Big Science Comics README
Version 1.0.3

This Readme file contains the latest Big Science Comics information,
program installation instructions, and troubleshooting tips.

TOPICS INCLUDED IN THE README

MINIMUM HARDWARE AND SYSTEM SOFTWARE REQUIREMENTS

Big Science Comics can be played on PC platforms that meet at least the
following hardware and system software requirements:

-486/25 MHz
-8 MB RAM
-4 MB available hard disk space
-256-color VGA monitor
-Double-speed CD-ROM drive
-Windows(tm) 3.1 or Windows 95
-16-bit Windows-compatible sound card
-Mouse
-Speakers

To play Big Science Comics on your Macintosh(tm), you must have at least this
hardware and system software:

-Macintosh LCIII
-8 MB RAM (5 MB available RAM)
-4 MB available hard disk space
-13" 256-color monitor
-Double-speed CD-ROM drive
-System 7.1

Big Science Comics is accelerated for Power Macintosh.

INSTALLATION ON WINDOWS

The Big Science Comics Installer will install the Big Science Comics application onto your hard drive.

Big Science Comics works best on Windows with Virtual Memory turned on.

For Windows 3.1
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1. At the Windows Program Manager, choose Run from the File menu.
2. Enter: D:\SETUP (replacing "D" with the letter of your CD-ROM drive).
3. Follow the on-screen instructions.
4. To start the program, double-click the Theatrix program group if it is not already open. Double-click the Big Science Comics icon. The Big Science Comics CD must always be in your CD-ROM drive to run Big Science Comics.

For Windows 95
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1. Choose Run from the Start menu.
2. Enter: D:\SETUP (replacing "D" with the letter of your CD-ROM drive).
3. Follow the on-screen instructions.
4. To start the program, open the Theatrix folder from the Start menu. Open the Big Science Comics folder from the Programs group and select the Big Science Comics icon.   The Big Science Comics CD must always be in your CD-ROM drive to run Big Science Comics.

INSTALLATION ON MACINTOSH

The Big Science Comics Installer will install the system software required to run the Big Science Comics application.

1. Click on the Big Science Comics Installer icon. The installer will prompt you to select a folder on your hard drive where you would like to put the Big Science Comics program files. The installer will also check to make sure that your start-up disk contains the necessary system software extensions and will install them if it doesn't. Following installation, the installer will prompt you to restart your computer.
2. To run the program, double-click on the Big Science Comics icon located in the folder that you designated. The Big Science Comics CD must always be in your CD-ROM drive to run Big Science Comics.

FILES INSTALLED BY BIG SCIENCE COMICS

Macintosh and Power Macintosh

Folder: System Folder:Extensions
          Files Installed:
                    Internet Config
                    Sound Manager
Folder: System Folder:Control Panels
                    File Installed: Sound
Folder: You designate during installation (default is Big Science Comics).
          Files Installed:
                    Big Science Comics application
                    Read Me

Windows 3.1

Directory: You designate during installation (default is \BigSciCo\).
          Files Installed:
                    deisl1.isu
                    prefs.ini
                    readme.wri
                    science.exe
                    uninst16.exe
                    wrdview6.opt

Windows 95

Directory: You designate during installation (default is \Big Science Comics\).
          Files Installed:
                    DelsL1.isu
                    prefs.ini
                    readme.wri
                    Sci32.exe
                    uninst.exe
                    wrdview6.opt

HOW TO UNINSTALL THE APPLICATION ON WINDOWS

To Uninstall from Windows 3.1:

1. Go to the Program Manager or File Manager.
2. Pull down the File menu and select Run.
3. Enter: C:\BIGSCICO\UNINST16.EXE -FC:\BIGSCICO\DEISL1.ISU (If you
installed Big Science Comics in a directory other than the default, replace
both instances of "C:\BIGSCICO\" in the above with the drive:directory
which contains Big Science Comics.)
4. If you installed Big Science Comics more than once, you may have several
installation log files (DEISL1.ISU, DEISL2.ISU, etc.). The above command
will uninstall Big Science Comics and delete DEISL1.ISU, leaving the other
installation log files. You may delete these remaining files and the
directory containing them.

To Uninstall from Windows 95:

1. From Control Panels, select Add/Remove Programs.
2. Select the name of the application you want to remove from the list.
3. Click the Add/Remove button, then click Yes.

CONNECTING TO THE INTERNET FROM WITHIN BIG SCIENCE COMICS

If you have access to the World Wide Web, you can access Theatrix's Web
site directly from Big Science Comics. World Wide Web access will
supplement your experience with Big Science Comics, but it is not required
to fully enjoy this product.

To access Theatrix on the World Wide Web, you will need:

-a modem and a phone line
-an account with an Internet service provider
-Web browser software such as Netscape Navigator(tm) or Microsoft's Internet Explorer(tm)

Once you're equipped to access the Web, you can get to Theatrix's Web site by selecting "Theatrix on the WWW" from the Online menu in the menu bar in Big Science Comics.

Using A Web Browser Other Than Netscape Navigator

The first time you access the Theatrix Web site from within Big Science Comics, you may need to identify the location of your Web browser on your hard drive. Big Science Comics will work with most major Web browsers.

To select the browser that Big Science Comics will use:

1. Choose Setup from the Online menu.
2. In the Setup dialog box, click the Change Browser button.
3. Locate on your computer's hard disk the Web browser that you wish to use.
4. When you have highlighted your browser, click Open.
5. Click OK at the original screen.

America Online(tm) Users

In America Online versions 2.6 and later, access to the WWW is through a separate Web browser application.
To select the AOL Web Browser application as the browser that Big Science Comics will use:

1. Choose Setup from the Online menu.
2. In the Setup dialog box, click the Change Browser button.
3. Locate on your computer's hard disk the file called "Web Browser," in a folder called "Online Browser" in the America Online folder.
4. When you have highlighted "Web Browser," click Open.
5. Click OK at the original screen.

To access the Theatrix Web site from inside Big Science Comics:

1. Run America Online.
2. Run Big Science Comics.
3. Select "Theatrix on the WWW" from the Big Science Comics Online menu.

Accessing the Theatrix Web Site Directly

You can also access the Theatrix Web site from your Web browser when Big Science Comics is not running. The Big Science Comics Web page may be found at http://www.theatrix.com/bigscience.html. The Theatrix Home Page is http://www.theatrix.com. Add these pages to your Bookmarks so that you can easily select them whenever you wish to visit the Theatrix site.

AT&T WORLDNET (SM) SERVICE FOR WINDOWS USERS

For your convenience, this CD includes the Netscape Web browser and

everything that you need to sign up for the AT&T WorldNet Service. When you run the installer for Big Science Comics, you will be asked whether you wish to install the AT&T WorldNet Service. If you already have an Internet service provider and browser software, our software will make use of it and you will not need to install the AT&T WorldNet Service.

Installing AT&T WorldNet Service at a Later Date

If you choose not to install AT&T WorldNet Service when you install Big Science Comics but later decide that you would like to try AT&T WorldNet Service, you can run the AT&T WorldNet Service setup by following these steps:

Windows 3.1
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1. Insert the Big Science Comics CD into your CD-ROM drive.
2. Select Run from the File menu in the Program Manager or File Manager.
3. Type: D:\ WNET16\DISK1\SETUP.EXE and click OK to launch the AT&T WorldNet Service installation.

Windows 95
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1. Insert the Big Science Comics CD into your CD-ROM Drive.
2. Select Run from the Start menu.
3. Type: D:\ WNET32\DISK1\SETUP.EXE and click OK to launch the AT&T WorldNet Service installation.

Retaining Bookmarks From Previous Versions of Netscape Navigator
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When you install AT&T WorldNet Service, it will automatically install a copy of Netscape Navigator onto your system. If you would like to retain the bookmarks you used in a previous version of Netscape:

1. Before running the AT&T WorldNet Service installation, find the file titled bookmark.htm and save it to a place outside of Netscape's directory.
2. Run the AT&T WorldNet Service Installation. It will prompt you to uninstall your previous version of Netscape.
3. From your newly installed version of Netscape select View Bookmarks from the Bookmarks file menu.
4. Select Import from the File menu and identify the location of your previous bookmark file.

Uninstalling AT&T WorldNet Service for Windows 3.1

If you are using Windows 3.1 and you wish to remove the AT&T WorldNet Service software from your system, follow these steps:

1. Insert the Big Science Comics CD into your CD-ROM drive.
2. Select Run from the File menu in the Program Manager or File Manager.
3. Type: D:\ WNET16\DISK1\SETUP.EXE and click OK to launch the AT&T WorldNet Service installation.
4. The installation program will tell you that you have a previous version

of AT&T WorldNet Service or Netscape installed. Click Continue.
5. At the next screen, press the Deinstall button, and the WorldNet files
will be removed from your system.

MACINTOSH INTERNET CONNECTIVITY

Internet Config

Your Big Science Comics CD contains a copy of Internet Config which you can
use to customize your communication settings. Most users won't find all of
the advanced settings of Internet Config necessary, but if you are
interested, you will find a complete description of them in a document
named "User Documentation.html" located in the InternetConfig folder. This
document is in HTML format and is best read with a Web browser.

Using An Older Version of a Browser When Two Versions Are Installed
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When you select "Theatrix on the WWW" from the Online menu, the program
will always launch the most recent version of the browser you have selected
in Setup. If you want to use an older version, launch that version directly
from the Finder.

WINDOWS ADVISORIES

Windows 3.1 Video and Sound Cards

If you experience graphic or sound distortion during game play, your system
may include a video card and/or a Windows 3.1 driver that is nonstandard.
In most cases, upgrading your system software to Windows 95 is a way to
solve any difficulties with nonstandard drivers.

For help on correcting video card/driver problems, please contact our
Technical Support line at (510) 658-3379.

MACINTOSH ADVISORIES

Macintosh 32-bit Addressing

We recommend turning on 32-Bit addressing to make the most memory
available to Big Science Comics. This mode is controlled via the Memory
Control Panel on MacOS versions 7.5.1 or earlier. From the Apple menu,
select Control Panels, then Memory. Under 32-Bit Addressing, click On. You
must restart your computer for this change to take effect. If you do not
see this option, 32-bit addressing is automatically on.

Macintosh Memory

If you are running Big Science Comics with less than 3 MB available RAM,
you may experience poor performance or program crashing. If so, turn on
Virtual Memory in your computer's Memory Control Panel, even though this

may affect sound and speech quality. Select the Memory Control Panel and click the Virtual Memory button On, which will require you to reboot your system.

Another way to make additional RAM available for Big Science Comics is to reduce the size of the System Software. You can do this by disabling System Extensions and Control Panels that are not needed while playing Big Science Comics. Use the Extensions Manager Control Panel to save a custom Big Science Comics extensions set. Whenever you run Big Science Comics, use the Extensions Manager to select the Big Science Comics extensions set and reboot. When you finish using Big Science Comics, reselect the original extensions set and reboot.

Big Science Comics requires the following extensions to be enabled: Apple CD-ROM (or other CD-ROM driver), and Sound Manager.

Macintosh and RAM Doubler

You may experience problems with RAM Doubler and the Big Science Comics application. If you do, we suggest that you try uninstalling RAM Doubler.

GENERAL TROUBLESHOOTING TIPS

Big Science Comics is designed to be compatible with almost every computer system that meets the minimum system requirements listed in the User Guide and this Readme. However, every computer system configuration is unique. Your system may contain hardware or software that conflicts with Big Science Comics.

Most problems can be solved by following the steps listed below:

1. Check your system to make sure that it meets the minimum system requirements listed in this Readme.
2. See below and under Troubleshooting on Macintosh and Windows for a list of problems and their probable causes and solutions.

Problem: No sound.

Possible Cause: There is a problem with your speaker set-up.
Solutions: Check the cables to your speakers. Check that your speakers are turned on and that the volume is set high enough.

See other suggestions specific to Macintosh or Windows below.

Problem: Your system cannot read the CD.

Possible Cause: The CD-ROM may be dirty. The CD-ROM drive may be dirty.
Solutions: Gently rub the bottom of the CD-ROM with a clean, dry cloth. Clean the CD-ROM drive. Refer to the owner's manual for your drive.

Possible Cause: The CD-ROM may be damaged.
Solutions: Attempt to read the CD-ROM on another CD-ROM drive. If the disc still fails to read, and it is a brand new disc, contact Technical Support at (510) 658-3379 to discuss your problem and to determine whether you need a replacement disc sent to you at no charge.

See other suggestions specific to Macintosh or Windows below.

TROUBLESHOOTING TIPS FOR WINDOWS

Problem: When opening Offline Activities, message says, "You must quit
Windows and load SHARE.EXE."

Possible Cause: SHARE.EXE is not being automatically loaded onto your system.
Solution: From File Manager, open the WVDOCS folder on the CD-ROM.
Double-click on the file marked ADDSHARE.EXE. This will add a line to your
AUTOEXEC.BAT file which will automatically load SHARE.EXE each time you
start your computer.

Problem: Problems installing with third-party shell managers.

Possible Cause: Some shell managers can interfere with installations.
Solution: Consult your shell manager's documentation for instructions on
how to load the standard Windows Program Manager.

Problem: No sound, or poor-quality sound.

Possible Cause: Conflict with other sound-related applications.
Solution: Check to see if you have another sound-related program open.
Many programs do not free up the sound capabilities after they are loaded.

Possible Cause: Sound card not installed correctly.
Solutions: Consult sound card's user manual to verify proper
installation. Test other sound applications to see if they work correctly. C
heck to see if you have the latest drivers for your sound card.

Possible Cause: Sound card software problem.
Solution: Select the "mixer" program that came with your sound card and
ensure that the "wave" volume is up high enough.

Possible Cause: Big Science Comics does not support your sound card; your
sound card is not Windows compatible.
Solution: Some sound cards need special settings in order to be
compatible with Sound Blaster 16. Consult your sound card documentation.

Possible Cause: There may not be enough RAM available.
Solution: Quit other applications. Turn on Virtual Memory. Purchase more RAM.

Problem: Big Science Comics does not run.

Possible Cause: There may not be enough RAM available.
Solution: Quit other applications, including Big Science Comics Help.
Turn on Virtual Memory. Purchase more RAM.

Problem: Won't print.

Possible Cause: Incorrect printer or no printer is selected in Printer
Control Panel.

Solution: Choose the correct printer from Printer Control Panel.

Problem: Big Science Comics runs too slowly.

Possible Cause: Slow speed CD-ROM drive.
Solutions: Check that your CD-ROM drive is at least double-speed.
Try a faster CD player.

Problem: Art that is normally white matches the background color of
your monitor.

Possible cause: The background color on your monitor is not set to white.
Solution: On Windows 3.1, if the color of your windows is not already
white, click the Control Panel, select Color, then the Color Palette button
to get the Screen Element menu. Select Window Background from the menu,
then set the color to White. Click OK. On Windows 95, if the color of your
windows is not already white, select the Display Control Panel, select
Appearance, then set the Window Item to White. Click OK.

Problem: Colors are incorrect in your Web browser software.

Possible Cause: Older versions of Web browser software can use incorrect
colors when not launched directly from Windows.
Solutions: Launch your browser from outside of Big Science Comics or upgrade
to a newer version of your browser software. This problem has only been seen on
certain systems running Netscape 2.0 or Internet Explorer 2.0. On these systems,
the newer versions of these programs show the correct colors.

TROUBLESHOOTING TIPS FOR THE MACINTOSH

Problem: No sound.

Possible Cause: Volume is turned down or muted.
Solutions: Check to make sure volume is turned up and Mute is turned off
in the Sound Control Panel.

Possible Cause: Not enough memory available.
Solutions: Have a minimum of 3 MB available after running system software
(Memory use information is available under the Apple menu on your menu bar
in "About This Macintosh".) Quit other open applications, including Big
Science Comics Help. Turn on Virtual Memory. Turn off extensions not
required for Big Science Comics. See the discussion of Macintosh Memory
under Macintosh Advisories, above.

Problem: Won't print.

Possible Cause: Incorrect printer or no printer is selected in Chooser.
Solution: Select Chooser from Apple menu, click desired printer.

Possible Cause: Inadequate RAM available to run the printer driver.
Solution: Quit other applications. Turn on Virtual Memory in your
computer's Memory Control Panel. Purchase more RAM. Turn off background
printing.

Problem: Program crashes.

Possible Cause: Inadequate RAM.
Solution: If you are running Big Science Comics with less than 3 MB
available RAM, you may experience poor performance or program crashing.
Turn on Virtual Memory. Turn off extensions not required for Big Science
Comics. See the discussion of Macintosh Memory under Macintosh Advisories
above.

Possible Cause: Program not properly installed.
Solution: Run installer again.

Possible Cause: CD-ROM extension is turned off.
Solution: Turn on CD-ROM extension.

Problem: Application won't launch or an "out of memory" message appears.

Possible cause: 32-bit addressing turned off.
Solution: Turn on 32-bit addressing. See "Macintosh 32-bit Addressing" above,
under General Advisories.

CUSTOMER SERVICE AND TECHNICAL SUPPORT

Customer Service: (800) 955-TRIX
Technical Support: (510) 658-3379
Customer Service e-mail Address: info@theatrix.com
Technical Support e-mail Address: support@theatrix.com
AT&T World Net Service: (800) 400-1447
Web Site: http://www.theatrix.com

If you are still having difficulties with the Big Science Comics
application after following the steps outlined above, there are a variety
of ways for you to get in touch with us directly. Even if you don't have a
problem, you can contact us at any time with your comments or questions.

Our Customer and Technical Support staff are available by phone Monday
through Friday from 8 a.m. to 5 p.m. Pacific Time. Technical Support can be
reached at (510) 658-3379. For product literature and other inquiries,
please call Customer Service at (800) 955-8749.

You can also reach us via e-mail at support@theatrix.com for Technical
Support and at info@theatrix.com for Customer Service. You will receive
either an electronic response within two business days or information on
how to access additional Theatrix Customer Support Services electronically.

Our fax machine is available 24 hours a day at (510) 658-7656. Faxes will
be answered during our regular business hours within three business days.

There may already be a solution to your problem posted online. Visit
Theatrix on the World Wide Web at http://www.theatrix.com/.

You may write to us at:

Theatrix Interactive

Attention: Customer Support
1250 45th Street
Emeryville, CA 94608-2924

Please allow 10 business days for a mail response.