

DREAMWORKS
INTERACTIVE

software by **the
neverhood**



the Neverhood

“Embark on a clay adventure that breaks the mold.”

If you have trouble with the installation, graphics, or audio in the game, look in the Readme.txt file on The Neverhood disc. If you still can't find the answer, call DreamWorks Interactive for troubleshooting information at (206) 635-7134, Monday-Friday 8 A.M.-6 P.M. and Saturday 9 A.M.-3 P.M. Pacific time.

An Automated Hints/Tips line is available 24 hours a day, 7 days a week (U.S. \$0.75/minute): (900) 288-KLAY

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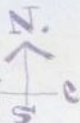
SYSTEM REQUIREMENTS

To play *The Neverhood* you'll need:

- Pentium 75 MHz processor.
- 8 MB of RAM (16 MB recommended).
- 4X speed CD ROM Drive.
- SVGA monitor.
- 8-bit Windows-compatible soundcard and speakers (16-bit recommended).
- 10 MB hard disk space.
- Windows 95.



Getting Started



If this is the first time you've used **The Neverhood**, you need to install it on your computer. Here's how:

1. Turn on your computer and start Microsoft Windows.
2. Place **The Neverhood** disc in the disc caddy (if needed), and then insert it in the CD-ROM drive.

The Neverhood will start automatically.
Just follow the instructions on your screen.

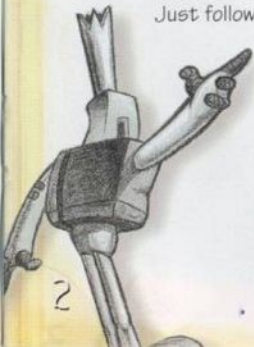
Starting the Fun:

If you just finished installing **The Neverhood**:

- Click the Play button.

If you already installed **The Neverhood**:

- Just insert the disc into your computer's CD-ROM drive and click Play, or double-click My Computer, double-click your CD-ROM drive, and then click Play.





ENJOY YOUR
SNACK
ES

CP

25

GOVAD
GD

24

23

26

MUSH
BOGHI
MR.

27

22

20

21

29

CAT HEAD
MOUNTAINS
CM

30

32

31

WHALE'S
MOUNTAIN
WM

8

9



3

YOUR OPTIONS AT THIS POINT



When you hit the **ESC** key during gameplay, you will see the Options Screen.



NEW GAME Starts a new game. Click it, play it.



LOAD GAME Lets you resume a previously saved game. Load it, play it.



SAVE GAME Lets you save your place in the game.



RESUME PLAYING takes you back to the game you were playing.



QUIT Kicks you out to Windows.



CREDITS Lets you see who made this mess.



ABOUT... Lets you see HOW we made this mess.



DELETE GAME Lets you remove a saved game.



MUSIC ON/OFF Turns the music on and off.

HOW TO PLAY THE NEVERHOOD™



This is Klaymen

Point and click with your mouse to move Klaymen. Your Klay Arrow pointer tells you where you will walk or look if you click the mouse. If an object is collectable and you click it, Klaymen will pick it up and carry it in his chest. If you click a puzzle that requires an object that Klaymen has stored in his chest, he'll automatically use it.

It's important for you to explore everything. Taking notes on areas of interest is always helpful in **The Neverhood**. Since it's almost impossible to die in **The Neverhood**, feel free to explore without fear of your game ending (unless your boss comes around the

corner and busts you for playing this game while soaking up his generous salary). There is only one place where you can die and it is clearly marked.

If you get stuck, Willie Trombone might have a clue for you in one of his letters.

You can skip through areas that you have already seen by hitting **SPACEBAR** on your keyboard. This will help you get around faster.

To bring up the Options screen during the game, just hit the **ESC** key.

When I was twenty-three years old, I remember reading about an artifact recovered from a shipwreck off the Florida Keys. The year was 1972. Coral divers had stumbled upon an immense clay tablet of unknown origin. The scientific community unanimously disputed the authenticity of this discovery, because although a combination of carbon dating and expert analysis dated the substance at over two million years old, it was covered with scrawled modern English vernacular.

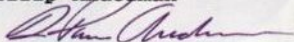
The discovery was dismissed as a hoax (due to the pristine, uneroded state of the engraved lettering) and my colleagues quickly forgot about what I now consider to be the greatest archaeological find since the Rosetta stone.

A former associate of mine had kept the huge monolith in his own backyard, calling it his "monkeyshines monument." There it remained, in perfect condition, until recently, when he invented a test to determine the age of minerals found in hardened sediment. On a whim, he tested his new process on the mystery slab. To his astonishment, he found that the object was not made of clay at all, but of a substance that to this day baffles even the most brilliant chemists.

We have assigned scores of scientists, professors, students, and technicians to this task, but to date WE HAVE NO IDEA WHAT THIS OBJECT IS, OR WHERE IT CAME FROM. The following is the text that we found on the tablet, no doubt a portion of a larger whole.

"... ppy with about twenty beings in a small neighborhood as a world. With that, he dumped most of his Klay over with just a bit left for his greatly reduced plans. It worked this time since Tickberger stopped completely and could not follow them since he was stuffed with so much Klay. Bil continued under Hoborg's guidance, holding the little red-roofed house on his shoulder where Willie and Hoborg could ride and room together. After many years' journey, Hoborg returned and was ready to build "The Everhood," a neighborhood that would last forever... so long as nothing went wrong."

Dr. Phillip Andelman



Archaeologist




The Making Of the NEVERHOOD



It all started in 1988 as a collection of artworks by Douglas TenNapel. "A Beautiful Day in the Neverhood" was the title of 17 pieces of art depicting a whimsical clay town. On a sunny day 7 years later, Douglas and his team pitched "The Neverhood, An All-Clay Video Game" to Steven Spielberg and his gang. Steven liked it and the rest is history.





The Neverhood began as a grouping of rough storyboards and conceptual art.

The Neverhood, acrylic on canvas, 1988, 3' x 4'

Programmers put finished animation sequences into the computer environment.

The sets and puppets are designed, built, and then covered in clay.

Animators painstakingly pose the puppets or move the camera, then shoot one frame of animation.

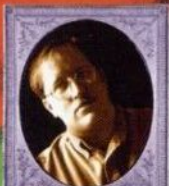


They designed the entire game in storyboard form. By January of 1996, production was well under way. Images were shot and dumped into a test game. Many production problems arose in this first test, but the test clearly stated two things: "This game can be done" and "What a funky game it will be!"





Doug Tennapel



Mark Lorenzen



Ed Schofield



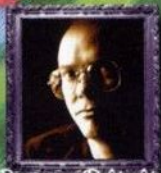
Mike Dietz



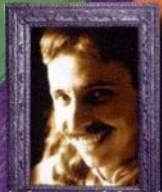
Eric Ciccone



Tim Lorenzen



Brian Belfield



Kenton Leach



the Team

BRIAN BELFIELD

A classically trained illustrator who programs Oh yes, and sings like Neil Young. Previous credits: Spiderman 32x, Jurassic Park Genesis

ERIC CICCONE

A snowboard designer gone animator who is Madonna's cousin. Previous credits: Earthworm Jim 1&2

MIKE DIETZ

A great animator who never received formal mime training. Previous credits: Aladdin Genesis, Earthworm Jim 1&2

KENTON LEACH

A robotics programmer for top-secret government facilities. Previous credits: Classified

DOUGLAS TENNAPEL

His dad rides a Harley. Previous credits: Jungle Book SNES, Earthworm Jim 1&2

MARK LORENZEN

Gave up his practice and huge government grants to work on video game art. Previous credits: Vectorman, Earthworm Jim2

TIM LORENZEN

A programmer whose father spent many days on the NASA Skylab. Previous credits: The Great Word Adventure

EDWARD SCHOFIELD

A classically trained artist who learned wood-working from the Amish. Previous credits: Aladdin Genesis, Earthworm Jim 1&2

CREDITS

THE NEVERHOOD

Brian Belfield
Eric Ciccone
Mike Dietz
Kenton Leach
Mark Lorenzen
Tim Lorenzen
Edward Schofield
Douglas TenNapel

ORIGINAL SCORE

Terry Taylor

LIGHTING

DIRECTOR

Christopher Breedon

SOUND DESIGN

Ernie Sheesley
recorded at Screen
Music

The Neverhood is
based on characters
created by Douglas
TenNapel

CONTRACTORS

David Adams
Jeremy Dale
Jeff Etter
Luis Gigliotti
Vanessa Jones
Michael Koelech
Keith Leach
Jan Lorenzen
Jon Lorenzen
Joe Potter
Christopher Rauch
Joseph Sanabria
Karl Schorr
Ed Leroy TenNapel

SPECIAL EFFECTS CONSULTANT

Mark Villalobos

ARMATURE DESIGN

Peter Marinello

ADDITIONAL STORY BY

Dale Lawrence
Mark Lorenzen
Douglas TenNapel

BOOKKEEPER

Laurie Jacobs

LEGAL TEAM

Keith Boesky
Frederick Fierst

SPECIAL THANKS

Hoborg
Angie TenNapel
Marty Davis
Chris Lassen
Rick Randolph
Bobby Dietz

Loved Ones
who sacrificed
while we worked

Please visit our web
page at
www.neverhood.com

DREAMWORKS CREDITS

PRODUCER

John Skeel

ASSOCIATE PRODUCER

Dianna Boundy

ASSISTANT PRODUCER

Tracy Tragos

PRODUCT MANAGER

Josh Davidson

TEST LEAD

Tanowo Wiggins

TESTERS

Stuart Bair
Peter Piaseskyj
Nelson Hill
Lynn Henson

CONFIGURATION TESTING

Dan Allen

SETUP TESTERS

Bob Hayes
Lawrence Monji

SPECIAL THANKS

Dan Kaufman
Bruce Jacobsen



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