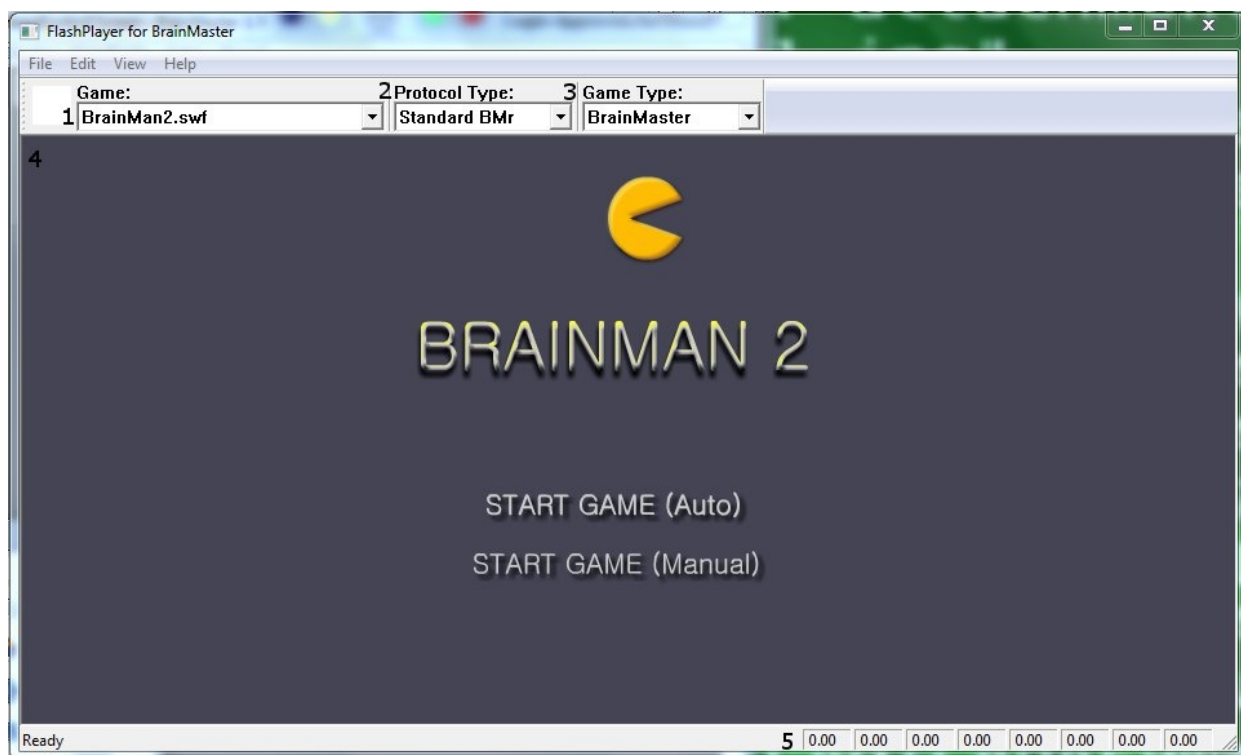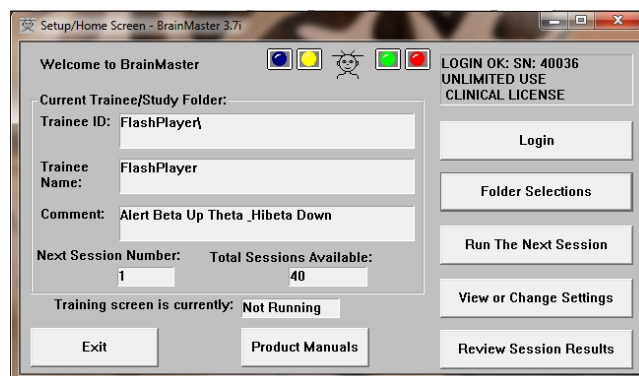# BMr Flash Player

## BMr Flash Player Control Menu Display

1. **Game Drop-Down Box** – Drop-down box where you can choose the game that you would like the Flash Player to use.
2. **Protocol Type Drop-Down Box** – Drop-down box where you can choose the type of Protocol you are using, whether it's a Standard BrainMaster, LZT-Live Z-Score, or RTZ-Real Time Z-Score.
3. **Game Type Drop-Down Box** – Drop-down box where you can choose the Game Type that the Flash Player is using.
4. **Display Window** – Display Window where the Flash Player Game is played.
5. **Event Wizard Readings** – Displays the information that is coming in from the Event Wizard.
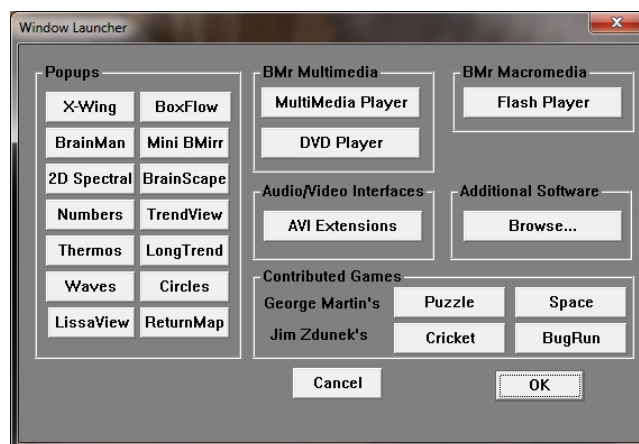
Using BMr Flash Player

1. Setup the training that you would like to use, or choose an existing folder that you would like to us, and click the "Run The Next Session" Button.


2. After you start the Session, click the "Window" Button.
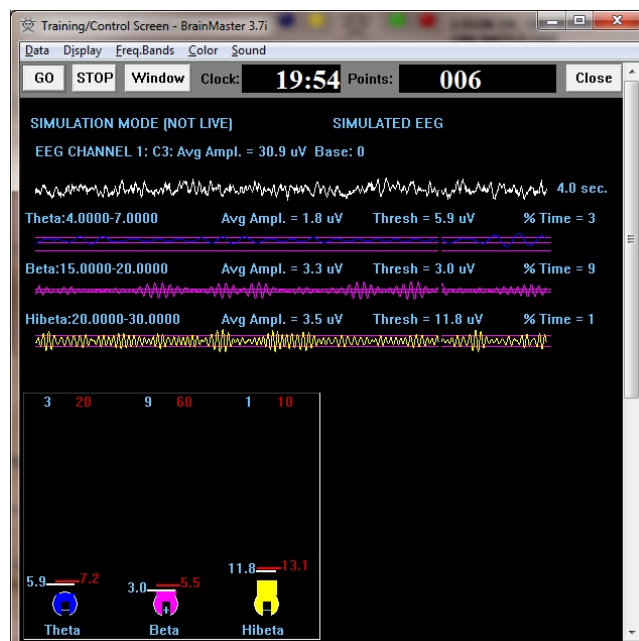
3. In the Window Launcher Menu, click the "Flash Player" Button, located in the BMr Macromedia Section.

The Flash Player will now be running with the BrainMaster Software. You will be able to tell this has been successful, as the FlashPlayer Player for BrainMaster for BrainMaster Window will open, and the chosen Video file will play. Please make sure for proper use, the the Protocol Type, as well as the Game Type are properly set for optimal performance.
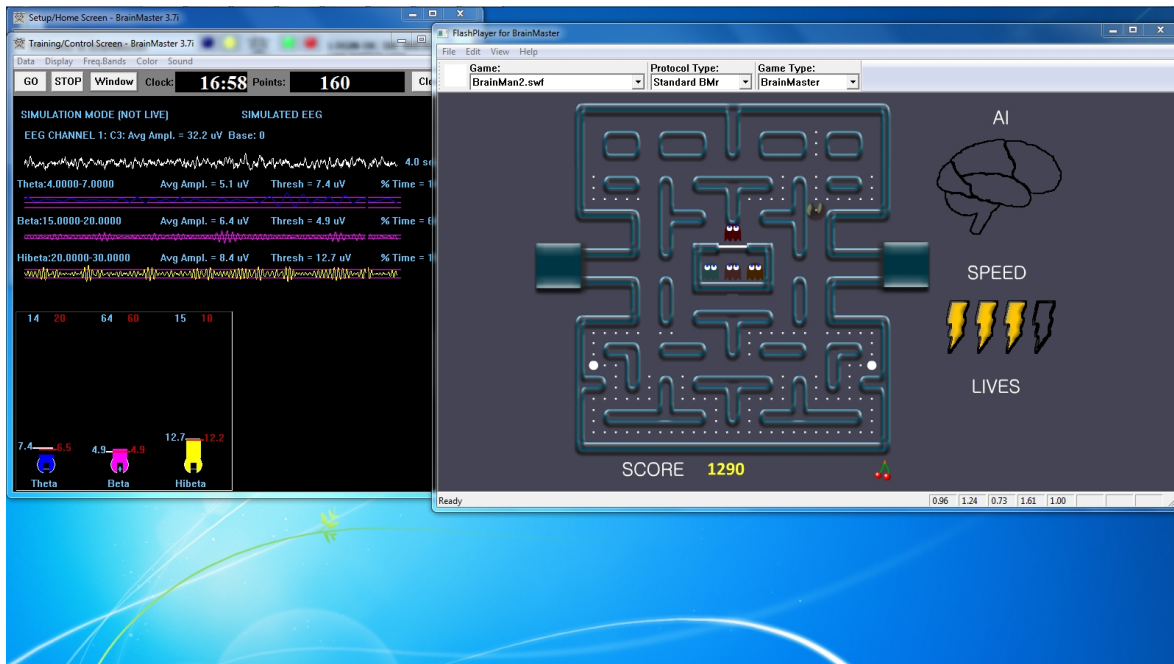
Flash Player Games

Color Quest

1. **Blimp –** Once a blimp has launched, the user will cause it to move every time its green progress bar fills up. When the blimp moves, it will move in the direction of the Colorful Ring(accuracy is dependent on user feedback). When the blimp hits the ring, it will change color. After 10 hits, the blimp will "spin out", causing it to disappear, restoring color to the game screen. There are 6 total blimps.
2. **Launch Pad –** When there is no blimp on-screen, the user must fill the green progress bar in the top-left corner. Once this happens, a new blimp will launch from the Launch Pad. Also, the pink lights on the Launch Pad will illuminate when the user meets the requisite feedback conditions.
3. **Colorful Ring –** This ring is the target of the blimp. When the blimp hits it, the blimp will change color. Also, the ring will spin when the user meets the required feedback conditions.
4. **Progress Bars –** These progress bars measure the overall feedback of the user. The "rainbow" feedback bar, on the left, displays the user's relative feedback for the last 3 seconds(i.e.: A full bar means the user met conditions 100% for the last 3 seconds, a half-bar means the user has met conditions 50% for the last 3 seconds, etc.). The green progress bar accumulates over time. If the user does not meet required conditions, the green progress bar will begin to descend. Filling the green progress bar once corresponds to 3 seconds of 100% feedback.
5. **Trophy Blimps –** As your blimp continually hits the Colorful Ring, three miniature models of your blimp will become visible, floating about in the background. They are purely aesthetic, and represent a visual reward for the user's hard work.
6. **Progress Panel –** The Progress Panel has six blimp-shaped outlines. As the user "completes" each of the six blimps, the blimp-shaped outline will be filled in with a gold blimp "token". This panel lets the user know how many blimps are left before the game is finished, as well as representing a visual reward for the user.

Similar Games – None

BrainCats 2

Opening Screen

1. **Select Cat Section –** Section where you select the cat who will run according to the user feedback.
2. **Race Length Section –** Section where you choose the length of the race. The non-user cats will take about this long to complete the race. Depending on the difficulty level and user feedback, the user could complete the race in a wide range of times. If the user meets the difficulty level consistently, they can be expected to take about as long as the non-user cats.
3. **Difficulty Setting –** Section where you set the difficulty. The difficulty corresponds to the percentage of client feedback that will put the player cat about "on par" with the race competition. The default value is 50%. For example: at a difficulty level of "25", the client will have to meet the required conditions about 25% of the time to keep up with their opponents in the race. As the client meets conditions more consistently, the chance of the client winning will also increase. So, in the case of "25", a client providing 35% feedback would have a good chance of winning the race.
4. **Sound On/Off Section –** Sections where you can control the sound settings for the game. The sounds act primarily as reward feedback, and appear in 5 different places during the game:
   a. At the games start
   b. At the result screen after a win
   c. When the user earns the Monkey Trophy
   d. When the user earns the Elephant Trophy
   e. When the user reaches the nighttime scenario
   f. When the user wins after completing the nighttime scenario
5. **Start Race Button –** Click to begin the game after all settings are set to your desired settings.
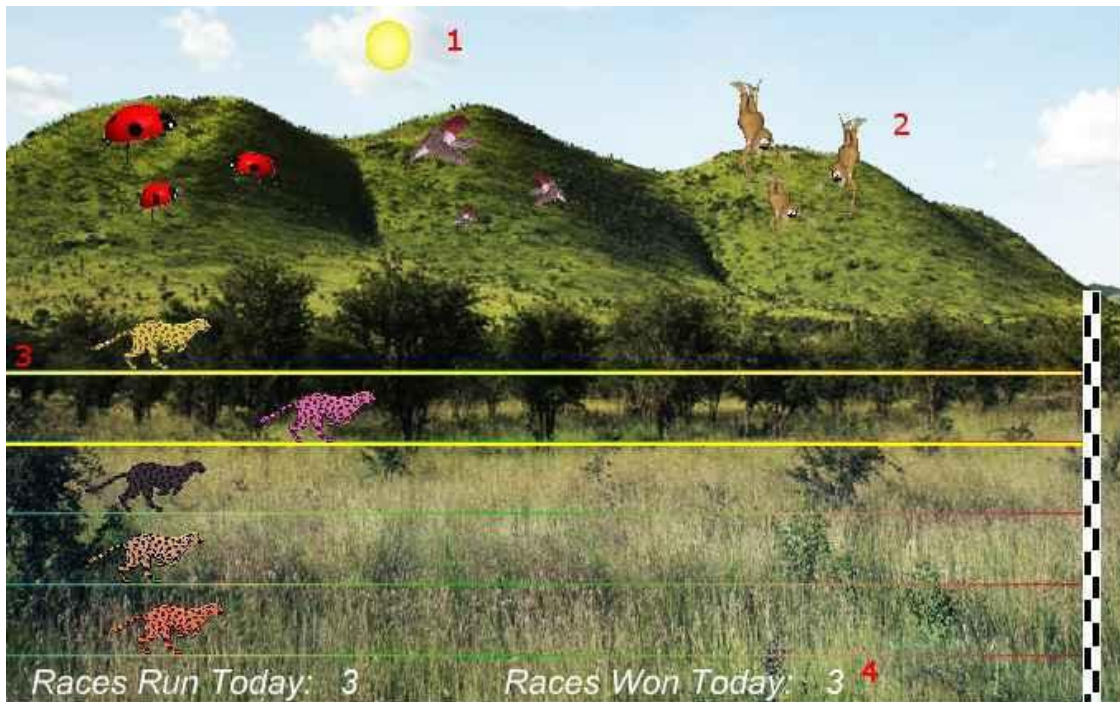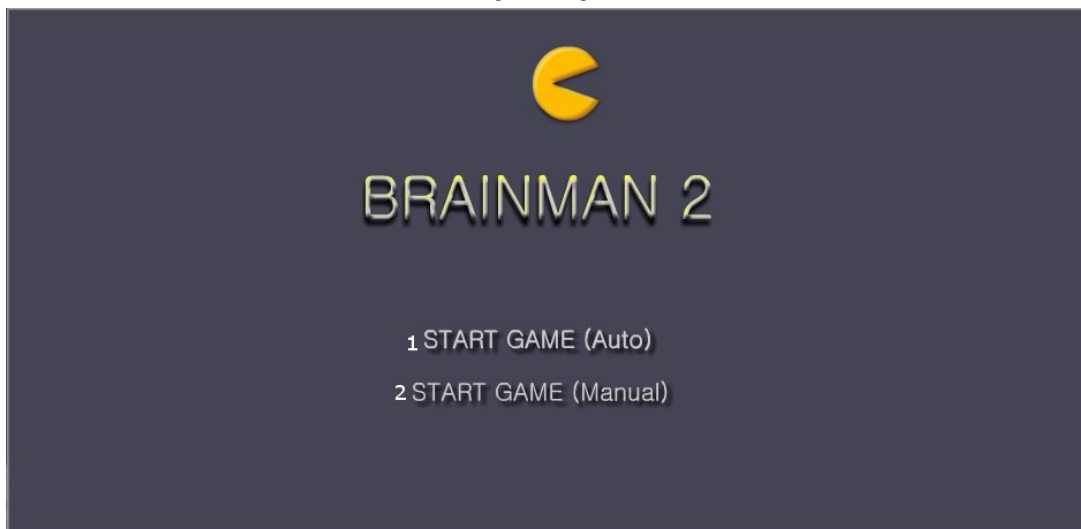
Race Screen

1. **Sun/Moon Graphics –** This graphic will move through the sky as you win more races. Eventually, when the sun passes the mountains on the west side of the screen, day turns into night, and the process begins again with the moon.
2. **Trophies Graphics –** As you gain points, trophies begin to appear. When the client meets feedback requirements, the trophies animate. Each stage has nine trophies, with three models. For the daytime, these are the ladybugs, hummingbirds, and monkeys. For the nighttime, these are bees, doves, and elephants.
3. **Race Track Borders –** When the client meets feedback requirements, the borders of the race track will light up around the players selected cat.
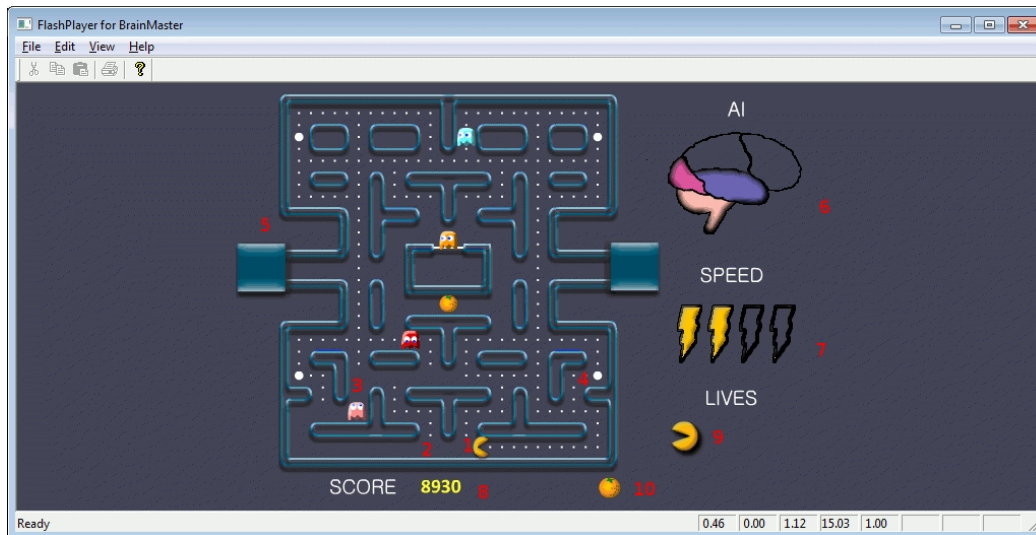4. **Statistics Section –** Here, you can see the user's performance for that game.

**Similar Games –** BrainCats, BrainCats 3D, Blimp Race, Blimp Race 3D

Training Screen

1. **BrainMan –** This is BrainMan. He moves according to the feedback of the user. If the user does not meet specified feedback requirements, BrainMan will not move.
2. **Pills –** When all the pills on a stage have been eaten, BrainMna will move on to the next stage.
3. **Ghosts –** These familiar foes begin to freely move about the screen on Stage 3. Unlike the ghosts that you are used to, these pose no threat to BrainMan. They are extra points, and can be eaten. If the client is meeting the requirements, then the Ghosts will be a blue color and will be able to be consumed. They will turn in to a set of eyes and have to return to their "base" to regenerate.. If the client is not meeting the training requirements, then the Ghosts will be their normal colors. If during this time, they make contact with BrainMan, they will pass through him.
4. **Power Pill –** The Power Pill delivers a reward sound to the client, and has a small chance of increasing BrainMan's speed for the duration of the level.
5. **Maze –** In this version, even the maze borders respond to the feedback. As the client meets requirements, the borders will become brighter and more saturated. Conversely, as the clinet fails to meet requirements, the maze will grow dark.
6. **AI Level –** The AI is the controller of BrainMan's movement. It is based on a combination of three things: the client's relative feedback, the client's progress through the game, and the client's progress through the level. As these values increase, you will notice the Brain begin to "fill up". This means that BrainMan will actually become smarter, and hunt pills more effectively.
7. **Speed Level –** This is self-explanatory. Much like the AI Level, it is governed by both the client's relative feedback and progress through the game. It does not however, measure progress through the level. Instead, it has a chance to temporarily increase when the user eats a power pill.
8. **Score –** This number is raised by eating Pills, Fruit, and Ghosts.
9. **Lives –** These do not affect gameplay. Rather, they function as "trophies". The user receives one life for every 8,000 points sored.
10. **Fruit –** Each level boasts a particular kind of Fruit. It will appear in the center of the game board for a brief interval of time during every level. They can be eaten for extra points.
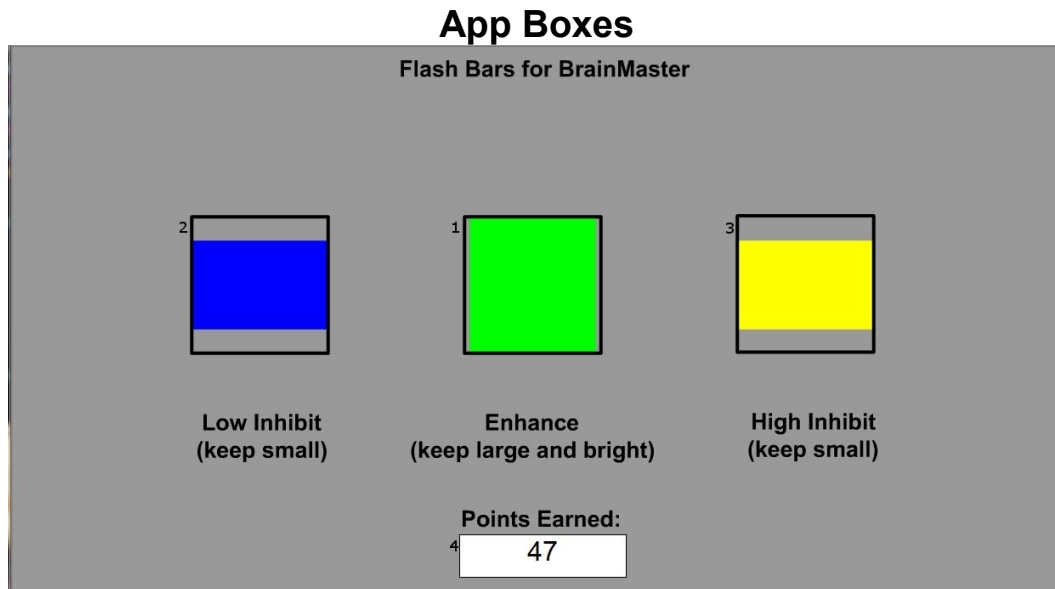
Similar Games - BrainMan

BrainPlanets

Solar Systems: 2   BrainPlanets 1   by BrainMaster   Planets: 8
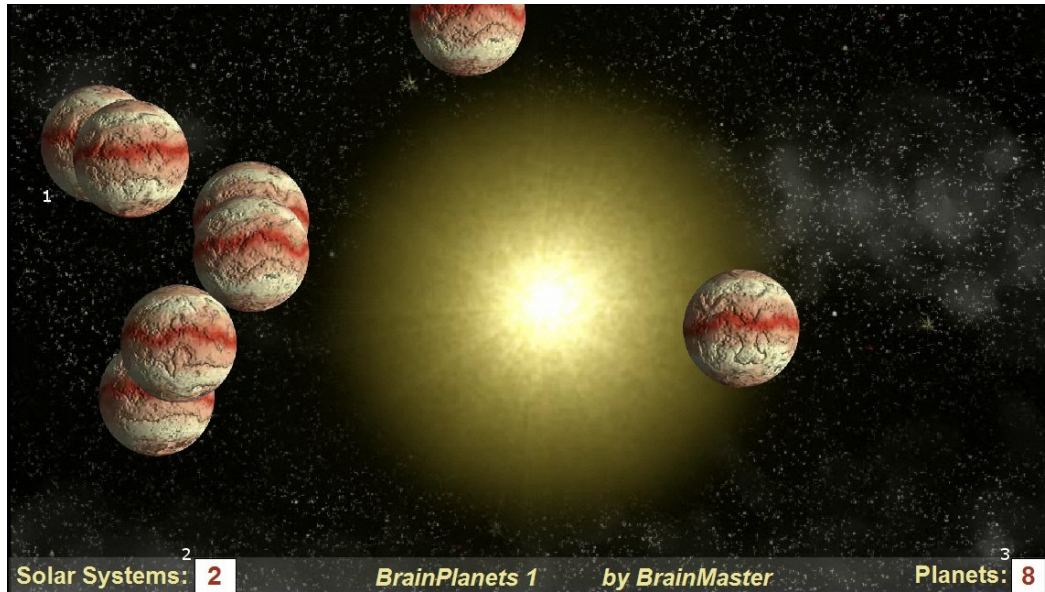
1. **BrianPlanets –** The BrainPlanets are created when the trainee meets the training criteria continuously for a certain period of time(approx.. ½ second). The Planets are moving quickly when the criteria are met, and slow down otherwise. The number of cells reflects the success in keeping in state over a period of time. If the trainee falls out of state(or has inhibits) for a period of time(approx. 1 second), one planet will disappear. 10 Planets create a Solar System, and all planets disappear and the client begins to build a Solar System again.
2. **Solar System Counter –** This box counts the amount of Solar Systems that have been created.
3. **Planet Counter –** This box counts the amount of Planets that have been created.

Similar Games – BrainPlanet1lite, BrainPlanets2, BrainPlanets2lite, BrainCell

App Boxes

Flash Bars for BrainMaster

Low Inhibit
(keep small)

Enhance
(keep large and bright)

High Inhibit
(keep small)

Points Earned:
47

1. **Enhance Box –** Shows a box that represents the enhance band. This will increase and decrease in size horizontally, depending on your enhancement training.
2. **Low Inhibit Box –** Shows a box that represents the low inhibit band. This will increase and decrease in size vertically, depending on your low inhibit, and will also have an effect on the Enhance Box. When the inhibit goes above the threshold, they cause the Enhance Box to become dimmer. When both Inhibit boxes are above threshold, the Enhance Box is maximally dark.
3. **High Inhibit Box -** Shows a box that represents the High inhibit band. This will increase and decrease in size vertically, depending on your high inhibit, and will also have an effect on the Enhance Box. When the inhibit goes above the threshold, they cause the Enhance Box to become dimmer. When both Inhibit boxes are above threshold, the Enhance Box is maximally dark.
4. **Points Earned Box –** Box that displays the current amount of points that the client has earned during their training.
Similar Games – None.

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