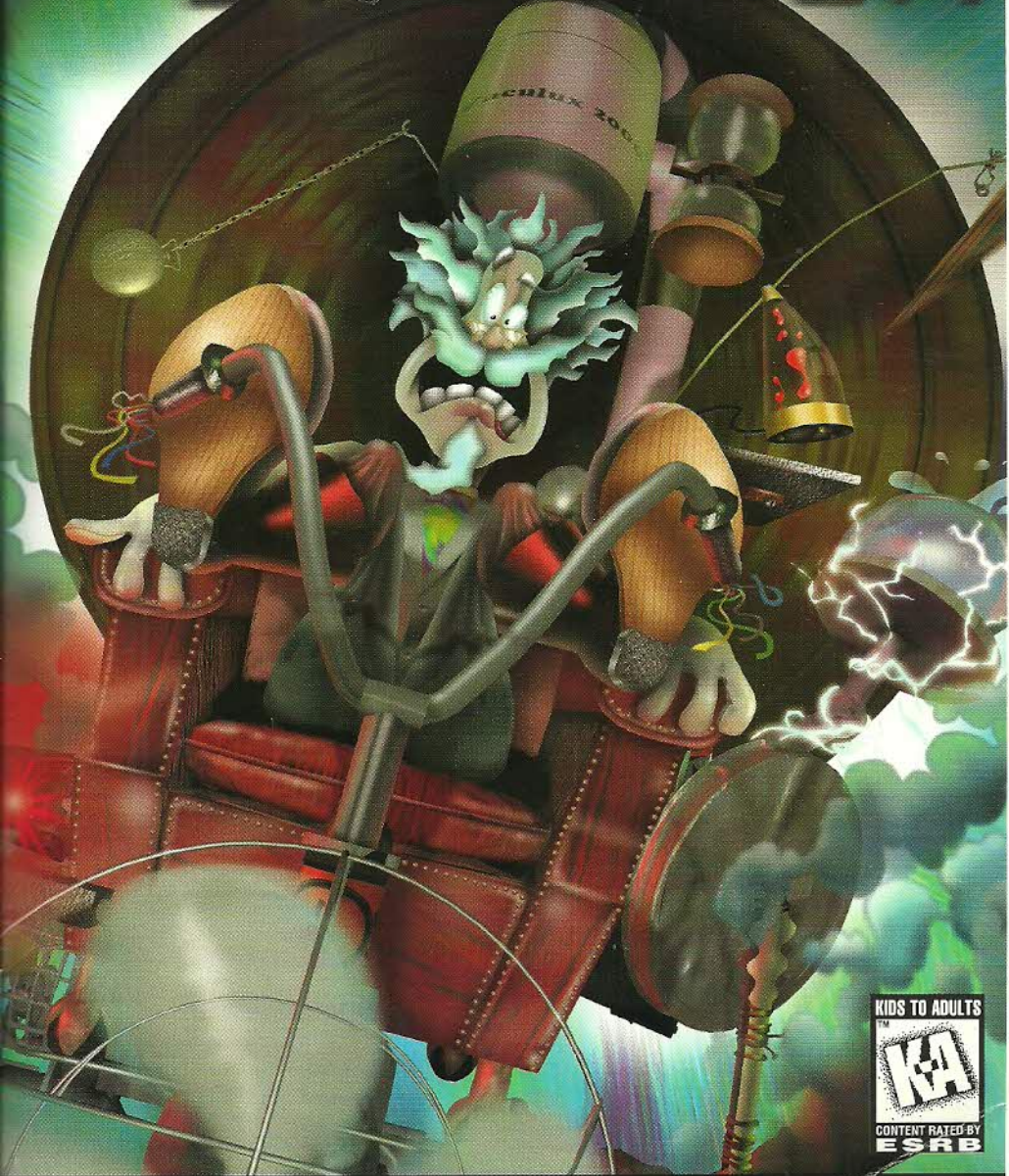


THE TIME WARP OF

Dr. Brain



KIDS TO ADULTS



CONTENT RATED BY
ESRB



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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

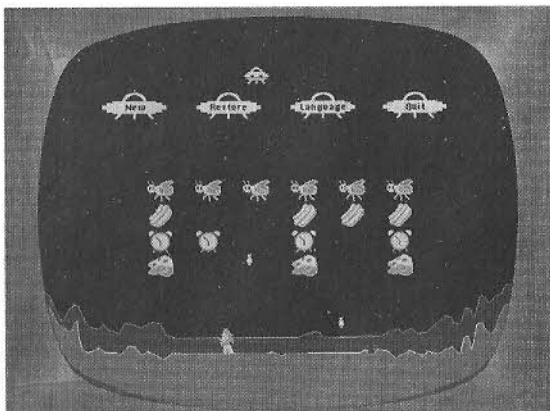
For email technical support, contact sigs.help@sierra.com. Enter the name of your Sierra game in the subject line (for example, The Time Warp of Dr. Brain, Primordial Soup).

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.

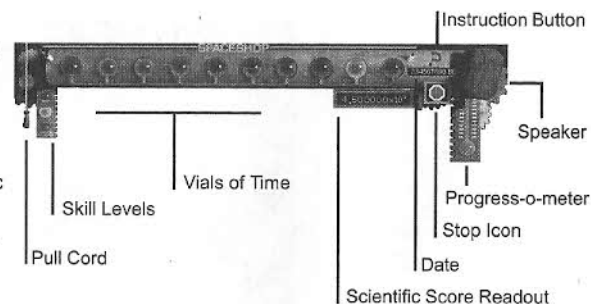


Quit Ship: Although you may quit at anytime using Cmd-Q for Macs or Alt-Q for PCs, shooting this ship allows for an easy exit.

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.

