KNOW YOUR EIGHT-LEGGED ENEMY

THE AUTHORITATIVE GUIDE ON SPIDER ERADICATION

Courtesy of McClintock Infestation Management Co.

"Serving the Greater Canaima Area since 1988."

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CANAIMA, YOU'VE GOT SPIDERS!

As you know from the local newspaper headlines, radio reports, and coroner inquests, our county has been invaded by a lethal spider accidently imported from South America. McClintock Infestation Management welcomes this opportunity to show off our capabilities and expand our business. In fact, the war on arachnids is increasing so rapidly, we have immediate openings for persons with the proper bug-busting moxie to fit into our entomological SWAT team.

Ask yourself:

• Could you dodge a baseball with 8 legs, a hairy bod, and a poisonous sac?
• Could you hit a black dot with a billowing toxic mist at 20 paces?
• Could you tell a spider from a canary?

Extermination is a crusade for us. In relationship to the insect world, we're a bit like the Roman armies of old. We're cruel. Vengeful, even. But we fill an important niche in the ecosystem and our pay is competitive.

If I've thoroughly convinced you of the extreme importance of the Arachnid Abatement Technician in this delicate world balance of Man vs. Insect, grab your teflon swatter and let's rock 'n' roll!

Owner and Operator,
Delbert McClintock

What we got are towns. Hysterical towns. Canaima's not the only one demanding our expert services. Sister cities throughout the state are clamoring for our assistance. Why don't these cities simply walk their fingers through the phone directory and support their own economies by hiring local exterminators? Toxi-Max—the private McClintock stock — that's why. Fumigatory four-star finery. And right now it's the only juice that's effective on the varmints.

As a part of our team, I am assigning you a company vehicle with unlimited mileage. You're going to travel from town to town, making house calls on hysterical inhabitants. In each community, defenseless domiciles have been pre-empted by these conscience less beasties. Here's the guideline to your workday:

1 When you arrive in a town, you get an overhead map of the area on your monitor. Pick the building you want to go into and stop your truck in front of it to enter.

2 Go through the house, school, cemetery—or wherever else you may be —find the Queen spider, and blast the mother! She rules the roost — if you can eradicate her hairy rear, that town is once again safe for inhabitation. As you make your path toward her, you'll undoubtedly have to nuke quite a few of her evil minions, the Soldier spiders.

3 Across the bottom of your monitor are:

Delbert

That's me. I represent the status of your health. The sicker I look, the sicker you are!

Spray cannister

This is the amount of Toxi-Max spray insecticide you have. As you use up the insecticide, the spray level slowly drops.

Bug bomb

You start with two.

Bugometer

The bugometer tells you where the Queen or South American spider is. The bugometer only goes into effect after you destroy an egg sac.

4 You can leave a building at any time—just find the front door and walk out. You'll return to your truck so you can move on to another destination. Going out to your truck does two things: 1) it refills your spray insecticide tank and 2) it allows the building to repopulate with spiders.

5 If you're killed, you get the Evaluation screen on your monitor. (That's the one with the unfortunate Arachnid Abatement Technician all tangled up in webs.) Across the top of the screen is a summary of total spiders you killed, the total time you were out in the field bug-busting, and the number of kills per minute. Select **Play Again** to return to the first town of Canaima to give it another spirited try. Select **Quit** to turn in your gear for the day.

**This is the quick and dirty outline of your day.
Read on for complete details.**

Eradicating the American Threat

Keep rolling until the resistance is crushed. Just how many towns will you have to hit? Hard to say. We'll just keep blasting our way across the city limits of our fair state. And how many houses will you have to hit within each town? Like I said, just until you knock off the Queen. If that means you find her in the very first house you fumigate, then you can pop her off and move on to the next town. If you don't happen to encounter your nemesis until you're in the last room in the last house, then that ends up to be a little more leg work for you. (Some arachnid specialists are more sensitive to a presence than others. There is no penalty on your potential for promotion if your sixth sense for insect detection happens to lean more towards beetles or termites—it's just gonna take you longer to sniff out the Queen.)

The United Nations Assignment

Habla "Bug"? Parlez-vous "Bug"? Sprechen Sie "Bug"? There's talk of a United Nations assignment to the rain forests of the Amazon for the fumigator with the right stuff. I've never had the pleasure of visiting such exotic and foreign lands; it's been said palm leaves grow so large you can use them for hammocks or car covers. If you successfully handle the infestation here at home, you just might get the opportunity to take McClintock Infestation Management international. Imagine the opportunity to bridge cultures *and* kill oversea arachnids!

L E S S O N 2: K N O W   Y O U R   E N E M Y

We gather our information on arachnid biology and habits from the most highly-regarded authorities: encyclopedias, public television, and Department of Agriculture reports. By studying the enemy and learning its tactics, we've gained the advantage in modern suburban warfare.

Soldier Spider

This non-reproducing Queen offspring can infiltrate your home or business by the hundreds. Look for them both high and low. When they're not shuffling at shoelace level, these gymnastic little buggers will leap up from the ground or swing down from the ceiling. Fortunately, one good shot of Toxi-Max spray insecticide ensures their immediate demise.

You can withstand four of their little toothy bites before succumbing. How can you survive four when mere mortals buckle under one? Credit the McClintock uniform that you're wearing with pride—carefully handwoven by the lovely ladies at The Canaima Seniors Center to make spider fang penetration especially difficult.

Queen Spider

The colorful markings on her legs and abdomen disguise the deadly serious nature of this momma. She is highly aggressive and strangely intelligent, actually seeking out human prey. Tough as nails, she needs many strong doses of Toxi-Max insecticide before expiring. Bug bombs will temporarily slow her down, giving you the opportunity to asphyxiate her with multiple shots of insecticide spray or completely toast her with the hot flame of an ignited aerosol can.

Two bites from this femme fatale and you're a proverbial notch in her belt. Take my advice, don't get close enough to see the whites of her eyes, especially since she doesn't have any.

South American Spider

Twice as large as a Queen spider, the South American is also twice as deadly. This monster mamba will succumb only to an outrageous exposure of spray insecticide. Keep pumping the stuff 'til this creature cooks to a crisp!

Don't forget, this is the lion of the arachnid world—before it met man, it had no predators. Now, look out sucker! (This warning applies to you as well as the spider.)

South Americans don't believe in taking small bites or chewing their food slowly. One most singular, exquisite bite will drop you flat dead.

McClintock Infestation Management utilizes proven safe methods of destruction. You are state licensed and certified to handle toxic materials in a professional manner. That little incident reported in the *Canaima Times* was blown entirely out of proportion, and everyone affected has been released from the hospital by now.

Regulation Issue Boot

This beautifully simple piece of equipment is capable of crushing the exoskeleton of an insect and rearranging its internal contents in one fell stomp. I highly recommend this classic boot-meets-bug approach because it's environmentally safe and extremely economical per application. You'll want to use this method when you can in order to save on your limited stock of spray insecticide or when you've run out. By the way, stomping only works on the Soldier spiders.

Insecticide Spray Gun

This is our primary weapon on the bug battlefield. Your spray gun pumps out Toxi-Max, the insecticide with an environmental conscience. It's biodegradable, organic, and you ought to see the tiny beasts sizzle when we spritz them with the stuff!

Every time you go out to the truck, your tanks will automatically refill (this cutting edge technology stuff is beautiful). There's only one catch: when you leave a house, it becomes fully repopulated by the Soldier spiders. Just how they remultiply with such ferocity is a mystery to me, but they do. I recommend using your juice wisely so you don't have to run out to your truck for a restock.

Bug Bomb

Chemical warfare is the only way to neutralize a massive assault of an arachnid army. One bug bomb (filled with Toxi-Max *and then some*) is sufficient to waste an entire room of Soldiers. Because the Queen and South American are exceptionally virile in nature, the bomb will only serve to stun them.

On your maiden voyage you're geared up with two bug bombs. Each time you clear a house, you'll receive another to add to your arsenal. If you save someone from an imminent spider attack, you're rewarded with two free bug bombs. I'd load you up with an endless supply if I could, but the good old personal stock is limited and I've got technicians all over the state battling on the same front line as you.

Aerosol Flamethrower

Flame-roasted spiders sound suspiciously like California cuisine, but it's actually what happens to our fuzzy friends when you get your hands on the most awesome firepower available: the homemade aerosol flamethrower. When you locate an aerosol can (there's only one in each town), walk by it to pick it up. To turn this common household item into a combustible dragon, you'll also have to find matches. Once you have both the aerosol can and the matches in your possession, the flamethrower automatically becomes your primary weapon and will last for a short while. If you're not ready to use the flamethrower as a weapon, don't pick up both items yet. Just carry either the aerosol can or the matches; then when you're ready to use the flamethrower, pick up the other part. (To avoid picking something up, be sure to jump over it.) Flamethrowers aren't transferable between buildings—you can only use it in the building where you found it.

The flamethrower is the ideal weapon against the Queen spider. Unlike the numerous blasts of Toxi-Max required to kill her, the flamethrower will take care of her with one hot lick of flame. My recommendation to you is to pick up the matches when you're ready to fight her; otherwise, you'll just waste the flamethrower's awesome power on the weaker Soldier spiders. One flame blast can also destroy the egg sac.

Bugometer

Although not an offensive weapon, the bugometer is an important piece of equipment. The bugometer is a technologically-advanced device developed to intercept spider-level sound waves undetectable to the naked human ear. Because the ruling spider (Queen or South American) is often the loudest of the bunch, the bugometer is tuned to pick up its high volume chatter.

The bugometer only works after you destroy an egg sac in each town (remember, each structure has an egg sac). It works on the principle that after your successful assault, the ruling spider becomes aware of your threatening presence and starts shouting orders to Soldier spiders. This unusual level of spider sound is easily picked up by the bugometer (when played back amplified, the sounds are a bizarre cross between nails dragging on a chalkboard and deep, throaty barks). Follow the compass and you should soon have your noisy enemy cornered.

Every extermination call you answer is an invitation to mortal combat with miniaturized messengers of death. Take note and put the odds of survival on your side:

- Be careful as you pass by objects. You never know where those shifty little buggers are lying in wait.
- If a spider drops on your head, grab at it and shake as fast as you can. With speed and luck, you just may toss the spider off before it gets the chance to bite you.
- Spider webs won't kill you, but they'll slow you down. This could be a disadvantage if you're in the throes of battle. If your wits are about you, be sure to jump over spider webs in any threatening situation.
- What if, despite all preventative measures, your defenses are penetrated and you get the big fangoria on the leg? First, let's hope it's not the South American spider because, as you will recall, one bite is all it takes for me to have to retire your uniform. But if it's any other spider, you can reverse the ill effects of malice by locating a first aid kit, which contains a dose of anti-venom.

FIRST AID

Since the arachnid invasion, the county health inspector has made the ownership of a first aid kit mandatory for each household. Simply pick one up to absorb the health benefits of this medical jewel. If you're at full, robust health, the first aid kit won't do anything for you so you should jump over it to bypass it. If you pick one up at full health, you'll just waste it since you don't need it and you can't carry it with you.

LESSON 5: RISK AND REWARD PROGRAM

In appreciation of the fact that different Arachnid Abatement Technicians have different skills, I have implemented a Risk and Reward program. Basically, if you stick your neck out far enough, you get something in return. Remember, your basic goal in each town is to destroy the Queen or South American spider. If you choose to put in some overtime, here are bonuses you can receive:

- You don't need to kill every Soldier spider in a house if you don't want. However, if you clear a building of all spiders, you receive an extra bug bomb for your sterling efforts. Saving up bug bombs for later use is a highly recommended thing to do.
- If you destroy the egg sac in a house, building, cemetery, etc., the bugometer is triggered. The bugometer will help you hunt down the Queen or South American spider.
- If you hear a shriek for help, it's your chance for headline heroics. Save the arachnophobic in distress and earn two bonus bug bombs. And, although your victim may be in too much shock to exhibit effusive gratitude, realize that you are a knight in hazardous waste armor. Know that you are one of the few, the proud, the Arachnid Abatement Technician. And of course, pick up your paycheck at the end of the week.

Problem: The program doesn't load properly.

- Do you have the correct equipment as listed under "Equipment You Need" on the Quick Start card?
- Is each component of your computer system (computer, monitor, disk drives) turned on?
- Did you check that the disk you're playing on isn't write-protected?
- Did you insert the disk correctly into the drive, with the label side up? Did the disk go smoothly into the drive? Did you close the drive door?
- Did you follow the loading instructions correctly on the Quick Start card?
- Do you have any unusual peripherals hooked up to your computer? Try unhooking any unnecessary peripherals, rebooting the computer, and reloading the program.

IBM owners:

- Did you choose the correct graphics mode? If you're in doubt, try each option. See "Notes on Starting the Program" on the Quick Start card for additional information.
- Do you have Terminate and Stay Resident (TSR) programs in RAM? Examples of TSRs are Microsoft® Windows, mouse drivers, calculators, clocks and disk caches. TSRs are automatically loaded by your computer when you boot your machine. If you're using TSRs, you may have to start up your computer by loading DOS from an original DOS system disk, or you can remove the TSRs from your AUTOEXEC.BAT file. Please refer to your computer's user manual for complete details on TSRs and AUTOEXEC.BAT files.
- If you have a Tandy 1000, try using SETUP to reduce your video RAM from 64K to 16K. See your computer manual for details.

Problem: Colors do not appear as expected.

- Are your monitor's contrast, color, and tint controls properly adjusted?
- Are your monitor cables securely attached?

Problem: The sound is broken, warbly, or missing on the IBM (or compatible).

- Did you accidentally press **S** while playing the game? This turns off the sounds to the internal speakers. Press **S** to turn the internal speaker sounds back on.

- Running the program through a DOS shell (like Microsoft Windows) may cause the sound to break up. Try quitting out of the DOS shell and running the program from the DOS prompt.
- The sound may be distorted on machines that run slower than 8 MHz.

Sound Source Owners:

(The Sound Source is an optional sound accessory that works on IBM/compatible and Tandy machines.

- Is the Sound Source system properly installed? Is its cable plugged into the computer's parallel port? Is the volume level turned up?
- Does the Sound Source system have a fresh battery installed? If you're unsure, test the Sound Source with a brand new battery.
- If your printer is plugged into the Sound Source system, is the printer turned on?-In most cases, the printer must be turned on for the sound to be right.
- Are headphones plugged into the Sound Source? Headphones cut off sound from the speaker.
- Are you a Tandy 1000 owner? If your printer is plugged into the Sound Source, try unplugging the printer from the Sound Source adaptor.
- In rare circumstances, due to variations in parallel port circuitry and other factors, the program will not be able to accurately detect the presence of the Sound Source. To handle this problem, Arachnophobia has been equipped with a special "switch":
  - If you have a Sound Source properly connected, run the program by typing **SPIDER ON** at the DOS prompt.
  - If you do not have a Sound Source, run the program by typing **SPIDER OFF** at the DOS prompt.

If you've tried all our troubleshooting suggestions but still can't solve the problem, please contact the Disney Software Customer Support department.

DISNEY SOFTWARE CUSTOMER SUPPORT

Got a problem that you can't solve? Need a hint on a game? Want to learn about future software releases? Then contact our Customer Support staff. There are four ways to contact us: calling, writing, getting onto our Bulletin Board System, or faxing.

Calling

You can call Disney Software Customer Support at (818) 841-3326, Monday through Friday from 8:00 a.m. to 5:00 p.m. (Pacific Time). We'll be happy to answer any questions that you have.

If you have a technical problem that you need solved, please have the following information ready before you call:

- The name of the program you're using
- Version number of the program you're using (if applicable)

- The type of computer you're using (specific model name helps)
- The type of printer you own (specific model name helps)
- Information on other peripherals you're using (type of monitor, video card, interface, modem, mouse, joystick, etc.)
- Type of operating system or DOS version number (for IBM owners)
- Description of the problem you're having

Writing

We encourage you to write. It gives us a chance to answer your questions and pass along any tips we may have about your program. We also welcome any comments you might have about our product. Send Customer Support correspondence to:

Walt Disney Computer Software, Inc.
Attn: Customer Support
500 South Buena Vista Street
Burbank, CA 91521

If you're writing us about a problem with your program, don't forget to include all the information listed under "Calling."

Using the Bulletin Board System

If you own a modem, you can call the Disney Software Hotline at (818) 567-4027. To use the board properly, make sure your communication parameters are set to N,8,1 (N stands for no parity, 8 for 8 bits, and 1 for 1 stop bit). The Hotline supports the following modem baud rates: 300, 1200, 2400, 4800, 9600.

The Disney Software Hotline is a free 24-hour service for Disney Software customers. It provides clues, hints, tips, a question and answer feature, and other surprises. There's also a section for callers interested in seeing previews of our new releases.

Faxing

If you have access to a fax (facsimile machine), you can fax us messages at (818) 846-0454. If you're faxing us about a problem with your program, don't forget to include all the information listed under "Calling." Be sure to address the fax to "Customer Support."

Disk Replacement

If your disk is defective and you need to return it for a replacement, please mail us only the disk (don't mail us the packaging or other materials) with your name, return address, and an explanation of the problem with the disk. Mail the disk to:

Walt Disney Computer Software
3333 N. Pagosa Court
Indianapolis, IN 46226

We'll replace your disk at no charge within ninety (90) days after purchase, provided you've mailed in your warranty card. If you didn't mail in your warranty card, there's a replacement fee of $10.00. Please allow 3 to 4 weeks for delivery.

When you send in the warranty card, you're entered into our customer files. This lets us notify you of product upgrades and future releases. It also helps us learn more about you as a software consumer, which helps us develop products that you can enjoy.

Complete details on the limited warranty are as follows.

Limited Warranty

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