

# Contents

## **General**

[Overview](#)

[How To Play](#)

## **Registration**

[How To Register BrainWave](#)

[BrainWave Registration Form](#)

[Distribution Policy](#)

## **Commands**

[Game Menu Commands](#)

[Options Menu Commands](#)

## Overview

Your brain is being invaded!

Nanobots (tiny robots created with nanotechnology) have been surgically implanted into your cerebral cortex to reverse the negative effects of television on your central nervous system. After repairing the damage, the Nanobots were supposed to be destroyed by your immune system, but something went wrong. While repairing the brain, the Nanobots began to grow smarter and decided they wanted to live -- at your brain's expense. Now they are feeding on your brain's grey matter and growing smarter still. You must find a way to destroy these invaders before you lose your mind.

Fortunately, your imagination was able to create a ship for you to use against the Nanobots. Fire your ship's weapons at the Nanobots, and blast through wave after wave of increasingly smarter opponents. Grab the power crystals released by some Nanobots to build up your fire power.

BrainWave plays differently for whomever takes the controls. After each wave, your attack patterns will be analyzed, and the next wave of enemies will be generated, designed to take advantage of your particular weaknesses. Some enemies may learn to anticipate your firing patterns and dodge your bullets. Others will become more aggressive as they charge at your ship with weapons blazing.

Challenge the Nanobots through 9 different scenarios, each one set in a different region of the brain. The shareware version of BrainWave includes Parieta, Occipitus, and Meninges. When you register, you will receive 6 more action-packed scenarios: Cerebellum, Sulci, Thalmus, Pituitar, Medulla, and Choroid Plexus. For more info on registering BrainWave, see [How To Register](#).

BrainWave is more than a game -- it knows you. It challenges you to constantly improve yourself by presenting you with enemies that can learn from their mistakes and adapt themselves to your style of play. Every wave of Nanobots evolves into smarter, more deadly foes that make you think and play faster and smarter.

### **See Also**

[How To Play](#)

[How To Register BrainWave](#)

## How To Play

### Objective

Your goal is to survive as long as possible, defending your brain against the attacking invaders. Shoot down enemies while dodging their fire, and collect power crystals along the way to increase your ship's firepower. Face wave after wave of enemies that will grow increasingly smarter, and try to outsmart them before they learn your weaknesses.

### Game Controls

BrainWave's controls can be configured to your liking by selecting **Options | Configure Controls** from the main menu. The default commands are as follows:

<b>Move Ship Left</b>	Push the <b>left</b> arrow key.
<b>Move Ship Right</b>	Push the <b>right</b> arrow key.
<b>Fire weapons</b>	Push the <b>spacebar</b> .
<b>Pause the Game</b>	Push the <b>Esc</b> key.
<b>Unpause the Game</b>	Push the <b>F3</b> key.

### Scenarios

BrainWave features 9 unique scenarios to challenge you, each representing a different part of the brain. When you start a new game, you will see the scenario selection screen. Choose which scenario you would like to play by clicking on it with the left mouse button. The shareware version of BrainWave includes only the first 3 scenarios (Parieta, Occipitus, and Meninges), but you will receive 6 more action-packed scenarios when you register. For more info, see [How To Register](#).

### Enemy Characters

Every scenario features wave after wave of enemies that will grow increasingly smarter as they attempt to learn your weaknesses. There are different Nanobots on each scenario who may attempt to destroy your ship either by ramming into you or firing shots at you. You can destroy them by shooting them with your weapons. Once you defeat all the enemies on the current wave, you will pass the wave and prepare to begin the next one.

### Weapons and Power Crystals

If you destroy certain enemies, they will leave behind a power crystal which will fall towards your ship. Catch these crystals whenever you can, and they will increase your weapon power. Each weapon has 3 power levels, and the higher levels will shoot faster. For instance, Missile 1 will shoot slowly, Missile 2 will be slightly faster, and Missile 3 will be the fastest. The weapons are as follows:

**Missiles-** You always start each scenario with missiles. A missile will destroy the first target it hits.

**Double Missiles-** This allows you to shoot two missiles at a time instead of just one.

**Photons-** This powerful weapon will slice through every target in its path. One photon can wipe out several enemies with a single shot.

**Double Photons-** This allows you to shoot two photons at a time instead of just one. The double photon is only available to registered users and is not available in the shareware

version. To register BrainWave, see [How To Register](#).

## Lives

If your ship ever collides with an enemy or is shot by an enemy bullet, you will lose a life. The number of lives remaining is displayed in the lower right-hand area of the screen. **Extra lives will be awarded every 100,000 points.** As long as you have lives remaining, you will get a new ship and can keep playing on the current scenario. You will be invincible for a few seconds while your new ship is flashing. If you run out of lives, the game is over.

## High Scores

If your score is among the top ten, you will be asked to enter your name in the BrainWave High Scores list. If you wish to view the current top ten, select **Game | High Scores** from the menu.

### See Also

[Overview](#)

[How To Register BrainWave](#)

[Game Menu Commands](#)

[Options Menu Commands](#)

# How To Register BrainWave

There are 2 ways to register BrainWave:

## 1. Register by Mail

To register BrainWave by mail, simply print out the registration form and mail it with your payment. The registration price is only \$19.95. FREE shipping and handling.

[Go to the Registration Form](#)

## 2. Register on CompuServe

If you have access to CompuServe, **GO SWREG** to enter the shareware registration database, and register **product id 8182**. CompuServe will bill your account directly and notify us to ship a disk out to you right away. The registration price is only \$19.95. FREE shipping and handling.

We recommend registration by CompuServe for users outside the United States, since it is easier and faster than obtaining a check drawn on U.S. funds.

Most orders are shipped within 24 hours. We encourage you to register so that we may continue to bring you even better games in the future. **Thank you for supporting the shareware method!**

### Registered users will receive an upgrade which includes the following:

- \* **6 New Mind-Blowing Scenarios**
- \* **12 New Enemies with 18 Different Attack Formations**
- \* **Twin Photons at 3 Power Levels**
- \* **Cheat Codes for Extra Lives and More Power-Ups**
- \* **Advance Notification of New Releases**
- \* **Product Technical Support**
- \* **Our Sincerest Gratitude for Supporting the Shareware Method**

### See Also

[BrainWave Registration Form](#)

## BrainWave 1.1 Registration Form

Print out this topic and fill it out (Select File then Print Topic from the help menu).

Name (Please Print) \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ St./Prov. \_\_\_\_\_ ZIP/Code \_\_\_\_\_

Country (if not USA) \_\_\_\_\_ Phone \_\_\_\_\_

\*\*\* Mark all games you wish to order \*\*\*  
(All prices are in US Dollars)

- BrainWave, 3.5" Disk Version (\$19.95)  
Addicting shoot-em-up featuring nine scenarios  
of brain-invader blasting action.
- JumpStar, 3.5" Disk Version (\$24.95)  
Exciting side-scrolling shoot-em-up with seven  
intense levels and six different weapons.
- Fortune Pack, 3.5" Disk Version (\$19.95)  
4 Fun-Filled Games: Includes Fortune Raiders,  
Pirates Plunder, Desert Curse, and Cash Quest.
- \*\*\* Order all 3 titles and save \$14.90! \*\*\* (\$49.95)  
BrainWave, JumpStar, and Fortune Pack

FREE SHIPPING AND HANDLING!

SUBTOTAL: \$ \_\_\_\_\_

CA State residents MUST add sales tax: \$ \_\_\_\_\_

AMOUNT ENCLOSED: \$ \_\_\_\_\_

Note: Payment must be in US dollars and drawn against a US bank.  
Make checks payable to "Dexterity Software".

Payment:  Cash (US Dollars only)  
 Check  
 Money Order

Mail to: Dexterity Software  
P.O. Box 571961  
Tarzana, CA 91357-1961

Most orders shipped within 24 hours. Thank you for your order!

Computer:  P6 / 686  
 Pentium / 586  
 486  
 386  
 Other: \_\_\_\_\_

Speed of CPU: \_\_\_\_\_ Mhz (i.e. 33Mhz, 50Mhz, 66Mhz, etc.)

Sound Card:  Sound Blaster / Sound Blaster Pro  
 Sound Blaster 16  
 Sound Blaster AWE-32  
 Ad Lib  
 Ad Lib Gold  
 Gravis Ultrasound  
 Pro Audio Spectrum  
 Pro Audio Spectrum 16  
 Ensoniq Soundscape  
 Microsoft Sound System  
 Other: \_\_\_\_\_

Where did you obtain the shareware version of BrainWave?

Dexterity Software's Web site: <http://www.dexterity.com>  
 Other Web site -- Name: \_\_\_\_\_  
 Internet FTP site -- Name: \_\_\_\_\_  
 BBS -- Name: \_\_\_\_\_  
 America Online  
 CompuServe: Forum Name: \_\_\_\_\_  
 Retail (store, flea market, computer swap meet)  
 From a friend, from work, or from a relative  
 Shareware catalog -- Name: \_\_\_\_\_  
 CD-ROM disk -- Name: \_\_\_\_\_  
 Other: \_\_\_\_\_

Comments / Suggestions: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Thank You!



## Distribution Policy

You are encouraged to freely copy the shareware version of BrainWave, as long as you keep the original files together in an unmodified format. Please read the file LICENSE.DOC in the BrainWave directory to understand your rights.

**Shareware Vendors and CD-ROM Distributors:** Please read the file VENDOR.DOC in the BrainWave directory for distribution requirements.

**It is a violation of copyright law to redistribute the registered version of BrainWave.**

### See Also

[How To Register BrainWave](#)

[BrainWave Registration Form](#)

## Game Menu Commands

### **Game | New**

Begin a new game of BrainWave.

### **Game | Pause**

Toggle pause or unpause the game in progress.

### **Game | High Scores**

View the BrainWave top ten.

### **Game | Exit**

Quit playing BrainWave.

### **See Also**

[How To Play](#)

[Options Menu Commands](#)

## Options Menu Commands

### Options | Configure Controls

Choose which keys to use for controlling the ship.

### Options | Enable Quick Help

Toggles Quick Help on or off. When this option is checked, a quick help screen will pop up when you start BrainWave to remind you of the basic commands.

### Options | Music

Toggles the MIDI music on or off. When this option is checked, MIDI music will play when the game starts up and throughout all levels. A sound card and the proper MIDI driver must be installed in order to hear MIDI music.

### Options | Sound Effects

Toggles the digitized sound effects on or off. When this option is checked, sound effects will play throughout the game in response to certain events. A sound card and the proper sound driver must be installed in order to hear digitized sound effects.

### See Also

[How To Play](#)

[Game Menu Commands](#)

