



WHAT'S A MAD SCIENTIST TO DO?

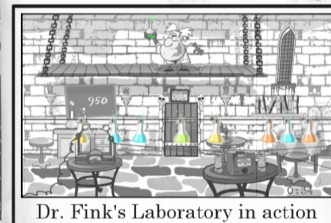
Transylvania 1928- The "Mad" Dr. Fink is in a fix. Dr. Fink's faithful sidekick, Iggy, has broken his leg and Dr. Fink's Potent Potions business is at a standstill. There can only be but one solution. With your help, Dr. Fink must man the assembly line himself. So put on your goggles and thinking cap, it's time to head to the lab!

**FRANTIC
& FUN!**

**DELIGHTFULLY
UNIQUE...**

**INTELLIGENT...
INGENIOUS**

**...CAMPY
GOODNESS**



Dr. Fink's Laboratory in action

1-PLAYER

NO INTERNET REQUIRED

FORMAT WIN XP/VISTA/7/8
NOT FOR RESALE



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