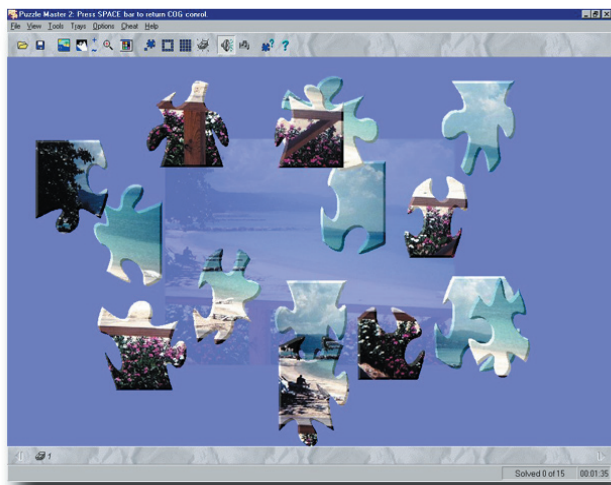


NeuroGames™

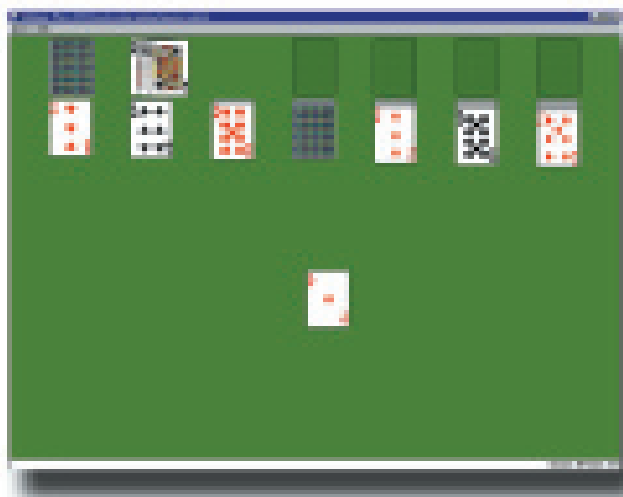
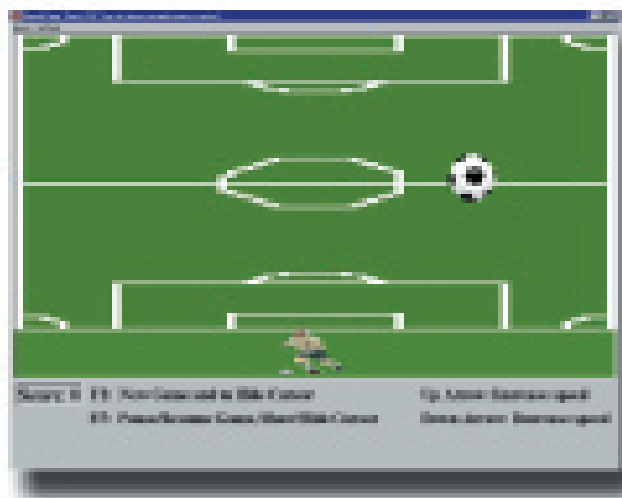
NeuroGames™ provides fun and motivating goal-directed activities to enhance rehabilitation and training of balance and mobility. The NeuroGames package includes three computerized games that patients “play” by shifting their center of gravity (COG) to control the game pieces.



Puzzle Master™ – Published by eGames, Inc., Puzzle Master tasks the patient to select and move individual pieces to assemble a complete jigsaw puzzle. Multiple puzzles are available, with the number of pieces per puzzle selectable.



NeuroPong™ – Developed by NeuroCom International, Inc., NeuroPong was modeled after the original Pong™ video game. The patient’s COG movements control the position of various sports figures to return a ball as it bounces across the screen. Gaming options include soccer, tennis, hockey and basketball.



Solitaire – The classic favorite. The standard solitaire game found on all Windows® systems, offers a new twist to an old game where patients must shift their COG to select and move the cards.



Game Play

Actions within each game are controlled by the patient's movements on the forceplate, which facilitates functional control of the center of gravity (COG) over the base of support (limits of stability) in a goal-directed activity. Movement timing and accuracy, as well as adequate strength, range and endurance for upright activity are also facilitated. The difficulty level and the movement range of each game can be adjusted to meet the specific needs and performance capabilities of the individual patient.

Game Variables

In **NeuroPong**, the patient controls an on-screen "paddle" by shifting their weight right-left or forward-back to "bounce" a ball across a field of play. The ball and field can be chosen from a selection of themes such as basketball, soccer, etc. The number of on screen players and the size and speed of the ball can be adjusted to increase or decrease difficulty level.

In **Puzzle Master**, the number of pieces in the puzzle, piece size, type of puzzle, background music, etc. can be changed. The patient moves puzzle pieces to complete the jigsaw puzzle by shifting their COG on the forceplate. The size and number of puzzle pieces can be adjusted for the individual patient's ability. The clinician may also "place" the loose pieces on the screen to focus on specific areas in the patient's base of support. Any digital picture can be converted to a puzzle; the patient's own photographs can be scanned and entered into the game for increased interest and motivation.

Solitaire is "played" just as it exists on the average computer desktop. The patient is required to move their COG over their base of support in order to select and move cards.

NeuroGames enhances retraining of balance and mobility by reinforcing movement timing and accuracy (motor control), and limits of stability, and by providing additional motivation for the patient in a fun environment.

NeuroGames is independent of the NeuroCom® clinical operating system and runs under a separate icon on the desktop. It does not require the entry of any demographic data, nor does it retain any forceplate measures.

For more information about NeuroGames, please contact NeuroCom International, Inc. at (800) 767-6744 or (503) 653-2144.



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