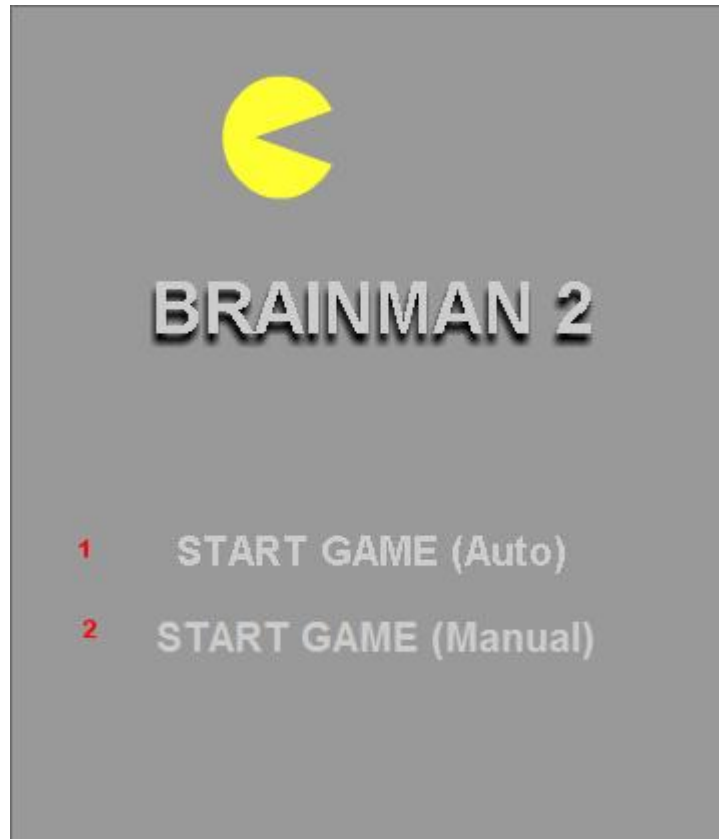# *Brainman 2*
for the Brainmaster

Brainman 2 for the Brainmaster is a step ahead of the original Brainman for the Brainmaster. It boasts an enhanced AI hierarchy to make Brainman 'smarter' as the user's feedback improves, as well as an option for manual control. Additionally, user feedback will now govern the speeds of the sprites on-screen as well as the effectiveness of power pills.

Title Screen

1. Automatic Gameplay: This mode is more akin to the original Brainman for Brainmaster – Brainman will move automatically across the board, his movement a direct response to the user's feedback. In addition, the user's feedback over the last six seconds will govern the 'intelligence' of Brainman's AI, with a more consistent feedback resulting in a more effective Brainman.

2. Manual Gameplay: This mode boasts a more arcade-style of gameplay, with the user directly controlling the movement of Brainman.

Notes on Both Styles of Play: In both gameplay styles, the speeds of Brainman and the Ghosts are contingent on the user's feedback for the last 3 seconds. The effectiveness of a 'power pill' (see below) will be determined by the user's performance for the last 1 second.

Game Screen
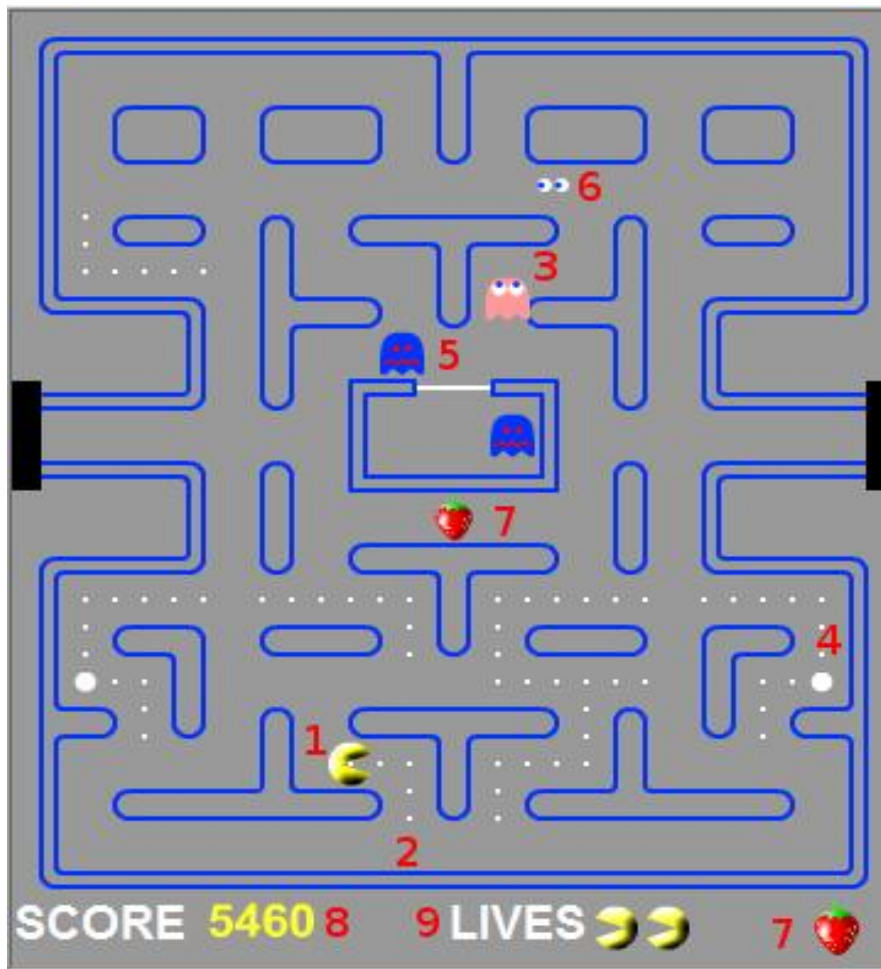
1. Brainman: This is Brainman – he moves according to the feedback of the user. If the user does not meet specified feedback requirements, Brainman will not move! Brainman needs to move in order to consume all the level's

2. Pills: When all the pills on a stage have been eaten, Brainman will move on the next stage. This is made problematic due to the hostile

3. Ghosts: These familiar foes move about the screen, attempting to thwart Brainman in his quest for pills. Brainman must simply avoid these Ghosts until he acquires the power of a

4. Power Pill: When Brainman eats a Power Pill, he weakens the Ghosts temporarily, allowing Brainman to eat these Ghosts. The duration of the pill's power is contingent on the user's feedback for the 1 second before Brainman eats the pill. So, let the user know that, if he or she is about to eat a Power Pill, they should focus hard to 'charge up' for the maximum effect right before they eat it! For the whole duration of the Power Pill phase, all uneaten Ghosts become

5. Blue Ghosts: These ghosts taste like cotton candy! And Brainman can eat as many as he likes, for bonus points. When a Blue Ghost gets eaten, he becomes a pair of

6. Ramblin' Eyes: These eyes Ramble back to the box in the center of the game board and regenerate as Ghosts. Be careful: if a Ghost regenerates during the Power Pill period, it can still harm Brainman, until Brainman eats a fresh Power Pill!

7. Fruit: Each level boasts a particular kind of Fruit. It will appear in the center of the game board for a brief interval of time during every level. Eat it, and extra points are yours!

8. Score: This number is raised by eating Pills, Fruit, and Blue Ghosts.

9. Lives: When the user runs out of these, he or she must restart the game.

Feedback Levels

Due to the particular blend of gameplay mechanics at play in the Brainman 2 game, it is optimal for the user to train at a level between sixty and ninety percent, for maximum game duration and dynamic interest, respectively.