



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 document is intended as a guide to the operation of the BEAST. It is quite possible that I have omitted some things important - as it's inventor, please understand I have assumed much. If you do get stuck, please give me a call on extension 2.

G. Bingham, 6th April 1990

PS. SORRY ABOUT THE TYPEWRITER. DID FIX IT BUT STILL SEEMS TO BE MAKING 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 Environmentally Active Solution for Toys (BEAST) is a complete, ecologically sound production unit for manufacturing toy dolls. It is entirely mechanical and constructed from old used parts - Needs to be maintained constantly by Operators in order that production can occur.

Toy dolls are created in two parts, a head and a body, then assembled. The manufacturing cycle that Operators must observe is as follows:

- A. RAW MATERIALS PROCESSING to produce a plastic RESIN
- B. Pressing RESIN into doll HEAD MOLD and doll BODY MOLD
- C. Painting and drying doll HEAD and doll BODY
- D. ASSEMBLING the correct HEAD with the correct BODY
- E. PACKAGING the finished doll

2.1 BEAST COMPONENTS

All of BEAST's various processes take place physically inside the machine, except for actual production processes which occurs on its front panel.

2.2 INTERNAL PROCESSES

This document will not concern itself with the workings of the BEAST internally, purely front panel operations. For clarity the internal processes are shown in figure 1. Refer to company document 'BEAST INTERNAL OPERATIONS GUIDE' for further details.

Unfortunately, the waste material which is processed by our factory seems to attract a small, rodent-like creature which we refer to as Limmings. BEWARE - THEY LOOK CUTE - BUT THEY CAN BE HIGHLY DISRUPTIVE - Keep BEAST clean of all Limmings.

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

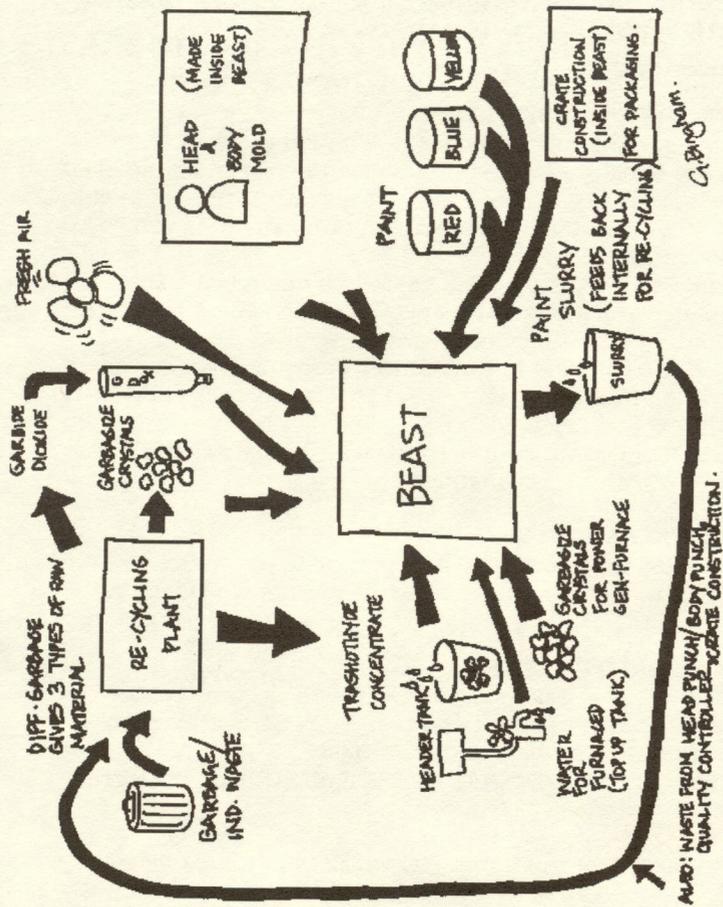


FIG. 1 OVERVIEW OF INTERNAL OPERATIONS

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 Cliff's 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

Internal processes of the BEAST essentially supply front panel with various components necessary to manufacture IML dolls. Figure 2 illustrates this.

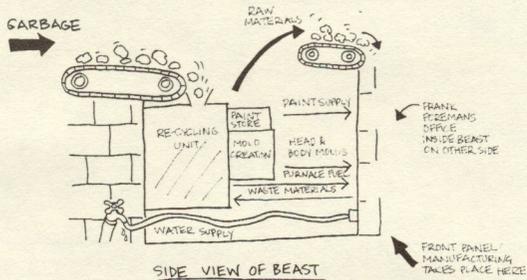


FIG 2

2.4 COMPLIANCE WITH MANUFACTURING STANDARDS

Use of sensitive materials in BEAST means that at all times various operational standards as defined by

xperience. A company's security card is issued to every Operative.

5.0 USING THE BEAST

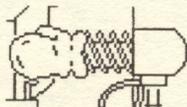
Working on BEAST is straightforward. There are a number of different levers, dials and plugs that Operatives must manipulate in order to keep BEAST in production. Everything will have an effect how ever it is used, and Operatives will very soon realize if they have done something wrong.

5.1 POWER GENERATION

BEAST's various mechanical components are powered either by steam from a boiler, or electricity from a battery. A complex network of electrical cables is built into BEAST, and on various components of BEAST, Operatives will observe electrical plugs. These are always beside the appropriate power supply socket, which in turn is connected via the network to the battery. Inserting a plug into a socket will (if there is power) cause the relevant component to operate.

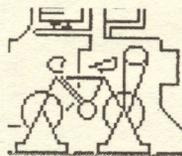
For speed, many Operatives kick plugs into sockets.

PLUG CONNECTED TO BOXING GLOVE ON SPRING



5.1.1 BATTERY

Light bulbs on POWER GENERATOR flash when there is adequate power in the battery. Battery slowly drains over time. The slower the light flashes, the weaker the battery. If lights go out, battery is dead and everything on BEAST will stop except for conveyor belts. In this situation Operatives must climb onto the bicycle contained in POWER GENERATOR and cycle until the battery is recharged.



BATTERY

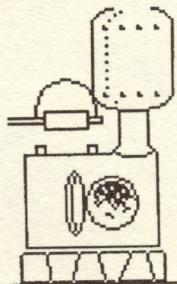
If power goes out, remember to relight furnace once you've gotten the lights flashing again!

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

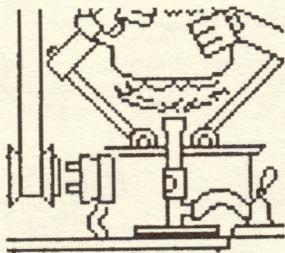
F. Foreman.

5.1.2 FURNACE

FURNACE has a large boiler of water, which in turn produces steam to operate various pistons on the BEAST. FURNACE burns Garbagiz Crystals which are dropped into FURNACE from an electrically operated feeder just above.



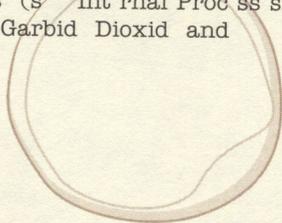
FURNACE



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.

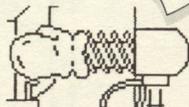
5.2 RESIN PRODUCTION

BEAST utilizes three raw materials to make plastic resin for the toy dolls. Each raw material is produced inside BEAST as a by-product of re-cycling waste products (see Internal Processes, figure 1). These are Garbagiz Crystals, Garbid Dioxide and Trashothyd Concentrate.



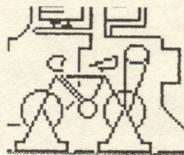
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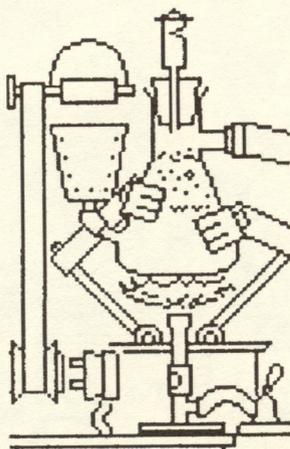


BATTERY

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

5.2.1 SOLIDIFIER SUPPLIER

This component is made up from a mixture of items that were being junked by a Chemistry department in a University. They now process Garbagiz Crystals to produce liquid solidifying agent for the plastic resin. The flame over which crystals are heated may be varied by Operations. The gas tap providing the flame to the flask has a lever which may be moved according to the size of flame required. Be sure not to let the liquid in the flask over boil.



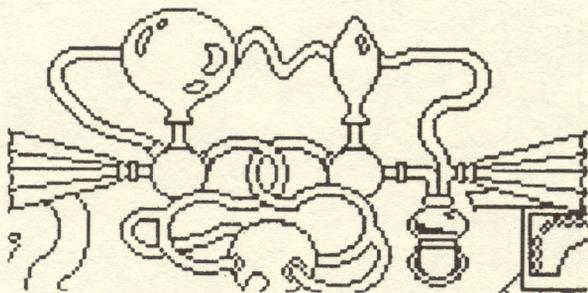
SOLIDIFIER SUPPLIER



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 xpander 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

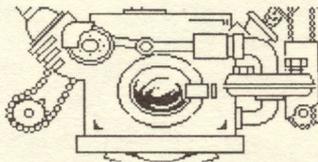
Suppli s Trashothyd Conc ntrat to RESIN MAKER at a fix d rat .Op rativ s must op rat th valv wh l and th pump l v r to maintain a st ady flow of Conc ntrat to th RESIN MAKER.

5.2.4 RESIN MAKER

The heart of this component is an old washing machine tub, thrown out by the Lin G r Tu-Long Laundry. It now takes the three processed raw materials and mixes them together using a large steam driven piston; resulting compound is a sticky plastic resin which is used for molding dolls. The resulting mixed can be seen at the front of the RESIN MAKER. The drive shaft - which forces the resin compound out of the RESIN MAKER - is powered directly from the neighboring HEAD MOLD DEVICE.

If all the raw materials have been supplied in the correct proportions, RESIN MAKER produces a lump of sticky resin which falls down onto one of two x Post Office two-way switchable TR/400L conveyor belts. By throwing the lever above each belt, the resin may be directed either into the HEAD PUNCH or the BODY PUNCH, or into a garbage can in the middle of the belts.

If raw materials are not supplied in correct proportions, then something other than resin will be output from this component, and Operators should check all raw materials to rectify fault. Operators should be mindful that Resin Maker is subject to a great deal of vibration, and the bolts securing piston in place need to be checked frequently to ensure no steam escapes.



RESIN MAKER

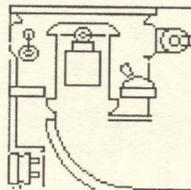
5.3 DOLL MOLDS

Resin is poured into two custom molds - one to create the Head and one to create the Body of a doll. Resin is then compressed at great force in order that it takes shape of the molds.

5.3.1 HEAD MOLD DEVICE

Up to 5 Head molds may be available for current shift. These are held inside BEAST on a rotating wire, attached by 'crocodile' clips. A hole in the front panel allows Operators to see inside BEAST, and view molds. Operators may control direction of rotation by throwing a switch just next to the viewing hole.

As a mold moves into view, the rotation pauses for a short while allowing Operators to pull cord (on the other side of the viewing hole), which releases Head mold currently in view. The Head mold then falls down a chute and into place in the Head Punch. If there is currently a Head mold in the HEAD PUNCH, the release cord will not operate, and the molds will continue to rotate.



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 wire holding molds is connected to RESIN MAKER's output nozzles, therefore it is important that HEAD MOLD DEVICE is kept in good working order, otherwise flow of resin will stop.

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

5.3.2 BODY MOLD DEVICE

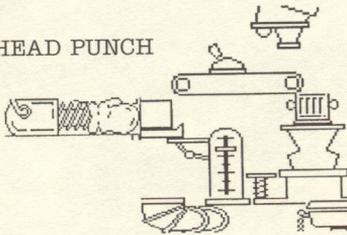
The Body molds available for the current shift are held inside BEAST on a rotating wire, attached by 'crocodile'

5.9 HEAD PUNCH

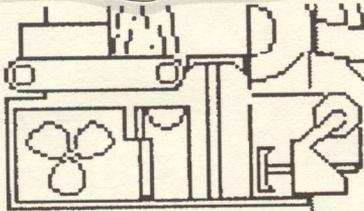
The chosen Head mold is automatically secured in place over a Trap Door while Plastic Resin from the RESIN MAKER falls into it. A large boxing glove on a spring is used to punch a doll's Head out of the Mold.

A counting device known as Hit Counter allows each Head mold to produce a set number of Heads, before automatically opening the Trap Door, sending the mold down a slide and off for recycling. The Hit Counter is a tall meter with 5 positions marked, and a bar over one of the positions. The bar position indicates number of Heads that can be produced before the Trap Door opens. The higher the bar, the higher the number of Heads.

HEAD PUNCH



Operators can alter the bar position on Hit Counter by jumping on spring-board next to Hit Counter. Operators may find that some of this component looks familiar; it contains parts of the "Only Strong Men Can Ring My Bell" side show from Farleys 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.

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.

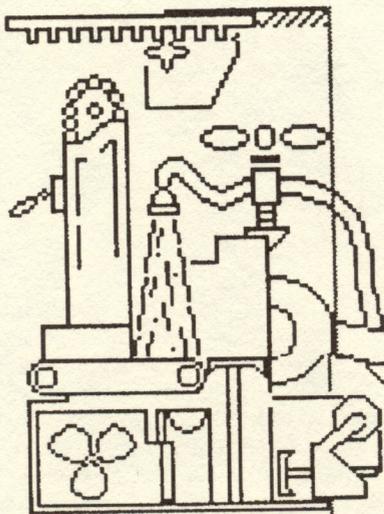
**I'VE WARNED YOU - STOP WRITING ON
COMPANY PROPERTY!** F. Foreman.

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 '

5.12.2 PAINT SHOP

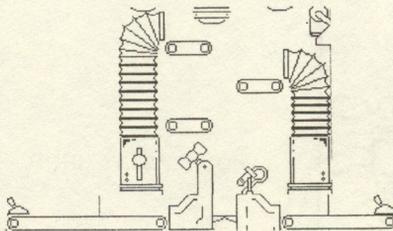
Doll H ads and Bodi s ar spray d with th color curr ntly in paint vat. Op rativ must nsur that show rs ar running by using larg tap just abov th spray h ad. Onc paint d, doll H ads and Bodi s must b dri d by l ctric Fan, or ls th paint will run off of th dolls.



BODY PAINT SHOP

5.13 BONDING UNIT A Head and a Body are glued together in the BONDING UNIT creating a complete doll. This component has a good history of production; before it was converted by IML, it was a milk bottle at the Moooving Milk Company.

A Head arrives from right on a conveyor belt, a Body arrives from left. On an arcing center, Head and Body are sucked up by giant industrial vacuums, and deposited onto a conveyor belt in preparation for bonding process. It is possible that wrong Head will be matched with wrong Body, therefore Operators can move the position of the Body vacuum to one of two conveyor belts, thus giving Operators the opportunity of a last minute 'shuffle'.



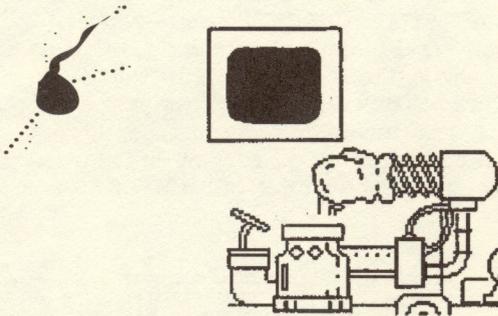
BONDING UNIT

One of the doll parts (ideally a Body) will fall downwards into BONDING UNIT. A tub of 'STIK-A-LOT' automatically squirts a spot of industrial strength glue on to doll part. A second part (ideally a Head) falls down into BONDING UNIT on top of the other doll part. A hammer taps the top doll part onto the bottom doll part. Complete doll is released to the conveyor belt below. If Operator has used this component successfully, then complete doll has the right Head for the right Body, each of which is the same color. If an incorrect doll has been made, the QUALITY CONTROLLER can help reject any mistakes.

5.14 QUALITY CONTROLLER

Identifies any dolls which do not have correct combination of Head and Body. This means rejection of a doll with a different colored Head and Body; a doll with the wrong Head for the Body, or a doll consisting of two Heads or two Bodies.

Completed doll is dropped down into QUALITY CONTROLLER (a converted television set), where it passes through a scanning unit. If doll has the correct Head for the Body, a check mark will be shown on the scanning unit. The doll then drops into the STOCK CHECKER below.



QUALITY CONTROLLER

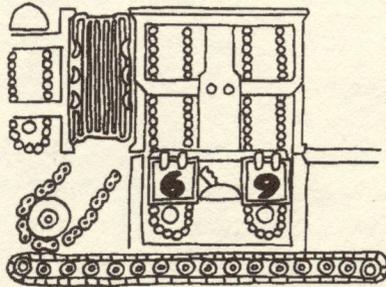
THIS QUALITY CONTROLLER is not linked to your shift duties requirement. So remember, a doll which passes QUALITY CONTROLLER means it has the correct Head for the Body. Whether it is a doll in the color that Frank has asked you to produce in your Shift Duties is another matter!

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.

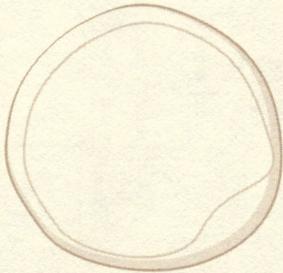
5.15 STOCK CHECKER

Adapted from a very old calendar used on a wall in a Bank, this component identifies which of the correct dolls meet the current Shift Duties requirement. **STOCK CHECKER** shows two large numbers, and this is the total number of correct dolls that have still to be produced in order that the current Shift Duties are fulfilled. As dolls fall into **STOCK CHECKER**, they pass several rollers and sensors - these in turn operate a complicated mechanism of gears. If the doll meets the current Shift Duties requirement, the number shown on **STOCK CHECKER** is reduced by one.

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?

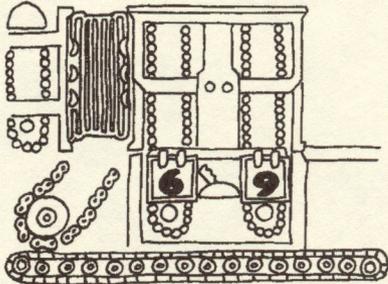


5.16 PACKAGING

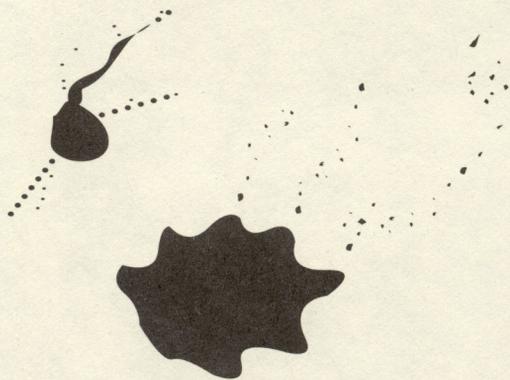
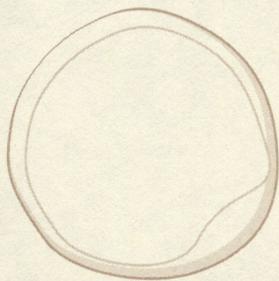
One doll has been through STOCK CHECKER, they must be packed into wooden crates ready for shipping. Old wooden tables and chairs are recycled inside the BEAST to produce large wooden crates, which are lined up at the bottom of the BEAST. Each crate has a large label on the side indicating which dolls have to be packaged in that crate.

rollers and sensors - these in turn operate a complicated mechanism of gears. If the doll meets the current Shift Duty's requirement, then the number shown on STOCK CHECKER is reduced by 1. If doll is not part of the current order, then the number remains unchanged.

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