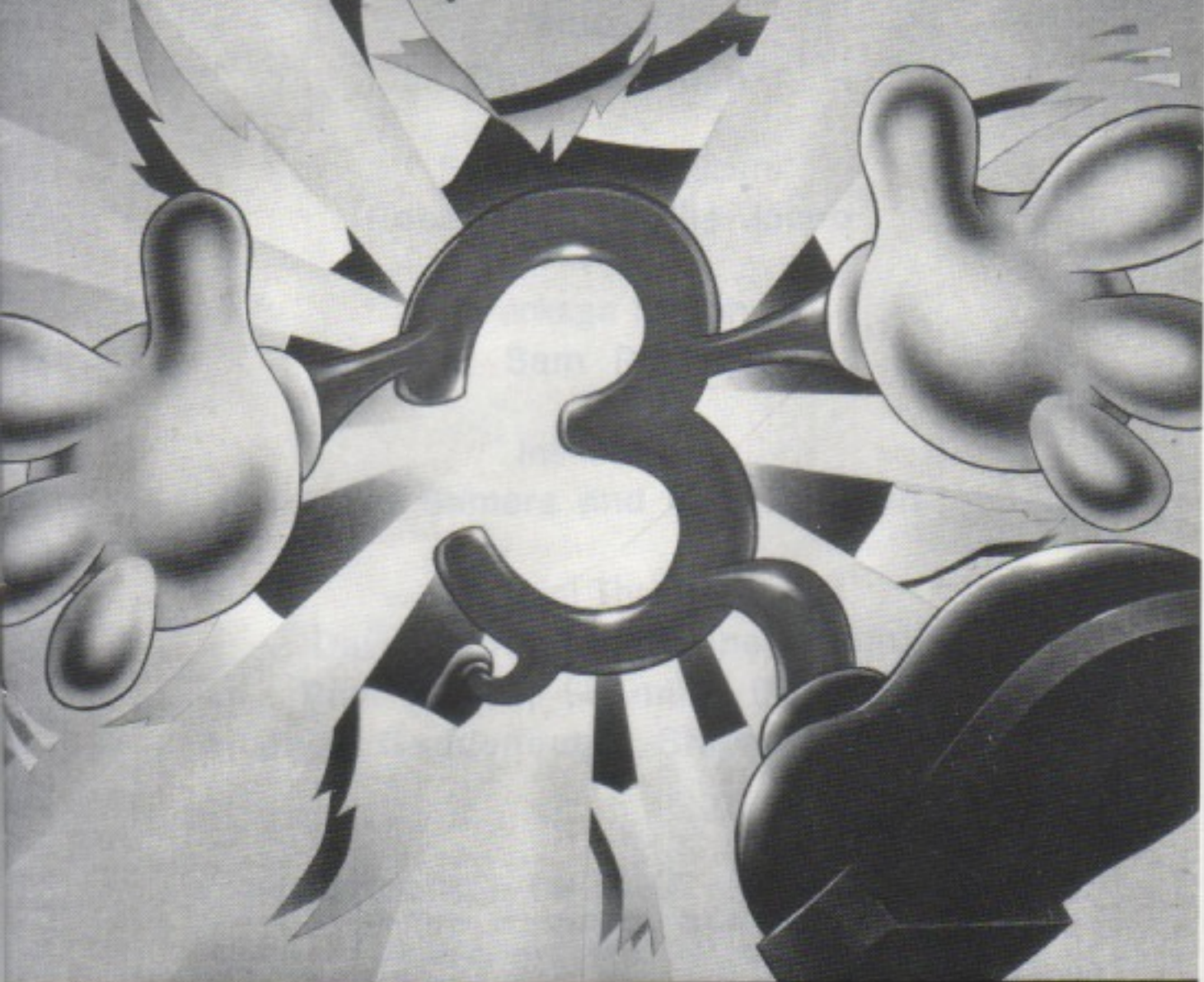


CINEMAWARE[®]
P R E S E N T S

3 IN THREE

by
Cliff
Johnson



3 IN THREE

TM

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INTRODUCTION



It was a dark and smoggy night. Somewhere in Corporate America, two dark figures hunched over a glowing computer terminal. Suddenly, a power surge charged through the computer and knocked the number 3 out of her comfortable Petty Cash Report and into a land where numbers don't count and letters spell disaster!

3 in Three challenges you to help the stranded 3 repair the damaged computer system, evade a virus detector, outwit an annoying pi symbol (Π), and thwart a host of misfit vowels, all in a desperate attempt to get her back to her familiar spread sheet.

As you conquer each and every obstacle, you are rewarded with new scenes of outrageous animation and the clues you need to unlock the sacred Temple of Rhyme nor Reason.

GETTING STARTED

Before loading *3 in Three*, make backup copies of your disks. Put the original game disks in a safe place and play the game with the copies.

If you're using a hard disk, copy the files 3 IN THREE and 3 PUZZLES into the *same* folder on your hard disk.

If you have color capabilities, use the Control Panel to set your monitor to black-and-white, 16 colors, or 256 colors.

Memory requirements: 700k for black-and-white, 1000k for 16-color, 1300k for 256-color. If you get a memory error, turn off INIT resources and other memory-gobbling accessories while you play the game.

Double-click on the 3 IN THREE game file to start the game (if you have a saved game you want to continue, double-click on that file instead).

THE MENUS

When the message **CLICK TO CONTINUE** appears in the menu bar, click the Mouse anywhere on the screen (or press the spacebar) to continue the action.

🍏 **ABOUT 3 IN THREE** — tells you how many scenes you have left to solve.

File	NEW	starts a new game
	OPEN	opens a previously-saved game
	SAVE	saves the game
	SAVE AS	saves the current game under a new name
	SOUND	toggles the sound on or off
	QUIT	quits the game

-1- -2- -3- -4- -5- These five menus list the names of the 60 scenes in the game. Use the Mouse to select a scene to play. If a scene is in gray, you can't play it just yet. If an available scene is unsolved, a triangle appears before the scene name (Example: Δ The Lift).

Prologue When you first begin the game, the last menu is *Prologue*. As you progress through the game, the last menu displays the current scene name and contains instructions for the puzzle in progress.

PLAYING THE GAME

Watch the Prologue. The Prologue brings you to the first puzzle, **THE LIFT**; but, the game doesn't have to be played in a particular order. You may work on the first puzzle, or visit any another available scene listed in the **-1- -2- -3- -4- -5-** menus.

3 in Three has puzzles of all shapes and sizes, each requiring a unique perception or skill to solve. Always read the instructions given in the scene menu. If you still aren't sure what to do, then figuring out what to do is part of the puzzle.

If you can't solve a particular puzzle, just select another one. When you save a game, partially-solved puzzles are saved for later completion.

HINTS & TIPS

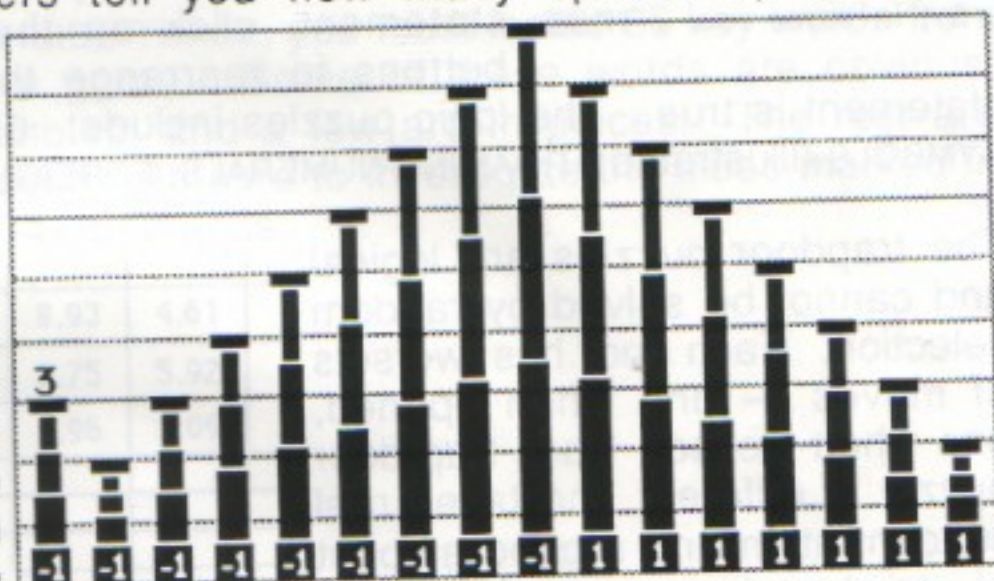
If you're really adventurous, read no further. Just load up 3 IN THREE and start puzzling!

There are a number of different puzzle categories and each has its own solving method. Although *all* the puzzle types aren't included here, these tips should be enough to help get you into the methodology of the game. If you want a more comprehensive guide, a *3 in Three Hint Book* is available. A coupon for ordering this book directly from Cinemaware is enclosed in your game package.

Use the Mouse to click on the **3** and other characters on the screen to check for possible hidden messages.

Elevator puzzles contain numbers at the base of each elevator. These numbers tell you how many spaces up (positive numbers) or

down (negative numbers) an elevator moves when you click on it. Use this information to position the elevators so the **3** can hop from one

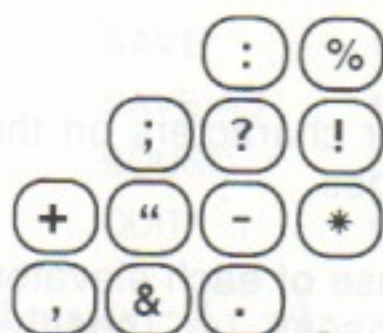


to the next until she reaches the far right side. Elevator puzzles include: THE LIFT (illustrated); LIFT OFF; LIFT UP; LIFT A FINGER; LIFT AND SEPARATE.

The word puzzles are not as straightforward as they may seem. Each has its own little trick or play on words. For example, in FOR LETTER OR WORSE, you might have the question "What letter makes males angry?" The answer is **R** (it makes *men mean*!). Word puzzles include: FOR LETTER OR WORSE; LEVEL TWO; MIND'S EYE; LEVEL FOUR; LEVEL EIGHT; HALF A NOTION; ON SPEAKING TERMS; A SOUL SOLE; HALF A MIND; HALF HEARTED; ACTIONS SPEAK LOUDER.

Jumbled word puzzles are tricky; clicking on letters in these puzzles causes the letters to be rearranged. Test each letter to discover all paths of possible movement. The names of the puzzles are clues to the words you're trying to spell. Jumbled word puzzles include: SHOW YOUR COLORS; BEG THE QUESTION; BY VIRTUE OF (illustrated on the right); WHALE OF A TIME; and THIS, THAT, AND THE OTHER.

CTAARI
HHFI
PYPHOTE
 PUZZLE
FAITH
HOPE
CHARITY
 SOLUTION



. & , in same row = TRUE

Logic puzzles contain TRUE/FALSE statements that are based on a specific sequence of clues. Determine which clues are the most significant and the rest should fall into place (it can be helpful to use pencil and paper here). Whenever you see a false statement, click on the highlighted buttons to rearrange them until the statement is true. The logic puzzles include: CRASH OF THE SYMBOLS (illustrated); ROAMING NUMERALS; FOREIGN OBJECTS.

The trapdoor puzzles are logical and cannot be solved by random selection. Each door has two sets of moves — one when opened, one when closed. Each trap door puzzle is different and takes real concentration and a good amount of trial-and-error before the solution is apparent. Trap door puzzles include: OUTSIDE IN (illustrated); SAFETY IN NUMBERS; B'S IN HER BONNET.

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START

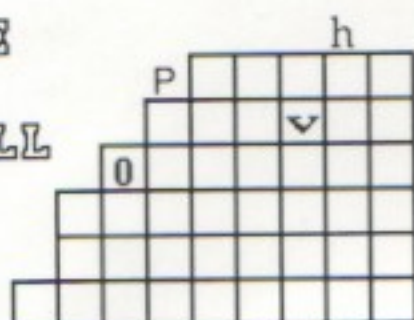


SOLUTION

The mesh puzzles are best accomplished by working from one corner outward until only one outside horizontal row and one outside vertical row are incorrect. Save the game when you get this much done, so you

can come back to that point if everything gets "meshed up" accidentally. To constrain the movement of a row of tiles, hold the shift key while using the Mouse. Mesh puzzles include: THE MESH (illustrated); ANOTHER MESH; YET ANOTHER MESH; MESHED UP; MESH ABOUT; MESH AROUND; WHAT A MESH.

LIVE
TO
SPELL



You cannot complete the LETTER LEGISLATURE until all 52 upper- and lower-case letters are present in the council chambers. Whenever you solve any other scene, a new letter appears in the chambers.

To solve the TEMPLE OF RHYME NOR REASON, you must look for another scene in the game that contains angry, impatient letters. These letters give you the correct answer to this puzzle.

To solve the INSIDE TRACK, you must locate 36 key words from throughout the game. Some of these words are obvious, others are jumbled, and a few are in pieces. The rest are cleverly disguised. Be sure to investigate the clues marked in the -1- -2- -3- -4- -5- menus.