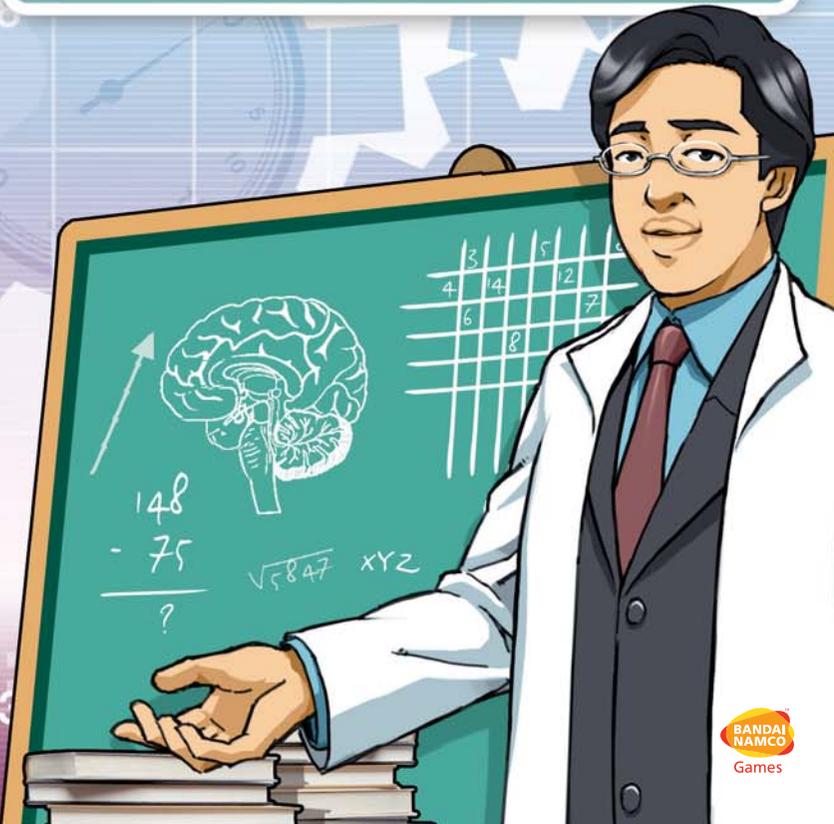


Brain Exercise

with Dr. Kawashima



Brain Exercise with Dr. Kawashima / Stimulation cérébrale avec le Dr. Kawashima / Brain Exercise con el Dr. Kawashima / Gehirnjoggen mit Dr. Kawashima / L'allenatore della mente con il Dr. Kawashima © 2009 NBGI / NBGE.

All rights reserved. Published by NAMCO BANDAI Games Europe S.A.S.

Original concept by NAMCO BANDAI Games Inc. Developed by NAMCO Tales Studio Inc. and NAMCO BANDAI Games Europe S.A.S.



**The PEGI age rating system:
Le système de classification PEGI
El sistema de clasificación por edad PEGI:
Il sistema di classificazione PEGI
Das PEGI Alterseinstufungssystem**

Age Rating categories:
Les catégories de tranche d'âge :
Categorías de edad:
Categorie relative all'età:
Altersklassen:



Note: There are some local variations!
Note: Il peut y avoir quelques variations en fonction du pays!
Nota: ¡Variará en función del país!
Nota: Può variare a seconda del paese!
Achtung: Länderspezifische Unterschiede können vorkommen!

Content Descriptors:
Description du contenu :
Descripciones del contenido:
Descrizioni del contenuto:
Inhaltsbeschreibung:

 **BAD LANGUAGE**
LA FAMILIARITÉ DE LANGAGE
LENGUAJE INAPROPIADO
CATTIVO LINGUAGGIO
VULGÄRE SPRACHE

 **DISCRIMINATION**
LA DISCRIMINATION
DISCRIMINACIÓN
DISCRIMINAZIONE
DISKRIMINIERUNG

 **DRUGS**
LES DROGUES
DROGAS
DROGHE
DROGEN

 **FEAR**
LA PEUR
TERROR
PAURA
ANGST UND SCHRECKEN

 **SEXUAL CONTENT**
LE CONTENU SEXUEL
CONTENIDO SEXUAL
SESSO
SEXUELLER INHALT

 **VIOLENCE**
LA VIOLENCE
VIOLENZIA
VIOLENZA
GEWALT

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter :

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>

Customer Service Numbers

Country	Telephone <small>(You may be charged for calling.)</small>	Fax	Email/Websites
• Australia	1902 26 26 26 <small>(\$2,48 Minute. Price subject to change without notice.)</small>		support.australia@atari.com
• Österreich	Technische: 0900-400 654 Spielerische: 0900-400 655 <small>(€1,35 Minute) Mo. - Sa. 14.00 - 19.00 Uhr</small>		www.de.atari.com
• Belgique	-	-	nl.helpdesk@atari.com
• Danmark	+44 (0)870 850 1958 <small>10:00 to 16:00 Monday to Friday (except Bank Holidays)</small>	-	uk.helpline@atari.com
• Suomi	+44 (0)870 850 1958 <small>10:00 to 16:00 Monday to Friday (except Bank Holidays)</small>	-	uk.helpline@atari.com
• New Zealand	0900 54263 <small>(\$1,99 Minute. Price subject to change without notice.)</small>		www.atari.com.au
• France	Technique: 0825 15 80 80 <small>(0,15 € /min du lundi au samedi de 10h-20h non stop)</small>	Support Technique Atari BP 80003 33611 Cestas Cedex	fr.support@atari.com www.atari.fr
• Deutschland	Technische: 0900-1-771 882 Spielerische: 0900-1-771 883 <small>(€1,24/Min aus dem dt. Festnetz) Mo. - Sa. 14.00 - 19.00 Uhr</small>		www.de.atari.com
• Greece	301 601 88 01	-	gr.info@atari.com
• Italia	-	-	it.info@atari.com www.atari.it
• Nederland	-	-	nl.helpdesk@atari.com
• Norge	+44 (0)870 850 1958 <small>10:00 to 16:00 Monday to Friday (except Bank Holidays)</small>	-	uk.helpline@atari.com
• Portugal	+34 902 10 18 67 <small>Segunda a Quinta: 9:00 às 18:30 - Sexta Feira: 09:00 às 15:00</small>	-	stecnico@atari.com www.pt.atari.com
• Israel	+ 09-8922912 <small>16:00 to 20:00 Sunday - Thursday</small>	-	il.service@atari.com www.il.atari.com
• España	Servicio de atención al cliente: +34 902 10 18 67 <small>Lunes a jueves: 9:00 -18:30 - viernes: 09:00h-15:00</small>		stecnico@atari.com www.es.atari.com
• Sverige	08-6053611 <small>17:00 till 20:00 helgfri måndag till fredag</small>	-	se.support@atari.com
• Schweiz	<small>(2,50 CHF/Min) Mo. - Sa. 14.00 - 19.00 Uhr</small>		www.gamecity-online.ch
• UK	Technical Support: 0870 8501958 <small>10:00 to 16:00 Monday to Friday (except Bank Holidays)</small>		uk.helpline@atari.com www.uk.atari.com

Wrong number?

As some changes might have been done after this manual went to print, you can still access all updated technical support numbers at:

Come and join the community!

To register and get the most out of your new game, send e-cards to your friends, download wallpapers or get access to lots of other free stuff, visit us and choose a country at:

www.atari.com

Use of ATARI web sites is subject to terms and conditions, which you can access on our websites.

Brain Exercise

with Dr. Kawashima

TABLE OF CONTENTS

Introduction	2
Start-Up Menu	3
First Time Training.....	4
Training	6
Brain Age Assessment.....	8
Display Data	9
Personal Settings	12
Info	16
Settings	17
VS Mode	18
See You Again	19
Web Ranking – Terms of Usage.....	20
Suomi quickstart	22
Svensk quickstart.....	25
Portuguese quickstart	28
Credits	31
Technical Support	Inside back cover

Brain Exercise with Dr. Kawashima / Stimulation cérébrale avec le Dr. Kawashima / Brain Exercise con el Dr. Kawashima / Gehirnjoggen mit Dr. Kawashima / L'allenatore della mente con il Dr. Kawashima © 2009 NBGI / NBGE.

All rights reserved. Published by NAMCO BANDAI Games Europe S.A.S.

Original concept by NAMCO BANDAI Games Inc. Developed by NAMCO Tales Studio Inc. and NAMCO BANDAI Games Europe S.A.S.

INTRODUCTION

Take control of your mind's fitness with this entertaining and stimulating brain training game.

Officially supervised by Dr. Kawashima, the mastermind behind the world famous game of the century. Brain Exercise is filled with both all time favourites and new inventions that will stimulate different parts of the brain to keep your mind awake and active.

Training the brain is just as important as your regular nutrition and physical workout - just much easier and less time consuming!

THE README FILE

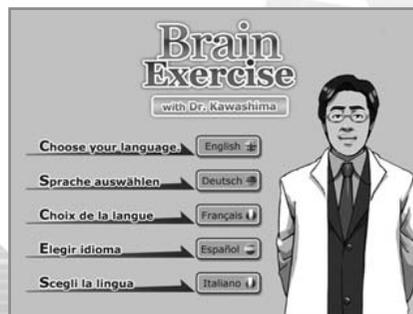
Brain Exercise with Dr. Kawashima has a ReadMe file that shows information about the game system requirements and how to run the game. To view this file, double-click on the Readme document located in the main folder of the disc.

Installation of DirectX®

Installation of DirectX®: Brain Exercise with Dr. Kawashima DVD-ROM requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed, please run the Dxsetup.bat file located in the main folder of the disc or visit www.microsoft.com/downloads/ to download the latest version of DirectX.

START-UP MENU

This is the menu which appears at your start-up.



Configure your favourite settings.

Common for DVD / Download / Mini DVD versions. Select the language you prefer to use.

If you wish to change this setting later, please use the SETTINGS > Language Selection option (see Settings page 17).



Configure the sound settings.

DVD / Download versions: This appears during your first-time start-up session only.

Mini DVD version: This appears every time you start this program for business travel usage so as not to bother your neighbours.

FIRST TIME TRAINING



Input your personal data.

Select 'New Registration'.

- Up to 4 members can create personal accounts.



After this, you can read Dr. Kawashima's lecture of the brain and how this training program works.

Calculating your Brain Age for the first time.



After you've finished entering your Personal Data, it's time to measure your brain's age!

You'll be quizzed using three exercises which are randomly selected to compute your Brain Age.

You can answer the questions using a variety of input methods/devices, including a mouse or touchpad for moving the cursor, or a keyboard and numeric keys for typing your answers.

The exercises mainly judge your response speed and accuracy ratio, so be sure to use the input method you're most comfortable with.

TRAINING

Personal Training Menu: Once you've finished the registration, you are taken to your Training Menu.



Brain Age Assessment: This calculates the age of your brain.
Daily Training: Choose specific exercises and train your brain here.
Display Data: View your training results here.
Personal Settings: Change your personal settings here.
Info.: Read intriguing tidbits from Dr. Kawashima's vast stock of cerebral knowledge.

Beginning your training:

Simply click Daily Training on the Player menu screen.



This will bring up the Exercise selection.

The exercises are separated into three groups, which correspond to each of the three brain lobes.

The blue, brown and green group exercises will respectively allow you to train your Parietal, Frontal, and Temporal lobes.

Click on the left and right orange arrows to move from one group to another and see the available exercises.

Click on the exercise you wish to try. You'll now see the exercise's title and a short description of the exercise.

If you click on Tutorial, you can see the details of the exercise and graphical instructions.

Click the Select button to try the exercise.



Your results will appear once you've finished the exercise.

The score is calculated based on the percentage of correct answers and time remaining.

Answering accurately and quickly is the key to scoring high points.
 *The highest you can score in any given exercise is 100 points.

After this, your personal top ten points are displayed.

54223
4227

BRAIN AGE ASSESSMENT

In the Player Menu, click Brain Age Assessment.



You'll now start three exercises. With the exception of the very first time, you'll be able to choose two of the three exercises, with one being selected randomly for you.



Your brain age is then calculated based on your results.

The final age is issued by a comprehensive calculation of the exercise data.

Your ten best results will then be displayed.

Your brain is stimulated by repeating the training exercises, so go for it and achieve a younger brain age!

The first Brain Age Assessment result of the day (your first assessment) only appears in Data menu, Brain Age Card, Blog Parts and Web Ranking, this is to give an unbiased view.

DISPLAY DATA



View your exercise results and information here.

The data shown goes backwards from the current date to the date when Brain age assessment was played for the first time.

A brain icon marks the days on which you trained.

Your brain age is displayed on the days when you measured it.

Press the Data button if you wish to view detailed information. This takes you to the Data screen.

DATA SCREEN



Here, you can view your Brain Age and each exercise result in chronological order.

The screen shows your three best Brain Ages so far, as well as your top three exercise scores.

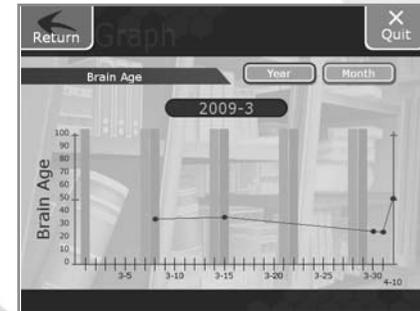
You can scroll to the exercise you wish to inspect using the upper and lower arrow buttons on the right hand side.

Using the coloured buttons, you can also jump to specific exercises based on what part of the brain is trained.

(Brown: frontal lobe. Green: parietal lobe. Blue: temporal lobe)

Should you wish to inspect how an exercise has progressed in chronological order, press the GRAPH button. This takes you to the Graph Screen.

GRAPH SCREEN (Year/Month)



Your brain age and the chronological progression of exercise results are plotted here on a line graph.

You can switch the view from Year to Month.

Simply press the Year or Month buttons to do this.

Scroll through the dates using the left and right arrow buttons. (If you are in Month view, these will scroll back or forward a month, etc).

The save data saves your first results for each day. This is to give an unbiased view.

PERSONAL SETTINGS

Check and modify your registered information here:

Player Name change

- **Ranking information** (Birthday, Star sign, Playing Card Symbol)
*You may still exercise without filling in this information.
- **Title** (How you wish to be seen on the Brain Age Card, Blog Parts and Web Rankings).
Your first title will be Turquoise. You'll be able to set different title as you progress, according to your results.

For example:

- **Amethyst:** This becomes available when your average high scores on **CALCULATION, MEMORY, POSITIONS** and **SERIES** exceed 55, and your personal average exceeds 30.
- **Bronze:** You earn this when your Training Index points exceed 14400.

There are a total of 9 titles which you can attain as your training progresses and you accumulate points.

There are also 10 titles which you can win by meeting certain conditions on your Training Index such as the number of exercises taken and so on. Try to find and achieve all of the titles!

- **Brain Age display** (This is based on your latest saved data)
- **Data** (moves you to Calendar)
- **Output Buttons** (Brain Age Card, Blog Parts, Web Ranking)
*See the OUTPUT section for details.

Pre-registered data can be modified.

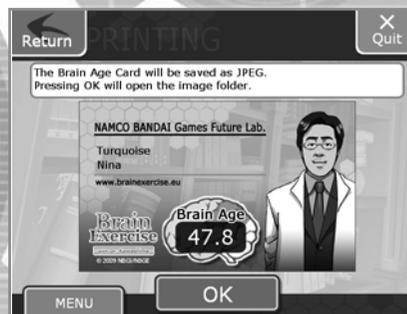
Your changes will only take effect after you press the OK button.

DELETE DATA - This erases your profile and also your "personal data"
*Please consider carefully, as this process is irreversible.

OUTPUT

You can output your training result here.

BRAIN AGE CARD



You can publish your Brain Age and results in a JPG format!

Simply click on the OK button and an image is created.
The folder it's located in opens automatically.

*The destination folder is titled My Game, and can be found inside of My Documents.

You can then print out your JPG or email it around to your friends.
Please follow your printer setting guidance to print your favourite size.

Show off your good Brain Age to your friends!

*The name of the organization of this Brain Age Card is fictional.

BLOG PARTS

Return Blog Parts X Quit

Your information will be output as BlogParts.

Output information

RANKING NAME	NINA75	CHANGE NAME
BrainAge	47.8	Output
Title	Turquoise	
In English	Turquoise	

MENU

In order to use the Blog Parts feature you will need a JavaScript-enabled browser and Adobe Flash Player (version 9 or above recommended), both of which are free.

The method for publishing your Blog Parts may differ depending on which blog service you are using.

Please check with your blog service provider for detailed information.

Furthermore, there may be some blogs which do not support this Blog Parts feature, so please understand that we cannot guarantee this will work with your specific provider.

Show off your Brain Exercise result in your blog!

Simply click on the Output button, this opens up a browser and displays the Blog Parts source code.
Now you can show off your Brain Age to the whole world!

Please be careful NOT to use your personal information in this BLOG PARTS.

Watch the preview image of Blog Parts before you display in your blogs.

WEB RANKING

Return Web Ranking X Quit

Your information will be uploaded to Web Ranking. (Internet connection necessary.)

Output information

RANKING NAME	NINA	CHANGE NAME	★	♠
BrainAge	34.9	Points	213.2	Output
Title	Meteor			
In English	Meteor			

MENU

Data set for use in the Web Ranking.

Once you select UPLOAD, your Web Ranking Nickname will be uploaded to the Output, so please be careful NOT to include any private data, credit card details, etc.

Here, you can set a different nickname to the one you'll use in your everyday exercises.

You can choose up to fifteen letters or numbers (without spaces).

There will be some words which the server will not allow, so simply choose a different name and re-upload it to the server in such cases.

You can still carry on training, even without entering anything at all.

An internet connection is required to use this Web Ranking feature.

Please read the Terms of Usage that follow for further conditions which may apply.

Here, you can upload your other nickname for Web Ranking, Brain Age, Title and Star sign, to compete for points on the website's scoreboard.

Click on the Ranking button to open your default browser. If all goes as it should, your details will appear on the internet Web Ranking screen.

Registration is now complete.

Please note that the date of birth that you may have chosen to enter previously in the program will NOT be displayed in this ranking webpage.

- Your Web Ranking nickname and all associated data displayed on this screen will be seen publicly by everyone. Please be careful not to disclose any of the confidential information pertaining to yourself or others. Please be aware that we cannot be held responsible for any data you choose to make public.

INFO.



Read brain-related information from Dr. Kawashima here.

There are eleven titbits in total, which will be added as you progress.

SETTINGS



Freely alter the training settings here.

Sound

Volume ON/OFF - Adjust volume

Change Language

English / French / German / Italian / Spanish

Window Size

Window/Maximum

All of these elements are fully changeable.

Changes will only take effect after you have pressed the OK button.

Any changes you make here will apply to settings of other player profiles also using the same program.

VS MODE



Multiple players can use the same computer to take on exercises in a turn-based competition for points and Brain Age.

Up to 4 players can compete.

At first, select the number of players and exercises. Player colours are displayed before each exercise Rounds.

Once you've decided the order to play in and everything's ready, click on Yes.

A randomly selected exercise then starts up.

Once all players have finished their tests, points are compared and the winning order is displayed.

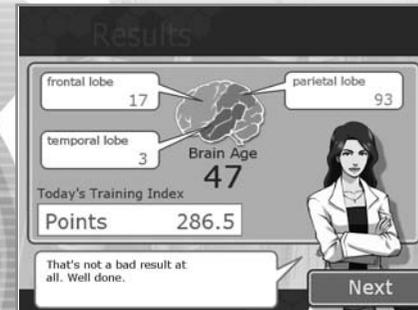
In the case of a tie, the player with the best Brain Age becomes the winner.

SEE YOU AGAIN

You can stop your training at any point during the game by pressing the QUIT button.

The training session can also be closed manually via your Operating System (for example, in Windows this would mean clicking the Close button, etc).

However, this method closes without saving any of your session's data, so please quit the program using the Quit button.



The SEE YOU AGAIN screen shows your Training Index of the day you exercised.

Try to check the Training Index daily for your reference!

54223
4227

WEB RANKING - TERMS OF USAGE

An Internet connection is required for using the Web Ranking feature.

When using this feature, it is required that the user undertake responsibility for and have in his/her possession the necessary software, hardware, and internet connection, as well as ensuring the aforementioned are properly installed and in working order. Furthermore, NAMCO BANDAI Games is in no way responsible of its participant or the player's access setup.

The following cases may result in NAMCO BANDAI Games terminating this service without prior notification.

- (1) Server maintenance or periodic work.
- (2) Urgent maintenance arising from a defect in the provided service.
- (3) Other cases in which NAMCO BANDAI Games deems it necessary to suspend the service.

NAMCO BANDAI Games holds their rights to suspend and/or terminate this service without any prior notices.

NAMCO BANDAI Games cannot be held liable in the event of changing, suspending or discontinuing the service.

The user takes full responsibility for any information they may be disclosed on via our service to third parties.

NAMCO BANDAI Games cannot be held responsible for the users' actions, as our provided service is merely the intermediary via which the user communicates information to others, and cannot control or guarantee the authenticity, credibility or legality of any contents sent by means thereof.

NAMCO BANDAI Games cannot be held liable for any communications sent to the user by third parties, nor for any damage or injury arising from the contents of said communication. The user must decide for him or herself if the content of such data is reliable, accurate, complete, helpful, beneficial, etc, and consent to bearing the responsibility and any financial burdens thus incurred.

SUOMI QUICKSTART

README-TIEDOSTO

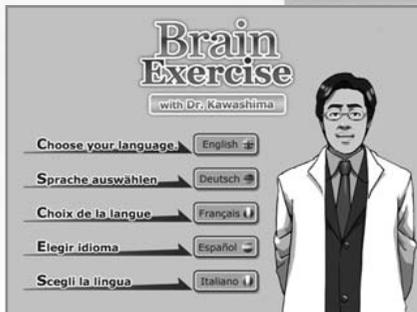
Brain Exercise with Dr. Kawashima -pelissä on ReadMe-tiedosto, jossa on tietoja pelin järjestelmävaatimuksista ja pelin käynnistämisestä. Saat tiedoston näkyviin kaksoisnapsauttamalla levyn pääkansiossa olevaa Readme-asiakirjaa.

DirectX®-ohjaimen asennus

DirectX®-ohjaimen asennus: Brain Exercise with Dr. Kawashima -DVD-ROM-levyn toiminta edellyttää DirectX® 9.0c-ohjainta tai uudempaa. Jos tietokoneessa ei ole DirectX® 9.0c -ohjainta tai uudempaa, käynnistä levyn pääkansiossa oleva Dxsetup.bat-tiedosto tai lataa DirectX-ohjaimen uusin versio osoitteesta www.microsoft.com/downloads/.

KÄYNNISTYSVALIKKO

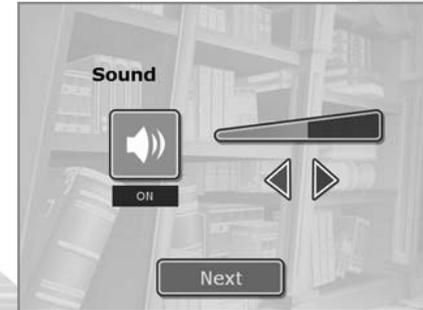
Tämä valikko tulee näkyviin, kun peli käynnistetään.



Määritä suosikkiasetuksesi.

Yhteiset asetukset: DVD-, lataus- ja Mini DVD -versiot
Valitse käyttökieli.

Tätä asetusta voi muuttaa myöhemmin SETTINGS (Asetukset) > Language Selection (Kielivalinnat) -vaihtoehdolla.



Määritä ääniasetukset.

DVD- ja latausversio: Tämä tulee näkyviin vain ensimmäisellä käynnistyskerralla.

Mini DVD -versio: Tämä tulee näkyviin joka kerran, kun ohjelma käynnistetään, jotta sen käyttö matkalla ei häiritsisi naapureita.

ENSIMMÄINEN KOULUTUSKERTA



Syötä henkilötietosi.

Valitse New Registration (Uusi rekisteröinti).

- Enintään 4 jäsentä voi luoda oman tilin.



Sen jälkeen voit lukea Dr. Kawashiman luennon aivoista ja tämän koulutusohjelman toiminnasta.

Aivojen iän laskeminen ensimmäisellä kerralla.



Kun olet antanut henkilötietosi, on aika mitata aivojesi ikä!

Pääset vastaamaan kolmeen satunnaisesti valittuun harjoitukseen. Ohjelma laskee aivojesi iän harjoitusten tulosten perusteella ja näyttää sen sinulle.

Kysymyksiin voi vastata eri syöttötavoilla ja -laitteilla. Näitä ovat osoittimen liikuttaminen hiirellä tai kosketusalustalla tai vastausten kirjoittaminen näppäimistöllä tai numeronäppäimillä.

Harjoituksissa arvioidaan pääasiassa reaktionopeutta ja oikeiden vastausten suhdetta vääriin, joten niissä kannattaa käyttää tutuinta syöttötapaa.

Huomautus: Kun lopetat rekisteröinnin, koulutusvalikkosi tulee näkyviin.

SVENSK QUICKSTART

FILEN README (VIKTIGT)

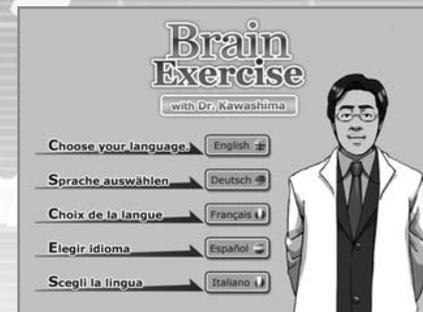
Till Brain Exercise with Dr. Kawashima finns filen ReadMe (viktigt), som innehåller information om systemkraven för spelet och hur du gör det. Du kan visa filen genom att dubbelklicka på filen Readme (viktigt) i huvudmappen på skivan.

Installera DirectX®

Installera DirectX®: För att köra DVD-ROM-skivan med Brain Exercise with Dr. Kawashima krävs DirectX® 9.0c eller senare. Om du inte har DirectX® 9.0c eller senare installerat kan du köra filen Dxsetup.bat, som finns i huvudmappen på skivan, eller gå till www.microsoft.com/downloads/ och hämta den senaste versionen av DirectX.

STARTMENYN

Detta är menyn som visas när du startar programmet.



Konfigurera favoritinställningarna.

Gemensamt för DVD- / nedladdnings- / Mini DVD-versionerna.
Ställ in det språk du vill använda.

Om du vill ändra den här inställningen senare väljer du SETTINGS (inställningar) > Language Selection (val av språk).



Konfigurera ljudinställningarna.

DVD- / nedladdningsversionerna: Detta visas endast första gången du startar spelet.

Mini DVD-versionen: Detta visas varje gång du startar programmet för användning på affärsresa eller för att inte störa grannarna.

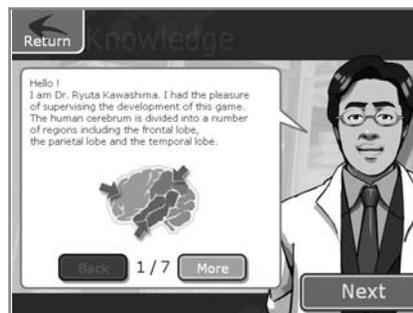
FÖRSTA GÅNGEN DU TRÄNAR



Ange personliga data.

Välj New Registration (ny registrering).

- Upp till 4 medlemmar kan skapa personliga konton.



Därefter kan du läsa Dr. Kawashimas föreläsning om hjärnan och hur träningsprogrammet fungerar.

Beräkna din hjärnas ålder för första gången.



När du angett dina personliga data är det dags att mäta hjärnans ålder!

Du får genomföra tre slumpmässigt utvalda övningar. Dina resultat under dessa övningar ligger till grund för den ålder som beräknas och visas för din hjärna så att du kan komma igång. Du kan svara på frågorna på en mängd olika sätt, inklusive att flytta musen med mus eller pekplatta, eller skriva in dina svar med tangentbordet eller siffertangenterna.

Övningarna mäter främst din svarshastighet och noggrannhet, så se till att använda den metod du känner dig mest bekväm med.

Obs! När du är klar med registreringen hamnar du på träningsmenyn.

PORTUGUESE QUICKSTART

O FICHEIRO README

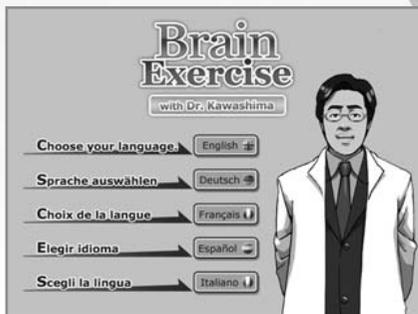
O Brain Exercise with Dr. Kawashima tem um ficheiro ReadMe que mostra informação sobre os requisitos de sistema do jogo e sobre o modo de o utilizar. Para veres este ficheiro, faz um duplo clique no documento ReadMe, localizado na pasta principal do disco.

Instalação do DirectX®

A instalação do DVD-ROM do Brain Exercise with Dr. Kawashima necessita do DirectX® 9.0c ou superior para funcionar. Se não tens o DirectX® 9.0c ou superior instalado, por favor, executa o ficheiro Dxsetup.bat localizado na pasta principal do disco ou visita www.microsoft.com/downloads/ para fazeres o download da última versão do DirectX.

MENU DE ARRANQUE

Este é o menu que aparece no arranque.



Por favor, configura as tuas definições favoritas.

Comum para DVD / Download / Versões Mini DVD.
Selecciona o idioma que preferes utilizar.

Se desejares alterar esta definição mais tarde, por favor, usa a opção **SETTINGS (DEFINIÇÕES)**> **Seleccção de Idioma**.



Configura as definições de som.

DVD / Versões de download: Isto aparece apenas no arranque da tua primeira sessão.

Versão para Mini DVD: Isto aparece de cada vez que inicias este programa para que a utilização em viagem não incomode os teus vizinhos.

TREINO PELA PRIMEIRA VEZ



Introduz os teus dados pessoais.

Selecciona 'New Registration' (Novo registo).

- Até 4 membros podem criar contas pessoais.



Depois disto, poderás ler a palestra do Dr. Kawashima sobre o cérebro e sobre como funciona o seu programa de treino.

Calcular a tua Idade Cerebral pela primeira vez.



Depois de terminares de introduzir os teus Dados Pessoais, chegou a altura de medir a idade do teu cérebro!

Ser-te-ão aplicados três exercícios seleccionados ao acaso.

Os teus resultados nos exercícios calcularão a Idade Cerebral que te será apresentada para começares.

Podes responder às perguntas utilizando uma variedade de métodos/dispositivos de entrada, incluindo o rato ou painel táctil para mover o cursor, ou um teclado ou as teclas numéricas para escreveres as tuas respostas.

Os exercícios avaliam principalmente a tua velocidade de resposta e a tua taxa de precisão, pelo que deverás utilizar o método de introdução de dados com que te sentires mais à vontade.

Nota: Logo de tenhas terminado o registo, serás levado para o Menu de Treino.

CREDITS

ORIGINAL ARCADE VERSION:

Producer: Hajime NAKATANI
Director: Masateru UMEDA

PC VERSION:

Producer: Yuji SHIBATA
Assistant Producer: Olivier LATANICKI
Localization Assistant: Hayato OISHI

DEVELOPMENT:

NAMCO TALES STUDIO INC.

Planning Director: Go MURAI
Interface Design: Yuri SUZUKI
Illustration: Miyuki KOBAYASHI
Sound: Shuji IKEGAMI
Business Development: Yoshihiro SETO

MiCROViSION Inc.

Direction: Mitsuru OTA
Programming: Takashi YOSHIDA
Atsumi OHASHI
Ichiro MOTOYOSHI
Gen SHIMADA
Aki HIRANO

Design Coordination:

SPECIAL THANKS TO:

NAMCO TALES STUDIO INC.

Kiyoshi NAGAI
Eiji KIKUCHI
Akihiro ARAHORI
Jun KINOSHITA
Maki YAMAMOTO
Takahiro SUZUKI
Chuya ISHIDA
Yoshiaki SAITO

MiCROViSION Inc.

NAMCO BANDAI Games Inc.

SARUGAKUCHO Inc. / Createwave Co., Ltd. / Intac (UK) Limited

Also special thanks to:

Dr. Ryuta KAWASHIMA, Etienne Piquet GAUTHIER, Killa SHIBATA

54223
4237

DISTRIBUTION PARTNERS

Olivier Comte
Ai-Lich Nguyen
Karine Balichard
Mieko Murakami
Mathieu Piau
Julien Ramette

Franck Genty
Manuela Riboldi
Vincent Laloy
Olivier Robin
Claire McGowan
Stéphane Entéric
Emeric Polin
Pascal Guillen

Caroline Fauchille
Celine Vilgicquel
Vincent Hattenberger
Delphine Doncieux
Elise Pierrel
Laurence Dury

LOCAL MARKETING TEAM

UK
France
Deutschland
Iberica

Italy
Benelux
Nordic
Hellas
Israel
Australia

David Miller
Antoine Jamet
David Razaghi Kamsi
Pablo Tamargo Sitges
Laura Aznar Bertran
Mario Vacca
Nico Deleu
Kalle Lagerroos
Chris Altiparmakis
Moran Lihi
Leesa Byrne
Raelene Knowles

SPECIAL THANKS TO :

HP GDAS – Testing
Sharathnag K. N – Test Analyst
Vedavyas K.P – Project Manager
International Synthesis Holding - Milano
Synthesis Iberia – Madrid

ENZYME TESTING LABS™

Enzyme Studio Director
Enzyme Head of Production
Enzyme Localization Project Manager
Enzyme Localization Testers

Carolljo Maher
Andreas Schlangen
Trine Sofi Jacobsen
Daniel Idoine-Shirai
Pierre-Olivier Petillot
Daniele Rossi
Olivier Balo
Miguel Silva

Nathalie Foster