

SMARTfit®

Your Brain Matters

Android/iOS APP Driven
Games for SMARTfit Single,
Mini, StrikePods, ProTrainer
and MultiTrainer

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SMARTfit Games List in Order of Appearance in the SMARTfit User Interface App

SMARTfit Mini, Single and Strike Pods

The SMARTfit Mini and Single Featuring 9 Targets and the SMARTfit Strike Pods Featuring between 3 and 9 Strike Pods. The controller scoreboard features the time available, and the score achieved. The SMARTfit App will reflect the reaction time in real time.

RallyWall - Skill – Ball Play

Ball Strike Within the Lit Region

Rallywall

- All targets start with 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 a lighted active target is hit, the targets are activated, and a positive tone is heard.
- When time expires, the targets will light up with exploding targets, flashing lights, and score will display on the CPU.
- Each good hit earns 5 points.

Knock the Lights Out - Brain Domain Focus - Processing Speed

Option of Race or Timed

Knock the Lights Out - Race

- All targets will be displayed
- Strike out all targets as quickly as possible
- The game ends when the last target is struck
- To start the game, hit the "GO" target

Knock the Lights out - Keep 3 On

- All targets will be displayed
- Strike out all targets as quickly as possible
- When there are 3 targets remain and one is hit, the system will continue to display 3 targets in random locations on until game ends
- To start the game, hit the "GO" target

Track - Brain Domain Focus - Processing Speed/Executive Function

Strike Sequential Lit Target

Track the Targets

- One target will be displayed at a time while all other targets are off
- The player must hit the lit target for the next target to appear

- A target will not change locations until the lit target is struck
- To start the game, hit the "GO" target

Track the Colors

- One target will be displayed at a time while all other targets are off
- The player must hit the lit target for the next target to appear
- A target will not change locations until lit target is struck
- To start the game, hit the "GO" target

Track Numbers – Multiplication Tables

- One target will be displayed at a time while all other targets are off
- A target will not change locations until lit target is struck
- The numbers are multiplied in ascending order based on the selected increment
- Example: Multiples of 1 or multiples of 2 or multiples of 3 assigned by the user
- To start the game, hit the "GO" target

Track Numbers - Step Counting

- One target will be displayed at a time while all other targets are off
- A target will not change locations until lit target is struck
- The numbers are added in ascending order based on the selected incremental number.
- Example: Adding by 1, 2 or 3. Increment is assigned by the user
- To start the game, hit the "GO" target

Track the Letter

- One target will be displayed at a time while all other targets are off
- A target will not change locations until lit target is struck
- Each target will display one letter in alphabetical order from A to Z
- If a player reaches the letter Z, targets must then be hit in reverse alphabetical order
- To start the game, hit the "GO" target

Track Left, Right, Both - Brain Domain Focus - Processing Speed/Executive Function

Sequential Lit Target/Decision Making

Track Left, Right, Both

- One target will be displayed at a time while all other targets are off
- A target will not change locations until lit target is struck
- Each single active target will either display an "R" (right), "L" (left), or "B"(both)
- The player will be instructed to strike every "R" with their right hand, every "L" with their left, and every "B" with both hands
- Default setting: "R" targets will be displayed on the left column, "B" targets will be displayed on the middle column, and "L" targets will be displayed on the right column
- Specialty settings: Turn on the random feature to display targets randomly
- To start the game, hit the "GO" target

Seek - Brain Domain Focus - Attention/Executive Function

Multiple Choice

Seek Numbers – Multiplication Tables (name change)

- All targets will display a possible answer, but there will only be one correct answer
- Starting at 0, multiply a chosen number 1-12 by the multiplication tables x 1-12
- Example: Chosen multiple is 3. First correct answer is 0, the next correct answer is 3, and the following is 6 etc.
- If a player reaches the multiple of 12, the system will continue multiplying the selected number backwards to the original starting point, 0.
- To start the game, hit the “GO” target

Seek Numbers - Step Counting

- All targets will display a possible answer, but there will only be one correct answer
- Starting at 0, add by a chosen number
- Example: Chosen increment is 3. First correct answer is 0, the next correct answer is 3, and the following is 6 etc.
- If a player reaches the max value 99, the system will subtract by the increment to 0.
- When a correct answer is struck, the system will refresh with a new number on each target
- The user can change the maximum value under specialty settings
- To start the game, hit the “GO” target

Seek Numbers – Reverse Step Counting

- All targets will be displayed
- Seek the correct target counting down in sequential numbers starting at a fixed starting point 0 or a random starting point 0-12
- The user will subtract by the selected increment, 1-12
- One target will display the correct number, while all other targets will display incorrect numbers
- When the correct number is struck, the system will refresh with a new number on each target
- To start the game, hit the “GO” target

Seek the Letter

- All targets will display a random letter
- Strike out the targets in sequential alphabetical order
- When the correct letter is struck, all targets refresh with new letters and the player must strike the next letter in alphabetical order
- If the end of the alphabet is reached, strike letters in reverse order
- To start the game, hit the “GO” target

Seek the Letter - Skip

- All targets will be displayed
- Strike out the targets in alphabetical order based on the chosen increment
- Example: if you choose 2 increments, the first correct answer will be A then followed by C, E, etc.
- After each correct hit, all targets refresh
- To start the game, hit the “GO” target

Seek the Letter - Random Skip

- All targets will be displayed
- Strike out the targets in alphabetical order based on random increments displayed on the center target; random skip will continue all throughout the game

- Example: after striking letter A, the center target will display a random number 1 - 4
- Example: If 4 is displayed, then letter E should be struck next
- To start the game, hit the "GO" target

Seek the Color

- All targets will be displayed
- The GO image will display a specific color. The color of the GO target must be struck throughout the entire game
- Example: If the GO target is yellow, then the player will strike only yellow targets
- All other targets will display random colors
- To start the game, hit the "GO" target

Seek the Smiley

- All targets will be displayed
- The objective is to find and strike the Smiley face emoticon
- All targets will display a different emoticon
- After each Smiley face is hit, all targets will refresh with new emoticons and the Smiley face will change locations
- To start the game, hit the "GO" target

Chase - Brain Domain Focus - Processing Speed/Executive Function

Sequential Lit Target/Preset Time Interval

Chase the Target

- One target will be displayed
- The objective is to hit the target before it moves to a different location
- The default speed of the target's moving locations is 2 seconds.
- Default speed can be changed between 0.3 and 10 seconds
- To start the game, hit the "GO" target

Go No Go - Brain Domain Focus - Processing Speed/Executive Function

Sequential Lit Target/Preset Time Interval

Interval/Avoid

GO NO GO

- One target will be displayed
- The target will move locations at a default speed of 2 seconds
- Strike the green targets and avoid the red targets
- Targets green O and red X can be changed to other emoticons if desired
- Default speed can be changed between 0.3 and 10 seconds
- To start the game, hit the "GO" target

Metronome - Brain Domain Focus - Memory/Attention

Synchronize Taps with Tone

Metronome - Tap Any

- Strike any target on the system to beat of the metronome
- The default pace is 1 second with the ability to change the pace as desired
- After each strike, a green, red, or yellow color will display. Green is the pace of the metronome, yellow signifies too quick, and red signifies off beat.
- To start the game, hit the "GO" target

Metronome - Seek

- The three middle targets will display a selected target object and two incorrect targets
- The target objects can display numbers, letters, or emoticons
- Seek the correct target and strike at the pace of the metronome
- Numbers will display sequentially by 1, letters will display sequentially, and emoticons require finding the Smiley face
- To start the game, hit the "GO" target

Pattern Recognition - Brain Domain Focus - Memory/Attention

Tap Matching Targets

Pattern Recognition

- All targets will be displayed
- Find and strike two targets that are matching
- The system will reset all 9 targets with new patterns after each turn
- The user can add more matching targets under Specialty settings
- Example: The user changes the number of matches to 3. The system will now display 3 different pairs that will match, making the goal less challenging
- To start the game, hit the "GO" target

Stroop - Brain Domain Focus - Executive Function/Attention

Match Congruent/Incongruent Targets

Stroop- Match

- A color will be spelled out on the center target
- Player must strike only targets whose colors match the color spelled
- After all targets are found, the system will reset targets and a new color will be spelled out on the center target
- The player will continue finding all matching targets until game time ends
- NOTE: To play Stroop Test, change the Level from 1 to 2.
- To start the game, hit the "GO" target

Stroop - Mismatch

- The center target will spell out a color and the player must strike all targets that are not matching the center target
- After all targets are found, a new color will be spelled out and the player must find all mismatching targets
- To start the game, hit the "GO" target

Flanker - Brain Domain Focus - Executive Function/Attention

Tap Targets Prompted by Middle Arrow on Center Target

Flanker

- The center target will display one of two symbol combinations, ">>>" and "><>"
- The displayed combination may point horizontally, vertically, or diagonally
- The perimeter targets each display a check mark
- The player must observe only the middle arrow and strike the target that it points toward
- Example: Center target displays: "><>" ; correct answer is the left middle target
- Once the correct target is struck, the system refreshes and the game repeats
- To start the game, hit the "GO" target

Corsi Block - Brain Domain Focus - Memory/Executive Function

Tap Targets in Sequence with Increasing Complexity

Corsi Block

- Start the game by striking the "GO" target
- All targets will then display a white square
- Watch for a target that changes to yellow
- After 3 seconds the yellow square will shift to another target
- Once the sequence ends and all targets return to white, strike the targets in the same order in which they were displayed in yellow. A correct strike changes the target to green
- Once the entire target pattern is successfully struck, a new sequence is displayed with an additional yellow square
- The game ends after three consecutive mistakes on the same sequence

Trail Making - Brain Domain Focus - Attention/Executive Function

Multiple Choice/Completion Time

Trail Making A

- Start the game by striking the "GO" target
- Each target will activate, showing a different number
- Hit the targets in ascending order, from 1 to 24
- Completion time is either your score, or when the number 24 is struck
- Wrong hits will prompt the correct target to glow green, showing you where to go next

Trail Making B

- Start the game by striking the "GO" target.
- Strike targets by numbers followed by coinciding letters, starting with 1, then A
- Continue this pattern (1, A; 2, B, etc.) until completing the sequence with 24 correct answers or reaching the letter L.
- Wrong hits will prompt the correct target to glow green, showing where to go next.

Digit Span - Brain Domain Focus - Memory/Executive Function

Tap Targets in Sequence with Increasing Complexity

Digit Span Forwards

- Start the game by striking the "GO" target
- Memorize the sequence of three numbers shown on the center target
- Replicate the sequence by hitting the targets in the same order
- The sequence lengthens by one additional number with each correctly completed round
- The targets will refresh with each correct hit
- The game ends after three consecutive mistakes on the same sequence

Digit Span Backwards

- Start the game by striking the "GO" target
- Memorize the sequence of three numbers displayed on the center target
- Strike the targets in the reverse order of the presented sequence
- The sequence lengthens by one additional number with each correctly completed round
- The targets will refresh with each correct hit
- The game finishes after three consecutive errors on the same sequence.

Serial 7's - Brain Domain Focus - Memory/Executive Function

Multiple Choice Descending by 7's/

Completion Time

Serial 7's:

- Start the game by striking the "GO" target.
- A random number will be shown on the center target.
- After 2 seconds, it shifts to another target, with the rest showing different numbers.
- Strike the initial number displayed, then subtract by 7 from each previous correct answer.
- Continue this process until you reach the lowest number (zero or just above it)
- Completion time is your score
- Wrong strikes will prompt the correct target to glow green, showing you where to go next.

Memory Pairs - Brain Domain Focus - Memory/Executive Function

Match Identical Targets Until All are Found

Memory Pairs - Color

- All targets will be turned off
- The player must strike a target to reveal a color
- When a target is struck, the default display is 3 seconds
- The user can change the level to shorten the display time and make the game more challenging
- Find four matching pairs of colors within the nine targets
- To start the game, hit the "GO" target

Memory Pairs - Numbers

- All targets will be turned off
- The player must strike a target to reveal a number

- When a target is struck, the default display is 3 seconds
- The user can change the level to shorten the display time and make the game more challenging
- Find four matching pairs of numbers within the nine targets
- To start the game, hit the "GO" target

Memory Pairs - ABC

- All targets will be turned off
- The player must strike a target to reveal a letter
- When a target is struck, the default display is 3 seconds
- The user can change the level to shorten the display time and make the game more challenging
- Find four matching pairs of letters within the nine targets
- To start the game, hit the "GO" target

Pairing - Brain Domain Focus - Memory/Executive Function

Match Identical Targets/Refresh Each Time

Pairing - Colors

- All targets are off
- Player must strike a target to reveal the color and each target is loaded with a different color
- Find the pair of targets that have the same color
- Once the player strikes a matching pair, the system refreshes with new colors and player continues to find pairs
- To start the game, hit the "GO" target

Pairing - Numbers

- All targets are turned off
- Player must strike a target to reveal the number and each target is loaded with a different number
- Find the pair of targets that have the same number
- Once the player strikes a matching pair, the system refreshes with new numbers and the player continues to find pairs
- To start the game, hit the "GO" target

Pairing ABC

- All targets are turned off
- Player must strike a target to reveal the letter and each target is loaded with a different letter
- Find the pair of targets that have the same letter
- Once the player strikes the matching pair, the system refreshes with new letters and the player continues to find pairs
- To start the game, hit the "GO" target

Pairing - Shapes

- All targets are turned off
- Player must strike a target to reveal the shape and each target is loaded with a different shapes
- Find the pair of targets that have the same shapes
- Once the player strikes the matching pair, the system refreshes with new shapes and the player continues to find pairs
- To start the game, hit the "GO" target

Pairing - Dice

- All targets are turned off
- Player must strike a target to reveal the die and each target is loaded with a different die
- Find the pair of targets that have the same die
- Once the player strikes the matching dice, the system refreshes with new dice and the player continues to find pairs
- To start the game, hit the "GO" target

Pairing - Symbols

- *All targets are turned off*
- *Player must strike a target to reveal the symbol and each target is loaded with a different symbol*
- *Find the pair of targets that have the same symbol*
- *Once the player strikes the matching pair, the system refreshes with new symbols and the player continues to find pairs*
- *To start the game, hit the "GO" target*

Memory Sequence - Brain Domain Focus - Memory/Executive Function

Tap Each Sequential Target – Race

First Target Sets Start Point

Memory Sequence - Numbers

- The center target will display a number while all other targets are turned off
- The player must strike the other targets to reveal a number
- The objective is to seek the next sequential number until all targets are displayed
- When a target is struck, the default display is 3 seconds
- The user can change the level to shorten the display time and make the game more challenging
- To start the game, hit the "GO" target

Memory Sequence - Alphabet

- The center target will display a letter while all other targets are turned off
- The player must strike the other targets to reveal a letter
- The objective is to seek the next sequential letter until all targets are displayed
- When a target is struck, the default display is 3 seconds
- The user can change the level to shorten the display time and make the game more challenging
- To start the game, hit the "GO" target

Equations - Brain Domain Focus - Executive Function/Attention

Multiple Choice with Problem Solving

Equations - Addition

- The center target will display an addition problem while the perimeter targets will display possible answers
- The player must solve the problem and strike the target that displays the correct answer

- After striking the correct answer, the system will refresh with a new addition problem and new possible answers
- To start the game, hit the plus symbol

Equations - Subtraction

- The center target will display a subtraction problem while the perimeter targets will display possible answers
- The player must solve the problem and strike the target that displays the correct answer
- After striking the correct answer, the system will refresh with a new subtraction problem and new possible answers
- To start the game, hit the minus symbol

Equations - Multiplication

- The center target will display a multiplication problem while the perimeter targets will be displaying possible answers
- The player must solve the problem and strike the target that displays the correct answer
- After striking the correct answer, the system will refresh with a new multiplication problem and new possible answers
- To start the game, hit the multiplication symbol

Equations - Division

- The center target will display a division problem while the perimeter targets will display possible answers
- The player must solve the problem and strike the target that displays the correct answer
- After striking the correct answer, the system will refresh with a new division problem and new possible answers
- To start the game, hit the division symbol

Equations - Square Roots

- The center target will display a square root problem while the perimeter targets will display possible answers
- The player must solve the problem and strike the target that displays the correct answer
- After striking the correct answer, the system will refresh with a new square root problem and new possible answers
- To start the game, hit the square root symbol

Equations - Squares

- The center target will display a squares problem while the perimeter targets will display possible answers
- The player must solve the problem and strike the target that displays the correct answer
- After striking the correct answer, the system will refresh with a new squares problem and new possible answers
- To start the game, hit the squares symbol

Spelling - Brain Domain Focus - Executive Function/Attention

Tap Correct Order of Letters

Spelling

- The center target screen will display a word
- When ready, the player will strike the center target
- The player will then spell out the word, letter by letter, in the correct format
- After a correct letter is struck, the system will refresh the targets with possible letters

- Once the player correctly spells out the word, a new one will appear on the center target screen
- The player will repeat until all words are spelled out from the word list chosen
- The user can select a different word list under Specialty settings
- The user can also choose to shuffle the words by selecting the shuffle words option

Timer and Stopwatch

Timer

- No targets will be displayed
- Tap the center target displaying a check mark as many times as possible for the specified time interval
- To start the game, hit "GO" symbol

Stopwatch

- The center target screen will display a red STOP button
- The player will perform a physical activity for a given time interval
- When the player is finished, they will strike the red STOP button
- To start the game, hit "GO"

SMARTfit Games List for The MultiTrainer and the ProTrainer Using the MultiTrainer Setting

The SMARTfit MultiTrainer Features Between Two and Four Stations Separated by Between 2' and 4'.

Alternatively, on the SMARTfit ProTrainer, the Multi-station Setting Will allow Any of the joined Panels to Function as Stations.

Each station features its own scoreboard and reflects the score of each competitor or team. In addition, the controller Scoreboard will feature the total of all the Competing Stations. The SMARTfit App will reflect the reaction time of each competing station in real time.

Rallywall - Skill - Ball Play

Ball Strike Within the Lit Region

Rallywall

- To enable MultiTrainer mode, turn off the toggle switch next to the Backboard option.
- Each station starts with all targets displaying the same color, but they will not be the same color as the other stations.
- The objective of each player is to hit the correct station in the active target area as many times as possible until the clock runs out.
- When a lighted active target is hit, the targets are activated, and a positive tone is heard.
- When time expires, the targets will light up with exploding targets, flashing lights, and score will display on the CPU.
- Each good hit earns 5 points.

Track - Brain Domain Focus - Processing Speed/Executive Function

Strike Sequential Lit Target

Track the Targets

- To enable MultiTrainer mode, turn off the toggle switch next to the Backboard option.
- Each station starts with a Go target displayed on the middle target.
- To start the game, hit the "GO" target.
- Each player must hit the lit target for the next target to appear.
- One target will be displayed at a time while all other targets are off.
- A target will not change locations until the lit target is struck.
- The targets will display the image set by the user. The user can select emoticons, dice or shapes from the target object option.

Track the Colors

- To enable MultiTrainer mode, turn off the toggle switch next to the Backboard option.
- Each station starts with a Go target displayed on the middle target.
- To start the game, hit the "GO" target.
- Each player must hit the lit target for the next target to appear.
- One target will be displayed at a time while all other targets are off.
- A target will not change locations until the lit target is struck.

Track Numbers – Multiplication Tables

- To enable MultiTrainer mode, turn off the toggle switch next to the Backboard option.
- Each station starts with a Go target displayed on the middle target.
- To start the game, hit the "GO" target.
- Each player must hit the lit target for the next target to appear.
- One target will be displayed at a time while all other targets are off.
- A target will not change locations until the lit target is struck.
- Each lit target will display a number. The numbers are multiplied in ascending order based on the selected multiple.
- The user can select any number 1 – 12 in the multiple option.

Track Numbers - Step Counting

- To enable MultiTrainer mode, turn off the toggle switch next to the Backboard option.
- Each station starts with a Go target displayed on the middle target.
- To start the game, hit the "GO" target.
- Each player must hit the lit target for the next target to appear.
- One target will be displayed at a time while all other targets are off.
- A target will not change locations until the lit target is struck.
- Each lit target will display a number. The numbers are added in ascending order based on the selected incremental number.
- If the player reaches the set max value number, the targets must then be hit in descending order based on the selected increment.
- The user can type in any number 1 -99 in the increment option.
- The user can type in any number 1 – 250 in the max value option.

Track the Letter

- To enable MultiTrainer mode, turn off the toggle switch next to the Backboard option.
- Each station starts with a Go target displayed on the middle target.
- To start the game, hit the "GO" target.
- Each player must hit the lit target for the next target to appear.
- One target will be displayed at a time while all other targets are off.
- A target will not change locations until the lit target is struck.
- Each lit target will display a letter. The letters will display in alphabetical order from A to Z.
- If a player reaches the letter Z, targets must then be hit in reverse alphabetical order.

Seek - Brain Domain Focus - Attention/Executive Function

Multiple Choice

Seek Numbers – Multiplication Tables

- To enable MultiTrainer mode, turn off the toggle switch next to the Backboard option.
- Each station starts with a Go target displayed on the middle target.
- To start the game, hit the "GO" target.
- All targets will display a number, but there will only be one correct answer.
- Starting at 0, multiply a chosen number 1-12 by the multiplication tables x 1-12
- Example: Chosen multiple is 3. First correct answer is 0, the next correct answer is 3, and the following is 6 etc.
- If a player reaches the selected numbers multiple of 12, the system will continue multiplying the selected number backwards to the original starting point, 0.
- When a correct answer is struck, the system will refresh with a new number on each target.

Seek Numbers - Step Counting

- To enable MultiTrainer mode, turn off the toggle switch next to the Backboard option.
- Each station starts with a Go target displayed on the middle target.
- To start the game, hit the "GO" target.
- All targets will display a number, but there will only be one correct answer.
- Hit the target displaying a 1 first, then strike each number in ascending order based on the selected incremental number.
- Example: Chosen increment is 3. First correct answer is 1, the next correct answer is 4, and the following is 7 etc.
- If the player reaches the set max value number, the targets must then be struck in descending order based on the selected increment.
- When a correct answer is hit, the system will refresh with a new number on each target.
- The user can type in any number 1 -99 in the increment option.
- The user can type in any number 1 – 250 in the max value option.

Seek Numbers – Reverse Step Counting

- To enable MultiTrainer mode, turn off the toggle switch next to the Backboard option.
- Each station starts with a Go target displayed on the middle target.
- To start the game, hit the "GO" target.
- All targets will display a number, but there will only be one correct answer.
- Hit the number displaying the set max value number first, then strike each number in descending order based on the selected decrement number.
- Example: Chosen decrement is 3 and the max value is 99. The first correct answer is 99, the next correct answer is 96, and the following is 93 etc.

- If the player reaches 0, the targets must then be hit in ascending order based on the selected increment until they reach the max value again.
- When a correct answer is struck, the system will refresh with a new number on each target.
- The user can type in any number 1 -99 in the decrement option.
- The user can type in any number 1 – 250 in the max value option.

Seek the Letter

- To enable MultiTrainer mode, turn off the toggle switch next to the Backboard option.
- Each station starts with a Go target displayed on the middle target.
- To start the game, hit the “GO” target.
- All targets will display a letter, but there will only be one correct answer.
- Starting at A, strike out the targets in sequential alphabetical order.
- If the end of the alphabet is reached, strike the letters in reverse order.
- When the correct letter is struck, all targets refresh with new letters and the player must strike the next letter in alphabetical order.

Seek the Letter - Skip

- To enable MultiTrainer mode, turn off the toggle switch next to the Backboard option.
- Each station starts with a Go target displayed on the middle target.
- To start the game, hit the “GO” target.
- All targets will display a letter, but there will only be one correct answer.
- Strike out the targets in alphabetical order based on the chosen increment.
- Example: Chosen increment is 2. The first correct answer is A, the next correct answer is C, and the following is E etc.
- If the end of the alphabet is reached, strike the letters in reverse order.
- When a correct answer is struck, the system will refresh with a new letter on each target.
- The user can choose a number 1 - 5 in the increment option.

Seek the Letter - Random Skip

- To enable MultiTrainer mode, turn off the toggle switch next to the Backboard option.
- Each station starts with a Go target displayed on the middle target.
- To start the game, hit the “GO” target.
- All targets will display a letter, but there will only be one correct answer.
- Strike out the targets in alphabetical order based on the random increments displayed on the center target; random skip will continue all throughout the game.
- Example: After striking the letter A, the center target will display a random number 1 – 5.
- Example: If 4 is displayed, then letter E should be struck next.
- If the end of the alphabet is reached, strike the letters in reverse order.
- When a correct answer is struck, the system will refresh with a new letter on each target.
- The user can choose a number 1 - 5 in the increment option.

Seek the Color

- To enable MultiTrainer mode, turn off the toggle switch next to the Backboard option.
- Each station starts with a Go target displayed on the middle target.
- To start the game, hit the “GO” target.
- The GO target will display a specific color. The color of the GO target must be struck throughout the entire game.
- Example: If the GO target is yellow, then the player will strike only yellow targets for the duration of the game.
- All other targets will display random colors. When a correct answer is hit, the system will refresh with a new color on each target.

Seek the Smiley

- To enable MultiTrainer mode, turn off the toggle switch next to the Backboard option.
- Each station starts with a Go target displayed on the middle target.
- To start the game, hit the "GO" target.
- All targets will display an emoticon, but there will only be one correct answer.
- The objective is to hit only the Smiley face emoticon.
- After each Smiley face is hit, all targets will refresh with new emoticons and the Smiley face will change locations.

SMARTfit Games List for the ProTrainer

The ProTrainer Can Feature Two, Three or Four Panels That Make up a Backboard That engages all targets on all panels as a single game. The ProTrainer 2 will feature 18 targets; The ProTrainer 3 will feature 27 targets; and the ProTrainer 4 will feature 36 targets. Each target area is sensitized to capture strikes within the region of each target. All scoreboards reflect the score achieved from play to the entire system. Settings can allow choice of sensitized areas so that the system can function as a goal, tennis, pickleball or volleyball net.

In addition, the controller Scoreboard will also feature the total of all the Competing Stations. The SMARTfit App will reflect the reaction time achieved by the player in real time.

Rallywall - Skill - Ball Play

Ball Strike Within the Lit Region

Rallywall

- All targets start with 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 a lighted active target is hit, the targets are activated, and a positive tone is heard.
- When time expires, the targets will light up with exploding targets, flashing lights, and score will display on the CPU.
- Each good hit earns 5 points.

Knock the Lights Out

Knock the Lights Out - Race

- All targets will be displayed
- Strike out all targets as quickly as possible
- The game ends when the last target is struck
- To start the game, hit the "GO" target

Knock the Lights out - Keep 3 On

- All targets will be displayed
- Strike out all targets as quickly as possible
- When there are 3 targets remain and one is hit, the system will continue to display 3 targets in random locations on until game ends
- To start the game, hit the "GO" target

Track - Brain Domain Focus - Processing Speed/Executive Function

Track the Targets

- One target will be displayed at a time while all other targets are off
- The player must hit the lit target for the next target to appear
- A target will not change locations until the lit target is struck
- To start the game, hit the "GO" target

Track the Colors

- One target will be displayed at a time while all other targets are off

- The player must hit the lit target for the next target to appear
- A target will not change locations until lit target is struck
- To start the game, hit the "GO" target

Track Numbers – Multiplication Tables

- One target will be displayed at a time while all other targets are off
- A target will not change locations until lit target is struck
- The numbers are multiplied in ascending order based on the selected increment
- Example: Multiples of 1 or multiples of 2 or multiples of 3 assigned by the user
- To start the game, hit the "GO" target

Track Numbers - Step Counting

- One target will be displayed at a time while all other targets are off
- A target will not change locations until lit target is struck
- The numbers are added in ascending order based on the selected incremental number.
- Example: Adding by 1, 2 or 3. Increment is assigned by the user
- To start the game, hit the "GO" target

Track the Letter

- One target will be displayed at a time while all other targets are off
- A target will not change locations until lit target is struck
- Each target will display one letter in alphabetical order from A to Z
- If a player reaches the letter Z, targets must then be hit in reverse alphabetical order
- To start the game, hit the "GO" target

Track Left, Right, Both

- One target will be displayed at a time while all other targets are off
- A target will not change locations until lit target is struck
- Each single active target will either display an "R" (right), "L" (left), or "B"(both)
- The player will be instructed to strike every "R" with their right hand, every "L" with their left, and every "B" with both hands
- Default setting: "R" targets will be displayed on the left column, "B" targets will be displayed on the middle column, and "L" targets will be displayed on the right column
- Specialty settings: Turn on the random feature to display targets randomly
- To start the game, hit the "GO" target

Seek - Seek - Brain Domain Focus - Attention/Executive Function

Seek Numbers – Multiplication Tables

- All targets will display a possible answer, but there will only be one correct answer
- Starting at 0, multiply a chosen number 1-12 by the multiplication tables x 1-12
- Example: Chosen multiple is 3. First correct answer is 0, the next correct answer is 3, and the following is 6 etc.
- If a player reaches the multiple of 12, the system will continue multiplying the selected number backwards to the original starting point, 0.
- To start the game, hit the "GO" target

Seek Numbers - Step Counting

- All targets will display a possible answer, but there will only be one correct answer
- Starting at 0, add by a chosen number

- Example: Chosen increment is 3. First correct answer is 0, the next correct answer is 3, and the following is 6 etc.
- If a player reaches the max value 99, the system will subtract by the increment to 0.
- When a correct answer is struck, the system will refresh with a new number on each target
- The user can change the maximum value under specialty settings
- To start the game, hit the "GO" target

Seek Numbers – Reverse Step Counting

- All targets will be displayed
- Seek the correct target counting down in sequential numbers starting at a fixed starting point 0 or a random starting point 0-12
- The user will subtract by the selected increment, 1-12
- One target will display the correct number, while all other targets will display incorrect numbers
- When the correct number is struck, the system will refresh with a new number on each target
- To start the game, hit the "GO" target

Seek the Letter

- All targets will display a random letter
- Strike out the targets in sequential alphabetical order
- When the correct letter is struck, all targets refresh with new letters and the player must strike the next letter in alphabetical order
- If the end of the alphabet is reached, strike letters in reverse order
- To start the game, hit the "GO" target

Seek the Letter - Skip

- All targets will be displayed
- Strike out the targets in alphabetical order based on the chosen increment
- Example: if you choose 2 increments, the first correct answer will be A then followed by C, E, etc.
- After each correct hit, all targets refresh
- To start the game, hit the "GO" target

Seek the Letter - Random Skip

- All targets will be displayed
- Strike out the targets in alphabetical order based on random increments displayed on the center target; random skip will continue all throughout the game
- Example: after striking letter A, the center target will display a random number 1 - 4
- Example: If 4 is displayed, then letter E should be struck next
- To start the game, hit the "GO" target

Seek the Color

- All targets will be displayed
- The GO image will display a specific color. The color of the GO target must be struck throughout the entire game
- Example: If the GO target is yellow, then the player will strike only yellow targets
- All other targets will display random colors
- To start the game, hit the "GO" target

Seek the Smiley

- All targets will be displayed
- The objective is to find and strike the Smiley face emoticon
- All targets will display a different emoticon

- After each Smiley face is hit, all targets will refresh with new emoticons and the Smiley face will change locations
- To start the game, hit the "GO" target