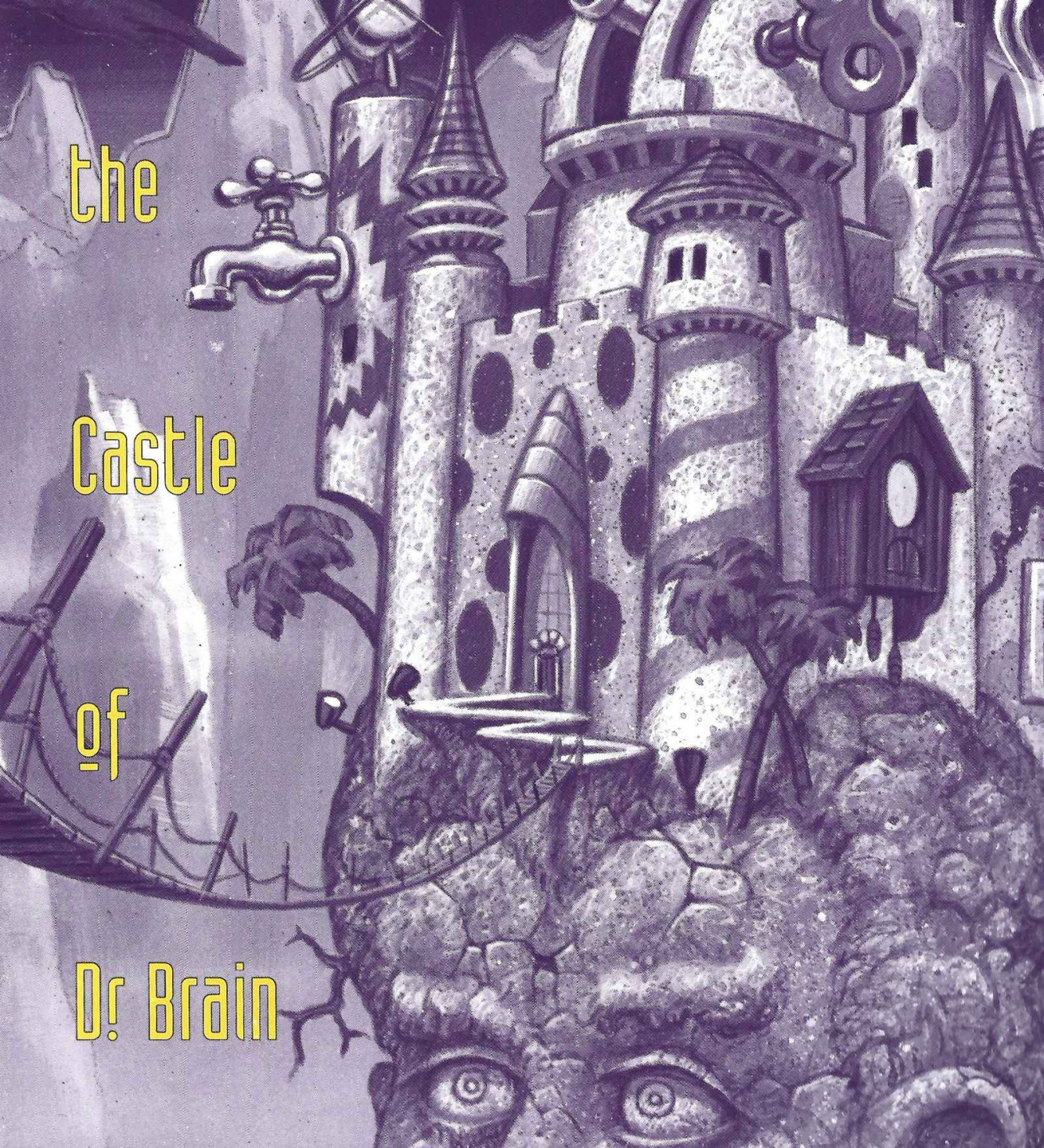
the
Castle
of
Dr Brain

Castle of Dr. Brain

Executive Producer:
Ken Williams

Creative Director:
Bill Davis

Director:
Corey Cole

Producer:
Stuart Moulder

Game Designer:
Corey Cole

Production Designer:
Andy Hoyos

Art Designer:
Douglas Herring

Lead Programmer:
Corey Cole

Composers:
Mark Seibert, Ken Allen

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HELP WANTED

LAB ASSISTANT

Dr. Brain, world-famous mad scientist (well, I'm not *really* mad, just a little bothered by the world situation), is currently interviewing candidates for the position of Laboratory Assistant. The applicant chosen will help me save the world, create amazing new inventions and clean up my secret basement lab.

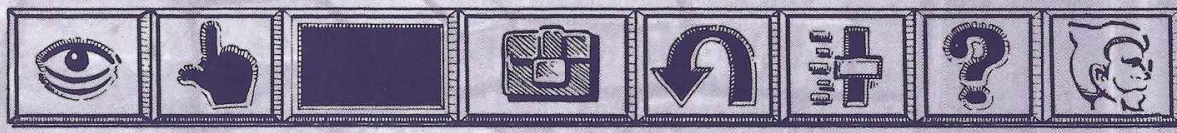
Apply in person at The Castle of Dr. Brain.

egal Secretary
0 BCH, 415
-0660

Question Mark: Clicking on the question mark tells you about the puzzle - what you need to do, how to use the controls, and what kind of help your hint coins will buy.

The Dr. Brain Icon Bar

At the top of the game screen is an icon bar. Each icon represents an activity you can perform in the game. The icons in Dr. Brain are:



Look: looks like an eye. Choose **Look** when you want a description of something you see on the screen.

Do: looks like a hand. Choose **Do** when you want to take an action on something on the screen.

Item: looks like a picture frame. If you are not using an item from your inventory, the screen will be blank. If you are using an item, that item will be shown in the frame.

Inventory: looks like a book bag. Choose **Inventory** when you want to see what items you have picked up, or to use one of your items.
For more information on Inventory, see your Sierra Game Manual.

Controls: looks like a slider bar on a control panel. Choose **Controls** when you want to change the volume or difficulty level of the game, or when you want to save, restore, restart or quit your game.

Go Back: looks like an arrow pointing back the way you came. Choose **Go Back** when you want to leave the puzzle or room you are in now and go back to the room you came from.

Help: looks like a question mark. When you choose **Help** you will be able to get information by moving the question mark cursor on the other icons in the icon bar.

Dr. Brain: click Dr. Brain to get a description of the room you are in.

For more information on how Icons work, see your Sierra Game Manual.

When you choose an icon, the cursor changes to reflect that item. Use the cursor on the screen to perform an action. For instance, use the eye cursor on an object on screen to look at that object. Use the hand cursor on an object to take an action on it, such as opening a drawer or picking something up.

THE CASTLE OF DR. BRAIN

Welcome to the Castle of Dr. Brain! Dr. Brain is advertising for a lab assistant and you just may be the one for the job. Bring your copy of the job ad and your best problem-solving skills, and be ready to test your brain power.

In Dr. Brain's castle, you'll need to apply a lot of different ways of thinking to solve the puzzles Dr. Brain has set up to test job applicants. Some of the puzzles require planning ahead, others require the ability to recognize patterns, still others depend on using logic, and all of them take persistence. If you don't solve a puzzle the first time through, keep trying.

Hint Coins

You will begin the game with one hint coin, and earn more as you solve the puzzles. If you get stuck trying to solve a puzzle, click on the coin slot in the puzzle window to buy help.

In some puzzles a hint coin will buy a solution to part of the puzzle. If a coin buys a solution, spending more coins (if you have them) will buy more solutions.

In other puzzles a hint coin will buy a hint about solving the puzzle. If a coin buys a hint, you can click on the coin slot to see the hint again without spending more hint coins.

The more hint coins you have left over at the end of the game, the higher your score will be. Use your hint coins wisely.

Difficulty Level

You can set the difficulty level in Dr. Brain to Novice, Standard, or Expert at any time. The harder you set the difficulty, the more points you will earn for solving the puzzles.

The Puzzle Interface

Each puzzle comes up onscreen in a puzzle box. Each puzzle box has three buttons:

Coin Slot: Clicking on the coin slot button gets you help with the puzzle if you have a hint coin to buy that help. For more information on hint coins, see Hint Coins, above.

Exit: Clicking on the Exit button closes the puzzle window. If you are unable to complete the puzzle or want to quit the game or do something else in Dr. Brain's castle, clicking on Exit will allow you to leave the puzzle and come back to it later.

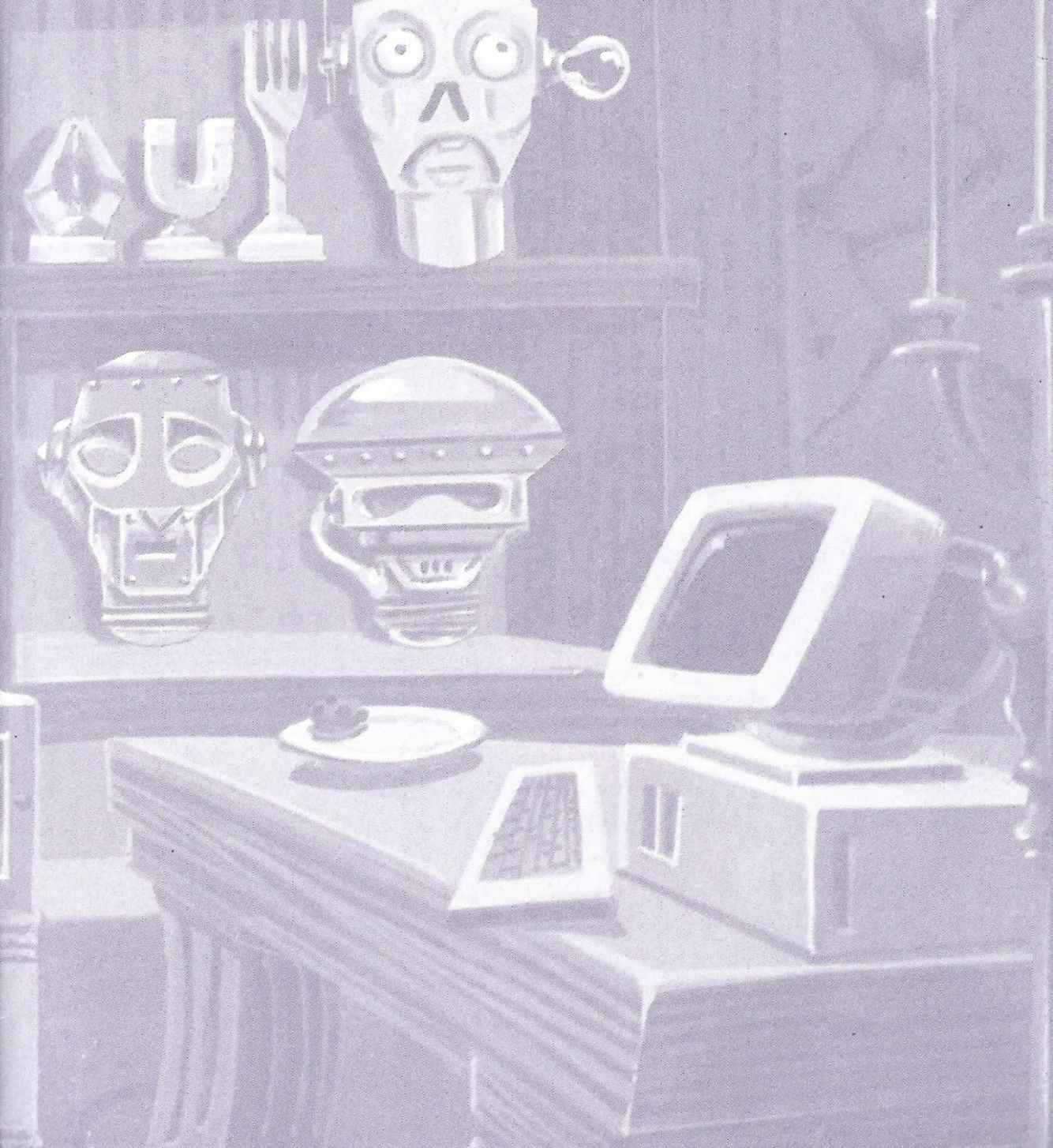
Dr. Brain Says: Amaze your friends by writing secret messages using my ultra top secret Decoder Grid! Any time you want to write something about a game or sport, just look it up on the grid. Instead of using the name of the game, use its top secret symbol equivalent. I guarantee your friends will have absolutely no idea what you're talking about!

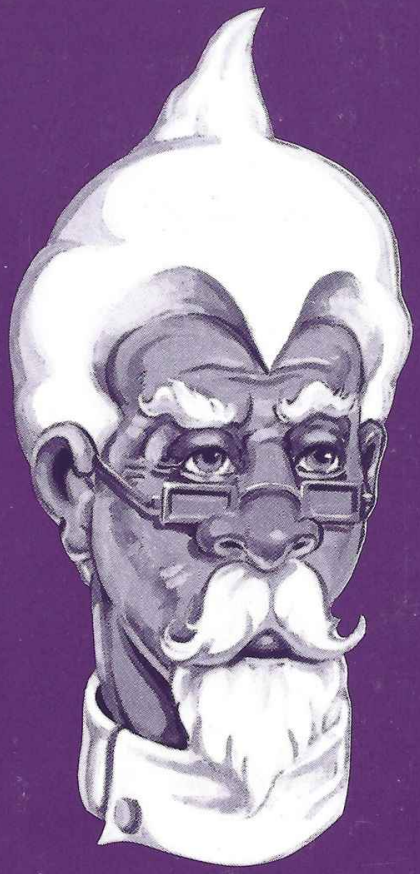
Dr. Brain's Ultra Top Secret Decoder Grid

	♀♋	♂♅	♄☿	♆⊕	♋♅
☿	Backgammon	Baseball	Basketball	Billiards	Blackjack
♀	Bowling	Bridge	Checkers	Chess	Cribbage
⊕	Dominos	Football	Golf	Hearts	Hockey
♃	Horseshoes	Jacks	Jigsaw	Poker	Pool
♅	Puzzle	Soccer	Spades	Tennis	TicTacToe

For example, when you want to say Backgammon, the code would be ☿♀♋, Soccer would be ♅♂♅ , and Chess is ♀♆⊕ .

Animators:	Vasken Nokhoudian, Dana Dean, Deena Krutak, Arturo Sinclair, Jerry Jessurun, Bob Gleason, Jay Allen Friedmann, Jon Bock
Background Artists:	Dennis Lewis, John Shroades, Andy Hoyos
Programmers:	Jack Magne,Brett Miller, John Wentworth
Music Director:	Mark Seibert
Development System:	Jeff Stephenson, Robert E. Heitman, Dan Foy, Larry Scott, John Rettig, J. Mark Hood, Chris Smith, Terry McHenry, Eric Hart, Chad Bye, Mark Wilden, Ken Koch, John Crane, Steve Coallier, Randy Moss
Additional Material:	Lori Ann Cole
Quality Assurance:	Sharon Simmons
Manual Writer:	Bridget McKenna
Manual Design:	Nathan Gams
Manual Illustrations:	Dennis Lewis, John Schroades, Andy Hoyos





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