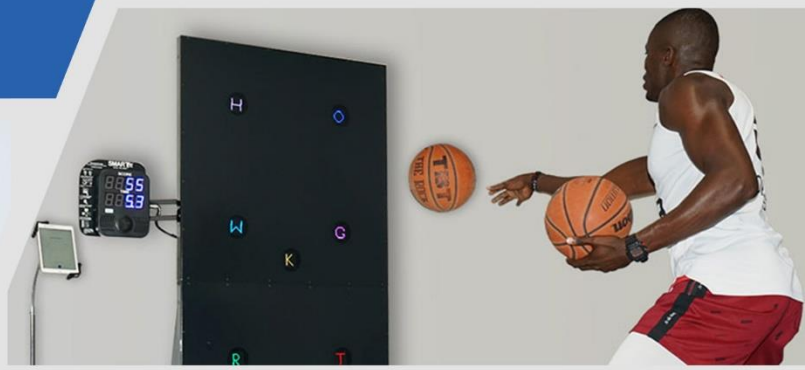
SMARTfit®

Your Brain Matters

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

Rev 2.3 - Jan 2025



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SMARTfit Games List for The SMARTfit Mini, Single and Strike Pods

in Order of Appearance in the SMARTfit User Interface App

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.

Rally wall

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 dice 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”