Castle of

DR. BRAIN

PuZzLe
and
HiNtS
BoOk

With over 50 diabolical *new* puzzles from Dr. Brain!

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SIERRA

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The Castle of Dr. Brain

New Puzzles!

That's right. You'll find the section of brand-new brain-teasing puzzles right in the front of this book just before the Game Hints Section.

The Castle of the Incredible Thaddeus E. Brain

The NAME OF Dr. Thaddeus Egghead Brain, believed by many to be the greatest living eccentric mathematical genius to date, has remained relatively unknown in the game community until now. Dr. Brain's Puzzle and Hints Book not only includes insightful suggestions and complete solutions about solving each of the puzzles from the game, but also a selection of brand-new puzzles. You may use this book to guide you through some of the toughest mind-benders you'll find in the game and then tease your brain all over again!

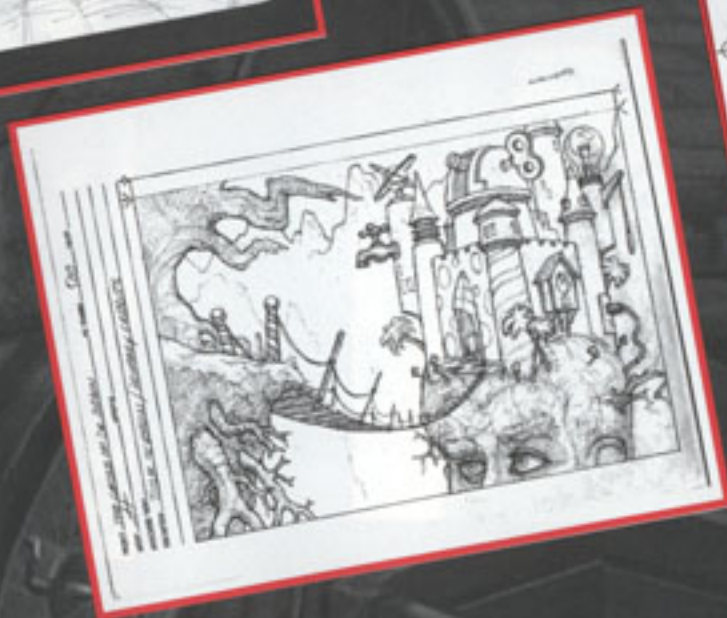Not too far from Sierra On-Line, hidden in the

mountains, is an ENORMOUS CASTLE! And this is no ordinary castle either, such as a king or queen might live in. No! This castle happens to be owned and designed by the greatest, wackiest inventor and scientist that there has ever been. Just imagine it! And such a tremendous, wonderful place it is too! If you sneak up its secluded road, you can hear strange whirring sounds coming deep

from within the castle and see strange glowing lights through the windows. Dr. Brain has lived there for many years and no one has ever been allowed inside. That is, until now. As you begin playing The Castle of Dr. Brain, you'll get a chance to see it from the inside with your own eyes. What kind of man could have created such a place?

Each painting begins as a rough sketch, is tightened into a drawing and then painted. The image is then scanned into the computer to create the picture you see.

Well, Dr. Brain is an extraordinary little man with white hair, beard, and mustache. Rarely will you see him without his lab coat. He has devoted his life to creating wacky inventions. In fact, at a very young age he realized that he was not like most kids. While other children were learning their addition and subtraction, he was tackling algebra, trigonometry, calculus, and studying the laws of physics. He also had a strong interest in astronomy and chemistry. While other children played outdoors, he stayed in exploring mechanical devices—gears, pulleys, levers and cogs. Then there were numerous electronics experiments! So very early on, he began designing the most astonishing and clever inventions you'll ever lay your eyes on!

This is where you come in. By winning The Castle of

Scenes in the game begin as many separate pieces that are explored and refined.

RM#280 BUILD ROBOT

Painted and scanned separately, they work together to create the action and adventure that make Sierra games great.

Dr. Brain, you will get to meet a genius face-to-face, work with him on future projects, and hopefully discover a few of his secrets. Most importantly, perhaps you'll explore and discover a genius inside you!

As Dr. Brain said, "In this little game you will be able to keep yourself busy with a few of my witty, mind-twisting puzzles. I hope you'll have hours of fun and challenges too. But this is by no means the most exciting thing that's going to happen to you! After you become my assistant, I am preparing so many other surprises to delight, intrigue, astonish and perplex you beyond measure. In your wildest dreams you could not imagine that such things could happen to you! Just play and see!" Good luck!

How to use this Book

This book contains every answer or at the very least some sound strategies to solving every puzzle in Dr. Brain. How you go about using it can be very important to the quality of your gaming experience.

There are two categories of hint answers in this book. In the first category, the answers of the hint questions are arranged to reveal a little bit of each puzzle solution each time you uncover one. The final, complete answers are preceded by asterisks (*). Therefore, you should only read these if you're completely stumped and have absolutely given up on the puzzle. In the second category, the answers are best represented by a picture of the completed puzzle.

Please Don't...

Although it's true if you read all the * answers or look at the solutions illustrated, you'll know the solution to these puzzles. However, you won't have had the satisfaction of solving these puzzles yourself. You'll also get through the game very quickly. Where's the fun in that? Let the problems tease your brain for a while before peeking at the * answers or glancing at the "Be Carefull" pages. And only then take just a quick peek.

New PuZzLeS
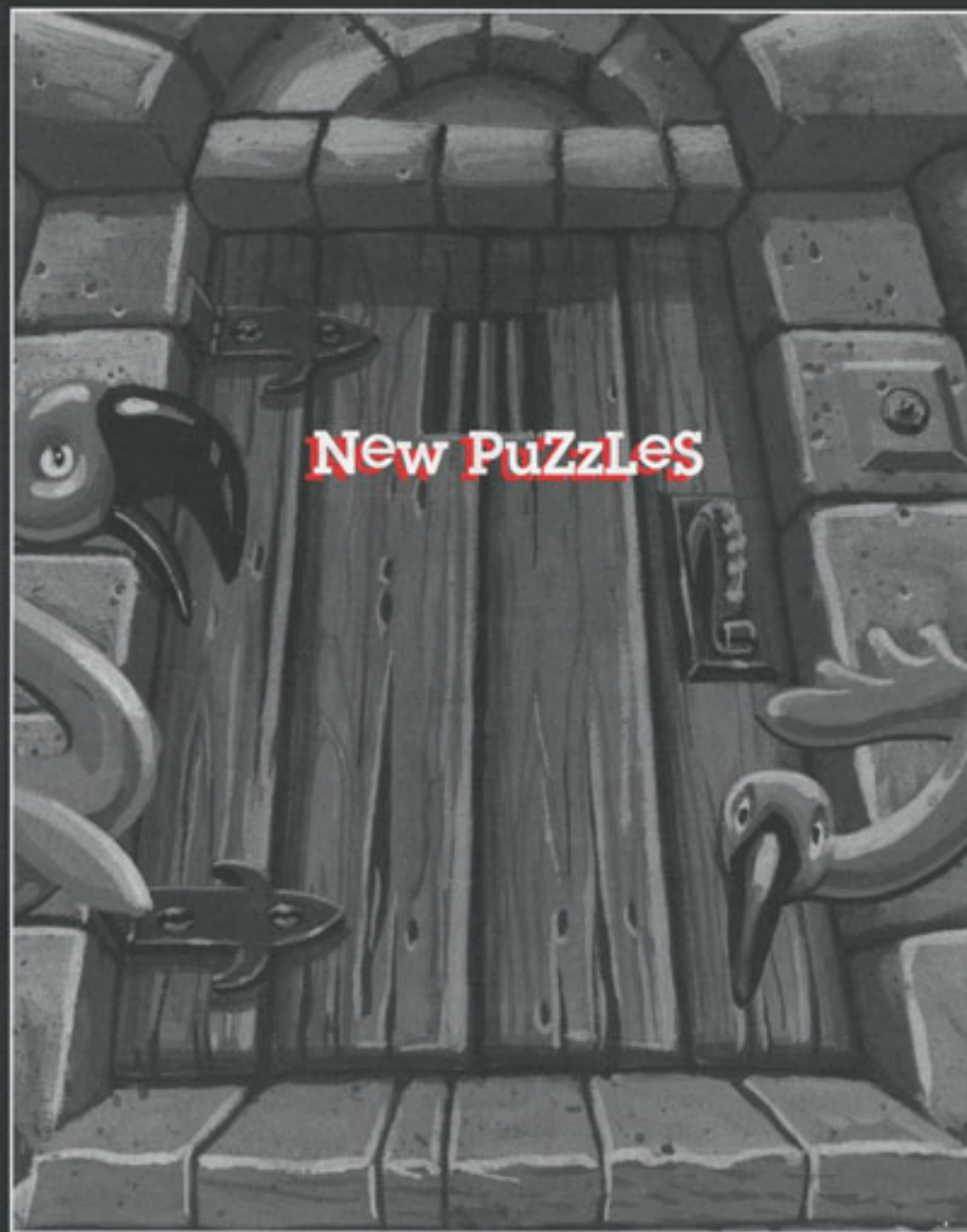
Non-Magic Square

Convert the magic square below to a non-magic square. This means that no rows, columns, or diagonals add up to fifteen.

6	7	2
1	5	9
8	3	4

(solution on page 72)

Prime-Number Magic Square

Fill in the magic square using only these prime numbers, 1, 7, 13, 31, 37, 43, 61, 67, and 73. (Each row, column, and diagonal will add up to 111.)

(solution on page 72)

Texas-Sized Magic Square

The following mammoth square contains the numbers 1 through 64. Each column, row, and diagonal is supposed to add up to 260. However, four double-lined boxes have been left blank. Complete the puzzle by filling in these four areas. The missing numbers are 53, 52, 45, 44, 39, 38, 35, 34, 31, 30, 27, 26, 21, 20, 13, and 12.

64	2	3	61	60	6	7	57
9	55	54			51	50	16
17	47	46			43	42	24
40			37	36			33
32			29	28			25
41	23	22			19	18	48
49	15	14			11	10	56
8	58	59	5	4	62	63	1

(solution on page 73)

Word Search

Find the following twenty-five items from your favorite Sierra and Dynamix Games in the word search puzzle.

BUCKAZOID•CAT COOKIE•CROWBAR•CROWN•DIARY•DINK HAIRPIN
GREEN FUR•HACKSAW•HANDCUFF•HANDKERCHIEF•HINT BOOK•LANTERN
MANDRAKE ROOT•MARIONETTE•MONOCLE•MOSQUITO NET•ROSE
DOVE•FALAFEL•FLUTE•GOLDEN BRIDLE•GOLDEN RING•GRAIL
LIBER EX DOCTRINA•LOCKET•LUTE•MAGIC ACORN•MAGNET
SITAR•SLIME•UNSTABLE ORDNANCE

| S	W	E	L	C	O	N	O	M	A	R	I	O	N	E	T	T	E
M	A	G	I	C		A	C	O	R	N	E	E	S	T	O	E	V
O	S	E	L	D	I	R	B		N	E	D	L	O	G	O	I	O
S	K	Y	G	O	L	D	E	N		R	I	N	G	I	R	K	D
Q	C	K	R	D	O	E	N	N	T	M	N	A	R	U		O	O
U	A	O	A	I	C	T	R	R	E	N	K	F	A	S	E	O	F
I	H	O	I	A	K	U	E	U	N	W		S	T	D	K	C	A
T	S	B	L	R	E	L	T	F	G	O	H	D	I	I	A		L
O	Q		I	Y	T	F	N		A	R	A	E	S	O	R	T	A
	Z	T	N	S	V	H	A	N	M	C	I	E	O	Z	D	A	F
N	U	N	S	T	A	B	L	E		O	R	D	N	A	N	C	E
E	U	I	D	R	A	C	Y	E	K	C	P	N	P	K	A	S	L
T	C	H	A	N	D	K	E	R	C	H	I	E	F	C	M	I	U
C	R	O	W	B	A	R	S	G	H	A	N	D	C	U	F	F	T
A	N	I	R	T	C	O	D	X	E		R	E	B	I	L	E

16   17

The following puzzle is an acrostic puzzle. An acrostic puzzle contains words in which a particular letter in each word is used to spell out a hidden word in the list below, count the number of letters of each word. Next, look for one of the columns with the same number of blank boxes. Now insert a word into that column. For instance, since Grail has five letters, place it in one of the columns with five blank boxes. If you correctly place each word, the bold vertical boxes in the middle of the puzzle will spell the name of a familiar Sierra character. Good luck! (solution on page 76)

1. necklace 2. chief 3. monocle 4. Grail 5. bunny
6. marionette 7. crowbar 8. buckazoid 9. cat cookie
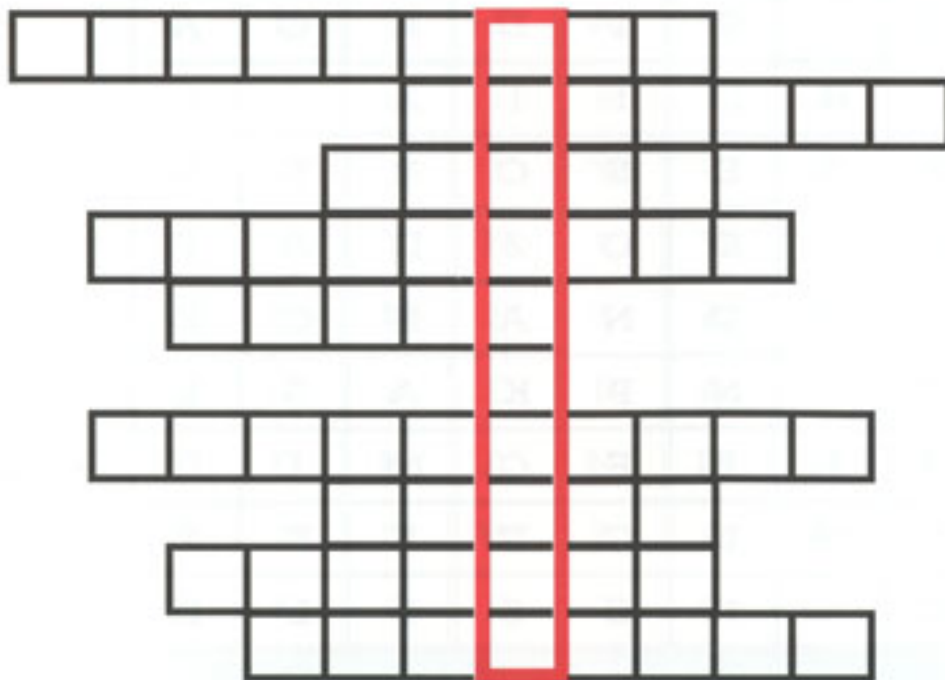
Connect the dots and you'll see one of your favorite Sierra characters.

Palindromic Acrostic Puzzle

The following puzzle is made up of ten phrases that read the same both frontward and backwards. When you've completed the puzzle correctly, you'll form another palindrome (reading vertically) in the bold boxes in the middle of the puzzle. To help make the placement of the phrases easier, the number of words in each phrase is listed on the far right side of each line. Also an example phrase has been filled in for you. The phrases you'll use are as follows:

- NIAGARA, O ROAR AGAIN! ▪ OOH, A YAHOO
- ABLE WAS I ERE I SAW ELBA ▪ IN A REGAL AGE RAN I!
- TRASH? EVEN I INTERPRET NINEVEH'S ART

- DRAW, O COWARd ▪ NURSE, I SPY GYPSIES, RUN!
- MADAM, I'M ADAM! ▪ NAME NO ONE MAN
- GOD! A DOG

		(7 WORDS)
		(3 WORDS)
		(3 WORDS)
	?	
		(BLANK LINE)
TRASH? EVEN	I	INTERPRET NINEVEH'S ART (5 WORDS)
		(3 WORDS)
		(BLANK LINE)
		(4 WORDS)
		(6 WORDS)
		(3 WORDS)
		(4 WORDS)
		(5 WORDS)

Hidden in the Picture

Find the following items hidden in the picture.

teacup ▪ music note ▪ key ▪ candle ▪ pencil ▪ cap
toothbrush ▪ baseball ▪ ruler ▪ kettle ▪ snake ▪ comb
spoon ▪ pipe
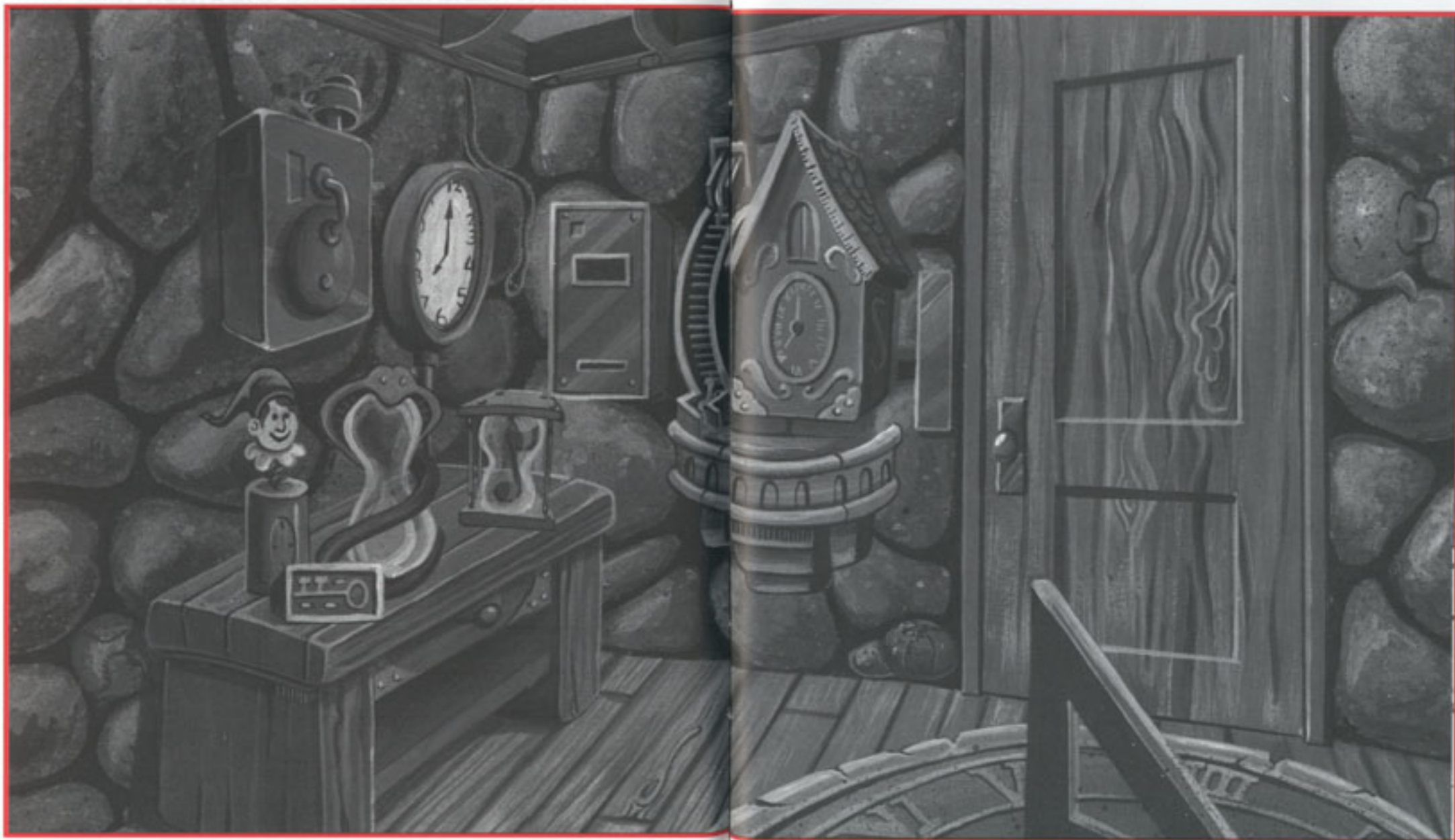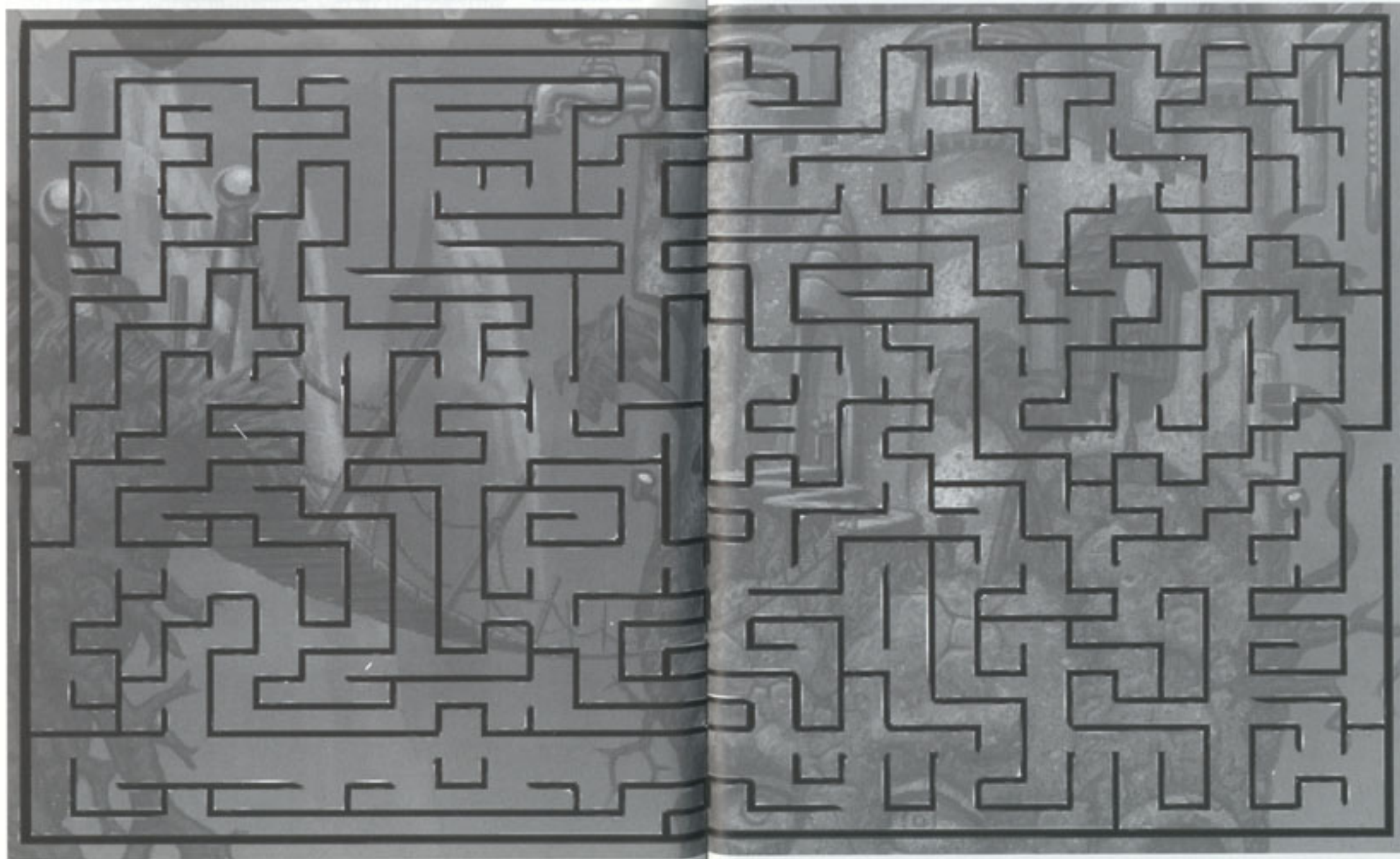
1. If it takes twelve minutes to bake a dozen cookies, how long does it take to bake two dozen cookies?

2. How do you subtract one from nineteen and come up with twenty?

3. How far can a horse gallop into the woods?

4. Is it against the law in California for a man to marry his widow's sister?

5. If you had only one match and entered a cold room that contained a lantern, a gas stove, and a fireplace, what would you light first for maximum heat?

6. How many animals of each species did Moses take aboard the Ark with him before the great flood?

7. The Bulldogs and the Running Rebels play seven football games. They each win four games. No tie or disputed games were involved. How is this possible?

8. At the party, Grandpa Joe exclaimed, "Today there are eighty-five candles on my cake." How many birthdays had Grandpa Joe had?

9. What is one thing positively which elephants have that no other animal has or can have?

10. What can speak every language in the world?

11. What is the word that almost everyone pronounces correctly?

1. Fresno and Oakhurst are forty-six miles apart. A car leaves Fresno traveling at 65 miles an hour; another leaves Oakhurst at the same time, traveling at 35 miles an hour. Which will be farther from Fresno when they meet?

2. An ordinary four-sided house stands in the distance, however, every side of the house faces south. If a bear wanders into the yard, what color will it be?

3. What's the most important use for mink fur?

4. Why is it bad to go swimming on a full stomach?

5. A boat is tied to the dock. A rope ladder hangs over the side of the boat. Each rung of the ladder is exactly twelve inches apart. There are twenty rungs on the ladder and eight are covered by water. If the tide is rising at six inches per hour, how long will it take for the water to cover eight more rungs?

6. An airplane carrying sixteen Americans and twenty-three Canadians leaves New York at 8 A.M. It's expected to arrive in Vancouver, Canada by early afternoon. On the way, the plane crashes right on the U.S. and Canadian border. Where will they bury the survivors?

7. If a dog has five yards of chain attached to the collar around his neck, and the mailbox is twenty feet away, will the dog be able to reach and bite the postal worker delivering the mail?

8. Mr. Bricker was a mean office manager who hated excessive discussion on his office telephone. One afternoon he became very upset when he overheard his secretary. She answered the phone as follows: "Good afternoon, Mr. Bricker's office...Who shall I say is calling? I beg your pardon? P as in potato, I as in Indian, S as in Sam, and H as in what, sir? H as in ham. One moment, Mr. Pish I'll see if Mr. Bricker is in." Why did Mr. Bricker yell at his secretary?

9. You have two coins in your pocket that add up to fifty five cents. One of them is not a half dollar. What are the coins in your pocket?

10. Some months have 31 days, some have 30 days. How many months have 28 days?

11. How do you jump higher than a house?

One rainy afternoon naughty Tommy Turner took his scissors and cut up his Sierra Box sleeves. Shame on him! The result was the following mixed-up titles.

Help Tommy straighten out each subtitle, then help him remember which Sierra games he owns. If you can get all twelve right, consider yourself a true Sierra gamer! If you get between six and twelve right, consider yourself well on your way to becoming a true Sierra gamer! If you get less than six right, it's time to re-play some of your favorite Sierra games. (Solution on page 79)

Sierra Games Tommy Owns:	Mixed-Up Game Subtitles
	Romancing the Death Angel
	To Heir is the Sarien Encounter
	The Perils of Pestulon
	Absence Makes the Time Rippers
	In Pursuit of the Throne
	The Secret
	So You Want to be a Human
	Trial by Revenge
	Roger Wilco and the Heart go Yonder
	Vohaul's Agent
	Pirates of Rosella
	Roger Wilco and the Fire
	Kindred Hero

1. Who had a wife and couldn't keep her?
2. A spider frightened which little Miss?
3. Who had to be nimble to avoid being burned?
4. Who lost her woolly friends?
5. Who sang for his supper?
6. The king's horses and king's men couldn't put whom back together again?
7. Who called for his pipe and bowl?
8. Who owned the flying gander?
9. Who could eat no fat, while his wife no lean?
10. Where did the old woman who fed her children broth live?

(solution on page 80)

Complete the Patterns

The following are a series of patterns. Your job is to figure out what the pattern is and complete the next logical element (represented by ...) of the series. The elements might be numbers, or letters standing for a familiar phrase or title. Let's try one together. In T I O D ..., what's the next logical letter in this series? It's B because these letters stand for the title The Island of Dr. Brain. Now try the following on your own.

T T T F F S S E N OH ...

NNO NNT NNT NNF NNF...

E G B D ...

G B D F ...

(solution on page 80)

1. Approximately how many times has your heart beat since you were born?

2. How many Friday nights are there until you're 75?

3. How many days have you been alive? (Note: don't forget leap years. Leap years have occurred on 1904 08 12 16 20 24 28 32 36 40 44 48 52 56 60 64 68 72 76 80 84 88 92.) How many minutes?

4. Ken is six-foot two inches tall. There are 2.54 centimeters in an inch. How tall is Ken in centimeters? How tall are you in centimeters?

5. Some boys took four gallons of water on their camping trip. There are .946 liters in a quart. How many liters of water did the boys take on their trip?

6. Two brothers and their sister had an Easter egg hunt in their back yard. After all the eggs had been found, Sally said to Billy, "You know, you found twice the number of eggs I found increased by twelve."

Billy said, "So what. I found only half as many as Tommy did." If Tommy found fifty-two eggs, how many total eggs were there?

7. One Saturday morning, two salesmen in a computer game store notice that the first five software packages sold have all been Sierra games. "Interesting," one says to the other, "The chances of this happening are exactly fifty-fifty." How many software packages did they have in the store that morning and how many were Sierra games?

(solution on page 80)

1. A woman and her brother were walking together. The man pointed across the street to a girl, and said: "That girl is my niece." The woman replied, "She is not my niece." Can you explain this paradox?

2. A farmer dies and leaves seventeen horses to his sons. His will reads, "To my oldest son I leave one-ninth of all my horses. To my second son, I leave one-third of all my horses. And to my youngest son, I leave one-half of all my horses." How does their lawyer, Mr. Cajoby, divide up the horses evenly without cutting the horses into pieces?

3. Police investigators break down an apartment door, which has been dead bolted and chained from the inside. In the center of the apartment, they find a dead man hanging from the ceiling by a rope around his neck. A puddle is underneath him. The room has no furniture and the walls and floors are bare. The police find all the windows have been locked from the inside and there is no sign of forced entry. There are no other doors or entries into the apartment. How did the man die?

4. A boy and his father are in a terrible accident. The father dies and the boy is rushed to the hospital emergency room. Upon seeing the boy, the surgeon says "I cannot operate on this child, he is my son." How can this be?

"My name is Nancy and I'm having a party. I'll be baking oatmeal cookies."

"Great," said John, "If I bring a knife can I come?"

"Sure," Nancy replied.

"I'm bringing sliced pineapple," said Olivia. "May I come?"

"Of course," Nancy said.

"I'm bringing pretzels," said Richard. "May I come?"

"I'm sorry," said Nancy, "You may not attend."

"I'll bring cake," said Bill. "What time should I show up?"

"Please try to make it by 2 P.M." Nancy said. "I'm looking forward to seeing you there."

"If I bring candy," said Emily, "Can I come?"

"I'm afraid not this time," Nancy said.

5. Why wouldn't Nancy let Richard and Emily attend her party? What could they bring and be able to attend?

6. Two men spend all day Saturday painting a house. At the end of the day—one had a nice clean face, while the other's face was covered with paint. When they went home, the clean-faced one hurried to a wash basin where he scrubbed his face thoroughly, while the one with paint on his face just went on his way. Why?

7. A dead man is lying face-down in the desert with a closed pack on his back. How did he die?

8. Two mothers and two daughters own thirty antique dolls. They are each moving to different parts of the country and want to divide their dolls evenly among them. How is this possible without breaking up the dolls?

GaMe HiNtS

Dr. Brain's Castle Door

Okay, I ring the bell at Dr. Brain's castle door and no one answers. How do I get in?

-
-
*

GaMe HiNtS

Dr. Brain's Castle Door

Okay, I ring the bell at Dr. Brain's castle door and no one answers. How do I get in?

- This is a game to test your memory.

- When you ring the bell, you'll notice some stones above Dr. Brain's castle door. These are your keys to getting in.

* When you press the doorbell notice which stone flashes and plays a tone. Use the hand cursor on that stone. Now two stones will flash and play tones. Use the hand cursor on these stones in the same order they flashed to you. Now, three stones will flash and play tones, etc. Try it, it's fun!
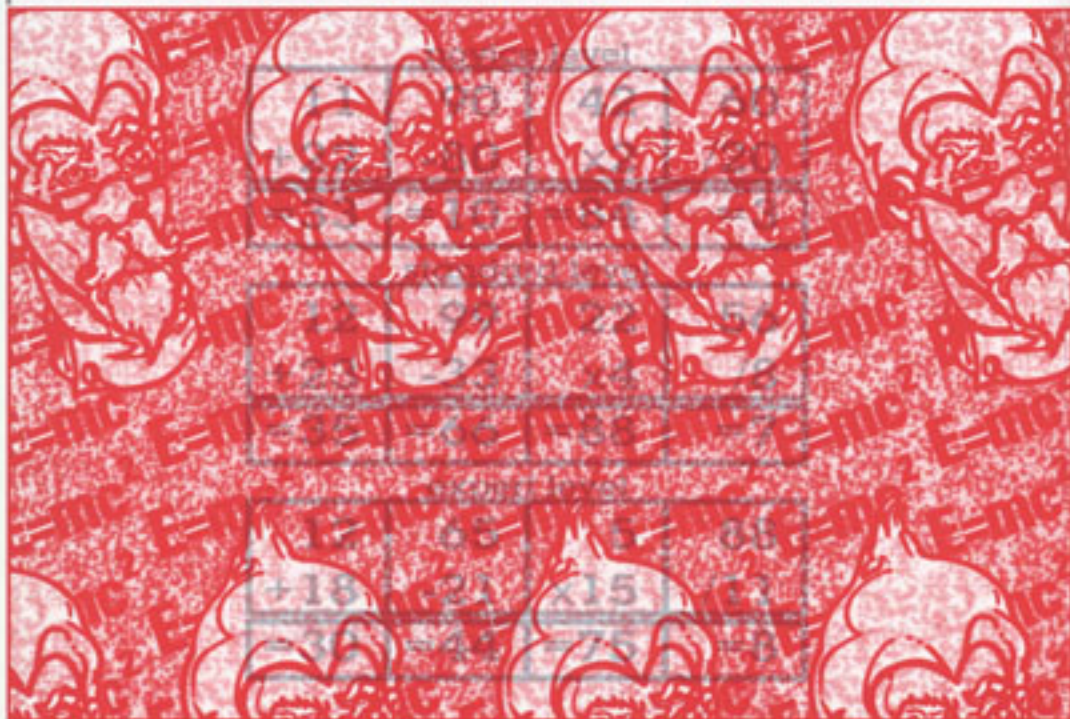
Math Marvel Puzzle Room

I'm having problems solving the Math Marvel Machine. What are the answers?

Magic Square Puzzle Room

The Magic Square Puzzle has me stumped. How do I arrange these numbers?

Math Marvel Puzzle Room

I'm having problems solving the Math Marvel Machine. What are the answers?

novice level			
11 +22	90 -80	42 ×2	60 /20
=33	=10	=84	=3

standard level			
12 +23	99 -33	22 ×4	56 /8
=35	=66	=88	=7

expert level			
12 +18	65 -21	5 ×15	88 /11
=30	=44	=75	=8

Magic Square Puzzle Room

The Magic Square Puzzle has me stumped. How do I arrange these numbers?

6	7	2
1	5	9
8	3	4

novice level
magic number=15

16	2	3	13
5	11	10	8
9	7	6	12
4	14	15	1

standard level
magic number=34

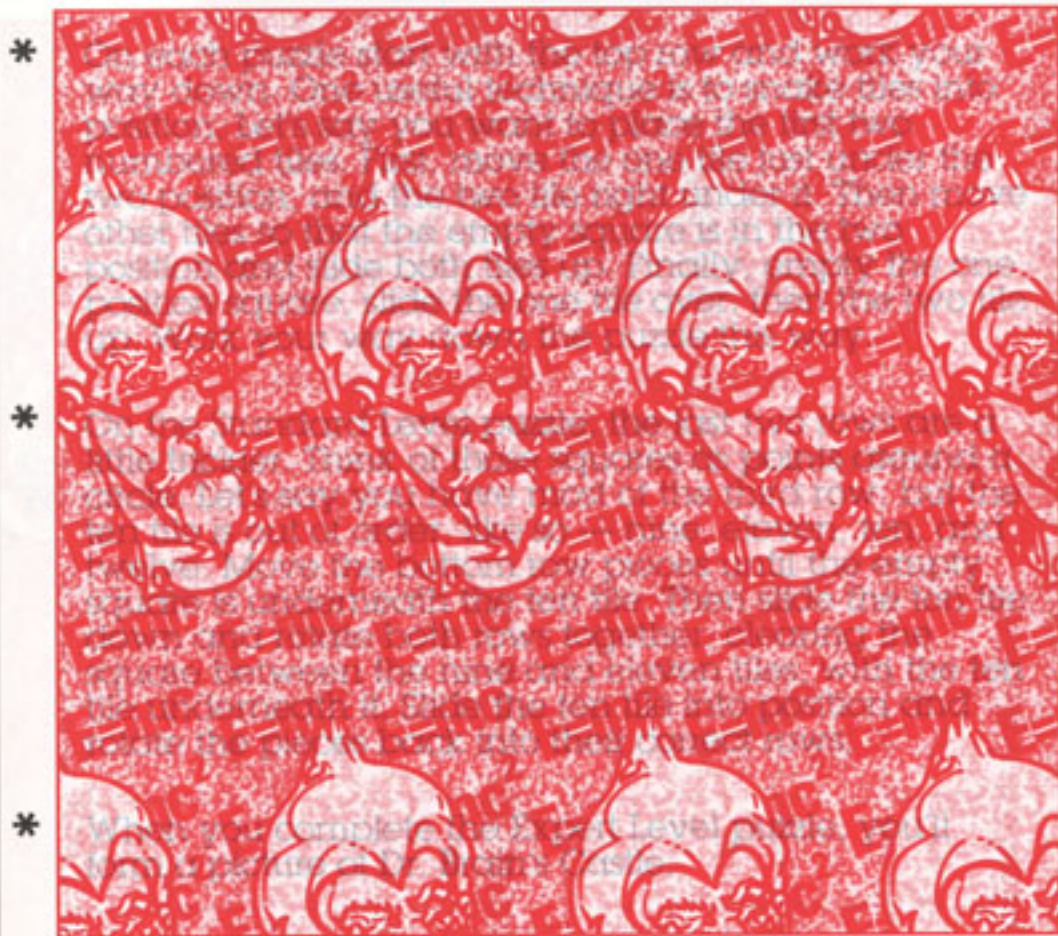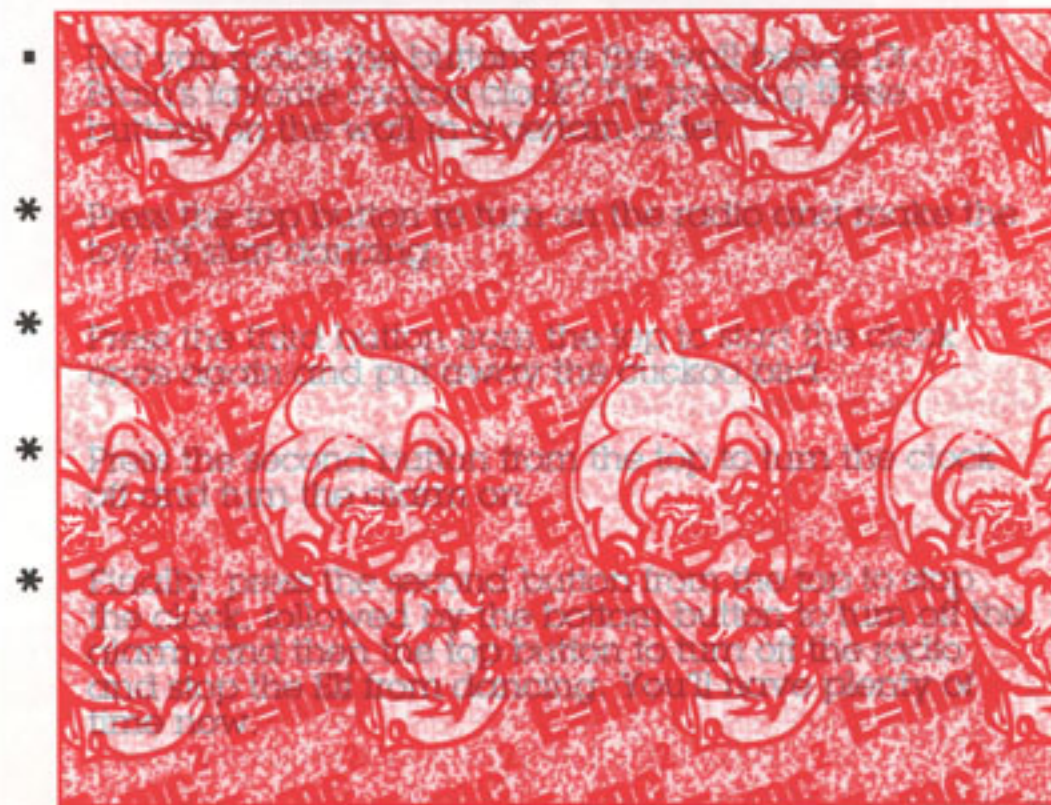| 31	3	5	25
9	21	19	15
17	13	11	23
7	27	29	1

expert level
magic number=64

The 15-Sliding Tile Puzzle

What are some techniques in solving the 15-sliding tile puzzle?

*

*

*

Clock Room

So how do I keep from running out of time?

▪

*

*

*

*

The 15-Sliding Tile Puzzle

What are some techniques in solving the 15-sliding tile puzzle?

✱ On each puzzle start with the top row and work your way down. One useful technique is to snake tiles into position. Let's say you want to place the first two numbered tiles. First, move the one tile just under the two position, and the two tile right under it. Then move other tiles so that the empty square is in the two position and slide both tiles up. Finally, empty the one position square, slide the one tile over, then the two tile up. Work your way down the puzzle this way.

✱ On the Standard Level puzzle, the last two rows are a little trickier. Think of those squares as points around a circle. Let's say you have most of the third row, but the ten tile is out of order, like so — nine, eleven, ten, and twelve. Move the bottom row pieces until the empty square is underneath the ten tile. Then slide the ten tile down and rotate both rows together, clearing the square between the nine and eleven tiles, with the ten tile underneath it. Slide the ten tile into position and rotate the pieces back into their correct rows.

✱ When you complete the Expert Level puzzle, you'll form a picture of Dr. Brain's Castle.

Clock Room

**So how do I keep from running out of time?**

▪ Did you notice the buttons on the wall beside Dr. Brain's favorite cuckoo clock? Try pressing these buttons on the wall in a certain order.

✱ Press the top button to turn on the radio and make the toy Elf start dancing.

✱ Press the third button from the top to start the clock once again and put away the cuckoo bird.

✱ Press the second button from the top to turn the clock off and turn the alarm on.

✱ Finally, press the second button from the top to stop the clock, followed by the bottom button to turn off the alarm, and then the top button to turn off the radio and stop the Elf from dancing. You'll have plenty of time now.
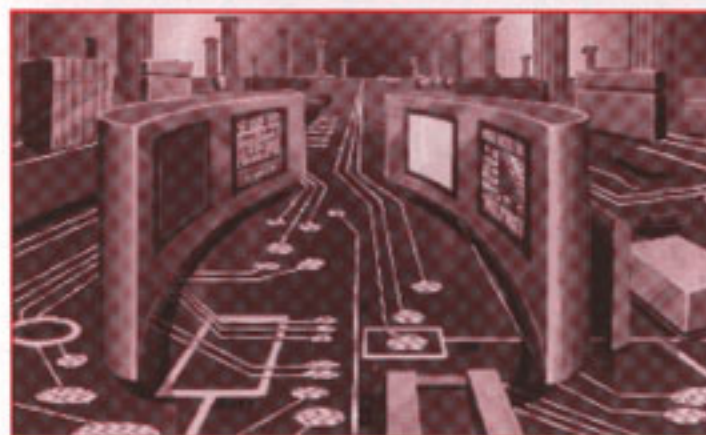
I can't figure out how to open this drawer under the Acme hourglasses. When should I flip these hourglasses?
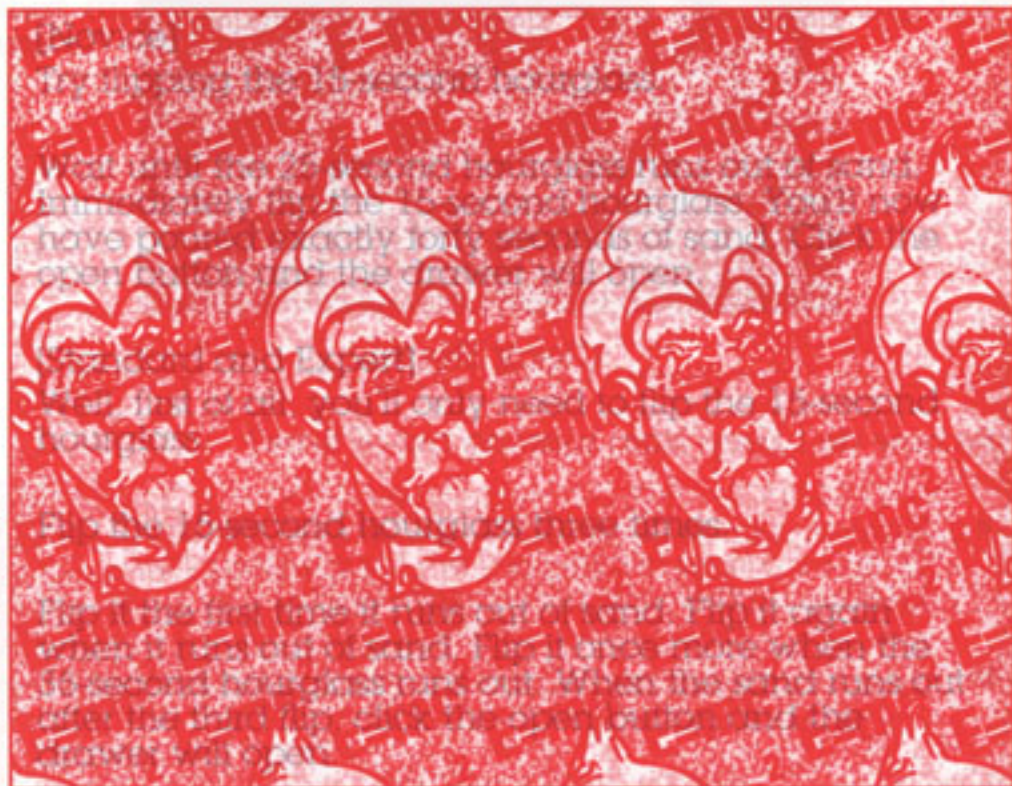
I can't figure out the correct time to punch each card. What are the correct times?
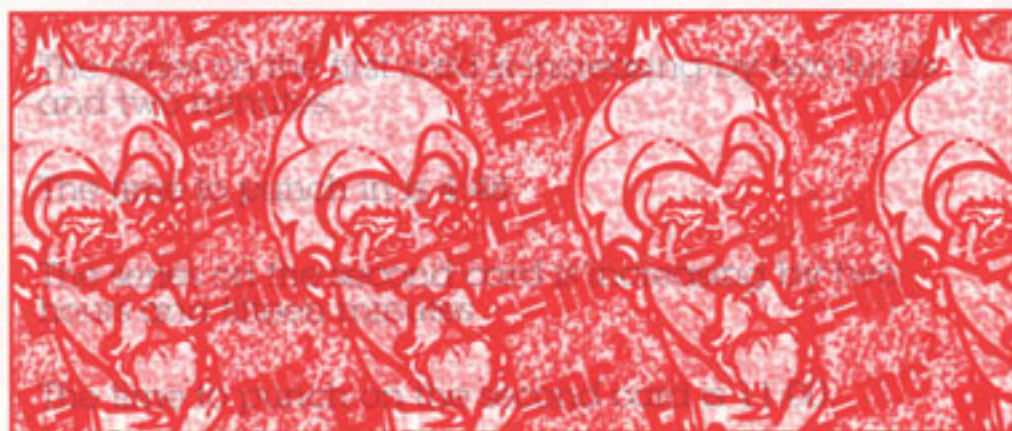
Floor Two

Computer Room

So how Do I Complete the Circuit?

I can't figure out how to open this drawer under the Acme hourglasses. When should I flip these hourglasses?

[Novice]
- Try flipping the 15-second hourglass.

✱ Wait until the 25-second hourglass runs out of sand. Immediately flip the 15-second hourglass. You'll now have poured exactly forty seconds of sand. Click the open button and the drawer will open.

[Standard and Expert]
- Well, first of all, you'll only need to flip the 15-second hourglass.

- Flip the 15-second hourglass three times.

✱ Flip it the first time it runs out of sand. Flip it again when it runs out of sand. Flip it once more when the 35-second hourglass runs out. When the sand runs out after the third flip, click the open button and the drawer will open.

I can't figure out the correct time to punch each card. What are the correct times?

- The series on the first card is increasing by two hours and two minutes.

· The time to punch in is 4:48.

- The series on the second card is increasing by two hours and fifteen minutes.

✱ The time to punch on the second card is 11:00.

- The series on the last card is a little trickier. It starts by increasing by ten hours and nine minutes, then nine hours and nine minutes, then finally eight hours and nine minutes.

✱ The time to punch on the third card is 1:45.

Floor Two

Computer Room

So how Do I Complete the Circuit?

- Place each component to form a complete circuit, from lower left to lower right.

✱ Starting from the lower left-hand side, place the battery in the first position, the switch in the second position, the resistor in the third position, the coil in the fourth position, and finally the capacitor.

So how do I work the binary conversion computer?

Robot Maze Room

How can I make a left-hand turn in the robot maze?

So how do I work the binary conversion computer?

- One fun strategy is to just play with the numbers, changing zeros to ones until you get the light on the right-hand side of each row to turn on.

- The key to understanding these binary numbers is in becoming comfortable with powers of two. Look at this diagram.

1	1	1	1	1	1	1	1
128	64	32	16	8	4	2	1

- The binary number values in this diagram range from one (on the right-hand side) to one-hundred-and-twenty-eight (on the left-hand side) in decimal value. Each number in-between is simply raised by the next power of two. This means when you change a zero to one in the right-most column it's worth one, then increases to two in the next column, then four, then eight, then sixteen, then thirty-two, then sixty-four, and finally one-hundred-and-twenty-eight. Here are some examples of decimal-to-binary conversions to help get you started.

Convert the decimal value 3 to its binary equivalent.

3	0	0	0	0	0	0	1	1
=	-	-	-	-	-	-	2	1

$$(3 = 2 + 1 = 00000011)$$

Convert the decimal value 14 to its binary equivalent.

14	0	0	0	0	1	1	1	0
=	-	-	-	-	8	4	2	-

$$(14 = 8 + 4 + 2 = 00001110)$$

Convert the decimal value 255 to its binary equivalent.

255	1	1	1	1	1	1	1	1
=	128	64	32	16	8	4	2	1

$$(255 = 128 + 64 + 32 + 16 + 8 + 4 + 2 + 1 = 11111111)$$

Robot Maze Room

How can I make a left-hand turn in the robot maze?

- You can't. Notice how the robot bounces off every wall it hits?

* Before changing an inactive intersection to active, wait until the robot crosses the intersection. Once the robot crosses an intersection, click on that intersection to make it a right-hand turn. When the robot bounces off the wall upon its return, it will now turn the direction you wanted to go.

How do I get through this maze anyway?
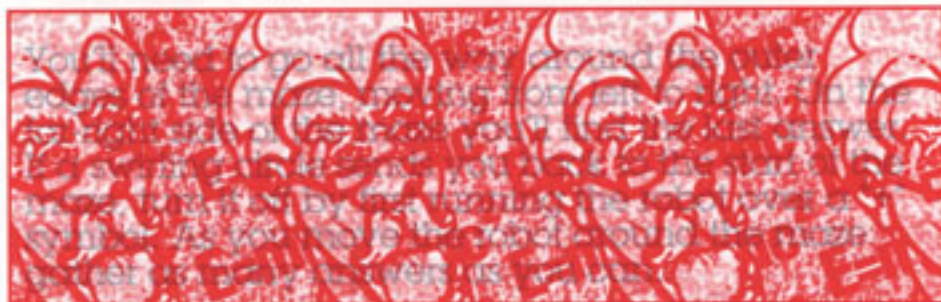
State-of-the-Art Riddle Computer Doorway

What are the answers to these riddles and where do you get them?

Building / Programming Robots Room

Which robot head is which?

The iron-faced robot and I were just starting to get along when "Poof!" its head turned into a jack-in-the-box!

How do I get through this maze anyway?

* You'll need to go all the way around the outer edges of the maze, moving from left to right. On the far-right side of the maze you'll find the last answer. If a swirling circle sends you back to the start of the maze, turn it off by first running the robot over a "+" symbol. As you move the robot around the maze gather as many answers as you can.

State-of-the-Art Riddle Computer Doorway

What are the answers to these riddles and where do you get them?

* Complete the robot maze first to collect answers.

  The robot riddles are as follows:

  1. What's special about the way a robot plant grows?

     Answer: C—It has square roots.

  2. What kind of computer does a dairy farmer use?

     Answer: E—A cowculator.

  3. Why do robots always take the longest path between two points?

     Answer: D—To avoid short circuits.

  4. What do robot rabbits do best?

     Answer: A—Multiply.

  5. What should you do when a robot is having a heart attack?

     Answer: B—Apply CPU.

Building / Programming Robots Room

Which robot head is which?

* Saucer head is the dishonest robot and will disobey your program exactly.

* Propeller head is dishonest half the time and will disobey every second line of your program.

* Iron face is the honest robot and will follow your program exactly.

The iron-faced robot and I were just starting to get along when "Poof!" its head turned into a jack-in-the-box!

* Dr. Brain's been meaning to get some new equipment.

* I'm afraid it broke. You'll have to try another robot head or restore your game and play the Novice level setting.
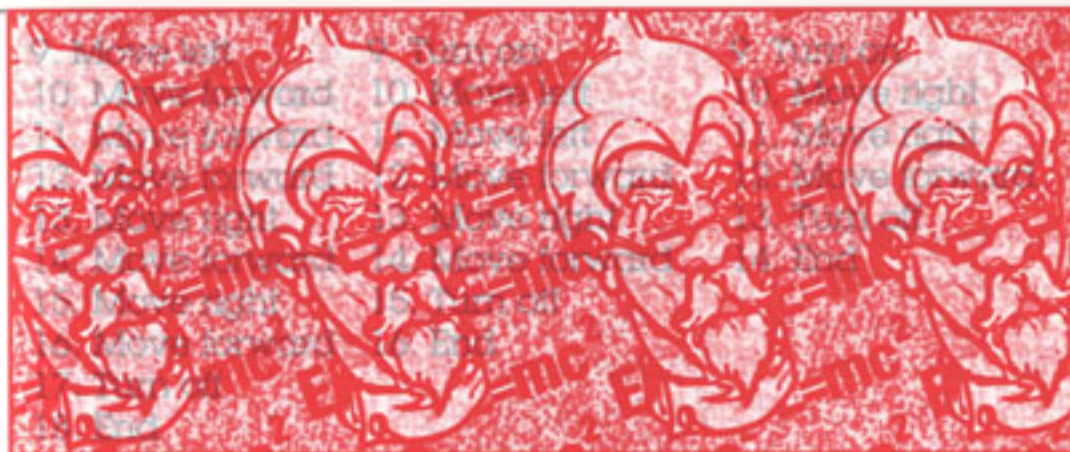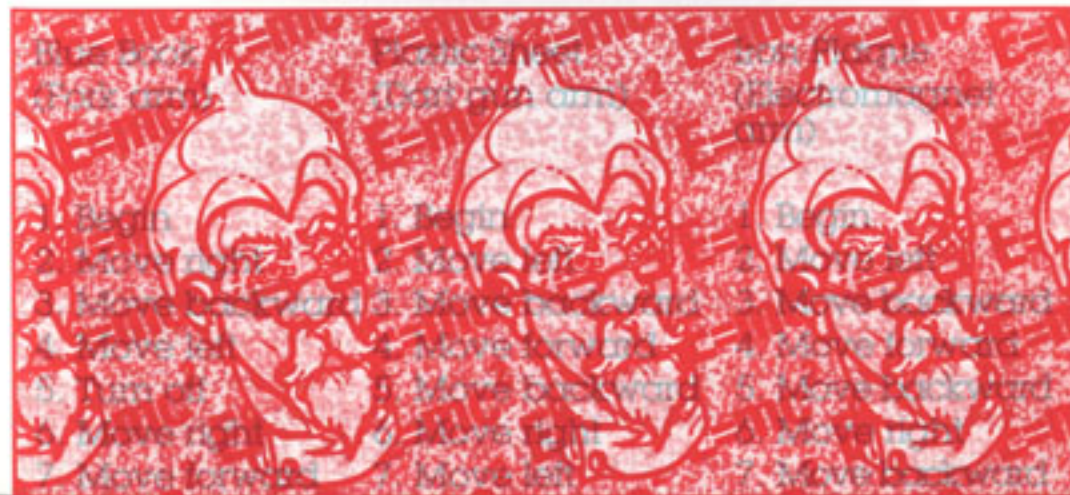
Which robot arm lifts which object?

*
*
*

I've built a robot, but how do you program it?

Iron-Face Robot Head's Programs

Propeller Head's Programs

Which robot arm lifts which object?

* Use the fork for lifting the blue book.
* Use the rubber dart gun to lift the green plastic clue sheet.
* Use the magnet arm to lift the gray iron plaque.

I've built a robot, but how do you program it?

Iron-Face Robot Head's Programs

Blue Book (Fork arm)	Plastic Sheet (Dart gun arm)	Iron Plaque (Electromagnet arm)
1. Begin	1. Begin	1. Begin
2. Move right	2. Move left	2. Move left
3. Move forward	3. Move forward	3. Move forward
4. Move left	4. Move forward	4. Move forward
5. Turn on	5. Move forward	5. Move forward
6. Move right	6. Move right	6. Move right
7. Move backward	7. Move right	7. Move forward
8. Move left	8. Move right	8. Move left
9. Move left	9. Turn on	9. Turn on
10. Move forward	10. Move left	10. Move right
11. Move forward	11. Move left	11. Move right
12. Move forward	12. Move forward	12. Move forward
13. Move right	13. Move right	13. Turn off
14. Move forward	14. Move forward	14. End
15. Move right	15. Turn off	
16. Move forward	16. End	
17. Turn off		
18. End		

Propeller Head's Programs

Blue Book (Fork arm)	Plastic Sheet (Dart gun arm)	Iron Plaque (Electromagnet arm)
1. Begin	1. Begin	1. Begin
2. Move right	2. Move left	2. Move left
3. Move backward	3. Move backward	3. Move backward
4. Move left	4. Move forward	4. Move forward
5. Turn off	5. Move backward	5. Move backward
6. Move right	6. Move right	6. Move right
7. Move forward	7. Move left	7. Move backward

Saucer Head's Programs

Word Puzzle Room

Where are all twenty-five words in the word search puzzle?

You'll find all twenty-five words listed in your game documentation. (Refer to the section entitled "Dr. Brains Ultra Top Secret Decoder Grid."

8. Move left
9. Move right
10. Move forward
11. Move back
12. Move forward
13. Move left
14. Move forward
15. Move left
16. Move forward
17. Turn on
18. End

8. Move right
9. Turn off
10. Move left
11. Move right
12. Move forward
13. Move left
14. Move forward
15. Turn on
16. End

8. Move left
9. Turn off
10. Move right
11. Move left
12. Move forward
13. Turn on
14. End

7. Move forward
8. Move right
9. Move right
10. Move back
11. Move back
12. Move back
13. Move left
14. Move back
15. Move left
16. Move back
17. Turn on
18. End

7. Move left
8. Move left
9. Turn off
10. Move right
11. Move right
12. Move back
13. Move left
14. Move back
15. Turn on
16. End

7. Move back
8. Move right
9. Turn off
10. Move left
11. Move left
12. Move back
13. Turn on
14. End

Saucer Head's Programs

Blue Book
(Fork arm)

Plastic Sheet
(Dart gun arm)

Iron Plaque
(Electromagnet arm)

1. Begin
2. Move left
3. Move back
4. Move right
5. Turn off
6. Move left

1. Begin
2. Move right
3. Move back
4. Move back
5. Move back
6. Move left

1. Begin
2. Move right
3. Move back
4. Move back
5. Move back
6. Move left

Floor Three

Word Puzzle Room

Where are all twenty-five words in the word search puzzle?

You'll find all twenty-five words listed in your game documentation. (Refer to the section entitled "Dr. Brains Ultra Top Secret Decoder Grid."

```
Y  T  Q  T  I  C  T  A  C  T  O  E  N  R  B
E  N  G  O  L  F  L  L  A  B  T  O  O  F  R
R  E  J  A  C  K  S  O  N  I  M  O  D  U  E
O  X  I  B  V  D  R  R  J  M  V  D  B  I  T
C  S  T  R  A  E  H  I  A  R  E  K  O  P  T
B  N  R  T  C  S  M  G  N  H  O  J  W  T  L
I  I  K  C  A  J  K  C  A  L  B  A  L  G  L
L  O  O  P  F  C  H  E  S  S  S  X  I  N  A
L  S  A  V  A  S  M  U  T  G  F  O  N  Y  B
I  I  N  B  P  Q  C  R  I  B  B  A  G  E  E
A  N  A  A  U  D  N  J  R  O  A  M  Y  K  S
R  N  D  N  Z  O  D  I  B  Z  Z  L  E  C  A
D  E  M  D  Z  U  D  E  N  N  I  S  L  O  B
S  T  V  Y  L  G  U  S  R  E  K  C  E  H  C
J  A  T  S  E  O  H  S  E  S  R  O  H  F  I
```

Which games do I use for the acrostic puzzle?

You'll use the following games:
chess, checkers, dominoes, tic tac toe, backgammon, bridge, poker, blackjack, cribbage, hearts, and spades.

I'm having trouble with the tangram puzzle.

-
-
*

What's the jigsaw puzzle supposed to look like?

Which games do I use for the acrostic puzzle?

You'll use the following games:

chess, checkers, dominoes, tic tac toe, backgammon, bridge, poker, blackjack, cribbage, hearts, and spades.
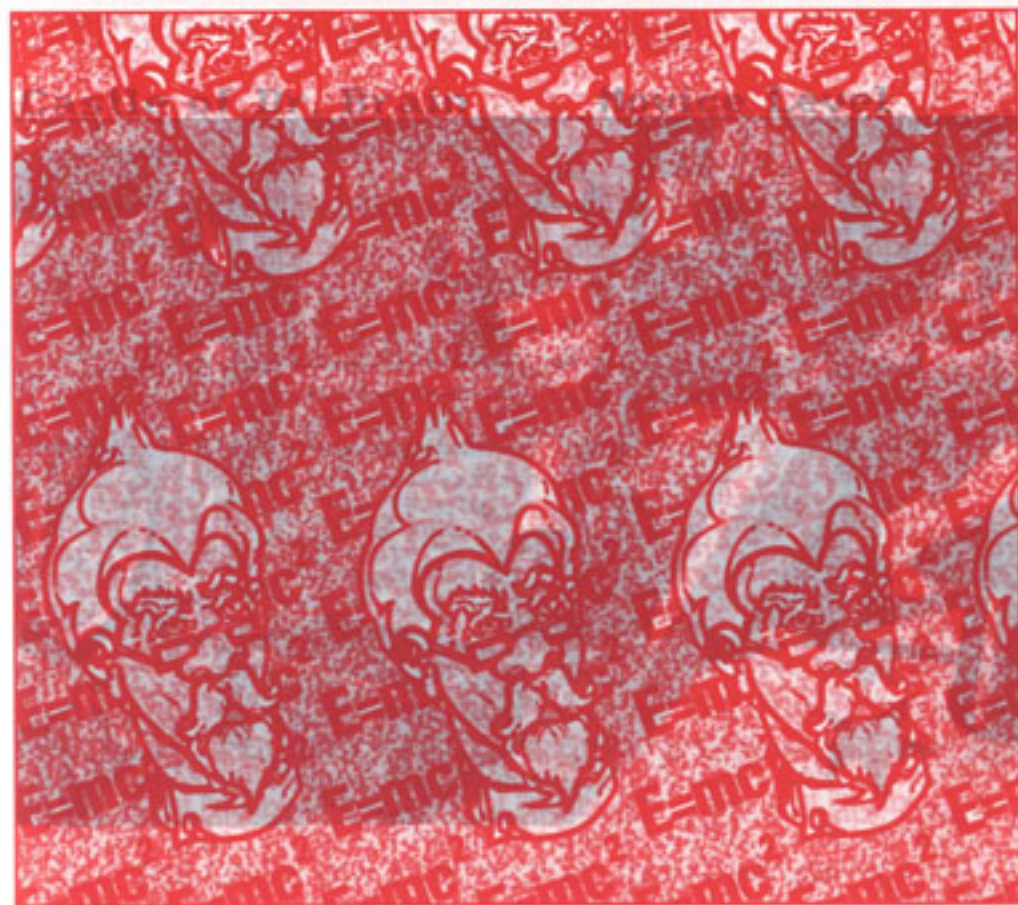
	S	P	A	D	E	S		
H	E	A	R	T	S			
	C	R	I	B	B	A	G	E
	B	L	A	C	K	J	A	C	K
	P	O	K	E	R			
	B	R	I	D	G	E		

B	A	C	K	G	A	M	M	O	N
T	I	C		T	A	C		T	O	E
	D	O	M	I	N	O	E	S
	C	H	E	C	K	E	R	S
	C	H	E	S	S			

I'm having trouble with the tangram puzzle.

- As you place each piece, do you notice a pattern?

- Arrange the tangrams to form a word.

✱ Arrange the tangrams to spell the word Enter.

What's the jigsaw puzzle supposed to look like?

Castle of Dr. Brain   Novice Level

Doce Omor Room

How do I get in Dr. Brain's Safe?

- You break into the...

I keep hanging the Hangman dummy. Are there some helpful hints on hangman?

How do I get into the locked cabinet below the wall chart?

- You need to...

Where do I get the token for the Cipher Monitor door?

I give up. What's the decoded message on this door?

Doce Omor Room

How do I get in Dr. Brain's Safe?

- You can get into the safe by a process of elimination and trial and error.

* On the first line, start by guessing all the same symbols, for instance, all hearts. If you get one right, on the next line guess one heart and two of another symbol, such as two oranges. If you get two right, then guess one heart, one orange, and one of the remaining symbols. Now just keep working with the symbols until they all fall in place.

I keep hanging the Hangman dummy. Are there some helpful hints on hangman?

- Sure. Did you notice the chart on the wall?

- The most common letters to guess are E, T, and A — so you're usually better off to guess these letters first.

- Some other common letters are O, I, N, S, H, R, D, L, and U.

* Here's the words you'll encounter in this puzzle: elevator, honest, antelope, entrance, train, session, pattern, doctor, resistance, rental, password, brains, complete, editorial, newspaper, magazine, western, and dentist.

How do I get into the locked cabinet below the wall chart?

- You need to get three access codes.

* Play and win Hangman three times to get these codes.

Where do I get the token for the Cipher Monitor door?

* Look in the locked cabinet below the chart on the wall. To get into this cabinet, play and win Hangman three times.

I give up. What's the decoded message on this door?

* The Novice level message is "Your mind is the key to every door. When you set your mind free, no lock can hold you, no bars restrain you." The Standard level message is "Free from every earthen tide, past stars and planets you must ride, until you reach the farther side." The Expert level message is "The elevators of the mind only operate for those who keep their minds open to new possibilities."

Where is Perseus in the Constellation Ceiling?

*

Where is Ursa Major in the Constellation Ceiling?

*

Where is Cancer in the Constellation Ceiling?

*

Where is Orion in the Constellation Ceiling?

*

I need some help matching the aliens with their homes. Which ones live where?

*

I'm having trouble identifying the planets. Which ones go where?

▪

▪

*

The Basement

Where is Perseus in the Constellation Ceiling?

* Perseus is the constellation on the far left-hand side of the screen and is made up of nine stars. If you examine closely the illustration of Perseus on the Novice level setting, you can see which nine stars you'll need to choose.

Where is Ursa Major in the Constellation Ceiling?

* Ursa Major is just to the right of Perseus and is made up of fifteen stars. If you examine closely the illustration of Ursa Major on the Novice level setting, you can see which stars you'll need to choose.

Where is Cancer in the Constellation Ceiling?

* Cancer is just to the right of Ursa Major and is made up of seven stars. If you examine closely the illustration of Cancer on the Novice level setting, you can see which seven stars you'll need to choose.

Where is Orion in the Constellation Ceiling?

* Orion is on the far right side of the screen and is made up of nineteen stars. If you examine closely the illustration of Orion on the Novice level setting, you can see which nineteen stars you'll need to choose.

I need some help matching the aliens with their homes. Which ones live where?

* Geoids live on Magma 4. Mastons live on Graviton. Winged Icarians live on Aerios. Mechroids live on Metallica. Webbed Amphitons live on Oceania. Giras live on Veldta. Strigers live on Stroud. Moleri live on Hollucidar.

I'm having trouble identifying the planets. Which ones go where?

* Remember the cryptic scroll from the Hangman safe?

* Consider the first letter of each word in the clue: My Very Energetic Mother Just Sent Us Nine Pies.

* Each word starts with the same letter as the planets orbiting the sun, from nearest to farthest—Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, Neptune, and Pluto.

Dr. Brain's Private Office

Dr. Brain's desk drawer is locked. Should I be getting in there?

- ·

- *

This job skill board is a little confusing. Can you tell me which plates match with which skills?

Dr. Brain's Private Office

Dr. Brain's desk drawer is locked. Should I be getting in there?

- Yes.

* Use the red key from the Mastermind Safe to open Dr. Brain's desk drawer. You'll find Dr. Brain's Secret Decoder Ring.

This job skill board is a little confusing. Can you tell me which plates match with which skills?

Castle of Dr. Brain   Novice Level

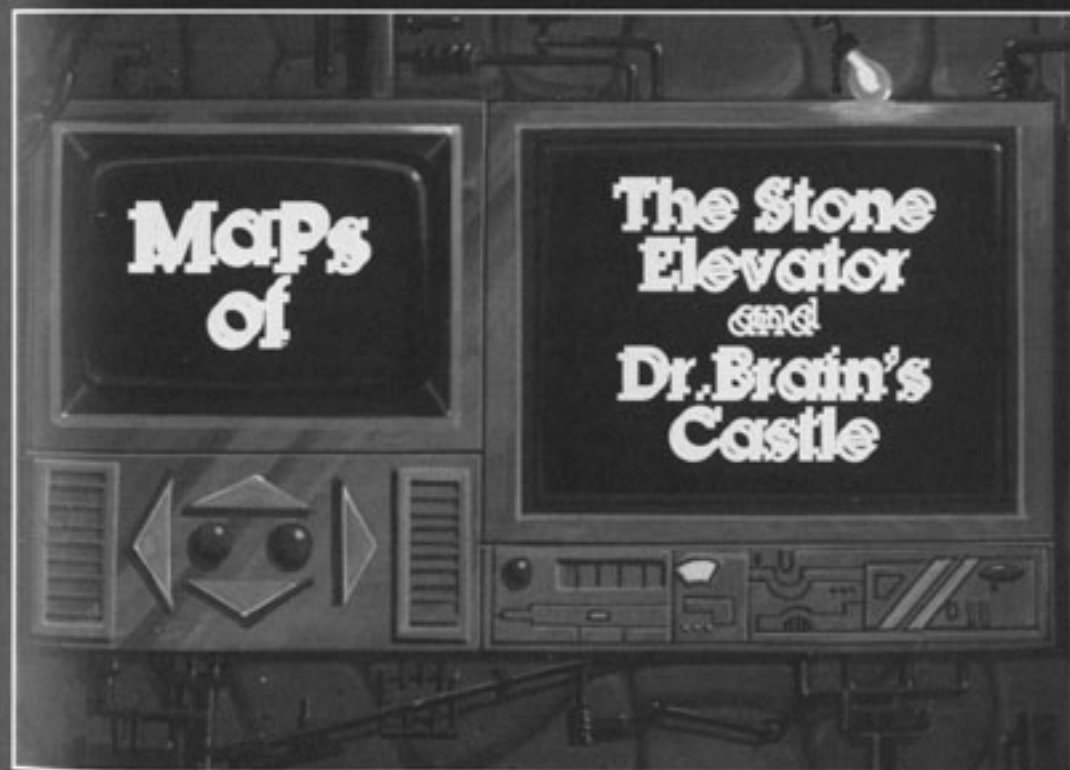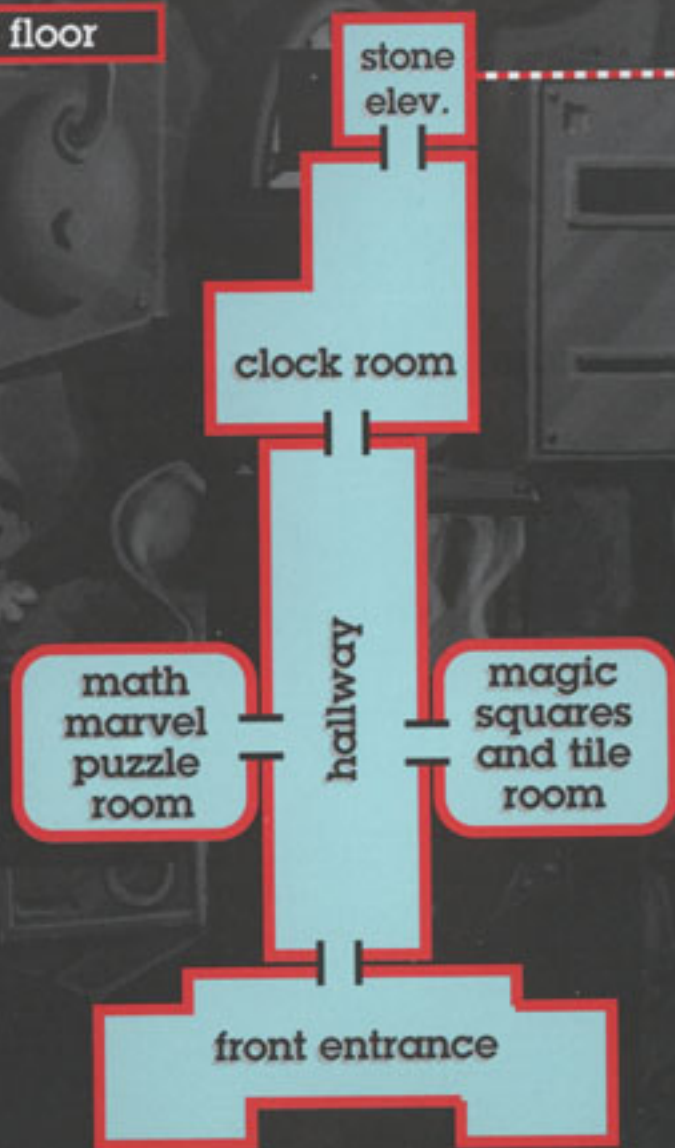How am I supposed to know how to arrange these books?
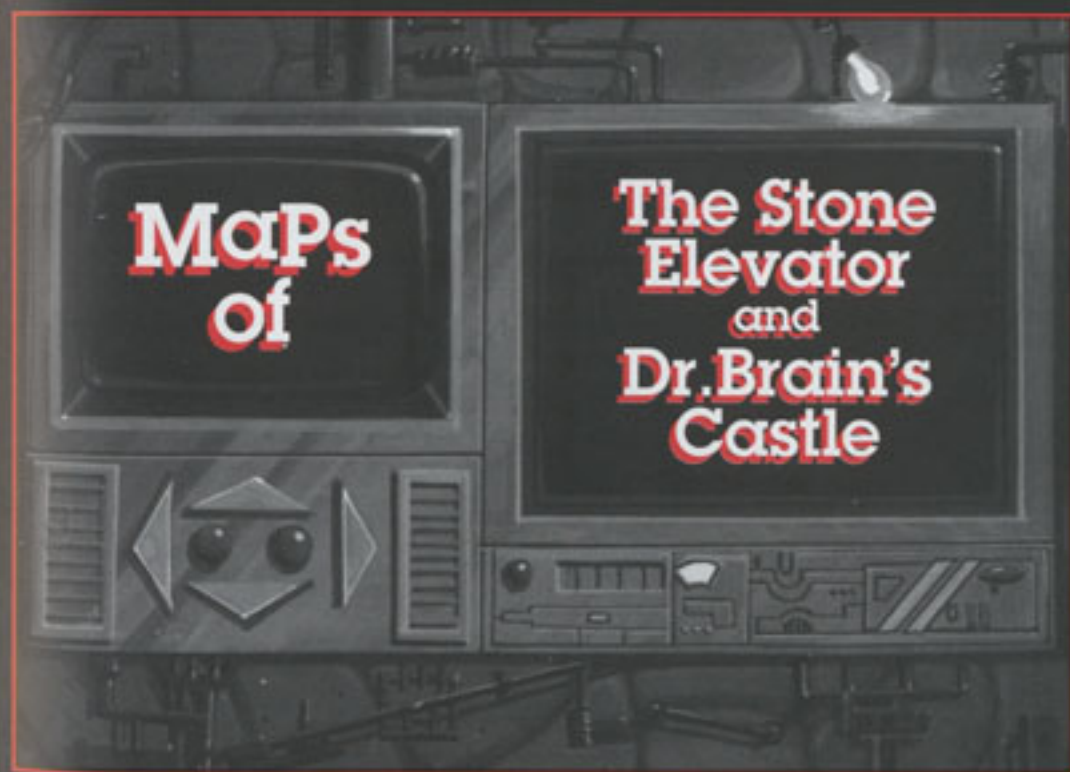
How am I supposed to know how to arrange these books?

- Did you break into the Mastermind Safe in the Doce Amor Room?

- Inside the Mastermind Safe was a step-by-step code sheet and a red key.

* Use the red key from the Mastermind Safe to open Dr. Brain's desk drawer. You'll find Dr. Brain's Secret Decoder Ring. Click the secret decoder ring on the code sheet to decipher the message. Now'll you'll have a set of instructions explaining how to arrange these books.

stone elev.

clock room

hallway

math marvel puzzle room

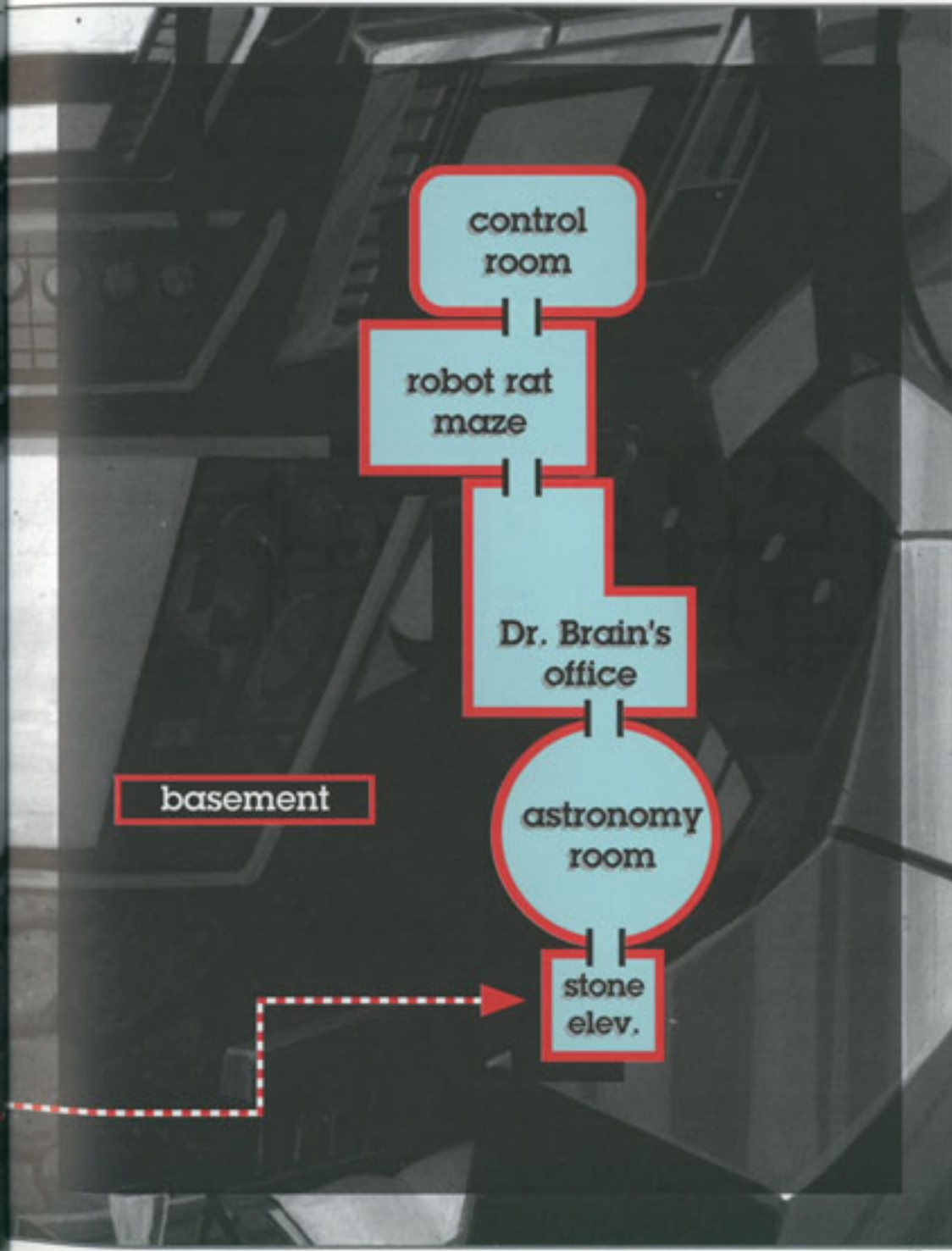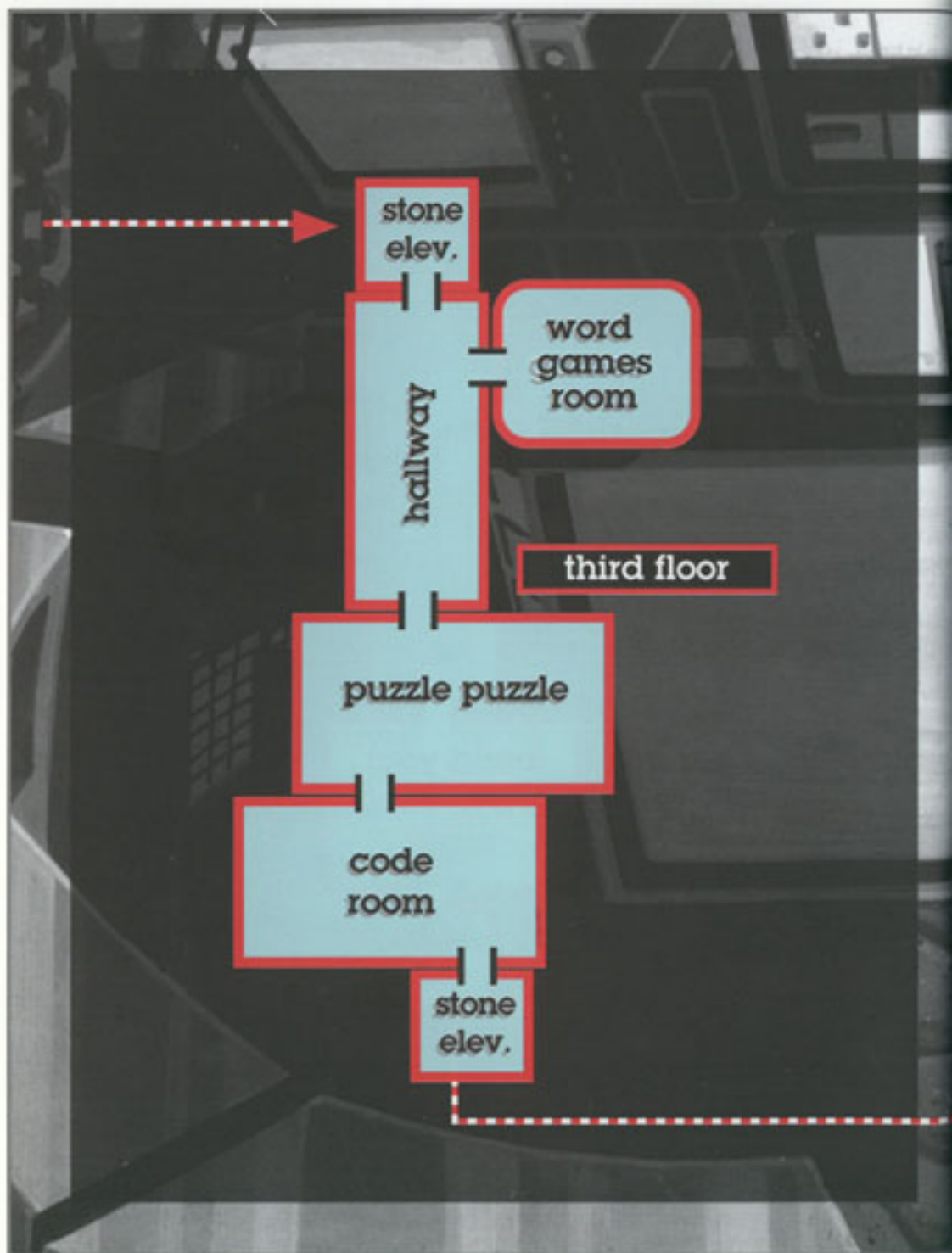magic squares and tile room

front entrance

stone elev.

binary thinking room

hallway
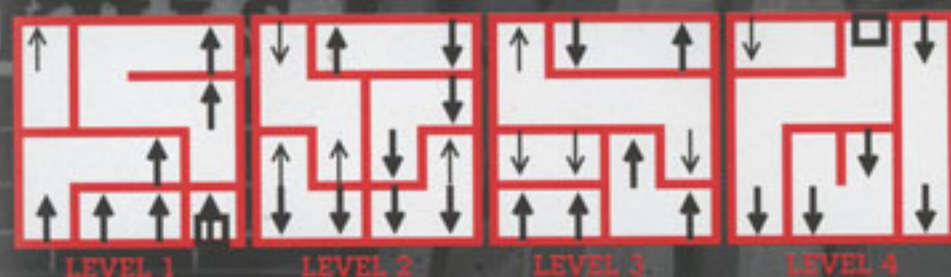
robot maze

build your own robot room

stone elev.

THE STONE ELEVATOR MAPS

GETTING FROM FLOOR 1 TO FLOOR 2

LEVEL 1　　LEVEL 2　　LEVEL 3　　LEVEL 4
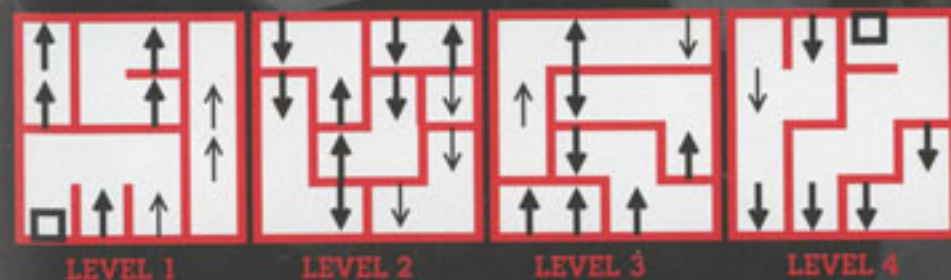
NOTE: Each maze has four levels. Start at the doorway on Level 1, follow the bold arrows up or down to correctly travel through the levels of the maze. Exit out of the doorway on level 4. Avoid the light arrows as these lead to dead-ends in the maze.

GETTING FROM FLOOR 2 TO FLOOR 3

LEVEL 1　　LEVEL 2　　LEVEL 3　　LEVEL 4

GETTING FROM FLOOR 3 TO THE BASEMENT

LEVEL 1　　LEVEL 2　　LEVEL 3　　LEVEL 4
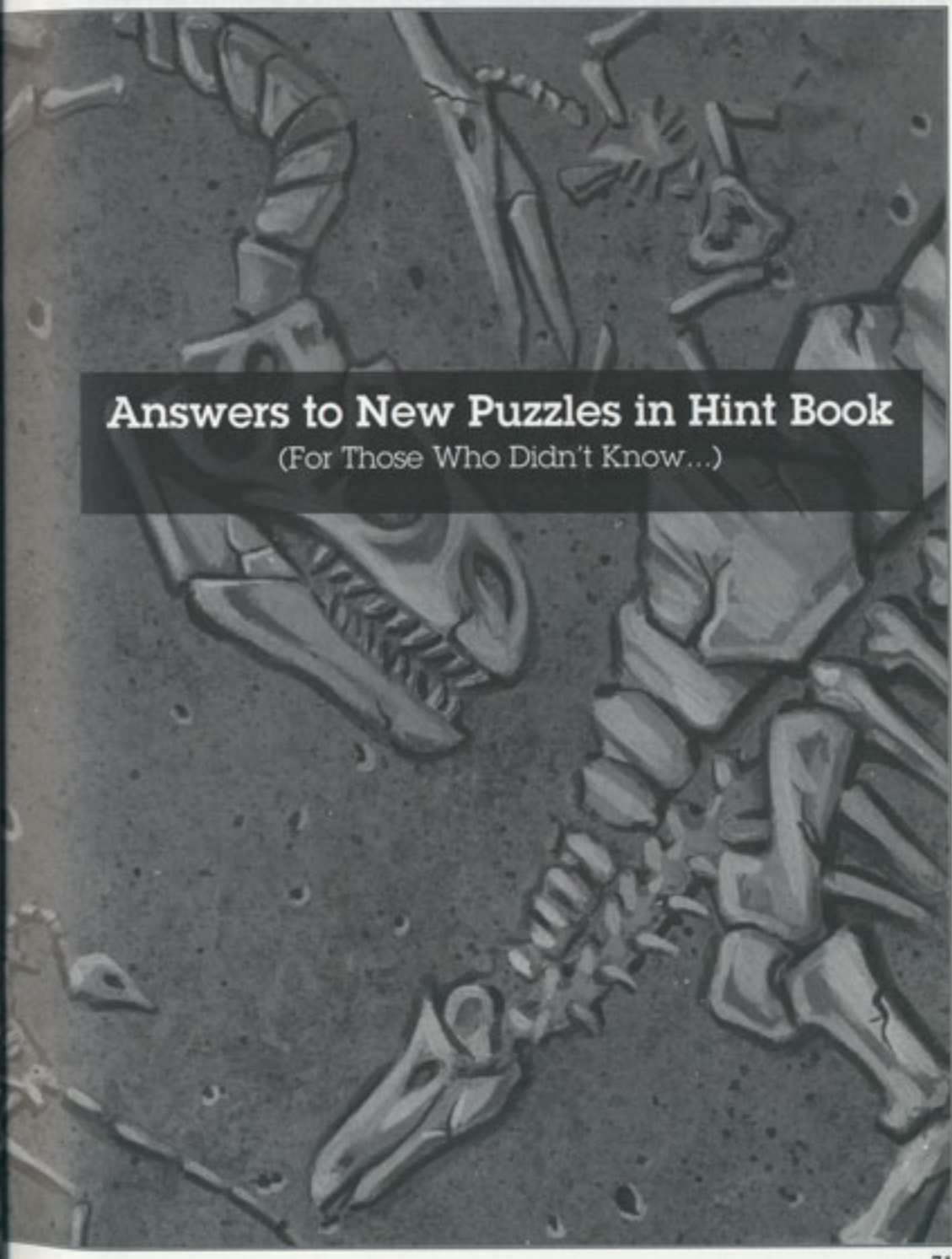
Answers to New Puzzles in Hint Book
(For Those Who Didn't Know…)

Non-Magic Square Solution

1	2	3
8	9	4
7	5	6

Prime-Number Magic Square Solution

43	61	7
1	37	73
67	13	31

Texas- Sized Magic Square Solution

64	2	3	61	60	6	7	54
9	55	54	12	13	51	50	16
17	47	46	20	21	43	42	24
40	26	27	37	36	30	31	33
32	34	35	29	28	38	39	25
41	23	22	44	45	19	18	48
49	15	14	52	53	11	10	56
8	58	59	5	4	62	63	1

```
S  W  E  L  C  O  N  O  M  A  R  I  O  N  E  T  T  E
M  A  G  I  C     A  C  O  R  N  E  E  S  T  O  E  V
O  S  E  L  D  I  R  B  N  E  D  L  O  G  O  I  O
S  K  Y  G  O  L  D  E  N  R  I  N  G  I  R  K  D
Q  C  K  R  D  O  E  N  N  T  M  N  A  R  U  O  O
U  A  O  A  I  C  T  R  R  E  N  K  F  A  S  E  O  F
I  H  O  I  A  K  U  E  U  N  W  S  T  D  K  C  A  L
T  S  B  L  R  E  L  T  F  G  O  H  D  I  I  A  L
O  Q     I  Y  T  F  N     A  R  A  E  S  O  R  T  A
   Z  T  N  S  V  H  A  N  M  C  I  E  O  Z  D  A  F
N  U  N  S  T  A  B  L  E     O  R  D  N  A  N  C  E
E  U  I  D  R  A  C  Y  E  K  C  P  N  P  K  A  S  L
T  C  H  A  N  D  K  E  R  C  H  I  E  F  C  M  I  U
C  R  O  W  B  A  R  S  G  H  A  N  D  C  U  F  F  T
A  N  I  R  T  C  O  D     X  E     R  E  B  I  L  E
```

```
c a t   c o o k i e
        c r o w b a r
        g r a i l
  b u c k a z o i d
  b u n n y

m a r i o n e t t e
      c h i e f
  m o n o c l e
    n e c k l a c e
```

ABLE WA	S	I ERE I SAW ELBA
OOH,	A	YAHOO!
GO	D	A DOG
	?	
TRASH? EVEN	I	NTERPRET NINEVEH'S ART
MADA	M	I'M ADAM
NA	M	E NO ONE MAN
	I	N A REGAL AGE RAN I!
	D	RAW, O COWARD
NI	A	GARA, O ROAR AGAIN!
NURSE, I	S	PY GYPSIES, RUN!

Twelve Teasers Solution

1. Twelve minutes, if you can fit all two dozen in the oven at the same time.
2. Use Roman Numerals. XIX - I = XX
3. A horse can gallop halfway into the woods. From then on, he's galloping out of the woods.
4. There is no law that we know of. But it would be some trick for him to marry her. To have a widow, he'd have to be dead.
5. First of all, you'd light the match.
6. Moses took no animals at all, since he had no Ark. Noah took quite a few.
7. They played against other teams.
8. Like everyone else, Grandpa Joe had one birthday. However, he celebrated it for eighty-five years.
9. Baby elephants.
10. A tape recorder.
11. "Correctly."

A Few More Tricky Ones Solution

1. When the cars meet, they will be exactly the same distance from Fresno.
2. White. The house is on the North Pole.
3. Holding minks together.
4. Swimming on a full stomach is a bit uncomfortable! You should really try swimming in bodies of water, such as a pool or lake.
5. The ladder is hooked to the boat and will rise as the boat rises. Therefore it will be impossible for more rungs to be covered, unless the boat sinks.
6. You don't bury survivors.
7. Yes. The dog can bite the postal worker because the other end of the chain isn't attached to anything.
8. Mr. Bricker's secretary obviously knew the last letter of Pish's name, since she said it when she asked "H as in what?" She did not need to know what, she only needed to know the letter. This is why mean Mr. Bricker chewed her out.
9. The coin that is not a half dollar is a nickel. The two coins are a nickel and a half-dollar.
10. They all have at least 28 days.
11. It's easy. Just stand in one place. Now jump. Now ask the house to do the same. You see—you can jump higher than the house.

Tommy's Mixed-Up Titles Solution

Tommy owns the following Sierra Games:

Sierra Games Tommy Owns:	Correct Game Subtitle
King's Quest 2	Romancing the Throne
King's Quest 3	To Heir is Human
King's Quest 4	The Perils of Rosella
King's Quest 5	Absence Makes the Heart go Yonder
Police Quest 2	In Pursuit of the Death Angel
Police Quest 3	The Kindred
Quest For Glory 1	So You Want to be a Hero
Quest For Glory 2	Trial by Fire
Space Quest 1	Roger Wilco and the Sarien Encounter
Space Quest 2	Vohaul's Revenge
Space Quest 3	Pirates of Pestulon
Space Quest 4	Roger Wilco and the Time Rippers
David Wolf	Secret Agent

Mixed-Up Mother Goose Quiz Solution

1. Peter Pumpkin Eater
2. Miss Muffet
3. Jack
4. Bo Peep
5. Tommy Tucker

6 Humpty Dumpty
7. King Cole
8. Mother Goose
9. Jack Sprat
10. a shoe

Complete the Patterns

1. These are numbers ascending by ten. The next number in the series is one-hundred ten or OHT.

2. This is a series of years, 1991, 1992, etc. The next in the pattern is NNS.

3. These are notes in the musical treble staff. The next note is F.

4. These are notes on the musical treble staff. The next note is A.

Good with Numbers

1. Get a watch and get your pulse count. To calculate your pulse: Pulse rate (beats/min) X 60 X 24 X 365.25 X your age = number of beats.

2. Solution: (75 - your age) X 52 = number of Fridays.

3. Solution: (Your age) X 365 + (Number of leap years) + (one for your last birthday) + (number of days since your last birthday).

4. Solution: 187.96 centimeters

5. Solution: 15.14 liters

6. There were eighty-five eggs. Sally found seven eggs and Billy found twenty-six eggs.

b = Billy's eggs
s = Sally's eggs
t = total number of eggs

$2b = 52$
$b = 26$

$2s + 12 = 26$
$s = 7$
$t = 52 + 26 + 7 = 85$

7. There were ten total games and nine were Sierra games.
x = number of games, y = number of Sierra games

$$y(y-1)(y-2)(y-3)(y-4) = 1/2$$
$$x(x-1)(x-2)(x-3)(x-4)$$

$$2y(y-1)(y-2)(y-3)(y-4) =$$
$$x(x-1)(x-2)(x-3)(x-4)$$

Therefore $x = 10$ and $y = 9$ (because $10 \times 9 \times 8 \times 7 \times 6 = 2 \times 9 \times 8 \times 7 \times 6 \times 5$).

1. The girl was the woman's daughter.

2. Their lawyer rides up on a horse and adds it to the farmer's horses. This makes eighteen total horses. Now he gives the older son exactly one-ninth, which is two horses. He then gives the next son one-third, which is six horses. Finally he gives the youngest son one-half, which is nine horses. This adds up to seventeen, so the lawyer takes back his horse and rides away.

3. He committed suicide by standing on a block of ice. When the ice melted, he choked to death.

4. The surgeon is the boy's mother.

5. To attend Nancy's party each person must bring an item that's one letter higher in the alphabet than the first letter of their name. Therefore, Richard could bring salsa and Emily, fish.

6. When they looked into each other's faces, each assumed his face looked like the other's face.

7. His parachute didn't open.

8. Actually there are only three owners. The two mothers are a grandmother and a mother, and the two daughters are that same mother and her daughter. Therefore, each gets ten dolls.

redits

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
Composer	Ken Allen

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

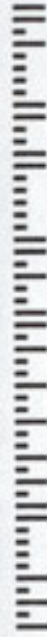|	
Additional Material:	Lori Ann Cole
Quality Assurance:	Sharon Simmons
Hintbook Writer:	Pat Bridgemond
Hintbook Design:	Nathan Gams

notes:

notes:

notes:

SIERRA

Adventure Window

To reveal the HIDDEN clues, place the red Adventure Window over the red patterned areas in your hint book so that the dot shows through the hole.

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BUSINESS REPLY MAIL

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POSTAGE WILL BE PAID BY ADDRESSEE

SIERRA WARRANTY REGISTRATION
PO BOX 485
COARSEGOLD CA 93614-9850

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

TWO IMPORTANT REASONS TO MAIL THIS CARD TODAY!

1. You will receive a FREE subscription to "*The Sierra/Dynamix News Magazine*," which contains valuable coupons, contests, great articles, upgrade information, hints on playing Sierra games, and much more!*

2. Your product will be officially registered with Sierra On-Line, Inc.

Last Name _____

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Address _____

City/Province _____

State _____ Zip/Postal Code _____

Country _____ Phone # ( ) _____

Serial # on disk label _____

Account # _____   ☐ New Address/Change of Address

If you don't know an answer, simply leave it blank.

How many Sierra products do you own? _____

Who is the primary user of Sierra products? (check one)
☐ Male under 20   ☐ Male over 20
☐ Female under 20   ☐ Female over 20

Do you have children at home? If yes, check all that apply.
☐ Male child under 10   ☐ Male child over 10
☐ Female child under 10   ☐ Female child over 10

What type of computer do you own? (check all that apply)
☐ IBM or compatibles
☐ Macintosh
  ☐ B/W ☐ Color
☐ Atari ST
☐ Amiga
☐ Apple II Family
☐ Other _____

Do you have a modem?
☐ Yes

If you own an IBM or compatible, please continue, if not, skip to the last question:

What graphics card do you use?
☐ EGA/Tandy   ☐ VGA/MCGA
☐ Other

Do you own:
☐ MT-32 or LAPC-1   ☐ AdLib or Soundblaster

Where did you purchase this product?
☐ Babbage's   ☐ Egghead
☐ Software Etc. ☐ Electronic Boutique
☐ Other _____

*U.S. and Canada only. Sierra reserves the right to limit quantities.

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