

**BrainMaster<sup>™</sup> System**  
**Type 2E Module & BMT Software for Windows<sup>™</sup>**  
**Contributed Game Screens**

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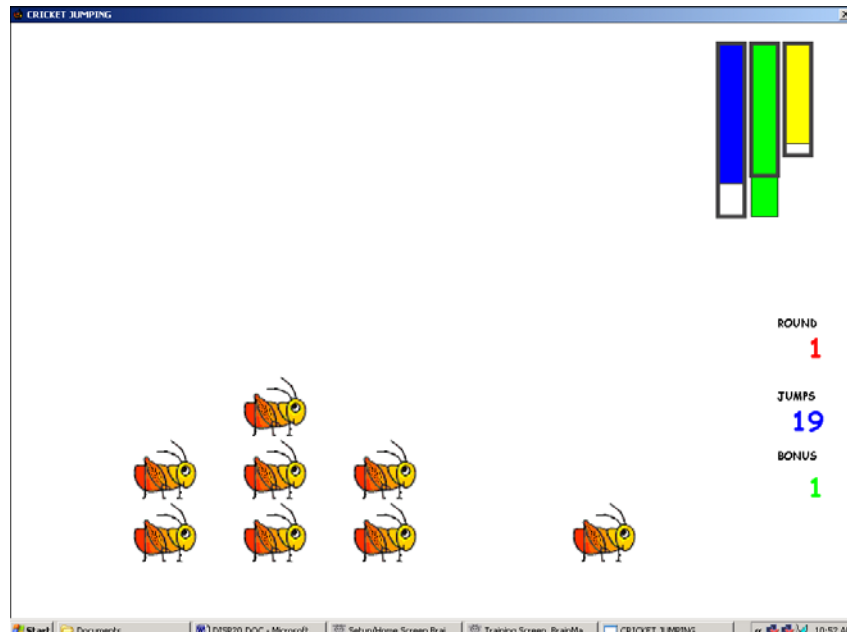
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U.S. Patent Number 5,899,867

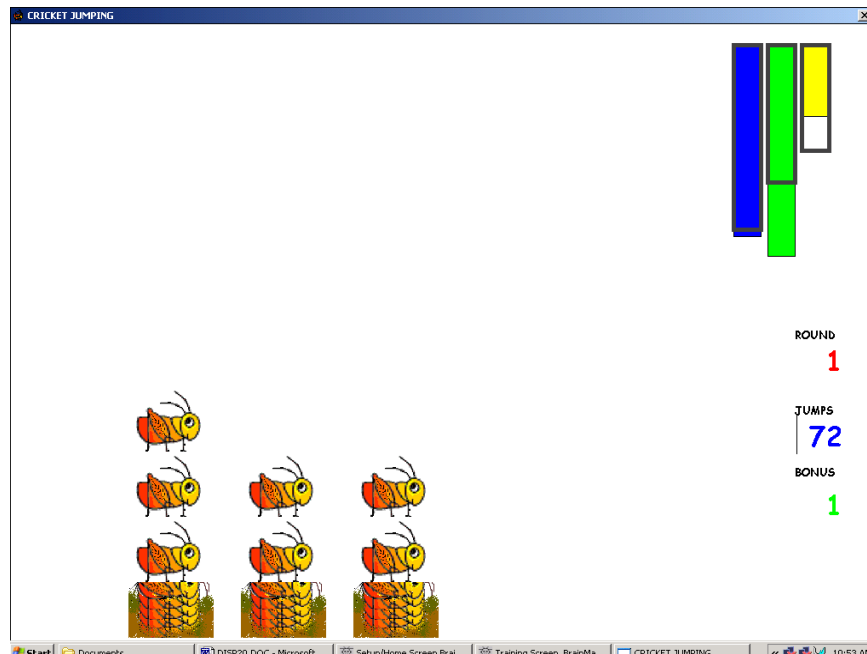
## 1.1 Contributed Game Screens:

There are several contributed game screens provided with the software. These are developed by independent developers, and contributed for general use.

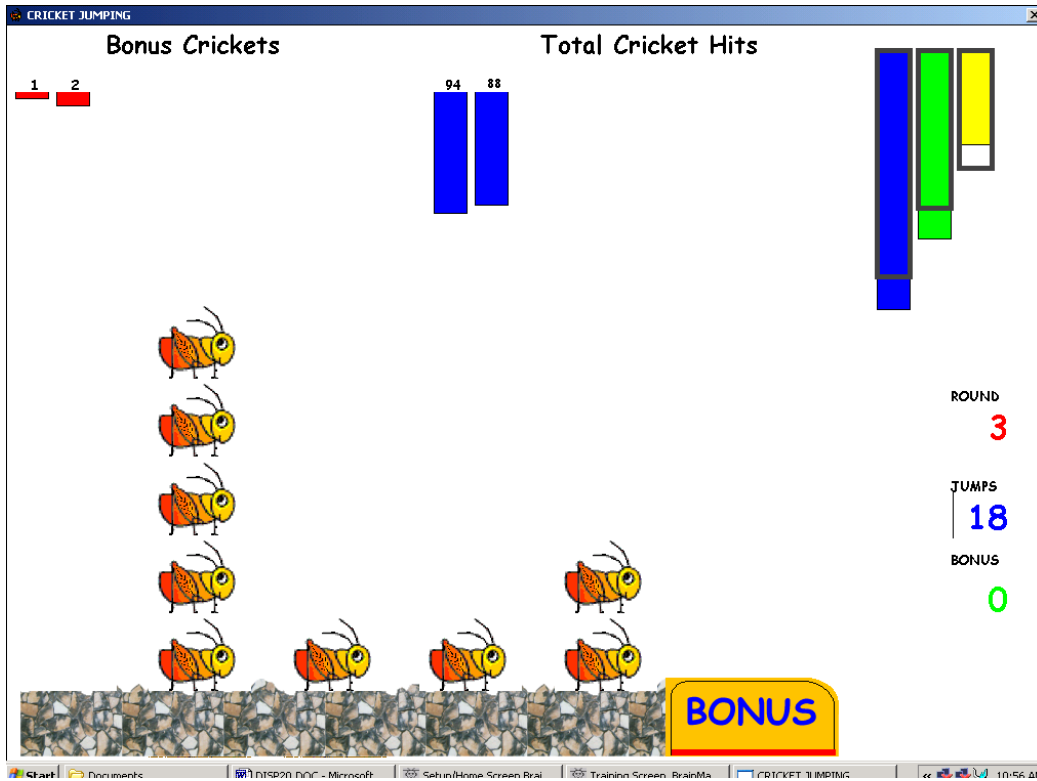
Cricket:



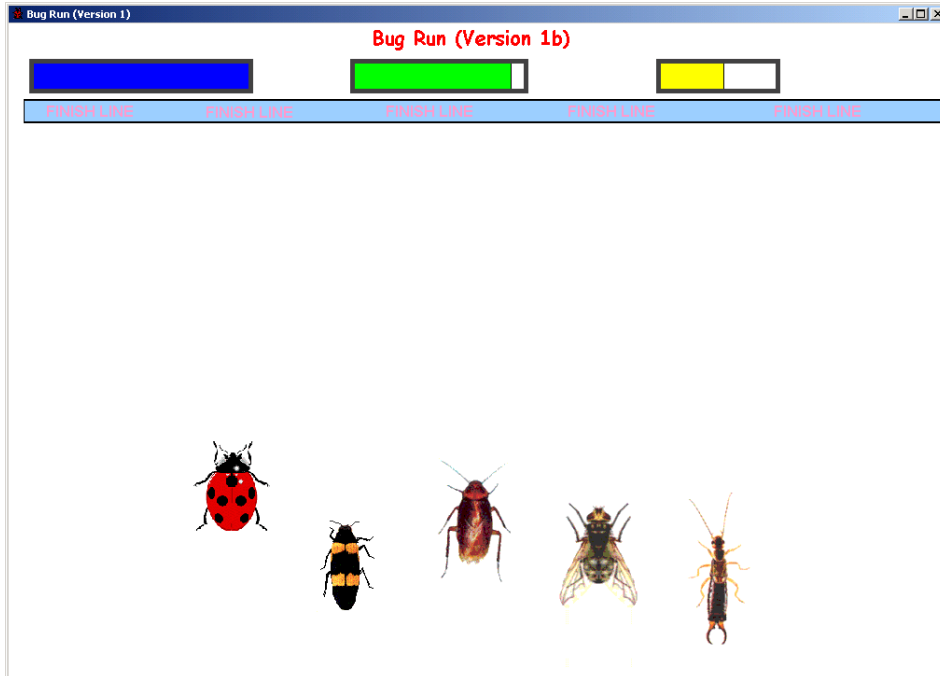
As training proceeds, the crickets “stack up” and pile on top of each other. Yes it is silly, but it is very popular.



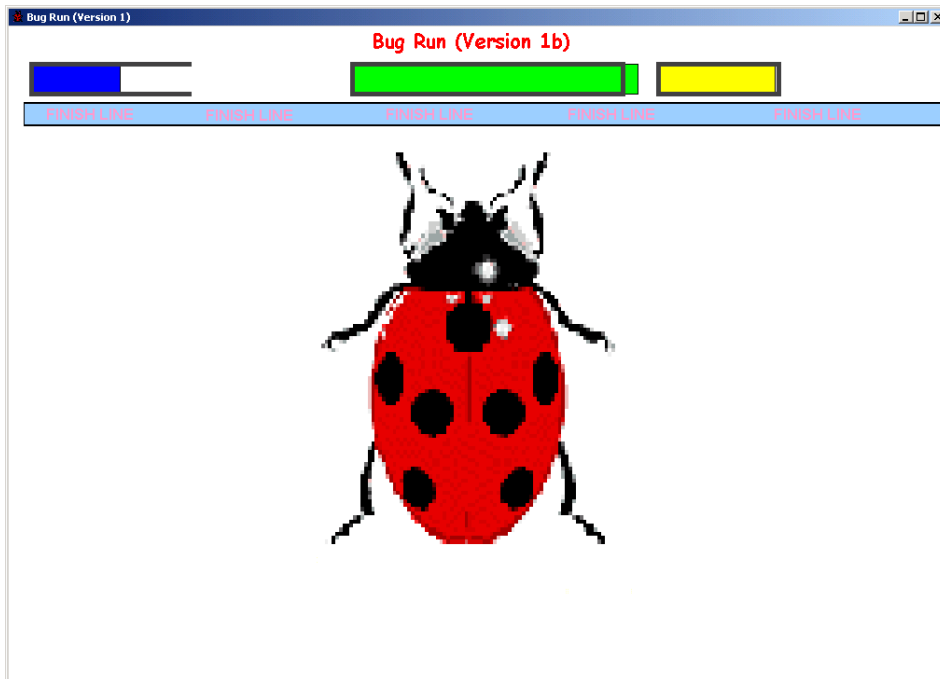
Later on, the bottom images change, bonus points are awarded, and the screen becomes more interesting:



Bug Run: This screen provides a “bug race”. As the trainee meets the training criteria, the bugs will advance at random, running a race. If the trainee has excessive amounts of a “stop” component, some of the bugs will slip down a bit, and fall behind. The goal of the game is to have the race progress.



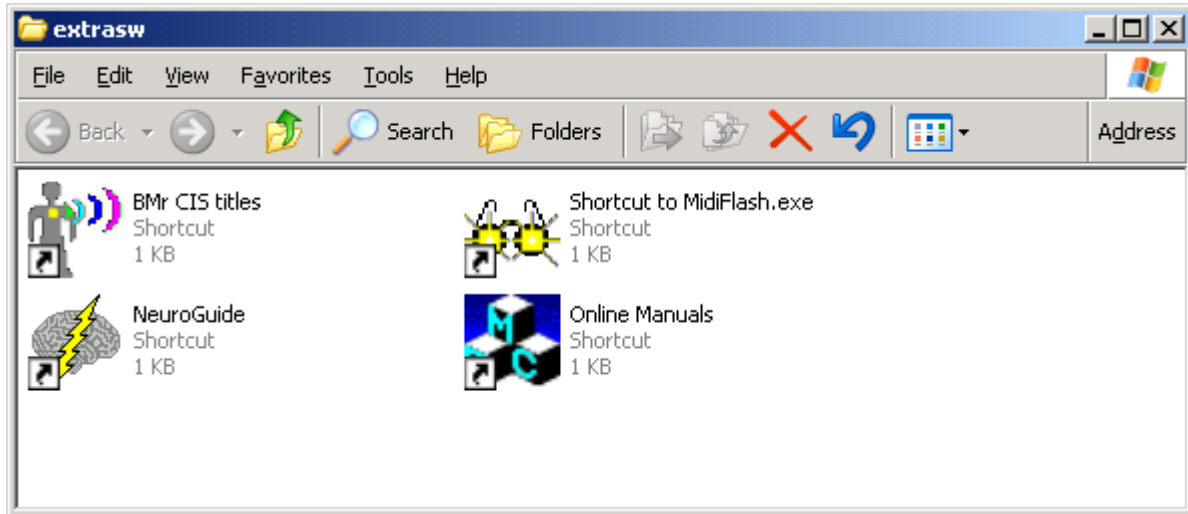
After awhile, one of the bugs will win, and be declared the winner:



Then the race will start over again, for continued training.

## 1.2 Extra Software:

Additional software, as well as manual pages, web sites, and other useful items, may be accessed by pressing the “Browse” button under the “Additional Software” heading. This will produce a window that shows shortcuts to other programs, such as the following example:



These shortcuts are contained in the directory `\brainm.20\extrasw`, and the user can add any shortcuts to this folder, for convenient access.

