



BRAIN TRAINER

Operating and Playing Instructions



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2. Important Information

Before you start using the device please read the following safety and operating instructions, adhere to them and keep them with the device for future reference. Should you pass on the device to another user please supply them with these instructions as well.

2.1. Safety Instructions

- Careful! Not suitable for children under the age of 3 due to small parts! Some small parts could come off the device and be swallowed. Keep the device out of reach of babies and small children.
- Please keep bags and foils away from babies and small children – danger of suffocation!
- Do not expose the device to heat, such as on top of radiators or in direct sunlight, or to any kind of humidity to avoid damaging the device.
- Do not use the device on top of or very close to other devices which generate magnetic fields or electromagnetic radiation, such as TVs, loud-speakers, mobile telephones, WLAN devices etc. as these could disrupt its operation.
- Do not try to open the device under any circumstances as it does not contain any

maintainable parts. Should the device malfunction please contact the service address supplied.

2.1.1. Handling Batteries

When handling batteries please bear in mind the following points:

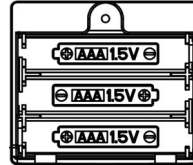
- Do not try to charge non-rechargeable batteries. Risk of explosion!
- Rechargeable batteries should only be charged under adult supervision.
- Rechargeable batteries have to be taken out of the toy before they can be charged.
- When using new batteries, use the required type, do not mix different types of batteries or old and new ones and always change all batteries at the same time.
- Do not mix alkali, normal (zinc-carbon) and rechargeable batteries.
- Keep batteries away from small children, do not throw them into the fire, don't short-circuit them or take them apart.
- If required, clean battery and device contacts before inserting the batteries.
- Battery terminals may not be short-circuited.
- Observe the correct polarity when inserting the batteries.
- Do not expose the batteries to extreme conditions, such as radiators and direct sunlight! Increased risk of leaking!

- Take empty batteries out of the device immediately. Increased risk of leaking!
- Avoid contact with skin, eyes and mucous membranes. If you have come into contact with the battery fluid rinse the affected area with plenty of water and consult a doctor immediately.
- If you don't use the device for an extended period please take the batteries out.
- Batteries should be inserted and changed by adults only.

2.1.2. Inserting Batteries

Your Brain Trainer requires 3 LR3 (AAA) batteries. Open the lid of the battery compartment at the back of the device using a screw driver and insert the batteries. Watch out for the + and – poles. For optimum performance we recommend alkali batteries. Replace the lid.

Should the display not work once you have inserted the batteries you might need to RESET the device. Insert a thin pen or similar into the reset hole at the back of the device.



Note: When you change batteries you will lose the current game, scores and the user names.

2.2. Cleaning and Care

If required, clean the device surface with a slightly damp cloth and make sure that no moisture enters the device. Do not use any solvents or abrasive cleaners as these could harm the surface or the display.

Treat the display with care and, if necessary, clean it only with a dry micro-fibre cloth.

2.3. Product Contents

The box contains the following parts:

1 Brain Trainer and stylus

3 batteries type AAA

1 copy of Operating and Playing Instructions plus warranty card

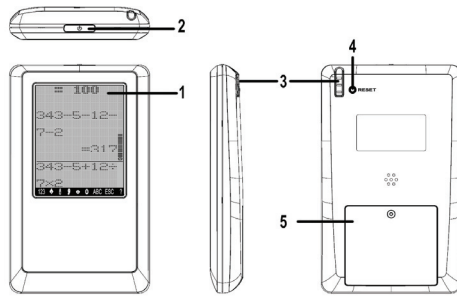
Please check that your delivery is complete and that nothing has been damaged during transport. In case of any complaints please contact the dealer where you bought the product.

3. Device Description

Your BRAIN TRAINER challenges you at 30 different activities, covering Math, Logic, Speed and Memory. Each activity automatically gets harder as you improve your skills. For every task you score points according to how successful you are at the task, its difficulty level, and how long you took.

Up to four people can use and compete the product together, trying to make the best scores.







3.1. Casing, Display and Functionality



Hardware Functions:

- 1 Touch-screen display
- 2 On/off switch
- 3 Stylus for touch-screen operation
- 4 Reset button
- 5 Battery compartment

Touch Screen Icons:

-  Timer Icon: Shows the remaining time to solve the task
- 123 Rules: Look up the rules of the games
-  Contrast: Set the Contrast Level
-  Backlight: Switch LCD Light on and off
-  Sound: Switch Sound on and off
-  Language: Enter the language selection
-  Brain Quotient: See your scoring
- ABC User Name: Change current user
- ESC Escape: Escape game or submenu

4. Playing with the Device

4.1. Setting up the Device

When you switch on the device for the first time you will be asked to choose the system language. Rules, menus and tasks will now be shown in this language. Select your language by touching it with the stylus.

You can now enter a user name. If you are the only person using the product you can skip entering a name and press START directly.

If you would like to use the product with other people, please enter your name so that your scores are stored correctly. Up to 4 different people may use the device. Please read chapter 4.2.7. Once you have entered your name, touch START.

Your Brain Trainer is ready to use.


4.2. Key Functionality in Detail


4.2.1. Contrast, Backlight and Sound

Contrast icon ❖

Touching ❖ at any time displays the current level of the display contrast on a scale from 1 to 10. Now touch MORE or LESS to change the contrast level, and then touch OK to set the new contrast level.

Backlight icon Ⓔ

Touching  at any time switches the backlight on or off.

Sound icon 

Touching  at any time switches the sounds on or off.

4.2.2. Escape icon ESC

Touching ESC at any time displays the next menu in the hierarchy. For example, if ESC is touched when you are in an activity, you will see the Activities menu (with the current activity blinking); and so on.

4.2.3. Help Menu ?

Touching ? at any time when you are in an activity displays the help menu. There are the following options:

“RULES” displays the rules of the activity.
“WHAT TO DO” displays how you should operate that particular activity.

“TIMES” displays the time limits for the activity in seconds, at easiest and most difficult level.

In appropriate activities there is also a “HINT” option, which will help you to find the next step in the solution (not in all activities available – most Logic activities have it, and also Pyramid and Fives).

Press ? again to return to Help Main Menu, press ESC to return to your activity.

When you are in the language selection or game selection menus, the ? icon has no effect.

4.2.4. Timer icon ⌚ & pause a game

In the tasks you see the timer icon ⌚ and a vertical “timer bar” on the right side of the display, showing you how much of the target time you have already used. Every activity has a time limit, depending on the activity and its current level of difficulty.

You may pause an activity by touching the timer bar or the ⌚ icon. You can then restart the activity by touching either of these again.

4.2.5. Rules Description 123

If you are attempting a task and want to know the rules for that task, touch the 123 icon and you will see the rules displayed. Touching the Esc icon will take you back to the task.

4.2.6. Score System 📊

Your score is an estimate of your “brain quotient”. When the batteries are changed or RESET is pressed, all the brain quotient scores are set to 100. This corresponds to the average brain quotient on a scale of 0-200.

Your BRAIN TRAINER’s scoring system remembers the scores for each activity and for every user. The scores it remembers are:

CURRENT - Your performance rating up to now for that activity in the current session.

ALL - Your overall performance rating for that activity since batteries were changed or RESET was pressed.

BEST - Your best performance rating for that activity in any previous session.

When you touch the ☺ icon the "Scores" menu is displayed, allowing you to select the group of activities for which you wish to see the scores: Logic, Maths, Memory or Speed, or the Average of these four scores.

For example, touch Logic Scores, you will see the scores menu for the Logic activities: SuDoku 9, SuDoku 6, Latin Squares, etc. (NOTE: This display of the scores for an activity is also shown when you have just completed a set of tasks with that activity.)

Touching one of the activities in this menu calls up a new screen, displaying the scores for that activity.

You can find three more menu options in this screen:

OTHERS displays the scores for other players (if more than one user's name has been entered into the player database);

CHANGE causes the display to change to show the scores for another activity in this group;

CONTINUE takes you out of the scores display and back to the activity you were in.

4.2.7. User Name Menu ABC

This menu allows you to enter up to four names, so your BRAIN TRAINER will remember the scores for

more than one user. The display will show four lines like this:

and either OK or START.

Enter or Change a user name

Select one of the 4 slots by touching a line. It will begin to blink.

Touch the same line a second time and the letters of the alphabet will appear, allowing you to enter a new name or to change an existing name. Now touch the letters at the lower part of the display to enter a name of up to 9 letters.

Use the ← in the bottom right corner of the display to delete single letters. Once you have finished entering or changing a name, touching OK saves the name.

If you have not entered any name, or only one name, then the BRAIN TRAINER assumes all scoring and brain quotient calculations apply to just one user.

Start a game for a particular user

To start a game for a particular user, touch the according user name. It starts blinking now. Now press START to confirm the user name and go back to the activities.

Remember that all the name information and scores are erased from the Brain Trainer's memory when the batteries are changed or RESET is pressed.

4.2.8. Language selection ⇄

Touching the ⇄ icon at any time displays the languages menu, offering you the choice of 22 languages. When the language menu appears, the currently selected language is blinking. Touch the arrows to scroll up and down. Touch a language to select it and all text appears in the language you have chosen.

The list of available languages is as follows:

	Language	Display
1.	German	Deutsch
2.	English	English
3.	Dutch	Nederl
4.	French	Français
5.	Finish	Suomi
6.	Swedish	Svenska
7.	Norwegian	Norsk
8.	Danish	Dansk
9.	Polish	Polski
10.	Czech	čeština
11.	Slovak	Slovensky
12.	Hungarian	magyar
13.	Slovenian	Slovensko
14.	Spanish	Español
15.	Italian	Italiano
16.	Portuguese	Português

17. Croatian	Hrvatski
18. Romanian	Română
19. Bulgarian	Български
20. Greek	ΕΛΛΗΝΙΚΑ
21. Russian	Русский
22. Turkish	Türkçe

4.2.9. Reset Button

Computers sometimes don't work properly due to electrostatic discharge, other electric interferences or once batteries have been inserted. Should this happen please push a thin item into the RESET opening at the back of the computer and press down for approx. 1 second. This resets the computer, clears memory and returns the computer to normal operations.

RESET puts the computer back into its default state. Use this function in case of a problem which you don't understand.

4.3. Choice of Games

The BRAIN TRAINER offers you 30 different games, assorted in 4 categories: Logic, Maths, Memory and Speed.

Select a category to enter the submenu. Here you can see the games itself. Touch a game name to start the according game.

5. Description of Games

5.1. Logic Tasks

5.1.1. SuDoku-9

A 9x9 SuDoku puzzle grid is displayed. The lower part of the LCD displays the digits 1-9, which you should use to indicate which digits you wish to place in the empty locations in the grid. You can use the symbols ← and → to move back and forth through the selections you have made.

To select a digit to place in the grid, touch that digit and then touch any empty location in the puzzle grid, or touch an empty square first (showing a ■ symbol at that place) and then touch a digit.

You may erase a digit you have already placed by touching that digit in the puzzle grid, whereupon it blinks and then disappears. Touching one of the digits that was given in the puzzle grid at the start of the task has no effect.

When you touch FINISHED to indicate that you believe you have completed the puzzle or want to give up, you gain 1 point for each correct digit that you have placed but you lose 2 points for every incorrect digit you have placed. (Your points total for a task cannot be less than 0.)

5.1.2. SuDoku-6

This activity operates in the same way as SuDoku-9, but is quicker and easier to solve.

5.1.3. Latin Square

These squares are on grids of different sizes: 3x3, 4x4 and 5x5. Some numbers are given at the start. Your task is to fill in the empty squares of the grid so that every digit from 1 to the grid size appears in every row and every column.

The operation of this activity is the same as for SuDoku-9 and SuDoku-6.

5.1.4. 8-Puzzle

A grid contains the digits 1 to 8 and an empty square. Your task is to slide digits one by one into the empty square until the target arrangement is achieved:

1	2	3
8		4
7	6	5

To move a digit into the empty location simply touch a digit next to the empty square. You can use the symbols ← and → to move back and forth through the selections you have made. Your score for the task depends on how much progress you make in solving the puzzle and the time taken.

5.1.5. Hanoi

There are three pegs, each of which holds a number of discs between zero and six. Your task is to move the discs, one at a time, until they are all assembled on the rightmost peg. They must be arranged on that peg in size order with the largest disc at the bottom. Larger discs cannot be placed on top of smaller ones at any point in the task. You can use the symbols ← and → to move back and forth through the selections you have made.

To move a disc simply touch that disc or the peg on which it is located. If that disc has only one legal move, your BRAIN TRAINER will make that move. If the touched disc has two legal moves the disc blinks until you touch one of the pegs to which it could legally move, whereupon the disc makes that move. Touching a disc that is not allowed (by the rules) to move has no effect.

Your score for the task depends on how much progress you make in solving the puzzle and the time taken.

5.1.6. Code

In this activity you attempt to guess a three-letter "code". At the start of the task the LCD displays:

- - -

and the lower rows display a few letters.

To make a guess, touch the letters in the lower rows. As you touch them, they appear in the row replacing

the – symbols. When you have completed a guess the LCD shows something like this:

✓ 1 = 2

This means that one of the letters in your guess is completely correct, and two of the letters in your guess are also in the code but not in the locations where you guessed.

For example, if the code is ABC and you guess ACB you would be told that one of the letters in your guess is completely correct (the “A” is a correct letter in the correct location) and that two of the letters in your guess are also in the code but not in the locations where you guessed them (because the “B” and “C” in your guess are correct letters but the wrong way round).

After a pause the information on the display moves down two rows and the - - - reappears at the top. The symbols ↑ and ↓ are used to scroll up or down the list of your previous guesses.

5.1.7. Swap

In this activity you are shown a group of digits which you must swap in pairs. To swap a pair of digits simply touch both of them. The aim of this task is to end up with all the digits in ascending order.

5.2. Maths Tasks

5.2.1. Sequences

Seven numbers are displayed in sequence, including ??? (blinking) for a missing number. Touch the answer that you think is the missing number from the four options shown at the bottom of the display.

5.2.2. Math Test

A set of calculations is displayed in the top rows of the LCD, ending in: = ???

Carry out the calculations in the order given and then touch the number you believe is the correct answer. Note that the number of "?" symbols is the same as the number of digits in the correct answer.

5.2.3. Pyramid

You will see a pyramid of numbers and * symbols. Each location in the pyramid (including the * symbols) has a number that is calculated from the sum of the two numbers immediately below it (one is below and to the left and one is below and to the right). Calculate the number at the top of the pyramid.

5.2.4. Make

Try to make a target number from a few given numbers and the operations + - x and ÷ . Each of the given numbers must be used once and only once (even if the target can be achieved without doing so).

After you have started you may take back numbers and symbols using the $\leftarrow\leftarrow$ symbol and then you may step forward again using the $\rightarrow\rightarrow$ symbol.

5.2.5. Greater

Two arithmetic expressions are displayed. You must decide which is the greater of the two.

5.2.6. Raindrops

Various numbers are displayed. They move downwards quite quickly but when a number disappears off the bottom it immediately reappears at the top. So all the numbers are displayed throughout the task, but their positions float down like raindrops. You must try to add up all the numbers and indicate their total.

5.2.7. Factor

A "target" number is displayed in the middle of the LCD. Your task is to decide which of four options (displayed in the bottom rows) is a factor of the target number, i.e. will divide exactly into the target number.

5.2.8. = 100

An arithmetic expression is displayed, with a "?" in place of each + - x and \div symbol. Your task is to decide which symbol replaces each ? so that the result of the calculation is exactly 100. After you have

placed a symbol you can change it by touching the symbol and then choosing a different one.

5.3. Memory Tasks

5.3.1. Fives

A sequence of digits is displayed in groups of five. After some time the digits disappear and your task is to remember them in sequence. If you are ready to start recalling the numbers before the normal display period has been completed, just touch READY.

After the sequence has disappeared, touch a digit from the bottom rows in order to replace the next “-“ in the sequence. You can correct a digit that has already been placed in the answer area by touching it so it starts blinking. If you then touch a digit from the bottom rows it replaces the blinking digit above.

If you believe you have completed the task before the time limit expires you should touch FINISHED.

If you do not remember the whole sequence correctly, the correct sequence reappears but with the first wrong digit blinking.

5.3.2. Pelmanism

Several “-“ symbols are displayed, each one representing a letter of the alphabet. Your task is to “turn” two of these symbols at a time by touching

them, whereupon they are briefly replaced by their letters. If the two letters are the same then the pair of letters are "collected". They disappear from the display and you score 1 memory point. If the turned letters are not the same then the letters are turned back into "-" and you should try another pair. Try to collect all the pairs within the time limit.

5.3.3. Symbols

A number of different symbols appear on the upper part of the LCD, all moving around. When they stop moving they soon disappear, then four numbers (the possible answers) appear in the bottom rows. Your task is to indicate how many different symbols there were on the display. Much of the challenge here is remembering when a symbol has already been seen in a different location on the LCD – it is not enough just to count how many symbols in total are displayed.

5.3.4. Patterns

You will see a pattern displayed for a few seconds. That pattern then disappears and you are presented with four options. Choose the pattern that you think is the same as the original.

5.3.5. One More

A sequence of letters appears on the LCD one by one. Then, after a short time, they all disappear at once and are replaced by a sequence with one new letter

added to the original sequence. Your task is to touch the new letter.

5.3.6. How Many?

A sequence of letters appears on the LCD one by one. When the sequence has been completed the display shows, for example:

How many M ?

Your task is to indicate, by touching one of 4 possible answers, how many times the letter asked for appeared in the sequence.

5.3.7. Follow Me

A stick-man appears on the display and moves at regular intervals to other locations. During each stage of the moving process, the direction and number of steps is displayed.

The man blinks when he reaches his final destination, and he also appears (not blinking) at his original location while you are trying to remember the path he took. At the same time the LCD displays:

	↑		1	2	3	4
←		→	5	6	7	8
	↓					Man-Symbol

Your task is to indicate all the steps made by the man on his path to the final location. To indicate each section of his journey you must select one of the four direction symbols and the number of locations moved (in either order). You then touch the Man-Symbol below the numbers, whereupon the man moves, step-by-step, in accordance with your chosen direction and number of steps. If you get a move correct you must then indicate the next move by the man in the same way.

5.4. Speed Tasks

5.4.1. 3 Cards

Three "cards" are displayed. One of them has the symbol ! and the other two have the letter X. After a few seconds the cards are "turned over" and swapped around a number of times.

When all the swaps have been completed three blinking ? symbols appear below the three cards and you must touch one of the cards or the ? symbol below it to indicate which one you believe has the ! symbol. You will then see all three cards.

5.4.2. Find It

One or more rows of nine letters are displayed. One of the letters in the display is also shown (blinking) in the bottom row, for example:

Find H

You must try to find the corresponding letter in the rows of nine letters and touch it as quickly as possible.

5.4.3. Catch It

Symbols are displayed in alternate locations throughout the upper rows of the LCD. After a few seconds one of the symbols changes briefly into a blinking □ symbol. Your task is to touch each □ symbol before it stops blinking.

5.4.4. Giants

Five "men" appear in the bottom row. At regular intervals every man grows in height.

Whenever you touch a man's head, his legs shrink back to nothing. At the same time every other man grows in height by one increment over and above the regular growth. Touching a man anywhere other than his head has no effect.

Try to prevent any of the men from becoming a giant (reaching the top of the LCD).

During this activity the timer bar is absent.

5.4.5. Bubbles

At the start of the task you will see nine "bubbles" on the display. At regular intervals every bubble shrinks. Whenever you touch the inside of a bubble, that bubble expands back to its original size. Every second

time this happens every other bubble in the display shrinks by twice the regular shrinkage. Your task is to prevent bubbles from shrinking away to nothing.

If a bubble disappears completely a new one appears in its place.

During this activity the timer bar is absent.

5.4.6. Stars

A "star" is briefly displayed in a randomly chosen part of the LCD. Your task is to try to touch the star while it is still visible. It will then disintegrate. After a pause, regardless of whether you have succeeded with one star, a new star appears. The process is repeated until 20 stars have been displayed.

5.4.7. Cat or Dog?

The image of a cat or dog is briefly displayed at a randomly chosen part of the LCD. If it is a cat you must try to touch it before it disappears. If it is a dog you must avoid touching it.

The process is repeated until 20 cats and 20 dogs have been displayed.

You gain 1 speed point for each cat that you touch but you lose 1 speed point for every dog you touch. (Your total of speed points cannot become negative).

5.4.8. Odd or Even?

A number briefly appears at a randomly chosen part of the LCD. Depending on whether it is an odd or even number you must try to touch the word ODD or the word EVEN before the number disappears.

The process is repeated until 20 numbers have been displayed.

You gain 1 speed point for each correct word that you touch but you lose 1 speed point for every incorrect word. (Your total of speed points cannot become negative).

6. Disposal



Please dispose of any packaging materials in an environmentally friendly fashion, recycling as far as possible.



Batteries should not be discarded in normal household waste. Please take used batteries to collection points in stores or at waste recycling sites.



According to EU guideline 2002/96 the device will have to be disposed of in the proper fashion at the end of its life. Any reuseable materials should be recycled, avoiding any harm to the environment. Your local council or waste disposal organisation will be able to provide further information.

Development, Design & Distribution:

MILLENNIUM 2000 GmbH
Heisenbergbogen 1 D-85609 Aschheim-Dornach

Please visit our internet site:
www.millennium2000.de

7. Warranty and Service

The terms of the warranty, handling of the warranty as well as further service information can be found on the separate warranty card shipped with the device. In case of complaints please contact the service address supplied. If you have misplaced the warranty card please contact our office in Germany, either by phone or via our website:

Phone: 0049 – 89 – 29 00 35 0
Website: www.millennium2000.de

Service-Address : Millennium 2000 GmbH
– Service-Abteilung –
Heisenbergbogen 1
D-85609 Aschheim
Deutschland

This product fulfils the requirements of the EU directives

- **88/378/EWG** (Toy Directive) and
- 2004/108/EG (EMV-Directive)

Technical product specifications may be changed without prior notice.