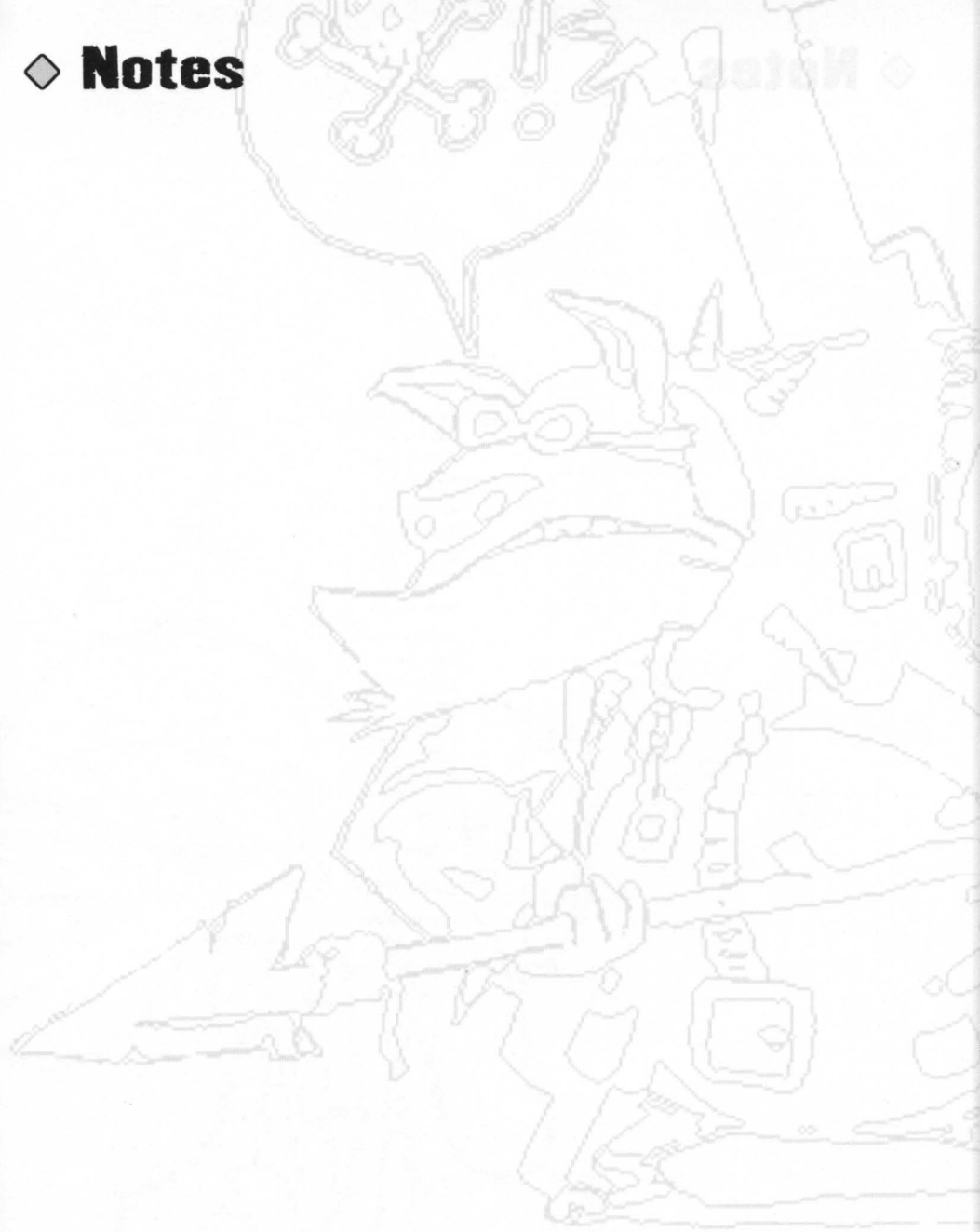
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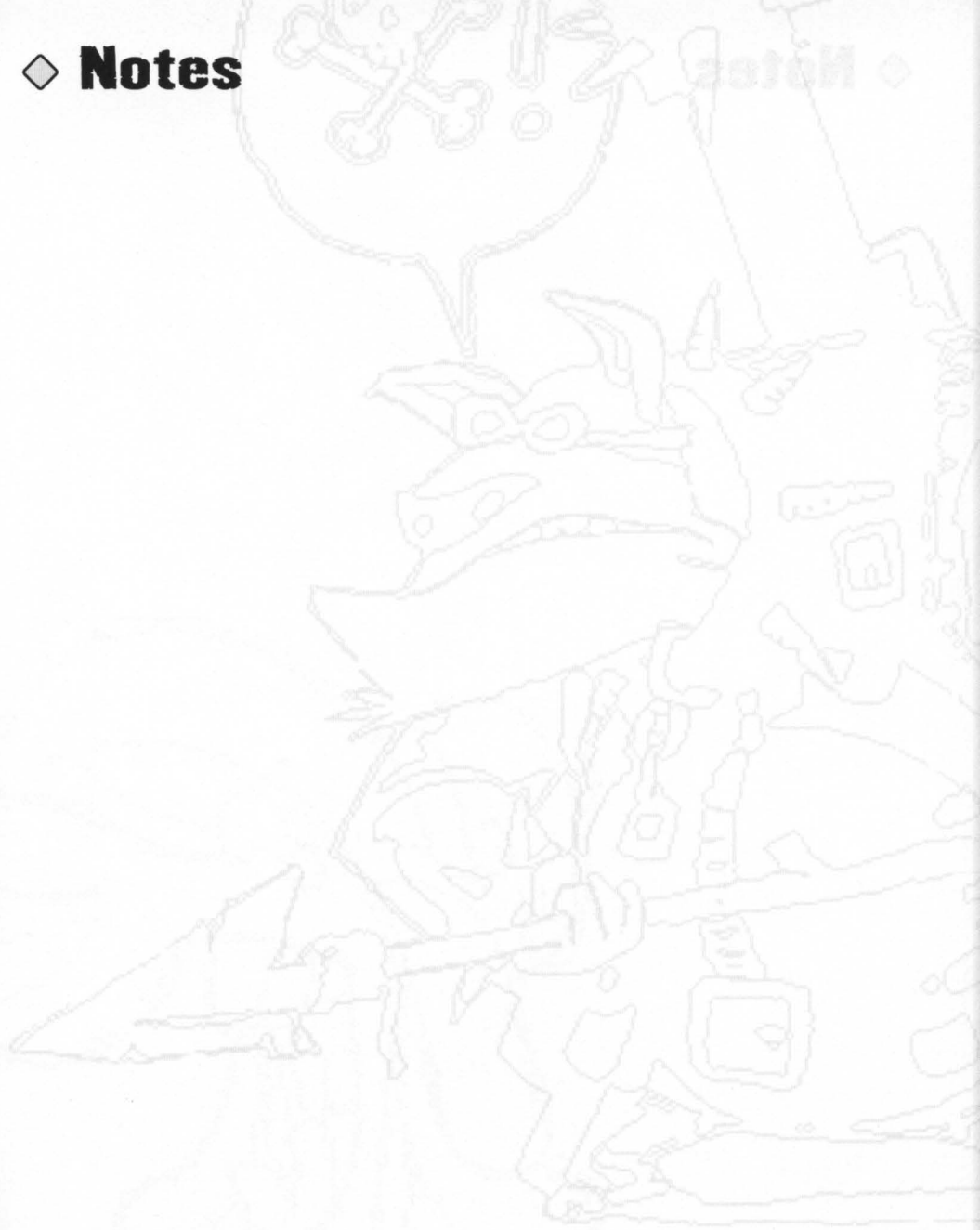
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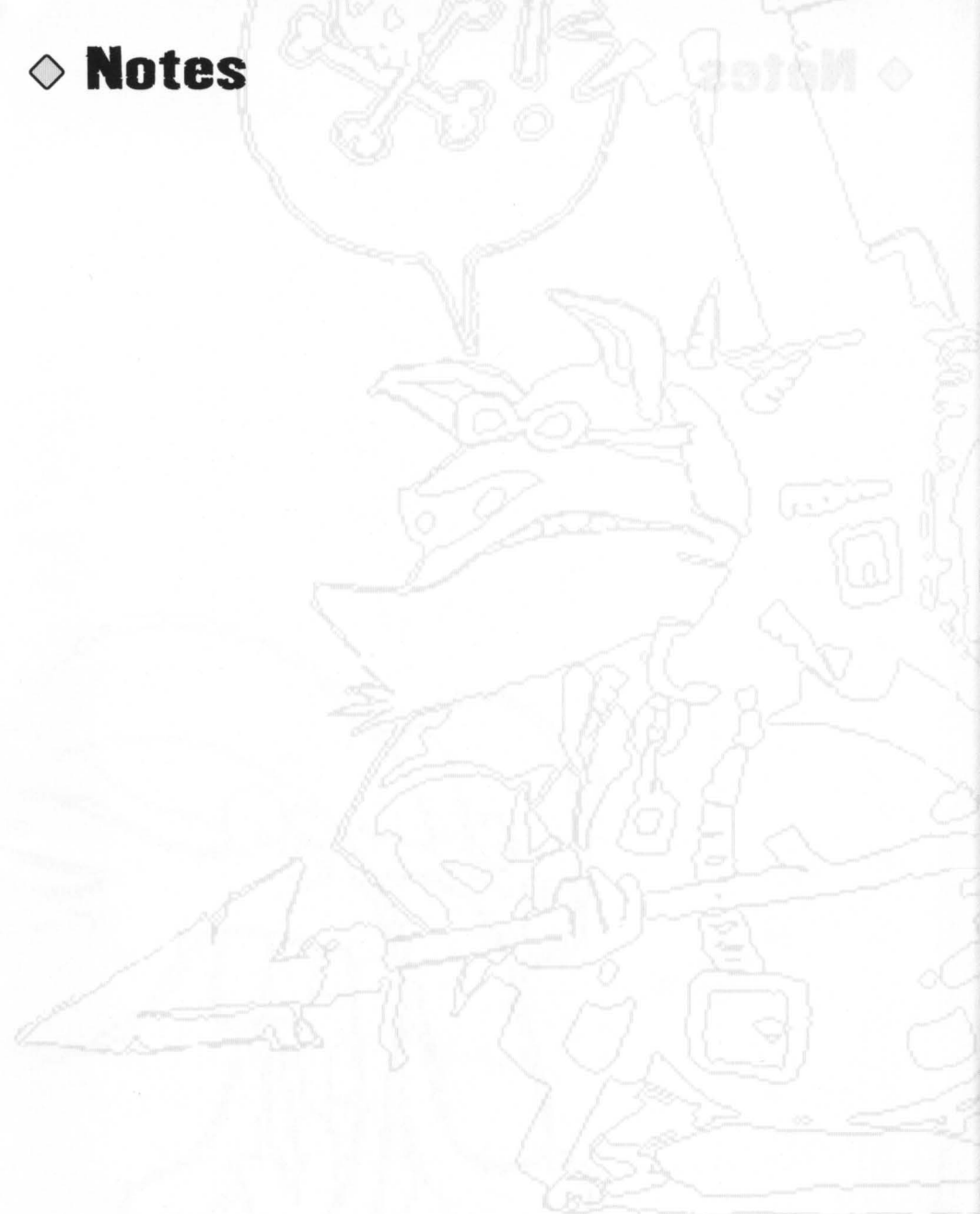




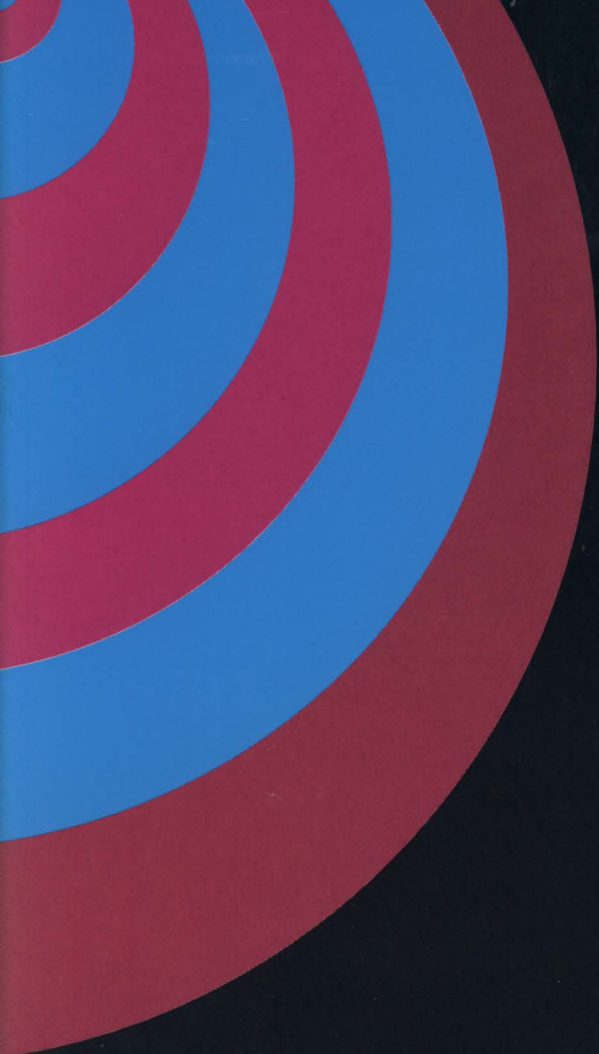












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