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GETTING STARTED

System Requirements

Supported OS: Windows Vista®/Windows® XP/2000 (only)

Processor: 500 MHz Pentium® III or AMD K6 III (1 GHz Pentium 4 or AMD Athlon™ recommended)

RAM: 128 MB RAM (256 MB recommended)

Video Card: 32 MB DirectX® 3D 7.0-compliant video card (see supported list*)

Sound Card: DirectX 7.0-compliant sound card

DirectX Version: DirectX 7.0 or higher (9.0c included on disc)

CD-ROM: 12x CD-ROM

Hard Drive Space: 70 MB

Peripherals Supported: Mouse, keyboard

***Supported Video Cards at Time of Release:**

NVIDIA® GeForce® 2/3/4/FX/6/7/8 series

ATI® RADEON® 7/8/9/X series

Matrox Parhelia®

Intel® i85/i915/i945

For the most up-to-date minimum requirement listings, please visit the FAQ for this game on our support website at: <http://support.ubi.com>.

NOTICE: This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

Installation

Installing Brain Spa

1. Insert the Brain Spa disc into your CD- or DVD-ROM drive. If the installer does not start on its own, double-click on My Computer and double-click on the game icon that appears. Follow the on-screen instructions.
2. To play Brain Spa, double-click on the game icon on your desktop.

Uninstalling Brain Spa

1. Click on Start and open the Control Panel.
2. Double-click on the Add/Remove Programs icon.
3. Locate Brain Spa in the list and click on the Change/Remove button.
4. Follow the prompts until the uninstall is complete.

INTRODUCTION

Overview

Welcome to Brainville, a quaint small town where you can maximize your memory, improve your perception abilities, power up your language aptitude, and fine-tune your logical thinking skills!



Your challenge: help the townsfolk of Brainville complete important tasks in their daily lives. Exercise your visual, perceptive, language, and memory skills in a variety of locations like the Dendrite Diner, Cortex Cleaners, and more! After a few practice sessions, keep a lookout for new areas to reveal themselves on the map. Don't forget to visit the Power Plant for a real test of mental power!

The Mayor is always at your service, offering you feedback and monitoring your performance and progress. Remember...practice makes perfect, so be sure to stop by Brainville as often as you can!

Characters



The Brainville Mayor

The Mayor lives in City Hall. You could call him the brains of the whole operation! He acts as your personal guide in Brain Spa. His most important job is to provide tutorial information, hints, tips, and facts during play. If you've proven yourself a true Brain Spa brain, he'll even let you take his special bonus quizzes.



Dendrite Diner Debbie

Debbie gave up her hectic career as a business analyst to practice waitressing instead. It's easy as pie to her, thanks to her fabulous visual memory. Giving customers what they want is a piece of cake.



Cortex Cleaners Clyde

Dry cleaning is serious business, at least to Clyde. Do it wrong, and you could really lose your shirt! It takes a sharp eye and mind to pick out each customer's order under pressure.



Gray Matter Market Martha

Nobody loves a bargain better than Martha. With a family of 10, she sure better! Money logic and precise calculation help her keep to her tight budget.



Neuron Newsstand Ned

Extra, extra, read all about it! Ned's newsstand is a busy place, but he can never find a thing. He could really use some help organizing those magazines.



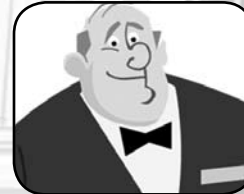
Frontal Lobe Factory Fred

Fred is passionate about toys. He prides himself on his ability to spot the tiniest of details. His excellent visual comparison skills are key to the factory's success.



Cranial Candies Carol

Carol's sweet tooth isn't the only thing that makes her the best candy maker in town. She makes sure a rainbow of color goes into every candy pack. But who wants a messy-looking candy box? It takes good planning and relational logic to make sure all of the candy looks neat and yummy.



Cerebral Cinema Cecil

Cecil is a fan of the classics. A good movie never goes out of style! The problem is, all these film titles tend to get a bit scrambled. No matter – he sorts them out with a knack for spelling and word power.



Auditory Amphitheater Arthur

Arthur could lead his orchestra blind – it's all about the music, after all. He hates to blow his own horn, but he often says an excellent auditory memory is the path to a harmonious life.



Power Plant Pete

You don't need to be a nuclear physicist to understand the importance of keeping on your toes. Pete makes sure everyone at the plant is at the top of their game. Are you? Take his Brain Power Test and find out.

PLAYING THE GAME

Starting the Game

Upon launching Brain Spa, you will see the Main Menu with the following options:



If this is your first time launching the program, you will be prompted to sign in.

Play: Selecting Play on the Main Menu will take you to the map.

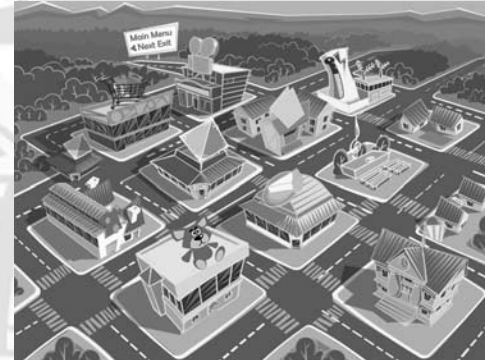
High Score: Selecting High Score will display a listing of the top 10 Brain Power Test scores.

Change Player: Select the Change Player option anytime you want to switch to a different player or create a new player. A list of existing players will appear. Select one of the names from the list, or select Add Player to create a new one and enter a name in the box, then click OK. To delete an existing player, select the name from the list, then select Delete.

Options: Select Options to adjust the music and sound volume, or to switch between Full Screen or Windowed mode.

Map of Brainville

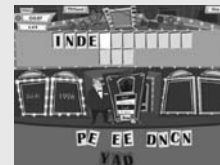
The town of Brainville has ten special areas that you can visit. Eight have their own unique mini-game to help strengthen a different skill and area of your brain. Only four areas are open at the beginning... unlock the rest through multiple practice sessions and by earning high scores. Additionally, there are two special buildings where you can check your progress, compare stats, take quizzes, and find out fun facts.



Language Games



Neuron Newsstand: At the Neuron Newsstand, you will be presented with magazines that must be grouped by categories. The quicker you clear the rack, the higher your score.



Cerebral Cinema: The letters have fallen from the marquee at the Cerebral Cinema, and it's up to you to return them to their rightful positions and spell the movie title. Unscramble the words by dragging the letters back to the marquee (or use your keyboard) to complete the titles of the films.

Memory Games



Dendrite Diner: Customers at the Dendrite Diner will place their food orders in thought bubbles. When the food arrives, drag the plates to the appropriate customers, or double-click a dish to serve it to the next available customer. Dish the food up as quickly and correctly as you can.



Auditory Amphitheater: Listen to the Brainville Symphony as the different sections play one at a time. When they finish, it's your turn to repeat the same sequence by choosing the proper order of the sections that played.

Logic Games



Gray Matter Market: Your task at the Gray Matter Market is to spend exactly the given goal amount. You must select one item from each of the shelves. If your total does not match the target amount, return items to the shelves by clicking them in your basket or simply select different items from the shelves to swap them in.



Cranial Candies: At Cranial Candies, you need to fill boxes with brightly colored candies. Before a box can be shipped, however, the candies must be positioned so that all side-touching colors match. Drag candies from the counter to the grid until all candies with touching sides have matching colors. Locked candies cannot be moved.

Perception Games



Cortex Cleaners: Cortex Cleaners could use your help in matching up the clothing on the tickets with the identical ones on the moving racks. Examine the highlighted ticket item at the bottom, then click the exact same piece of clothing on the racks above.



Frontal Lobe Factory: The Frontal Lobe Factory manufactures a variety of colorful toys very quickly. Examine the toy on the monitor, and compare it with the new ones on the shelf next to it. If the new toys match the one on the monitor in every detail, select the green light to indicate a match. Select a red light if you see any differences. Pull the lever to evaluate your selections.

Power Plant (Brain Power Test)



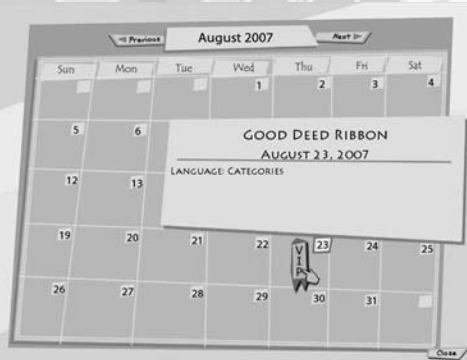
Visit the Power Plant to take the Brain Power Test. You are allowed to take the test once a day. You will be tested in each of the four mental categories: Language, Logic, Memory, and Perception. To take the Brain Power Test, select the monitor. You can also choose to view the Brain Power Chart that displays your results over time, as well as Brain Power Test high scores.

City Hall

Visit City Hall to view the calendar to see the ribbons and awards you have earned for your practice. Be sure to check the Mayor's books to receive an interesting factoid about your brain. You can also access the Bonus Quizzes by selecting the key box on the desk. You may want to check out your Practice high scores as well.

Keys and Awards

For every day that you go to Brainville and visit a special location, you will receive a Good Deed Ribbon from the Mayor himself. If you do several Good Deeds in one day, you can earn a Good Samaritan Ribbon. You can see your ribbons on the calendar at the Mayor's office. Earning ribbons isn't just for fun – they unlock new mini-games and areas in town.



Earning ribbons also allows you to take the Mayor's special bonus quiz. If you can answer all eight of the Mayor's tough questions, you can earn one key toward unlocking the ultimate reward. Are you brainy enough to collect all five keys?

Keeping Time

Brain Spa has its own internal clock. The time of day, and how often you play, will affect your interactions with the townspeople. This also lets you keep track of your progress as you advance your skills, and lets you pinpoint which areas for focus on for the most improvement.

Measuring Your Success

Brainville is a dynamic place. Your game scores and visits will affect how the town grows and flourishes. The more you practice your skills, the more people will flock to that area of town. The better your scores, the nicer the upkeep as well! If you neglect one area, expect to see deserted streets and shabby landscaping. Think of the town of Brainville as a giant metaphor for your own brain – the more you stimulate it, the stronger it gets.

Another way to monitor your accomplishments is to check out the gauge by the Power Plant. Whenever you test yourself at the Power Plant, it will affect the Brain Power meter. So try and see how high it can go!

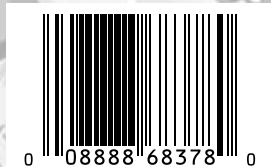


Register this game now and stay in the know!

It's simple: Go to www.ubireg.com and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on www.ubi.com!

Thanks,
The Ubisoft Team

Brain Spa
Proof-of-Purchase



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