

READ THIS FIRST!

## ◆ Let's Get Started Playing! ◆

Enter the world of *The Bizarre Adventures of Woodruff and The Schnibble*. Take a deep breath and prepare to embark on a seriously funny adventure of magnitude that will squeeze your brain like an old time washer wringer and try to hang you out to dry. Sounds challenging? Sounds tough? It is, but it is also an ultimate sport in logistic gymnastics that has a hearty sense of humor. This is NOT an ordinary game, this is a GAME PLAYER'S game filled with head-banging, keyboard throwing challenges that may have you pulling your hair out while you're laughing in enjoyment.

Make sure you read through the documentation carefully and keep it handy, you will refer to it often. *The Bizarre Adventures of Woodruff and The Schnibble* has many unique and peculiar phrases and words. There is a glossary of game-terms in the back of the documentation... you will need it. Puzzle solving in this game is not linear, solving techniques are interdependent on several rooms and items you may find early on in the game or later in the game.

### TIPS AND HINTS:

- 1 Explore both sides of each screen with the arrow cursor and check out the rooms on either side of the room you are in. Use the left mouse button to pick up objects. The right mouse button opens your inventory.
- 2 Remember the Boozook numbering system consists of twelve units and that the numbering system consists of letters not numerals.
- 3 The "Strul" is the money used in all situations.
- 4 Try to accumulate as many Syllables as you can throughout the game.
- 5 Learn how to use the Boozook Formulae. Keep a running account of the inventory in your Syllable Bag. You need at least 3 to 4 Syllables to create magic Boozook Formulae.
- 6 Learn how to use the Tobozon. It is a communication device that can provide you with important information.
- 7 Use the Tranzportozone when you can (**NOTE:** You will NOT acquire the Transportozone until you have traveled very far).
- 8 On a regular basis, check the Weather Reports on the Tobozon.
- 9 To use the Bag of Powers of the Master, click on the Bag of Powers icon and the cursor will change to the Power you select and you can use it on any object.
- 10 It is a good idea to keep notes and make maps, also remember to save your games whenever possible.

For additional help, consider buying the *Woodruff and The Schnibble of Azimuth hint book* by calling 1-800-757-7707. There is also a Hint Hotline at 1-900-370-5583. Calls are \$.75 per minute. If you are under 18, you must have your parent's permission. For online support and hints, access Sierra's BBS through CompuServe by typing GO SIERRA. Or, you can Access the Sierra Forum on America Online with the keyword: Sierra.

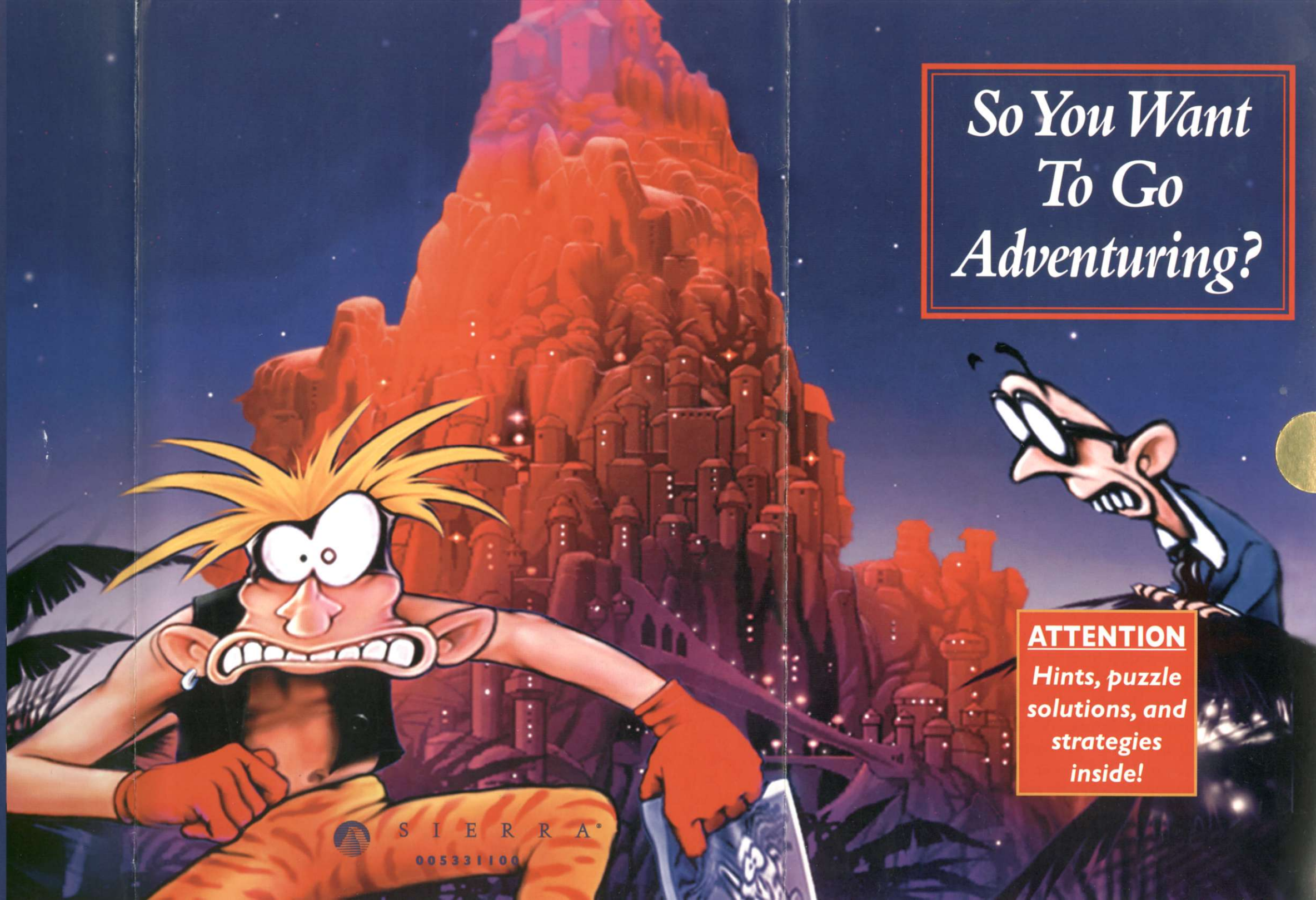
*So You Want  
To Go  
Adventuring?*

**ATTENTION**  
Hints, puzzle  
solutions, and  
strategies  
inside!



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# Come on, Let's Play Woodruff!

The story opens with Woodruff walking out of Professor Azimuth's house. Devastating enough, Woodruff has lost his memory. He does not know his name, where he is, or what his goal is... he needs you. All he remembers is one word, "Schnibble". This probably means as little to you as it does to Woodruff. So, it's up to you and Woodruff to discover the mystery and eliminate the society's worst enemy, the Bigwig.

These orientation hints are similar to those that you would find in the Woodruff hint book. They will help you get started and give you an idea and 'feel' for playing the game. You'll notice how on this first level, you will go through 3 scenes to complete the objective of obtaining a pair of boots and crossing the river. However, you will find that often throughout the game, you will have to return to previous scenes in order to get through the one you are presently in.

The game opens with a sequence about the earth and its new condition after the nuclear war. We are treated to an animated story that is a prelude to the game. Then, we begin with an outside shot of Professor Azimuth's house. Woodruff appears as a young adult, dazed and confused by the effects of the Professor's Viblefrotzer device which has abruptly taken Woodruff from childhood to adulthood. In the process, his memory has been erased. You are the benevolent Boozooks only chance to re-establish peace and prosperity.

## OUTSIDE AZIMUTH'S HOUSE



**STEP 1:** Woodruff leaves Azimuth's devastated house with a terrible headache and a vague memory of his teddy bear and in his mind, one word spins around, "Schnibble". He doesn't know what it means or why he remembers it. Worst of all, Woodruff has lost the ability to read.

**STEP 2:** Woodruff notices an onlooker. He should go up to him and speak to him (he can do this when you place the cursor on the character and click on the left mouse button), he may give Woodruff a clue as to who he is, and where he is. While you are in the neighborhood look around with your cursor. Hey what's that? Looks like a boot on the roof of Azimuth's house. But, what a bummer, it's impossible to get to. Something tells you, it's important and you need to get it. Let's see what else there is to find.

**STEP 3:** If you are careful with your cursor scan of the scene, you may find a button. (Everything you find, you should examine and see if you can pick it up.) Go over to the button and take it (Woodruff may not know it now, but it is one of the eyes of his mangled teddy bear). Exiting left of your screen takes you to Stairs Street, but a police roadblock prevents Woodruff from exploring it fully for the moment. However, write it down or map it - it may be important later. (Do this with every area you come across.)

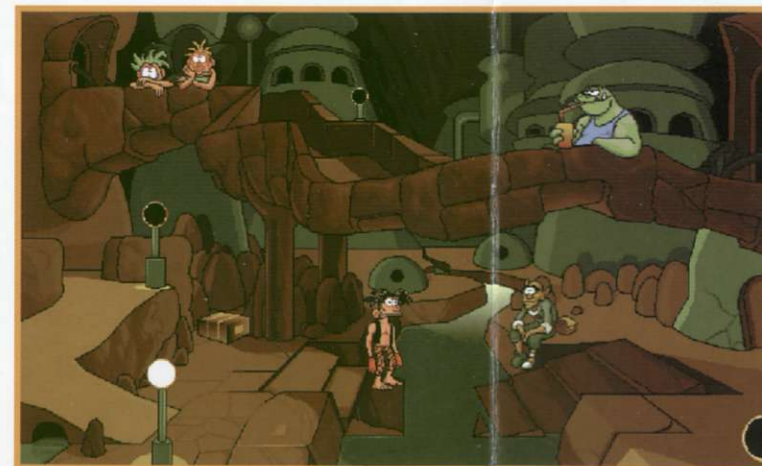
**STEP 4:** Now try the exit to the right of the screen, "The Sad Boozook Street". Make sure you map this as it will be important later.

## THE SAD BOOZOOK STREET



**STEP 5:** Wow! This really looks like the pits, and that Boozook looks like he's seen better days. Go and talk to him. In fact, every time you see any character, try and talk to them (TIP: Continue to talk to each character until they repeat themselves. They may provide you with some crucial information.) If you notice the woman in the scene, it is a good idea to speak with her, too. (SPECIAL NOTE: It's important to talk to everyone you can in this game.) After you have shared pleasant conversation with the locals leave the room at the top right hand corner of your screen.

## BRIDGE OF SLUMS



**STEP 6:** You're probably thinking that this doesn't look bad, a little river and a harmless beggar. He tells you to cross the river by the steps. Yowza! The river is full of some kind of toxic waste, you're going to need some boots to get across. You remember the boot on top of Azimuth's roof...wait! Don't go back for it yet. See that box-like crate? Go over and click on the crate. When Woodruff lifts it up, grab the nut underneath it. Throw (use) the nut back at the beggar on the other side of the river. He'll throw a boot from his bag at you. Pick it up and go back to Azimuth's house.

## BACK AT AZIMUTH'S HOUSE

**STEP 7:** Click on the boot on top of the roof and get into position. Now take the boot the beggar gave you from your inventory (right mouse button) and use it on the boot on the roof. It will fall down, pick it up and put on the boots. Hold it! You're not going to go scooting off just yet. Inside the boot, you'll find a picture of Azimuth. It will automatically be added to your inventory.

**STEP 8:** Now it's time to go back through the SAD BOOZOOK STREET to the BRIDGE OF SLUMS and cross the river with your boots on. As you pass through, pick up the nut, then exit to WINO ALLEY on the right of the screen.



Once you've completed these brief steps in your journey through *The Bizarre Adventures of Woodruff and the Schnibble*, you'll have an understanding of the style of game-play necessary. Keep in mind that this game was designed for fun. The puzzles and situations you will encounter will become increasingly more complex, do not get discouraged. If you feel it is necessary, buy the strategy guide, call the hint line, or look up hints on the network services. It's fun just to explore the dozens of rooms just to see and hear the myriad effects and scenes. Have fun, and good luck adventurer, may the Schnibble be with you!