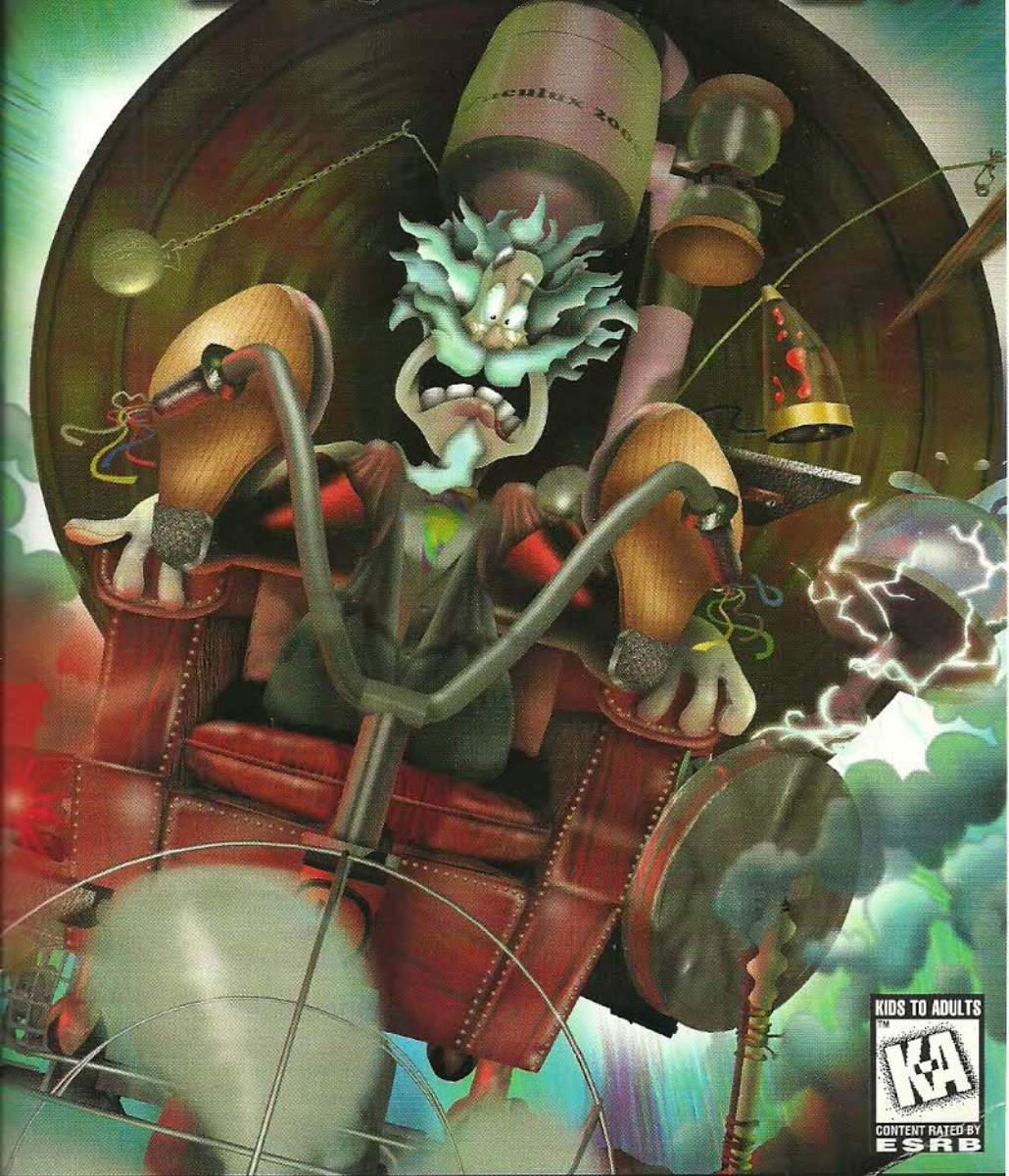


THE TIME WARP OF

Dr. Brain



KIDS TO ADULTS



CONTENT RATED BY
ESRB



SIERRA®

Welcome

Welcome to The Time Warp of Dr. Brain! The good Doctor has been frantically working on the Space Time Discontinuum theory and has zapped himself all over the Space Time Continuum — all the way back to the Precambrian Period and into the way out Infinite Future. Dr. Brain is trapped in ten different time periods represented by ten puzzle areas. It is up to you to visit all ten puzzle areas and help the good Doctor back to the Present! As you travel through time you will use a variety of skills, ranging from basic survival instincts to higher order thinking, to win the game. It will take your multiple intelligences, determination, and resourcefulness to successfully bring Dr. Brain back home. Dr. Brain has confidence in your abilities. Good luck and happy travels!



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System Requirements & Installation

Macintosh

Computer:	Quadra Series or PowerMac, 256 color monitor or better
Software:	System 7.0 or better
RAM:	8 MB
Hard Disk:	30 MB free hard disk space (temporary)
Accessories:	Mouse, Double Speed CD-ROM drive
Installation:	<ol style="list-style-type: none">1. Insert The Time Warp of Dr. Brain CD-ROM into your CD-ROM drive using a carrier if appropriate.2. When you open the CD-ROM from the Finder, you should see the Dr. Brain icon.3. Double click on this icon to launch the program. It will read from the CD-ROM drive and will not install on your hard drive.

Windows Compatible Computers

Computer:	486DX/66 MHz, IBM AT bus-compatible system or better
Software:	Windows 3.1 or Windows 95, Sound card driver supporting Windows 3.1 or Windows 95, VGA driver to support 256 colors @ 640x480
RAM:	8 MB
Hard Disk:	30 MB of free space (temporary)
Accessories:	Double Speed CD-ROM drive, Sound card compatible with Windows 3.1 or Windows 95, Super VGA Graphics Card (640x480, 256 colors), Audio speakers or headphones, Microsoft mouse or 100% compatible

Installation:	
Windows 3.1	<ol style="list-style-type: none">1. Insert The Time Warp of Dr. Brain CD-ROM into your CD-ROM drive.2. Begin at the Microsoft Windows Program Manager and select RUN] from the [FILE] menu.3. On the command line type x:\SETUP (where "x" is the designation of your CD-ROM drive) and click on the [ENTER] key.4. Follow the setup instructions on the screen. A new icon for Dr. Brain will automatically be created in the Sierra program group.5. Double click on the Dr. Brain icon to run the game and the program will read from the CD-ROM drive. The application will not install on your hard drive.

Windows 95	<ol style="list-style-type: none">1. Insert The Time Warp of Dr. Brain into your CD-ROM drive. Autoplay will run automatically.2. When asked if you would like to install, click "OK." Follow the instructions on the screen.3. After installation, Autoplay* will allow you to run the game on CD-ROM insertion. You can also launch the game from the Sierra group, under [Programs] from the WIN95 [START] menu.
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* If Autoplay does not ask if you want to install, your system already has all required components. Click on "OK" to play the game. If you would like the Dr. Brain icon placed in your [START] menu, select [RUN] from the [START] menu, then follow steps 3 - 5 of the Windows 3.1 installation instructions.

Internet Information

Network play is available for Win95 only.

When you create or join a network game of Primordial Soup or Monkey See Monkey Do, you must use the rule settings and play options set for the network environment. By starting a network game, you begin a new game. Because of this, when you quit the network game you will need to sign in again and reassign players.

TO START A NETWORK GAME:

1. Dial your Internet provider and create an open Internet connection.
2. Click on the green Network button located on the Tool Bar, next to the Skill level vials. This will connect you to the Sierra Internet Gaming System (SIGS) server.
3. Provide a user name and a password to gain entry to the SIGS Gathering Place.
4. If you are a first time user, click [NEW MEMBER] after providing your user name and password. Set the necessary user profile options, then click OK.
5. If you have logged into the server before, click [ENTER] after providing your user name and password.
6. When you have successfully logged on, the Gathering Place screen appears. The Sierra Internet Gaming System provides help on how to navigate around the gaming rooms and how to create or join a game. For details, click Help in the main Gathering Place screen.
7. After finding someone to join your game, you will be taken back to the game screen and your tool bar will change to a "network" tool bar. For more information on the network tool bar see page 29.

TO END A NETWORK GAME:

1. To end a network game and return to the network Sierra Internet Gaming System (SIGS) server, click on the green network button.
2. To end a network game AND disconnect from the Sierra Internet Gaming System (SIGS), click on the red, network disconnect button.

NETWORK GAME TROUBLESHOOTING:

When you attempt to start a network game of Primordial Soup or Monkey See Monkey Do, you may experience difficulties in establishing a connection with the SIGS server. Before you contact SIGS technical support, please check the following:

- **Are you connected to the Internet?**
You must create an open Internet connection to start a network game.
- **Are you running Windows 95?**
If you are running Windows 95 and you are connected to the Internet, but you still cannot connect to the SIGS server, you may need to contact your Internet service provider and ask the following questions:
 - **Does your Internet service provider support a 32-bit WinSock DLL (WSOCK32.DLL)?**
 - **Is your Internet connection a true PPP connection?**
 - **Is a unique IP address assigned to your Internet connection every time you log in?**

If you have addressed all the questions and continue to experience difficulties in establishing a connection with the SIGS server, please contact the following:

SIGS email technical support

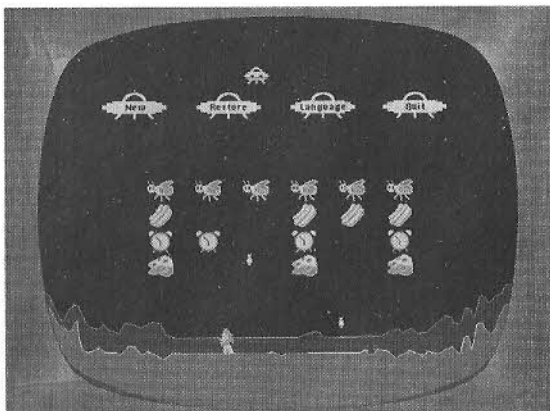
For email technical support, contact sigs.help@sierra.com. Enter the name of your Sierra game in the subject line (for example, The Time Warp of Dr. Brain, Primordial Soup).

SIGS technical support on the Web

For the latest technical support information on SIGS Internet issues and version updates, use your web browser to visit <http://www.sierra.com/sigs>.

The Log-In Screen

Following the introduction cartoon you will be transported to the Log-In screen to enter the game. There are four alien ships on the top of this screen, labeled: new, restore, language, and quit. Shooting any of these alien ships will automatically transport you to another screen with the key information for that topic.



New Ship: To start a new game, you must name it. To name a game, use the mouse or keyboard to enter an eight, or less, character name, such as "ALISON." After you have chosen your name, press or click [ENTER]. This will automatically transport you to the first puzzle area, Primordial Soup.



Restore Ship: On this screen you can restore a previous game and check your progress and score for each of the ten puzzle areas.

To restore a previous game, use the arrows to scroll through the list of saved games to select the name of the game you want to restore. When a name is highlighted, click on [ENTER] to return to the puzzle area you exited the game. All games are automatically saved as you move from puzzle to puzzle.

To check your progress in each of the puzzle areas, move your mouse over the graphic of the Triune brain, it will list the statistics for that particular area. When all the puzzles are 100% completed you can return to this screen to view the closing animation.



Language Ship: At the beginning of the game you have the option of setting the language to English, German or French.

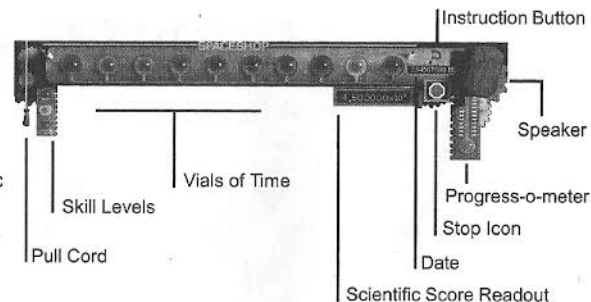


Quit Ship: Although you may quit at anytime using Cmd-Q for Macs or Alt-Q for PCs, shooting this ship allows for an easy exit.

UFO's: Occasionally a UFO will fly across the top of your screen, if you are curious, shoot it.

The Tool Bar

Each of the 10 puzzle areas includes a standard set of controls — the tool bar. The tool bar consists of a pull cord, skill levels, time vials, instruction button, stop icon, scientific score readout, date, progress-o-meter, and Dr. Brain's speaker.



Pull Cord: When you first enter the game (new or restored) the tool bar will be on the screen. At any point during play, you can choose to hide or reveal the tool bar by clicking on the pull cord. This results in the tool bar scrolling up until it disappears or scrolling down until it is in full view.

Stop Icon: Click on the stop icon to EXIT the game. This will deposit you on the desktop.

Vials of Time: You can access the 10 puzzle areas by clicking on the vials of time. Each vial represents a different era and time period. As you complete puzzles the vial will begin to fill. You can move to a different puzzle area at any time and your game and score will be saved automatically.

Instruction Button: Click on the question mark to prompt Dr. Brain to give a quick explanation of the game play procedures for the current puzzle.

Skill Level Vials: Click here to change the skill levels at any time during play. Green represents Novice, the easiest level. Yellow represents Expert, the intermediate level. Red represents Genius, the most challenging level. The higher the skill level, the greater number of points earned and the fewer solved puzzles needed to complete a puzzle area.

Date: This displays the era and time period of the puzzle you are currently solving.

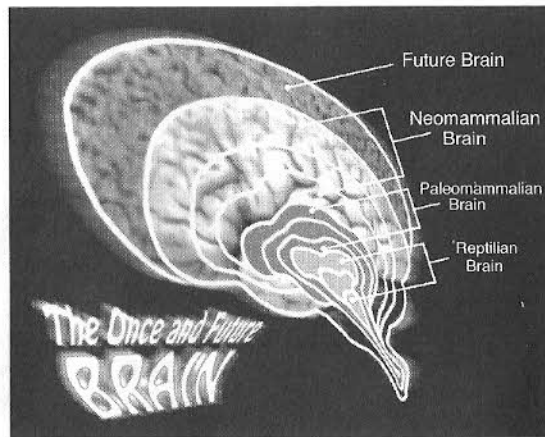
Scientific score: Your score is calculated and displayed in scientific notation. You continue to score points for puzzle solving until the puzzle area is 100% complete. At that time, the puzzle area is no longer valuable for earning points. You can continue to solve puzzles in this area or move on to another puzzle area.

Progress-O-Meter: The progress-o-meter tracks your progress toward puzzle completion as a percentage of 100. Novice puzzles are valued at 5%, Expert at 10%, and Genius at 15%. Once you have reached 100%, the puzzle area is complete and you have come one step closer to bringing the good doctor back home.

Speaker: Dr. Brain will communicate with you through this speaker. Throughout game play Dr. Brain will offer encouragement and additional puzzle information. If you click on the speaker, Dr. Brain will undoubtedly make a zany observation or comment.

The Triune Brain Theory

The human brain is undoubtedly the most complex system in the known universe. Neuroscientists have spent many years studying it, and have developed some interesting theories to help us understand "what makes us tick." One of these, The Triune Brain Theory, was developed by Dr. Paul MacLean, former chief of the Laboratory of Brain Evolution and Behavior at the National Institute of Mental Health.



Dr. MacLean suggests that we have three brains in one. Each of these areas has distinct characteristics and performs specific functions, but they are constantly interacting with each other. The first formation located in the midbrain is the R-complex, which he calls the "Reptilian Brain" because its functions are similar to those of reptiles, who are not noted for their creativity, sense of humor, or playfulness. That part of the brain controls primal patterns of behavior such as hunting, foraging, flocking, and other kinds of instinctive rituals. In human beings, it controls habitual behavior, impulses, and compulsions. MacLean suggests that this area is devoted to basic survival thinking.

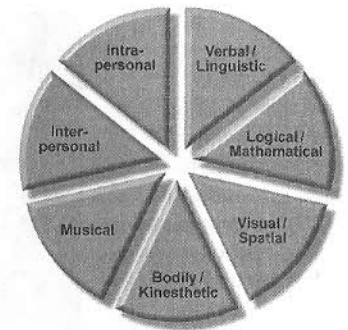
The layer surrounding the midbrain is the limbic system or what he calls "The Paleomammalian Brain." This part of the brain seems to be the source of emotions and some aspects of personal identity. It is also in control of glandular function and some short-term memory functions. Unlike reptiles, mammals exhibit nurturing behavior with their young as well as playfulness and other emotions such as aggression and fear. This part of the brain is so powerful that it can literally "downshift" thinking to basic survival thinking under conditions of extreme stress or threat.

The third and outer formation of the brain is called the neocortex, which MacLean has dubbed "The Neomammalian Brain." He calls it "the mother of invention and the father of abstract thought." It is that part of the brain that makes us distinctly human. Among its critical functions are thinking, problem-solving, creating, decision-making, and anticipating the future. The neocortex interacts with the limbic system and R-complex through a complicated interchange of electrical impulses and chemical secretions, so that most behaviors are the results of complex cooperation between all three parts of the brain.

As you solve the Dr. Brain puzzles, think about your thoughts and feelings and the effect they have on what you can do. Most of all, have fun, enjoy the challenges—and try to keep your brain from "downshifting!"

The Theory of Multiple Intelligences

Every human being is unique. There is enormous diversity not only in how we look and behave, but also in how we think, learn, problem-solve, and create. These differences can be identified by different kinds of learner styles assessments, but in recent years there has been a growing interest in a more comprehensive, broadened view of intelligence.



The Theory of Multiple Intelligences was developed by Dr. Howard Gardner, co-director of Project Zero, psychologist, and professor of Education at Harvard University.

Dr. Gardner is not the first to identify individual differences in skill, ability, or talents, but he is the first to identify them as intelligences that can be developed.

He suggests that our culture and our educational systems which reflect our culture teach, test, reinforce, and reward primarily two kinds of intelligence: verbal and logical/mathematical. These are of course of major importance in order for people to function in our society. However, there are at least five other kinds of intelligence that he believes are of equal importance. They are visual/spatial, bodily/kinesthetic, musical, interpersonal, and intrapersonal intelligence. They may develop at different times and in different ways, and some may be more highly developed than others. These intelligences (and others as yet to be identified) are languages that can be used for communication, problem-solving, and creative expression.

As you play the Dr. Brain games, you may find it interesting to think about the kinds of intelligence you are using and perhaps even developing as you work with the challenges involved. The following is a list of the intelligences and the activities associated with them.

Verbal/Linguistic intelligence may enjoy reading, writing, editing, speaking, and conversing.

Logical/Mathematical intelligence may enjoy looking for patterns and relationships and order, handling factual information with accuracy, forming concepts, doing puzzles, and engaging in sequential activities.

Bodily/Kinesthetic intelligence may enjoy games, sports, dancing, crafts, and other physical activities.

Visual/Spatial intelligence may enjoy visuals of all kinds including films, videos, graphic arts, maps, and models.

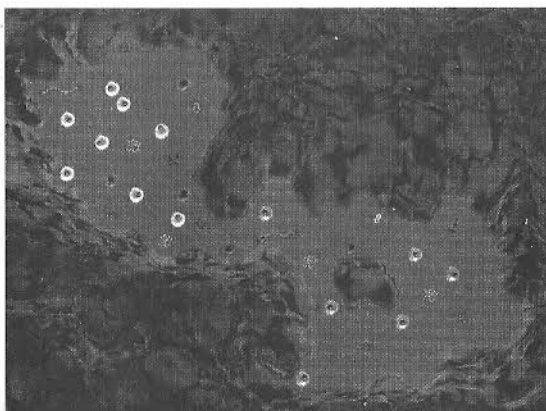
Musical intelligence may enjoy singing or playing musical instruments, melody and rhythm, dancing and other musical activities, and composing or performing.

Interpersonal intelligence may enjoy group activities, interacting with others, cooperative efforts, and active friendships.

Intrapersonal intelligence may enjoy self-directed activities, forming and achieving goals, imagining, and reflecting.

Primordial Soup

In the Precambrian Period, Dr. Brain is reduced to one of several cells, fighting for survival within the primordial soup. Your mission is to lead this "troop" of cells through the molten prehistoric ooze: absorbing food items and vitamins, avoiding destructive life forms, and destroying all enemy cells.



PLAYING THE GAME:

Moving - To move a cell, click on its nucleus and then click on a destination. Cells can be moved short or long distances, depending on where you click. Cells will move to their destinations as best they can with their limited intelligence. If something gets in the way of a moving cell, the cell will attempt to move around the obstacle. Because cells aren't very smart, they will take the most direct route to their destination, even if the path takes them through dangerous bubbling slime and viruses.

Eating/Dividing - If a cell is next to a food item or vitamin, you can move the cell to absorb these items. Eating vitamins improves the health of cells. Eating food items causes a cell to automatically undergo mitosis. Mitosis is the division of the cell's nucleus resulting in two cells. Mitosis can be the most powerful weapon you possess in the war against the enemy cells. Through mitosis you can create an "army" of cells that can isolate, surround, and destroy enemy cells.

Attacking - A cell will attack any enemy cell that gets in the way of its movement. To attack an enemy cell, direct your cells onto the enemy cell. Your cell will continue attacking the enemy cell until the enemy cell moves out of the way, one of the two cells dies, or until you give your cell a new destination. The defending cell suffers the most from an attack, but both cells lose health when in battle.

Precambrian Enemy Life Forms:

Enemy Cells -- compete with you for domination over the soup.

Viruses - - move very slowly through the ooze. If touched by a cell, the virus will inject itself into the cell, replacing the cell's nucleus with a throbbing virus.

Bacteria -- move around very quickly and eat food meant for the cells.

Protozoa -- move leisurely through the soup but are harmless when they get in the way.

Slime Bubbles -- swallow or damage cells.

Restart Button: Click on the "X" if you want to restart the puzzle. Otherwise, battle will continue to rage until you have successfully destroyed all the enemy cells and can naturally progress to the next organic environment.

SKILL LEVELS:

Novice - Avoid enemy life forms, absorb food items and vitamins, and destroy all yellow enemy cells -- that's all there is to it!

Expert - Viruses are more infectious, enemy cells are smarter, bacteria are faster, and those annoying protozoa are always getting in the way.

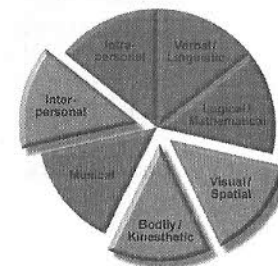
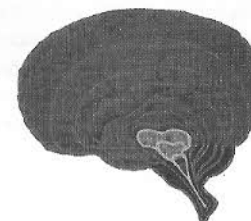
Genius - It'll be a stroke of genius if you can keep the persistent bacteria away from your food while you're fighting for your life against the nasty viruses and aggressive enemy cells.

HINTS:

1. There are multiple virus strains, causing different rates of infection.
2. Once a cell starts to expire, it will age very rapidly until it dies and dissolves into the sludge.
3. Cells cannot merge. They can only divide after eating food.
4. Cells take damage proportional to the damage they inflict.
5. Bacteria can be chased away from food.
6. Fortify your cells around plentiful food sources.

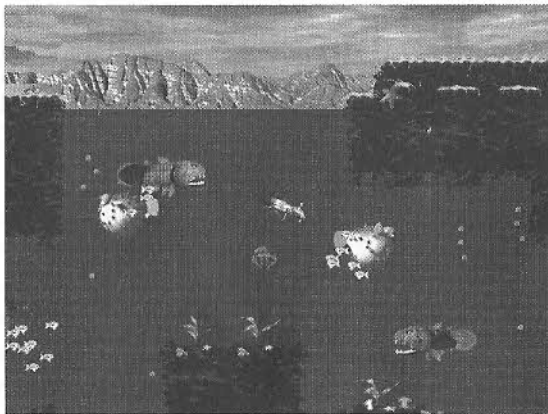
Brain Food:

In this game you will experience a dynamic, fluid experience with chaos. You need to react quickly to danger, using efficient eye-hand coordination. You will also be learning about the behavior of primitive forms of life.



Spelunking

In the Devonian Period, Dr. Brain has taken on the form of an air-breathing, lungfish in a cavernous labyrinth. In this labyrinth there are all kinds of underwater prehistoric creatures lurking in the deep. It's your job to navigate the lungfish through an elaborate series of underwater caverns to find the exit back to dry land, while avoiding asphyxiation.



PLAYING THE GAME:

To control the lungfish, move your cursor to the desired destination and the fish will attempt to swim toward that location. The further away the cursor, the faster he swims. The fish can swim in any direction. However, swimming can be difficult when he comes across schools of fish, plants, suck holes, geysers, strong currents, and dangerous sea creatures.

Running out of breath is the lungfish's worst fear. As he runs low on oxygen, he phases from a bright, healthy green, to gray, next purple, and finally flashing purple. Time is critical. If oxygen is not found within seconds, he will blackout and find himself back where he started. To avoid this fate, navigate the fish to sheltered air pockets or air bubbles to extend his underwater dive time.

Air pockets are hidden throughout the cavern and hold an unlimited amount of oxygen. Air bubbles are created by bubble makers found on the cavern floor. To gobble up air bubbles, position the mouth of the lungfish directly over the air bubbles. If you direct the lungfish to an air pocket he will gulp in deep breaths until you move him back into the cavern to resume his search for the exit.

A Few of the Sea Creatures to Watch Out for:

Gangly Fish -- close contact with these jellylike fish results in a tangled mess that briefly detains the lungfish.
Puffer Fish -- act as moving blockers, forcing you to do some fancy maneuvering to get around them.
Chomper Fish -- the name says it all. Beware of this fish or you'll be "chomped".
Schools of Fish -- create currents that either help or hinder lungfish movement.

Gangly Fish



Puffer Fish



Chomper Fish



School of Fish



SKILL LEVELS:

Novice - Stay calm, avoid sea creatures, gobble up air bubbles, and have fun.

Expert - Ever feel like you're swimming in circles? Use the cavern walls as your guide.

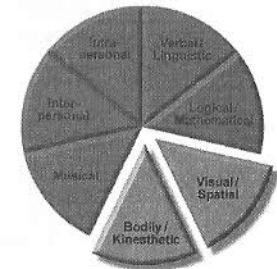
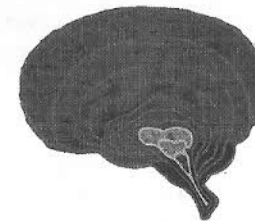
Genius - Trying to find air pockets at this level is like trying to find a needle in a haystack. Dive, dive, dive!

HINTS:

1. While searching for new, undiscovered air pockets, remember the route back to known air supplies (including the starting point).
2. The lungfish runs through his oxygen supply more rapidly at greater depths in comparison to shallow water.
3. Ride with schools of fish swimming your way.
4. The lungfish swims faster at an angle.

Brain Food:

To succeed in this puzzle you must be efficient at navigating mazes and creating mental maps. You will also exercise your memory by having to remember the best routes back to known air pockets.



Lizards & Eggs

In the Triassic Period, Dr. Brain is a frantic "Brainosaurus" with the overwhelming task of running a dino hatchery. Incubation takes place in a volcanic lava flow that causes temperatures to rise and fall. This makes it necessary to constantly position and reposition eggs. It's your responsibility to monitor the egg incubation levels in an attempt to heat and hatch all the eggs.



PLAYING THE GAME:

At the game's start, a number of volcanic craters open to reveal warm eggs. Some craters are empty. Your job is to direct the Brainosaurus in repositioning the eggs so each will warm and hatch. To do this you need to carefully monitor the changing temperature levels of each of the eggs. If an egg starts to cool it phases to a darker shade and starts to decay. If warmed properly, an egg remains a bright color and cracks will appear as it begins the hatching process.

To move the Brainosaurus, use the cursor to click on the area that you want the Brainosaurus to go. To pick up an egg, click on it and he will eagerly run to that crater and pick up the egg. An egg can be placed by clicking on an empty, volcanic crater with your cursor. The temperature of the crater is visible by the color of the molten rock that surrounds the edge of the crater. Temperatures will phase from a chilly blue to a toasty red. Occasionally craters will burble, spewing out intensely cold or hot debris. You cannot place or remove an egg on a crater while it is burbling.

During the incubation process, if any of the eggs become too cold, they will die and the puzzle will be reset to the beginning. Of course, a job well done will hatch all the eggs and promote you to "incubation specialist" in a new dino hatchery.

SKILL LEVELS:

Novice - Everything seems to be running smoothly at this dino nursery. There are fewer eggs to hatch, more empty craters to choose from, and predictable temperature changes to monitor.

Expert - It must be a dino boom!! More eggs, more temperature changes, more running around. The situation gets so stressful that even the volcanic craters begin to burble.

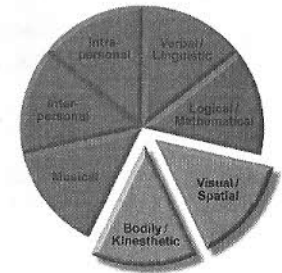
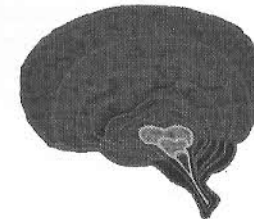
Genius - Are you ready to work in the DIICU - Dino Incubation Intensive Care Unit? These eggs are in critical condition. In order to hatch healthy, baby dinos, extra care and attention will be necessary to raise their temperature levels. Unfortunately, on this level, the crater temperatures fluctuate dramatically and volcanic burbles are a common occurrence.

HINTS:

1. Eggs cool as they are being carried.
2. Be aware of how the temperature levels rise and fall in each crater.
3. Let the Brainosaurus place an egg before sending him to his next repositioning assignment.
4. The Brainosaurus cannot put an egg in a hole already occupied by another egg.
5. Once cracks appear on an egg, if kept warm, it will hatch very quickly.

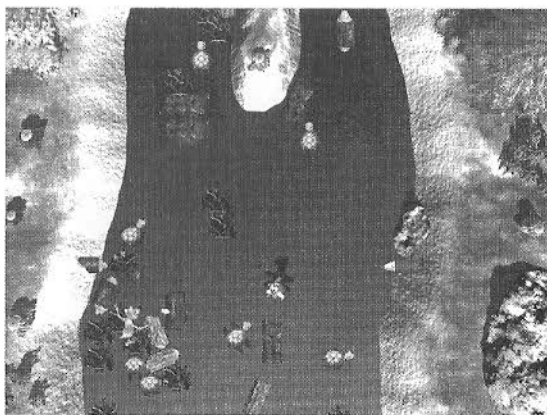
Brain Food:

In this game you are helping dinosaurs to hatch their eggs by keeping them at the right temperature. You must think and react quickly as you move the "brainosaur" from nest to nest, and you must be able to juggle many factors at once.



Beaver Dam

In the Tertiary Period, Dr. Brain has assumed the role of a flat-tailed, toothy beaver. Like any eager beaver, he must successfully build a dam that crosses from one side of the river to the other. Building a dam is not as easy as it looks. There are lumber shortages, currents, destructive logs and several mischievous river critters to deal with.



Are you ready to sink your teeth into this challenge?

PLAYING THE GAME:

Clumps of sticks and logs float downstream following the currents. Your mission is to use the beaver to bump these clumps of sticks onto a course that will build a dam that will span across the river. If placed correctly, stick clumps will attach themselves to dam anchors or previously attached sticks. You can find dam anchors on both shorelines. Logs come in a variety of sizes and strengths and can destroy your dam. To control the beaver through the river, move your cursor where you want the beaver to swim. Be careful near the bottom of the stream or you might be whisked away. If this happens, the beaver will temporarily disappear from the screen only to be spotted walking up the path to the top of the screen and jumping back into the water. Time is on the beaver's side and perseverance is his best ally.

PESKY RIVER CRITTERS:



The Mischievous Otter - Watch out! This otter can be more annoying than a piece of bark stuck in your teeth! If left unchecked, he will walk out on your dam and jump up and down until he sends a section of your dam floating down the river.



Turtles - Because turtles swim upstream on a zig zag path, they tend to push stick clumps to the side. To avoid long term exposure to the turtle's antics just give it a couple of good pushes upstream.



Northern Pike - Visible only as silhouettes swimming upstream, Pike love to nip at the beaver's toes. The effects of a Pike nip can be disastrous for the beaver. It sends him downstream in a chattering flurry, leaving him temporarily unable to challenge the current or protect his dam from destruction.

SKILL LEVELS:

Novice - The currents on this river are slow and forgiving. Although there are a few logs and annoying turtles to deal with, the abundance of fresh stick clumps makes building a dam much easier.

Expert - Building a dam is much more difficult when currents are harder to navigate and the pattern of river debris becomes more unpredictable. To make things worse, you will be exposed to all the river pests. This could get tricky!

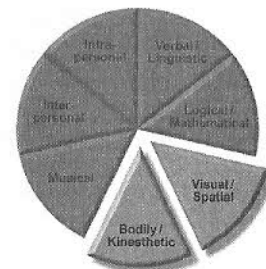
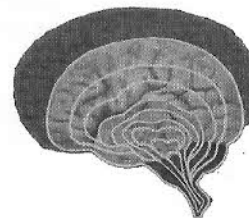
Genius - Only the most resourceful of beavers could build a dam here. At this level you will be working with a shortage of stick clumps and an abundance of powerful logs. As if that weren't enough, the mischievous otter will occasionally find a quicker route to your dam.

HINTS:

1. Use the currents to your advantage. Currents are slower, closer to shore and faster toward the middle of the river.
2. Fortify the ends of your dam with extra stick clumps.
3. Close beaver proximity scares otters away.
4. Learn the pattern of the logs and clumps of sticks — do they seem to float down in a cycle?

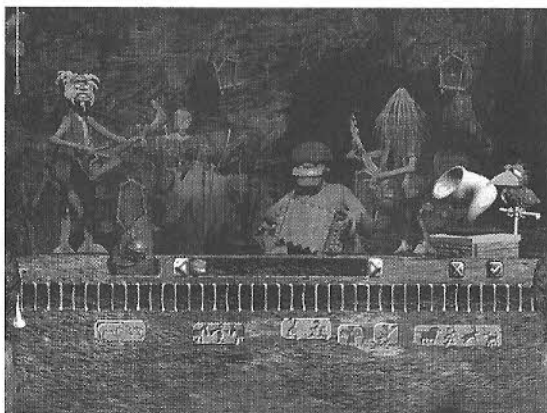
Brain Food:

This challenge gives you the opportunity to experience an interactive activity in physics and fluid dynamics as you deal with all the different forces at work.



Caveman Rock

Hard rockin' Dr. Brain plays electric bass as part of a savage, caveman band in the Quaternary Period. The band's first gig is tonight and they still need to learn their parts! It's your job to teach each of the band members their rock parts in the proper order, to recreate the original recording played on the rock record. The Prehistoric Sequencer displays the scrambled segments of music (rock parts) that you have to arrange in the correct order.



PLAYING THE GAME:

The four band members play four instruments: bass, drums, accordion, and guitar. On occasion, some members of the band will sit out certain songs. The game screen is divided into two separate areas: the stage where the caveman band performs, and the Prehistoric sequencer where you arrange their rock parts. Controls include:

Phonograph -- plays the original song from beginning until the end, but can be stopped anytime.

Rock Parts -- musical sequences, in the form of cave paintings, that need to be arranged in the correct order on the bone line.

Bone Line -- where individual rock parts are placed and arranged for playback.

Scroll Arrows & Positioning Rock -- located above the bone line, these controls allow you to move forward and backward between the highlighted bones on the bone line.

Play/Stop Button -- this button prompts the band to perform the rock parts you've arranged.

You can continue to jam with the band members until they successfully emulate the original recording. Feel free to experiment and make your own music. Practice is a success when the band can play the song exactly like the rock record. After a successful jam session, a new rock song will play on the rock record.

Seven Quick Steps to Arranging Music:

1. Click on the bird to play the rock record that plays the original song.
2. Click on a band member and his or her rock parts will appear below the bone line.
3. Click on each rock part to hear its musical sequence.
4. Click and drag and drop a rock part over to the bone line for positioning.
5. Arrange the rock parts in the proper order using the highlighted bones on the bone line.
6. When you have placed all the rock parts in their appropriate locations for a specific band member, click on the next band member and begin the process again.
7. Click on the play/stop button anytime, for playback of the rock parts you have arranged.

SKILL LEVELS:

Novice - On this level you will be arranging rock parts for the band's solo tracks. That's right, you'll only have to arrange rock parts for one band member.

Expert - More band members, more rock parts, more confusion. It may seem as if band practice will go on forever. Just remember what Grandma Brain always said, "Practice makes perfect!"

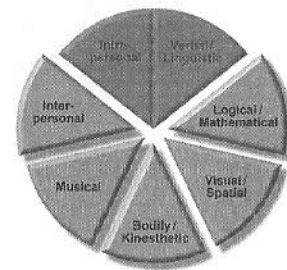
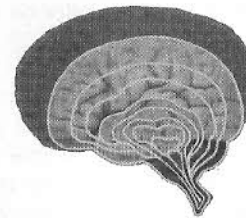
Genius - At this level the tunes from the rock record come out as full orchestrations. If you don't already have an ear for music you just might develop one!

HINTS:

1. You can only select one band member at a time.
2. Place the beginning and ending segments of the rock song first.
3. All the rock parts shown above the bone line will be used at least once.
4. Rock parts cannot be overlapped. Placing a rock part over another will replace the original.
5. Rock parts on the boneline cannot be played individually. Click on the rock part below the bone line to hear them.

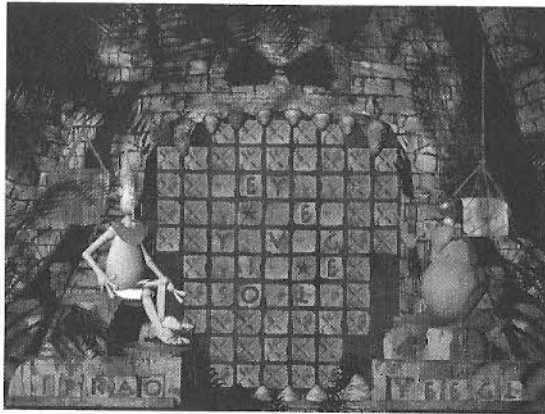
Brain Food:

This puzzle challenges and develops your musical intelligence as you select segments of music and arrange them as composers do. This game may also develop a good ear for harmony and real ingenuity in orchestration.



Monkey See Monkey Do

In the Dawn of Civilization, you will find Dr. Brain at the gates of the Temple of Monkey Brain, involved in an intense word puzzle with an incredibly smart monkey. This monkey uses sign language to communicate and can beat the sharpest of intellects when it comes to solving word puzzles. With each solved puzzle, the gates to the temple open to reveal the next step in your search for the secret of the temple. Perhaps if you solve just one more puzzle, the secret will be revealed...



PLAYING THE GAME:

At the start of the puzzle you will receive a queue of letters from which you must place the right most letter on the puzzle wall. As you place the letter on the wall, Dr. Brain will sign and say that letter. After placing a letter, the monkey will make the sign for the next letter he will play. Words can be formed forward, backward, diagonally, horizontally and/or vertically. However, words must be separated from each other by a vacant square as in crossword puzzles. Each letter you place on the wall does not have to result in a word.

As the temple wall fills up with letters, the letters will start to disappear. Letters will disappear in the order they were placed. The fuller the wall gets, the faster the letters disappear, ensuring that the wall will never fill. Letters continue to disappear until the wall is about half full. Then the wall will remain stable until more letters are added. Once placed, a letter cannot be removed and will stay until it eventually disappears.

The score for this activity is displayed as a tug-o-war between two temple stones. In order for you to win, you must build enough 3, 4 and 5 letter words so that your temple stone reaches the mystic monkey head first. This will trigger the door to open. Longer words, letters that trigger multiple words, and using the bonus tiles are three ways that you can move your temple stone quicker.

Using Dr. Brain's Dictionaries:

1. Click on the stack of dictionaries to check a word before placing it on the wall.
2. Type in the word you want to look up.
3. Click on the eye to search for a dictionary entry.
4. After typing a five (or less) character word, you can use the arrows to view the previous or next entry in the word list.
5. Click again on the Doctor's stack of dictionaries to return to the game.

SKILL LEVELS:

Novice - Letters in the queue and on the wall are all in the standard alphabet. Pay close attention to the sign language by both Dr. Brain and the monkey and incorporate that knowledge in your piece placing strategy.

Expert - At this skill level all letters in the queue are in sign language but appear on the wall in the standard alphabet. The game wall is larger, but there are also strategically placed blockers making it more challenging to form words.

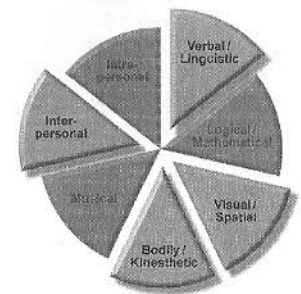
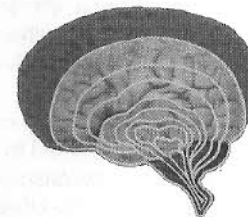
Genius - All letters in the queue and on the wall are in sign language. To make things worse, the letters disappear at a faster pace and without much warning. You truly have to be a genius to spot words before the monkey does.

HINTS:

1. Learn sign language by referring to the sign language symbols and corresponding alphabet on page 28.
2. Plan your letter placement.
3. Click on any letter on the wall or in Dr. Brain's queue. He will say and sign that letter for you.
4. Relax, this is not a timed game.
5. Use Dr. Brain's stack of dictionaries to find potential words.
6. Use the bonus tiles (red stars) to advance your stone further.

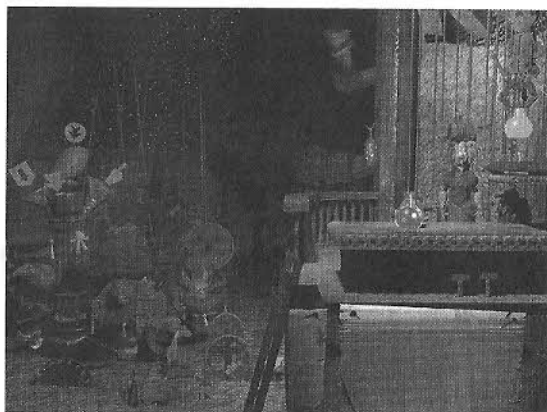
Brain Food:

In this instinctive word construction game you are exposed to sign language that will provide valuable clues to help improve your performance. You will also have the opportunity to improve your quick thinking skills in regards to vocabulary and game strategy.



Alchemy

Unlike other alchemists in the Dark Ages, Dr. Brain is well versed in changing ordinary objects into gold. "Gold is old. It's time to make something new," he says. Although his chemical processor has been finely tuned to his new endeavors. He needs your assistance in making the proper amount of his desired chemical compounds. It's up to you to create the proper amount of the desired chemical from what's left in the lab.



PLAYING THE GAME:

The goal of this game is to create a second sample of the final chemical (the vial on the conveyer belt) by changing the properties of the experimental chemical (the vial on the velvet pillow). To change the element properties, click on one of four, funnel-like inputs on the chemical processor. The claw will transport the experimental chemical to the input you selected. Each input affects the element in a different way as shown on the chemical equation chart. The chemical can be sent through these processes backwards, causing the opposite effect by changing the directional arrow above the funnel.

The chemical properties that can be modified by the chemical processor are: color, volume, temperature, and sound. Every chemical property has a possibility of six levels of change. When you think you have created the correct chemical mixture, submit it for review by clicking on the green check mark.

Oh, and by the way, these chemicals you are working with can be broken down if the processor is adjusted to high or too low. When this happens the processor will automatically flush the useless sludge from the system and a new vial of elements will be placed on the pillow.

Inside the Lab:

The Chemical Processor — changes the properties of the experimental chemical.

The Input Queue — displays every input (funnel and direction) that you select. You can select any number of inputs and the chemical processor will execute them in the order that they were selected. Three buttons are located directly below this chart: cancel, submit, and reset. The cancel button cancels the last input you placed. The submit button submits your experimental vial to Dr. Brain for approval. The reset button allows you to restart the puzzle from the beginning.

The Chemical Equation Chart — illustrates the effects of the chemical processor as chemical equations.

The Claw — transports the experimental vial to the chemical processor. The efficient Dr. Brain has also secured a thermometer, scale, and tuning fork to the this device so that all four of the properties in the experimental vial can be determined instantly.

SKILL LEVELS:

Novice - Clear your mind. You have two properties to match on this level.

Expert - Take careful notes and study the chemical equation chart to improve your chances of matching three of the chemical properties.

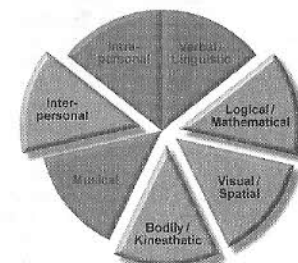
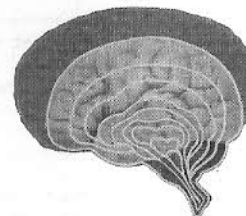
Genius - The input combinations may seem endless when you have all four properties to match. You can do it!

HINTS:

1. To see how the machine affects a chemical, put it through forward once and then in reverse.
2. You don't have to use all the machine inputs.
3. Select a direction before you click on a funnel.

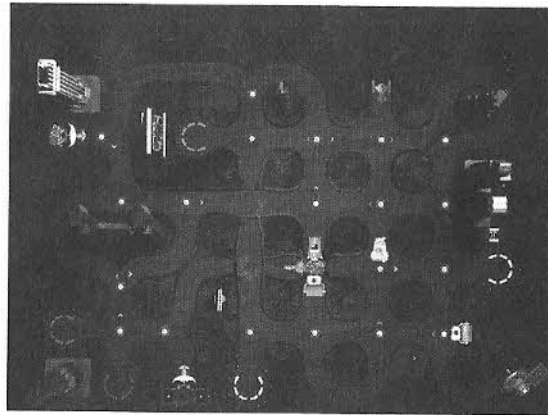
Brain Food:

This game explores primitive chemistry as you manufacture compounds using available elements and catalysts. You will need to use higher order thinking skills to juggle numbers of factors such as heating, cooling, and measurement.



Gridlock

Dr. Brain has become one of the masses in this Near Future, traffic nightmare. He makes his presence known in a hot pink hover craft that has a striking resemblance to a 1957 Cadillac. You have the opportunity to successfully program the intersections to move Dr. Brain's hover craft and the other futuristic urban vehicles to their respective hover pads without ending in a fiery collision.



PLAYING THE GAME:

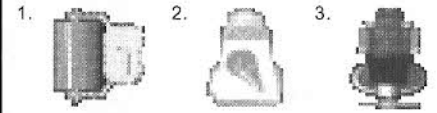
Click on the GREEN satellite panel, located at the lower right-hand corner of the screen, to put the futuristic vehicles into motion. Each hover craft has a matching hover pad where it must be successfully docked. The color of the vehicle matches the color of the hover pad. Intersection controllers (Orbs) mark each of the intersections. You may determine the direction a hover craft will exit an intersection by programming the Orb. Collisions occur when: 1) Two hover craft try to dock in the same hover pad, 2) hover craft attempt to dock in the wrong hover pad, 3) hover craft crash into a wall or, 4) hover craft collide with another futuristic urban vehicle. Collisions result in fiery explosions and end the puzzle. After a collision, click on the RED satellite panel to stop the system and reset all vehicles to their original starting positions. Before you start the traffic turmoil again, be sure to make the necessary adjustments to the Orbs.

Programming the Traffic Orbs:

1. Choose an intersection you want to program by clicking on the Orb in that intersection. A programming chip will appear.
2. On the programming chip, click the hover craft that you want the intersection programmed for. This highlights the direction wheel to the color of the selected hover craft.
3. Select the arrow that represents the direction that you want the hover craft to exit the intersection. If you are not satisfied with the direction you have chosen, click on the center of the direction wheel to erase the direction.
4. After programming an Orb you can: a) click on the red button to ERASE the programming or, b) click on the green button to SET the programming and EXIT the programming chip.
5. To test your solution, click on the GREEN satellite panel.

Obstacle Vehicles:

1. **Steam Rollers** -- always go straight through intersections when possible.
2. **Ice Cream Trucks** -- always turn left at intersections.
3. **Garbage Trucks** -- always turn right at intersections.



SKILL LEVELS:

Novice - This may be the easiest level, but it's not exactly taking a Sunday afternoon drive either. You need to be clever in your Orb programming to avoid the obstacle vehicles and safely direct the hover craft to their respective hover pads.

Expert - You're going to need some serious strategic planning to be able to park all the hover craft on this level. Where you once had several paths that safely docked all the hover craft, you now have only a few. Watch out for those obstacle vehicles!

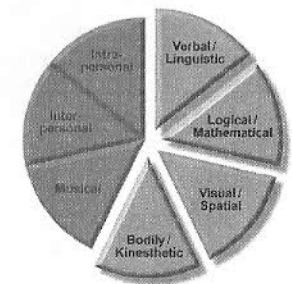
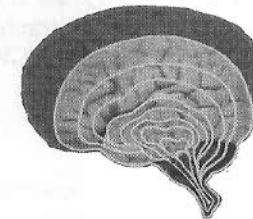
Genius - There are just too many things to keep track of at this level! You have more vehicles to park, more obstacle vehicles to watch out for, more intersections to program, and a much more complicated road system to navigate. You'd either have to be a genius or a Los Angeles native to navigate all the hover craft through this traffic mess!

HINTS:

1. Hover craft start at dead ends.
2. Obstacle vehicles stop when they come to a docked hover craft.
3. Futuristic vehicles cannot go through blocked intersections or into another vehicle's hover pad.
4. Identical hover craft need separate paths.
5. Be aware of pre-programmed intersections.

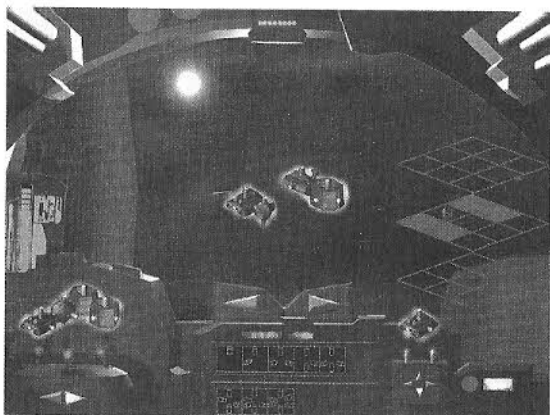
Brain Food:

This puzzle provides the opportunity to experiment with a particular facet of urban planning. While programming the intersections you will gain experience with a simple programming system that is not unlike the basic elements of computer processors.



Spaceshop

In the Distant Future, just outside the red planet, Dr. Brain is a space contractor carrying out the on-site assembly of space stations under your observation and guidance. As the registered engineer, it is your job to direct the construction of the space stations so that they conform to the requirements found on the holographic space station plan.



PLAYING THE GAME:

You will be directing the construction of the space stations within the spaceshop, while the actual work takes place in a large open bay. In the spaceshop you have access to a spaceshop porthole, electronic catalog, holographic rotator, teleport grid, and a model of the space station to be built.

Spaceshop Porthole: Click on the two directional buttons to view the construction of the space station from several different angles.

Electronic Catalog: Click on the catalog to select a space part from a set of up to 9 different space parts, with each having up to 6 connectable sides.

Holographic Rotator: Click on the four directional buttons to rotate and examine a hologram of the part you have chosen from the electronic catalogue.

Teleport Grid: This grid is a representation of each level in the space station. Click on an empty square to teleport the piece you have chosen (as displayed in the holographic rotator) to the space station that is under construction. Click on a full square to return the part to the holographic rotator.

Space Station Model: Click on the two directional buttons to rotate the model horizontally.

If your submission is successful you will move on to another job. If your submission fails to match the specifications' it means overtime work for you to correct the flaw.

Recommended Construction Schedule:

1. Study the space station model.
2. Choose a space part from the electronic catalog.
3. Use the holographic rotator to select the proper position for the space part.
4. Teleport the part to the outer space station by using the teleport grid.
5. Submit the project for approval, when you believe it is complete according to specifications.

SKILL LEVELS:

Novice - You will need to construct these space stations with three levels of a 3x3 grid, using 5 different space parts that have up to 3 connectors each.

Expert - The space stations you will be constructing on this level are a little bigger (four levels of a 3x3 grid) and you will be using 7 space parts that have up to 4 connectors each.

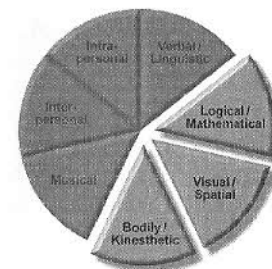
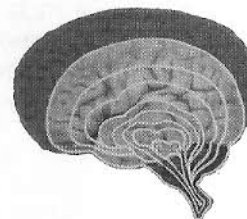
Genius - These are the largest (four levels of a 4x4 grid) space stations ever to be constructed so close to the red planet. For space stations this large you will need to use all 9 space parts with up to 6 connectors on each part. It's a tough job, but we were told that you're the best!

HINTS:

1. Rotate the space station and hologram so that they are in the same position.
2. Check the space station from every angle before submitting it for final approval.
3. Use your visualization skills.

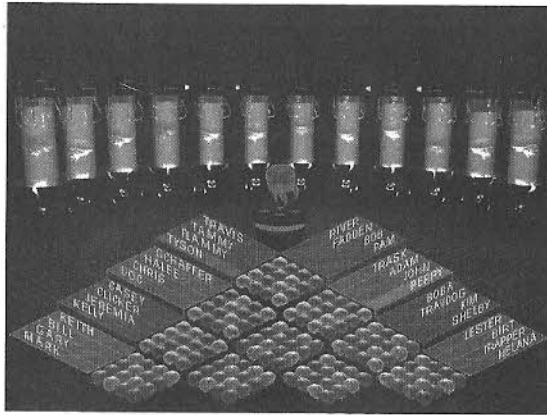
Brain Food:

In this game you will be fabricating space stations as specified. As you rotate and examine the models you will need to think in three dimensions, developing your skills in visualization and complex thinking.



Brain Waves

In the Infinite Future, technology and biology have merged into a strange symbiosis. One of a panel of brains, Dr. Brain is a being of pure cerebral power. By sensing the thoughts from other brains, Dr. Brain has an idea of what they are thinking but does not know exactly what. He needs you to use deductive reasoning along with a sharp wit to organize sets of clues to reach logical conclusions. Somewhere amongst these brains are the truths you must ascertain...



PLAYING THE GAME:

Each cerebral problem has only one set of solutions that you must deduce. To solve the puzzle you must build on and combine the clues given by the brains. Clicking on Dr. Brain's brain will prompt it to present your challenge. Clicking on the other brains will probe them to reveal clues that you can track on the truth table.

The truth table consists of labels and cells. The labels list the categories that you are trying to make sense of. The cells contain boolean brains that when clicked on phase from purple, to red, to green. Purple boolean brains represent UNKNOWN, red represent FALSE, and green represent TRUE. If you want to reset the truth table, click on the red "X".

Filling a cell on the truth table with a TRUE or FALSE brain may also give you more information about previous clues. For example: If you already know that Mr. Jensen owns the blue car and you just discovered that the Volkswagon Bug is not the blue car, then you can deduce that Mr. Jensen does not own the Volkswagon Bug. Amazing how it works, isn't it? So now it's up to you to deduce the true statements in each of the columns of the truth table. Once you have discovered the answers, click on the green check mark to submit them for cerebral validation.

SKILL LEVELS:

Novice - It still won't be easy, but we tried to keep things simple at this level. You have just two categories and a 4x4x1 truth table to track the clues. Click on Dr. Brain's brain to hear the question and you're ready to deduce!

Expert - It's a guarantee that these facts will not be as easy to deduce. At this level you will be tracking clues for three categories, using a more advanced 4x4x2 truth table.

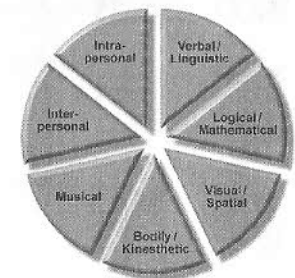
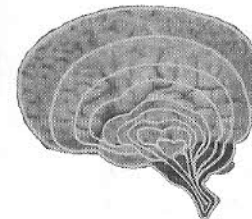
Genius - At this level it'll get pretty tricky tracking clues for five categories using a complex 4x4x4 truth table. Stay sharp, these clues can be complicated and very subtle, but just think of the cerebral growth you'll experience!

HINTS:

1. Pay close attention to each clue.
2. Use common sense and context in deciding what the clues mean.
3. Think of everyday situations rather than of highly unusual exceptions.
4. There can only be one TRUE boolean brain in a row (or column) within a category.
5. Refer to the written logic puzzles in the On-line documentation.

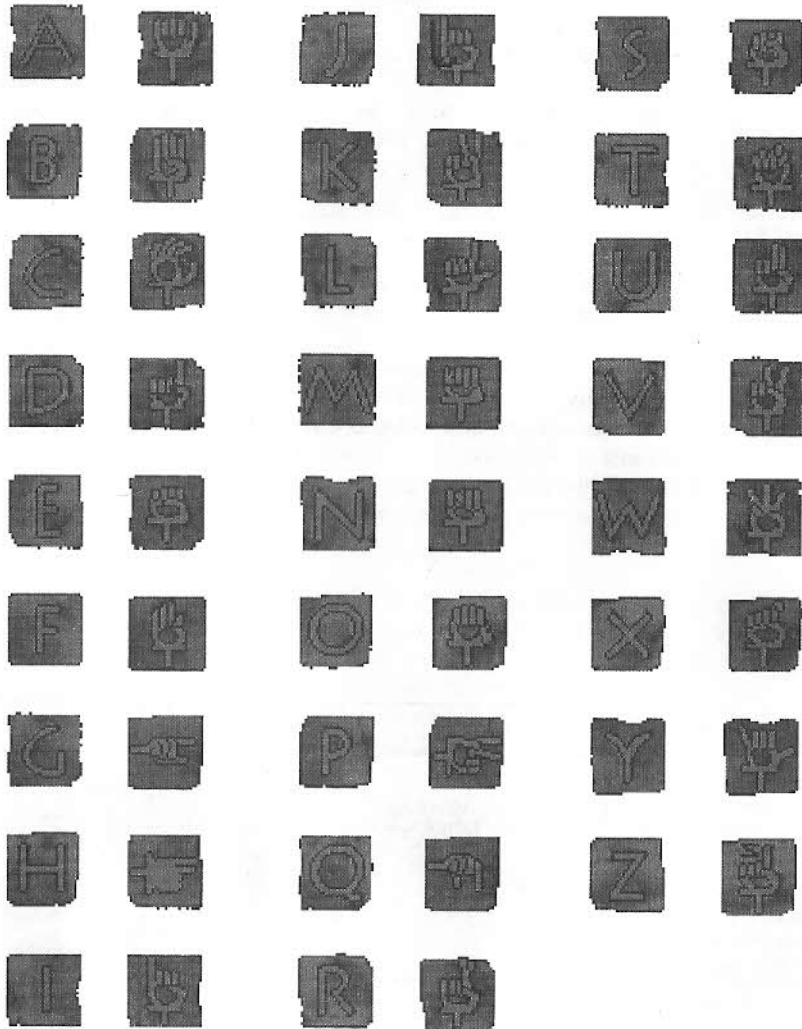
Brain Food:

This puzzle challenges you to use your highest thinking skills as you interact with a panel of brains. You will need to use deductive reasoning as you question the brains and deduce possible matches.



Sign Language Alphabet

The following is a list of the 26 letters in the standard alphabet in their corresponding signs. This will help improve your performance in the Monkey See Monkey Do puzzle area (see pages 20-21).



Network Play

Network play is available for WIN95 users only.

MONKEY SEE MONKEY DO:

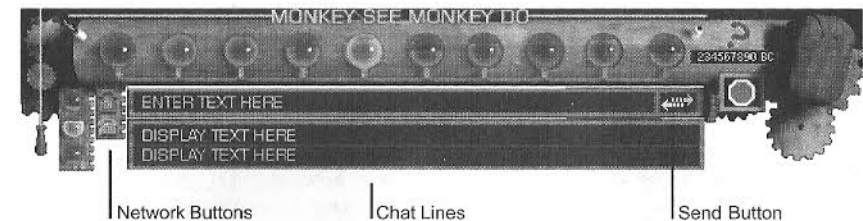
In network play there will be two cursors on the screen: a Dr. Brain glove and a monkey hand. The player setting up the network game is Dr. Brain and the player joining the game is the monkey. Each player alternates turns placing their letters on the wall. The help you get when clicking on the letters in the queue or the door will not be seen or heard by your opponent. The puzzle changes when one of the players wins.

PRIMORDIAL SOUP:

In network play the players are on each side of the opposing cell forces. The player setting up the network game is green and the player joining the game is yellow. The goal is to destroy all the opponent's cells while protecting your own from destruction. Total destruction of the opposing player's cells will end the game and award victory points to the cell conqueror.

THE NETWORK TOOL BAR:

After finding someone to join your game, you will be taken back to the game screen and network features will be added to your tool bar. These features include: two network buttons, three chat lines, and a chat button.



Network Buttons: To end a network game and return to the network gathering place, click on the green network button. To end a network game AND disconnect from the gathering place, click on the red, network disconnect button.

Chat Lines: On the top line you can type messages to send to your opponent. Messages will appear on the lines below.

Send Button: When you reach the end of the text field it will automatically send the message. Otherwise, you can send the message by clicking on the send button.

The Scientific score and Progress-o-meter are not applicable for network games and will not be displayed.

Getting Help

We take pride in offering the best in customer service and technical support. If you have any questions about this product, please contact the appropriate department for assistance.

Technical Support

Sierra On-Line Technical Support
P.O. Box 85006
Bellevue, WA 98015-8506
(206) 644-4343
(206) 644-7697 (FAX)

Check with our Technical Support department for specific questions on hardware or software compatibility. If you choose to write or fax us your request, please provide detailed information on both your computer system and the nature of your problem. Please also include your address and telephone number.
Technical

Support is also available on-line through:

The Sierra Web Page.

<http://www.sierra.com> Access the Technical Support section.

CompuServe

Type GO SIERRA at any command ("!") prompt to access Sierra's BBS directly. Join with other Sierra game enthusiasts on-line in the Game Publisher's A Forum (GO GAMAPUB), or leave us an E-Mail message at CompuServe ID #76004,2143.

Prodigy

Leave us an E-Mail message at Prodigy ID #WBWW55A.
America On-Line
Type the keyword SIERRA to leave us a message.

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Other U.S. and foreign patents pending.

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Credits

Producer: Sherry Wrana
Designers: Mark Krause, Ward Makielski
Lead Engineer: Mark Marion
Art Director: Travis Brady
Additional Game Design: Jonathan Cunningham
Senior Engineer: Stuart Seeyle
Engineer: David Ryan
Engineer Intern: James Johnson
Composer: Jonathan Cunningham
Artists: John Anderson, Julie Barnes, Perry Cucinotta, Jeremy Kromberg, Chuck Saul, Bob Wallace, Mark Brill

Puzzle Master: Beck Henderer
Lead Audio Engineer: Jonathan Cunningham
Audio Engineers: David Bishop, Mike Caviezel, Beck Henderer

Script: Rodney Sherwood, Dee Dickinson
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Recording Studio: Clatter & Din
Special Thanks to: Elon Gasper, Ron Stevens

Dictionaries: Universal Webster:
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