

SECTION ONE

SOME NOTES
ON GAME PLAY

THE ISLAND OF DR. BRAIN

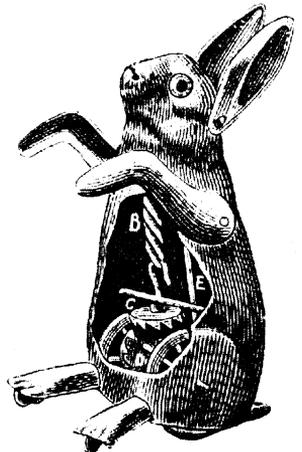
In the *Island of Dr. Brain*, you'll need to apply yourself in many different ways. Although no experience is required, you'll need to use your thinking skills in at least some of the following subject areas: math, science, foreign language, music, and art history. Your persistence in these areas will help you win the game.

Hint Calls

When you begin the game, Dr. Brain gives you a hint watch (with one hint call left). If you get stuck trying to solve a puzzle, press the hint watch button from the top of your puzzle bar (for more details, see *How the Puzzle Box Works*).

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

In other puzzles a hint call will buy a strategy (think about 'em) hint about



solving the puzzle. If a hint call buys this kind of hint, you can press the hint call button repeatedly without using more hint calls.

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

Difficulty Level

There are three difficulty levels in the *Island of Dr. Brain*. You can set the difficulty level to Novice, Standard, or Expert at any time. The higher the difficulty level, the more points you will earn for solving the puzzles and the more your brain will ache.

If you replay one of the puzzles in the *Island of Dr. Brain*, you will discover that it requires a new and different solution. Therefore, you may receive one additional point for up to three replays of any puzzle. In some puzzles, such as the Coconut Tree Word Search, you can receive even more additional points.

How the Puzzle Box Works

Most puzzles come up in a puzzle box. Each puzzle box has three buttons as follows:

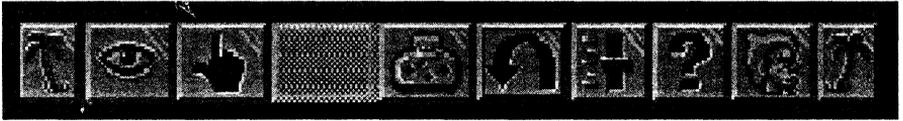
Hint Call Button: Pressing the **Hint Call Button** gets you more help (hints) with the puzzle if you have any hint call charges left. For more information on hint calls, see the previous section entitled *Hint Calls*.

Exit: Pressing the **Exit** button closes the puzzle box. If you are unable to complete the puzzle or want to quit the game and do something else, pressing the **Exit** button will allow you to leave the puzzle and come back to it later.

Question Mark: Pressing the **Question Mark Button** tells you about the puzzle — what you need to do, how to use the controls, and what kind of help your hint calls will supply.

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 as follows:



From Left to Right:

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. When you select an inventory **Item**, it will show in the frame.

Inventory: Looks like a beach 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*.

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

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 the game.

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 island locale you currently occupy.

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

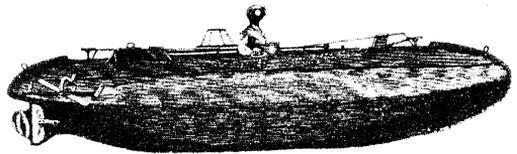
THE ACHIEVEMENT BOARD

To examine your progress and score in the game, consult the Achievement Board. You carry the Achievement Board around with you in your inventory. You may examine the Achievement Board at any time. Simply move the mouse cursor to the top of the screen and select the Inventory Icon. Now you'll see the Achievement Board Icon. Look at the Achievement Board at any time to find out your current score and discover which skills you've mastered.

As you complete puzzles in the *Island of Dr. Brain*, each category of your Achievement Board will have a bronze, silver, or gold placard affixed to it. If a placard is affixed to the Achievement Board in one of the categories, this means you've solved one of the puzzles for that skill area. A bronze placard is awarded for Novice Level players, a silver placard for Standard Level players, and a gold placard for Experts.

NAVIGATING THE CEREBRAL HEMISPHERE

In order to get to the Island, you need to tell Dr. Brain's pilot where to go. To help you in this task, fourteen important landmarks are indicated on the following chart of the Cerebral Hemisphere.



Now What?

On Easy Level, the imaginary north-south line (Longitude) measuring at 0 degrees and the imaginary east-west line (Latitude) measuring at 0 degrees intersects at the castle. For example, suppose you need to instruct Dr. Brain's pilot to go to Ventricle Bay. Since Ventricle Bay is 14 degrees South and 92 degrees East of the castle, use the parallel rulers to line off these two locations.

Begin by marking the latitude location. (When you move the parallel rulers, notice how the degrees of latitude in the upper left-hand corner of the screen automatically increase South as you move down and North as you move up.) Move the parallel rulers cursor down to 14 degrees South and select it by pressing your mouse button or ENTER key.

Now mark the longitude location. (When you move the parallel rulers, notice how the degrees of latitude in the upper left-hand corner of the screen automatically increase West as you move left and East as you move right.) Move the parallel rulers right to 92 degrees East and select it by pressing your mouse button or ENTER key.

If you do this correctly, you'll land on the beach of the island and begin the game. If you miss, just try again. With a little practice, you'll become an experienced navigator in no time!

As a Matter of Fact...

Latitude and longitude lines are an important feature of most maps and charts. They can be very useful. Latitude and Longitude refer to imaginary lines that navigators and map makers use. The imaginary lines that go from East to West around the Cerebral Hemisphere are called lines of latitude. Imaginary lines that run from North to South are lines of longitude. Longitude

