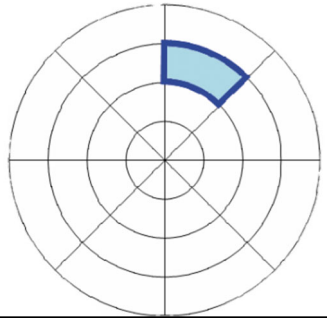
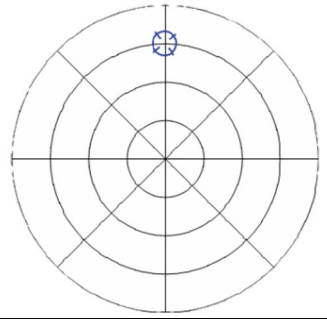
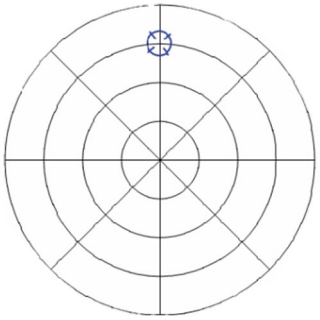
Games overview for MediBalance Pro

Name	Graphic	Type	Direction of movement	Description	Most important parameters *
Meet areas		Static	all directions	The cursor should hit the colored area. If successful, another area is marked. Optionally, you can set the test person to center themselves again after each area (area in the center)	• Ring in which the area is to be hit (inner, middle and / or outer) • Cursor size • Dwell time until it is evaluated as "done" • Centering after reaching the area (yes / no)
Meet circles		static	all directions	The circle should be hit with the cursor. If successful, the circle jumps to another position. Optionally, you can set the test person to center themselves again after each area (area in the center)	• Circle size • Rings on which the circle is positioned. • Dwell time until "completed" is evaluated • Centering after reaching the circle (yes / no)
Kreisen folgen		dynamic	all directions	The cursor should be kept as close as possible to the moving circle.	• Direction of movement of the circle (clockwise / alternating / counterclockwise) • Speed of the circle • Rings on which the circle can be positioned (inside, center, outside). • Jump condition of the circle into another ring (time- or point-dependent)

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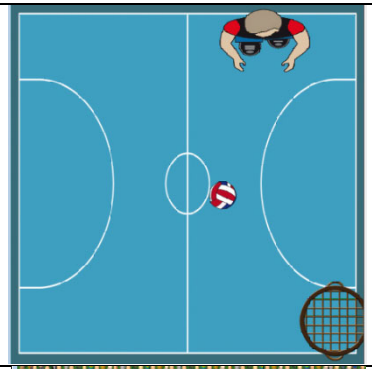
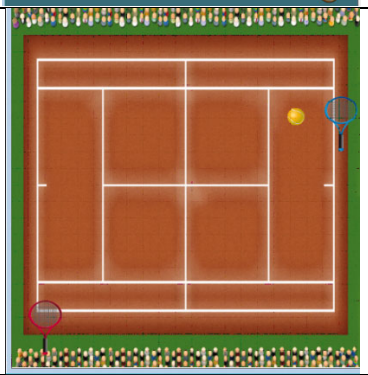
Catching balls		Dynamic	left - right	The basket is designed to catch the balls falling from above.	• Ball (fall) speed • Ball frequency (number of balls at the same time) • Width of the playing field (can be set narrower or wider to the left and right separately)
Tennis		dynamic	front - rear	The ball hit by the opponent (computer-controlled) is to be returned with the left tennis racket.	• Ball speed • Opponent speed (return speed) • Extent of the playing field (can be set narrower or wider according to upper and lower half)
Princess		dynamic	all directions	The blue knight is supposed to defend the princess from the red robber barons.	• Maximum number of opponents • speed of opponents • time until the next opponent enters the field. The marked paths do not have to be followed; the knight can move freely on the playing field.

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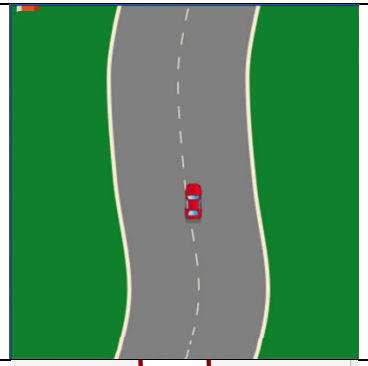
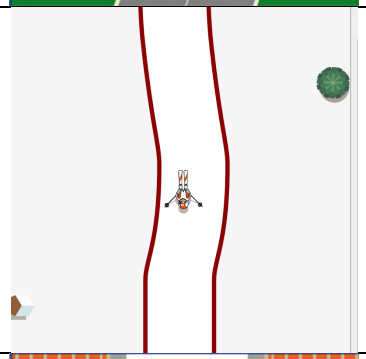
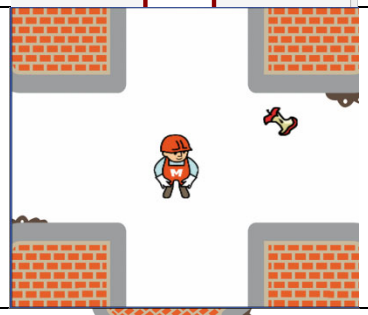
Car racing		dynamic	left - right = movement front - rear = speed	The car should drive as quickly as possible on the road, avoiding the grass verge.	• Track width • Movement variance • Slowing down when leaving the track • Should other cars have to be driven around?
Ski		dynamic	left - right = movement front - rear = speed	The skier should cover as long a distance as possible on the piste (between the red edges). The off-piste areas should be avoided.	• Line width • Movement variance • Slowing down when leaving the track • Enable collision with other skiers • Minimum and maximum speed
Cleaning pipes [+]		dynamic	left - right front – rear	The cleaning specialist should remove any garbage that appears by touching it. If possible, the walls should not be touched.	• Channel size (area in which the cleaner should move) • Warning tone • Litter frequency • Maximum soiling (number of waste items at which the passage is aborted) • Size of the waste items
Cleaning pipes [x]		dynamic	both diagonals		

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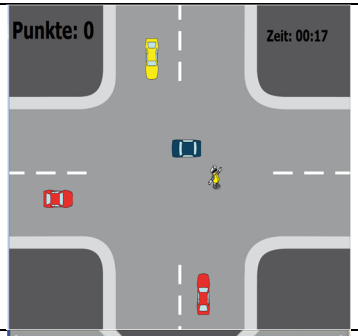
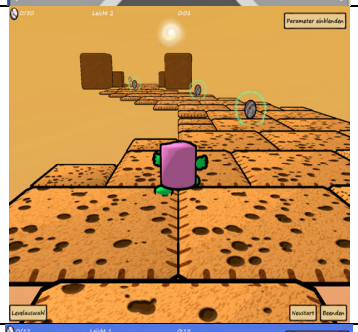
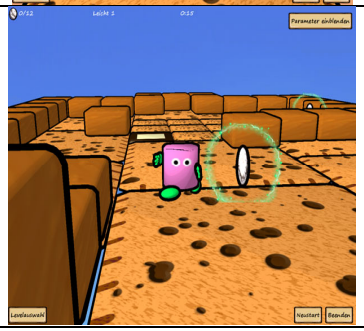
Road police [+]		dynamic	left - right front – rear	The policeman controls the traffic and tries to ensure that as few cars as possible have to wait at the same time.	• Traffic volume • Road width • Traffic interruptions (speed at which the cars appear) • warning sound • Background noise (stress build-up) • Car collisions lead (optionally) to loss of points
Road police [x]		dynamic	both diagonals		
Save the sweets RUN		dynamic	left - right – front	The marshmallow runs along a cookie track and has to collect chocolate lentils. Depending on the level, the area becomes more winding, full of holes or blocked by obstacles. Some cookies can also crumble away under his feet if he is too slow.	• Running speed • Turning speed • Rest area • Level (12 - influence the shape of the area and the number / arrangement of obstacles)
Save the sweets THINK		dynamic	left - right – front – rear	The marshmallow moves around a cookie field and has to collect chocolate lentils. In doing so, it has to solve tasks. When it rotates, the whole cookie field rotates, which also involves cognitive challenges.	

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ZUKOR Interactive **Please note:** ZUKOR is a program of a partner company. The game functions can be purchased on a modular basis.		dynamic	all directions	Depending on the selected ZUKOR game: • In the AIR flight program, always fly to the ring that appears. This can be done either by standing still (regular mode) or by deliberately controlling the flying object by shifting the balance (joystick mode) • Skateboard along the track and avoid obstacles • Use balls to knock over cans or hit balloons on the fairground, ...	• easy / medium / difficult - selection from the variants included in the ZUKOR game (e.g. different throwing games, flying object, ...)

Can be set for all exercises:

- Winning conditions (stop when a defined number of points is reached / after a defined time has elapsed - alternatively: manual stop)
- Difficulty level easy / medium / difficult / user-defined. The predefined levels provide default values that can be adapted to the patient's abilities.
- Sensitivity of the board
- Sound (on / off)