Backstory:

While babysitting for her parents, Anne loses sight of her brother Ken. When she goes looking for him, she sees that the door to her father's private laboratory has been opened up. Being an experimental super scientist, he has a time machine in there that Anne notices has been turned on. There's a portal in the middle of the room, and Ken's hat resting in front of it. Now it's up to Anne to travel through time to find her little brother and bring him back before her parent's get home.

How to Play:

The game is played quite simply by moving around the area you are in with the arrow keys, talking to other people in the game, and completing tasks such as collecting a given amount of a certain item for them. This allows you access to new areas in the game, to get closer to finding your brother.

Summary of Game Play:

The game opens with static drawings that serve as basic cinematic sequences with voice overs to introduce that Anne has lost her brother and where it seems he has gone. Cutscenes like these will appear throughout the rest of the game to serve for major transitions. You are then thrown into a American Indiana camp around the end of the fifteenth century. Here you are left to wander till you find a sailor at a dock who tells you
that they are going to destroy the village for its gold. Anne also sees another portal here.

She convinces the guard to let her onto the docks if she gets the gold for him, not mentioning the portal that he seems oblivious too. The player then heads back to the village and collects gold from the river and from near a bear cave. After exhausting finding gold there, the only place left is to go back to the docks where you find the last piece in a bag there. Each piece is guarded by something (a bear, a water snake, the sailor). Running into these character causes you to respawn at the entrance of the screen, causing challenge in obtaining these pieces.

You then come out in Salem, during the time of the witch trials. You see a girl crying who tells you that she's going to die, accused of being a witch because of the portal that appeared there. You then find out you can help her stay alive if you convinced the jurors in town to spare her. You go talk to them. One asks you to find his lost horse, which you lure back to him with a carrot you find in someone's backyard. The next asks you to collect three flowers for his wife. During this you find Ken and the portal but realize you have to save this girl as well. You tell Ken to stay put. The third juror is unconvincable so you tell him the girl cannot be a witch, because you are in fact the witch. Then you run off back to the portal and jump through it with Ken completing the game.