

# Therapy Mode

Reaction, memory, and motor exercises. Interactive play — not medical treatment.

|   |   |   |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | 8 | 9 |

Catcher's view

## HOW TO START

From the home screen, hit Zone 2 (green). Then hit a game zone.  
Zone 9 = Back from game select.

### BOARD CONTROLS (EVERY MODE)

- Home: hit Zone 1 Sports · Zone 2 Therapy · Zone 3 Games.
- If asked: Zone 1 = solo / vs computer, Zone 2 = two players.
- Countdown: 3 red → 2 yellow → 1 green → GO.
- During play, Zone 9 is a normal target.
- After results: Zone 1 = Rematch, Zone 9 = Back.
- Quit mid-game: hit Zone 9 three times within 3 seconds.

## GAMES IN THIS MODE

### 1 Whack-a-Light

Hit the lit zone before it moves. Calm 60-second pace.

### 2 Tic Tac Toe

Claim zones. Three in a row. Solo vs computer or 2 players.

### 3 Memory Match

Flip two zones. Matching colours stay lit. One wild zone completes itself.

### 4 Simon

Watch the growing sequence, then repeat it. A wrong hit ends the round.

### 5 Target Math

Board shows two numbers and an operator. Hit the zone that equals the answer (1–9).

### 6 Pattern Race

Board shows a pattern. Reproduce it as fast as you can.

### 7 Reflex Elimination

Hit the prompt before the window closes. Windows get tighter.