



## SMARTfit™ Single, Combo, Mini and Pod Game List

Rev 9.9

See Games in Action: <http://smartfitinc.com/channel/channel/>  
 See Programming and User Manuals: <http://smartfitinc.com/customer-resources/>  
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		Single	Pods	Combo 3&6	Mini 5&9
<b>A</b>	<b>RALLYWALL Zones (Low Cognitive)</b>				
1	Rallywall Zones – All Targets - 5 points for each hit to the lit targets	x	x	x	x
2	Rallywall Zones – Upper 3 rows - 5 points for each hit to the lit targets	x			
3	Rallywall Zones – Upper 3 rows with penalty - Penalty for hitting outside lit region	x			
4	Rallywall Zones - Lower 4 rows - 5 points for each hit to the lit targets	x			
5	Rallywall Zones - Lower 4 rows with penalty - Penalty for hitting outside lit region	x			
6	Rallywall Zones – Top row – 5 points for each hit to the lit targets	x			x
7	Rallywall Zones – Top row with penalty - Penalty for hitting outside the lit region	x			x
8	Rallywall Zones – Bottom row – 5 points for each hit to the lit targets	x			x
9	Rallywall Zones – Bottom row with penalty – Penalty for hitting outside the lit region	x			x
10	Rallywall Zones – Middle 3 rows – 5 points for each hit to the lit targets	x			
11	Rallywall Zones – Middle 3 rows - Penalty for hitting outside the lit region	x			
12	Rallywall Zones – Center target only - 5 points for each hit to the target	x			x
13	Rallywall Zones – Center target only - Penalty for hitting outside the lit region	x			x
<b>B</b>	<b>TRACK THE TARGETS - EMOTICONS, DICE AND SHAPES (Low Cognitive)</b>				
1	Track the Emoticon - (all targets) lose a point with each color change	x	x	x	x
2	Track the Dice - (all targets) lose a point with each color change	x	x	x	x
3	Track the Shapes - (all targets) lose a point with each color change	x	x	x	x
4	Track the Emoticon - (lower 4 rows) lose a point with each color change	x			
5	Track the Dice - (lower 4 rows) lose a point with each color change	x			
6	Track the Shapes - (lower 4 rows) lose a point with each color change	x			
7	Track the Emoticons - (middle 3 rows) lose a point with each color change	x			
8	Track the Dice - (middle 3 rows) lose a point with each color change	x			
9	Track the Shapes - (middle 3 rows) lose a point with each color change	x			
<b>C</b>	<b>TRACK THE TARGETS - COLORS - lose points every time colors change (Low Cognitive)</b>				
1	Track the Colors – (all targets) lose a point with each color change	x	x	x	x
2	Track the Colors – (lower 4 rows) lose a point with each color change	x			
3	Track the Colors – (middle 3 rows) lose a point with each color change	x			
4	Track the Colors – (upper 3 rows) lose a point with each color change	x			
5	Track the Colors – (lower 2 rows) lose a point with each color change	x			x
6	Track the Colors – (top row) lose a point with each color change	x			x

7	Track the Colors – (bottom row) lose a point with each color change	x			x
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Single   Pods   Combo   Mini  
3&6   5 & 9

D	TRACK NUMBERS - One at a Time - Choose number to add by, highest number to reach, time, sensitivity (Medium Cognitive)				
1	Track Numbers - Multiplication Tables start at 0 (all targets) Select table X1 - X12,	x	x	x	x
2	Track Numbers Multiplication Tables start at 0 (lower 4 rows) Select table X1 - X12	x			
3	Track Number3 Multiplication Tables start at 0 (middle 3 rows) Select table X1 - X12	x			
4	Track Numbers Multiplication Tables start at 0 (top 3 rows) Select table X1 - X12,	x			
5	Track Numbers Multiplication Tables start at 0 (lower 2 rows) Select table X1 - X12,	x			x
6	Track Numbers Addition (all rows) Random start 1-9 plus selected number 1 - 12. Select top number to count to.	x	x	x	x
7	Track Numbers Addition (bottom 4 rows) Random start 1-9 plus selected number 1 - 12. Select top number to count to.	x			
8	Track Numbers Addition (middle 3 rows) Random start 1-9 plus selected number 1 - 12. Select top number to count to.	x			
9	Track Numbers Addition (top 3 rows) Random start 1-9 plus selected number 1 - 12. Select top number to count to.	x			
10	Track Numbers Addition (lower 2 rows) Random start 1-9 plus selected number 1 - 12. Select top number to count to.	x			x
E	SEEK NUMBERS - All Targets activated - Choose number to add by, highest number to reach, time, sensitivity (High Cognitive)				
1	Seek Numbers Multiplication Tables (all targets) Select table X1 - X12,	x	x	x	x
2	Seek Numbers Multiplication Tables (lower 4 rows) Select table X1 - X12,	x			
3	Seek Numbers Multiplication Tables (middle 3 rows) Select table X1 - X12,	x			
4	Seek Numbers Multiplication Tables (top 3 rows) Select table X1 - X12,	x			
5	Seek Numbers Multiplication Tables (lower 2 rows) Select table X1 - X12,	x			x
6	Seek Numbers Addition (all rows) Random start 1-9 plus selected number 1 - 12. Select top number to count to.	x	x	x	x
7	Seek Numbers Addition (bottom 4 rows) Random start 1-9 plus selected number 1 - 12. Select top number to count to.	x			
8	Seek Numbers Addition (middle 4 rows) Random start 1-9 plus selected number 1 - 12. Select top number to count to.	x			
9	Seek Numbers Addition (top 4 rows) Random start 1-9 plus selected number 1 - 12. Select top number to count to.	x			
10	Seek Numbers Addition (Lower 2 rows) Random start 1-9 plus selected number 1 - 12. Select top number to count to.	x			x
F	TRACK THE LETTERS - One at a time (Medium Cognitive)				
1	Track the Letter – (all rows) chase the lit target as it goes from A to Z	x	x	x	x
2	Track the Letter – (lower 4 rows) chase the lit target as it goes from A to Z	x			
3	Track the Letter – (middle 3 rows) chase the lit target as it goes from A to Z	x			
4	Track the Letter – (upper 3 rows) chase the lit target as it goes from A to Z	x			
5	Track the Letter – (lower 2 rows) chase the lit target as it goes from A to Z	x			x
G	SEEK THE LETTER - All targets (High Cognitive)				
1	Seek the Letter – Timed Game (all targets) – Seek the alphabet, A to Z and back.	x	x	x	x

2	Seek the Letter – Timed Game (lower 4 rows) – Seek the alphabet, A to Z and back.	x			
3	Seek the Letter - Timed Game (middle 3 rows) - Seek the alphabet, A to Z and back.	x			
4	Seek the Letter - Timed Game (upper 3 rows) - Seek the alphabet, A to Z and back.	x			
5	Seek the Letter - Timed Game (lower 2 rows) - Seek the alphabet, A to Z and back.	x			x

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<b>H</b>	<b>TRACK Left, Right, Both - FIXED (High Cognitive)</b>				
1	Track Left, Right, Both (LRB) FIXED – (all targets) Use correct hand or hands to track the targets. L will be on right side and R will be on Left side so player is to cross the midline to reach the correct target with the correct hand.	x			x
2	Track Left, Right, Both (LRB) FIXED – (lower 4 rows) Use correct hand or hands to track the targets. L will be on right side and R will be on Left side so player is to cross the midline to reach the correct target with the correct hand.	x			
3	Track Left, Right, Both (LRB) FIXED – (middle 3 rows) Use correct hand or hands to track the targets. L will be on right side and R will be on Left side so player is to cross the midline to reach the correct target with the correct hand.	x			
4	Track Left, Right, Both (LRB) FIXED – (lower 2 rows) Use correct hand or hands to track the targets. L will be on right side and R will be on Left side so player is to cross the midline to reach the correct target with the correct hand.	x			x
<b>I</b>	<b>TRACK Left, Right, Both - RANDOM (High Cognitive)</b>				
1	Track Left, Right, Both (LRB) RANDOM – (all targets) Left, Right and Both, Use correct hand or both to chase the lights on the system. L, R and B will light up randomly.	x	x	x	x
2	Track Left, Right, Both (LRB) RANDOM – (lower 4 rows) Left, Right and Both, Use correct hand or both to chase the lights on the system. L, R and B will light up randomly.	x			
3	Track Left, Right, Both (LRB) RANDOM – (Middle 3 rows) Left, Right and Both, Use correct hand or both to chase the lights on the system. L, R and B will light up randomly.	x			
4	Track Left, Right, Both (LRB) RANDOM – (Lower 2 rows) Left, Right and Both, Use correct hand or both to chase the lights on the system. L, R and B will light up randomly.	x			x
<b>J</b>	<b>SEEK THE COLOR (High Cognitive)</b>				
1	Seek the Color – Timed Game (all targets) – Seek the color on center target at start.	x	x	x	x
2	Seek the Color – Timed Game (lower 4 rows) – Seek the color on center target at start.	x			
3	Seek the Color – Timed Game (middle 3 rows) – Seek the color on center target at start.	x			
4	Seek the Color – Timed Game (upper 3 rows) – Seek the color on center target at start.	x			
5	Seek the Color – Timed Game (lower 2 rows) – Seek the color on center target at start.	x			x
<b>K</b>	<b>SEEK THE SMILEY (High Cognitive)</b>				
1	Seek the Smiley Face – Timed Game (all targets) – Seek the smiley face until time runs out.	x	x	x	x
2	Seek the Smiley Face – Timed Game (lower 4 rows) – Seek the smiley face until time runs out.	x			

3	Seek the Smiley Face – Timed Game (middle 3 rows) – Seek the smiley face until time runs out.	x			
4	Seek the Smiley Face – Timed Game (Upper 3 rows) – Seek the smiley face until time runs out.	x			
5	Seek the Smiley Face – Timed Game (Lower 2 rows) – Seek the smiley face until time runs out.	x			x
<b>L</b>	<b>KNOCK THE LIGHTS OUT (Low Cognitive)</b>				
1	Lights Out – Race - (all targets) – Knock out all targets	x	x	x	x

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2	Lights Out – Race - (lower 4 rows) – Knock out all the targets	x			
3	Lights Out – Race - (Middle 3 rows) – Knock out all the targets	x			
4	Lights Out – Race - (Upper 3 rows) – Knock out all the targets	x			
5	Lights Out – Race - (lower 2 rows) – Knock out all the targets	x			x
<b>M</b>	<b>KNOCK THE LIGHTS OUT - KEEP 3 ON (Low Cognitive)</b>				
1	Lights Out Keep 3 On – Timed Game (all targets) – Knock out all the lights and then continue to chase 3 targets.	x	x	x	x
2	Lights Out Keep 3 On – Timed Game (lower 4 rows) – Knock out the targets then continue to chase 3 targets.	x			
3	Lights Out Keep 3 On – Timed Game (middle 3 rows) – Knock out the targets then continue to chase 3 targets.	x			
4	Lights Out Keep 3 On – Timed Game (upper 3 rows) – Knock out the targets then continue to chase 3 targets.	x			
5	Lights Out Keep 3 On – Timed Game (lower 2 rows) – Knock out the targets then continue to chase 3 targets.	x			x
<b>N</b>	<b>PAIRING – Find the pairs - Refresh after each find (High Cognitive)</b>				
1	Pairing - Color (timed game).	x	x	x	x
2	Pairing - Numbers (timed).	x	x	x	x
3	Pairing - ABC (timed).	x	x	x	x
4	Pairing - Shapes (timed).	x	x	x	x
5	Pairing - Dice (timed).	x	x	x	x
6	Pairing - Symbols (timed).	x	x	x	x
<b>O</b>	<b>MEMORY – Find the pairs - Keep on while seeking next (High Cognitive)</b>				
1	Memory - Color (race).	x	x	x	x
2	Memory - Numbers (race).	x	x	x	x
3	Memory - ABC (race).	x	x	x	x
4	Memory - Shapes (race).	x	x	x	x
5	Memory - Dice (race).	x	x	x	x
6	Memory - Symbols (race).	x	x	x	x
<b>P</b>	<b>SEQUENCING – Find the sequence following the first target (High Cognitive)</b>				
1	Memory – Numbers – Find the sequence (race)	x	x	x	x
2	Memory – Alphabet – Find the sequence (race)	x	x	x	x

Q	EQUATIONS SEEK - Scalable games testing addition, multiplication, subtraction, division and square root (High Cognitive)				
1	Equations + (addition), all targets. Select table age appropriate	x	x	x	x
2	Equations - (subtraction), all targets. Select table age appropriate	x	x	x	x
3	Equations X (multiplications), all targets. Select table age appropriate	x	x	x	x
4	Equations / (division), all targets. Select table age appropriate	x	x	x	x
5	Equations (square roots), all targets. Select table age appropriate	x	x	x	x