

Hello,

my name is *Brain-Boy*[®]-Universal.

Just call me **Bruni**!

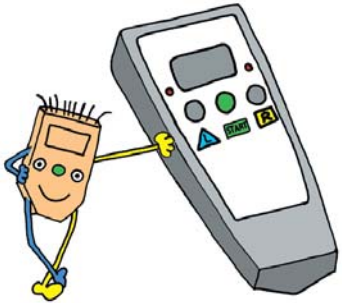
I am your new friend.

Together we will try to make your brain even fitter.

We are going to do that by playing eight games, OK?

And here you see Jason and Jenny.

The three of us want to show you, how you and I can play together.



Bruni can also be mute!

Jenny wants to play, but she wants Bruni to be silent.



1. When she switches Bruni on, Jenny presses the green button.



2. She keeps the button **START** pressed down.



3. While the green button is still pressed, Jenny presses the button on the left for a moment.

4. Now she also lets go of the green button.

Now Bruni is silent and Jenny can start to play.



How does Bruni speak again?

Jason is playing and he likes to hear me say "GREAT" after a correct answer, but somehow Bruni doesn't talk.



Jenny helps him: "I switched Bruni's voice off. But it is easy to switch it on again, look here." Jenny leaves Bruni for a little while until the display turns black. Now she switches it on again:



1. Jenny presses the button **START** to switch Bruni on and



2. she keeps it pressed down.



3. She presses the button on the right for a moment.

4. She now also lets go of the green button.

That sounds strange...



Jason has often played BlitzBoy, but now he can only hear in one ear. What has happened?



Jenny asks: "Didn't you just play BlitzBoy with the little lights as an aid? You might not have plugged the headphones in properly."

Jason checks the socket, no, the plug is not loose. He goes to find Mummy.

She says: "*Perhaps the headphones are broken.*"

She tries out another set of headphones. Now both sounds are audible. Mummy buys new headphones so that Jenny and Jason can practice again.

What's wrong with the display?

Jenny says to her Mommy: "*I can hardly see the letters in the display.*"

Mummy looks at the display and says: "I think the battery might be getting empty. You have worked very hard. Let's get another battery."

Mummy puts a new battery into the Bruni, starts it and now Jenny can read the letters clearly again.



Watch out for this!

I must not get wet.
So please protect me from water.
I don't want to get broken, so please don't drop me.



Never try to open me.

If I once don't do what you want me to do, ask an adult.
He will surely help you.

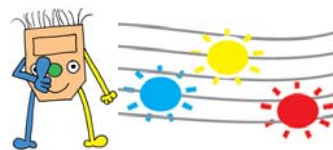


For how long shall we play?

When you play with me, you will hear sounds or see lights. Later, Jenny and Jason will show you what you have to do then.

You can see numbers in my display. They are pretty big when a game starts. You can try to make them get smaller when you play.

If you gave a wrong answer several times, I stop playing. And I show you your result. You can write this number in the table on the last page.



What about the headphones?



While you play one of the eight games, you will hear sound bursts and little flashing lights.

Usually you will have to wear your headphones.

...if you only want to see the lights:



Don't put the headphones on. But: that only works for two games.

...if you want to see and hear:



Plug the headphones into the socket on the ← left.



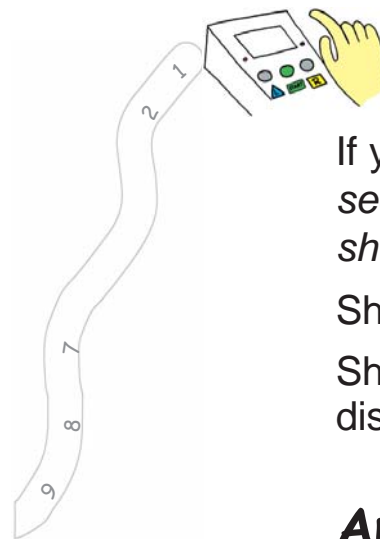
....if you only want to hear:



Plug the headphones into the socket on the → right.



When you are putting your headphones on mind that the bit with printing on is on your ← left ear. Only then are you wearing them the right way round.



Jason says:” That has happened to me before also.”

If you don't press any button for 30 seconds, **Bruni** saves the battery and shuts down by himself.”

She tries it out.

She doesn't press any button until the display turns blank.

And what now?

Jenny plays for a couple of minutes.

Then she says to Jason:

“I made a few errors. Now the game is over and I can read: **BEST VALUE.**”

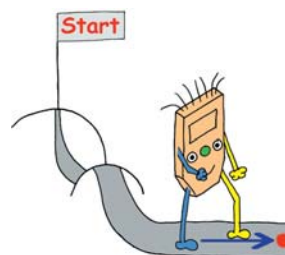
*The BlitzBoy game said **FINAL VALUE.***

What shall I do now?”

Jason remembers what Mummy had said and tells Jenny:

“Don't press anything now. The number that is showing now is very important. Write it down or tell Mummy.”

Then you can choose a new game and can go on playing.”





Best value / Final value –

What does that mean?

Jason plays and plays.

After several minutes he sees a word in the display: **Best value**.

He is surprised, but Jenny know what that means.

She says: “The game is finished after 40 rounds. Or you might have got tired and made a few mistakes, but don’t worry about that now. It is normal that the Bruni quits the game in either of those cases. That is how it works.

Jason is happy now because he has finished the game successfully.



20..19.. What it this?

Jenny plays with **Bruni**.

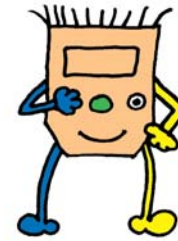
She is uncertain and thinks for a long time... Then she sees numbers in the display.

20, then 19, then 18,...

She presses one of the buttons.

The numbers disappear; now she can continue playing.

When to press which button?



When you play, you hear tones or see flashing lights. Those are **stimuli** (things that make you look and listen).

Then you have to press one or the other grey button.

Jenny and Jason will show you later, which one you have to press.



The following symbols mean:

You can think for a **couple of seconds**.

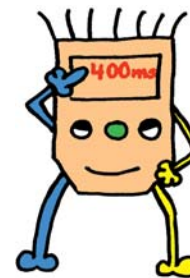
Then press the button.



Press the button as fast as you can. But wait for both tones before you press.



Press the button together with the stimulus – that means at the same time as you see or hear something.



When you’ve pressed a button, you can see a number in the display.

Now again, listen to the tone as good as you can.

When you let the button go, there will already be the next stimulus.

Then click on one of the **grey** buttons.



Which game?

Jenny wants to play.

She presses the **green** button to start the **Bruni**.

She sees several letters in the display. The letter **A** is blinking.

She also sees the word **BrainB-v**.

A	BrainB-v
B	BrainB-a
C	ClickBoy
D	SoundBoy
E	Sync-Boy
F	SpeedBoy
G	TriplBoy
H	Long-Boy

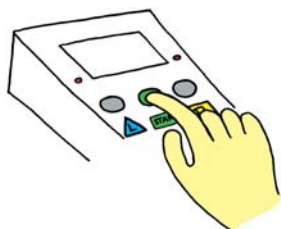
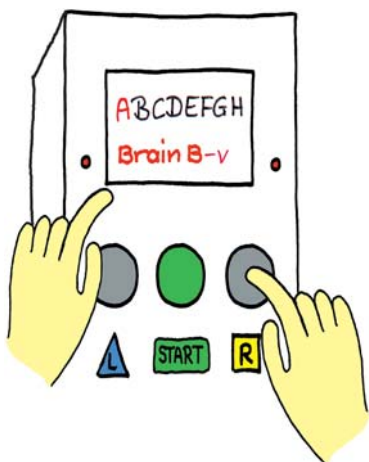
Jenny wants to play with the **SoundBoy**. That is the game **D**.

She presses one of the **grey** buttons:

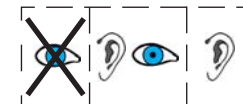
R - the blinking square moves to the right.

L - the blinking square moves to the left.

She presses the buttons until she has found the right game.



H Long-Boy



Jenny listens to the sounds – again there are **three of them!** Alright – just like the TriplBoy! Two sounds are short and one is longer than the others.

But which one is it?

Jenny hums the tones to herself.

Now it is clear: The **third** tone was **longer**.

Now she presses the button **R**.

Jenny tells Jason:

“The Long-Boy is just like the TriplBoy. Only here one sound is longer than the others.” Now he wants to play and listens carefully.

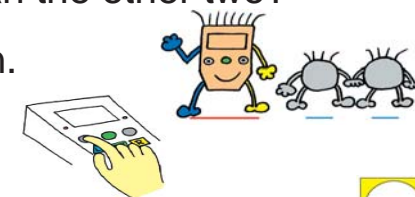
He thinks that the **second** tone was **longer**.

He presses both **grey** buttons, the **R** and the button **L** at the same time.



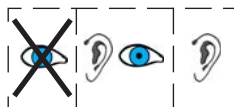
Was the first sound longer than the other two?

Well, then press the **L** button.





G TriplBoy



Jason listens to the sounds – wow, there are **three**. Funny!

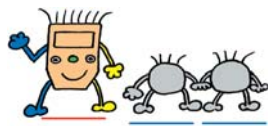
Two sounds are alike and one is different. Jason imitates the sounds with his voice.



Now it is clear: The **second** sound was **different**.

He presses both **grey** buttons

L and **R** at the same time.



Jason shows Jenny what she has to do. Now she is curious and she listens carefully.



She says to Jason: “The **first** sound was **different!**”

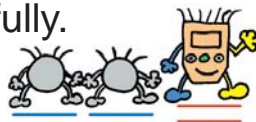
Now she presses the button **L**.



Now it’s your turn again. Listen carefully.

Was the **third** tone **different**?

Yes? Then press the button **R**.

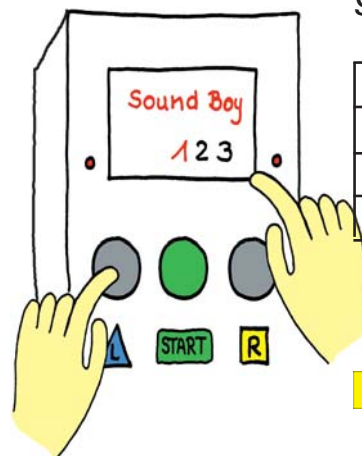


Now she presses the **green** button.

Jenny sees several numbers in the display.

Mommy says: “There you can choose how difficult the game shall be.

The small numbers mean that the game is very easy.”



0	very simple
1	simple
2	difficult
3	very difficult

Again, Jenny presses one of the **grey** buttons:

R - the blinking square moves to the right.

L - the blinking square moves to the left.

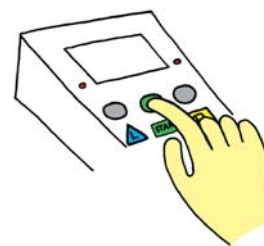
Jenny does not know the game yet.

Because of that, she presses the buttons until the smallest number blinks.

Then she presses the **green** button.

The game starts.

Jenny hears the first tones – because she has put on the headphones.





A BrainB-v



Jason sees **two** flashing lights.

Which one was faster than the other?

He saw the light on the **left hand side first**.

Jason presses the left button and lets go of it again.

Then the next set of lights appears.

Jenny sees how the two small lights appear quickly after another.

She thinks that she saw the **first** light on the **right hand side**.

She thinks about that for a few seconds.

Now she is certain:

Jenny presses the button on the right.

And again there is another set of flashing lights.

Now it's your turn!

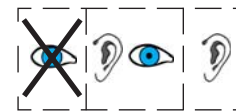
Concentrate on the flashing lights.

Watch out for the flashing lights.

...where you see the first flash.



F SpeedBoy



Jenny hears two sound bursts *One on the right – one on the left. One was high – one was low.*

What is happening now?

Mummy said:

“You have to press on the side, where you heard the lower sound! And do so as fast as you can. But wait until you’ve heard both sounds!”

Jenny presses the button **L**. She believes that the **low** sound was on the **left hand side**.

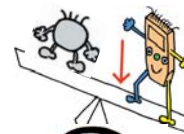
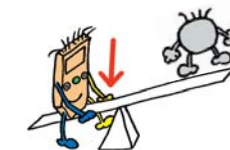
Jason watches Jenny playing.

Now he also wants to play.

He first hears a high and then a low sound.

The sound on the **right hand side** surely was the **lower one**.

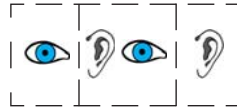
Jason presses the button **R** as fast as he can.



When you hear the click, press the button **R** – as fast as you can – on the side of the lower sound. But listen to both sounds before you start pressing anything.

Click

E Sync-Boy



Jason hears **one** click.
... and another one ... and **again**...

It goes click – click – click. And it keeps on going!

Jason thinks: “Maybe I should do something?” So he just presses the button **L** and **R** after one another – always on the side where the click is.

Jenny can see the lights flashing.

Jason had explained this game to her, but what was it he said? OK – Jenny now remembers:

“Always press the buttons **WITH** the clicks, at the same time, on the same side. Press left-right-left-right, but do it in sync”.

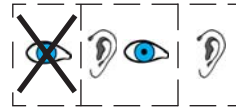
Playing with the lights works in the same way. Jenny tries it. She presses the button **L** and **R** one after the other.

Now you give it go, just like Jenny and Jason: press the button on the side where you hear the click and as soon as you hear it.

If you leave your fingers resting on the buttons, you will find this a lot easier!



B BrainB-a



Jenny hears **two** clicks.

Which click was the first one?

She heard the **first** click from the **right hand side**.

Jenny presses the button **X** and keeps it pressed. The display shows a “GOOD”. She is happy.

Jenny lets the button go again and hears the next clicks.

Jenny tells Jason that BrainB-a is like BrainB-v – but with clicks. Now he listens carefully.

He thinks that he heard the **first** click on the **left hand side**.

He tries to remember. YES – now it is clear.

So Jason presses the button **L**.

He hears the next clicks as soon as he lets the button go again.



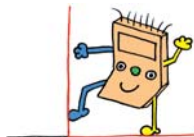
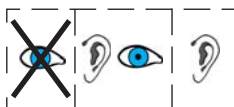
Now it's your turn!

Watch out for those clicks!

Press the button on the side, where you hear the first click.



C ClickBoy



Jenny hears a click.

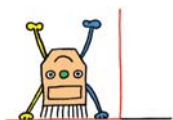
From which side it come?

She is certain.

The click came from the **right hand side**.

She presses the button **R**.

She waits for the next clicks with anticipation/ waits with curiosity.



Jason also likes to try out the game.

He listens hard to the clicks.

Did it come from the **left hand side?**

Jason is not sure, but he gives it a try.

He presses the button **L**.

And he keeps playing

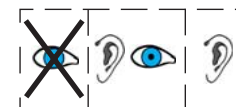


Now you give it a go.

Listen hard for the clicks. Attentively listen to the clicks.



D SoundBoy



Jason likes painting and listening to music.

Now he hears **two sounds**.

Which sound was the lower one?

The second sound burst was.....

Jason could hear that.

He presses the **R** button on the right.



Jenny has been playing the violin for one year. She is good in distinguishing between tones.

She listens to the two sounds.

Then she hums the sounds the way she remembers them and ponders.

Of course, the **first tone was lower**.

Jenny presses the button **L** on the left.



Give it a try.

Listen and then press the correct button:

Lower sound first: ➡ button **L**.

Lower sound second ➡ button **R**.