

OTHER
SIERRA DISCOVERY SERIES
GAMES

◆ ◆ ◆
Alphabet Blocks
Pre-readers and up

◆
Island of Dr. Brain
Ages 12 and up

◆
EcoQuest: The Search for Cetus
Ages 10 and up

◆
EcoQuest: The Lost Secret of the
Rainforest
Ages 10 and up

◆
Mixed Up Fairy Tales
Ages 7 and up

◆
Mixed Up Mother Goose
Pre-readers and up

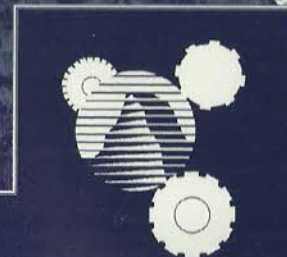
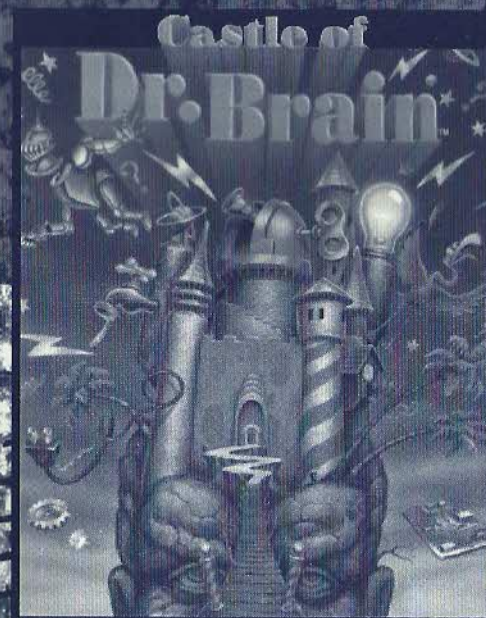
◆
Quarky and Quaysoo's Turbo Science
Ages 8 through 13

◆
Twisty History
Ages 8 and up



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SIERRA DISCOVERY SERIES



ABOUT SIERRA DISCOVERY SERIES:

The goal of the Sierra Discovery Series is to create the ideal learning environment. A time and place where learning can be fun. Several important things happen when you play a Sierra Discovery Series game.

First, as you get involved in the game's story line and solve its puzzles and problems, you develop mental skills like logic and problem-solving that are crucial to success in school, work, and life.

Second, each Sierra Discovery Series game introduces you to one or more academic subjects—like math, history, or science—in an entertaining, enjoyable context. Besides teaching facts, the games stimulate curiosity about these subjects and encourage exploring them in other games, books, and activities.

Finally, Sierra Discovery Series games make you comfortable with the world of computers. As you play, you quickly see that you cause and control the computer's actions. This can go a long way toward motivating you and creating a lifelong friendship between you and computers.

Sierra Discovery Series games are an innovative, rewarding way to learn to like to learn. We hope you'll try them all.

WELCOME! FROM DR. BRAIN



Thank you for buying my brain twisting product, the **Castle of Dr. Brain**. You will find it is like no other computer program you have ever purchased in your lifetime. I anticipate that you will learn so much and have such a great time that you will be glued to your computer for quite some time.

Inside my castle you will discover a feast of home-brewed delectables; mind-expanding puzzles for all curious young minds. This little guide includes insightful suggestions and additional creative guidance about those puzzles of mine, a delicious brain-teasing quiz, as well as a few additional goodies that will suit your tastes.

My castle is like no other. In fact, kings and queens envy me, for it is a tremendous, wonderful place. You see, I've filled it with the most bizarre and fascinating devices the world has ever seen. And I did it just for you! It shall provide you with hours of fun and challenge.

Did you know that I have devoted my entire life to creating wacky inventions? Yes, its true. And I realized something else about myself, at a very young age, too. I was not like other children. You see, while other children were learning their addition and subtraction, I was tackling



algebra, trigonometry, calculus, and studying the laws of physics. While other children played outdoors, I stayed inside to learn how mechanical devices work. Gears, pulleys, levers, and cogs fascinate me! You know? Then there were numerous experiments with electronics and robotics! Yes, I have a strong interest in many subjects. Science and math are two of my favorites! Indeed, I have filled my castle with the most astonishing, clever, and humorous inventions you'll ever roll your eyes over!

I have prepared surprises to delight, intrigue, and baffle you beyond measure. In your wildest dreams you could not imagine that such things could happen to you. I can't even begin to tell you about all of them. Just begin the **Castle of Dr. Brain** and you'll see! May you be delighted and thrilled during your tour of my castle. Here are just a few of the explorations awaiting you.

Science - Do you know your constellations? For example, can you distinguish Perseus from Ursa Major? Or how about Cancer from Orion? You will explore constellations, identify planets, and match aliens in my mysterious outer space basement.

Math - Are you hungry for addition, subtraction, multiplication, and division? Good. You will love working with numbers in my castle. In fact, using your math skills will win you treasures in my Math Marvel Puzzle. You will also arrange numbers in creative ways with my Magic Square Puzzle. Or perhaps you're up for the challenge of my number series puzzle in the clock room. Don't be late.

Programming - Practice your programming skills as you instruct my (fussy?) programmable robot. His arm is the key to your success. You will instruct him to pick up three items vital to your journey through my castle.

Language Arts - You will improve your command of the English language in several ways by working through the puzzles of my castle. Would you like to improve your vocabulary, work on your spelling, and learn other interesting

facts about our language? Good. Here are some of my favorite puzzles in the castle:

•**Hangman**

No "noose" is good news for my hangman's dummy. When you build your vocabulary, you will keep him from getting a pain in his neck. And when you replay this one, you will discover a wealth of new and challenging words.

•**Word Search**

Learning to spell words correctly is a very important skill. You will enjoy my castle word search puzzle as it deals with some of your favorite parlor games and sports as well.

•**Cipher Lock**

You won't mince words here as you unscramble wise sayings. Did you also know that the three most commonly used letters in our language are (in this order) E, T, and A? Of course you did; you learned this fact in my cipher lock puzzle at the Doce Omor room.

•**Acrostic**

How are you at arranging words? Can you do things like this:

Did you
Realize that

Brainy people
Relish language
Arts puzzles?
Indeed, they
Normally do.

And More! These are just a few of the things you will see in my castle. Please enjoy yourself and learn a lot. You see, my lab assistant, I'm very interested in your future. I have big plans for us! You and I will be faced with some of the most amazing discoveries mankind has ever known. Just think of it. Learn to be very inquisitive (if you aren't already). Bug your friends. Bug your parents. Bug your teachers. May you go out and live your dreams. I will see you in future adventures.

All right. What are some of the things you can do after solving the puzzles in my castle? Well, how about some of the following?

- *All New!* You might like to try my latest adventure, The Island of Dr. Brain. It follows the same fun format, offers an educational blend of fun new puzzles, and even regenerates new solutions every time you enter a puzzle!
- Perhaps you'd like to involve some of the other people in your life with things you learned from this game. Here are some suggestions to help get you started.

Your friends - Make your own puzzles. For example, try coming up with your own word search or acrostic puzzle.

Your parents - Show a few puzzles from the castle to them. Some good candidates are the following: the jigsaw puzzle and my castle door puzzle. Go on, let them play it if they want to. After you have their interest, show them how to complete a circuit and make binary calculations in my computer room. Ho! What fun.

Your teachers - You may wish to strike up a conversation with your computer teacher about my programmable robot. (Perhaps your teacher even has one of his or her own.) Or maybe you'd like to strike up a conversation about constellations and the planets with your science teacher. Or maybe you have some other ideas in mind? The possibilities are limitless.

- Do you enjoy research? Have you been to:

Your library - Do you like science? Check out nonfiction books written by Isaac Asimov. (His science fiction works are great, too.) Do you like brain-teasing puzzles? Check out nonfiction

books by Martin Gardner. Do you enjoy reading about the English language? Check out books by Richard Lederer.

- Read some fun puzzle books such as the following:

1. Carter, Philip and Ken Russell. Take the IQ Challenge 3. Villiers House, 41/47 Strand, London WC2N 5JE, Blandford, 1990.
2. Hamilton, Ben. Brainteasers and Mindbenders. New York, Prentice Hall Press, 1981.
3. Dr. Abbie Salny. The MENSA Genius Quiz-A-Day Book. New York, Addison-Wesley Publishing Company, Inc., 1989.
4. Castle of Dr. Brain: Puzzle and Hints Book. Oakhurst, California, Sierra On-Line, Inc., 1992.

- Learn to use a thesaurus and a dictionary.

- Two other important reference books include:

1. The Random House Children's Encyclopedia. New York, Random House, 1991.
2. Macaulay, David. The Way Things Work. Boston, Houghton Mifflin Company, 1988.