



**N5454**  
**For 1 player / Ages 8 and up**  
**INSTRUCTION MANUAL**  
 P/N 823B6700 Rev.A

Dear Brain Gamers,

I am delighted that you are one of the millions of people who want to keep their minds sharp and have fun doing it. After two decades studying how we can improve memory and prevent Alzheimer's disease, I have found there is a lot we can do. Genetics accounts for only about a third of what determines our health as we age – that means that simple, everyday lifestyle choices have a major impact on our memory and brain fitness. My books, *The Memory Bible*, *The Memory Prescription*, and *The Longevity Bible*, detail my strategies – physical and mental exercise, stress reduction techniques, the Healthy Brain Diet, and more – to boost your brain power and live longer, better. However, you are well on your way to boosting your brain power by playing Brain Games 2.

Brain Games 2 will teach you my basic memory technique – Look, Snap, Connect – and help you perfect these strategies. Besides being fun to play, Brain Games 2 will help your memory abilities improve almost immediately. You will also “cross-train” your brain with left-brain (verbal memory and logical skills – e.g., writing letters) and right-brain (visual memory and mental skills – e.g., reading maps) games. Brain Games 2 lets you monitor your progress, while setting and increasing a pace that works for your memory ability as you train your brain and gauge your improvement.

You can use Look, Snap, Connect for everyday memory tasks (lists, errands, names and faces) and build on this basic technique to become a memory champion. First master the basic skill:

- **Look** – learn to focus your attention on the new information you wish to remember. Slow down, take a deep breath, and ignore distractions.
- **Snap** – create a mental snapshot or visual image in your mind's eye of what you want to remember. Make it personal and give it detail to help fix it into your memory.
- **Connect** – link up your mental snapshots in your mind's eye. This association step helps put the new memories into context and helps you retrieve them later when you need them.

To remember a list of errands, create a story using Look, Snap, Connect: You need to stop at the store to get some aspirin and a hair brush before you meet your sister. In your mind's eye, you see your sister taking some aspirin and then brushing her hair.

For learning and recalling names and faces, think up a Name Snap and a Face Snap – then Connect these mental pictures or Snaps together. Thinking of a visual image or Snap for a name can be easy: See a house for Mr. House, a gold coin for Ms. Gold, or a carnival worker for Mrs. Carney. For more complex names, combine visual words that sound like the name – see Mr. Domachow eating chicken chow mein under a dome. For a face snap, look for a distinguishing feature and then

connect it to the name snap. If Mrs. Washington has prominent lips, see her kissing George Washington on the lips. At first it may seem a bit wacky; however, you'll not only have fun but you'll improve your everyday memory skills. Remembering names and faces is the most common memory complaint.

Our research group at UCLA has studied the effectiveness of Look, Snap, Connect, along with other lifestyle strategies that improve memory and brain health. We found that after only two weeks, these techniques have a significant effect on memory performance scores and dramatically increase brain efficiency. The more you play Brain Games 2, the better you'll get at it and the more brain power you'll have.

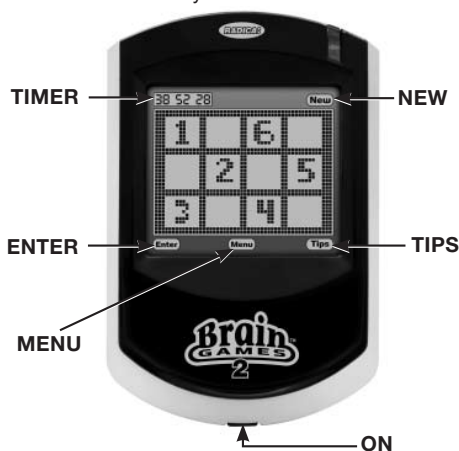
To find out more about the creation of Brain Games, visit [www.drgarysmall.com](http://www.drgarysmall.com) and [www.brainstorminginc.com](http://www.brainstorminginc.com).

Have fun,

Dr. Gary Small

**READY TO CROSS-TRAIN YOUR BRAIN!**

Brain Games are mind stimulating activities for your brain. It's time to challenge yourself! Whether you choose to enter the Training session or jump right into the Testing mode, Brain Games 2 will be sure to challenge your mind in several new and different ways.



**ON** – Press the ON button to power on the game. Use the stylus to tap the SCROLL arrows at the top and bottom of the touchscreen to toggle through the different game modes. Once your mode is highlighted, tap it using the stylus to select.

**NEW** – Press this on the touchscreen to bring up End Round or New Game.

**END ROUND** – This allows you to end the current game and calculates the score up to that point. This may be most useful in the Word Hunt game when you can not think of any more words, but there is still time remaining. Or Recall when you have already memorized words and there is still time remaining.

**NEW GAME** – This allows you to cancel the current game and return to the Main Menu. If selected during Testing mode, it will cancel your score for that session.

**ENTER** – Press this to confirm your selection.

**MENU** – This will bring you back to the Menu when you are selecting your options. If you have already started a game, you will need to Select NEW to quit and return to the Main Menu.

**TIPS** – Press this to see quick suggestions on things you can do everyday to help improve your memory and general wellbeing.

**TIMER** – This is a countdown timer that is used in some of the exercises.

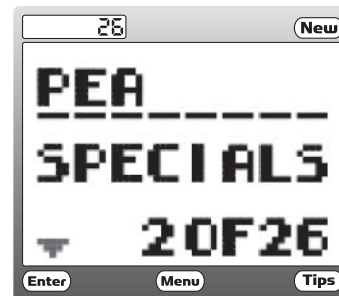
**MAIN MENU**

**TESTING** – Select TESTING from the Main Menu to start your daily exercise program. Choose the skill level you wish to play at, and that's it! Brain Games will now run you through the 5 different

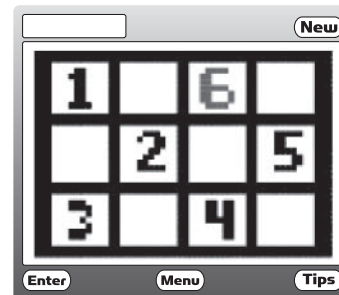
exercises (described below) of your routine. This is the mode that you will be tested in and that will record your score. You can check this in the SCORE mode (see below). Remember to use the Look, Snap, Connect technique!

**TRAINING** – This is where you can train or practice the different brain games without affecting your score. Select TRAINING from the Main Menu. Tap the SCROLL arrows to toggle through the five different exercises (Sequence, Twist, Focus, Word Hunt, and Recall) and tap the one you wish to select. Next, choose the skill level you wish to play at. You are now ready to start your training session.

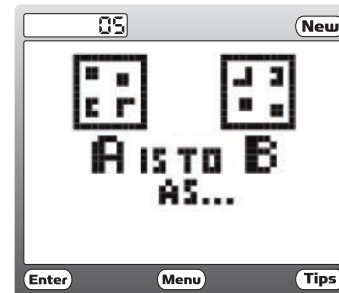
**Word Hunt** - In this brain game your objective is to use the letters the game gives you to make words. You will be shown a word on screen and the total number of words that can be formed out of that word. Select letters from the core word with the stylus to spell new words and then select Enter. To deselect a letter, select that letter from your word and it will return to the original word. After completing the exercise, the game will display how many you got correct.

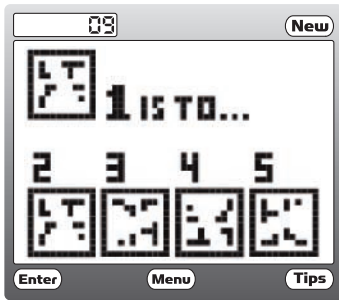


**Sequence** – In this brain game your objective is to select the random numbers in the grid in the proper sequence or order (lowest to highest). If you select a number out of sequence an X will appear, and you will continue onto the next grid. If the sequence is correct, a musical prompt will sound. There will be several grids in each game. After completing the exercise, the game will display how many you got correct.



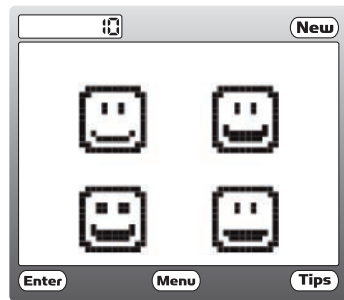
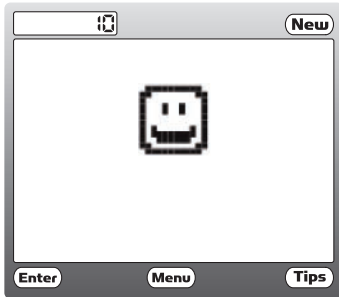
**Twist** – In this brain game the objective is to memorize the relationship of 2 images and then apply that relationship to a 3rd image in order to select the correct answer. You will be shown a puzzle on the left side of the touchscreen. You will also be shown the same puzzle rotated or flipped (horizontally or vertically) on the right side of the touchscreen. You will have 5 seconds to look at the puzzle on the left and see how it has been rotated or flipped in the puzzle on the right. After 5 seconds, you will be shown a new image and 4 possible answers. You have to recall the relationship of the puzzles from the opening screen and apply that relationship to the puzzle at the top. You have 15 seconds to solve the puzzle. After completing the exercise, the game will display how many you got correct.





**Focus** – In this brain game you are shown an image to memorize.

You are then told the relationship of the original image and the correct answer. You then need to select the correct image from 4 very similar images that are displayed on the touchscreen. The higher the skill level, the less time you have to memorize the original image. After completing the exercise, the game will display how many you got correct.



**Recall** – In this brain game you are given a list of words to memorize within a period of time. Use the Scroll arrows at the top and bottom of the touchscreen to show more words. After a short time you will be given an opportunity to recall as many of those words as possible and group them into “Chunks”. At the top of the screen it will give you a category and you will select the words that fall into those categories. You will then be taken to the next brain game to return later. After you have completed the other brain games, you will return and be shown those words and several others. Your objective is to pick as many of those words that you grouped into chunks, and not the ones that weren't on the list. After completing the exercise, the game will display how many you got correct.



**Score** – Choose SCORE from the Main Menu. The score option keeps a tally of every TESTING session played. This is a great way to measure your progress over time. After each TESTING session is played, an average (or percentage) is measured based on all 5 brain games that were played. These are recorded in the SCORE section. A bar chart is shown that represents how well you brain has flexed its muscle. The more you practice the exercises in TRAINING the stronger your brain's muscle will be for your TESTING.

**SOUND** – Choose SOUND from the Main Menu to adjust the game volume higher or lower. Do so by tapping the SCROLL arrows on the touchscreen.

**CONTRAST** – Choose CONTRAST from the Main Menu to adjust the brightness of the screen tapping the SCROLL arrows on the touchscreen.

**MEMORY** – Choose MEMORY from the Main Menu to clear all of your scoring information that is stored in Brain Games. You will be prompted to confirm whether you wish to clear out all of the MEMORY. Select Yes or No to confirm. Once you clear the memory it can not be recovered.

**SLEEP MODE** – The unit will go to sleep if nothing is pressed / tapped within 1 minute, and can be awakened by pressing the On button.

## BATTERY INSTALLATION / REPLACEMENT

This game is powered by two (2) AAA (LR03) batteries (not included).

- Using a screwdriver (not included), loosen the screw until the battery compartment door can be removed.
- Insert two (2) AAA (LR03) batteries as indicated inside the battery compartment.
- Remove batteries and dispose of them safely.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.
- For longer life use only alkaline batteries.
- Replace the batteries when the product does not function properly.

**ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.**

## BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage;

- Do not use rechargeable batteries.
- Non-rechargeable batteries are not to be recharged.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

## CAUTION

- Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.
- In an environment with radio frequency interference, the product may malfunction and require user to reset the product.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

**WARNING:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does

cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio / TV technician for help.

**Keep these instructions for future reference as they contain important information.**



Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

## 6-MONTH LIMITED WARRANTY FOR USA (This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 6 months from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

In the event of a defect covered under this warranty, first call the toll-free number listed below. Many problems can be solved in this manner. If necessary, you will be instructed to return the product, postage prepaid and insured, to the address below. Enclose your name, address, dated sales receipt, and a brief explanation of the defect. Replacement, and return shipment, will be free of charge.

TOLL-FREE NUMBER: 1-800-803-9611. Hours: 9:00 AM - 7:00 PM Eastern Time; Monday - Friday; 11:00 AM - 5:00 PM; Saturday.

ADDRESS FOR RETURNS: CONSUMER RELATIONS, 636 GIRARD AVENUE, EAST AURORA, NY 14052.

**IMPORTANT:** Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

## 6-MONTH PRODUCT WARRANTY FOR UK (This product warranty is valid in the United Kingdom only)

All products in the RADICA® range are fully guaranteed for a period of 6 months from the original purchase date under normal use, against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

In the unlikely event that you do experience a problem within the first 6 months, please telephone the Technical Support team: Tel. 01628 500303.

**IMPORTANT:** Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

**THIS WARRANTY IS IN ADDITION TO YOUR STATUTORY RIGHTS.**



**CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.**

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www.radicagames.com Helpline 1.800.803.9611 or service.mattel.com  
Retain this address for future reference.

Mattel Canada Inc., Mississauga, Ontario L5R 3W2. You may call us free at 1.800.803.9611.

Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB, Helpline 01628 500303.

Mattel Australia Pty., Ltd., Richmond, Victoria. 3121. Consumer Advisory Service - 1300 135 312.

Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China.

Diimport & Diedarkan Oleh: Mattel SEA Ptd Ltd.(993532-P) Lot 13.5, 13th Floor, Menara Lion Hoe, Persiaran Tropicana Golf Country Resort, 47410 P.J. Tel:03-78803817, Fax:03-78803867.

Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245 U.S.A.  
Consumer Relations 1.800.803.9611.

## CONSUMER INFORMATION

Need Assistance? Visit [service.mattel.com](http://service.mattel.com) or call 1.800.803.9611 (US and Canada only), M-F 9AM - 7PM & SAT 11AM - 5PM, Eastern.

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