

BrainWare SAFARI Exercise Descriptions

The 20 exercises in BrainWare SAFARI are listed below in alphabetical order. For the best results, the user should rotate around all of the exercises keeping the levels completed reasonably even.

Ancient Logic and Reasoning

Playing this exercise:

- Each level begins with a written instruction presenting the puzzle to be solved.
- If the level requires multiple inputs, the player will need to click “Check Answer”, when they are ready.
- If the level has only one input answer, once the player clicks a choice, the level will be checked for accuracy.
- If the first attempt is not completely correct, the player is given a second opportunity to answer. On questions with multiple parts required, there will be no indication as to what parts are incorrect.
- If the second attempt is also not completely correct, the correct answer is shown.
- After either a correct response or second attempt, the correct logical response is provided and the player is permitted access to the next level.

Arrow Point Bridge

Playing this exercise:

- A series of arrows flash on the screen on the screen.
- The player clicks on the button that identifies the direction that each arrow pointed in the series.
- In each level, before identifying the direction of the arrow, the player clicks 5 times to the beat on the “Click Here” button.
- To pass the level, the player must get 7 out of 10 correct.

Level Descriptions:

1. Two arrows appear all at once.
2. Two arrows are revealed and erased before the next one appears.
3. Three arrows are revealed consecutively and are all erased as a group.
4. Three arrows are revealed at once and then erased.
5. Three arrows are revealed and erased consecutively.
6. Same as level 3 with one exception. Player objective: choose the direction the arrow would be pointing if it were turned $\frac{1}{4}$ turn clockwise.
7. Four arrows appear all at once.

Bear Shuffle

Playing this exercise:

- Instructions at each level tell the player how to sequence the cards to pass the level.
- After clicking “Start Challenge”, the player waits for the computer to move, then arranges the cards in an order specified in the instructions for that level.
- Cards are moved by holding down left mouse button and dragging them to the desired position.
- The cards **MUST TOUCH** each other to force them to move.
- Make as many moves as needed, then select “Check Answer”.

Level Descriptions:

1. Three cards are turned face up, one card at a time and then turned down. Player objective: move the cards into numerical order from left to right.
2. Three cards are revealed one at a time. Two cards change places. Player objective: move the cards into numerical order from left to right.
3. Four cards are revealed one at a time. Player objective: move the cards into reverse alphabetical order from left to right.
4. Four cards are revealed one at a time. Cards are rearranged two times. Player objective: move the cards into numerical order from left to right.
5. Five number cards are displayed one card at a time and remain up until all have been revealed, they all flip back down at once. Cards are rearranged two times. Player objective: move the cards into reverse numerical order from left to right.
6. Four cards are revealed from left to right, one at a time. Cards are rearranged three times. Player Objective: move the cards in alphabetical order from left to right.
7. Five letter cards are revealed one at a time. Cards are rearranged two times. Player objective: move the cards into reverse alphabetical order from left to right.

Cave Comparisons

Playing this exercise:

- Each level presents the player with a prompt to identify the relationships among objects.
- Every level has a time limit that forces the player to respond quickly to the prompt.
- If a player recognizes a wrong choice before checking the answer, or before time runs out, they can choose another option.
- Once the relationship is selected, the player chooses “Check Answer.”
- 7 out of 10 challenges must be successfully completed to advance to the next level.

Level Descriptions:

1. A circle, box and triangle are presented for comparison. Player objective: click on the appropriate buttons to fill in the sentence about the relationship between the shapes. There is an audio countdown.
2. Spatial patterns appear and disappear. Player objective: choose the pattern that is different from all the rest. If all are the same, choose “all the same” button.

3. Same as level 1 except that the circle, triangle and box are revealed and erased. The answer cannot be chosen until they disappear.
4. A pattern with a question is revealed and erased. Player objective: answer the question by choosing the pattern on the bottom row that answers the question.
5. Same as level 4 except that the chosen pattern will be rotated. The question is read by the computer.
6. Same as level 1 except that the image is revealed and erased.
7. Same as level 5, except the pattern is revealed and erased, and no text is displayed.

Crocodile Recollections

Playing this exercise:

- The screen has two boxed areas.
 - The computer flashes characters in the top box.
 - The player provides response in the bottom box.
- At each level, the player clicks 5 times on the “Click Here” button and then puts the answer in the bottom box.
- The player enters what they saw according to the instructions for the level.
- The player selects “Check Answer”.
- The player must get 7 out of 10 correct to move to the next level.

Level Descriptions:

1. Three numbers are revealed and erased. Player objective: enter the numbers in the order they appeared.
2. Four capital (upper case) letters are revealed and erased. Player objective: type capital (upper case) letters in the order they appeared.
3. Three numbers are revealed and erased. Player objective: enter the numbers in reverse order from what they appeared.
4. Four letters are revealed and erased. Player objective: enter letters in reverse order from what they appeared.
5. Four numbers are revealed and erased. Player objective: enter the numbers in numerical order (lowest to highest).
6. A combination of numbers and letters are revealed and erased. Player objective: enters the numbers in numerical order followed by the letters in alphabetical order.
7. Five letters are revealed and erased. Player objective: enter the letters in alphabetical order.

Iguana Lookout

Playing this exercise:

- In Iguana Lookout, directional arrows are displayed randomly pointed in directions corresponding to labeled buttons on the bottom of the screen.
- The player clicks the appropriately labeled button to identify the direction that each arrow is pointing according to the level directions.
- The corresponding direction is automatically displayed in the blank space under each arrow.

- The computer automatically moves left to right, top to bottom; the player does not have to click in the blank space to fill it in.
- There is a time limit to complete each level.

Level Descriptions:

1. Two rows of arrows pointing left, right, up or down.
2. Same as level 1, except that there are 3 rows of arrows.
3. There are three rows of arrows that can point left, right, up, down, up left, up right, down left and down right.
4. Same as level 2 with the exception that the player must select UP when the arrow points down and DOWN when the arrow points up.
5. Same as level 2 with two exceptions.
 - (1) The time limit is shorter, and
 - (2) the player is to click on the direction each arrow would be pointing if it were turned 90 degrees clockwise.
6. Same as level 2 with two exceptions.
 - (1) LEFT must be selected if the arrow points right and RIGHT must be selected if the arrow points left.
 - (2) Also, the direction must be chosen on the beat. (Beats may be skipped as long as the button is clicked on a beat, not between.)
7. The player selects, on the beat, the direction each arrow would be pointing if it were turned 90 degrees counterclockwise.

Jumping Jaguar Flash

Playing this exercise:

- The computer briefly displays three or more sets of characters in one or more rows.
- The player must choose the set that is different from all the rest.
- At each level the player must get 7 out of 10 challenges correct to move to the next level.

Level Descriptions:

1. Three boxes are displayed in one row. In each box three numbers are flashed.
2. Two rows of three boxes are displayed. In each box five lower case letters are flashed.
3. Five boxes are displayed in one row. In each box, 5 upper case letters are flashed.
4. Two rows of three boxes are displayed. In each box, 3 lower case letters are flashed.
5. Two rows of three boxes are displayed. In each box, 4 upper case letters are flashed.
6. Two rows of three boxes are displayed. In each box, 4 numbers are flashed.
7. Two rows of four boxes are displayed. In each box, 4 upper case letters are flashed.

Jungle Labyrinth

Playing this exercise:

- The player leads the llama through the maze by clicking the llama once, releasing the mouse button, and then guiding the llama through the maze.
- Each level requires the completion of three mazes to advance.

- Most levels have a maximum time allowed to complete. Each attempt at a maze reduces the time allowed, until a minimum threshold is reached.

Level Descriptions:

1. The player must complete the three mazes as presented.
2. Same as level 1, slightly more difficult mazes.
3. Same as level 1 with a time limit.
4. Same as level 1 with a time limit.
5. A new set of three mazes are presented for the player to complete.
6. There are new things with each of the mazes. First maze operates as the previous levels. The second maze has doors that close and reopen. The third maze will limit what can be seen once the llama is activated.
7. Each maze adds a level of challenge. The first maze has doors that close and reopen. The second maze limits what you can see once the llama is activated. The third maze has both closing and reopening doors and a limited visibility.

Llama Logic

Playing this exercise:

- Each level begins with a written instruction presenting the puzzle to be solved.
- If the level requires multiple inputs, the player will need to click "Check Answer", when they are ready.
- If the level has only one input answer, once the player clicks a choice, the level will be checked for accuracy.
- If the first attempt is not completely correct, the player is given a second opportunity to answer. On questions with multiple parts required, there will be no indication as to what parts are incorrect.
- If the second attempt is also not completely correct, the correct answer is shown.
- After either a correct response or second attempt, the correct logical response is provided and the player is permitted access to the next level.

Memory Mountain

Playing this exercise:

- At each level a grid is presented. Random patterns of X's are flashed on the grid.
- When the moves are completed by the computer, the player selects the correct pattern and selects "Check Answer".
- 7 out of 10 challenges need to be passed to complete a level.

Level Descriptions:

1. A grid with 3 X's flashes. Player objective: click to the beat 5 times on the "Click Here" button then select the pattern on the grid as it was displayed.
2. A grid with 4 X's flashes. Player objective: click to the beat 5 times on the "Click Here" button then select the pattern on the grid as it was displayed.

3. A grid with 5 X's flashes. Player objective: click to the beat 5 times on the "Click Here" button then select the pattern on the grid as it was displayed.
4. A grid with 2 X's flashes. Player objective: click the pattern as if it were rotated 90 degrees clockwise (to the right).
5. A grid with 3 X's flashes. Player objective: click the pattern as if it were rotated 90 degrees counterclockwise (to the left).
6. A grid with 4 X's flashes. Player objective: click to the beat 5 times on the "Click Here" button then select the pattern as if it were rotated 90 degrees clockwise (to the right).
7. A grid with 4 X's flashes. Player objective: click to the beat 5 times on the "Click Here" button then select the pattern as if it were rotated 90 degrees counterclockwise (to the left).

Parroting Colors

Playing this exercise:

- A grid is presented on the screen. At each level, colored squares appear in a specific sequence.
- When the displayed colors are completed, the player clicks on the "Click Here" button, sometimes to the beat and sometimes no beat is involved.
- Player selects the squares in sequence according to the level instructions.
- 7 out of 10 challenges must be completed to move to the next level.

Level Descriptions:

1. A grid is displayed with a two square sequence. Player objective: click 5 times on the "Click Here" button then click the sequence displayed.
2. A grid is displayed with a three square sequence. Player objective: click 5 times on the "Click Here" button then click the sequence displayed.
3. A three square sequence is displayed. Player objective: click to the beat 5 times on the "Click Here" button then click the sequence displayed.
4. A four square sequence is displayed. Player objective: click to the beat 5 times on the "Click Here" button then click the sequence displayed.
5. A five square sequence is displayed. Player objective: click 5 times on the "Click Here" button then click the sequence displayed.
6. A five square sequence is displayed. Player objective: click to the beat 5 times on the "Click Here" button then click the sequence displayed.
7. A six square sequence is displayed. Player objective: click to the beat 5 times on the "Click Here" button then click the sequence displayed.

Piranha Pass

Playing this exercise:

- This exercise involves getting a swimmer from one place to another without hitting any piranha or going off the screen.
- The player must plan a route through a crowded area by specifying the directions and distances to move in order.
- The directions are inputted on the keyboard. An example is shown on the screen.

- When the plan is completed, the swimmer is set in motion by clicking “Check Answer”.
- The swimmer follows the path inputted but the player.
- If the swimmer runs into a piranha, the player must revise the directions and distances and try again, until the swimmer successfully reaches the raft.

Level Descriptions:

1. The unit edge scale is on. The distance between two marks on the scale is 50 units.
2. Same as level 1 with more obstacles.
3. No scale is displayed but distances remain the same.
4. Same as level 2 with a time limit.
5. Same as level 3 with a time limit.
6. Same as level 4.
7. Same as level 3 with a time limit.

Rhythm Ribbet

Playing this exercise:

- Rhythm Ribbet involves matching the timing of auditory and/or visually presented rhythms, or clicking particular defined sequences on color boxes in a specific pattern according to the sound of a metronome.
- Each level allows up to three errors

Level Descriptions:

1. The player clicks for 20 seconds to the beat and visual pulse.
2. The player clicks to the beat for 25 seconds with the visual cue removed.
3. Same as level 1, however the player clicks to the beat 20 times.
4. On the beat, the player clicks on the green box 2 times, followed by the yellow box 3 times. The player continues this pattern for 30 seconds.
5. On the beat, the player clicks on red box 2 times, the blue box 3 times, and the green box 1 time. The player repeats this pattern for 36 seconds.
6. On the beat, the player clicks on the red box two times, the blue box 3 times and the green box 1 time. The player repeats this pattern for exactly 28 beats.
7. The player clicks to the beat 32 times. There is only a visual pulse. Audio and visual distractions will occur.

Sky Scanning

Playing this exercise:

- For each level, an audio prompt will occur followed by randomly generated images with numbers and/or letters.
- Player must choose the numbers according to the level instructions.
- The player must succeed in 7 out of 10 challenges to proceed to the next level.

Level Descriptions:

1. The player listens to three numbers. Player objective: select the numbers in the order spoken.
2. The player listens to three numbers. Player objective: select the numbers in reverse order spoken.
3. The player listens to four numbers. Player objective: select the numbers in numerical order.
4. The player listens to four number(s)-letter(s). Player objective: select the number(s)-letter(s) in reverse order spoken.
5. The player listens to four number(s)-letter(s). Player objective: select the letter(s) in alphabetical order followed by the numbers in numerical order.
6. The player listens to four number(s)-letter(s). Player objective: select the number(s) in the order spoken followed by the letter(s) in the order spoken.
7. The player listens to three double letters. Player objective: select the double letters in the order spoken.

Slithering Symbols

Playing this exercise:

- The screen has two boxed areas.
 - The computer flashes a series of characters in the top box.
 - The player provides solution in the bottom box.
- In all levels, the player must click to the beat 5 times on the “Click Here” button, before answering.
- The player must select “Check Answer” when they have completed the challenge.
- 7 out of 10 are needed to be correct to move to the next level.

Level Descriptions:

1. Three numbers are revealed consecutively and erased as a group. Player objective: enter the numbers in numerical order.
2. Three capital (uppercase) letters are flashed consecutively. Player objective: enter the uppercase letters in alphabetical order.
3. Four letters are revealed consecutively, and all erased as a group. Player objective: enter the letters in alphabetical order.
4. Four capital (upper case) letters are revealed consecutively, then all erased as a group. Player objective: enter the uppercase letters in alphabetical order.
5. Four numbers are revealed and erased consecutively. Player objective: enter the numbers in numerical order.

6. Five numbers are revealed consecutively and all erased as a group. Player objective: enter the numbers in numerical order.
7. Four letters are each revealed and erased consecutively. Player objective: enter the letters in alphabetical order.

Tree Tic Tac Toe

Playing this exercise:

- For each challenge, at least one tic tac toe grid will appear on the screen.
- The player (X) plays against the computer (O), alternating first play on each successive challenge.
- The computer's play choices automatically appear.
- A player must win or tie 6 out of 10 times to successfully complete a level.

Level Descriptions:

1. Only one grid. Player click directly on the grid to play tic tac toe.
2. One grid and labeled buttons appear on the screen. Players make their tic tac toe selections by clicking on the button to fill in the grid.
3. A grid appears flashes numbers 1-9 filling the spaces. The player plays by entering the corresponding numbers to the desired grid location. There is a 10 second time limit to make a play.
4. Three grids appear on the screen. The challenge will be scored exactly as if the grids were on top of each other. The first is played on grid 1, the second on grid 2, the third on grid 3, the fourth on grid 1, etc. If a space is filled on one grid, that same location is filled on all of the grids.
5. This is similar to level 2 in operation but with two grids. The mark disappears after it is placed.
6. Same process as level 5, but with three grids.
7. Same process as level 1, except the mark disappears after it is placed.

Turtle Recall

This exercise is different from all the others in BrainWare SAFARI, because it requires the player to enter the exercise, memorize some information and then return at least 12 hours later.

Playing the exercise:

- The first time at a level, the player memorizes shapes corresponding to different numbers.
- The player is not allowed to play the exercise for at least 12 hours after seeing the shapes and numbers for a level.
- When they return to the exercise, the player has to identify the number that corresponds to each shape.
- As each level has been completed, the player receives a new symbol-number relationship to learn, then exits the exercise until the next day.

Level Descriptions:

1. Three shapes and associated numbers.
2. Four shapes and associated numbers are displayed.
3. Five shapes and associated numbers are displayed.
4. Six shapes and associated numbers are displayed.
5. Seven shapes and associated numbers are displayed.
6. Eight shapes and associated numbers are displayed.
7. Nine shapes and associated numbers are displayed.

Volcanic Patterns

Playing this exercise:

- A grid of specific dimensions and color combinations is flashed on the screen.
- After the grid disappears, four grids are displayed, one of which matches the original.
- The player must get 7 out of 10 correct to pass the level.

Level Descriptions:

1. The grid is a 2 by 3 square.
2. The grid is a 3 by 3 square.
3. The grid is a 2 by 5 square.
4. The grid is a 3 by 5 square.
5. The grid is a 3 by 5 square.
6. The grid is a 4 by 5 square.
7. The grid is a 4 by 5 square.

Web Weaving

Playing this exercise:

- A pattern of dots with lines connecting some dots is displayed on the left side of the screen.
- On some levels, the player will need to click 5 times to a beat first. For tips on clicking to the beat, practice with Rhythm Ribbet.
- The player reproduces the pattern on the right side of the screen by clicking pairs of dots to connect them.
- A line is drawn by clicking the dots that make up the line. The dot will turn blue when it has been selected.
- The arrow that is located at the top of the spider is what is used to click on the dots to draw the line.
- The erase button lets the player start drawing from scratch.
- When the player has reproduced the pattern, they click on "Check Answer".
- 7 out of 10 challenges must be successfully completed to advance to the next level.

Level Descriptions:

1. Player objective: draw the pattern on the right.

2. Player objective: click to the beat 5 times on the “click here” button then draw the pattern on the right.
3. Player objective: click to the beat 5 times on the “click here” button then draw the pattern on the right.
4. Player objective: click to the beat 5 times on the “click here” button then draw the pattern on the right.
5. Player objective: draw the pattern on the right.
6. Player objective: click to the beat 5 times on the “click here” button then draw the pattern on the right.
7. Player objective: click to the beat 5 times on the “click here” button then draw the pattern on the right.

Whispering Waterfall

Playing this exercise:

- Whispering Waterfall plays audio files of spoken letters, numbers or words.
- This exercise requires the player to achieve 7 out of 10 correct to advance to the next level.
- When the player has completed the challenge, they click “Check Answer”.

Level Descriptions:

1. Three letters are spoken. Player objective: click 5 times to the beat on the “Click Here” button, click into the text area and enters the letters in the order they were spoken.
2. Three words are spoken. Player objective: click 5 times to the beat on the “Click Here” button, select the correct word in the order spoken.
3. Three words are spoken. Player objective: click 5 times (no specified beat) on the “Click Here” button, select the correct words from the word list.
4. Number and letter combinations are spoken. Player objective: click 5 times to the beat on the “Click Here” button, followed by the spoken letters in alphabetical order then the numbers in numerical order.
5. Three words are spoken. Player objective: click 5 times to the beat on the “Click Here” button, followed by selecting the spoken words in reverse order.
6. Four words are spoken. Player objective: using the keyboard enter 0 4 2 8 6 followed by selecting the words in order spoken.
7. Number and letter combinations are spoken. Player objective: using the keyboard 5 3 4 1 2 followed by the letters and the numbers, in reverse order.