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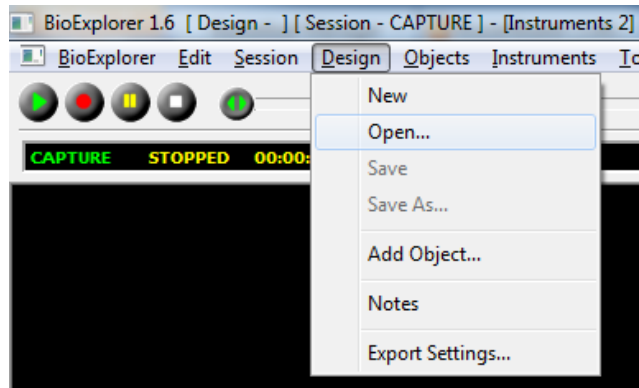
Place files in BioExplorer folder

When you receive your DAM game, the auto-installer will place files in their respective folders. If you have received a zipped folder, extract the files, move the .bxd design into the BioExplorer\ Designs folder. Then move the .swf flash files into the BioExplorer \Flash folder.

Load Flash games

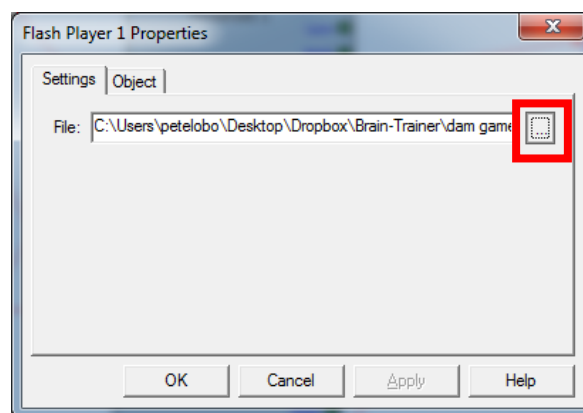
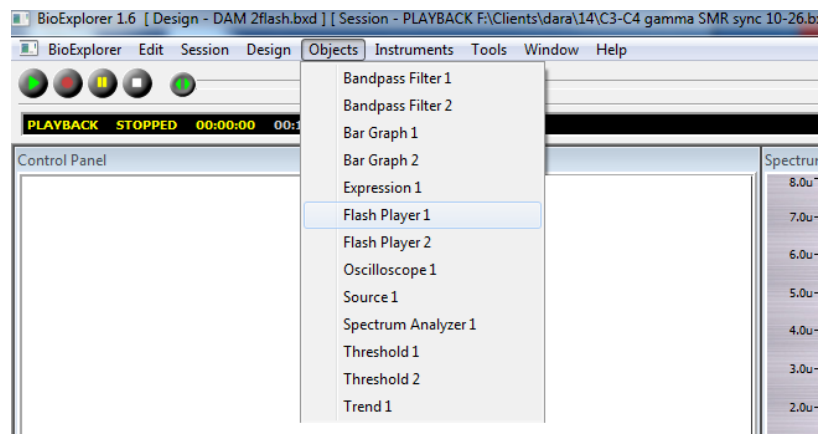
Open the design

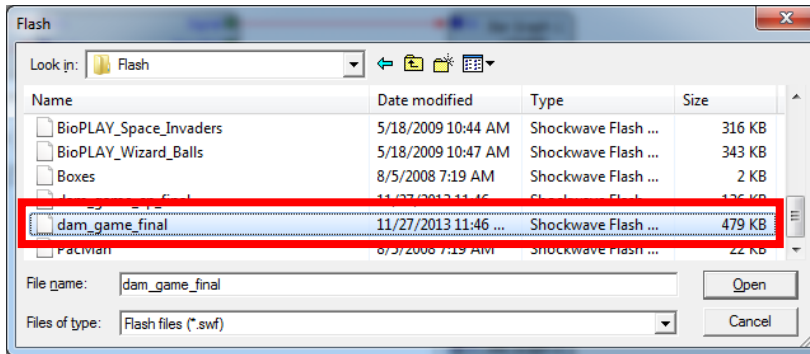
- Open BioExplorer
- Select Design | Open
- Browse to the BioExplorer\Designs folder and select the DAM game design.



Load Flash Player 1

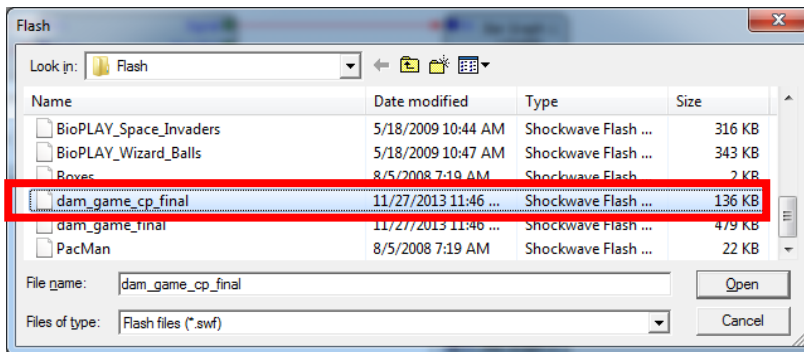
- Select Objects | Flash Player 1
- Click the ellipsis button to browse to the BioExplorer\Flash folder and select the game file, Open, press OK.





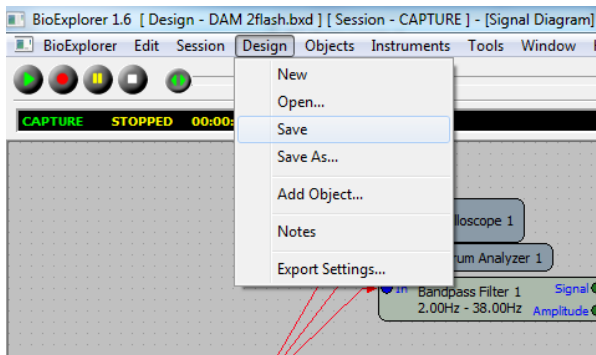
Load Flash Player 2

- Select Objects | Flash Player 2
- Browse to the BioExplorer\Flash folder and select the file with cp (for Control Panel) in the name



Save the design

Then you will not have to repeat these steps next time you use it.

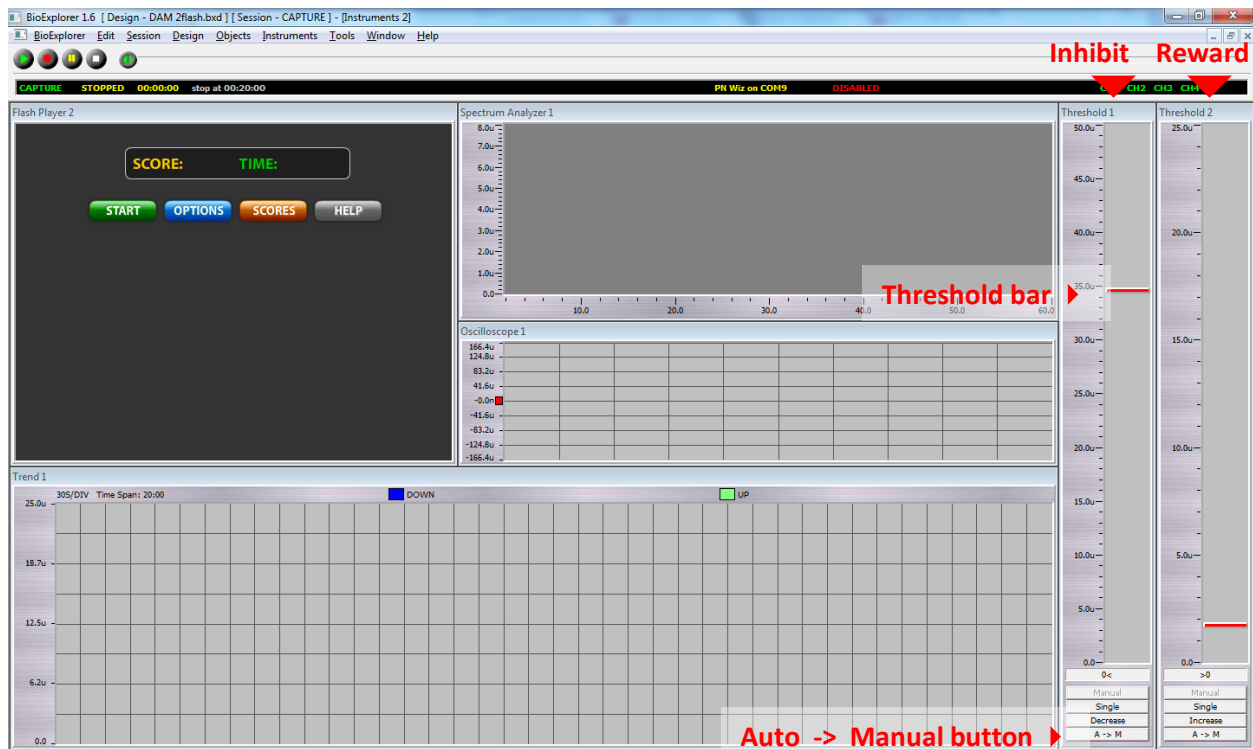


Understanding the Design

Instruments 2 - Trainer Screen

Thresholds

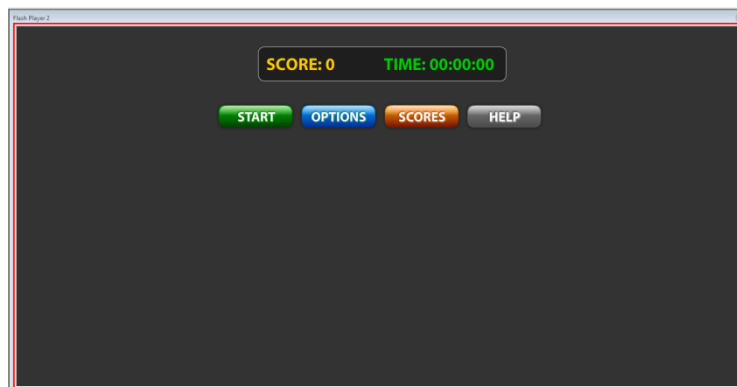
The bar graphs at the right are Inhibit and Reward thresholds.



Thresholds are set automatically to manual after 30 seconds. You can reset them as needed by pressing the A -> M button or by dragging the threshold bar.

Control Panel

The Control Panel is at the top left.



START Button

The START Button starts the game. We suggest waiting for 20-30 seconds so targets are nearly set before starting the game.

OPTIONS Button

The Timer can be left at zero so the client can play for an unlimited time. We prefer setting it to two (120 seconds) or three minutes (180 seconds) at a time. This gives the client a challenge to meet, getting closer each time until he is able to finish the game within the set time. When the client is able to complete the game in three minutes you can set the timer to 2 1/2 or 2 minutes for greater challenge.

The Build threshold should not need to be changed often. If a client has a great variation in reward amplitude, you may have to reset it. The lower the number, the easier it is to build houses (get the reward). The client has to keep his reward band above the target 100% of the time for one full second. If the client does not have the ability to do this well, you could change the Build threshold to 80 or as low as, perhaps, 60. We want the client to be building houses, but not too easily.

After you have made adjustments, press the SET button and close the window.

SCORES Button

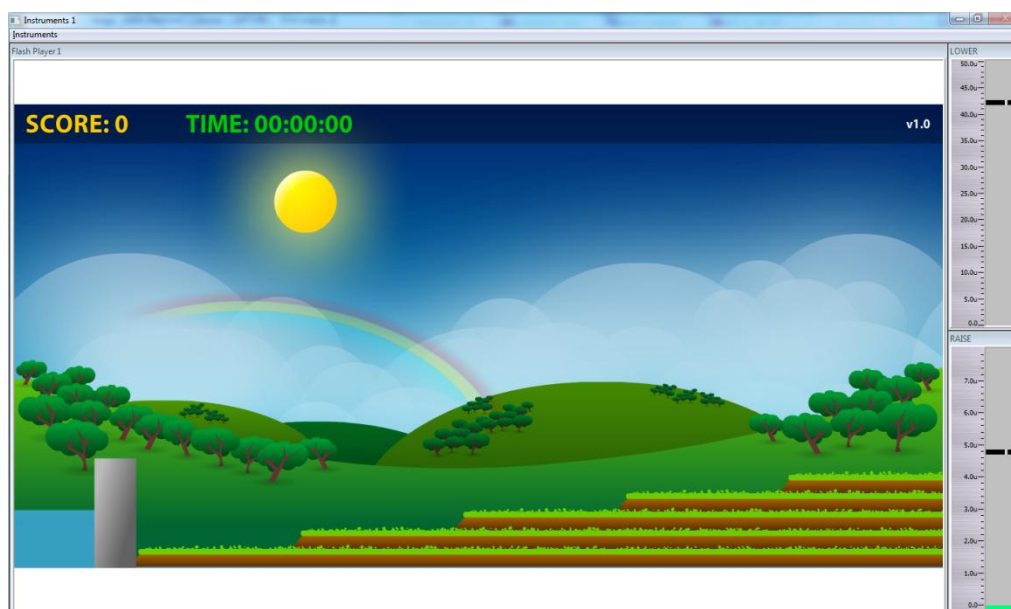
The SCORES button displays scores. You can have multiple games within a session.

HELP Button

The HELP button allows you to read about the game and understand different elements of it.

Instruments 1 - Client Screen

The game screen takes up most of the window. The Inhibit and Reward are displayed in bar graphs at the right.



Playing the DAM Game

Start the session.

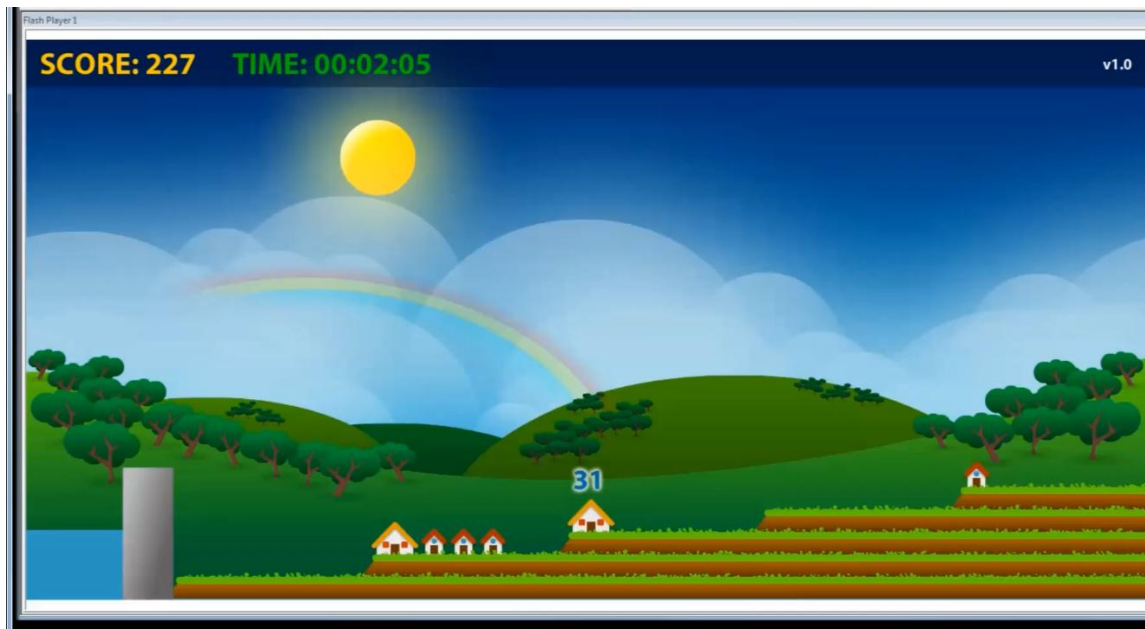
We suggest waiting for 20-30 seconds so targets are nearly set before starting the game.

Start the game.

Press the START button to begin the game. The Lower (Inhibit) signal is the one to keep down. This will control the water behind the dam. The Raise (Reward) signal allows houses to be built.

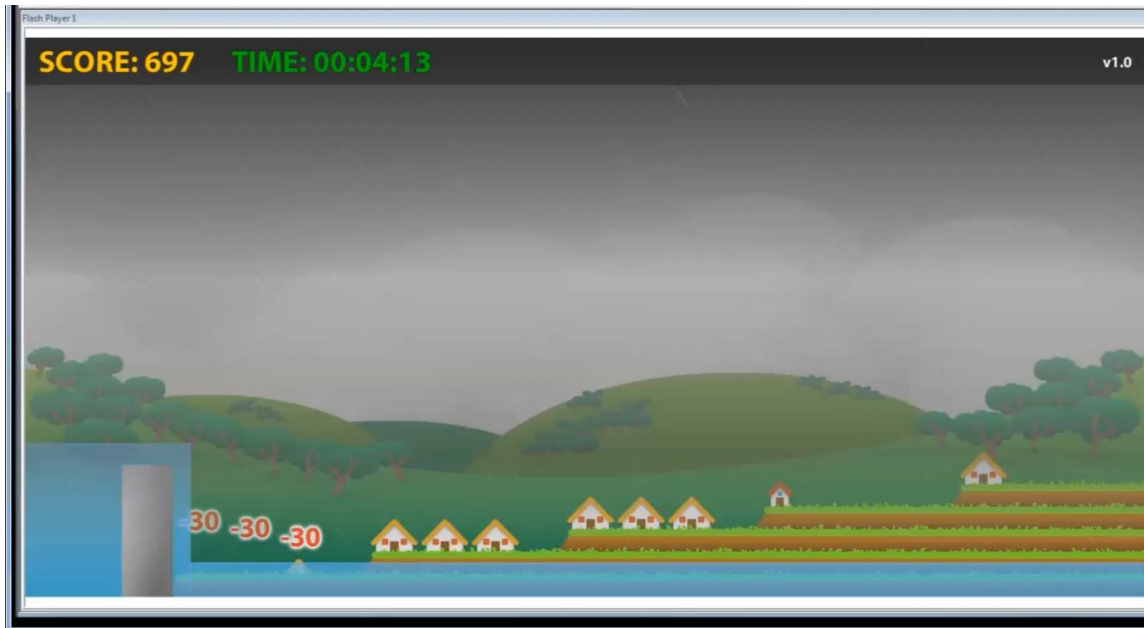
The Town

When the Reward signal is above threshold for a full second, a house will be built. The amount above threshold determines the level of the terrace on which the house is built. Higher terraces are more protected from flooding. When three houses are built on a terrace, the fourth score will build a mansion in their place.



The Dam

When the Inhibit signal is below threshold, the water will remain behind the dam. When the signal goes above threshold, the water will begin to rise and will flood the town if not lowered. When a terrace is flooded, houses and mansions are destroyed.



Make adjustments.

If houses are being built with too much difficulty or too easily you can do a few things.

Reset the threshold.

- Press the A -> M button on the thresholds to reset targets to client's current level.
- Drag the threshold bar to the desired level.

Reset the Build threshold.

- In OPTIONS, set the Build threshold to a lower number (e.g. 80) to make building houses easier. Press SET and close the window.

Using Other Designs

Brain-trainer Design Subscription

The brain-trainer design package includes designs that can use the DAM game. These are named "HeadGames." The DAM game requires both an inhibit and a reward to play properly.

Adapting Designs

You may adapt your own designs to play the DAM game.

- Add two flash players.
- In Flash Player 1, connect the Inhibit threshold Ratio to In1.
- Connect the Reward threshold Pass/Fail to In2.
- Connect the Reward threshold Ratio to In3.

Leave Flash Player 2 as it is. Save your design with a new name.

