BRAIN DEAD 13™

STARRING FRITZ



PC CD-ROM

Requires: CD-ROM Drive (300K/s or better), 4Mb RAM, 486 or faster, VGA

Supports: Joystick, keyboard, All Major Sound Cards

READYSOFT

KIDS TO ADULTS

K-A

AGES 6+

A frantic race through the evil playgrounds of the demented Doctor's twisted castle is on! Fritz, the half-pet, half-human henchman of Dr. Neurosis is out to stop you from thwarting the evil Doctor's plans.



Battle numerous mishaps of science on your mission to reach ***"The Brain Chamber"*** where only the most cunning will defeat the wicked Dr. Neurosis!

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Starting the Game for PC and Compatibles

Running Under DOS:

The first time you play ***BrainDead 13*** or if you change sound cards, you will need to set up your sound card. To begin, insert the CD into your drive, type ***"D:"*** (or another drive letter if your CD-ROM is something other than D:) and then enter ***"INSTALL"***. This will take you into the sound installation process. The instructions on the screen will prompt you to set up the digital and midi outputs of your sound card (only the digital is important) and allows you to test the set-up you've selected.

Once the sound card has been set up or in future when you want to begin the game, type ***"BD13"***



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Running Under Windows 95:

To start ***BrainDead 13*** under Windows 95, simply insert the disc into the CD-ROM drive while running Windows. It should start up automatically when inserted, however if it does not, you can run the ***BDWIN.EXE*** from the Windows Explorer or a DOS command prompt.

Performance Under Windows 95

The Windows version of ***BrainDead 13*** has been specifically made for 32 bit operation under Windows 95 and compatible systems. The amount of data sent to the window to be drawn while running the game is very graphically intensive and benefits greatly from an accelerated video card. Smoother operation can also be achieved with a faster CD-ROM drive (triple speed or greater) and more memory.

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Draw Modes

If you are running your desktop in 256 colors, ***BrainDead 13*** will only run in full screen mode. If you are running in higher color modes, ***BrainDead 13*** can be played in a Window. Either way, due to the requirements of high speed animation, the game will pause automatically when it loses the input focus (like when you click on another window or press ***"Alt-Tab"***).
It will resume when you switch back.



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When running in a window, ***BrainDead 13*** gives you the option of ***'Fit To Window'*** or ***'320 x 200'***. If you choose ***'Fit to Window'*** the animation will stretch or compress to fill out the window, whatever its size and dimensions. This is slower than the ***'320 x 200'*** option.

Starting the Game

When ***BrainDead 13*** is executed, it will play an introduction which may be skipped by pressing the ***Space Bar***. If you are using a joystick, do not move it before the introduction begins. You will then be given the option to view selected demos or begin playing ***BrainDead 13***. Use the cursor keys to make your selection and then press ***"ENTER"*** to begin. In future, you may select ***"CONTINUE"*** to begin where you left off in a previous game or ***"NEW"*** to start from the very beginning of the game.

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Pausing/Stopping the Game

To pause the game press the ***"P"*** key. Press ***"P"*** again to resume play. Press ***"ESC"*** to stop playing the game. You will be asked if you would like to save your current game. Select the ***"SAVE GAME"*** option and you will be able to continue at the exact point where you left off when resuming play later on.

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Controls

You may use either the keyboard or a joystick to control Lance. When using a keyboard, the cursor keys can be used for the four directions, or press ***"8"*** for ***UP*** to move into the distance; ***"2"*** for ***DOWN*** to move closer; ***"4"*** for ***LEFT***; and ***"6"*** for ***RIGHT***. Use the ***Space Bar*** for an action rather than a direction such as jumping, throwing or other action that is required to complete a scene.



Playing BrainDead 13

You control Lance's reactions to the events that happen around him. As you watch the animation, you must decide which direction Lance should move and when. Timing is very critical and often you may make a correct move at the wrong time. Many scenes require more than one move. Don't be surprised if Lance doesn't move immediately. The ***"Good Beep"*** (higher tone) lets you know that your move has been accepted.

You must defeat all the characters that you encounter along your mission, including Fritz, to get to Dr. Nero Neurosis himself and win the game!

You have an unlimited number of lives in ***BrainDead 13*** and you'll probably need them all! Keep in mind that timing is critical!



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Note: Scenes will not necessarily appear in the following order.

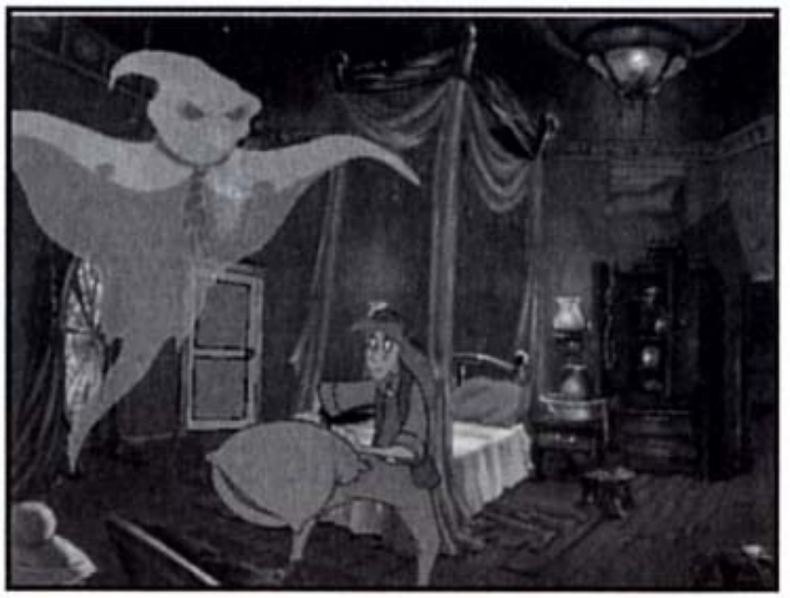
The Garden:

A deadly maze crawling with man-eating vines, spiked pits and killer mushrooms. Fritz won't be far behind, so don't loose your head! Watch the ***"Statue of Limitations"***.



Bedroom:

The Slasher may keep you awake, but if he doesn't, the sheets may have a ghostly effect.



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Vivi's Funeral Salon:

The voluptuous vampiress will give you more than just a little off the top. The manicure is to die for and the experience could leave you feeling quite drained.

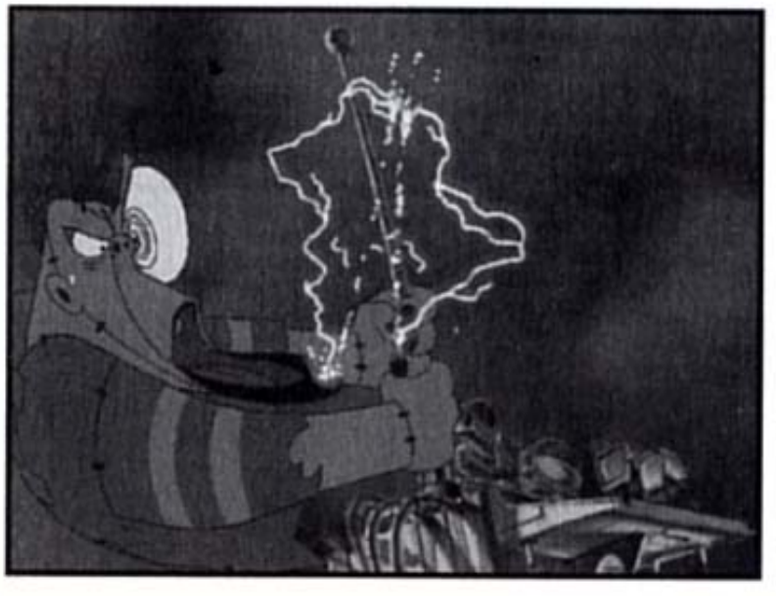


Conservatory:

The marionette may look friendly, but there's strings attached!

Moose:

Not so bright, but he has an assortment of athletic attacks. Be quick as lightning or you may need some athletic support!



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Witches:



In two separate rooms, sisters Evil Left Iris and Evil Right Iris will try and make your visit a CATastrophe. They'd like to have you for dinner, so make other plans and keep your eyes peeled!

Cellar:



Keep a cool head... the centipede has a leg up on you and the spider is looking to weave a tangled web.

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Kitchen:

Cajun cookin' is the special today... the gator has something hot 'n spicy in mind for you! If you can't stand the heat, stay away from the stove!



Trophy Room:

The symbols of excellence will hunt you down and Yeti will certainly wedge his way into your life.



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Library:

The Librarian may throw some literary expression at you and the Bookworms will feed off your visit.

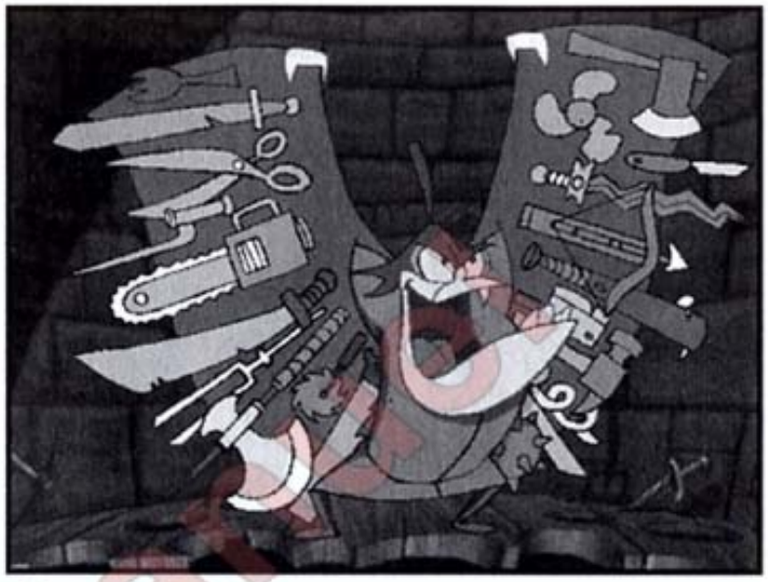




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Fritz Room:

One-on-one, hand to hand combat. Do battle with Fritz and move to the final destination... ***"The Brain Chamber"***!



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