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**Recycle MANIA** is a fun and educational arcade game for Windows. Use your mouse to click on a topic below or use the "book" icon above to flip between pages.

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## ***Welcome!***

**Recycle MANIA** is a fast-paced arcade game for Windows. Catch falling recyclable materials and put them in the right bin before they pile up in the trash!

This sounds simple enough, but the more levels you complete the harder things get. You must avoid food items and sort through the recyclable objects from

## ***From the Author***

"I hope you enjoy playing *Recycle MANIA!* as much as I enjoyed making it for you. This game is a fun way to encourage kids and adults to recycle materials. Check with your local city or town government and ask how to start recycling in your area. Get involved!"

- David Balmer, Jr. / Author of *Recycle MANIA!*



## **Object**

Catch recycleable objects as they fall from the top of the screen and put each in the appropriate bin. Every object you let fall off the screen piles on the bottom. Try to get the most points before the objects you miss pile up to the top of the screen.

## **Start a New Game**

Easy! Select **N**ew from the **G**ame menu or press **F2**.

## **Scoring**

Every object you catch and place in the proper bin will give you points:

Aluminum    **50** points

Plastic **75** points

Paper        **100** points

Glass        **150** points

Sometimes you will get a chance to catch a bonus object. These are recycleable objects that don't match the picture on the bin. Keep an eye out for these to snag more bonus points!



### ***Levels***

Pick a skill level you want to start your games at by selecting an item in the **Level** menu.

### ***Sound, Voice***

You can turn off the digitized sound and music by clicking on these menu items in the **Options** menu.

### ***Music***

You can select a music style by clicking the **Music** item in the **Options** menu. On the menu that pops-up just click the music style you want or the **Off** option.



Getting *frustrated*? Try out these suggestions to make life easier!

- If you're pressed for time, **pick the high-point items first.**
- **Grab items that are farthest away** from their bins first.
- **There are five waves per level.** Each wave is faster with more objects; including more trash! Learn to completely ignore food items on the screen.
- Make use of the PAUSE feature to **catch your breath!** Just press **F4** at any time and the game will wait for you to catch up.
- **If you need to hide the game quickly,** hit **F3** to pause and minimize *Recycle MANIA!*



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**Glass Bead Challenge** is Copyright © 1994 Creativision Publishing Corporation, all rights are reserved. Original concept was conceived by David M. Balmer, Jr.

### ***Design & Coding***

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### ***Documentation***

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### ***Playtesting***

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## **Technical**

### **If You're Having Problems**

Call our friendly technical support staff Monday - Friday from 9am-5pm central time. If you have trouble getting through, feel free to send a FAX 24hrs per day, seven days a week. You can also save a dime and send us EMAIL through America Online or the Internet.

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***This is not a hint line. Please call for compatibility problems and error reports only. Thank you!***





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