

USER MANUAL

RISKS AND BY-EFFECTS RECOMMENDATIONS

- 1) Always keep a sufficient distance from the screen – at least 45 cm.
You protect your eyes.
- 2) Sit upright and adjust your chair's level to keep your legs bended in a right angle. The angle between your forearm and upper arm should be greater than 90 degrees.
- 3) Keep the upper edge of the screen at or below your eyes' level and the monitor should be tilted slightly up to prevent problems with cervical.
- 4) Reduce the brightness of the screen to reduce the contrast and use only monitors with a reduced emission level and a high refreshing frequency.
- 5) Make you sure, that the room, you want to play in, is lit well.
- 6) If you are tired, interrupt your game and have a rest (at least once an hour), nevertheless it may be really difficult to stop.



**IN CASE OF TROUBLES WITH RUNNING THE GAME,
CONTACT OUR SUPPORT TEAM.**

E-mail: faq@cinemax.cz

Web: www.gumboycrazyadventures.com

CINEMAX, s. r. o., Plzeňská 66, 150 00 Praha 5, Czech Republic

GUMBOY

CRAZY ADVENTURES

ABOUT THE GAME

Dear player, welcome at a game you have not probably played yet. With its real physical simulation of a ball in various interactive environments, GUMBOY brings revolutionary gaming principles that have not been used so far. Soon, you will find out that it is not the only aim of the game to cope with 50 levels within 6 uniquely created worlds full of original pitfalls. You will have to look for an optimal solution at each level, to pick-up tokens and to perform tasks. You will often just gad through the game, enjoy its fairy mood and try what your GUMBOY copes with and where his limits are. GUMBOY will definitely enter your life for some time.

The target of each level is to get to a magic gate that will let you further. But, the gate will open only if you perform all compulsory tasks of the level. Already after completing the first “real” level – MEET THE MAGIC – you will be granted an access to two other worlds, which are completely different. So, you can choose the environment, you like just now. Any completed level remains open for you to return. This enables you to use the gained experience to set new records. You will easily become familiar with a new environment if you carefully follow an arrow, the top part of the screen stating the necessary score and other information located at screen margins.



INSTALLATION

Insert the CD-ROM into a drive and follow the instructions of the installer. If the CD does not start automatically, find the setup.exe file on it and run it. The game will require approximately 60 MB of free space at your hard disk for the installation.

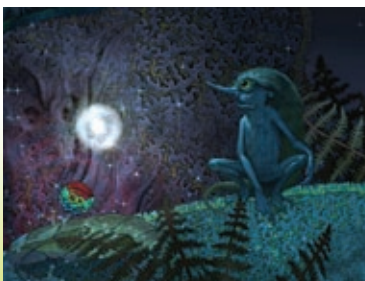
MINIMAL SYSTEM REQUIREMENTS

- Operating system MS Windows 2000 XP (SP2) with DirectX (8.0 and higher)
- 1 GHz processor (1,6 GHz is optimal)
- Memory: 256 MB RAM
- 3D-graphic adapter, supporting OpenGL with at least 32 MB memory (GeForce FX 5200 or better is optimal)
- CD or DVD drive
- Sound card



MAIN MENU

This menu will allow you to start the game, to set the controls, video and sound parameters, to open game's web site and to close the application. Before starting the game for the first time, check and adjust the settings.



SETTINGS

1) Control. You can set your own game controls. You only need keys to roll left and right, to accelerate, to jump and to quit the game and call the menu. You can also control the game by a gamepad or by a joystick.

2) Video. Before launching the game for the first time, test your computer by clicking a button TEST (in SETTINGS menu). The game will verify if the video settings are suitable for your computer. If not, it will be necessary to reduce the performance demands by selecting a lower resolution, lower colour depth or a more suitable texture compression mode. If you have more monitors or a monitor and a TV connected to your computer, you can choose which screen the game will run on. After changing the settings, click again the Test button to verify, if your settings are correct now.

3) Audio. You can also select the audio equipment – usually the software one is used.



MAIN MENU

You control the main menu by means of left- and right- arrow keys. By pressing the CTRL+UP keys simultaneously you will jump up. If you hit a shell, a corresponding sub-menu will open.

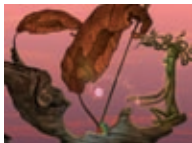
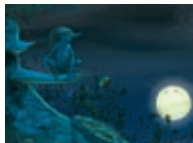


WORLDS



TUTORIAL. Your task in playschool levels is to go through it and to pick up diamonds or stars to open the magic gate.

MAGIC FOREST. A dwarf needs star dust to open you the gate. First, find mysterious forest energy, then a magic mushroom. Thanks to the forest power you will release the star dust from the mushroom. The dwarf will conjure up a magnetizer which will help you to push the star dust towards him.



WORLD OF BEANS. Mr. Bean has lost his beans. But he is very busy with meditation. If you bring him his beans, he will award you and open the magic gate.

SUMMER MEADOW. Roska, the fairy, likes drops of dew. Bring them to her and she will help you to continue.



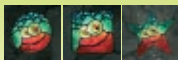
UNDERGROUND. What a darkness there! Use the magic to lighten your vicinity and look for the gate carefully.



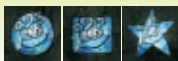
CAVE. Bring the magic crystals to cave dwarfs. To reward you, they will help you to find a crystal star, which is missing in the constellation. If you find it and light it up, the gate will open.



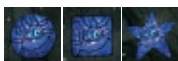
BOOSTS AND ITEMS



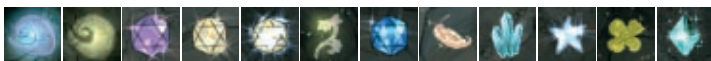
If you pick up this morpher, you will transform into a rubber ball, a cube or an aster. The rubber ball is the best for rolling and it can even float at a water-level.



This morpher will transform you into a ball, a cube or an aster filled with air. The balloon filled with air is able to bat you up with power. But you cannot get under the water with it. Be aware of a fire or sharp items – you will burst in a jiffy!



As a ball, a cube or an aster filled with water, you can float or dive. But again, you are more vulnerable – you can burst easily, so be aware!



Diamonds, Beelzebub's, crystals and magic leaves raises your score.



The Magic gate opens when you perform all, what necessary is.



Magnetizer is able to push the star dust, beans or even the drops of few.



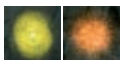
If you eat a seed of a hiccup nut, you will start to hiccup. Then you will jump there, where you need to.



Thanks to the seed of a hiccup nut you can jump up, if you need. Just press a "jump-key".



This packet contains glue, that will help you to glue yourself and then you can roll over the ceiling, for example.



The teleport will take you over to another spot. The extra teleport is also able to take over an item you are pushing.



Magic crystal is to be brought to a cave dwarf.



This morpher makes smaller and so Gumboy can pass there, where he would not otherwise fit into...



Fireproof outfit protects from burning.



Diving equipment enables you to stay under water as long as you want.



If you light up crystal stars and place them correctly into constellations, the gate will open.



A secret treasure can be found at any level (except bonus ones). Just try to look for them and your score will rocket.



The forest energy is able to conjure a teleport and it will shake out star dust from the magic mushroom.



Magic mushroom.



It will open the teleport with the help of the forest energy.



After passing this checkpoint, you will not have to repeat the whole level if you skewer, burn or drown, but you can continue from this point.



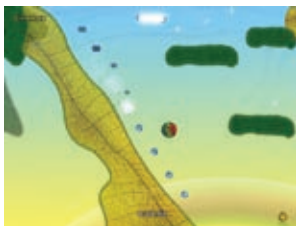
The Regenerator will heal all your scars (if an acid or a fire burn you or even if grubs gnaw you...).

GUMBOY CRAZY ADVENTURES Features

GUMBOY: CRAZY FEATURES (special edition – distributed for free)

The environment of this special edition let you to prove and train most of game elements and situations contained in GUMBOY: CRAZY ADVENTURES. We crammed the most of special items and treasures into one level in order to enable the player to experiment and to achieve basic skills necessary to be able to play the more extensive game GUMBOY. This “training camp” does not contain the final gate – its only purpose is fun, relax and player’s training. To make the game fancy, we included the option of a time-trial with the aim of the highest score.

<http://www.gumboycrazyfeatures.com>



Development and production © 2006 CINEMAX, s. r. o. All rights reserved.

WARNING! The program, game graphics, cover design, music, names and user manual are copyrighted. Without the previous consent of the company CINEMAX, s. r. o., neither the software nor the user manual may be copied, translated to foreign languages or filed in a shortened version at any electronic media, no matter if as complete or in parts. The company CINEMAX, s. r. o., grants the only exception to the press to review and test the game and to publish screenshots from the game.

Hardware and/or software names mentioned in this manual may be registered trademarks or trade names of their respective owners.



CINEMAX, s. r. o., Plzeňská 66, 150 00 Praha 5, Czech Republic

<http://www.gumboycrazyadventures.com>

<http://www.gumboycrazyfeatures.com>

<http://www.cinemax.cz>