

Building Cars with Gary Gadget: Game Guide and Manual

System Requirements PC

- Windows ME or XP
- Pentium II, 233 Mhz processor or equivalent
- 32 MB of RAM, 16 MB free disc space
- 24x speed CD-ROM drive
- High Color Graphics Card (800x600, 16 bit)
- Sound card
- Mouse

System Requirements MAC

- Apple Macintosh, System OS X 10.1
- 233 Mhz processor or equivalent
- 32 MB of RAM, 16 MB free disc space
- 24x speed CD-ROM drive
- High Color Graphics Card (800x600, 16 bit)
- Sound Card
- Mouse

(1) Gary Gadget's World!

Gary Gadget lives with his dog, Bouncer, at the edge of the woods, beyond a lake, at the end of the road. He collects thingamabobs, lots of whatchamacallits; sometimes when he's gotten hold of a really great gadget, he'll build something new out of it.

One day, Gary decided to build a car...

In this game though, it's not Gary, it's **you** who are going to create the cars. Gary watches and helps you at times. And Gary is the one who gets to drive your cars. You can build lots of cars because Gary has his junk pile full of things that you can use.

Once your car is finished, Gary will take it for a drive and that's when things start to happen. Some of Gary's friends need help and if you succeed in lending them a hand you'll receive **more parts** to build cars with. If you build a really good car you may even **win a medal**. Go online to visit Gary's website at www.gary-gadget.com. It's well worth the visit since you can get a bonus game and download new parts there.

(2) Tools

In order to help you, there is a **toolbox** in the bottom right-hand corner. It will stay there throughout the game. By clicking on it, you can, choose to quit the game, move your car and choose how to steer your car when you're out driving. There is also a **camera** in a corner of the workshop. If you click on it, you take a picture of your car, which gets saved in your **scrap book**. That's how you save your car.

(3) Pointers



This is what the standard pointer looks like.



When the pointer points a finger at an angle upward or sideways, you will be able to click on the object you're pointing at. That means you can, for example, go in and out through a door.



When the pointer looks like this, you can "grab" something.



A pointer with a red arrow behind it shows you which direction you're headed in.

(4) Enter Gary's Workshop

To build yourself a car, you'll find all the parts you need in the junk pile. Click on the yellow door to the right, which takes you out to Gary's junk pile.

(5) Car Parts on the Junk Pile

Gary Gadget has been collecting thingamabobs and whatchamacallits for as long as he can remember. "You never know when it might be useful", Gary says. If Gary's junk pile is too messy, you can organize it. Just drag whatever you want to move with the mouse to wherever you want, and then drop it by releasing the mouse button.

When you find something you'd like to bring into the workshop, drag that thingamabob to the workshop door. When the door opens, let go of the mouse button and the thingamabob will move to the floor inside.

If you don't know what something is for, just click on it. Gary will tell you what it is and how you might use it.

(6) Putting Your Car Together

Now it's time to put your car together. Lift the parts. If you hold a car part close to a spot where it can fit you'll hear a sound and the part will fall into place when you drop it.

If your car is going to work, you need these parts:

Engine – your choice determines your car's power, speed and efficiency. You can have more than one motor (engine), both in back and front, on one car.

Battery – is needed to start most motors and contains fuel for electric motors. You can have several batteries on one car.

Fuel tank – determines how much gas you can store. You can have one or more, in different sizes.

Gearbox – You need it because most motors need one to make the car go forward.

Brakes – without brakes, your car won't stop.

Horn – most car horns fit on the car top, one is a motor horn and can fit near the motor.

Steering wheel – so you can control your car.

Tires or something just as good – must be attached if your car is going to roll out into the yard.

(7) Change Car Parts

If you want to change parts, you need to take off the part that sits on top. If you want to change motors (engines), for example, you have to take off the hood first. As soon as you change a car part, it becomes a "new car". That means that you can lose medals that you've received with it. Take pictures of all the cars you want to save before you change them.

(8) More Car Parts

If you're going to be able to create lots of new cars, you'll need new stuff to build with. Gary's friends give these to you.

(9) Junk it!

If you want to start on a new car, you need to junk the one you've been working on. If you like, you can save it first.

- Move the pointer to the toolbox in the lower right-hand corner
- Click on the toolbox
- Choose Junk your car in the dialogue box

(10) Driving Your Car

Click on the garage door to the left and Gary will help you roll your car out into the yard. If you want to take it for a spin, just click on the road.

While driving, you're going to see everything top down. At the bottom of the screen, you'll see a speedometer and a gas gauge. **You can steer your car with the mouse.**

- Press the mouse to accelerate. If you have a mouse with two buttons, you can brake with the right-hand button and press the gas with the left-hand button.
- Hold the pointer just in front of your car and it will follow.
- **If you want, you can steer your car with the arrow keys instead:**
- Move the pointer to the toolbox in the lower right-hand corner.
- Click on the toolbox. Now you can choose to steer with the arrow keys.
- Press the right arrow key to turn right.
- Press the left arrow key to turn left.
- Press the Shift key or up-arrow key if you want to accelerate.
- Press the Ctrl-key or down-arrow key if you want to brake or back your car
- You can only back up when the car is standing still.

(11) If Your Car Gets Stuck

If you're stuck on a road, you should think about how you can build next time in order to get through to where you want to go.

(12) Refueling

When you're driving your car, you'll need to get gas. Drive into a gas station and your tank fills up automatically. If you have an electric motor, the batteries will get charged there, too.

(13) Visit Gary's Neighbors

Gary has many friends that you can go and visit. If they need your help, maybe you'll get something in return.

Freddy Ferrick

Gary's neighbor and buddy Freddy Ferrick is a junk dealer. Freddy lives at Ferrous Field. He has a dog named Sasha, who often gets lost. If you find her when you're out driving, you'll get extra fuel from Freddy (so much that your tank will overflow) or energy for your batteries, if you have an electric motor.

Gladys Gardener

Gladys Gardener has a garden center and nursery on Garden Island, not far from Gary's house. She likes to play the accordion.

Dana Digital

Dana Digital is the neighbor who lives farthest away. She and Gary usually get together and play computer games. Dana lives at Cyber Pass.

Lenny Labb

Lenny Labb breeds dogs. He lives high up on Labb Mountain.

Mia Minardi

Mia Minardi is a schoolteacher. She is quite fond of her cat and she has a special assignment for you. Drive to her house on Sunnyside and she'll tell you what it is!

Malcolm Manners

Malcolm Manners is a rich farmer who loves to treat people to juice parties. He likes all sorts of juices, like raspberry juice, cranberry juice and strawberry juice. However, sometimes he runs into problems and needs help. Malcolm Manners lives on his farm, Manners Meadows.

Gaston Garcon

Gaston Garcon has a strange-sounding name. That's because his parents come from France. Gaston is a busy man. He owns both a hotel and a juice factory. You'll find him at the juice factory.

(14) Find out What Your Car Can Do

Depending on how you've built your car, it will be able to do different things. If it gets through the various obstacles along the roads, it can even win a medal.

Medals

- **Mud-driver medal** – you have gotten through some muddy stretches of road.
- **Hill-climber medal** – you have climbed some steep hills.
- **Lightweight medal** – you built a lightweight car that can also get around okay.
- **Speedster medal** – you have driven fast as anything on the Pike Park Raceway.
- **Long-distance medal** – you managed to drive far and fuel-efficiently. (Gas saver)
- **Creative Car medal** – you exhibited your car at the Auto Show and been so creative that it received the highest rating.

Certificate

Each car receives a certificate. Check out your certificate by going to the toolbox. You'll see the name you gave the car and more. You can print out the certificate by clicking on the printer icon.

(15) Save a Car

Use the camera to save your car. When you start to build something else, the car you made earlier gets junked, so that all the thingamabobs and whachamacallits can be reused. Here is how to save a car:

- Click on the camera.

- Click on the flap where you want to save your car.
- Click on the photograph or on the scrapbook page.
- Give the car a name.

(16) Reload an Earlier Car

You can rebuild and drive cars you've built before, but only if you have photographed them and put the pictures in your scrapbook. If you want to reload one of your older cars, do this:

- Click on the scrapbook in the workshop.
- Click on the flap where you pasted in the picture of the car.
- Click on the picture.
- Now the car will be rebuilt.

View the Cars You've Built and Print Them Out

If you'd like, you can view the car you built and even print a picture of it. This is how to do it:

- Move the pointer to the toolbox, which is in the lower right-hand corner.
- Pull out the toolbox by dragging the mouse to the left.
- Click on the toolbox.
- Choose VIEW CERTIFICATE
- If you want to print, click on the printer icon.

(17) Quit the Game

When you want to quit the game, do this:

- Move the pointer to the toolbox in the lower right-hand corner of the screen and click on it.
- Click on Quit game.
- The car you're working on is always saved automatically.



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