

GRAPHIC
ADVENTURE
GAME

AGES 9 & UP



Houghton Mifflin interactive

THE DAY THE WORLD BROKE™

Old Secrets... Hidden Answers... Little Time.



Houghton
Mifflin
interactive

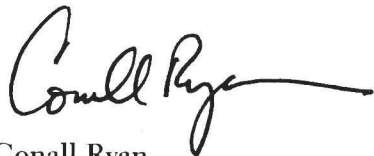
120 Beacon Street
Somerville, MA 02143

(617) 503-4888 <http://www.hminet.com>

DWB501AE-FI

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HMI is a full division of Houghton Mifflin Company with over twenty CD-ROM titles and three active web sites. We're offering an exciting line of high-quality titles created in the tradition of excellence established by Houghton Mifflin Company 160 years ago. We believe that the best way to earn a place on your CD-ROM shelf is to deliver software that pleases your eyes while stimulating your mind. We love what we do. We hope you will, too.



Conall Ryan
President & Publisher,
Houghton Mifflin Interactive



System Requirements

Windows®:

486/100 MHz or higher (Pentium® preferred) • Windows® 3.1 or higher (Windows® 95 preferred) • 12MB RAM • Quad-speed (4x) CD-ROM drive • MPC2-compatible sound card (22KHz, 16-bit) • SVGA display (256 colors) • Mouse • 6MB free hard disk space (15MB for Windows® 3.1)

Installation Instructions

Windows® 95

1. Insert the *The Day the World Broke* CD-ROM into your CD-ROM drive.
2. From the **Start Menu**, choose **Run**. Type **D:\SETUP.EXE** (where D: is the label of your CD-ROM drive). Click **OK**.
3. Follow the on-screen instructions to install all necessary files. QuickTime for Windows must be installed.
4. To run the product, double-click the **The Day the World Broke** icon from the **HMI** program group.

Windows® 3.1

1. Insert the *The Day the World Broke* CD-ROM into your CD-ROM drive.
2. From the Program Manager, choose **FILE**, then **RUN**.
3. At the Command Line, type **D:\SETUP.EXE** (where D: is the label of your CD-ROM drive). Click **OK**.
4. Follow the on-screen instructions to install all necessary files. QuickTime for Windows must be installed.
5. To run the product, double-click the **The Day the World Broke** icon from the **HMI** program group.

Contacting Technical Support

If you have questions about the program and have access to the Internet, visit the HMI Customer Service and Technical Support Site on the World Wide Web, at:

<http://www.hminet.com>

If you don't have access to the Internet, or if you're still experiencing difficulty, gather the following information and contact us at one of the listings below:

1. The product name (*The Day the World Broke*)
2. Amount of RAM in your system, video card and system information
3. A description of your problem including any error messages
4. A list of the steps that lead to the problem

From the United States or Canada:(800) 210-0241

7:00 am - 1:00 am, Monday - Friday

8:00 am - 8:00 pm, Saturday - Sunday
(Eastern Standard Time)

From outside the US or Canada, call:(617) 503-4888

Send correspondence to:.....HMI Technical Support
120 Beacon Street
Somerville, MA 02143

Send faxes to:(617) 503-4900

Send e-mail to:HMI_Tech@hmco.com

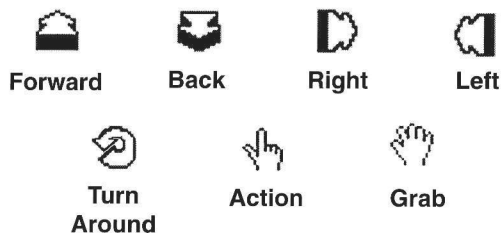
The Day the World Broke



Hey there! I'm Bud, one of the engineers for the World Works, the machine that runs the world. I know that probably surprises you, but really, we don't have time to explain now. See, something has gone wrong. Really WRONG. Earthquakes, floods in the desert, rivers drying up, flying cows... get the picture? We need your help! The following sections should help you get started.

Exploration and Navigation

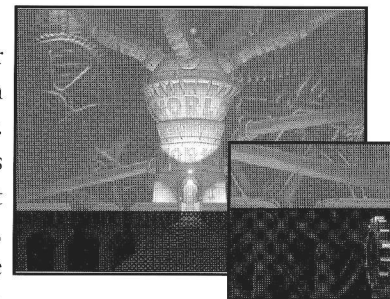
Exploration and observation are the keys to this game. Listen to what the characters tell you and examine everything you can find. The following cursors will help you navigate the game — click on them to move around:



Go everywhere and be observant.

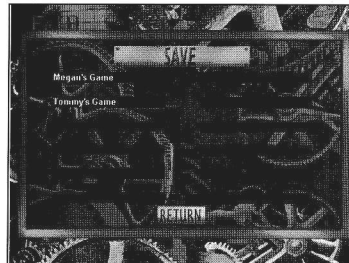
The Control Panel

To access the control panel, move your cursor to the bottom edge of the screen until it becomes the **Action** cursor. Hold it there until control panel pops up. Click on the gear in the lower right corner to access the options screen, where you can change the volume, save a game, load a game, or quit the game.



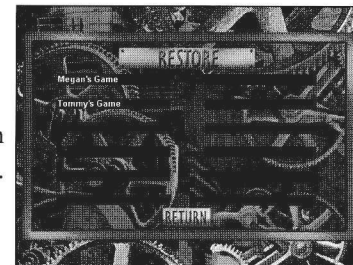
Saving a Game

To save a game, click on the **Save** button on the options screen. Then click on any of the blank slots on the save screen, and type in a name for your game. Click on the **Save** button.



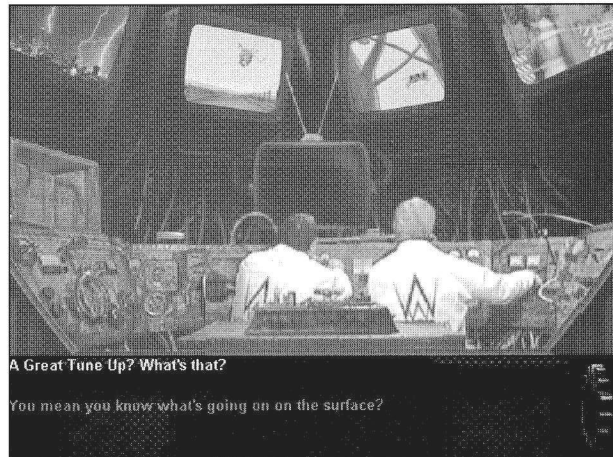
Loading a Saved Game

To load a previously saved game, click on the **Load** button on the options screen. Then click on any of the saved games.

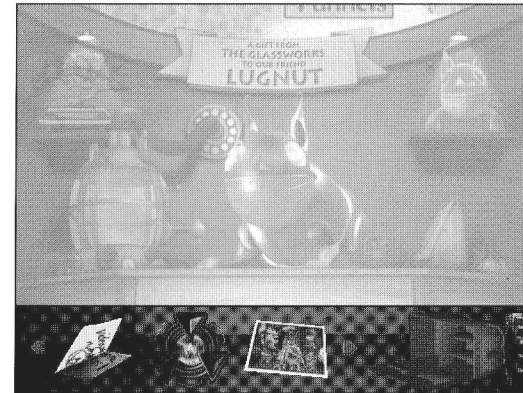


Conversation

When you encounter characters in the game, **CLICK ON THEM TO BEGIN A CONVERSATION**. Almost any character will be happy to speak with you. Choose your replies from those listed in the control panel. Click on any phrase to say it to the character. Each time a character speaks to you, you will be offered a new list of replies. If you would like to give a character any of the objects you will be collecting, **DO SO BEFORE YOU CLICK ON THAT CHARACTER TO BEGIN A CONVERSATION**.



Inventory Control

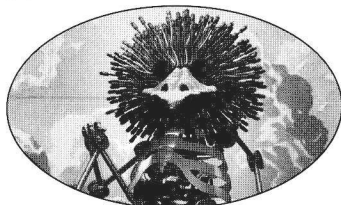


Early in the game, you will receive an emergency kit. It will appear in your control panel, next to the gear. As you travel around the game, you may keep objects you find in this kit. Drag objects from the screen to the lower right corner. The control bar will rise and you can “drop” the object on the kit. To look through your inventory, click on the emergency kit, then click on the arrows to scroll through your possessions. If you wish to give an object to a character, click and drag it from your kit to that character. The characters will tell you if they cannot use an object you have given them, and will return it to your emergency kit. **YOU MUST CLICK ON THE EMERGENCY KIT TO CLOSE IT AND CONTINUE YOUR GAME.**

Hints

Stuck? Can't figure out what your next step should be? Think about what you've learned. Talk to characters. Explore. Take notes. And when all else fails, you can check out some hints in **HINTS.TXT**. You'll find the hints document on the root directory of *The Day the World Broke* CD-ROM. The disk has hints for all parts of the game, so if you don't want any help, be careful when you read the hints!

Ready? Well, it's time! And remember — if you can't fix it, the future is history! Good luck!



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