



**The Mind Worker's Handbook
for Idea Generation**

Foreword

Welcome to the Mind Worker's Handbook for Idea Generation! This manual details all of the necessary steps for locating and retrieving idea fragments within a neurometeorological occurrence (a "brainstorm").

Under typical circumstances, none of the information in this handbook will be necessary, as the Emotions will handle all of the steps without problem. However, in the astronomically unlikely event that the emotions have been accidentally jettisoned from Cranium Command and only just restored, this handbook provides step-by-step instructions for navigating a brainstorm in their place and obtaining the idea fragments that can be used to generate an idea.

As you already know, ideas can be crystallized from a set of five idea fragments, one for each of the main emotions. Each fragment will take the form of a word, the combination of which can be communicated to the surviving members of Cranium Command to complete the process.

This all may seem quite complicated, but it's really quite simple – just follow the instructions!

To begin, start with Section A, on the next page.

Thanks, and good luck!

Sincerely,
P.F. Cortex

Section A:

- Enter building 6C basement from the outside.
- Head up the ramp, and immediately turn left. Go through a set of double doors.
- Walk forward and go down two stairs.
- Turn left, pass through another set of double doors, and turn right.
- Walk forward until a 3-way intersection. One of the two options appears to go for a longer distance before terminating. Go the other way.
- Go forward as far as possible.
- Turn right and walk forward until you can see LASER on your right.
- You should be standing on a section of carpet.
- Look down and check. Also look at the nearby walls. How do you feel?

If you feel SAD, go to Section I.

If you feel ANGRY, go to Section B.

If you feel AFRAID, go to Section E.

Section B:

- Turn around. Walk forward through double doors, until you see a long hallway on the left.
- Go forward until you see an elf and a member of the Beatles on your left.
- Turn right, and go forward approximately 19 steps until you find yourself with a black door on your right.
- Go through the door and turn right.
- Go forward to a 4-way intersection. Go right, and go up the nearby stairs 1 floor.
- Exit the stairs and turn right, going through double doors, until you find something deformed on your left. Look at the picture there.
- How do you feel?

If you feel DISGUSTED, but also SCARED, go to Section G.

If you feel DEJECTED, but also ENRAGED, go to Section M.

If you feel HAPPY, go to Section P.

Section C:

- From where you are standing, you should be able to see Mars and Venus in the same direction. They're a lot closer than you might have thought. Go in that direction as far as you can.
- Turn left, then right. Keep walking forward.
- Turn right, then left. Keep walking forward.
- Nearby, you should locate Anger's idea fragment.
- At the end of the hallway, turn right. Continue forward and enter the stairs.
- Go to floor 1. Prepare yourself, and head outside.
- Turn left and go forward, but do not cross the street.
- Turn right and continue forward until you see a ramp, stairs, and a lot of triangles (indoors) to your right.
- Go inside, then turn left and go through a set of double doors (staying indoors).
- In the corner of this room, closest to the stairs, there is a large piece of machinery.
- How does it make you feel?

If you feel GLEEFUL, go to Section O.

If you feel NAUSEATED, go to Section Q.

If you feel DESPONDENT and VEXED, go to Section E.

Section D:

- Turn around and pass back through the doors you just came through, then turn left immediately.
- Walk forward as far as you can. Turn left, then right immediately.
- Walk to the end of the hallway.
- Enter the elevator. Go three floors up.
- Go left out of the elevator.
- Walk forward and up a short ramp, towards space.
- When you reach it, turn left, then right again immediately.
- Walk forward until you find some nice chairs.
- Sit and take a load off. How do you feel?

If you feel MOURNFUL, go to Section J.

If you feel CHEERFUL, go to Section O.

If you feel FEARFUL and RAGEFUL, go to Section A.

Section E:

- Check both ways in the hallway you are currently in. Both directions have visible EXIT signs, but one direction's is closer than the other. Go in the direction of the closer EXIT sign.
- Walk forward until you reach a 3-way intersection.
- Turn right.
- Walk forward and down a slight ramp. Then walk forward and down another slight ramp. You should reach a 3-way intersection.
- Walk straight, passing a short set of stairs, until you reach a 3-way intersection. One of the two options has a bench along that path; go in that direction.
- Proceed down that path until you find yourself between two benches.
- The path makes a sharp left turn here. There is also a stairwell. Follow the path to the left; you will come across several sets of lockers.
- Look at the leftmost column of lockers. How do you feel?

If you feel QUEASY, go to Section C.

If you feel MERRY, but a little bit MOROSE, go to Section L.

If you feel ANGRY, go to Section G.

Section F:

- Facing away from iron, you should be able to see steel. Walk in the opposite direction down the hallway.
- Walk until you reach two benches. Nearby, locate Sadness's idea fragment.
- Afterwards, walk north to the nearest intersection.
- Turn left and walk forward until you find a room with inscriptions.
- Turn right and go forward a few steps. Directly in front of you, there are three sets of doors that are all the same color.
- Look at those doors. How do you feel?

If you feel ANNOYED, go to Section D.

If you feel JOVIAL, go to Section N.

If you feel REPULSED, go to Section I.

Section G:

- Walk to the nearest staircase and go down 2 floors.
- To your left and right are two signs with very similar names on them. Identify the sign with the longer middle name, and go to the double doors adjacent to that sign.
- Pass through the double doors and walk forward underneath 15 overhead rectangular lights.
- On your left, behind a table, is a map. Find France.
- How do you feel?

If you feel FRIGHTENED, go to Section F.

If you feel LIVID, go to Section O.

If you feel ECSTATIC, go to Section J.

Section H:

- Go through the wooden door.
- Walk to the end of the hallway and turn right.
- Walk forward until two elevators are on your right.
- Enter the elevator and descend 4 floors.
- Turn left and walk forward as far as possible.
- Above the hallway ahead of you are saucer-shaped light fixtures. Walk forward past the first one, but stop underneath the second.
- Just before you the tile floor and wall match. Look at them. How do you feel?

If you feel RAPTUROUS, go to Section K.

If you feel SCANDALIZED and TERRIFIED, go to Section B.

If you are RAGE-FILLED, go to Section D.

Section I:

- Go through the double doors and walk forward to a 3-way intersection.
- Take the left path and follow it as it winds to the right. When you reach stairs, take the first set of stairs down, but not the second. Instead, turn left. Prepare yourselves and go forward through the door, then down those stairs instead.
- Turn left as soon as possible after the stairs and enter the closest door (on your left).
- Walk down the stairs and turn left.
- Walk down a short ramp. After the ramp, take another left.
- Walk forward as the path rises and falls. Continue until you find an elevator on your right.
- Across the hallway from the elevator, two cylindrical poles are bolted to the floor. Look at them. How do you feel?

If you feel MAD, go to Section B.

If you feel SAD, go to Section C.

If you feel GLAD, go to Section R.

Section J:

- Get up, and locate the nearest ramp. Travel up the ramp as far as possible, and go through the first set of double doors that you find after the ramp.
- Walk forward to the intersection. On the wall in front of you is a direction; turn and go the other way.
- Walk forward until the path zig-zags. Stop at the zag and get a drink of water.
- Continue following the hallway until it ends, then pass through a black double door on your right.
- Go through a single black door on your left.
- Walk forward down stairs and through another black door, then turn left.
- Walk to the vending machine, then turn right.
- Walk forward until you see a column on your right.
- Across the hallway from an emergency device, there is a poster about something occult.
- Look at that poster. How do you feel?

If you feel FRIGHTENED (mostly), go to Section C.

If you feel FURIOUS (completely), go to Section H.

If you feel FRIGGIN' HAPPY, go to Section N.

Section K:

- Walk forward until the end of the hallway. On your left, you'll pass a pretty cool group along the way.
- Turn left and walk forward to the end of the hallway.
- Turn right and pass through 2 sets of double doors.
- Continue forward until you reach a 4-way intersection.
- Before you on the right, above a sign labeled "Q," is a light.
- Look at that light. How do you feel?

If you feel SADDENED, go to Section N.

If you feel INCENSED, go to Section Q.

If you feel JOLLY, go to Section F.

Section L:

- From where you are standing, there is a single visible sign with lit red letters. Face that direction.
- Walk forward as far as you can.
- You should be adjacent to a set of double doors – go through and continue straight to the end of the hallway.
- Turn left and go forward. You'll pass two sets of double doors on your left (one of which is a mail room), before coming across a set of double doors in front of you.
- Pass through the double doors and continue forward until you reach a four-way intersection. Turn left.
- Walk forward until you can see Shops on your right. Turn left.
- There are several machines in front of you – look at the leftmost one. How do you feel?

If you feel GLOOMY, and maybe a tiny bit IRRITATED, go to Section A.

If you feel BLISSFUL, go to Section K.

If you feel APPALLED, go to Section H.

Section M:

- Face south and travel forward to the nearest staircase.
- Go up 1 floor and go forward until you find an emergency electrical room on your left (not just a regular electrical room, a special one)
- Face away from that room. There are two rooms directly across the hall from you; enter the one with a larger room number. The passcode is 180536. Within the room, locate Disgust's idea fragment.
- Exit the room, closing the door behind you, and turn right.
- Walk forward past three benches and a set of double doors.
- At the next intersection, turn left. On your left in front of you will be something that might make you angry, but also somewhat sick.
- Go to the end of the hallway.
- Turn left and follow the path until you can see a ramp leading to a rear entrance.
- The closest door to you has a circular sticker on it. Look at that sticker.
- How do you feel?

If you feel JUBILANT, go to Section G.

If you feel ALARMED and UNHAPPY, go to Section R.

If you feel IRATE, go to Section L.

Section N:

- Face west.
- Walk through a doorframe containing no doors, and continue forward until you reach a double door in front of you displaying a logo a lot like Cranium Command's.
- Don't go through that door, but instead turn right.
- Walk forward until you get to a 3-way intersection. Take the left path.
- Walk forward until you reach a 3-way intersection. Take the right path.
- Walk forward until you reach a water fountain on your left. Stop here and take a drink.
- Examine the designs on the wall behind the fountain and on the closest section of wall. How do you feel?

If you feel DEJECTED and REVULSED, go to Section E.

If you feel LIVID and JOCUND, go to Section R.

If you feel AFRAID, go to Section F.

Section O:

- Go through the door with a pushbar.
- Go down 1 flight of stairs.
- Go through the door.
- Walk forward until there is a railing on your left.
- Nearby, locate Fear's idea fragment. Please don't do anything Fear wouldn't approve of.
- Go to the nearby elevator, and call it going up. As you enter the elevator note the triangle on the inside door frame.
- How do you feel?

If you feel NAUSEATED, go to Section Q.

If you feel FURIOUS, go to Section I.

If you feel ELATED, go to Section D.

Section P:

- Turn around and call the nearby elevator.
- Go down one floor and turn right.
- Proceed forward to the next set of double doors.
- Go through the doors and stop when you find three letters on the floor.
- Look up. How do you feel?

If you feel WRATHFUL, go to Section A.

If you feel OFFENDED, go to Section M.

If you feel PANICKY, go to Section H.

If you feel THOROUGHLY CONFUSED, contact Cranium Command.

Section Q:

- Go to floor 5. Exit and turn right, going as far as possible, then turn right again and proceed down the hallway.
- At a three-way intersection, turn right.
- Continue straight until you reach a ramp.
- Continue down the ramp and through a set of double doors.
- Go forward until you find a clock on the wall above you on the right wall.
- Continue going forward in the hallway until you find a red door on your right.
- Go through the red door and go up 1 flight of stairs.
- Go through the red door and turn left.
- Proceed forward and locate Joy's idea fragment.
- Turn around.
- Go forward until you find an elevator on your right.
- Facing away from the elevator, you should see a cabinet.
- Look at the cabinet. How do you feel?

If you feel TICKED OFF, go to Section P.

If you feel THRILLED, go to Section R.

If you feel TERRIFIED, go to Section G.

Section R:

- Facing away from the metal doors, turn right.
- Walk forward until you reach double doors, but don't pass through them. Instead turn left, and go through a single door.
- Go in the only available direction.
- Exit through a white door and turn left.
- Walk forward until you reach a gate with two doors, which should be open.
- Go through the doors and look to your left – high in the next room (whose room number ends with "a") you can see two characters written twice, in two colors.
- How do you feel?

If you are DESPONDENT but also a little bit HOPEFUL, go to Section K

If you are INCENSED and DISGUSTED, go to Section D.

If you are ALARMED and INFURIATED, go to Section Q.