SMARTfit™ Functional and Brain Fitness Games for
SMARTfit Single, SMARTfit Mini
With and Without SMARTfit Pods

Getting Started User Manual  Rev 3.0

SMARTfit™ 2016
Unlike other fitness equipment which may require additional insurance, SMARTfit™ Trainer Single and Mini have been approved by the Fitness Insurance Industry for use under general liability insurance. Please check with your insurer to confirm insurance laws in your state.

PARTICIPANTS SHOULD CONSULT A DOCTOR BEFORE STARTING ANY EXERCISE PROGRAM. The content of this workout program is made available with the understanding that Multisensory Fitness, Inc. disclaims all responsibility for any injury incurred as a consequence of engaging in this program without first consulting a physician or otherwise qualified health care professional.

Thank You. Enjoy your new SMARTfit™ system!

Multisensory Fitness, Inc.
www.multisensoryfitness.com
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Chapter 1

Welcome to SMARTfit™ Functional and Brain Fitness Training Games

Introduction

The fundamental goal of any fitness program is to help prepare individuals for the challenges of the twenty-first century by providing the core skills and knowledge for them to be physically active as part of a healthy lifestyle. SMARTfit™ Functional and Brain Fitness Training Games merges cognitive and fitness training with gameplay providing a fun and engaging multifunctional workout for SGT, Group X and personal training.

SMARTfit™ works for all ages and abilities. Using sophisticated interactive computer technology, SMARTfit™ training sessions are based on games that naturally promote fun, social interaction, and exercise in a venue that requires active participation and develops successful team play.

SMARTfit’s diverse programming is designed to make fitness and sports training more fun, engaging, challenging, and inclusive than traditional forms of training. Following are tips to assist you in understanding your SMARTfit™ and making it successful in your facility.

SMARTfit™ System Manual

This manual is designed for use by both trainers wishing to design their own workouts and those seeking single session classes or boot camps. To see drills in action, please view our web site on: http://multisensoryfitness.com/customer-resources/

If you come up with a drill that is NOT posted on the channel, please capture it via smartphone and send it to us so that we can post it. We are aiming to build a library of ideas to share with teachers and trainers from all sectors.

This manual addresses games available for the SMARTfit™ Trainer Single with 9 targets and the Trainer Mini with 5 targets:

The SMARTfit™ Trainer Single is a system incorporating one 92” X 46” station with 9 targets and a CPU that houses a scoreboard, time clock and sound system.

The SMARTfit™ Trainer Mini is a system incorporating one 46” X 46” station with 5 targets.
and a CPU that houses a scoreboard, time clock and sound system.

**Combination Systems** – The SMARTfit Single and Mini are both capable of operating in conjunction with either wired or wireless pods.

**Each drill** has a specific purpose and numerous skill benefits. We suggest each drill be repeated three times:

- First, to LEARN the drill and get used to working together as a team.
- Second, to PRACTICE to improve both individually and as a team.
- Third, to CHALLENGE participants to achieve their best score, and to compare their scores with previous best scores or competitors.

**Number of participants:**

Drills are designed to engage up to 8 participants. Smaller groups may be advisable to make drills faster and more challenging for those with greater ability levels. Some of the drill variations may also be used to accomplish the same.

For larger groups, we suggest fast moving relays involving running or ball throwing and catching round-the-world style. For slower moving drills such as those that require a player to spend up to twenty seconds at the station, we recommend that players toward the back of the line be involved in a simple physical activity to keep them active while still root for their team. Examples include running in place, jumping in place, jumping jacks, push-ups, skipping, and sit-ups.

**Assessment**


Please refer to our SMARTfit™ Combine manual for doing assessments. It includes drills and assessment tracking sheets for each demographic group. Tracking scores over 4 weeks will supply the data to plot participants’ progress over time.

This is an excellent tool to show participants that they are improving. More specific on-line performance tracking will become available when our on-line assessment tracking upgrade is released.
Using the scores from specific games for specific skills, instructors will be able to evaluate the progress of skill attainment within a group. For example, instructors could use activities in any one of the Games 210-219 games at 4 minutes to record a beginning level of cardio fitness of an individual or team by having them sprint from a start line 20-30 feet from the system, to the system and back. After a month, the same individual or teams can record a second score in the same game at 4 minutes to determine how much progress has been achieved and this can be plotted on a graph.

For throwing and accuracy skills, games 1-11, 210-231 games could be played for 45 seconds, recording an initial score. After a period of time, the players would record a new score in the same game to determine how much their accuracy has improved. Be creative! People love to see their scores "up in lights" and will want to participate especially if the progress is plotted on a graph.

For cognitive training games 232-233, as well as the 600 and 800 Games suites are the best. You can add as much or as little cardio to these games as you like by altering how the games are played. Players can stand close to the system and play with just their hands, or the can do some running, hopping, jumping activity while playing. Another great way to increase the challenge is to have them stand on a Bosu or hold padded weights while they play the targets.

If competition is the goal, SMARTfit™ games encourage people to compete with themselves, other groups, and even other clubs. An effective idea to incentivize play is to post weekly high scores on Facebook or other social media, along with video clips of play. The players will get an excellent workout while having fun, and posting scores promotes retention of their skills. There is no limit to how your system can be used!

### Setting Your SMARTfit™ Trainer System Game Times and Playing Distances for a Specific Concept or Skill Emphasis

**Cardio Respiratory**
- Longer time periods of play: 60 seconds to 240 seconds depending on the size of the group
- Move start line farther back: 10’ or more up to 30.’
- Have team relays for longer periods of time: 120 seconds to 240 seconds
- Have players in line to perform exercises while waiting for their turn

**Cognitive**
- Longer time periods of play: 60 seconds to 240 seconds depending on the size of the group
- Use games that track numbers, letters, colors and pictures as well as memory, pairing and sequencing games
- Chase the Target Challenge Games
- Counting Games
- Word Games
- Math Games
- Pairing Games
Tracking Games - Color Chase, Number Chase, etc.
Have team relays for longer periods of time: 120 seconds to 240 seconds
Have players in line assist team mates by helping them to find answers

**Speed/Agility**
Shorter time periods of play: 60 seconds or less
Include changes in speeds and directions when travelling to the stations/targets: fast to slow and forward to backward, lateral to the right one direction and to the left the other
Use bean bags and have players sprint up to retrieve the beanbag and sprint back to start line
Move start line closer to station for quick returns and reaction times with ball games
Establish multiple start lines; "suicide" drills
Use speed ladders, cones or poly spots in pathway to the stations

**Skill/Accuracy**
Chase games using one active target with a ball: Intermediate to Advanced level
All activities in Games: Knock the Lights Out
Ball games with or without a bounce on the return
Activities that deduct points for misses or hits below the line

**Core Strength**
Replace playground balls with a 2 lb. medicine ball
Have players stand on BOSU ball or balance board to throw balls or touch targets with hands
Have players perform sit-ups while tossing medicine ball to targets

**How to Organize Your Group for a Class on SMARTfit™ System**
The workouts in this manual are designed for both individual and group trainers. For group training, it is essential to plan and organize the group quickly in order to get players into action as soon as the lesson starts.

**Additional Tips**
The equipment list for each drill is per station. You can substitute as desired, using equipment on hand to complement the ball kit shipped with each SMARTfit™ Trainer system.

We strongly recommend reading the operating instructions in Chapter 2 of this manual to familiarize yourself with the system before you begin. We have provided both individual lesson plans to create your own workouts, and complete workout programs that include lesson plans grouped for specific outcomes. All activities can be adapted for any age and any skill level.

**SMARTfit™ Conditioning for the Mind and Body: How It Works**
SMARTfit™ Training is a functional training and fitness program appropriate for all ages and fitness levels. The brain and body connection is the key element that differentiates a functional
training program from a general conditioning program, and SMARTfit™ programs are specifically designed to stimulate the body and the brain concurrently. This is accomplished by:

- Attracting participation and engaging sustained focus with short attention-grabbing computer games, played sequentially in the pursuit of score and mastery of skills
- Providing full body exercise by stimulating the hands, feet, eyes, ears and vestibular system in playing real games with real tactile equipment (NOT simulated)
- Requiring high levels of attention and focus for success (staying consciously in-the-now)
- Engaging in cognitive decision-making under pressure
- Delivering a cardiovascular workout in a game format

SMARTfit's programming improves functional abilities (flexibility, balance, power, strength) while concurrently developing high levels of cognitive and neuromuscular efficiency. This process of engaging the hands, feet, ears, and eyes develops visual-perceptual motor skills. The added element of integration of the right and left brain hemispheres has been well-documented to enhance brain plasticity as well as whole brain thinking, cognition, attention and focus for learning.
Chapter 2

Getting to Know Your SMARTfit™ Trainer

Groups who want teamwork and fun with as much movement and participation as possible will appreciate and enjoy the SMARTfit™ Trainer. Up to 8 people can play with minimum wait time. Each player will be “in action” for the majority of playing time. All targets can display colors, numbers, letters, symbols, shapes and more.

This is essential in games that are designed to require players to seek out individual images in order to increase cognitive demand during the game as well as to force decisions under pressure. SMARTfit™ Trainer also includes optional voice instruction, which announces each game while scrolling through the options.

**Recommended Floor Markings**: see video instruction

http://multisensoryfitness.com/recommended-floor-markings/

Use of the space in front of your SMARTfit™ panels can add options to your program. Many of our lesson plans include the use of speed/agility ladders, poly spots, cones, and pre-taped lines set at specific distances in front of the SMARTfit™ system. We recommend taping, painting or incorporating into the existing floor the following: Ladder a minimum of 16’ long and 2’ wide, divided into 2’ squares. Center each ladder at the base of each Station. Place start lines at 5,’ 10,’ 15’ and 20.’
Chapter 3

Combination of SMARTfit Single/Mini and Wired or Wireless Pods

The CPU runs both the SMARTfit Single/Mini in combination with SMARTfit Pods that can be paced on the floor, or mounted to walls or to pod stands using the Velcro supplied.

If you have wireless pods they need to be charged and turned on before use.

Charging system for wireless Pods

A special power charging cable is supplied which connects to the back of the wireless pods. Up to six pods can charge at a time and a single charge should provide up to 20 hours of play.

1. Charge all pods prior to setting the system up for the first time.
2. Plug power cord into a 110 electrical outlet.
3. Plug the other end of charging cord into the back of each Pod.
4. The pod may take up to 4 hours to fully charge.

Use the system interface to find the setting for setting Pod sensitivity

There are 5 levels of sensitivity on the Pods which range from a light hit of a child to a heavier strike of an athlete or medicine ball. It is important to note that unlike touch screens, SMARTfit systems are designed to be tapped or hit rather than touched. For this reason, the sensors look for a short-sharp tap or hit rather than a push with a finger or hand. The system is pre-set at the mid-level and should only be changed when players are either heavy handed or very light handed.

System Initialization When Pods Are Part of the System

The initialization process is necessary when you have purchased pods to sometimes integrate with the station system. This will involve activating the pod systems so that they can be seen by The CPU and included in the games. There may also be times when you may wish to activate the pods alone. This initialization process enables you to choose which targets to activate and provides the system a variety of ways it can be used.

If you have any difficulties, here are some reasons that a Pod may not detect a target on startup.
The targets are not detected:

1. **The Pod or Target was not turned on.** If a pod is on, one or more pixels will blink blue every 5 seconds. If there are no the pod is not on, press the red button on the face to turn it on.

2. **The wireless pod has turned itself off.** Wireless pods run on batteries, they will blank the display after 5 minutes. Tap the red button on the face of the pod to see if the pod is on (A “-” will momentarily show on the display.)

3. **The Pod ran out of stored power.** If the Pod does not turn on when you push the red button on the face, it has run out of power and needs a recharge.

4. **The Pod was out of range or something is blocking communication with the CPU.** Make sure the pod has a clear line of site to the CPU controller and is within 100 feet of the controller. A common cause is interference from another source; (alarm systems, other wireless devices, etc), in this case you will need to change the channel that both the controller and the wireless pod communicate on. See appropriate section to change the channel.

5. If none of these options work, contact technical support.
Chapter 4

System Start-up, Settings and Operation

The System requires a 110 electrical outlet and can operate as a stand-alone unit or with the addition of wireless pods.

The system CPU

The system CPU contains the systems controller, electronic boards, sound system and speakers, time clock, scoreboard, touch key interface for making game and systems selections, and the power supply.

Power On/Off

The on/off switch is located on the right side of the CPU near the power connect cord. When powering on, the system will take 3 seconds to check that all components are working properly. Please DO NOT TOUCH any part of the system during this check or your system will display an error message. If this occurs, simply turn the system off, wait for 3 seconds, then restart.

Scoreboard

The scoreboard displays up to four digits of score.

Time Clock

The time clock displays 4 digits of time including milliseconds during the final ten second countdown of a game.

The System's 16-digit Alpha Numeric Interface and Keypad
The system Interface provides a line of letters and keypad that allows users to customize the system.

- Games: Pressing the game button once followed by the up arrow allows you to cycle through the game list. Pressing the GAME button again to goes to the next section of games, which is fast way to get to a particular game. From game settings: Pressing the ENTER button will cycle from game selection to time selection to volume selection to level selection to sensitivity selection.

  - In time selection pressing the up and down arrows will cycle through the available time values.
  - In volume selection pressing the up and down arrows will cycle through the available volume settings.
  - In level selection the up and down arrows will cycle through the available level settings.
  - In sensitivity selection the up and down arrows will cycle through the available sensitivity settings. Lowest sensitivity means the target needs to be struck with the most force.

- System functions: Pressing the SYSTEM button will enter the system configuration process. When first pressed you enter the panel/pod configuration. Pressing the ENTER button after that cycles from:
  a. panel/pod configuration
  b. a question about allocating the use of a single start pod
  c. number of targets expected
  d. number of pods expected
  e. RF channel the pods will be communicating on
  f. system volume
  g. attract mode song
  h. whether or not the game is to restart after completing
  i. whether or not system commands are to be said over the speaker system
  j. game hit sounds
k. selecting whether on power up you want to always search for targets/pods
l. entering the password
m. entering a message for the targets to scroll
   o In “panel/pod configuration” you have a list of configurations to choose from: Panel and pods, Panel only and pods only.
   o In “a question about using the use of a single start pod” you have the choice of whether or not to force the participant to go and tag a pod between each correct hit to the panel.
   o In “number of targets to be expected” select the number of targets in the panel (usually 9).
   o In “number of pods to be expected” select the number of pods in the system (usually 6).
   o “RF channel the pods will be communicating” select the channel that isn’t being used by other SMARTfit systems or to eliminate interference.
   o “system volume” select the volume for commands (“first shot starts the game”, etc.)
   o “attract mode song” select the song to be played during the attract mode.
   o “whether or not the game is to restart after completing” selection of YES or NO tells the system at the end of game to restart the game or just stop.
   o “whether or not system commands are to be said over the speaker system” selecting YES or NO tells the system whether or not to use the speaker system for commands.
   o “game hit sounds” allows selection of what sound is heard when target is hit.
   o “selecting whether on power up you want to always search for targets/pods” allows the user to auto detect the targets and pods in the system on power up. It also allows the user to do a one-time auto detect.
   o “entering the password” feature isn’t used yet.
   o “entering a message for the targets to scroll” Any message can be entered here to be scrolled on the targets after the attract mode ends.

• Suite Button (coming soon): This button allows you to set up customized lesson/workout plans that include a group of games that will operate sequentially.
Sound and Volume Options

There are 2 ways to use the sound in the system. Volume control is available for each type of sound and users have the option to deactivate any of the sound options:

1. Pre-programmed songs for use as attract mode. There are 13 pre-programmed songs that can set the atmosphere for the age of the players.
   - These songs can be selected as the attract mode which kicks in when the system is dormant for 5 minutes
   - Game tones. There are three sets of game tones that can be used to indicate the right/wrong hits and game fanfares.

2. Voice instructions: Voice instructions are optional and are available in English, French, Spanish and German. Systems are shipped with English unless specially requested when ordering your system.

System Start-up and Initialization

When the CPU is turned on, it will go through an initialization process where it will identify all of the active (turned on and addressed) targets. In most cases it will have been initialized before it shipped in which case the system start-up process will take you to the last game that was played.

Re-initializing is sometimes necessary when starting your system for the first time after it has been upgraded, or when you want to instruct the CPU to activate certain targets for the workout session. This needs to be done if you wish to change from either the panel system to adding wireless pods, or using just the pods alone.

When the CPU firsts turns on, it will allow you to select which mode you plan to use and will set the system accordingly. If you are using wireless pods, please ensure they are turned on before powering up so that the system can recognize them during the initialization process.

If you are adding wireless pods the system will look for them and if they are not found, it will ask if you would like to identify the targets with the prompt, “ID TARGETS NO?” To ID the targets press the “up” key so that “ID TARGETS YES?” is displayed.

Press the enter button to continue. When all targets display the “?” symbol, tap them in sequence, starting with the targets closest to the CPU and working your way out by tapping
each target until you reach the furthest one. They should respond to the tap by reading out sequential letters of the alphabet. When all targets are displaying a letter, press the menu button again to commit these addresses to memory. Your system is now ready for play!

System Menu Structure

To get started press:

1. **System** button – access the system menu.
2. **Game** button – access the game menu and also cycles through game suites.
3. **UP** or **DOWN** button – cycle through values.
4. **Enter** button – cycles through options
5. Wait 5 seconds after modifying a setting for your change to take effect.

**Game Button:**
- **Game Select Menu:** Short Press of the Game button brings up game selection – use arrows to cycle through games.
- **Game Sets:** Multiple short presses of the GAME button cycles through the game sets.
- **Game Settings menu:** Short press on the ENTER key will send you to the game options to set time, volume, level and sensitivity.
  - **Game Time:** Here the up and down keys can be used to select game duration.
  - **Game Volume:** volume for game sounds, hits, misses. Use the arrows to select volume.
  - **Game Level:** The up and down keys can be used to select game level.
  - **Game Sensitivity:** The up and down keys can be used to select the sensitivity level of the targets.

**System Button:**
- **System Select Menu:** Short Press of the System button brings up system parameters. Pressing the RETURN key cycles through the parameters; number
of targets, number of pods, RF channel, system volume, attract music, auto restart, voice instruction, tones, auto addressing, password and message.

- **Number of targets**: Up and Down arrows are used to select how many targets are in your panel.
- **Number of pods**: Up and Down arrows are used to select how many targets are in your panel.
- **RF radio**: This feature is used to move the RF radio band if interference from other products or multiple SMARTfit products are used close to each other. It is specific to the wireless pods, which must be set to the same channel as well.
- **System volume**: UP and DOWN keys increase and decrease the volume of the instructions (start the game, end of game, etc.)
- **Attract Music**: Select the music played while attract mode is active using the UP and DOWN keys. The selected song will be played to help the user decide if the selected song is the desired song.
- **Auto Restart On/Off**: Change how games behave once they have concluded. With auto restart on, the game will display scores and restart itself, ready for the same game to restart immediately. With Auto Restart off, the system will remain idle and only start a new game when the menu button is pressed. Turn Auto Restart on or off using the UP and DOWN keys.
- **Voice instruction**: Choose whether or not to have voice instructions enabled. Turn Voice Instruction on or off using the UP and DOWN keys.
- **Tones**: Select which tones will be played to register hits and misses. Select from tones by pressing the up/down key, and when a tone is selected, it will give a sample hit to help the user decide if it is the right tone.
- **Auto address: which is used to initialize the targets**: Here, the user can select between three options using the up and down keys.
  - **NO ADDR PROMPT**: This option does not display the address prompt when the Pod CPU is started up.
  - **ADDR PROMPT ON**: This option displays the address prompt every time the Pod CPU is rebooted.
  - **ADDR NOW**: If this option is selected and the user waits 3 seconds, the ID TARGETS NO? prompt comes up. Pressing the up key will display ID TARGETS YES? Pressing the menu button here will result in the target ID process becoming active. For more information on this, see the “System Startup and Initialization” section.
- **Password**: Not presently used (for future protection).
- **Message**: The message displayed here is the message that shows up on the targets during the Attract mode.
Chapter 5

Recommended Equipment for SMARTfit™ System

Your SMARTfit™ system is tough, durable and designed to take a beating. However, because it is a computer, the following equipment list will be helpful in preserving its longevity. Following is the recommended equipment list:

- Air-filled regulation athletic balls (tennis, basketball, football, volleyball, soccer, etc.)
- Rubber practice baseballs, softballs, lacrosse, cricket or T-Balls (need to bounce).
- PassBack Footballs
- Playground balls of all diameters
- Beanbags or dead balls for single directional play
- Swim Noodles or foam bats for striking the targets
- 2 lb. or 1 kilo medicine ball (maximum weight)
- BOSU balls or other balance devices for standing, sitting or lying
- Implements for striking the balls (hockey sticks, paddles, padded bats, rackets, etc.)
- Cones to provide barriers or direction
- Padded 2, 5, or ten-pound hand weights (protect the panel from developing strike marks)

The following equipment is supplied with your system when it is purchased. See spec sheets for quantity details.

- 7” yellow playground balls
- 2 lb. medicine ball
- Foam noodles

What Equipment **NOT** to use on your SMARTfit™ System

- Regulation baseball. It will NOT return properly because there is no bounce. Over time it will damage the electronic connectors.
- Regulation lacrosse balls. Over time they may scuff the stations and damage the electronics.
- Regulation cricket balls.
- 3 pounds and greater medicine balls for throwing at the system. (Okay to use a heavier medicine ball to *touch* the targets while holding the medicine ball with hands).
- Any hard solid plastic implement such as a stick or bat for hitting targets.
Chapter 6

Group Training Drills on Your SMARTfit™ System

Group Training Format

Group classes run 20 to 50 minutes in length depending on the number of repetitions applied to each exercise. Each station can accommodate up to 8 participants of all ages and skill levels.

Suggested Group Fitness Class Formats

**Warm-up:** The Warm-Up should run for 5 minutes within a 50-minute program. The main objective of the warm-up is to loosen the muscles and prepare the participants for some fast-paced movement. A good warm-up will prepare individuals for instruction, reduce the chance of injury, and set a fun mood for SMARTfit™ Training.

**Skill:** The Skill Development section should run for about 10 minutes within a 50-minute program. The main focus here is the connection between the brain and body. Categories include speed, agility, balance, hand-eye coordination, and reaction time. Skill development transfers into the successful completion of life’s every day activities.

**Cardio:** The Cardio Respiratory Endurance section should run for about 15 minutes within a 50-minute program. The main focus is cardio endurance, stamina, and calorie expenditure.

**Core:** The Core section should run for about 5 minutes within a 50-minute program. The main focus is on strengthening the torso with sit-ups, overhead passes, etc.

**Speed and Agility:** The Speed and Agility section should run for about 10 minutes within a 50-minute program. The main focus is hand-eye speed and navigating agility using ladders or dots with hopping, side steps, and bending.

**Cool-Down:** The cool-down should last 5 to 10 minutes within a 50-minute program. This allows the participants to bring their heartbeat nearer to resting level. For this section use brain games such as Pairing, Math, or Word games which involve more thinking and less movement.

Modes of Play

There are five ways to run drills on the SMARTfit™ system:

**Individual:** First player plays the entire game to time completion. Next player in line begins a new game with a new time.
**Partners:** Two players are partners and play the game together, to time completion. Next pair of players steps up to start new game with a new time.

**Team:** First player plays a turn, retrieves ball, returns to the start line and hands/passes the ball to the next player in line.

**Around-the-World:** First player takes a turn and peels off to the end of the line. The next player in line plays off of the first player’s throw and peels off to the end of the line.
Chapter 7

Designing a Lesson Plan

The following menus will help you to design your own Training Program. Using an empty training template, fill in the blanks with activities from the menus. Choose your equipment and time based upon the objective for that training period. The possibilities are endless! Refer to the rest of this manual for examples of how to design lesson plans for your system.

TEMPLATE — DESIGN YOUR OWN CLASS

Date: _______________ Time: _______________

WARM-UP: Equipment__________ Game ___ Start Line ___ Mode___________ Seconds_____  
•  
•  
•  

SKILL: Equipment_______________ Game ___ Start Line ___ Mode___________ Seconds_____  
•  
•  
•  
•  

CARDIO: Equipment______________ Game ___ Start Line ___ Mode___________ Seconds_____  
•  
•  
•  

COOL-DOWN: Equipment___________ Game ___ Start Line ___ Mode___________ Seconds_____  
•  
•  
•  

# Chapter 8

## Chart Displaying Activated Games

<table>
<thead>
<tr>
<th>#</th>
<th>RALLYWALL Zones</th>
<th>Single</th>
<th>Pods</th>
<th>Both</th>
<th>Mini</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Rallywall Zones – All Targets - 5 points for each hit to the lit targets</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>2</td>
<td>Rallywall Zones – Upper 3 rows - 5 points for each hit to the lit targets</td>
<td>x</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Rallywall Zones – Upper 3 rows with penalty - Penalty for hitting outside lit region</td>
<td>x</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Rallywall Zones - Lower 4 rows - 5 points for each hit to the lit targets</td>
<td>x</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Rallywall Zones - Lower 4 rows with penalty - Penalty for hitting outside lit region</td>
<td>x</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>6</td>
<td>Rallywall Zones – Top row – 5 points for each hit to the lit targets</td>
<td>x</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Rallywall Zones – Top row with penalty - Penalty for hitting outside the lit region</td>
<td>x</td>
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<td></td>
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</tr>
<tr>
<td>8</td>
<td>Rallywall Zones – Bottom row – 5 points for each hit to the lit targets</td>
<td>x</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Rallywall Zones – Bottom row with penalty – Penalty for hitting outside the lit region</td>
<td>x</td>
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<td></td>
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</tr>
<tr>
<td>10</td>
<td>Rallywall Zones – Middle 3 rows – 5 points for each hit to the lit targets</td>
<td>x</td>
<td></td>
<td></td>
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<tr>
<td>11</td>
<td>Rallywall Zones – Middle 3 rows - Penalty for hitting outside the lit region</td>
<td>x</td>
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### CHASE THE TARGETS

<table>
<thead>
<tr>
<th>#</th>
<th>Chase the Single Target – Emoticons</th>
<th>Single</th>
<th>Pods</th>
<th>Both</th>
<th>Mini</th>
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</thead>
<tbody>
<tr>
<td>210</td>
<td>Chase the Single Target - Emoticons</td>
<td>x</td>
<td>x</td>
<td>x</td>
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</tr>
<tr>
<td>211</td>
<td>Chase the Single Target - Dice</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>212</td>
<td>Chase the Single Target - Shapes</td>
<td>x</td>
<td>x</td>
<td>x</td>
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<tr>
<td>213</td>
<td>Chase the Single Target - (middle 3 rows) Emoticons</td>
<td>x</td>
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<tr>
<td>214</td>
<td>Chase the Single Target - (middle 3 rows) Dice</td>
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<tr>
<td>215</td>
<td>Chase the Single Target - (middle 3 rows) Shapes</td>
<td>x</td>
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<tr>
<td>216</td>
<td>Chase the Single Target – (middle 3 rows) chase the lit target</td>
<td>x</td>
<td></td>
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<tr>
<td>217</td>
<td>Chase the Single Target – (middle 3 rows) chase the lit target as it goes from A to Z</td>
<td>x</td>
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<tr>
<td>218</td>
<td>Chase the Single Target – (middle 3 rows) chase the lit target as it counts from 0 to 19</td>
<td>x</td>
<td></td>
<td></td>
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<tr>
<td>219</td>
<td>Chase the Single Target – (all targets) chase the lit target</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
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<tr>
<td>220</td>
<td>Chase the Single Target – (top row) chasse the lit target</td>
<td>x</td>
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<tr>
<td>221</td>
<td>Chase the Single Target – (bottom row) chase the lit target</td>
<td>x</td>
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<tr>
<td>222</td>
<td>Chase the Single Target – (lower 2 rows) chase the lit target</td>
<td>x</td>
<td></td>
<td></td>
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<tr>
<td>223</td>
<td>Chase the Single Target – (lower 4 rows) chase the lit target</td>
<td>x</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>224</td>
<td>Chase the Single Target – (upper 3 rows) chase the lit target</td>
<td>x</td>
<td></td>
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</tr>
<tr>
<td>225</td>
<td>Chase the Single Number – (all targets) chase the lit target as it counts from 0 to 19</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>226</td>
<td>Chase the Single Number – (lower 4 rows) chase the lit target as it</td>
<td>x</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>ID</td>
<td>Description</td>
<td>Single</td>
<td>Pods</td>
<td>Both</td>
<td>Mini</td>
</tr>
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<tr>
<td>227</td>
<td>Chase the Single Number, by 2 – (all rows) chase the lit target as it counts by 2's</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
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<tr>
<td>228</td>
<td>Chase the Single Number, by 3 – (all rows) chase the lit target as it counts by 3's</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>229</td>
<td>Chase the Single Letter – (all rows) chase the lit target as it goes from A to Z</td>
<td>x</td>
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<tr>
<td>230</td>
<td>Chase the Single Letter – (lower 4 rows) chase the lit target as it goes from A to Z</td>
<td>x</td>
<td></td>
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<tr>
<td>231</td>
<td>Chase the Single Letter – (upper 3 rows) chase the lit target as it goes from A to Z</td>
<td>x</td>
<td></td>
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<td></td>
</tr>
<tr>
<td>232</td>
<td>Chase the Single Target – (all targets) Left, Right and Both, Use correct hand or both to chase the lights on the system. L will be on right side and R will be on Left side so player is to cross arms to play.</td>
<td>x</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>233</td>
<td>Chase the Single Target – (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 around the wall.</td>
<td>x</td>
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### KNOCK THE LIGHTS OUT

<table>
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<tr>
<th>ID</th>
<th>Description</th>
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<th>Mini</th>
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</thead>
<tbody>
<tr>
<td>600</td>
<td>Lights Out – Race - (all targets) – Knock out all targets</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>601</td>
<td>Lights Out – Race - (lower 4 rows) – Knock out all the targets</td>
<td>x</td>
<td></td>
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<td></td>
</tr>
<tr>
<td>605</td>
<td>Lights Out Keep 3 On – Timed Game (all targets) – Knock out all the lights and then continue to chase 3 targets.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
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<tr>
<td>606</td>
<td>Lights Out Keep 3 On – Timed Game (lower 4 rows) – Knock out the targets then continue to chase 3 targets.</td>
<td>x</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>607</td>
<td>Lights Out Keep 3 On – Timed Game (upper 3 rows) – Knock out the targets then continue to chase 3 targets.</td>
<td>x</td>
<td></td>
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<tr>
<td>608</td>
<td>Track the Number - Race – (all targets) – Track the correct number 0 to 19 and back to 0</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>609</td>
<td>Track the Number - Race – (lower 4 row) – Track the correct number 0 to 19 and back to 0</td>
<td>x</td>
<td></td>
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</tr>
<tr>
<td>610</td>
<td>Track the Number - Race – (all targets) – Track the correct number 19 to 0</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>611</td>
<td>Track the Number – Timed Game (lower 4 rows) – Track the correct number 0 to 19 and back to 0.</td>
<td>x</td>
<td></td>
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<tr>
<td>612</td>
<td>Track the Number – Timed Game (all targets) – Track the correct number 0 to 19 and back to 0.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>613</td>
<td>Track the Number, X 2 – Timed Game (all targets) – Track the correct number counting by 2's.</td>
<td>x</td>
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<tr>
<td>614</td>
<td>Track the Number, X 3 – Timed Game (all targets) – Track the correct number counting by 3's.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
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<tr>
<td>618</td>
<td>Track the Letter – Timed Game (all targets) – Track the alphabet, A to Z and back.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
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<tr>
<td>619</td>
<td>Track the Letter – Timed Game (lower 4 rows) – Track the alphabet, A to Z and back.</td>
<td>x</td>
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<tr>
<td>620</td>
<td>Track the Letter - Timed Game (middle 3 rows) - Track the alphabet, A to Z and back.</td>
<td>x</td>
<td></td>
<td></td>
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<tr>
<td>621</td>
<td>Track the Color – Timed Game (all targets) – Track the color on center target at start.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
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<tr>
<td>622</td>
<td>Track the Color – Timed Game (lower 4 rows) – Track the color on center target at start.</td>
<td>x</td>
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<tr>
<td>623</td>
<td>Track the Color – Timed Game (middle 3 rows) – Track the color on center target at start.</td>
<td>x</td>
<td></td>
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<tr>
<td></td>
<td>Track the Smiley Face – Timed Game (all targets) – Track the smiley face until time runs out.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>---</td>
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<tr>
<td>625</td>
<td>Track the Smiley Face – Timed Game (lower 4 rows) – Track the smiley face until time runs out.</td>
<td>x</td>
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<tr>
<td>626</td>
<td>Track the Smiley Face – Timed Game (middle 3 rows) – Track the smiley face until time runs out.</td>
<td>x</td>
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</table>

**PAIRING, MEMORY AND SEQUENCING – Find the pairs or sequence**

<table>
<thead>
<tr>
<th></th>
<th></th>
<th>Single</th>
<th>Pods</th>
<th>Both</th>
<th>Mini</th>
</tr>
</thead>
<tbody>
<tr>
<td>800</td>
<td>Pairing - Color (timed game).</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>801</td>
<td>Memory - Color (race).</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>802</td>
<td>Pairing - Numbers (timed).</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>803</td>
<td>Memory - Numbers (race).</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>804</td>
<td>Memory – Numbers – Find the sequence (race)</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>805</td>
<td>Pairing - ABC (timed).</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>806</td>
<td>Memory - ABC (race).</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>807</td>
<td>Memory – Alphabet – Find the sequence (race)</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>808</td>
<td>Pairing - Shapes (timed).</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>809</td>
<td>Memory - Shapes (race).</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>810</td>
<td>Pairing - Dice (timed).</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>811</td>
<td>Memory - Dice (race).</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
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<tr>
<td>812</td>
<td>Pairing - Symbols (timed).</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
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<tr>
<td>813</td>
<td>Memory - Symbols (race).</td>
<td>x</td>
<td>x</td>
<td>x</td>
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</tr>
</tbody>
</table>
Chapter 8

Game Rules

Game Category 1-11: Rallywall

The Rallywall games focus on accepting any hit within the designated playing area for points. The targets will be activated to reveal the specific playing area. These games are very good for ball games as they provide a larger playing area for beginners and for long distance play such as tennis, soccer, baseball, basketball, volleyball, lacrosse, and football training.

<table>
<thead>
<tr>
<th>#</th>
<th>RALLYWALL Zones</th>
<th></th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>Rallywall Zones – All Targets - 5 points for each hit to the lit targets</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>2</td>
<td>Rallywall Zones – Upper 3 rows - 5 points for each hit to the lit targets</td>
<td></td>
<td>x</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Rallywall Zones – Upper 3 rows with penalty - Penalty for hitting outside lit region</td>
<td></td>
<td>x</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Rallywall Zones – Lower 4 rows - 5 points for each hit to the lit targets</td>
<td></td>
<td>x</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Rallywall Zones – Lower 4 rows with penalty - Penalty for hitting outside lit region</td>
<td>x</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Rallywall Zones – Top row – 5 points for each hit to the lit targets</td>
<td>x</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Rallywall Zones – Top row with penalty - Penalty for hitting outside the lit region</td>
<td></td>
<td>x</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Rallywall Zones – Bottom row – 5 points for each hit to the lit targets</td>
<td>x</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Rallywall Zones – Bottom row with penalty – Penalty for hitting outside the lit region</td>
<td></td>
<td>x</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>Rallywall Zones – Middle 3 rows – 5 points for each hit to the lit targets</td>
<td></td>
<td>x</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Rallywall Zones – Middle 3 rows - Penalty for hitting outside the lit region</td>
<td>x</td>
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<td></td>
</tr>
</tbody>
</table>

Game Number: 1

Name: Rally Wall, All Targets

Game Rules:

- Each station starts with all target lights turned on.
- Objective is to hit the system in the active target area as many times as possible until the clock runs out.
- When the lighted active target area is hit the targets are activated and a positive tone is heard.
- When time expires, the station with the highest score will light up with exploding targets, flashing lights, and score will flash to show which station achieved the highest score.
- Each good hit earns 5 points.
Game Number: 2

Name: Rallywall – Upper 5 targets

Game Rules:
- Each station starts with the upper 5 targets turned on.
- Objective is to hit the system in the active target area as many times as possible until the clock runs out.
- When the lighted active target area is hit the targets are activated and a positive tone is heard.
- When time expires, the station with the highest score will light up with exploding targets, flashing lights, and score will flash to show which station achieved the highest score.
- 5 points for hitting the upper 5.

Game Number: 3

Name: Rallywall – Upper 5 targets, with penalty

Game Rules:
- Each station starts with the upper 5 target turned on.
- Objective is to hit the system in the active target area as many times as possible until the clock runs out.
- When the lighted active target area is hit the targets are activated and a positive tone is heard.
- When time expires, the station with the highest score will light up with exploding targets, flashing lights, and score will flash to show which station achieved the highest score.
- 5 points for hitting the upper 5 and minus 2 for the lower 2 rows.

Game Number: 4

Name: Rallywall, Lower 4 rows (7 targets)

Game Rules:
- Each station starts with only the lower 4 rows with 7 target lights turned on.
- Objective is to hit the system in the active target area as many times as possible until the clock runs out.
- When the lighted active target area is hit the targets are activated and a positive tone is heard.
- When time expires, the station with the highest score will light up with exploding targets, flashing lights, and score will flash to show which station achieved the highest score.
- 5 points for hitting the lower 7 region.
Game Number: 5
Name: Rallywall, Lower 4 rows (7 targets) with penalty

Game Rules:
- Each station starts with only the lower 7 target lights turned on.
- Objective is to hit the system in the active target area as many times as possible until the clock runs out.
- When the lighted active target area is hit the targets are activated and a positive tone is heard.
- When time expires, the station with the highest score will light up with exploding targets, flashing lights, and score will flash to show which station achieved the highest score.
- 5 points for hitting the lower 7 - minus 2 for the area above the lower 7.

Game Number: 6
Name: Rallywall, Upper 2 Targets

Game Rules:
- Each station starts with only the upper 2 target lights turned on.
- Objective is to hit the system in the active target area as many times as possible until the clock runs out.
- When the lighted active target area is hit the targets are activated and a positive tone is heard.
- When time expires, the station with the highest score will light up with exploding targets, flashing lights, and score will flash to show which station achieved the highest score.
- 5 points for hitting the upper 2 target areas.

Game Number: 7
Name: Rallywall, Upper 2 Targets with penalty

Game Rules:
- Each station starts with only the upper 2 target lights turned on.
- Objective is to hit the system in the active target area as many times as possible until the clock runs out.
- When the lighted active target area is hit the targets are activated and a positive tone is heard.
- When time expires, the station with the highest score will light up with exploding targets, flashing lights, and score will flash to show which station achieved the highest score.
- 5 points for hitting the upper 2 and minus 2 for area below the 2 targets.

Game Number: 8
Name: Rallywall, Lower 2 Targets

**Game Rules:**
- Each station starts with only the lower 2 target lights turned on.
- Objective is to hit the system in the active target area as many times as possible, until the clock runs out.
- When the lighted active target area is hit the targets are activated and a positive tone is heard.
- When time expires, the station with the highest score will light up with exploding targets, flashing lights, and score will flash to show which station achieved the highest score.
- 5 points for hitting the lower 2 target areas.

Game Number: 9

Name: Rallywall, Lower 2 Targets with penalty

**Game Rules:**
- Each station starts with only the lower 2 target lights turned on.
- Objective is to hit the system in the active target area as many times as possible until the clock runs out.
- When the lighted active target area is hit the targets are activated and a positive tone is heard.
- When time expires, the station with the highest score will light up with exploding targets, flashing lights, and score will flash to show which station achieved the highest score.
- 5 points for hitting the lower two and minus 2 for area below the 2 targets.

Game Number: 10

Name: Rallywall, Middle 3 rows (Five targets)

**Game Rules:**
- Each station starts with only the lower middle 5 target lights turned on.
- Objective is to hit the system in the active target area as many times as possible until the clock runs out.
- When the lighted active target area is hit the targets are activated and a positive tone is heard.
- When time expires, the station with the highest score will light up with exploding targets, flashing lights, and score will flash to show which station achieved the highest score.
- 5 points for hitting the area around the middle 5 targets.

Game Number: 11
Name: Rallywall, Middle 3 rows (5 Targets) with penalty

Game Rules:
- Each station starts with only the middle 5 target lights turned on.
- Objective is to hit the system in the active target area as many times as possible until the clock runs out.
- When the lighted active target area is hit the targets are activated and a positive tone is heard.
- When time expires, the station with the highest score will light up with exploding targets, flashing lights, and score will flash to show which station achieved the highest score.
- 5 points for hitting the lower two and minus 2 for area above or below the lit area.
**Game Category 200-233: Chase the Target**

These games provide a specific target or set of targets that light up to reflect the target area that will earn points. All other targets are turned off and are non-active. Points are earned according to how long it takes to put targets out. Targets put out when they are blue earn 5 points, green earns 4 points, Yellow earns 3 points, Orange earns 2 points, and Red earns 1 point. Use the level button to extend the time allowed for each color.

<table>
<thead>
<tr>
<th>CHASE THE TARGETS</th>
<th>Single</th>
<th>Pods</th>
<th>Both</th>
<th>Mini</th>
</tr>
</thead>
<tbody>
<tr>
<td>210 Chase the Single Target - Emoticons</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>211 Chase the Single Target - Dice</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>212 Chase the Single Target - Shapes</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>213 Chase the Single Target - (middle 3 rows) Emoticons</td>
<td>x</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>214 Chase the Single Target - (middle 3 rows) Dice</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>215 Chase the Single Target - (middle 3 rows) Shapes</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>216 Chase the Single Target – (middle 3 rows) chase the lit target</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>217 Chase the Single Target – (middle 3 rows) chase the lit target as it goes from A to Z</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>218 Chase the Single Target – (middle 3 rows) chase the lit target as it counts from 0 to 19</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>219 Chase the Single Target – (all targets) chase the lit target</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>220 Chase the Single Target – (top row) chase the lit target</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>221 Chase the Single Target – (bottom row) chase the lit target</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>222 Chase the Single Target – (lower 2 rows) chase the lit target</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>223 Chase the Single Target – (lower 4 rows) chase the lit target</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>224 Chase the Single Target – (upper 3 rows) chase the lit target</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>225 Chase the Single Number – (all targets) chase the lit target as it counts from 0 to 19</td>
<td>x</td>
<td></td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>226 Chase the Single Number – (lower 4 rows) chase the lit target as it counts from 0 to 19</td>
<td>x</td>
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</tr>
<tr>
<td>230 Chase the Single Letter – (lower 4 rows) chase the lit target as it goes from A to Z</td>
<td></td>
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</tr>
<tr>
<td>231 Chase the Single Letter – (upper 3 rows) chase the lit target as it goes from A to Z</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>232 Chase the Single Target – (all targets) Left, Right and Both, Use correct hand or both to chase the lights on the system. L will be on right side and R will be on left side so player is to cross arms to play.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>233 Chase the Single Target – (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 around the wall.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Game Number _______ 210 _______**

**Name: Chase the Single Target - Emoticons - All Rows (9 targets)**

**Game Rules:**
- Chase one target at a time; all other targets are off.
- The target starts out displaying an emoticon
- Score earned for each hit decreases with each color change.
• Target remains red until the player can hit that target out, or time runs out.
• Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
• Use a level with longer times for running or ball games.
• Play until time runs out.

Game Number _______211_____

Name: Chase the Single Target - Dice - All Rows (9 targets)
Game Rules:
• Chase one target at a time; all other targets are off.
• The target starts out displaying a numbered dice.
• Score earned for each hit decreases with each color change.
• Target remains red until the player can hit that target out, or time runs out.
• Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
• Use a level with longer times for running or ball games.
• Play until time runs out.

Game Number _______212_____

Name: Chase the Single Target - Shapes - All Rows (9 targets)
Game Rules:
• Chase one target at a time; all other targets are off.
• The target starts out displaying a shape.
• Score earned for each hit decreases with each color change.
• Target remains red until the player can hit that target out, or time runs out.
• Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
• Use a level with longer times for running or ball games.
• Play until time runs out.

Game Number _______213_____

Name: Chase the Single Target Middle 3 rows - Emoticons
Game Rules:
• Chase one target at a time; all other targets are off.
• The target starts out displaying an emoticon.
• Score earned for each hit decreases with each color change.
• Target remains red until the player can hit that target out, or time runs out.
• Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
• Use a level with longer times for running or ball games.
• Play until time runs out.

Game Number _______214_____

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Name: Chase the Single Target – Dice - Middle 3 rows

Game Rules:
- Chase one target at a time; all other targets are off.
- The target starts out displaying a numbered dice.
- Score earned for each hit decreases with each color change.
- Target remains red until the player can hit that target out, or time runs out.
- Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
- Use a level with longer times for running or ball games.
- Play until time runs out.

Game Number _______215_____

Name: Chase the Single Target - Shapes - Middle 3 rows

Game Rules:
- Chase one target at a time; all other targets are off.
- The target starts out displaying a shape.
- Score earned for each hit decreases with each color change.
- Target remains red until the player can hit that target out, or time runs out.
- Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
- Use a level with longer times for running or ball games.
- Play until time runs out.

Game Number _______216_____

Name: Chase the Single Target Middle 3 rows (5 targets) - Colors

Game Rules:
- Chase one target at a time; all other targets are off.
- The target starts out blue and changes colors with the duration of time taken to put it out.
- Score earned for each hit decreases with each color change.
- Target remains red until the player can hit that target out, or time runs out.
- Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
- Use a level with longer times for running or ball games.
- Play until time runs out.

Game Number _______217_____

Name: Chase the Single Target Middle 3 rows (5 targets) - Counting

Game Rules:
• Chase one target at a time; all other targets are off.
• The target starts out displaying a number and which counts up with each strike.
• Target remains red until the player can hit that target out, or time runs out.
• Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
• Use a level with longer times for running or ball games.
• Play until time runs out.

Game Number _______ 218 _______

Name: Chase the Single Target Middle 3 rows (5 targets) - ABC

Game Rules:
• Chase one target at a time; all other targets are off.
• The target starts out displaying the first letter of the alphabet which displays each sequential letter with each strike.
• Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
• Use a level with longer times for running or ball games.
• Play until time runs out.

Game Number _______ 219 _______

Name: Chase the Single Target (Entire Station)

Game Rules:
• Chase one target at a time; all other targets are off.
• The target starts out blue and changes colors with the duration of time taken to put it out.
• Score earned for each hit decreases with each color change.
• Target remains red until the player can hit that target out, or time runs out.
• Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
• Use a level with longer times for running or ball games.
• Play until time runs out.

Game Number _______ 220 _______

Name: Chase the Single Target – Top Row

Game Rules:
• Chase one target at a time on the top row; all other targets are off.
• The target starts out blue and changes colors with the duration of time taken to put it out.
• Score earned for each hit decreases with each color change.
• Target remains red until the player can hit that target out, or time runs out.
• Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
• Use a level with longer times for running or ball games.
• Play until time runs out.

Game Number _______ 221 _______

Name: Chase the Single Target Bottom Row

Game Rules:
• Chase one of the targets in the bottom row at a time; all other targets are off.
• The target starts out blue and changes colors with the duration of time taken to put it out.
• Score earned for each hit decreases with each color change.
• Target remains red until the player can hit that target out, or time runs out.
• Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
• Use a level with longer times for running or ball games.
• Play until time runs out.

Game Number _______ 222 _______

Name: Chase the Single Target – Bottom 2 rows (Lower 4 targets)

Game Rules:
• Chase one of the lower 4 targets; all other targets are off.
• The target starts out blue and changes colors with the duration of time taken to put it out.
• Score earned for each hit decreases with each color change.
• Target remains red until the player can hit that target out, or time runs out.
• Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
• Use a level with longer times for running or ball games.
• Play until time runs out.

Game Number _______ 223 _______

Name: Chase the Single Target Lower 4 rows (7 targets)

Game Rules:
• Chase one of the lower 7 targets; all other targets are off.
• The target starts out blue and changes colors with the duration of time taken to put it out.
• Score earned for each hit decreases with each color change.
• Target remains red until the player can hit that target out, or time runs out.
• Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
• Use a level with longer times for running or ball games.
• Play until time runs out.

Game Number _______ 224 ________

**Name: Chase the Single Target – Top 3 rows (5 targets)**

**Game Rules:**
• Chase one of the upper 3 rows of targets at a time; all other targets are off.
• The target starts out blue and changes colors with the duration of time taken to put it out.
• Score earned for each hit decreases with each color change.
• Target remains red until the player can hit that target out, or time runs out.
• Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
• Use a level with longer times for running or ball games.
• Play until time runs out.

Game Number _______ 225 ________

**Name: Chase the Single Target, Counting (Entire Station)**

**Game Rules:**
• Chase one target at a time counting in sequential numbers starting at "0." All other targets are off. System turns on any 1 target at a time such that the player is to count from “0” to “19” with each successful strike.
• The target starts out blue and changes colors with the duration of time taken to put it out.
• Score earned for each hit decreases with each color change.
• Target remains red until the player can hit that target out, or time runs out.
• Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
• Use a level with longer times for running or ball games.
• Play until time runs out.
• Once the player reaches 19, continue counting backwards to zero and then back up again to 19 until time runs out.

Game Number _______ 226 ________

**Name: Chase the Single Target, Counting - Lower 4 rows (7 targets)**
Game Rules:
- Chase one of the lower 7 targets at a time counting in sequential numbers starting at "0". All other targets are off. System turns on any 1 target at a time such that the player is to count from “0” to “19” with each successful strike.
- The target starts out blue and changes colors with the duration of time taken to put it out.
- Score earned for each hit decreases with each color change.
- Target remains red until the player can hit that target out, or time runs out.
- Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
- Use a level with longer times for running or ball games.
- Play until time runs out.
- Once the player reaches 19, continue counting backwards to zero and then back up again to 19 until time runs out.

Game Number ______ 227 ______

Name: Chase the Single Target, Counting by 2’s (Entire Station)

Game Rules:
- Chase one target at a time counting in 2’s; all other targets are off.
- System starts at "0" or "1" and turns on any 1 target at a time such that the player is to count by 2’s from “0” to “18” or “19.”
- The target starts out blue and changes colors with the duration of time taken to put it out.
- Score earned for each hit decreases with each color change.
- Target remains red until the player can hit that target out, or time runs out.
- Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
- Use a level with longer times for running or ball games.
- Play until time runs out.
- Once the player reaches 19, continue counting backwards to zero and then back up again to 19 until time runs out.

Game Number ______ 228 ______

Name: Chase the Single Target, Counting by 3’s (Entire Station)

Game Rules:
- Chase one target at a time counting by 3’s; all other targets are off.
- System starts at "0" or "1" and turns on any 1 target at a time such that the player is to count by 3’s from “0” to “18” or “19.”
- The target starts out blue and changes colors with the duration of time taken to put it out.
- Score earned for each hit decreases with each color change.
- Target remains red until the player can hit that target out, or time runs out.
- Use yellow LEVEL button on the remote control to change the speed at which the targets change color.
- Use a level with longer times for running or ball games.
- Play until time runs out.
• Once the player reaches 19, continue counting backwards to zero and then back up again to
19 until time runs out.

Game Number _______ 229 ______

Name: Chase the Single Target, Alphabet (Entire Station)

Game Rules:
• System turns on one target at a time as a letter, in order from “A” to “Z.” Player must hit that
target for the next one to appear.
• Count increases by a letter of the alphabet with each successful strike.
• The target starts out blue and changes colors with the duration of time taken to put it out.
• Score earned for each hit decreases with each color change.
• Target remains red until the player can hit that target out, or time runs out.
• Use yellow LEVEL button on the remote control to change the speed at which the targets
change color.
• Use a level with longer times for running or ball games.
• Play until time runs out.
• Once the player reaches Z, they are to play backwards to A and then back to Z until time
runs out.

Game Number _______ 230 ______

Name: Chase the Single Target, Alphabet Lower 4 rows (7 targets)

Game Rules:
• System turns on any of the lower 7 targets, such that the player is to go from “A” to “Z.”
• Count increases by a letter of the alphabet with each successful strike.
• The target starts out blue and changes colors with the duration of time taken to put it out.
• Score earned for each hit decreases with each color change.
• Target remains red until the player can hit that target out, or time runs out.
• Use yellow LEVEL button on the remote control to change the speed at which the targets
change color.
• Use a level with longer times for running or ball games.
• Play until time runs out.
• Once the player reaches Z, they are to go backwards to A and then back to Z until time runs
out.

Game Number _______ 231 ______

Name: Chase the Single Letter, Alphabet – Upper 3 rows (5 targets)

Game Rules:
• Goal is to hit a specific letter-illuminated target as quickly as possible, reaching left to right
and vice-versa.
• Targets on the left side of the panel illuminate with letter “R;” right side displays letter “L;” This prompts players to reach to the left side targets with their right hand and to the right side targets with their left hand.
• If the center target is lit, it should display the letter “B,” and is to be hit with both hands.

Game Number ______ 232 ______

Name: Chase the Single Target Left, Right, Both (Entire Station)

Game Rules:
• Goal is to hit a specific letter-illuminated target as quickly as possible, reaching left to right and vice-versa.
• Targets on the left side of the panel illuminate with letter “R” right side displays letter “L”. This prompts players to reach to the left side targets with their right hand and to the right side targets with their left hand.
• If the center target is lit, it should display the letter “B” and is to be hit with both hands.

Game Number ______ 233 ______

Name: Chase the Single Target Left, Right Both Random (Entire Station)

Game Rules:
• Goal is to hit a specific letter-illuminated target as quickly as possible, to the target with the R (right), L (left) or B (both) hands depending on what is called for.
• R, L, B letters on the sequentially lit targets will appear randomly and the player needs to respond with the hand or foot called for whether it is with touch or a piece of equipment being used.
Game Category 600-623: Lights Out

This category of games turns on all of the lighted targets at once and points are earned by knocking them out. Some games are very specific about which lights can be knocked out and in what order, so pay attention as these are the only ones that will earn points.

<table>
<thead>
<tr>
<th>KNOCK THE LIGHTS OUT</th>
<th>Single</th>
<th>Pods</th>
<th>Both</th>
<th>Mini</th>
</tr>
</thead>
<tbody>
<tr>
<td>600 Lights Out – Race - (all targets) – Knock out all targets</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>601 Lights Out – Race - (lower 4 rows) – Knock out all the targets</td>
<td>x</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>605 Lights Out Keep 3 On – Timed Game (all targets) – Knock out all the lights and then continue to chase 3 targets.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>606 Lights Out Keep 3 On – Timed Game (lower 4 rows) – Knock out the targets then continue to chase 3 targets.</td>
<td>x</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>607 Lights Out Keep 3 On – Timed Game (upper 3 rows) – Knock out the targets then continue to chase 3 targets.</td>
<td>x</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>608 Track the Number - Race – (all targets) – Track the correct number 0 to 19 and back to 0</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>609 Track the Number - Race – (lower 4 row) – Track the correct number 0 to 19 and back to 0</td>
<td>x</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>610 Track the Number - Race – (all targets) – Track the correct number 19 to 0</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>611 Track the Number – Timed Game (lower 4 rows) – Track the correct number 0 to 19 and back to 0.</td>
<td>x</td>
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</tr>
<tr>
<td>612 Track the Number – Timed Game (all targets) – Track the correct number 0 to 19 and back to 0.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>613 Track the Number, X 2 – Timed Game (all targets) – Track the correct number counting by 2’s.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>614 Track the Number, X 3 – Timed Game (all targets) – Track the correct number counting by 3’s.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>618 Track the Letter – Timed Game (all targets) – Track the alphabet, A to Z and back.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>619 Track the Letter – Timed Game (lower 4 rows) – Track the alphabet, A to Z and back.</td>
<td>x</td>
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<td></td>
</tr>
<tr>
<td>620 Track the Letter - Timed Game (middle 3 rows) - Track the alphabet, A to Z and back.</td>
<td>x</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>621 Track the Color – Timed Game (all targets) – Track the color on center target at start.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>622 Track the Color – Timed Game (lower 4 rows) – Track the color on center target at start.</td>
<td>x</td>
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</tr>
<tr>
<td>623 Track the Color – Timed Game (middle 3 rows) – Track the color on center target at start.</td>
<td>x</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>624 Track the Smiley Face – Timed Game (all targets) – Track the smiley face until time runs out.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>625 Track the Smiley Face – Timed Game (lower 4 rows) – Track the smiley face until time runs out.</td>
<td>x</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>626 Track the Smiley Face – Timed Game (middle 3 rows) – Track the smiley face until time runs out.</td>
<td>x</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Game Number ________ 600_______

Name: Lights Out – Race - (all targets) – Knock out all lights, 1st player to complete ends game.

Game Rules:
• Each station begins with all lights turned on.
• Objective: Race to see how quickly all 9 targets can be put out.
• The scoreboard counts the seconds until the last target is out.
• First player or team to hit out all lights will end the game and their station will light up in celebration, with exploding targets flashing up and down the station, and score flashing to show the winners.

Game Number ________601_______

Name: Lights Out – Race - (lower 4 rows) – Knock out all the lights, 1st player to complete ends game

Game Rules:
• Each station begins with all targets turned on.
• Objective: Race to see how quickly the lower 7 targets can be put out.
• The scoreboard counts the seconds until the last target is out.
• First player or team to hit out all lights will end the game and their station will light up in celebration, with exploding targets flashing up and down the station, and score flashing to show the winners.

Game Number ________602_______

Name: Lights Out – Race - (all targets) – Knock out all the lights, game ends when all stations are done.

Game Rules:
• Each station begins with all targets turned on.
• Objective is to knock out all of the targets.
• First player or team to hit out all lights will end the game and their station will light up in celebration, with exploding targets flashing up and down the station, and score flashing to show the winners.
• Player to complete the game first receives a 20-point bonus.
• If one station in the system has zero activity on it the game will function and end accordingly as if that station is NOT part of the game.

Game Number ________603_______
Name: Lights Out – Lights Out – Race - (lower 4 rows) – Knock out all the lights, game ends when all stations are done.

**Game Rules:**
- Each station begins with all lights turned on.
- Objective is to knock out the lower 7 targets.
- First player or team to hit out all lights will end the game and their station will light up in celebration, with exploding targets flashing up and down the station, and score flashing to show the winners.
- Player to complete the game first receives a 20-point bonus.
- If one station in the system has zero activity on it the game will function and end accordingly as if that station is NOT part of the game.

Game Number ______ 604 ______

Name: Lights Out – Race - (upper 3 rows) – Knock out all the lights, game ends when all stations are done.

- Each station begins with all lights turned on and all LEDs fully illuminated.
- Objective is to knock out all of the targets. When a lit target is hit the LEDs turn completely off.
- All targets will turn off until the last 3, for all subsequent shots the system will turn on another target to keep the game going.
- Session continues with three lit targets until the last 1.5 seconds, when players have the opportunity to get all the lights out.
- When time expires, the station with the highest score will light up and score will flash to show that they were the winners.

Game Number ______ 605 ______

Name: Lights Out Keep 3 On – Timed Game (all targets) – Knock out all the lights and then continue to chase 3 targets until time runs out.

- Each station begins with all targets in the lower 4 rows turned on.
- Objective is to knock out all of the targets. When a lit target is hit the LEDs turn off.
- All targets will turn off until the last 3, for all subsequent shots the system will turn on another target to keep the game going.
- When time expires, the station with the highest score will light up and score will flash to show that they were the winners.

Game Number ______ 606 ______

Name: Lights Out Keep 3 On – Timed Game (lower 4 rows) – Knock out the targets then continue to chase 3 targets until time runs out.
Each station begins with all targets in the lower 4 rows turned on.  
Objective is to knock out all of the targets. When a lit target is hit the LEDs turn off.  
All targets will turn off until the last 3, for all subsequent shots the system will turn on another target to keep the game going.  
When time expires, the station with the highest score will light up and score will flash to show that they were the winners.

Game Number ______ 607 ______

Name: Lights Out Keep 3 On – Timed Game (upper 3 rows) – Knock out the targets then continue to chase 3 targets until time runs out.

Game Rules:
• Each station begins with all targets in the upper 3 rows turned on.  
• Objective is to knock out all of the targets. When a lit target is hit the LEDs turn off.  
• All targets will turn off until the last 3, for all subsequent shots the system will turn on another target to keep the game going.  
• When time expires, the station with the highest score will light up and score will flash to show that they were the winners.

Game Number ______ 608 ______

Name: Track the Number - Race – (all targets) – Track the correct number 0 to 19 and back to 0

Game Rules:
• Each station begins with all targets displaying random numbers.  
• Objective is to knock out all of the targets in sequential numeric order by seeking out the "0," then the "1," until "19" then back again.  
• When the correct numbered target is hit all targets refresh with new numbers and the player must strike the next number.  
• Game ends when "0" is reached.  
• 5 Points are awarded for each correct hit.  
• When time expires, the station with the highest score will light up and score will flash to show who the winner was.

Game Number ______ 609 ______

Name: Track the Number - Race – (lower 4 row) – Track the correct number 0 to 19 and back to 0

Game Rules:
• Each station begins with the lower 4 rows of targets displaying random numbers.  
• Objective is to knock out all of the targets in sequential numeric order by seeking out the "0," then the "1," until "19" then back again.  
• When the correct numbered target is hit all targets refresh with new numbers and the player must strike the next number.  
• Game ends when "0" is reached.
• 5 Points are awarded for each correct hit.
• When time expires, the station with the highest score will light up and score will flash to show who the winner was.

Game Number _______ 611 _______

Name: Track the Number – Timed Game (lower 4 rows) – Track the correct number 0 to 19 and back to 0 until time runs out.

Game Rules:
• Each station begins with targets in the lower 4 rows displaying random numbers.
• Objective is to knock out all of the targets in sequential numeric order counting backwards by seeking out the "19," then the "18," until "0."
• When the correct numbered target is hit all targets refresh with new numbers and the player must strike the next number.
• Game ends when "0" is reached.
• 5 Points are awarded for each correct hit.
• When time expires, the station with the highest score will light up and score will flash to show who the winner was.

Game Number _______ 612 _______

Name: Track the Number – Timed Game (all targets) – Track the correct number 0 to 19 and back to 0 until time runs out.

Game Rules:
• Each station begins with all targets displaying random numbers.
• Objective is to knock out all of the targets in sequential numeric order by seeking out the "0," then the "1," until "19."
• When the correct numbered target is hit all targets refresh with new numbers and the player must strike the next number.
• If "19" is reached, then count backwards until time runs out.
• 5 Points are awarded for each correct hit.
• When time expires, the station with the highest score will light up and score will flash to show who the winner was.

Game Number _______ 613 _______

Name: Track the Number, X 2 – Timed Game (all targets) – Track the correct number counting by 2’s until time runs out.

Game Rules:
• Each station begins with all targets displaying random numbers.
• Objective is to knock out all of the targets in sequential numeric order counting in 2’s by seeking out the "0" or "1" then the "1" or "2," until "19" then back again.
• When the correct numbered target is hit all targets refresh with new numbers and the player must strike the next number.
• If "19" is reached, then count backwards until time runs out.
• 5 Points are awarded for each correct hit.
• When time expires, the station with the highest score will light up and score will flash to show who the winner was.

Game Number ______ 614 ______

Name: Track the Number, X 3 – Timed Game (all targets) – Track the correct number counting by 3’s until time runs out.

• Each station begins with all targets displaying random numbers.
• Objective is to knock out all of the targets in sequential numeric order counting in 3’s by seeking out the "0" or "1" then the "1" or "2," until "19" then back again.
• When the correct numbered target is hit all targets refresh with new numbers and the player must strike the next number.
• If "19" is reached, then count backwards until time runs out.
• 5 Points are awarded for each correct hit.
• When time expires, the station with the highest score will light up and score will flash to show who the winner was.

Game Number ______ 618 ______

Name: Track the Letter – Timed Game (all targets) – Track the alphabet, A to Z and back until time runs out.

Game Rules:
• Each station begins with all lights displaying random letters of the alphabet including "A."
• Objective is to knock out all of the targets in sequential alphabetic order by seeking out the "A," then the "B," until "Z."
• When the correct lettered target is hit all targets refresh with new letters and the player must strike the next letter in order of the alphabet.
• 5 Points are awarded for each correct hit.
• When time expires, the station with the highest score will light up and score will flash to show who the winner was.
• Allow more time for advanced players so they can play the alphabet backwards after completing it forwards.

Game Number ______ 619 ______
Name: Track the Letter – Timed Game (lower 4 rows) – Track the alphabet, A to Z and back until time runs out.

**Game Rules:**
- Each station begins with all lights displaying random letters of the alphabet including "A."
- Objective is to knock out all of the targets in sequential alphabetic order by seeking out the "A," then the "B," until "Z."
- When the correct lettered target is hit all targets refresh with new letters and the player must strike the next letter in order of the alphabet.
- 5 Points are awarded for each correct hit.
- When time expires, the station with the highest score will light up and score will flash to show who the winner was.
- Allow more time for advanced players so they can play the alphabet backwards after completing it forwards.

Game Number ______ 620 ______

Name: Track the Letter - Timed Game (middle 3 rows) - Track the alphabet, A to Z and back until time runs out.

**Game Rules:**
- Each station begins with all lights displaying random letters of the alphabet including "A."
- Objective is to knock out all of the targets in sequential alphabetic order by seeking out the "A," then the "B," until "Z."
- When the correct lettered target is hit all targets refresh with new letters and the player must strike the next letter in order of the alphabet.
- 5 Points are awarded for each correct hit.
- When time expires, the station with the highest score will light up and score will flash to show who the winner was.
- Allow more time for advanced players so they can play the alphabet backwards after completing it forwards.

Game Number ______ 621 ______

Name: Track the Color – Timed Game (all targets) – Track the color on center target at start until time runs out.

**Game Rules:**
- The game starts with the center target displaying the color that must be chased.
- Once the center target is activated, each station begins with all targets displaying random colors including the color identified at the start of the game.
- Objective is to knock out the identified colored target as many time as possible in the designated time.
- After a correct hit all targets will immediately refresh with new colors and the player must seek out the identified color.
• Continue play until time runs out.
• 5 Points are awarded for each correct hit.
• When time expires, the station with the highest score will light up and score will flash to show who the winner was.

Game Number ______622______

Name: Track the Color – Timed Game (lower 4 rows) – Track the color on center target at start until time runs out.

Game Rules:
• The game starts with the center target displaying the color that must be chased.
• Once the center target is activated, each station begins with all targets in the lower 4 rows displaying random colors including the color identified at the start of the game.
• Objective is to knock out the identified colored target as many time as possible in the designated time.
• After a correct hit all targets will immediately refresh with new colors and the player must seek out the identified color.
• Continue play until time runs out.
• 5 Points are awarded for each correct hit.
• When time expires, the station with the highest score will light up and score will flash to show who the winner was.

Game Number ______623______

Name: Track the Color – Timed Game (middle 3 rows) – Track the color on center target at start until time runs out.

Game Rules:
• The game starts with the center target displaying the color that must be chased.
• Once the center target is activated, each station begins with all targets in the center 3 rows displaying random colors including the color identified at the start of the game.
• Objective is to knock out the identified colored target as many time as possible in the designated time.
• After a correct hit all targets will immediately refresh with new colors and the player must seek out the identified color.
• Continue play until time runs out.
• 5 Points are awarded for each correct hit.
• When time expires, the station with the highest score will light up and score will flash to show who the winner was.

Game Number ______624______

Name: Track the Smiley Face – Timed Game (all targets) – Track the smiley face until time runs out. Smiley face changes color.

Game Rules:
• The game starts with the center target displaying the SMILEY that must be chased.
• Each station begins with all lights displaying SAD FACES and SURPRISED faces in random colors including the SMILEY in the color identified at the start of the game.
• Objective is to knock out the identified colored SMILEY target as many times as possible.
• After a correct hit all targets will immediately refresh with new SAD FACES and SURPRISED faces and the player must seek out SMILEY.
• Continue play until time runs out.
• 5 Points are awarded for each correct hit.
• When time expires, the station with the highest score will light up and score will flash to show who the winner was.

Game Number ______ 625 ______

Name: Track the Smiley Face – Timed Game (lower 4 rows) – Track the smiley face until time runs out. Smiley face changes color.

Game Rules:
• The game starts with the center target displaying the SMILEY that must be chased.
• Each station begins with the lower 4 rows of targets turned on displaying SAD FACES and SURPRISED faces in random colors including the SMILEY in the color identified at the start of the game.
• Objective is to knock out the identified colored SMILEY target as many times as possible in the designated time.
• After a correct hit all targets will immediately refresh with new SAD FACES and SURPRISED faces and the player must seek out SMILEY.
• Continue play until time runs out.
• 5 Points are awarded for each correct hit.
• When time expires, the station with the highest score will light up and score will flash to show who the winner was.

Game Number ______ 626 ______

Name: Track the Smiley Face – Timed Game (middle 3 rows) – Track the smiley face until time runs out. Smiley face changes color.

Game Rules:
• The game starts with the center target displaying the SMILEY that must be chased.
• Each station begins with the middle 3 rows of targets (5 targets) turned on displaying SAD FACES and SURPRISED faces in random colors including the SMILEY in the color identified at the start of the game.
• Objective is to knock out the identified colored SMILEY target as many times as possible in the designated time.
• After a correct hit all targets will immediately refresh with new SAD FACES and SURPRISED faces and the player must seek out SMILEY.
• Continue play until time runs out.
• 5 Points are awarded for each correct hit.
• When time expires, the station with the highest score will light up and score will flash to show who the winner was.
Game Category 800-899: Memory – Pairing and Pattern Recognition

This category of games test memory by revealing numbers, colors, shapes, or letters on certain targets and requiring players to find their match. Points are earned when two targets are paired up. All targets are used in these games.

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<td>Single: x, Pods: x, Both: x, Mini: x</td>
</tr>
</tbody>
</table>

Game Number _____ 800 _______

Name: Pairing - Color (timed game) - System refreshes after each pair found

Game Rules:
- The game starts with all targets loaded with a different color but turned off.
- Only two targets have the same color.
- Objective is to only knock out the targets that are a pair to earn 100 points.
- The system refreshes, a successful sound is heard and another pair must be found.
- If an incorrect pair is selected, "uh ooooh" is heard and the system refreshes and a point is deducted. Negative scores are possible.
- Continue play seeking out as many pairs as possible within the time set.
- Game ends when time runs out.
- Score reflects the number of pairs found less the points taken for mistakes.

Game Number _____ 801 _______

Name: Memory - Color (race)

Game Rules:
- The game starts with all targets loaded with a different color but turned off.
- There are enough pairs for an even number of targets and the odd target has no mate.
- Objective is to only knock out the targets that are a paired to earn 100 points for each pair found.
- When the three pairs are found, the system refreshes, a successful sound is heard and another set of three must be found.
- If an incorrect pair is selected, "uh ooooh" is heard and the system refreshes and a point is deducted. Negative scores are possible.
- Continue play seeking out as many pairs as possible within the time set.
- Game ends when time ends.
- Score reflects the number of pairs found.

Game Number ______802_____

**Name:** Pairing - Numbers (timed) - System refreshes after each pair found

**Game Rules:**
- The game starts with all targets loaded with a different number but turned off.
- Only two targets have the same number.
- Objective is to only knock out the targets that are a pair to earn 100 points.
- The system refreshes, a successful sound is heard and another pair must be found.
- If an incorrect pair is selected, "uh ooooh" is heard and the system refreshes and a point is deducted. Negative scores are possible.
- Continue play seeking out as many pairs as possible within the time set.
- Game ends when time runs out.
- Score reflects the number of pairs found less the points taken for mistakes.

Game Number ______803_____

**Name:** Memory - Numbers (race)

**Game Rules:**
- The game starts with all targets loaded with a different number but turned off.
- There are enough pairs for an even number of targets and the odd target has no mate.
- Objective is to only knock out the targets that are a pair to earn 100 points for each pair found.
- When the three pairs are found, the system refreshes, a successful sound is heard and another set of three must be found.
- If an incorrect pair is selected, "uh ooooh" is heard and the system refreshes and a point is deducted. Negative scores are possible.
- Continue play seeking out as many pairs as possible within the time set.
- Game ends when time ends.
- Score reflects the time it takes to find all the pairs.
Name: Memory – Numbers – Find the sequence (race)

Game Rules:
- The game starts with all targets loaded with a different set of sequential letters of numbers but turned off.
- Objective is to turn on targets to find their sequence.
- Hit any target, it will turn on and stay on revealing a number.
- Then seek the next sequential number by striking a target.
- If wrong it turns on for a second and turns off – remember what it is as you will need it as the game progresses.
- If the second target is the next sequential number, it is correct and will stay on.
- Repeat until all targets are turned on with the correct sequence of numbers.
- Game ends when all the sequential numbers have been found.
- Score reflects the time taken to find the sequence of numbers.

Name: Pairing - ABC (timed) - System refreshes after each pair found

Game Rules:
- The game starts with all targets loaded with different letters of the alphabet but turned off.
- Only two targets have the same letter.
- Objective is to only knock out the targets that are a pair to earn 100 points.
- The system refreshes, a successful sound is heard and another pair must be found.
- If an incorrect pair is selected, "uh ooooh" is heard and the system refreshes and a point is deducted. Negative scores are possible.
- Continue play seeking out as many pairs as possible within the time set.
- Game ends when time runs out.
- Score reflects the number of pairs found less the points taken for mistakes.

Name: Memory - ABC (race)

Game Rules:
- The game starts with all targets loaded with a different letter but turned off.
- There are enough pairs for an even number of targets and the odd target has no mate.
- Objective is to only knock out the targets that are a pair to earn 100 points for each pair found.
- When the three pairs are found, the system refreshes, a successful sound is heard and another set of three must be found.
- If an incorrect pair is selected, "uh ooooh" is heard and the system refreshes and a point is deducted. Negative scores are possible.
- Continue play seeking out as many pairs as possible within the time set.
- Game ends when time ends.
• Score reflects the number of pairs found.

Game Number ______ 807 ______

Name: Memory – Alphabet – Find the sequence (race)

Game Rules:
• The game starts with all targets loaded with a different set of sequential letters of the alphabet but turned off.
• Objective is to turn on targets to find their sequence.
• Hit any target, it will turn on and stay on revealing a letter of the alphabet.
• Then seek the next sequential letter by striking a target.
• If wrong it turns on for a second and turns off – remember what it is as you will need it as the game progresses.
• If the second target is the next sequential letter, it is correct and will stay on.
• Repeat until all targets are turned on with the correct letter sequence of the alphabet.
• Game ends when all the sequential letters have been found.
• Score reflects the time taken to find the sequence of numbers.

Game Number ______ 808 ______

Name: Pairing - Shapes (timed) - System refreshes after each pair found

Game Rules:
• The game starts with all targets loaded with different geometric shapes but turned off.
• Only two targets have the same shape.
• Objective is to only knock out the targets that are a pair to earn 100 points.
• The system refreshes, a successful sound is heard and another pair must be found.
• If an incorrect pair is selected, "uh ooooh" is heard and the system refreshes and a point is deducted. Negative scores are possible.
• Continue play seeking out as many pairs as possible within the time set.
• Game ends when time runs out.
• Score reflects the number of pairs found less the points taken for mistakes.

Game Number ______ 809 ______

Name: Memory - Shapes (race)

Game Rules:
• The game starts with all targets loaded with a different geometric shapes but turned off.
• There are enough pairs for an even number of targets and the odd target has no mate.
• Objective is to only knock out the targets that are a pair to earn 100 points for each pair found.
• When the three pairs are found, the system refreshes, a successful sound is heard and another set of three must be found.
• If an incorrect pair is selected, "uh ooooh" is heard and the system refreshes and a point is deducted. Negative scores are possible.
• Continue play seeking out as many pairs as possible within the time set.
• Game ends when time ends.
• Score reflects the number of pairs found.

Game Number ______ 810 ______

Name: Pairing - Dice (timed) - System refreshes after each pair found

Game Rules:
• The game starts with all targets loaded with different sides of a dice but turned off.
• Only two targets have the same dice number.
• Objective is to only knock out the targets that are a pair to earn 100 points.
• The system refreshes, a successful sound is heard and another pair must be found.
• If an incorrect pair is selected, "uh ooooh" is heard and the system refreshes and a point is deducted. Negative scores are possible.
• Continue play seeking out as many pairs as possible within the time set.
• Game ends when time runs out.
• Score reflects the number of pairs found less the points taken for mistakes.

Game Number ______ 811 ______

Name: Memory - Dice (race)

Game Rules:
• The game starts with all targets loaded with different sides of a dice but turned off.
• There are enough pairs for an even number of targets and the odd target is assigned to being a sad face emoticon that produces no result.
• Objective is to only knock out the targets that are a pair to earn 100 points for each pair found.
• When the three pairs are found, the system refreshes, a successful sound is heard and another set of three must be found.
• If an incorrect pair is selected, "uh ooooh" is heard and the system refreshes and a point is deducted. Negative scores are possible.
• Continue play seeking out as many pairs as possible within the time set.
• Game ends when time ends.
• Score reflects the number of pairs found.

Game Number ______ 812 ______

Name: Pairing - Symbols (timed) – System refreshes after each pair found

Game Rules:
• The game starts with all targets loaded with different symbols but turned off.
• Only two targets have the same shape.
• Objective is to only knock out the targets that are a pair to earn 100 points.
• The system refreshes, a successful sound is heard and another pair must be found.
• If an incorrect pair is selected, "uh ooooh" is heard and the system refreshes and a point is deducted. Negative scores are possible.
• Continue play seeking out as many pairs as possible within the time set.
• Game ends when time runs out.
• Score reflects the number of pairs found less the points taken for mistakes.

Game Number ______ 813 ______

Name: Memory - Symbols (race)

Game Rules:
• The game starts with all targets loaded with a different symbol but turned off.
• There are enough pairs for an even number of targets and the odd target has no mate.
• Objective is to only knock out the targets that are a pair to earn 100 points for each pair found.
• When the three pairs are found, the system refreshes, a successful sound is heard and another set of three must be found.
• If an incorrect pair is selected, "uh ooooh" is heard and the system refreshes and a point is deducted. Negative scores are possible.
• Continue play seeking out as many pairs as possible within the time set.
• Game ends when time ends.
• Score reflects the time it takes to find all the pairs.

Game Number ______ 814 ______

Name: Pairing – Pictures (timed) - Find picture pairs in the time set. System refreshes each time

Game Rules:
• The game starts with all targets loaded with different pictures but turned off.
• Only two targets have the same picture.
• Objective is to only knock out the targets that are a pair to earn 100 points.
• The system refreshes, a successful sound is heard and another pair must be found.
• If an incorrect pair is selected, "uh ooooh" is heard and the system refreshes and a point is deducted. Negative scores are possible.
• Continue play seeking out as many pairs as possible within the time set.
• Game ends when time runs out.
• Score reflects the number of pairs found less the points taken for mistakes.