



Braincats 3-D

BrainCats 3-D builds off the familiar BrainCats game for Brainmaster. New to this version is a brand-new, revamped graphical user-interface; the ability to select one's cat, which then runs according to the feedback of user; the ability to select one's length of race; the ability to specify the difficulty of the race; and a range of reward feedback in the form of trophies, sounds, and changes in the graphical interface.

If you are familiar with BrainCats 2.0, it is identical with regard to game play and function - except in 3-D!

To see the game in 3D, you use ChromaDepth glasses which are available from BrainMaster or from other suppliers as well.

The Interface:

The Start Screen



- 1. Select Cat:** Click on the cat who will run according to the user's feedback. The remaining (non-user) cats run according to an automated function independent of user feedback.
- 2. Race Length:** The non-user cats will take about this long to complete the race - depending on the difficulty level and user feedback, the user could complete the race in a wide range of times. If the user meets the difficulty level consistently (see below), they can be expected to take about as long as the

non-user cats.

3. Difficulty: The difficulty level corresponds to the percentage of client feedback that will put the player cat about "on par" with the race competition. The default value is 50%.

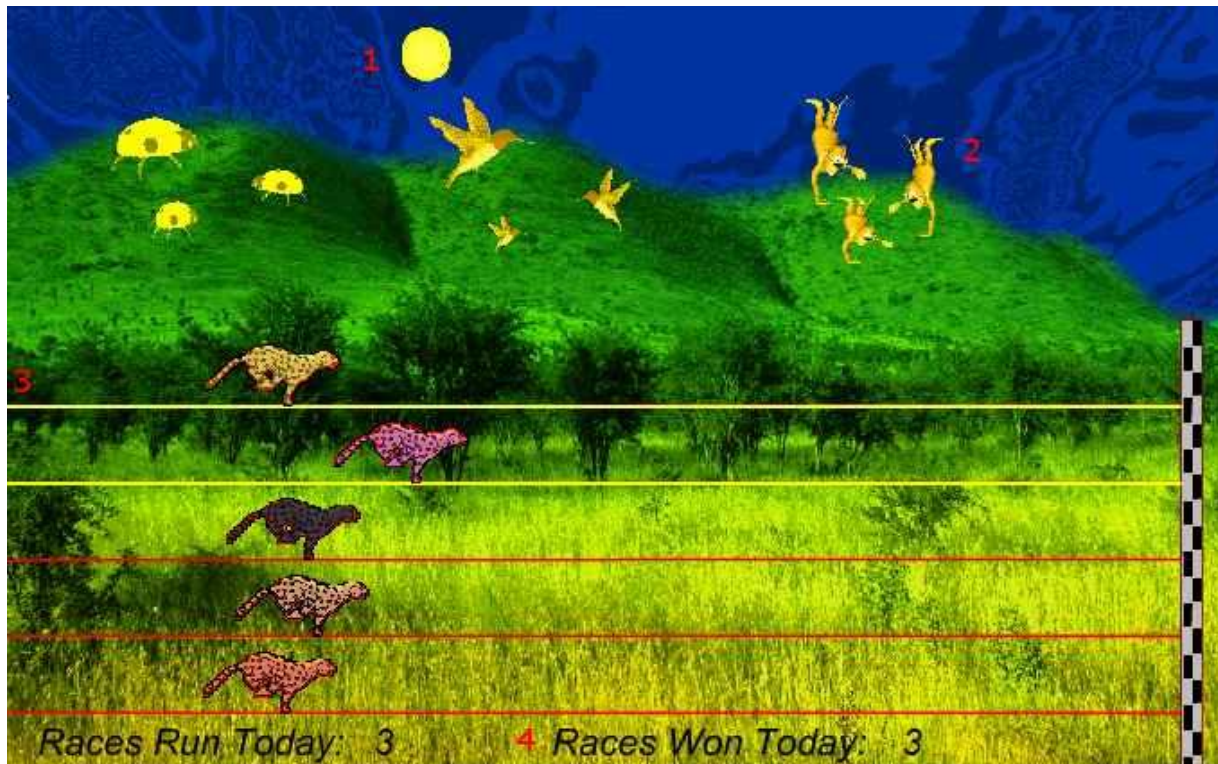
For example, at a difficulty level of '25', the client will have to meet the required conditions about 25% of the time to keep up with their opponents in the race. As the client meets conditions more consistently, the chance of the client winning will also increase. So, in the case of 25, a client providing 35% feedback would have a good chance of winning the race.

4. Sound On/Off: The sounds act primarily as reward feedback and appear in five different places during the game:

- At the game's start, the sound of a large feline roaring.
- At the result screen (see below) after a win, the sound of a large feline roaring.
- When the user earns a monkey trophy (see below), the sound of a monkey.
- When the user earns an elephant trophy (see below), the sound of an elephant.
- When the user reaches the nighttime scenario (see below), the sound of a kookaburra.
- When the user 'wins' after completing the nighttime scenario, all sounds play simultaneously.

5. Start Race!: Be sure you've fixed all your desired settings before moving on.

The Race Screen (Day)

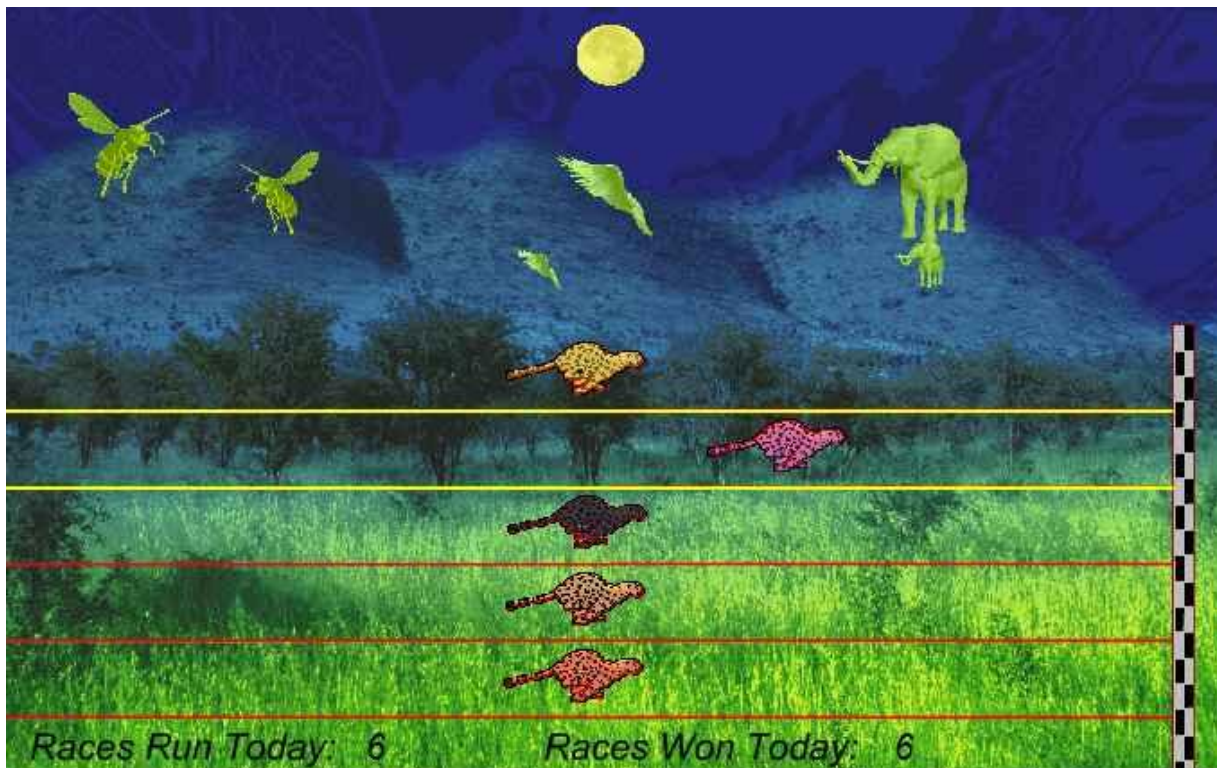


- 1. Sun:** This graphic will move through the sky as you win more races. eventually, when the sun passes the mountains in the West side of the screen, day turns to night (see below), and the process begins again with the moon in lieu of the sun.
- 2. Trophies:** As you gain points, trophies begin to appear. When the client meets feedback requirements, the trophies animate. Each stage has nine trophies with three models. For the daytime, these are the ladybugs, hummingbirds, and monkeys. For the nighttime, these are the bees, doves, and elephants.

3. Race Borders: When the client meets feedback requirements, the borders of the race track will light up around the player's selected cat.

4. Statistics: Here, you can see the user's performance for that game.

The Race Screen (Night)



The nighttime race screen is identical to its daytime counterpart with regard to game play - the difference is purely visual.

The Result Screen



The result screen will be displayed for six seconds before the race restarts. If you want to change a setting, be sure to press 'Select new cat'.