

Player's Guide



# I.M. MEEN



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# The Story of J.M. Meen

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**Y**ou are doing your homework at the local library when the creepy-looking new librarian comes over to you. He is tall and thin, with a wild mop of white hair and a long, pointy nose. He dresses very strangely, like a character from a Charles Dickens novel.

"Hello, Kiddies!" says the odd man with a smile. "Ignatius Mortimer Meen at your service." He pulls a dusty book out from behind his back.

"Here's a book you simply must read," he says as he drops the heavy old book on the table in front of you with a loud thump. "Go on, open it up."

As you open the book, you feel yourself being drawn into it! The sinister librarian laughs as the magic of the book pulls you in deeper and deeper!

When the world has stopped spinning, you find yourself in a little room with stone walls and a locked door. On the floor nearby you spot what looks like a book with the cover torn off. You pick it up and read the title page. It says *Writewell's Book of Better Grammar*. You flip through a few pages and see grammatical rules and examples.

You put the book in your backpack and are about to start searching for a way out when you hear a key turning in the lock. The door squeaks open, and a strange little man with a sad face peeks in.

"Why, hello there," says the little man. "My name is Gnorris. I'm Mr. Meen's personal assistant."

"Where am I?" you ask.





"I'm afraid you've been captured by the boss. He really hates smart children, so he locks them away here in his Magic Labyrinth," says Gnorris unhappily. He looks around nervously then steps aside. "The boss is going to be really mad," he says, "but I'm going to let you out."

"Go, find the other children and free them from their cells."

The boss created this place with spells that ignored the rules of good grammar. The boss writes a lot – novels, memos, poems and angry letters. I've placed a scroll with some of his writing on each cell door. Fix the boss's bad writing and you'll weaken the magic and free the child inside the cell."

"If you can correct the scrolls in all of the 36 levels of the labyrinth, you'll destroy this place for good! But watch out, Meen will send his Magic Guardians and Special Pets to recapture you. Now go!" he says, giving you a little push.

"Thanks, Gnorris," you say, patting him on the shoulder.

"Don't mention it," he replies, "especially to the boss!"

## What You Will Learn

*I.M. Meen* is a game, and it's terrific fun, but you will also learn quite a lot as you play. So, your parents can rest easy while you destroy Meen's mean and nasty guardians. Tell them you're practicing grammar, punctuation, and reading comprehension while brushing up on the correct way to get rid of giant ants, bats and malevolent trolls.

You will also improve your hand-eye coordination and learn to pay attention to details by following instructions and searching for clues. And finally, you will learn to use strategy to find your way out of The Magic Labyrinth.

Good luck! You're going to need it.





# Getting Started

## Setting Up the Game

1. To play *I.M. Meen* you must first install some files onto your hard drive. To start, place the *I.M. Meen* CD in your CD-ROM drive and turn on the drive.
2. Turn on your computer. If you use QEMM memory manager, you must de-activate it before installing or playing *I.M. Meen*. If your computer opens Windows automatically, go to the Program Manager and choose Close (Alt-F4). Then click OK to end your Windows session. This will send you into DOS. *I.M. Meen* is a DOS game, so you must install and play it within DOS. You cannot do it from DOS within Windows.
3. In DOS, at the C:\> prompt, type **D:** (the letter of your CD-ROM drive—usually D—followed by a colon). Then press the Enter key.
4. At the D:\> prompt, type **INSTALL**. Then press the Enter key.
5. The *I.M. Meen* Setup screen will appear. Follow the onscreen instructions to:
  - A. Select MIDI Music Driver. Choose this option, then select your sound card. You will then be given options to: 1.) Configure your sound driver automatically. 2.) Configure your sound driver manually. 3.) Select a different sound driver. 4.) Ask for Help. Make your choice. If you are not sure, choose 1. That will work most of the time. If the device is successfully detected, click OK and proceed. If not, click Help.
  - B. Select Digital Audio Driver. Choose this option, then select your Audio Driver. Press the Enter key. You will then be given options to: 1.) Configure your sound driver automatically. 2.) Configure your sound driver manually. 3.) Select a different sound driver. 4.) Ask for Help. Make your choice. If you are not sure, choose 1. That will work most of the time. If the device is successfully detected, click OK and proceed. If not, click Help.
  - C. Make Boot Disk. You may skip this option if you have an 8MB machine. If you have a 4MB machine, though, a Boot Disk may be helpful or necessary to play *I.M. Meen*. It will allow you to start your computer with a minimum of system overhead and free up enough RAM to allow you to play *I.M. Meen*. To make a Boot Disk, select this option and place a formatted 1.4 MB floppy disk in your floppy drive. Then press the Enter key.
  - D. Exit to DOS. When you are finished making your selections, select this option and press the Enter key.
6. Once the setup program is finished, you can start a game by typing **MEEN** at the D:\> prompt or at the prompt of your chosen CD-ROM drive. Then press the Enter key.

### EQUIPMENT REQUIRED

- ◆ 486/25mhz processor or better.
- ◆ DOS 5.0 or better.
- ◆ 4MB RAM or more
- ◆ 256 color VGA board and color monitor
- ◆ Double Speed CD-ROM Drive with minimum of 300 kps transfer rate.
- ◆ Hard Drive
- ◆ Microsoft™ compatible mouse and driver.
- ◆ Sound Card: Soundblaster, Soundblaster Pro, Soundblaster 16, Creative Labs AWE-32™, Media Vision Pro Audio Spectrum, Ensoniq.

## In Case of Problems

If you have technical problems installing or running *I.M. Meen*, call **Simon & Schuster Interactive Technical Support at 1-800-983-5333**.



## Starting a New Game

To play the game once you have installed it:

1. Place the *I.M. Meen* CD in your CD-ROM drive and turn on the drive. If you get out of memory messages and want to run *I.M. Meen* from your Boot Disk, insert the disk in your floppy drive.
2. Turn on your computer. If your computer opens automatically in Windows, go to the Program Manager and choose Close (Alt-F4). Then click OK to end your Windows session. This will send you into DOS.
3. In DOS, at the C:\> prompt, type **D:** (the letter of your CD-ROM drive—usually D—followed by a colon). Then press the Enter key.
4. Type **MEEN**, then press Enter and the game will begin.

Once the opening animation has played, the Game Options screen will appear. If you are playing for the first time, select New Game from the menu. If you have played the game before, you can choose to load a previously saved game. Or, you can open a New Game and choose different options.

## Choosing Your Character

If you select New Game, the Player Options screen will appear. You can choose to play the game as either Scott or Katie. Click on the picture of the character you want to be.

## Setting Reading Difficulty

You can set the reading difficulty level by clicking on the Roman numerals at the bottom of the screen. There are three choices: Easier, Normal, and Harder. The Easier setting has simpler scrolls with fewer errors, while the Harder setting gives more detail in the stories on the scrolls and more errors to correct.

## Setting Game Play Difficulty

You can set the game play difficulty level by clicking on the Roman numerals at the bottom of the screen. There are three choices: Easier, Normal, and Harder. On the Easier level, guardians take less Agility from you when you are hit. On the Harder level they take more.

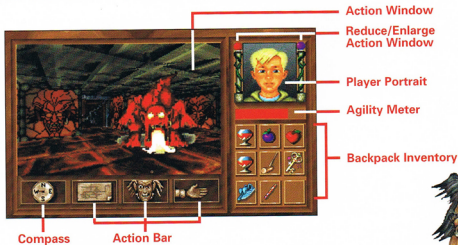
Once you have finished selecting your character and Reading and Game Play Levels, click on the OK button to continue.

## Gnorris the Gnome

Gnorris will appear throughout the game to give you advice. When you see him in a hallway, click on him with the right mouse button, and he'll talk to you.



# The Game Screen



## The Action Window

The Action Window gives you a 3D view of the labyrinth. The size of the Action Window can be adjusted by right or left-clicking on the red or purple tops of the ivy-covered poles on either side of the Player Portrait (see above).

**Advice:** A smaller Action Window will increase the speed of play on less powerful computers.



## The Player Portrait

The Player Portrait shows either Scott or Katie, depending on your choice at the start of the game. The Player starts the game wide awake, eyes looking to the left or right for trouble. As you lose Agility (see Agility Meter on page 6), the portrait starts to look more and more sleepy.



## The Agility Meter

The Agility Meter is the red bar below the Player Portrait. It shows how alert you are. Each hit from a Magic Guardian's weapon takes away some of the Agility on the meter. In addition, there are traps that can drain Agility if you happen to trigger them. When your Agility is all gone, you fall asleep and are captured and placed in an empty cell on the level you are currently exploring. And you will lose any items you have collected.

## The Backpack Inventory

The Backpack Inventory appears on the bottom right of the game screen. Each of the empty spaces in the backpack can store one item or weapon. Items and weapons are found in the labyrinth and can be picked up and placed into any empty space in the backpack. For example, if you come across a Magic Wand as you explore the labyrinth, you can place the arrow cursor on the item and then click on it with the right mouse button to pick it up. Once you pick it up, the cursor changes to the item. You can then move the cursor over an empty space in your backpack, and click the right or left mouse button to drop the item into the space. To retrieve an item from the backpack, just place the cursor over the item and click the right or left mouse button. You can then either put the item into the Hand Icon to use it (see Hand Icon on page 8) or drop the item back into the labyrinth.

Once all the spaces in your backpack are filled, you must either drop or use items to make room for new ones. Dropped items remain where you drop them in the labyrinth until you pick them up again.

## The Compass

The Compass shows the positions for North, South, East, and West on a round dial. A moving red arrow points in the direction you are facing. For example, if you are facing West, the arrow points to the W, and as you turn right the arrow moves to the N. A red directional arrow also appears in the AutoMap window.



## The Compass

## The Action Bar



**AutoMap  
Icon**

**Game Options  
Icon**

**Hand  
Icon**

## The Action Bar

The Action Bar is located below the Action Window. It has three icons on it: the AutoMap Icon, which looks like a map; the Game Options Icon, which looks like I. M. Meen's head; and the Hand Icon, which looks like an empty hand.

### AutoMap Icon

Clicking on this icon pauses the game and shows you a bird's eye view and a detail of the labyrinth. Areas you have thus far explored are lined in yellow with black areas indicating unexamined territory. A red arrow indicates your current location and the direction you are facing. Blue lines indicate the position of gates leading into other areas. You will see a yellow X for each statue, flaming Torch, or other non-enemy obstacle.

### Game Options Icon

Clicking on the Game Options Icon pauses the game and brings up the Game Options Menu. There are 6 items on the menu: New Game, Load Game, Save Game, Return, Sound, and Quit.



**New Game:** Clicking on this option starts a new game. You will be allowed to set new Game Play Options.

**Load Game:** Clicking on this option brings up the Save/Load window. Click on a slot that has a saved game in it to load that saved game.

**Save Game:** Clicking on this option brings up a Save/Load window with six Save Game slots. Click on a slot to save your game; that slot will then become highlighted. You should save your game in progress after you have covered a large area of the labyrinth and especially after you have advanced to a new level.

**Return:** Clicking on this option closes the Game Options Menu and returns you to the Game Screen.

**Sound:** Clicking on this option brings up a screen that allows you to adjust the volume of both Game Music and Sound Effects. Just click and drag the switch to the left or right to raise or lower the volume.

**Quit:** Clicking on this option ends the game and exits the program. You will be asked if you wish to continue before the program actually quits.

**Advice:** Be sure to Save your game whenever you move on to a new level. If you don't, and you get captured you will only be able to start where you last saved your game.



### Hand Icon:

The Hand Icon holds weapons for use in combat. To place an item or weapon in the Hand Icon, select it from the Action Window or the backpack by clicking on it with the right or left mouse button. Then click on the Hand Icon with the left or right mouse button. Placing a Power Potion, an InvisiFruit or a pair of Stealth Sneakers in the Hand Icon will use the item and it will immediately disappear.

Placing a weapon in the Hand Icon will change the Hand into whatever weapon is chosen. For example, the Hand will change to a wand if a wand is placed in the Hand Icon. Once the item is in the Hand Icon, you can right-click on the enemy to use the weapon. To remove the item or weapon from the Hand, click on the Icon with the right or left mouse button. The item can then be dropped in the Action Window or put back in the backpack.

### Warning!

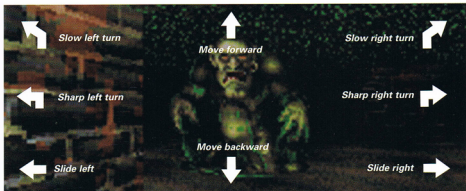


Remember the guardians can attack you while you are moving your weapons from your backpack. So be prepared when you see them coming.



# Moving Around the Labyrinth

To move through the labyrinth, you can use either the mouse or the arrow keys on your keyboard. To use the mouse, hold down the left mouse button while moving the arrow around the Action Window. You will see the icon change directions as you move the arrow around the screen. Here are the meanings of the Arrow Icons:



**Advice:** The closer the arrow is to the middle of the Action Window, the slower you will move. If you want to move quickly, move the arrow to the edges of the Action Window. And remember, to move smoothly you must hold the mouse button down. If you click the button, you will move in spurts.



## Combat

Meen will send his Magic Guardians and Special Pets to capture you. To fight them, point the arrow cursor at the guardian or pet and click the right mouse button. If you haven't placed a weapon such as a Magic Mallet or Wand into the Hand Icon, you will use your fists. If you have a weapon in your Hand, you will use the weapon. You may also use the Spacebar on the keyboard to throw punches or use a weapon, but you must be directly facing your opponents to hit them.



# Opening Doors

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You can open doors by pointing the arrow at them and clicking the right mouse button. You can also open doors by standing in front of them and pressing the Spacebar.

## Picking Up Items

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You'll find lots of cool stuff as you explore the labyrinth. To pick up an item, move close to it, then click on it with the right mouse button. The arrow will then change to the item and you can click again to place it in the Hand Icon or in your backpack for later use (see Backpack Inventory section).

## Puzzles and Push Buttons

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I. M. Meen has built many hidden areas in his labyrinth. Some of the areas are locked with puzzles, and others can be opened by locating and pushing hidden push buttons.

### Wall Puzzles:

Some of the puzzles look like metal walls with Meen's head on them or rusty walls with wheels in the center. To work a puzzle, point the arrow at the wall and click the right mouse button. When you click on the Meen walls, the earring in Meen's ear pulls down a chain. When you click on the Wheel wall, the wheel turns. You must figure out which ears to pull or which wheels to turn in order to solve the puzzle.

For example, you might find a hallway that has two metal walls with Meen's face on them. You must decide which one will open the hidden area. If you pull on the earring of the correct one, the entrance will appear.

When you solve a puzzle, either the entrance to a hidden area in the labyrinth will appear, or your Agility Meter will be refilled.

**Warning!**



**If you choose the wrong Meen wall or wheel to click on, you'll set off a trap. Some traps drain your agility, and some even zap you back into your cell!**



## Push Buttons:

Push Buttons are built into some of the walls of the Labyrinth. You'll have to look carefully to find them. When you find one, point at it with the arrow and click the right mouse button. An entrance to a hidden area will appear.

### Warning:



**Sometimes you'll find helpful items in these areas, but sometimes you'll unleash more trouble.**

## Unstable Walls:

Some of the stone walls in the labyrinth aren't very sturdy. You can blast through them with a Wand or an Explode-O-Fruit. I. M. Meen's gnome construction crew has marked these walls with a red X.

## Other Puzzles:

You'll come across other puzzles that require missing parts in order to solve them. You must find the missing part, pick it up and put it back where it belongs. If you don't know where it belongs, store it in your backpack for later use.

# Magic Gates

To move from one level of the labyrinth to the next, you must unlock a Magic Gate. To do this, you must have a Magic Key. Gnorriss has given the key to one of the trapped children on each level. To use the gate, once you have the key, pick up the key and place it on the Magic Gate. Clicking the right mouse button will activate the gate, and the key will disappear. To enter the gate and go on to the next level, point the arrow at the gate and click the right mouse button a second time.

**Advice:** If you discover the position of the Magic Gate before you have acquired the Magic Key, be sure to consult the AutoMap to help you remember where the Magic Gate is.



# The Scrolls of I.M. Meen

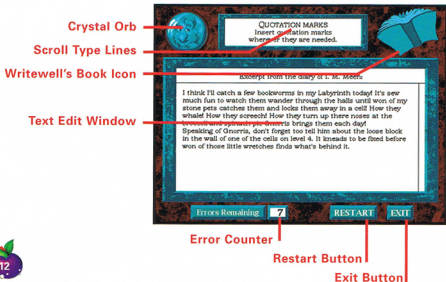
I.M. Meen writes novels, notes and memos. He composes poems and letters and sends snappy complaints when he's offended. But everything he writes is full of grammatical errors.

## Cell Doors



As you explore each level, you will find golden doors with scrolls on them. The scrolls contain pieces of Meen's writing and were placed there by Gnorris to show you where the trapped children are. To free the child, you've got to fix I. M. Meen's bad grammar. Click on the scroll with the right mouse button, and a Scroll Screen will appear.

**Advice:** There are from three to six scrolls to solve on each level of the labyrinth. When you solve the last scroll you will receive a Magic Key. Put the key in your Backpack until you find the Magic Gate. But remember, on the last level of each area, you must also defeat one of the boss's Special Pets before you can open the Magic Gate.





## Scroll Screens

Your goal on each scroll is to correct all of Meen's grammatical errors.

Once you have fixed all of the mistakes on a scroll, you will be sent back to the labyrinth and the cell door will open, freeing the child inside. The child will jump for joy and then be magically zapped back to the real world.

Remember to check for push buttons inside each cell before you move on.

**Advice:** Many of the scrolls have clues to help you find hidden rooms and magic items, so read each scroll very carefully!



### Scroll Type Lines

Above the Text Window you'll see two lines of text that tell you what type of errors you'll find in this scroll and what you should do to fix them.

### Error Counter

The Error Counter is at the bottom of the screen. It shows you how many mistakes there are to fix on the scroll. As you fix the mistakes, the number on the counter goes down.

### Text Edit Window

This window shows the writing that needs to be fixed. You should first read all of the text carefully and then go through and correct all of the mistakes.

To correct the mistakes you need to do one of the following:

1. Use the mouse or arrow keys to place the cursor before an incorrect word or character. Hold down the left mouse button and drag the cursor across the text that needs to be fixed. This will highlight the selection. Now press the Delete key to erase the highlighted text.
2. Place the cursor after an incorrect character then use the Delete key to erase the selection one letter at a time.

Once you have erased the incorrect letter or word, type in the correction. Watch the Error Counter at the bottom of the screen. When you have fixed a mistake, the number on the counter will decrease by 1.

**Advice:** If you try to correct text that is already correct, you will hear a sound. If you do this five times you will be sent back to the labyrinth. But don't worry, you can re-enter the scroll at any time, and remember, while you're viewing a scroll, you can always consult *Writewell's Book of Better Grammar*.



### Crystal Orb

On the screen you will see a crystal ball with Gnorris's face in it. You can click on the face to contact Gnorris and get a hint on how to fix Meen's bad writing.

### Writewell's Book Icon

It's a good thing you picked up this book! When you click on the Book Icon, Writewell's Book of Better Grammar appears on the screen. Use it to look up the rules of grammar for the type of scroll you are fixing. There are also examples of the rules to help you.

### Restart Button

If you make a mistake that you can't seem to fix, or if you want to start over for any reason, click the Restart Button. This will return the scroll to the way it was when you first entered the Scroll Screen.

### Exit Button

If you really get stuck, you can use this button to return to the labyrinth screen. You can always try the scroll again later. Remember to consult Writewell's Book if you get stuck.





# Levels in the Labyrinth

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There are nine areas in the labyrinth for a total of 36 levels. On the last level of each area you must do battle with one of Meen's Special Pets before you can pass through the Magic Gate. On the 36th level you have to defeat I.M. Meen himself.

## **The Tower** (Levels 1-4)

You begin the game on the top level of a sinister stone Tower. The Magic Guardians you will find here include Trolls and Spiders.

## **The Dungeon** (Levels 5-8)

Below the tower is the dark and dismal Dungeon. In these winding, twisting halls you will run into more of Meen's Magic Guardians, including Gargoyles and spooky Ghosts.

## **The Sewer** (Levels 9-12)

The Sewer levels are cold and wet. Rat Men patrol the tunnels here, along with evil Gnomes and other nasties.

## **The Caves** (Levels 13-16)

The drafty Caves are filled with Bats, Lizard Men, and other creepy-crawly guardians.

## **The Catacombs** (Levels 17-20)

The winding halls of the Catacombs are guarded by Roman Centurions, Ghosts, and Skeleton Warriors.

## **The Hedgerow Maze** (Levels 21-24)

This outdoor Maze is made of magic shrubs. There are Magic Guardians everywhere, including huge Ants, Spiders, and Wasps!

## **The Castle** (Levels 25-28)

This spooky Castle is filled with Bats, Ghosts, and other nasty guardians.

## **The Laboratory** (Levels 29-32)

The Laboratory is filled with bubbling beakers, strange machines, and Mad Scientists who want to use YOU in their next experiment!

## **The Lower Library** (Levels 33-35)

I. M. Meen has filled his Library with Magic Book guardians that will fly off the shelves and try to catch you! He's also left the worst of his evil Gnomes here to stop you!

## **The Main Library** (Level 36)

This is it! You'll face I. M. Meen, the wicked wizard himself, here in the dusty halls of the Main Library. Be prepared — I. M. Meen's magic spells are powerful! You'll need a special weapon to beat him and destroy the sinister labyrinth forever!

# Magic Items

I. M. Meen has hidden some cool Magic Items on each level of the labyrinth. Here's what you could find:



## Stealth Sneakers

Pick up and use a pair of Stealth Sneakers, and your Agility Bar will be filled up all the way! If your Agility Bar is already full, keep the sneakers in your backpack for an emergency.



## Power Potions

These cups of bubbling red liquid will restore 25% of your Agility each time you drink them. If your Agility Bar is full, keep the Power Potion in your backpack for later.



## Explode-O-Fruit

This purple magic fruit is not for eating; it's for throwing at the bad guys! Toss one and it will explode in a shower of purple sparks that knock Meen's guardians for a loop!



## InvisiFruit

This red fruit looks like an apple, but when you take a bite, it turns you invisible! You'll be able to sneak up on guardians and catch them by surprise. But be careful—the invisibility doesn't last forever.



## Magic Wands

You'll find three types of Magic Wands throughout the labyrinth: Storm Wands, which shoot balls of green lightning; Fire Wands, which shoot bursts of red flame; and Winter Wands, which shoot super-cold balls of purple frost. All three are great against guardians, but they have a limited number of charges, so use them wisely!



### **Magic Mallet**

This wooden hammer is enchanted to make it harder than stone. It does more damage in hand-to-hand combat than your hands, and it will smash the Magic Guardians into rubble!



### **Magic Staff**

This magic walking stick is more powerful in hand-to-hand combat against guardians than the Magic Mallet. It will help you fight your way through Meen's evil monsters.



### **Magic Scepter**

This kingly club is the strongest hand-to-hand weapon against the guardians. With this in your hand, nothing short of Meen's special creations can stop you!



### **Magic Keys**

Gnorris has given one of the trapped children on each level the key to Meen's Magic Gate. You must find the key to escape the level!



### **Writewell's Book of Better Grammar**

You begin the game with a coverless copy of this magic grammar book. You can consult its rules when you attempt to fix the bad grammar in the scrolls. Find the missing cover and you will have a powerful magic weapon.

*Note:* Writewell's *Book of Better Grammar* bases its authority on *The Writer's Companion*, published by Prentice Hall, Englewood Cliffs, NJ 07632, and *Webster's New World Dictionary for Young Readers*, published by Macmillan Publishing, NY.

**Advice:** I once heard that Writewell's book can fire blasts of concentrated grammar. You'll need a weapon like that to defeat the boss.



# Magic Guardians

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I. M. Meen has filled the winding passages of his labyrinth with monsters made from magic stone. These guardians come to life and will try to capture you and throw you into a cell, so you've got to be careful! Return them to stone and dust before they capture you. Here are some of the monsters you'll face:



## **Ants**

You won't find Ants like these in YOUR backyard! These nasty insects are three feet long and fire balls of sleep gas that will drain your agility each time you're hit!

## **Bats**

Meen's Bats are quick and mean. They'll try to get you with sleep-bites, so get them first!

## **Book Beasts**

These animated books will fly after you and attack! They aren't too tough, but they're trouble if a flock of them attacks you all at once.

## **Gargoyles**

These ugly humanoids can walk or fly, and they are quick and mean!

## **Giants**

These creatures are mighty, so don't let these guys get their hands on you!

## **Gnomes**

These magical guardians are evil versions of Gnorris. Watch out for their flying pickaxes!

## **Lizard Men**

These scaly reptiles are cold and vicious!



### **Mad Scientists**

These crazy eggheads will try to capture you with their stethoscopes.



### **Rat Men**

Rat Men are ferocious, and patrol the sewers in packs. Try to sneak up behind them if you can.



### **Roman Centurions**

These brutes are from Julius Caesar's army. They can shoot stun rays that will drain your agility if they hit you!



### **Skeleton Warriors**

These grim reapers may be all skin and bones, but they still swing a sharp scythe!



### **Spiders**

Meen's Spiders are cowardly and will run away if you come after them. But don't turn your back, or they'll sneak up on you!



### **Trolls**

These are the weakest of Meen's Magic Guardians, but they will try to surround you!



### **Wasps**

These huge flying bugs are mean and nasty. Get them before they get you!

# I.M. Meen's Special Pets

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The Magic Gate leading out of each area (Tower, Dungeon, Sewer, etc.) is guarded by one of Meen's special creations. These horrible creatures all resemble I.M. Meen and are very ruthless. They each have powerful weapons to lull you to sleep. They are:



## **Trollmeen**

Big and ugly, Trollmeen is slow but strong. Watch out for his tree-sized club!



## **Meenmouth the Dragon**

This giant red reptile has flaming breath! His scaly hide is thick, but when you beat him, he'll explode!



## **Sludgemeen**

This mud-covered monster throws balls of dripping ooze to slow you down. Dodge his shots if you can!



## **Batmeen**

He's big, he's tough and he can fly! Watch out for his purple sonic spheres!



## **Meenotaur**

This huge half-man, half-bull creature will try to stop you with his steam snort. Don't let him corner you!



## **Vegemeen**

Part Meen, part tree, all rotten! Vegemeen can throw sleep thorns that will have you napping if you're not careful!



## **Count Meenula**

The Count has a bite that causes sleep, and he can conjure bats to attack you!



## **Frankenmeen**

This is the toughest of Meen's special pets. He's got a laser gaze that will knock your socks off, and he'll try to catch you in his huge green hands if he can get close enough!



**Simon & Schuster Interactive**

*President*

Peter Yunich

*Vice President, Creative Director*

Jeffrey Siegel

*Production Assistant*

Danny Dries

*Developed by*

**Animation Magic, Inc.**

*Producers*

Dale DeSharone and Igor Razboff

*Writing/Game Design*

Matt Sughrue

*Programming*

Kirill Agheev, Dima Barmenkov, Misha Chekmarev, Linde Dynneson,  
Misha Figurin, John O'Brien

*Original Music/Audio Engineering*

Anthony Trippi

*Additional Audio Production/Game Design*

William Havlicek

*Production Management*

Boris Bigoulaev and Lena Beloborodova

*Production Assistant*

Thomas Faiano

*Technical Assistants*

Denis Ivanov and Tanya Shalygina

*Character Design*

Masha Kolesnikova

*Sprite Design*

Andrey Purtov

*Background Artists*

Volodya Chernich, Peter Kudryashov, Veronica Koshnenkova

*Sprite Artists*

Alexey Anashkin, Sergey Boginsky, Yuri Chernich,  
Anton Lomakin, Dima Savik

*Animation Director*

Sasha Makarov

*Animators*

Masha Yakushina, Sergey Azarnov, Kostya Biryukov, Denis Chernov,  
Anton Chizov, Katya Kruglova, Mischa Kolpakchiev, Ilya Maximov,  
Marina Mikheeva, Sasha Naoumova, Ira Zheleznova

*Animation Assistants*

Oksana Bilan, Denis Goroshkov, Alexey Konkin, Alina Kudryashova,  
Sasha Myala, Olya Maximova, Lyuda Rozhman, Tanya Smirnovs,  
Olya Sumenko, Tanya Tavrueva, Ira Yershova, Katya Vassilyeva,  
Natasha Zhuchkovskaya





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BE QUICK. BE SMART. BEWARE.

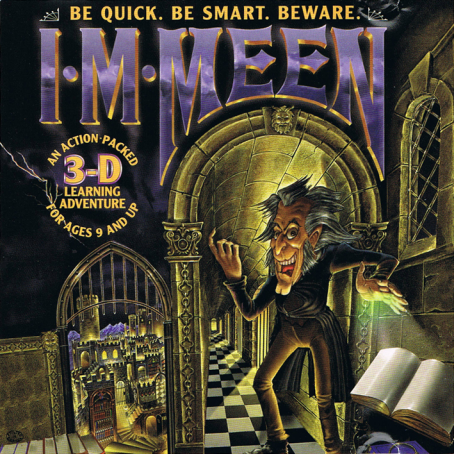
# I.M. MEEN

AN ACTION-PACKED

**3-D**

LEARNING  
ADVENTURE

FOR AGES 9 AND UP



# I.M. MEN



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SCHUSTER**



**INTERACTIVE**

Developed by ANIMATION MAGIC, Inc.

# I.M. VEEEN





# I.M. MEEN



## Quick Reference Card



Reduce/Enlarge  
Action Window

Player Portrait

Agility Meter

Backpack

To move through the Labyrinth

**MOUSE**  
LEFT CLICK/HOLD

**KEYBOARD**  
ARROW KEYS

To change directions  
in the Labyrinth

LEFT CLICK AND  
DRAG IN WINDOW

To open Gates or Scrolls

RIGHT CLICK ..... SPACEBAR

To pick up or put down Magic Items

RIGHT CLICK

To fight and use your Weapons

RIGHT CLICK ..... SPACEBAR

To get advice from Gnorris in  
Action Window

RIGHT CLICK

To go to the AutoMap

RIGHT CLICK

To select Player Options and Controls

RIGHT CLICK

To return to the game after  
selecting options or AutoMap

LEFT CLICK ..... ESCAPE KEY

To move Insertion point in Scrolls

LEFT CLICK ..... ARROW KEYS

To select your Character  
and Difficulty Level

LEFT CLICK

To toggle size of  
Action Window

LEFT/RIGHT CLICK  
ON IVY POLES

### 1 Compass

Indicates which  
direction you  
are facing

### 2 AutoMap

Indicates your location  
in the Labyrinth,  
where you have been,  
and the direction you  
are currently facing.  
Left click to return to  
Action Window

### 3 Game Options

Set Sound Level  
Options and Save,  
Load or Quit games.

### 4 Hand Icon

Place a Magic Item here  
when needed and right  
click to use it.



# GNORRIS GNOTES

