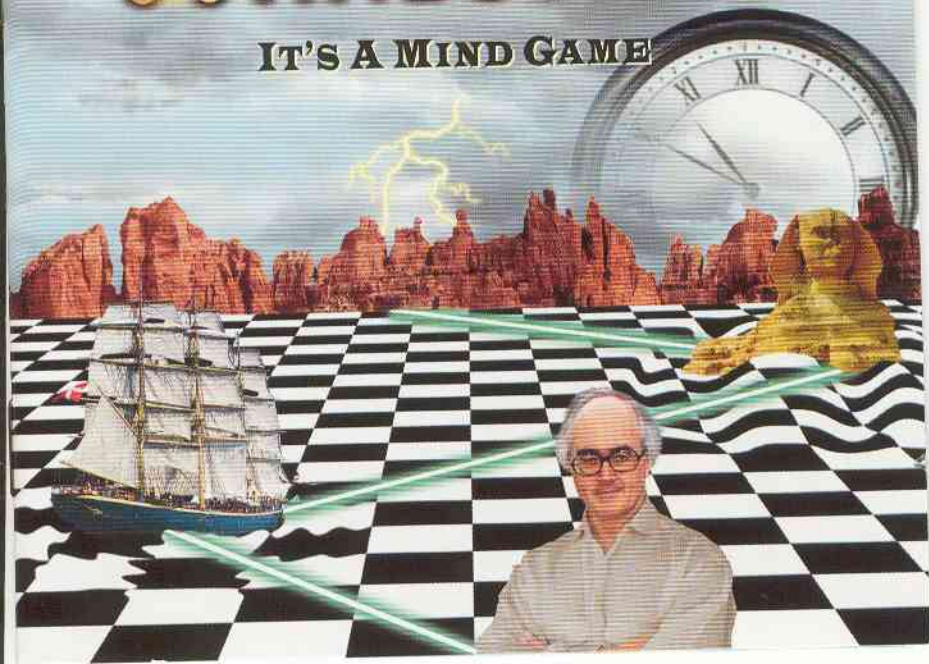


Discovery  
CHANNEL  
MULTIMEDIA

# CONNECTIONS

IT'S A MIND GAME





JAMES  
BURKE

Welcome to *Connections*, the interactive strategy game in which you must restore the broken links in history to repair the natural order of the web of time and space. Remember, it's a mind game.

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## SETTING UP FOR WINDOWS

1. START YOUR COMPUTER, THEN START *WINDOWS*.
2. PLACE THE DISC IN THE CD-ROM DRIVE.
3. OPEN THE FILE MENU FROM THE PROGRAM MANAGER AND SELECT THE RUN COMMAND. (WINDOWS® 95 USERS: PRESS THE "START" BUTTON ON THE TASK BAR AND SELECT THE RUN COMMAND).
4. IN THE COMMAND LINE BOX TYPE THE LETTER OF YOUR CD-ROM DRIVE, THEN \:SETUP (EXAMPLE: "D:\:SETUP").
5. CLICK ON OK AND FOLLOW THE INSTRUCTIONS THAT APPEAR ON THE SCREEN.
6. FOR TIPS ON TROUBLESHOOTING AND IMPROVING PERFORMANCE, DOUBLE-CLICK ON THE **READ ME** ICON IN THE *DISCOVERY CHANNEL MULTIMEDIA* PROGRAM GROUP. IF YOU WANT TO ACCESS THE **READ ME** FILE BEFORE RUNNING THE **SETUP** PROGRAM, START YOUR WORD PROCESSOR, THEN OPEN THE FILE CALLED **D:\:README.WRI** (REPLACE "D" WITH THE LETTER FOR YOUR CD-ROM DRIVE).

## SETTING UP FOR MACINTOSH

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1. START YOUR COMPUTER.
2. PLACE THE DISC IN THE CD-ROM DRIVE.
3. DOUBLE-CLICK ON THE FILE CALLED **INSTALLATION INSTRUCTIONS** IN THE **CONNECTIONS** WINDOW, AND FOLLOW THE INSTRUCTIONS GIVEN.
4. DOUBLE-CLICK ON THE FILE CALLED **READ ME** FOR TIPS ON TROUBLESHOOTING AND IMPROVING PERFORMANCE.

## IF YOU'VE ALREADY INSTALLED CONNECTIONS, ALL YOU NEED TO DO IS:

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### FOR WINDOWS:

1. TURN ON YOUR COMPUTER IF NECESSARY, PLACE THE **CONNECTIONS** DISC IN THE CD-ROM DRIVE AND START WINDOWS.
2. FROM THE PROGRAM MANAGER SCREEN, DOUBLE-CLICK ON THE **CONNECTIONS** ICON IN THE *DISCOVERY CHANNEL MULTIMEDIA* PROGRAM GROUP.

### FOR MACINTOSH:

1. TURN ON YOUR COMPUTER IF NECESSARY, AND PLACE THE **CONNECTIONS** DISC IN THE CD-ROM DRIVE.
2. DOUBLE-CLICK ON THE **CONNECTIONS** ICON IN THE **CONNECTIONS** FOLDER ON YOUR HARD DRIVE.

## EXITING

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### TO EXIT CONNECTIONS:

CLICK ON THE TOOLS BUTTON AT THE LOWER RIGHT OF THE SCREEN, AND SELECT QUIT.

Based on the critically acclaimed television series with host James Burke, *Connections* is an adventure game that puts you in a three-dimensional, slightly surreal world where time and space are out of joint, and it's up to you to connect seemingly unrelated events and ideas throughout history.

Your goal is to find items that represent innovations throughout history and put them where they belong — into a chain of connections (at the bottom of your screen). Once you find an item and it snaps into your chain, you can click on it to see a video about its significance, including its relation to other items in the chain. When the chain's finished, you'll move on to another level of game play.

NAVIGATION SCREEN

INVENTORY



CHAIN

TOOLS

**NAVIGATION SCREEN**



To move through the game, move your cursor left, right, or up or down in the navigation screen, and it will turn into an arrow indicating the direction you'll move if you click there. If it turns into a hand, your cursor is over an object you can take or use.

**INVENTORY**

Objects you take that you can use later in the game snap into your inventory, which is along the right side of the screen. To use an object in inventory, click on it, and the cursor will change to that object. Place the cursor where the object belongs in the navigation screen and click again to release it.



**THE CONNECTIONS CHAIN**

At the bottom of the screen is the chain of connections that you need to complete to finish one level of play. These objects represent innovations that make up history, and if you click on one, you'll see a video about its significance and how it relates to other objects in the chain. This can also help you figure out which objects to look for while playing the game. Clues that belong in the chain will snap into it when you click on them. Sometimes an object will snap into your chain and also into your inventory; the inventory object is something you can use in playing the game. When the chain is complete, you'll move on to the next level of play, and you'll get a new empty chain to fill up.

## TOOLS



## HINTS

## SAVE

## LOAD

## QUIT

## AUDIO

## HELP

AT THE LOWER RIGHT CORNER OF YOUR SCREEN, YOU'LL SEE A BUTTON THAT CONTROLS TOOLS.

CLICK ON IT AND YOU'LL SEE CONTROLS FOR:

Click on this button for clues to help you get past tricky puzzles.

Allows you to save a game while playing, so that the next time you play, you won't have to do things over again. Select Save, then enter a filename to save your game to (usually on your hard drive, or C:).

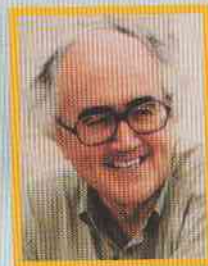
Loads a game already saved. Choose Load, then choose a filename for the saved game you want to access.

Exits you from the game.

Controls the volume level for the game sounds and music. Click on the left arrow to lower the volume, right arrow to raise it.

Accesses the help facility.

## JAMES BURKE



James Burke, creator of the award-winning television shows *Connections*, *Connections<sup>2</sup>* and *The Day the Universe Changed*, spends much of his time touring the world to expand the ever-growing web of connections that make up history. He is also the author of two books, *Connections* and *The Axe-Maker's Gift*, as well as the upcoming *The Pinball Effect*. Burke's unique take on history has earned him a following of more than 65 million *Connections* fans worldwide.

Check your local cable listings to watch *Connections* on The Learning Channel.

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*Some*  
Interactive

Discovery  
CHANNEL  
MULTIMEDIA

TLC  
THE LEARNING  
CHANNEL®