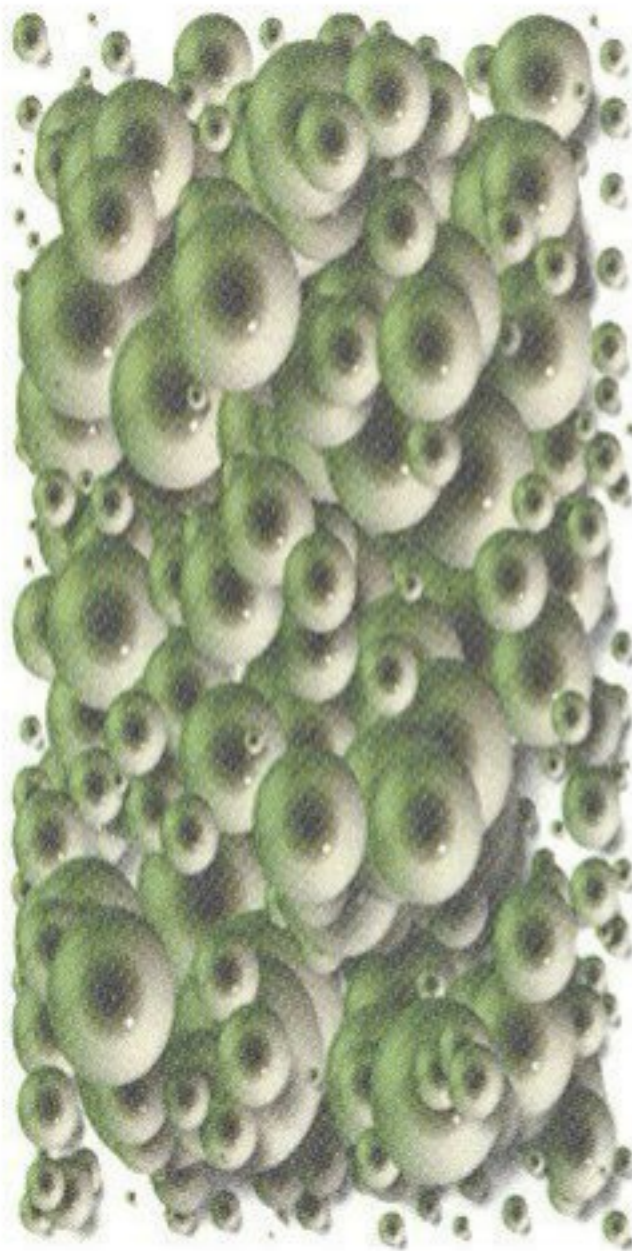


The image features a collage of various elements. In the top left, there is a fossilized shell, possibly a trilobite. To its right is a globe showing the Americas. Further right is a purple sphere with a yellow grid pattern, resembling a planet or a celestial body. The background is a mix of these colors and textures. Overlaid on this collage is the word "Weird" in a large, stylized, rusty, metallic font. The letters are dark brown with a grainy, oxidized texture. The word is centered horizontally and occupies the middle portion of the image.

Weird



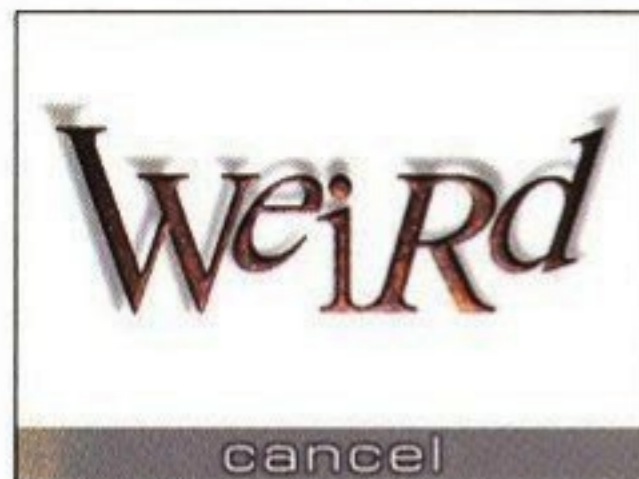
2	Contents
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TwoPointZero is a small development team consisting of people who are committed to producing the very best multimedia software. We are the kind of people, like you, who go out and buy this type of software. We are not a production team buried within a large corporation and this allows us to make our own decisions about subject matter, presentation and content, in fact every single aspect of the discs we make. As this project is close to us, a result of, quite literally, blood, sweat and tears, your feedback is invaluable. We want to make the kind of products you want to own. We love to hear from you, when you send e-mail to us or write to us it really gets to the people who made the product.

Weird combines so many multimedia elements - memory hungry elements - that including everything we wanted to proved impossible. Inevitably we had to make compromises somewhere along the line and this is why we chose to use small video windows. We could have included loads of full screen video but there wouldn't have been room for anything else on the disc! We even wrote our own compression routines to ensure we are fitting the very maximum we can onto the disc.

Another decision we had to make was to use a pre-rendered, high resolution 3D environments instead of a low resolution, real time interface. We chose the former as it enables us to maintain the high standards we set for our software and lends itself more readily to a product where you are looking at content rather than moving around at high speeds shooting things!

Weird uses the current technologies to their best advantage. However, emerging technologies such as DVD-ROM with 4.7Gb to 18Gb of storage, more powerful processors and cheaper memory will enable us to bring you an even more incredible multimedia experience.



The Windows 95 AutoPlay Screen



About this guide:

It is assumed that you have some basic knowledge of how to use Microsoft Windows™. If you do not know how to click, drag, use menus or require more information, then please refer to the documentation supplied with your computer.

How to run Weird:

For Windows 95 users: Simply insert the CD into your CD-ROM drive and the autoplay screen will appear. Clicking on Weird will automatically install any drivers required and run the application. You may be prompted to reboot your computer the first time you run the disc to complete the installation.

For Windows 3.1 users: Choose the File menu in Program Manager, and select 'Run'. In the dialog box shown, type:

D:\INSTALL.

and press ENTER. You should type the drive letter of your CD-ROM drive in place of the initial 'D' shown above.

The installation procedure will begin. When installation is complete, you can run Weird by double clicking on the appropriate Program Manager icon. (You can also run Weird by double clicking on the WEIRD31.EXE file on the CD).

Install information:

For Windows 95 users: The AutoPlay feature checks and will automatically install DirectX 2 drivers on your system if needed. These Microsoft drivers are required for this advanced multimedia application to work at it's best.

For Windows 3.1 users: The installation procedure will install a Program Manager icon for Weird, and the Video for Windows drivers.

About this guide:

It is assumed that you know how to use a Macintosh computer. If you do not know how to click, drag and use menus, or require more information, then please refer to the documentation supplied with your Macintosh™ computer.

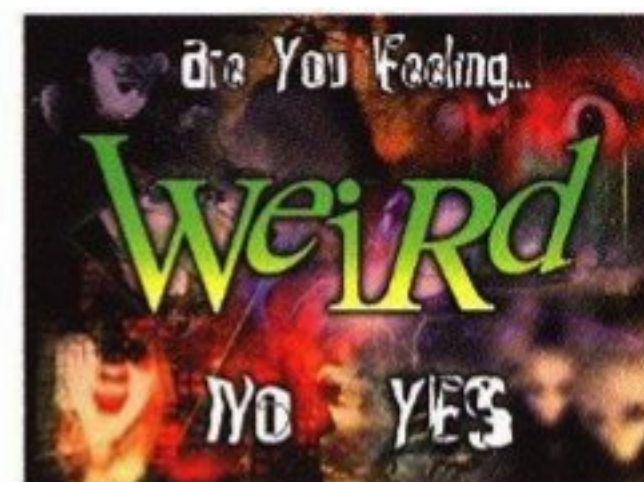
How to run Weird:

If you already have QuickTime 2.0 or later running on your Macintosh, the AutoStart application will run when you insert 'Weird'. You are given the opportunity of running Weird by clicking on the Yes button, or not to run Weird yet by clicking on the No button. If you choose not to run 'Weird', double clicking on the 'Weird' icon at any time will open the application. If the AutoStart application does not run then please run the Installer application.

Install information:

The Installer application will automatically check your System software, and gives you the option to install any updated or additional system extensions that are required to run Weird (the AutoStart application will also do this).

This advanced multimedia application makes use of the System extensions QuickTime 2.1 and Sound Manager 3.1, if later versions of these extensions are already installed, then these are used instead.

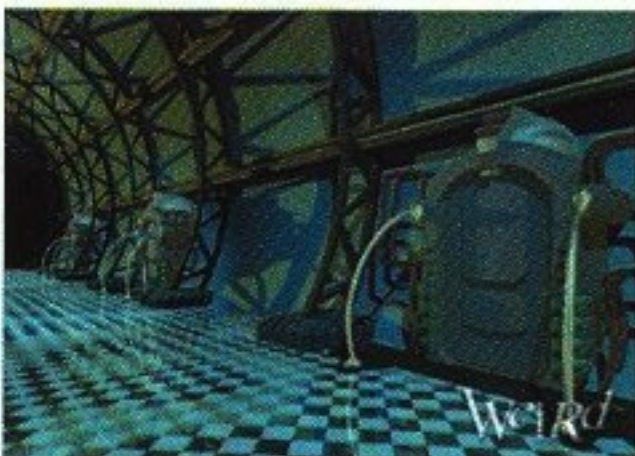


The Macintosh AutoStart Screen





At the end of the long, dark shaft BirdCam™ 1 discovered **Weird** swaying gently in the thermals. This was not what they had bargained for and things were about to get weirder...



Transported to the Corridor. No way back. Six identical doorways and no option but to continue on a journey into the Heart of Weirdness.

As you explore **Weird** you'll notice that your cursor changes to indicate the different options available to you...



The eyeball cursor shows when you can move straight ahead, to the left or right and in some cases diagonally. Some areas have restricted access. These restrictions can be lifted by solving puzzles or moving through other areas. Some environments can only be reached by teleport.



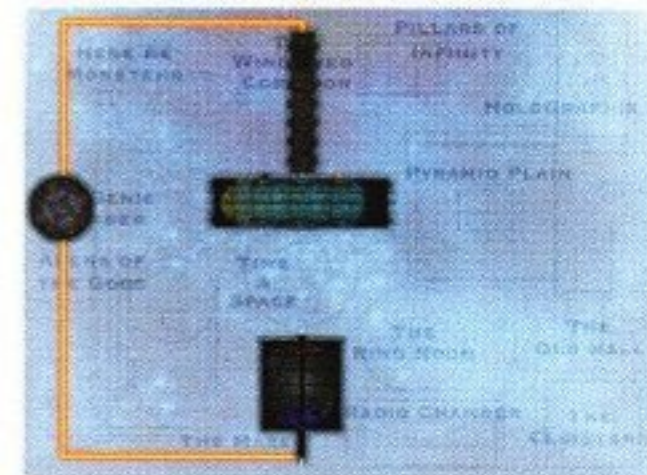
The cursor will change shape and a magnifying glass will show areas that can be clicked on to discover video, pictures, animations and fact files. A magnifying glass with a minus sign shows where to click to end each item.

Not all content is obviously displayed, each time you explore **Weird** you will find there are more and more stories and accounts to be discovered. If you succeed in finding all the material in **Weird** you will have explored 15 different virtual environments, seen over 45 minutes of video, viewed more than 3000 images and listened to over 2 hours of audio.

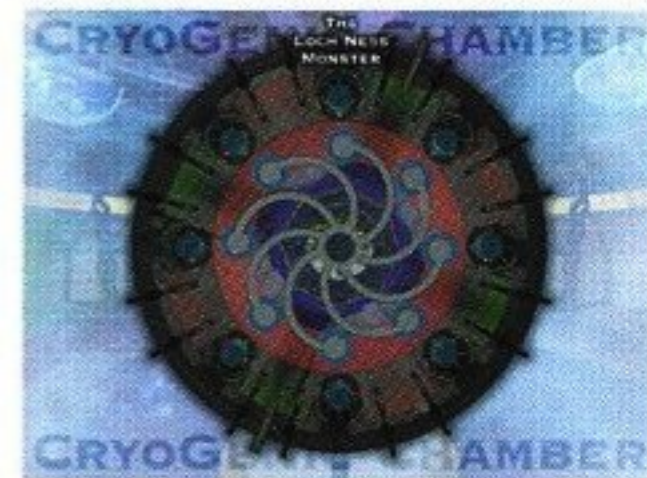
Use the tab key on your keyboard to call up the map and hide it again. The map can be called up while you are exploring **Weird** but not when you are accessing information.

The map shows you all the areas within **Weird** and how they are arranged - environments you have already visited are shown as a darkened area, unexplored regions are greyed out. The flashing area indicates your current position. White lines are 'walkable', gold lines show a teleport route (these are only shown when you have used them).

Clicking on an area that you have already visited magnifies the region. Move the cursor in this enlarged view to find areas of interest. Simply click on the highlighted text and you'll be transported to that item. This is a quick way to find any content you may have missed.



The map could look like this



Fully indexed close up views

The Menu Bar

Weird



Look! No menu bar

When you are running **Weird** you may notice that you cannot see the menu bar - however this does not mean that there is no menu bar. If you wish to avail yourself of the many wondrous options offered by the menu bar just follow these simple instructions.

PC

Simply move your cursor to the top of the screen (where the menu bar would be if it were visible) and as if by magic it will appear.

Macintosh

Pressing the spacebar causes the menu bar to appear and effectively 'freezes' **Weird**, pausing any sounds, video or animation currently playing. Pressing the spacebar again hides the menu bar and restarts **Weird**, as does clicking anywhere on the screen or selecting an option from one of the menus.

Although you may think that the menu bar looks unsightly and interferes with the visual elegance of **Weird**, it does provide one very useful function - namely allowing you to save and reload your position enabling you to continue where you left off.

You will also find a **Print** option (with accompanying **Page Setup** details) which prints the screen with a descriptive caption. This option is not available under Windows 3.1 (go on, upgrade - you know it makes sense).



Look! A menu bar

Weird

Teleporting

Whenever you see a palm print recognition panel, you can teleport to another area within **Weird**. When you have used a teleport, refer to the map to see the routes you have taken (shown in gold lines).

Some areas of **Weird** are only accessible via teleport.

There is no difference between the red and green teleporters. They are different purely to confuse you. Probably.

We recommend frequent use of the teleportation facilities - the accompanying graphic effect is particularly nice.



A green teleporter



A red teleporter

Weird is not an encyclopedia. We could have given Weird a contents page or a powerful find function. We could have made it really easy for you to find any item of content - but where's the fun in that?

Hopefully you'll spend a large and fulfilling portion of your life immersed in Weird and while you're in there you should uncover the following...

Sea & Lake Monsters

The Loch Ness Monster
 Location/Habitat
 Sightings
 Material Evidence
 Scientific Investigations
 Theories
 Hoaxes
 Mermaids
 Sea Serpents
 The Kraken
 Ogopogo
 Morgawr
 Champ
 Lake Storsjon
 Lough Fadda
 Remora - The Sucking Fish
 The Beast of Bala Lake
 Hai Ho Shang - The Sea Bronze
 The Zeuglodon Fraud

Man Beasts

Bigfoot
 Location/Habitat
 Sightings
 Material Evidence
 Theories
 Yeti
 The Minnosota Iceman
 The Lizard Man
 Chinese Wildman
 The Yowie
 The Big Grey Man of Ben Macdui
 The Berbalangs of Cagayan Sulu
 Loy's American Ape
 The Chemosit
 Alma
 The Wild Beast of Barriesdale
 The Goatsucker

Ghostly Tales

Poltergeists
 Lord Combermere and the Barbados Vault
 The Amherst Poltergeists
 Mulhouse
 Winchester Mystery House
 The Angels of Mons
 Banshees
 SS Watertown
 Silver Cliff Graveyard
 Mrs. Paquet
 The Haunted Clock
 Nathaniel Hawthorne
 The Man in a Cape

UFOs

Animal Mutilation
 Crop Circles
 Astronauts and UFOs
 Sightings by Astronauts
 NASA Cover-ups
 The Manhattan Abduction
 Space Shuttle Discovery STS-48
 Spaceship Moon
 UFOs

Puzzles of Time & Tense

Petit Trianon
 Premonitions
 The Titanic
 Aberfan
 Wing Commander Potter
 Chicago Air Crash
 Jeanne Dixon
 President Lincoln
 Train 47216
 Morfa Colliery
 Flixborough Blast
 Alec Guinness/James Dean premonition
 The Cox Survey
 Premonitions Bureau
 R101 Disaster
 Olympia Bomb
 Andreas Rill's Letter

Mysterious Places

Oak Island - The Money Pit
 Stonehenge
 Easter Island

The Giant Balls of Costa Rica
 The Moving Stones of Death Valley

MISC.

Mr Potter's Museum of Curiosities
 Shrunken Heads
 Unusual Rains
 Fish falls
 Stones
 Crosses
 Frogs
 Eels
 Coins
 Red Rain
 Spontaneous Human Combustion
 Different Folks
 Horned Man of Mezieres
 Hairy Faced Woman
 Jo Jo The Dog Man
 Dislocationists
 Old Boots
 Mule Woman
 They Feel No Pain
 Levitation
 Uri Geller
 The Hope Diamond
 Ted Serios - Psychic Photographer
 Weeping Statues
 The Jersey Devil
 The Stone Eater
 Electric People
 Magnetic People
 Thresher Submarine
 Rat Kings

Shiva - Reincarnation
 Ageless Corpse
 The Woman with X-Ray Eyes
 The Maze
 The Girl who felt colors
 The Luminous Woman of Pirano
 The Fish in the Tree
 Transparent Man
 Many Fingers
 The Devil's Microwave
 The Hole Truth
 The Grateful Dead
 Crab Faces
 Light Zappers
 Water Babies
 Flesh Eating Sponge
 Faces of the Dead
 Twin Combustion
 The Flower Smeller

Interviews

Nick Pope, Former UFO investigator for the Ministry of Defence talks about...
 UFOs in general
 the Rendlesham Forest UFO case
 the Belgian UFO incident
Dennis Stacey, UFO investigator for MUFON discusses the case of El Indio Guerrero.
Philip Mantle, General Secretary of the British UFO Research Association (BUFORA)...
 outlines an abduction case
 discusses a UFO sighting

David Heppell, Curator of Molluscs at the Royal Museum of Scotland talks about...

the construction of fake mermaids.
 Jenny Hanivers.

Lionel Fanthorpe, a world authority on unsolved mysteries and the paranormal dicusses...

the case of Oak Island
 the case of Rennes Le Chateau

Mike Dash, Publisher of the Fortean Times discusses the strange times in which we live.

Lars Thomas, Denmark's leading cryptozoologist, talks about the monster lurking in Lake Storsjon.

Roy Stemman, director of Reincarnation International...

explains reincarnation
 discusses a bizzare case
 discusses a reincarnation case
 tells the story of a 'shiva' type reincarnation

Jonathan Downes, director of the Centre for Fortean Zoology...

introduces Potters Museum of Curiosities
 outlines his views on the Loch Ness monster
 talks about mystery killer kangaroos
 explains the legend of the Mothman
 tells of the Chemosit
 discusses the apparent lack of remains of manbeasts and monsters



Simple Simon

To access all areas in **Weird** you will be required to solve mind-bending puzzles as you explore the environments.

Simple Simon

This is Simple Simon. He's been waiting for you... Follow him carefully and you'll be transported elsewhere...



The Maze

The Maze

Use the green arrow buttons to guide your CybaTrak Industries Class 2 ExploraDroid™ through the maze and you may find some answers - but watch out for the hammer!

In the Radio Chamber you'll need a keen ear to solve this two part problem...

Radio Puzzle Part 1

Use the green arrows to audition the sound effects and try to decipher the audio key (here's a clue - one of the sounds is different).



Listen carefully...

Radio Puzzle Part 2

The exit to the Radio Chamber is sound-activated requiring the input of the correct audio key. There are exactly 1000 different combinations so don't bother guessing.



1000 different audio keys and only one will open the door...

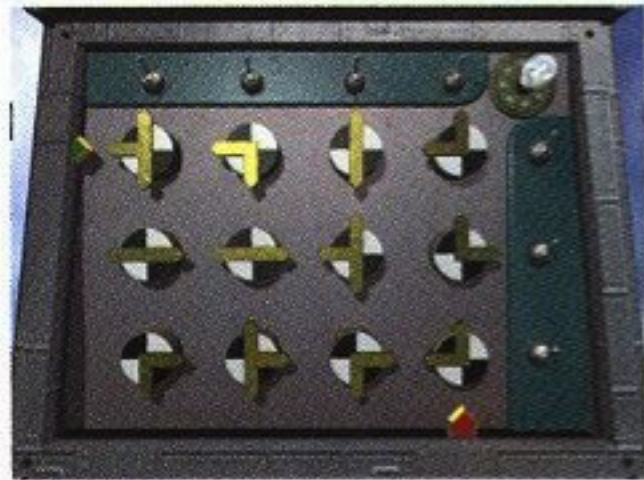


The Pillars of Infinity

The Pillars of Infinity

Sometimes getting from A to B can be very tricky...

Rotating the bridges is the easy part - be very careful when you cross - it's a long way down.



The Control Panel

The Inca Pyramid Puzzle

This brain teaser, based on the ancient Towers of Hanoi puzzle, simply requires you to move the stacked pieces from one side to the other, one at a time. Just to make things a little more challenging you can't place a large piece on top of a smaller piece.



If you're clever you can do this in 31 moves

TECHNICAL SUPPORT

We hope that you will find using this CD-ROM both enjoyable and trouble free - if, however, you experience any technical difficulties please contact us:-

e-mail

support@twopointzero.com

telephone +44 (0)1252 722100

Windows 95 users:

If you experience problems with the DirectX installation, there is a version of the application on the CD (called SAFE95.EXE) which does not use the DirectX features. To run this version, you can bypass the AutoPlay feature by holding the SHIFT key down while you insert the CD. Then right click on your CD-ROM drive icon (You will find your CD-ROM drive icon in 'My Computer'), and choose 'Open'. Then you can double click on the SAFE95.EXE program to run Weird. A small number of computers have incompatibilities with the DirectX software. It is hoped that future versions of DirectX will solve this problem.

Windows 3.1 users:

If you see a message warning you that you should run Weird in 256 colors or more you may need to install a 256 color display driver. If the 'Windows Setup' program shows a display setting of simply 'VGA' or 'VGA Version 3' for example, then you will need a 256 color driver. Some common display drivers are supplied on this CD-ROM in the \DATA\PCSETUP\SVGA256 directory. Check your Windows user guide for details on how to install the display drivers. If these common drivers are not suitable for your display, then you should try the Windows drivers supplied with your display card.

If the Video for Windows installation fails, you may need to install an updated Windows display driver. Contact the manufacturers of your display card for advice on how to get the latest Windows display drivers for your system.

If you are experiencing 'skipping' or pauses in sound or video playback, check the following control panels and their settings as detailed below. The control panels can be accessed by selecting the Control Panel option from the Apple Menu, and then selecting the appropriate control panel.

Memory control panel:

Virtual Memory should be Off

On Power Macintosh computers, Modern Memory Manager should be On

On 68030/68040 Macintosh computers, 32-bit Addressing should be On

If any of the above settings were changed then you will have to restart your Macintosh for these changes to come into effect.

Sound control panel:

On Power Macintosh computers, Sound Out settings:

Rate should be 22.050 kHz

Size should be 16 bit

Use should be Stereo

On 68030/68040 Macintosh computers, Sound Out settings:

Rate should be 22.254 kHz

Size should be 8 bit

Use should be Stereo

If you still experience a problem with video skipping, then you could try changing the Monitors control panel to 256 Colors, and by using the Options button (if it is available) to change the monitor setting to 640 x 480. These settings will vary according to the video card and monitor in use. Please refer to the appropriate manuals for further advice.



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TwoPointZero

TwoPointZero develops amazing CD-ROM experiences combining captivating gameplay with the fascination of content based multimedia. Look out for forthcoming releases including 'Small', a unique insight into the hidden magic of the microscopic world around us.

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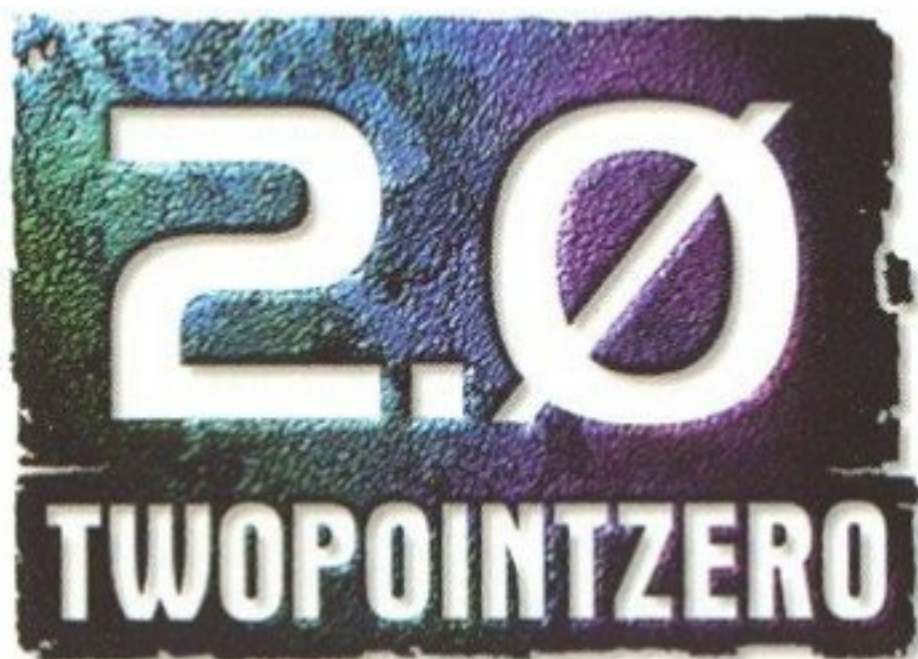
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