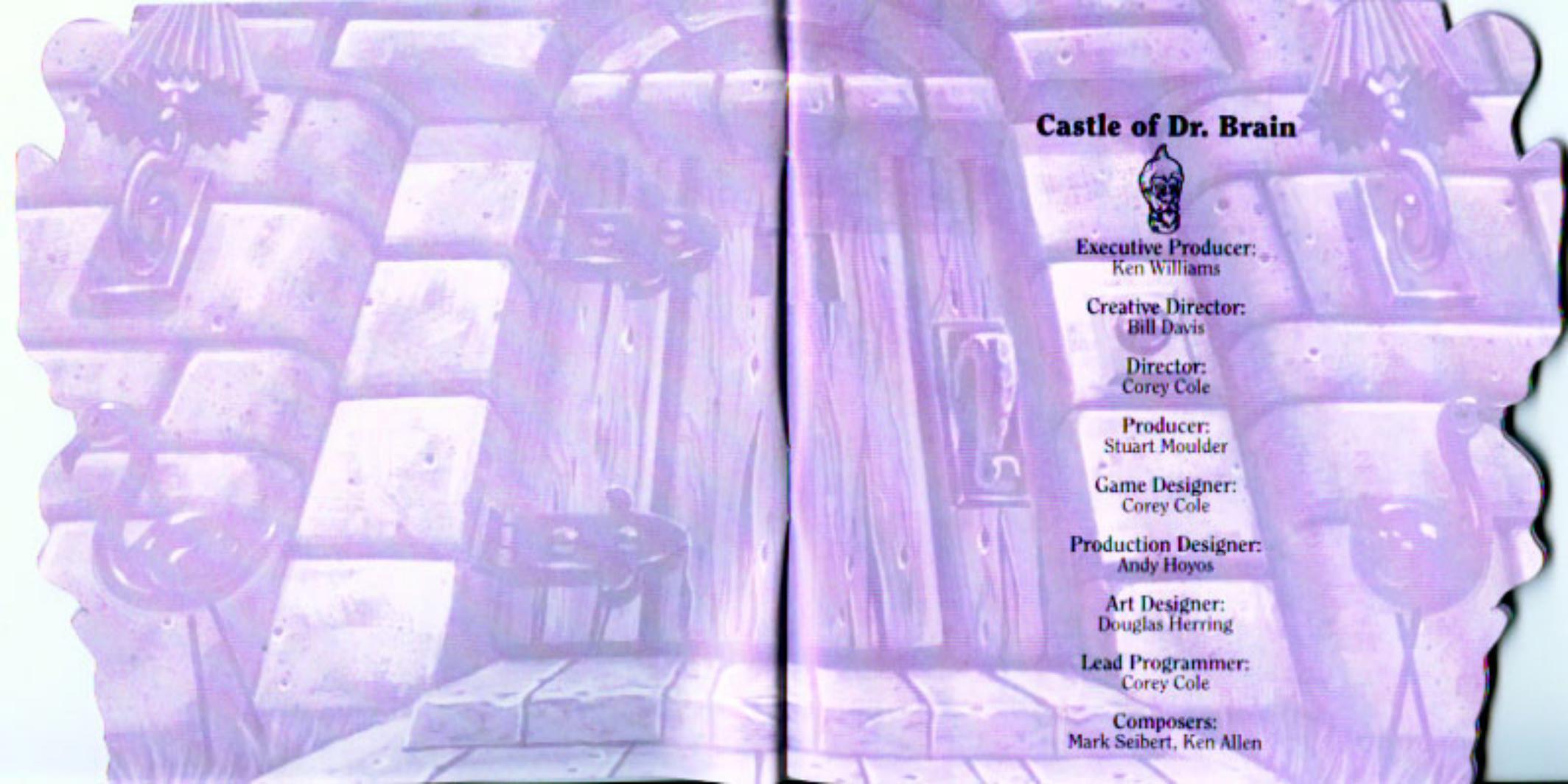


the

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



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.

**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.

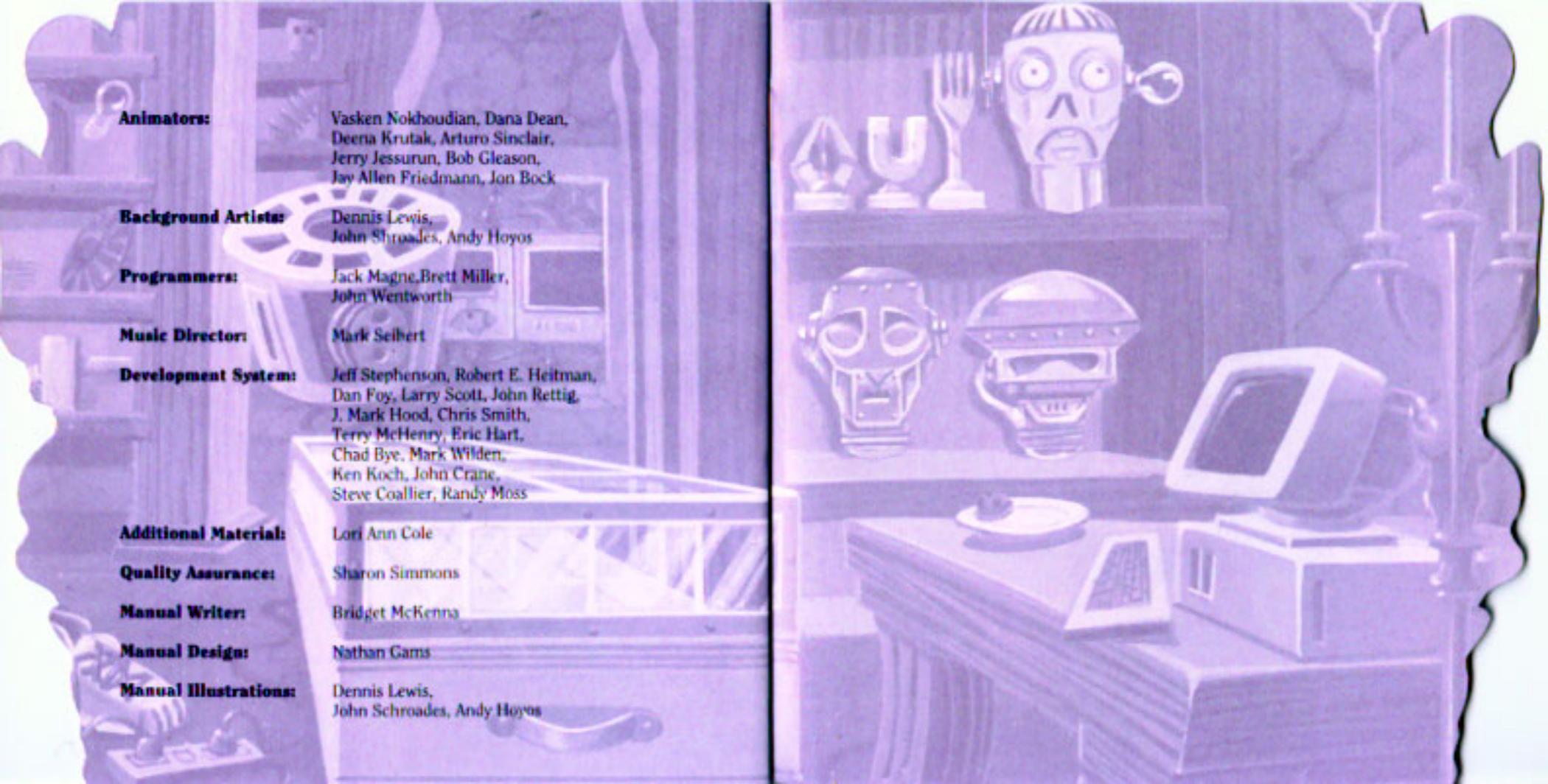
When you choose an icon, the cursor changes to reflect that item. Use the cursor on the screen to perform an action. For instance, use the eye cursor on an object on screen to look at that object. Use the hand cursor on an object to take an action on it, such as opening a drawer or picking something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

**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

♀♂	♁♂	♁♀	♁⊕	♁♂
♁	♁♂	♁♀	♁⊕	♁♂
♁	♁♂	♁♀	♁⊕	♁♂
♁	♁♂	♁♀	♁⊕	♁♂
♁	♁♂	♁♀	♁⊕	♁♂
♁	♁♂	♁♀	♁⊕	♁♂

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

A stylized illustration of a computer workstation in a room. On the left, a desk holds a computer monitor, keyboard, and mouse. In the background, shelves display various objects: a film reel, a lamp, a vase, a fork, a bowl, and several stylized faces. The scene is lit with a warm, golden glow.

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Jay Allen Friedmann, Jon Bock

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