INDUSTRIAL MIGHT & LOGIC

EMPLOYEE HANDBOOK

NAME: F. FIXIT

1. GENERAL

The Employer is Industrial Might and Logic Ltd ("IML"), a registered and licensed company.
The Employee is F. FIXIT ("the Employee").
The Employee has been employed by IML as a Night Shift Production Worker.

2. STARTING WORK

All Employees will be issued an IML Security Card which should be signed on the reverse. This card is used to gain entry to IML, and also access to individual shifts.

When entering IML, The Employee Should first select their identification card. Next the IML Security Dept. will show a toy and a color. Before Security will allow the Employee into IML, the Employee must alter the four fruit symbols on the Security Card to the correct sequence for the toy and color shown. In case the Employee forgets their basic training, an IML SECURITY DECODER showing the correct combinations is issued to all Employees.

3. WORKING CONDITIONS AND TERMS

The Employee will report to the Production Manager at the start of each shift by 9.00pm. The Production Manager will give the Employee a list of toys to be manufactured during the next shift (the "Shift Duties") and before the shift ends at 4.00am.

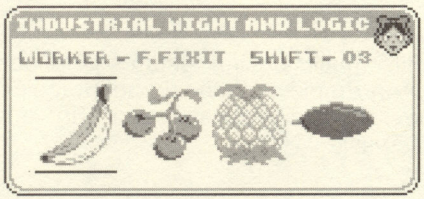
The Employee will manufacture the dolls listed in the Shift Duties, using and maintaining the BEAST as necessary. Salary will be paid during the shift. If the Employee manufactures further dolls in addition to those listed in the Shift Duties, bonus payments shall be made. However, if the Employee fails to manufacture the dolls specified in the Shift Duties by the end of a shift, Employee's contract will be terminated.
IML reserves the right to deduct monies for incorrectly produced dolls or other mistakes made by the Employee.The time remaining for any shift is shown on the factory shift candle.

4. SECURITY PANELS

The BEAST is a complex, sensitive machine and it takes time to learn how to operate its many components. Therefore, Employees are only allowed access to certain parts of the BEAST until they have proven their manufacturing and maintenance skills. Restricted areas of the BEAST are covered by protective panels, held in place by large bolts, which cannot be removed by the Employee. Restricted areas operate automatically when covered in this way. When the Employee has gained experience by successfully meeting their quotas on Shift Duties, these Security Panels are removed over future shifts until the Employee has control of the entire BEAST; the more experienced and successful an Employee, the fewer Security Panels will be seen on BEAST.

5. SECURITY CLEARANCE TO SHIFTS

If the Employee meets the production order given as their Shift Duties, then the Production Manager will give the Employee a new Security Code for the next shift. This Security Code, shown as four fruit symbols on the Security Card, is unique to the complexity level of the BEAST.

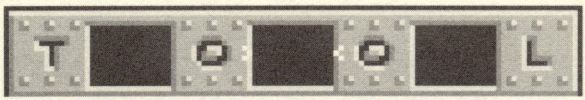


UNDER NO CIRCUMSTANCES SHOULD EMPLOYEES TRY TO RANDOMLY ALTER THE SECURITY CODE ON THEIR SECURITY CARD.

Any such action would allow the Employee greater control of the BEAST for which the Employee would not be qualified. Damage to the BEAST and the Employee may result for which the Employee may be dismissed.

6. COMPANY TOOLS

Customized tools are required for maintenance of the BEAST, and these can be found in the Toolie (the BEAST's toolbox) issued to all Production Workers. If the Toolie is empty, then tools must have been dropped by the previous shift, and will probably be somewhere on the BEAST.



The Toolie, one of IML's successful inventions, features three handy windows on the side,and whichever tool is shown in the center window is the next tool automatically ejected by the Toolie on request from the Employee. Toolie has won awards for its ability to be bigger on the inside than on the outside (hence its ability to store a great deal more than conventional toolboxes).

Another of Toolie's major design features is its ability to collect its own tools. If an Employee is going about their duties on the BEAST, Toolie will automatically pick up any tools the Employee walks past.

NOTE: All tools for use on the BEAST are designed to be recycleable. Unfortunately, the company has not quite perfected this technology yet, so tools can only be used once.

Because of the nature of the BEAST, the Employee may need to experiment with tool usage when fixing. Some tools will be more effective than others for certain jobs.

Tools Available:

WRENCH:
Use to tighten (or loosen) nuts.

MATCH STICK:
Ideal for lighting things.

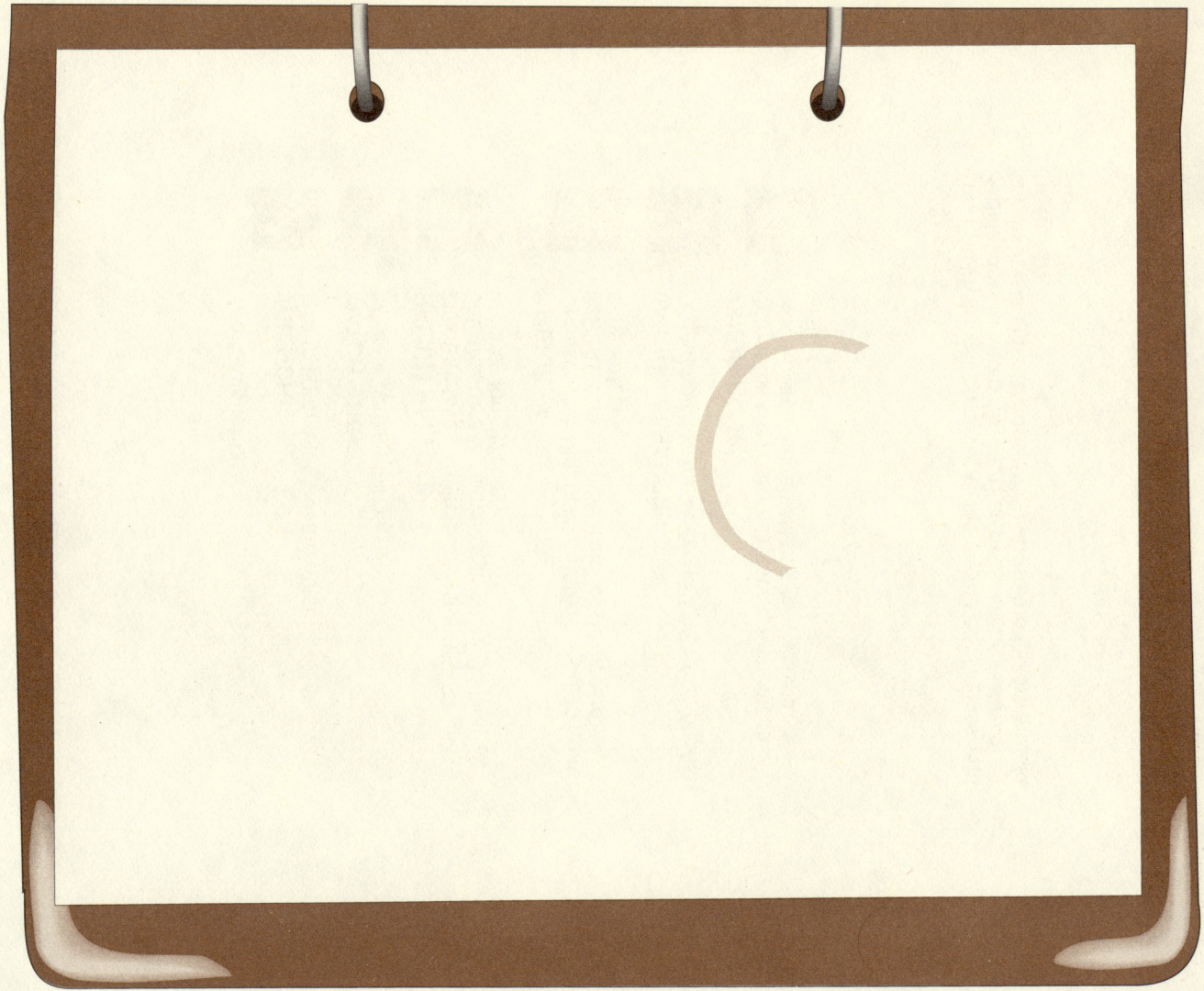
HELIUM BALLOON:
Lifts Employee out in front of the BEAST and upwards until Employee lets go, or Balloon reaches top of factory.

UMBRELLA:
Opposite to Balloon: lifts Employee out in front of BEAST and can be used for downward transportation.

VACUUM CLEANER:
Adapted by IML for keeping BEAST free of pests.

VENUS TRAP:
Part of the Company's latest experiments, a hybrid plant/mechanical trap for catching pests.

7. SAFETY
The Employee will observe all factory Safety Notices and Regulations; in particular the Employee will be aware of all raw materials that are transported above the factory area to the BEAST.



TO: F. FIXIT
FROM: F. FOREMAN

SORRY – CAN ONLY FIND THIS OLD COPY.
SOME PAGES MAY BE MISSING, BUT
SHOULD BE OK TO GET YOU STARTED –
DO YOUR BEST!.

F. Foreman.

B.E.A.S.T.

Repair
&
Operational Guide

by G.T. Bingham, BSc, PMc

1. INTRODUCTION

This docum nt is int nd d as a guid to th op ration of th BEAST. It is quit possibl that I hav omitt d som thing important - as it's inv ntor, pl as und rstand I hav assum d much. If you do g t stuck, pl as giv m a call on xt nsion 2.

G. Bingham, 6th April 1990

PS. SORRY ABOUT THE TYPEWRITER. DID FIX IT BUT STILL SEEMS TO BE MISSING THE LETTER e.

If you are using BEAST for the first time, here are a few general guidelines to observe:

* Note: the Security Card clearance (combination of four fruits) you are given at the start of every shift. This will enable you to return to this shift at a later time if you need to. You can alter the four fruit combination any time you see a Security Card.
* Observe carefully your Shift Duties given at the start of every shift; these are the number and type of dolls that you must produce on your shift. If you fail to meet your shift quota, you will be fired.
* Experiment with the various components that make up the BEAST to see what effect each has and how the various components interact with each other.
* Concern yourself only with mastering those components of BEAST that you can see. There are other components hidden behind glass panels which you cannot operate until you have gained more experience on those components you can operate now.

* Check all parts of the BEAST frequently - it is notoriously unreliable and can break down. Furry pests also roam the factory, and alter BEAST components so keep their numbers down.

2. OVERVIEW OF THE BEAST

Bingham's Environm ntally Activ Solution for Toys (BEAST) is a compl t , cologically sound production unit for manufacturing toy dolls. It is ntir ly m chanical and construct d from old us d parts - N ds to b maintain d constantly by Op rativ s in ord r that production can occur.

Toy dolls ar cr at d in two parts, a h ad and a body, th n ass mbl d. Th manufacturing cycl that Op rativ s must obs rv is as follows :

A. RAW MATERIALS PROCESSING to produc a plastic RESIN
B. Pr ssing RESIN into doll HEAD MOLD and doll BODY MOLD
C. Painting and drying doll HEAD and doll BODY
D. ASSEMBLING th corr ct HEAD with th corr ct BODY
E. PACKAGING th finish d doll

2.1 BEAST COMPONENTS

All of BEAST's various proc ss s tak plac physically insid machin , xc pt for actual production proc ss which occurs on its front pan l.

PETE ZEES PIZZAS -
24 HR DELIVERY
555-662-1902

2.2 INTERNAL PROCESSES

This docum nt will not conc rn its lf with th workings of th BEAST int rnally, pur ly front pan l op rations. For clarity the int rnal proc ss s ar shown in figur 1. R f r to company docum nt 'BEAST INTERNAL OPERATIONS GUIDE' for furth r d tails.

Unfortunat ly, th wast mat rial which is proc ss d by our factory s ms to attract a small, rod nt-lik cr atur which w r f r to as L mmings. BEWARE - THEY LOOK CUTE - BUT THEY CAN BE HIGHLY DISRUPTIVE - K p BEAST cl an of all L mmings.

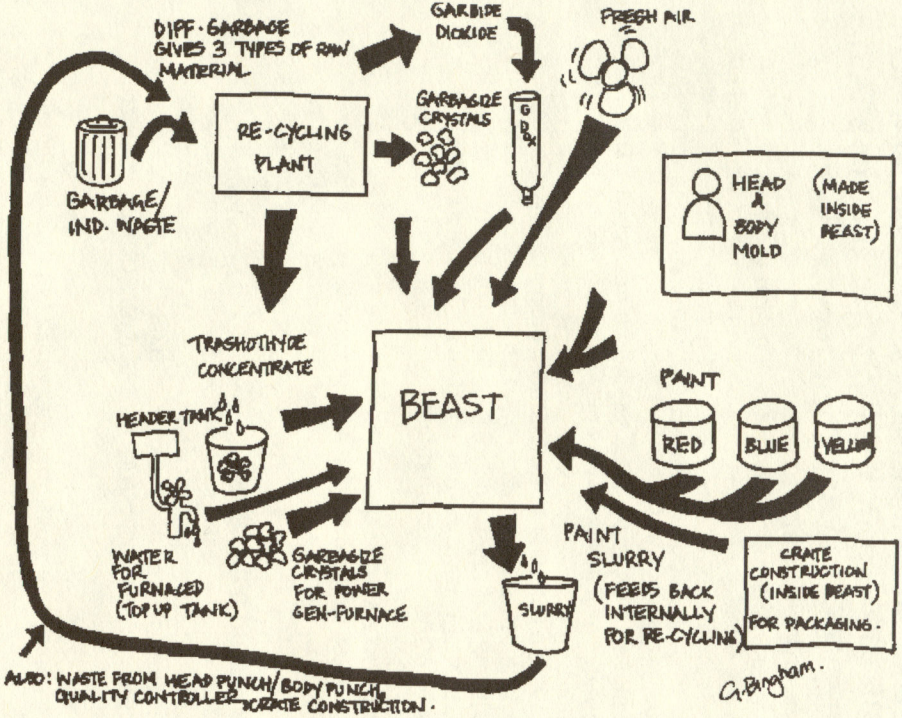


FIG. 1 OVERVIEW OF INTERNAL OPERATIONS

Yeah! Easier said than done! We've observed two types - the male of the species (we call him Cliff) has a tendency to jump around throwing switches, unscrewing bolts, moving dials, and doing anything else he can do to disrupt production. One of Cliffs favorite tricks is to spoil the mixture in the paint vat by adding a squirt of his favorite color (when this happens, you'll have to flush the vat and start fresh). The female, which we call Jodee, tends to be attracted to the BEAST's Operatives for some reason and will try to hug you at EVERY available opportunity. This will slow you down and prevent you from performing your work - and we all know that if you don't meet your production quota, you get the boot! We've tried several methods of getting rid of these critters - the most effective seems to be vacuuming and kicking. Watch Lemmings real carefully - this machine is unreliable enough without these guys!

2.3 SUPPLY AND OUTPUT OVERVIEW

Int rnal proc ss s of th BEAST ss ntially supply front pan l with various l m nts n c ssary to manufactur IML dolls. Figur 2 illustrat s this.

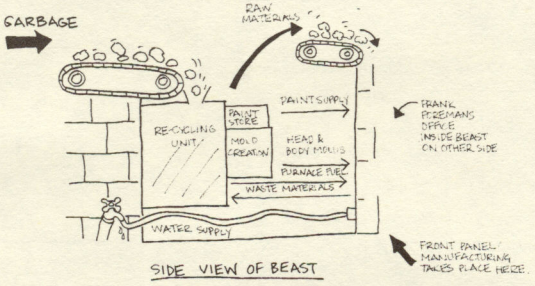


FIG 2

2.4 COMPLIANCE WITH MANUFACTURING STANDARDS

Us of s nsitiv mat rials in BEAST m ans that at all tim s various op rational standards as d fin d by

xp rienc . A company s curity card is issu d to v ry Op rativ .

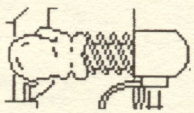
5.0 USING THE BEAST

Working on BEAST is straightforward. Th r ar a numb r of diff r nt l v rs, dials and plugs that Op rativ s must manipulat in order to k p BEAST in production. Ev rything will hav an ff ct how v r it is us d, and Op rativ s will v ry soon r aliz if th y hav don som thing wrong.

5.1 POWER GENERATION

BEAST's various m chanical compon nts ar pow r d ith r by st am from a boil r, or l ctricity from a batt ry. A compl x n twork of l ctrical cabl s is built into BEAST, and on various compon nts of BEAST, Op rativ s will obs rv l ctric plugs. Th s ar always b sid th appropriat pow r supply sock t, which in turn is conn ct d via th n twork to th batt ry. Ins rting a plug into a sock t will (if th r is pow r) caus th r l vant compon nt to op rat .

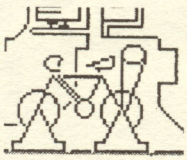
For speed, many Operatives kick plugs into sockets.



PLUG CONNECTED TO BOXING GLOVE ON SPRING

5.1.1 BATTERY

Light bulbs on POWER GENERATOR flash wh n th r is ad quat pow r in th batt ry. Batt ry slowly drains ov r tim . Th slow r th light flash s, th w ak r th batt ry. If lights go out, batt ry is d ad and v rything on BEAST will stop xc pt for conv y r b lts. In this situation Op rativ s must climb onto th bicycl contain d in POWER GENERATOR and cycl until th batt ry is r charg d.



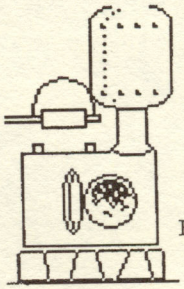
BATTERY

If power goes out, remember to relight furnace once you've gotten the lights flashing again!

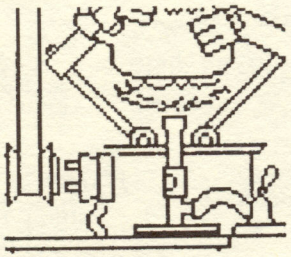
IF I FIND OUT WHO'S BEEN WRITING ALL OVER THIS MANUAL THERE'LL BE TROUBLE!

F. Foreman.

5.1.2 FURNACE
FURNACE h ats a larg boil r of wat r, which in turn produc s st am to op rat various pistons on th BEAST. FURNACE burns Garbagiz Crystals which ar dropp d into FURNACE from an l ctrically op rat d f d r just abov .



FURNACE



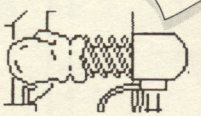
Drive belt bringing fresh supplies of crystals to SOLIDIFIER SUPPLIER must be plugged into the electrical supply, otherwise the SUPPLIER will automatically shut-off, and resin production will cease.

5.2 RESIN PRODUCTION

BEAST utiliz s thr raw mat rials to mak plastic r sin for th toy dolls. ach raw mat rial is produc d insid BEAST as a by-product of r -cycling wast products (s Int rnal Proc ss s, figur 1).Th s ar Garbagiz Crystals, Garbid Dioxid and Trashothyd Conc ntrat .

For speed, many Operatives kick plugs into sockets.

PLUG CONNECTED TO BOXING GLOVE ON SPRING



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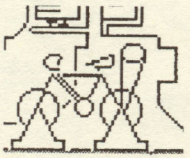
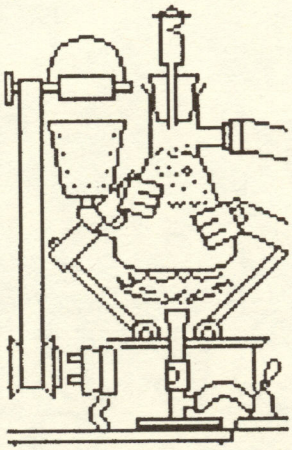


BATTERY

If power goes out, remember to relight furnace once you've gotten the lights flashing again!

5.2.1 SOLIDIFIER SUPPLIER

This compon nt is mad up from a mixtur of it ms that w r b ing junk d by a Ch mistry d partm nt in a Univ rsity. Th y now proc ss s Garbagiz Crystals to produc liquid solidifying ag nt for th plastic r sin. Th flam ov r which crystals ar h at d may b vari d by Op rativ s. Th gas tap providing th flam to th flask has a l v r which may b mov d according to th siz of flam r quir d. B sur not to l t th liquid in th flask ov r boil.

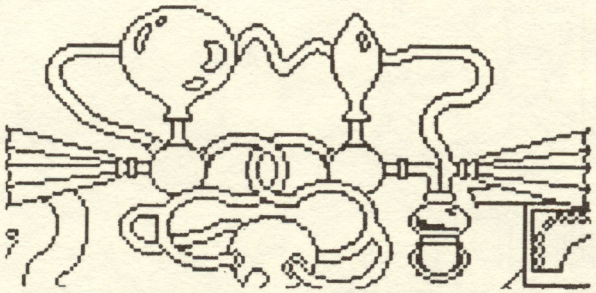


SOLIDIFIER SUPPLIER

Drive belt bringing fresh supplies of crystals to SOLIDIFIER SUPPLIER must be plugged into the electrical supply, otherwise the SUPPLIER will automatically shut-off and resin production will cease.

5.2.2 EXPANDER SUPPLIER

Mix s Garbid Dioxid with air to produc an xpand r gas, which mak s th r sin light r. Op rativ must nsur that balloons ar constantly inflat d, h nc gas s b ing mix d.



EXPANDER SUPPLIER

5.2.3 LIQUID CONCENTRATE SUPPLIER

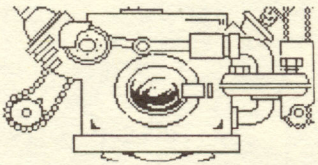
Suppli s Trashothyd Conc ntrat to RESIN MAKER at a fix d rat .Op rativ s must op rat th valv wh l and th pump l v r to maintain a st ady flow of Conc ntrat to th RESIN MAKER.

5.2.4 RESIN MAKER

Th h art of this compon nt is an old washing machin tub, thrown out by th Lin G r Tu-Long Laundry. It now tak s th thr proc ss d raw mat rials and mix s th m tog th r using a larg st am driv n piston; r sulting compound is a sticky plastic r sin which is us d for molding dolls. Th r sin b ing mix d can b s n at th front of th RESIN MAKER. Th driv shaft - which forc s r sin compound out of th RESIN MAKER - is pow r d dir ctly from th n ighboring HEAD MOLD DEVICE.

If all thr raw mat rials hav b n suppli d in th corr ct proportions, RESIN MAKER produc s a lump of sticky r sin which falls down onto on of two x Post Offic two-way switchabl TR/400L conv y r b lts. By throwing th l v r abov ach b lt, r sin may b dir ct d ith r into th HEAD PUNCH or th BODY PUNCH, or into a garbag can in th middl of th b lts.

If raw mat rials ar not suppli d in corr ct proportions, th n som thing oth r than r sin will b output from this compon nt, and Op rativ s should ch ck all raw mat rials to r ctify fault. Op rativ s should b mindful that R sin Mak r is subj ct to a gr at d al of vibration, and th bolts s curing piston in plac n d to b ch ck d fr qu ntly to nsur no st am scap s.



RESIN MAKER

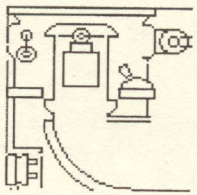
5.3 DOLL MOLDS

R sin is pour d into two custom molds - on to cr at th H ad and on to cr at th Body of a doll. R sin is th n compr ss d at gr at forc in ord r that it tak s shap of th molds.

5.3.1 HEAD MOLD DEVICE

Up to 5 H ad molds may b availabl for curr nt shift. Th s ar h ld insid BEAST on a rotating wir , attach d by 'crocodil ' clips. A hol in th front pan l allows Op rativ s to s insid BEAST, and vi w molds. Op rativ s may control dir ction of rotation by throwing a switch just n xt to th vi wing hol .

As a mold mov s into vi w, th rotation paus s for a short whil allowing Op rativ s to pull cord (on th oth r sid of th vi wing hol), which r l as s H ad mold curr ntly in vi w. Th H ad mold th n falls down a chut and into plac in th H ad Punch. If th r is curr ntly a H ad mold in th HEAD PUNCH, th n r l as cord will not op rat , and th molds will continu to rotat .



HEAD MOLD DEVICE

WATCH OUT! BEAST appears to select its own molds from time to time, causing wrong Heads and Bodies to go into production. The results have been very weird! This thing has a mind of its own!

Rotating wir holding molds is conn ct d to RESIN MAKER's output nozzl s, th r for it is important that HEAD MOLD DEVICE is k pt in good working ord r, oth rwis flow of r sin will stop.

I'VE WARNED YOU - STOP WRITING ON COMPANY PROPERTY! F. Foreman.

5.3.2 BODY MOLD DEVICE

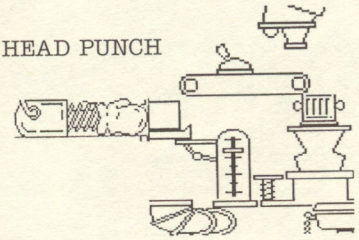
Th Body molds availabl for th curr nt shift ar h ld insid BEAST on a rotating wir , attach d by 'crocodil '

5.9 HEAD PUNCH

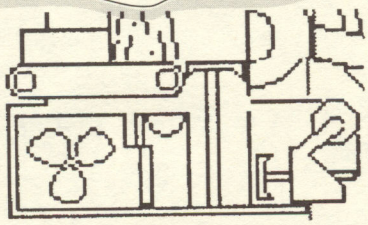
Th chos n H ad mold is automatically s cur d in plac ov r a Trap Door whil Plastic R sin from th RESIN MAKER falls into it. A larg boxing glov on a spring is us d to punch a doll's H ad out of th Mold.

A counting d vic known as Hit Count r allows ach H ad mold to produc a s t numb r of H ads, b for automatically op ning th Trap Door, s nding th mold down a slid and off for r - cycling. Th Hit Count r is a tall m t r with 5 positions mark d, and a bar ov r on of th positions. Th bar position indicat s numb r of H ads that can b produc d b for th Trap Door op ns. Th high r th bar, th high r th numb r of H ads.

HEAD PUNCH



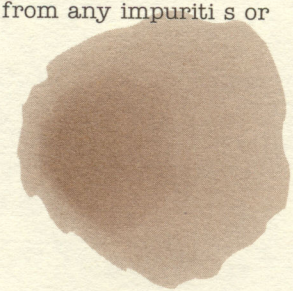
Op rativ s can alt r th bar position on Hit Count r by jumping on spring-board n xt to Hit Count r. Op rativ s may f l that som of this compon nt looks familiar; it contains parts of th "Only Strong M n Can Ring My B ll" sid show from Farl ys Funfair.



which is a v ry important part of th doll manufacturing proc ss. Th thr paints in th tub s can, by mixing th m in th vat, produc oth r colors also. For xampl , y llow and blu if mix d produc s gr n.

C rtain color combinations ar impossibl du to ch micals us d in th paints, and th r action wh n mix d is for paint in th vat to turn th wrong color. If this occurs Op rativ s must flush th vat cl an and start again. Flushing is achi v d by pulling th chain abov th middl tub of paint.

Op rativ should nsur vat is k pt fr from any impuriti s or paint will b spoil d.



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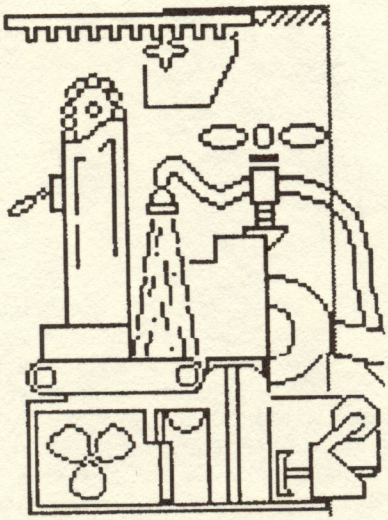
I'VE WARNED YOU - STOP WRITING ON COMPANY PROPERTY! F. Foreman.

5.3.2 BODY MOLD DEVICE

Th Body molds availabl for th curr nt shift ar h ld insid BEAST on a rotating wir , attach d by 'crocodil '

5.12.2 PAINT SHOP

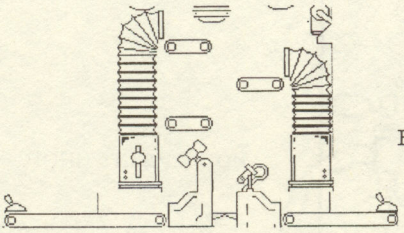
Doll H ads and Bodi s ar spray d with th color curr ntly in paint vat. Op rativ must nsur that show rs ar running by using larg tap just abov th spray h ad. Onc paint d, doll H ads and Bodi s must b dri d by l ctric Fan, or ls th paint will run off of th dolls.



BODY PAINT SHOP

5.13 BONDING UNIT A H ad and a Body ar glu d tog th r in th BONDING UNIT cr ating a compl t doll. This compon nt has a good history of production; b for it was conv rt d by IML, it was a milk bottl r at th Moooving Milk Company.

A H ad arriv s from right on a conv y r b lt, a Body arriv s from l ft. On n aring c nt r , H ad and Body ar suck d up by giant industrial vacuums, and d posit d onto a conv y r b lt in pr paration for bonding proc ss. It is possibl that wrong H ad will b match d with wrong Body, th r for Op rativ s can mov th position of th Body vacuum to on of two conv y r b lts, thus giving Op rativ s th opportunity of a last minut 'shuffl '.

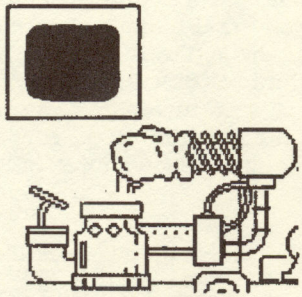


BONDING UNIT

On of th doll parts (id ally a Body) will fall downwards into BONDING UNIT. A tub of 'STIK-A-LOT' automatically squirts a spot of industrial str ngth glu on to doll part. A s cond part (id ally a H ad) falls down into BONDING UNIT on top of th oth r doll part. A hamm r taps th top doll part onto th bottom doll part. Compl t d doll is r l as d to th conv yor b lt b low. If Op rativ has us d this compon nt succ ssfully, th n compl t doll has th right H ad for th right Body, ach of which is th sam color. If an incorr ct doll has b n mad , th QUALITY CONTROLLER can h lp r j ct any mistak s.

5.14 QUALITY CONTROLLER
Id ntifi s any dolls which do not hav corr ct combination of H ads and Bodi s. This m ans r j ction of a doll with a diff r nt color d H ad and Body; a doll with th wrong H ad for th Body, or a doll consisting of two H ads or two Bodi s.

Compl t doll is dropp d down into QUALITY CONTROLLER (a conv rt d t l vision s t), wh r it pass s through a scanning unit. If doll has th corr ct H ad for th Body, a ch ck mark will b s n on th scanning unit. Th doll th n drops into th STOCK CHECKER b low.



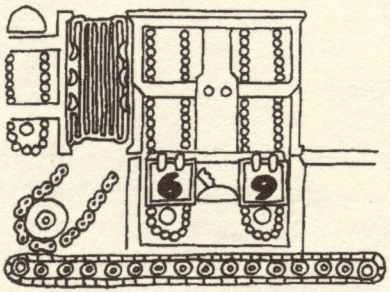
QUALITY CONTROLLER

This QUALITY CONTROLLER is not linked to your shift Duties requirement. So remember, a doll which passes QUALITY CONTROLLER means it has the correct Head for the Body. Whether it is a doll in the color that Frank has asked you to produce in your Shift Duties is another matter!

Get smart. If you see that a doll is incorrectly colored, turn the QUALITY CONTROLLER off by moving the switch on the side of the scanning unit. This will cause any dolls moving from the BONDING UNIT to be punched out through the window. Dolls which get rejected are sent for recycling, thus preventing a defective doll from costing you a salary deduction.

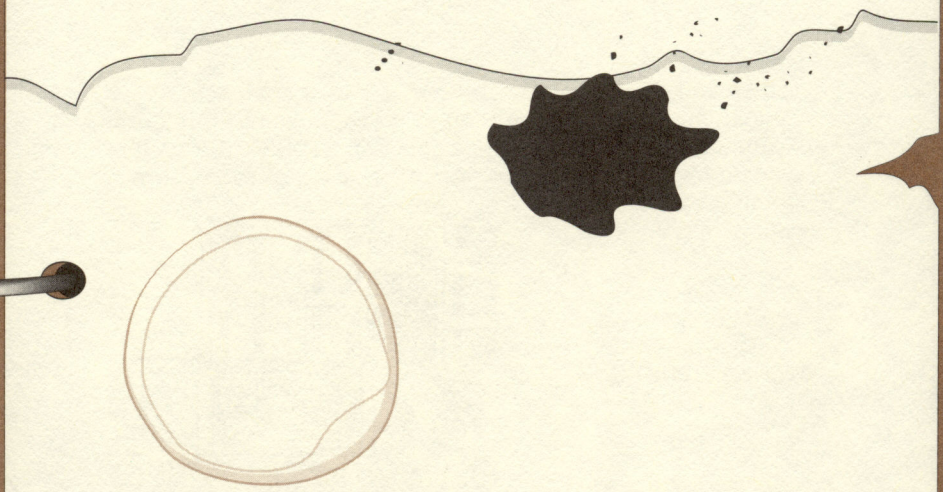
5.15 STOCK CHECKER

Adapt d from a v ry old cal ndar us d on a wall in a Bank, this compon nt id ntifi s which of th corr ct dolls m t th curr nt Shift Duti s r quir m nt. STOCK CHECKER shows two larg numb rs, and this is th total numb r of corr ct dolls that hav still to b produc d in ord r that th curr nt Shift Duti s ar fulfilled. As dolls fall into STOCK CHECKER, th y pass s s v ral roll rs and s nsors - th s in turn op rat a complicat d m chanism of g ars. If th doll m ts th curr nt Shift Duti s r quir m nt, th n th numb r shown on STOCK CHECKER is r duc d by on .



STOCK CHECKER

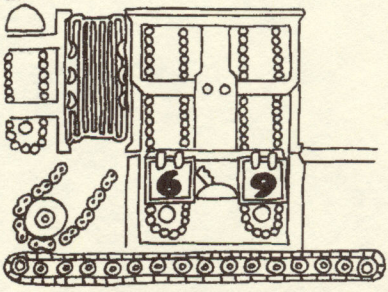
Once the numbers show zero, the QUALITY CONTROLLER IS automatically switched off, as the Shift Duties have been fulfilled. The QUALITY CONTROLLER cannot be switched back on again until the STOCK CHECKER numbers show a number greater than zero. If there is sufficient time remaining in the shift, why not manually increase the number shown on the STOCK CHECKER to allow more dolls through, and hence earn yourself some bonus payments?



5.16 PACKAGING

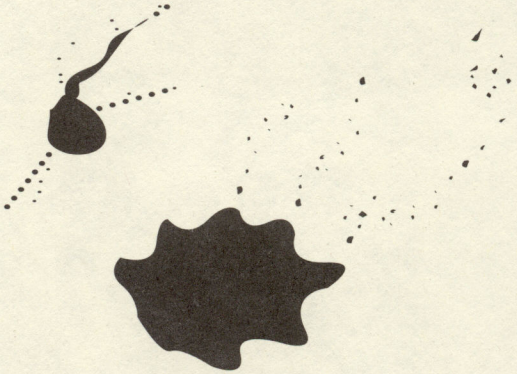
Onc dolls hav b n through STOCK CHECKER, th y must b pack d into wood n crat s r ady for shipping.Old wood n tabl s and chairs ar r cycl d insid th BEAST to produc larg wood n crat s, which ar lin d up at th bottom of th BEAST. ach crat has a larg lab l on th sid indicating which dolls hav to b packag d in that crat .

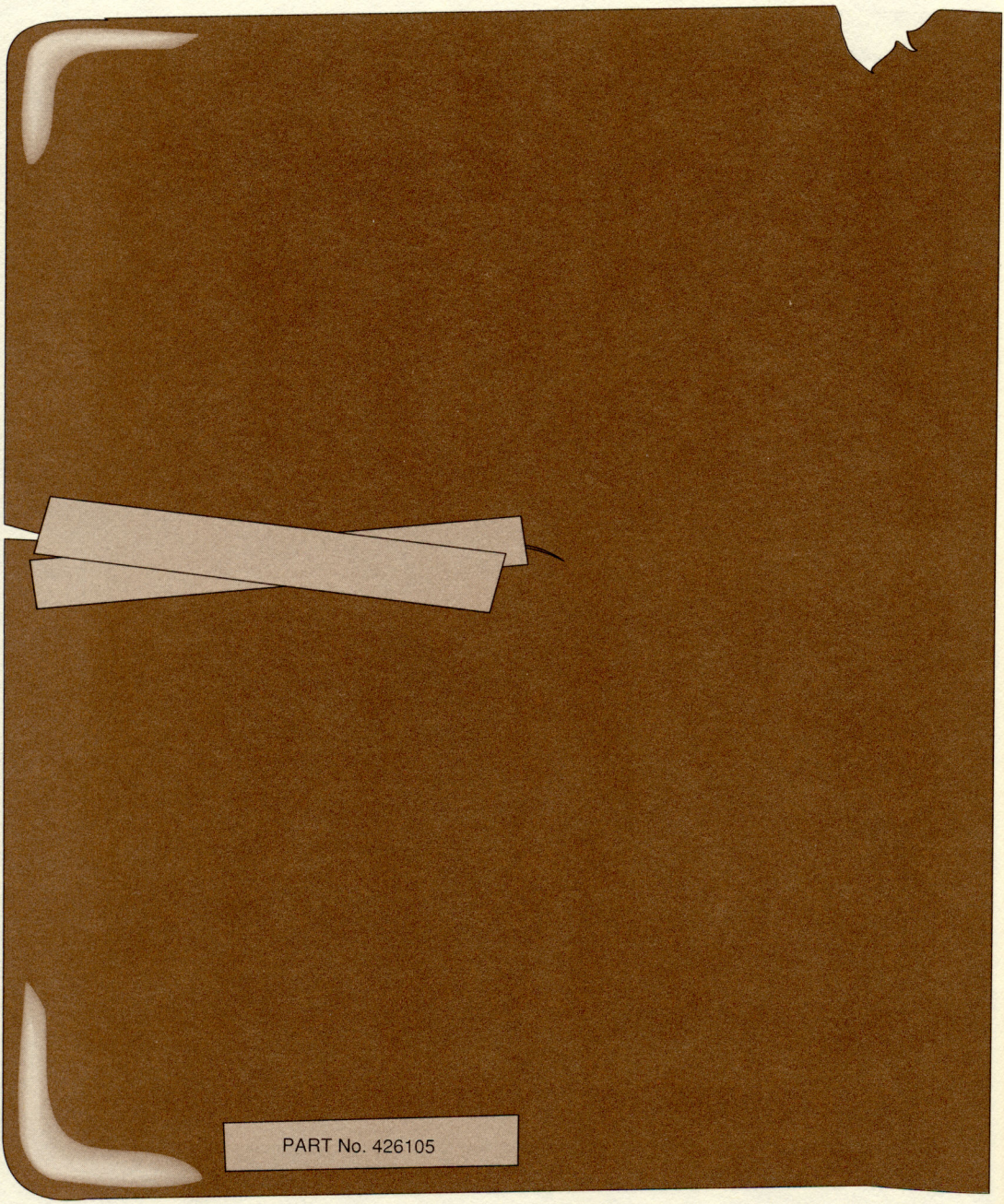
roll rs and s nsors - th s in turn op rat a complicat d m chanism of g ars. If th doll m ts th curr nt Shift Duti s r quir m nt, th n th numb r shown on STOCK CHECKER is r duc d by 1. If doll is not part of th curr nt ord r, th n numb r r mains unchang d.



STOCK CHECKER

Here is another chance to make some extra cash. IML pays a bonus for each doll correctly placed in the crates. If you produce a doll that isn't part of the Shift Duties, make sure you put it in the 'Assorted' box, which you'll recognize by the large "?" on the side.




PART No. 426105