

Imagine your psychiatrist tells you that you're on the borderline to madness: 50 percent of your brain are already lost for human sense! At home your thoughts are tumbling: Is there any chance left for me? Or better commit suicide? At that critical moment the door bell rings and you receive a letter, dated 30 years from now, sender unknown. It says you have 2 hours to travel the 30 years to the future to meet the sender. "Come to me and you'll find a solution to your problem. The sane side of your mind will let you find all details in a very special newspaper of today: "The Future Times". But take care that the creatures of your madness do not misdirect you from your goal. They will provoke you. The first will be the newspaper boy."

If you now go too look for the newspaper boy, the game starts. The goal is to find a way of sometime being friendly and sometime being rude to the creatures of your madness. – and you'll make it to the future without getting madder than you started.

Handled the opponent characters in a more friendly way, your mind in best case will remain on borderline status - but it will take longer to get into the time warp. On the other hand you'll make a step of 10 years and reach a changed setting.

If you didn't waste much time and acted rather brutally, your mind will get a bit more crazy. But you will reach the next time level faster. On the other hand it'll be a skip of just 5 years in the same setting.

So what you've got to learn is: That's the goal of the game.

Having received that strange letter, you have to go into town to look out for the

NEWSPAPER BOY: Peter is 13 years old and has a small disability: He is nearly deaf and hasn't any hearing aid.

So he won't hear you and it's really hard to buy the "The Future Times", if at all Peter gives you the "Present Times", but that's not what you need. To get "The Future Times" you have several choices: trying to talk to Peter, bribe him or best buy him a hearing aid. Your rather rude means are: steal the newspaper, menace him or beat him.

Having finally got the newspaper, you will read an article that explains: Scientifics have found out that the constellation of time layers is very special today, there are doors to the future all over the country. If you enter, you will be able to skip some time layers. Even in your home town is one entrance. A photo shows the door.

You have to go and find it. But there the mad part of your brain confronts you with

SECURITY GUARD: Winston, 45. He is very strong and rather aggressive. He has only got one weak point: He likes talking about Arnold Schwarzenegger. If this is fulfilled, he becomes friendly at once. But don't dare to end the chat about Arnie...

Again you've got the choice: chat with him, hug him, bribe him – or menace, beat or kill him. Having finally managed to enter the time warp, you'll find yourself in the future.

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So what you've got to learn is: Find a way of sometime being friendly and sometime being rude – and you'll make it to the future without getting madder than you started. That's the goal of the game.

An x-ray of your brain presents you the actual state of your mind in whatever level of future you are. At the same time a ticking clock shows the game time left to you.

Having finally reached the last time level within your game time, you'll find yourself 30 years in the future. There you'll meet the unknown person who wrote that strange letter to you which started the game. And surprisingly enough, you'll find out that it was actually you who wrote the letter – a letter to yourself. And you can check out, whether your brain is rotten now because of all the evil things you did, or you're still on borderline – because that's the best you can achieve anyway.

And again a new letter, written by you at the very moment, is going to reach you in your presence – to make you start again the whole game...

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Having only managed to go five years into the future, you'll meet

CHILD: Little Cindy, 11, is nice, but rather shy. And her mom has strictly forbidden her to talk to strangers. She loves watching car races, especially with a sweet in her mouth. But to accept that from an unknown her mom also forbade her.

So it's quite hard to get in contact with her. Your choices are: trying to talk to her, hug her, buy her sweets – or menace, shake or beat her. Actually you have to make her suggest a very fast car ride to you, because that's the way to get to the next future

level. There you'll meet other characters (the bitch, the gangster) in various situations to solve.

But game time is running, and you have to enter that door. So

– You do, and the game starts. Time jumps bring you closer to your goal. Each confronts you with special people, situations and tricky choices: Behaving friendly stabilizes your health, being brutal makes you more crazy. But rudeness costs less game time to reach the next future level. On the other hand this time jump is not as big as the one achieved by kindness. So make the best out of it!

PC game for Windows and Mac (CD)
photobased interface (black and white)
first person perspective / enter your name

Bitch: Mary, 21, is really a hot looker. Unfortunately she is quite stupid and won't understand if anyone wants her to do anything different from sex. But if you've made her talking, she will tell you astonishing things, because she is a wahrsaherin – of course without knowing it herself.

Gangster: Bonzo, 62, has seen better days as a mafia boss. His son forced him to retire, so he is eager to commit any crime anybody suggests to him. If done successfully, he will offer you the booty – but don't accept, he will be quite angry and won't talk to you any more. Better refuse, then he'll reward you with everything you want.