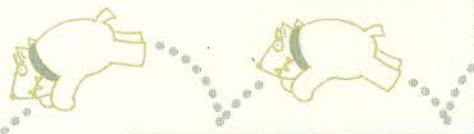
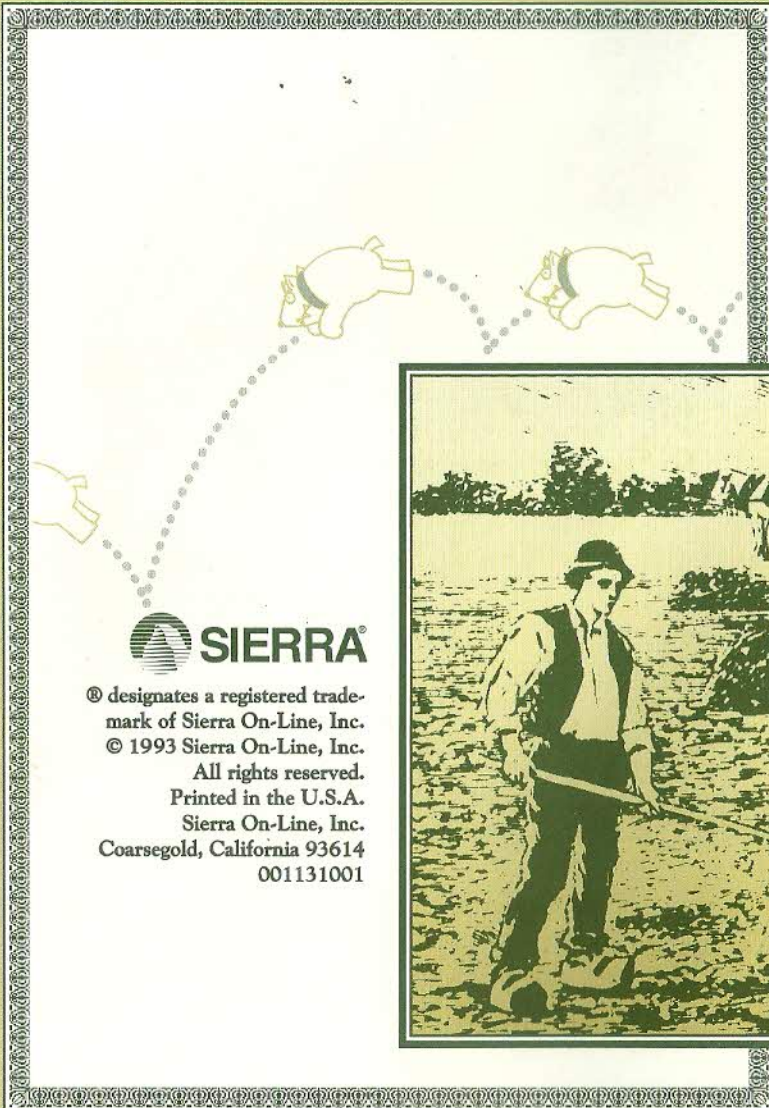




PEPPER'S ADVENTURES

IN TIME

The Life and Times of Ben Franklin



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A Word to Parents: How to Get the Most out of This Game

Welcome to the world of *Pepper's Adventures in Time!* When you enter this wild, wonderful place with your children, a mysterious thing will begin to happen: Your child will learn about history, and love it!

As your child plays *Pepper's Adventures*, he or she will discover that events in history have been mixed up, twisted, and confused. Your child will be allowed to manipulate events in the past that have been changed in order to set history back on course.

The objective of *Pepper's Adventures in Time* is to intro-



duce children to life in colonial America, and, more specifically, to teach them about the amazing life and incredible inventions of Benjamin Franklin. This information is presented in the form of a delightful adventure game that kids will want to play, just for the fun of it! To win the game, children will have to use their best thinking skills, solve all kinds of puzzles, answer questions logically, and be as creative as they can. There are several things you can do to make sure children get the most out of their gaming experience.

1) Encourage children to use the LOOK icon everywhere possible. Just clicking the HAND all over the screen will cause them to miss some important information, not to mention fun!

2) Make sure children use the TRUTH icon. Many of the answers to the HISTORY QUIZ will be revealed when they use it. In addition, use of the icon will reveal many fascinating and entertaining facts!

3) Suggest to your children that they read all the dialog, rather than clicking past it. *Pepper's Adventures'* dialog is fast and funny, and nearly always contains a hidden historical fact.

4) When children reach the HISTORY QUIZ at the end of each act, encourage them to carefully consider their answers. Every answer is given during the course of the act, and there are no trick questions. Whenever an

The Truth Icon

Both Pepper and Lockjaw have a TRUTH icon in their icon bars. The TRUTH icon is specific to *Pepper's Adventures in Time*, so it isn't included in your technical manual.

When you click this icon on almost any object on the screen, it will let you know if the object is historically accurate (whether it belongs in this time period), or if it is an anachronism (it doesn't belong). The answer will always be TRUE or FALSE, followed by an explanation. It is important for children to use this icon, as many answers



answer is revealed during the course of a game, all the text will be highlighted in yellow, and a fanfare will sound. A high score on the quiz will result in hilarious animation!

5) Read the documentation with your children. You'll both enjoy it more.

6) Finally, discuss the game with your children after each play session. You'll be amazed at what they've learned while having so much fun.

to the History Quiz will be revealed here.

Both Pepper and Lockjaw have a Quiz icon in their icon bars. When you click on this icon, a list of facts to look for will appear. These are the facts you will need to discover to prepare for the History Quiz at the end of the act. After the History Quiz facts, there will always be a list of the player's major goals for the next act. If you forget what you're looking for at any point in the act, you can check the facts by using the Quiz icon.



The Talk Menu

When you talk to some of the characters in *Pepper's Adventures*, you will have the ability to use a Talk Menu to ask them about certain subjects. Every talk menu has four pictures, each one representing someone you can talk about. Three of the pictures are always the same. They represent Ben Franklin, the Pughs, and Lockjaw. The fourth picture represents the character to whom you are talking.



To use the Talk Menu, just click the microphone on the character with whom you want to talk. If the character has a Talk Menu available at

that time, the Menu will appear. Now click on the picture you want to talk about. The Talk Menu will vanish, and you will converse with the character about that subject. When you're done with the conversation, you can bring up the Talk Menu again by clicking your microphone on the character. When you've exhausted a Talk Menu with a particular character, it won't appear again until the next act, when you can find out all new information.

You can exit a Talk Menu at any time by clicking anywhere outside the Menu. If you don't want to ask about every subject on a Talk Menu, you don't have to. You can just walk away after the Talk Menu vanishes. We suggest that you talk to each character as much as you can, though. You just might find out something really useful!

What About That Dog?

In *Pepper's Adventures in Time*, children get the opportunity to play as two different characters: The young adventurer Pepper, and her faithful dog, Lockjaw. A complete explanation of Pepper's icon bar can be found in your technical manual. Lockjaw is another story entirely!

When playing Lockjaw, a different icon bar will appear. The icons on this bar have specific meanings.

The WALK icon causes Lockjaw to move about the screen. Just click the icon where you want him to go.



The NOSE icon allows Lockjaw to sniff people and things. Click the NOSE icon on anything you want to smell.



The EYE icon causes Lockjaw to look at things. Click this icon on anything you want to look at.



The TEETH icon can be used for chewing, eating, drinking, or biting. You never know exactly how this icon will react until you click it on something.



Tart Words make no Friends: a spoonful of honey will catch more flies than a Gallon of Vinegar.

(Being nice to people will get you a lot further than being mean to them.)



