

# Contents

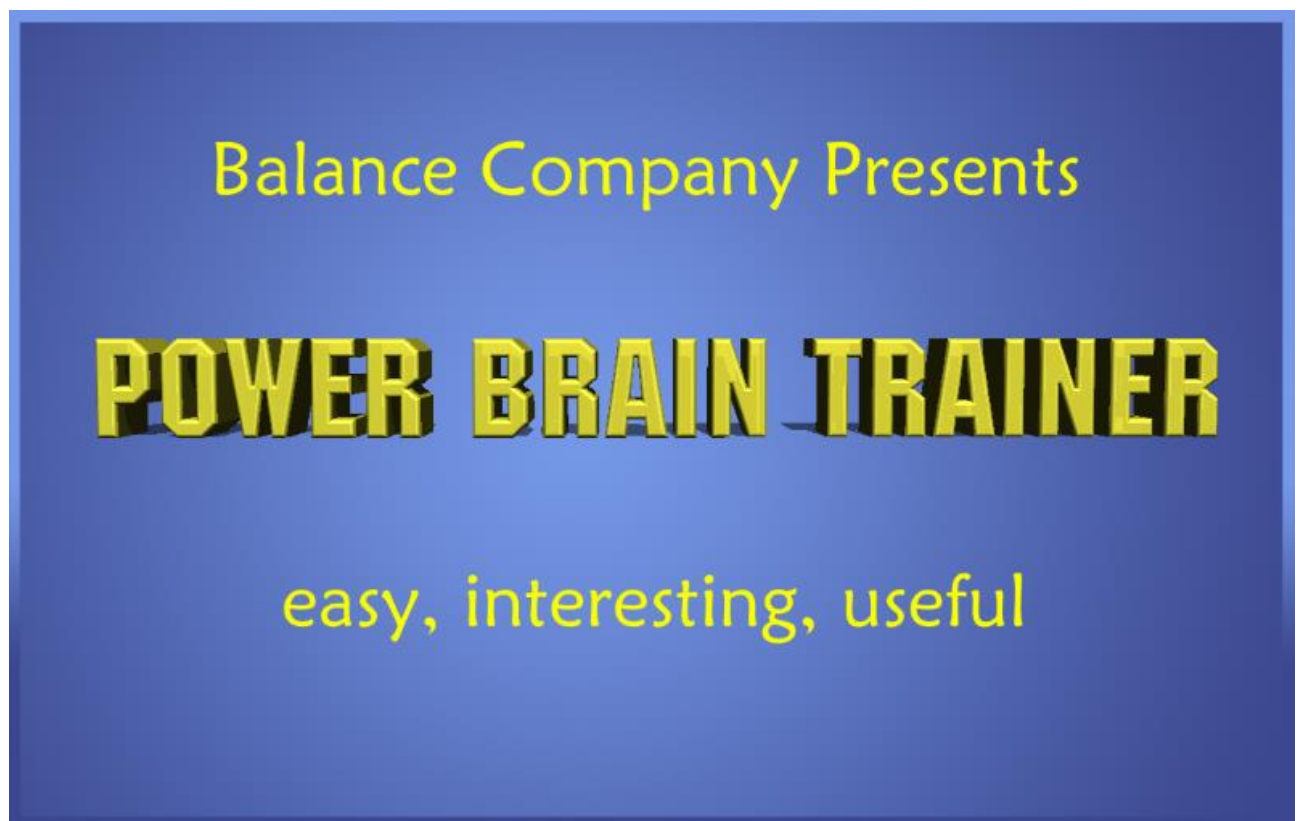
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## Introduction

Welcome to the Power Brain Trainer Help. Here you can find many interesting and useful things, not only in the use of the program, but also in many other areas. We recommend you to read all the help topics thoroughly before you start training your brain on the Power Brain Trainer. This will help you to better understand the basic principles of working with this program, get some recommendations and to get acquainted with PBT in general.

Currently, the help exists both in pdf file and inside the program, which makes it easy to open. At any time when using the simulator, you can press the F1 key and move immediately to the desired section of the help system.

We wish you success in your training. Let it be interesting for you. If you have anyone to recommend this simulator, please do so, as we really need to build a database of our users.



## Authors

### The development team

Power Brain Trainer was developed by a small team of developers from Ukraine, whose main members are the idea creators Serhii Khramov, Dmytro Pohrebnyi, Ivan Shutko and Illia Ustenko. This is a young team of developers who want to create good content for their users. Not everyone could take this challenge, since the idea behind the program is very complex and voluminous. But for this team the word "complexity" is synonymous with the word "forward".

It was not easy for developers to create what is today, but more difficulties lie ahead, since the meager part of the idea has been done.



## BalanceCompany

The development is under the banner of Balance Company, a future software and game development company. On behalf of this organization, the game "Best Life Simulator" was released on Steam, which became the first project in the history of Balance Company development.

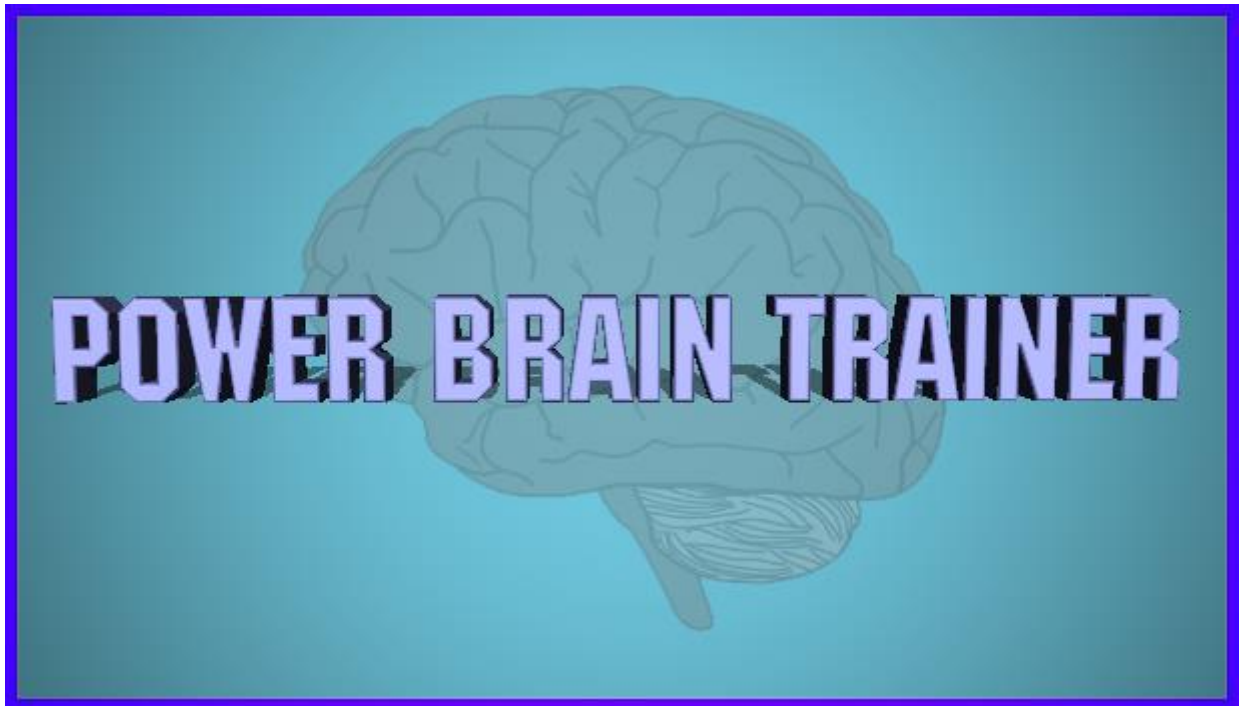
We are not going to stop at the Power Brain Trainer and in the future this world will still see many of our projects, with each time it will be more interesting and better. So far this is just the beginning of the big journey.



The name is based on the popularity and ambiguity of the word Balance. This title does not bind us to any particular area of development and life, and it is very good. Balance is a universal word that can be embedded in any field of activity, including the development of games and programs.

## About the Power Brain Trainer

Power Brain Trainer (PBT) is one of the largest modern developments in the field of mental training and self-development. It's a game-type program that includes a functional suite of features for a comprehensive approach to brain training.



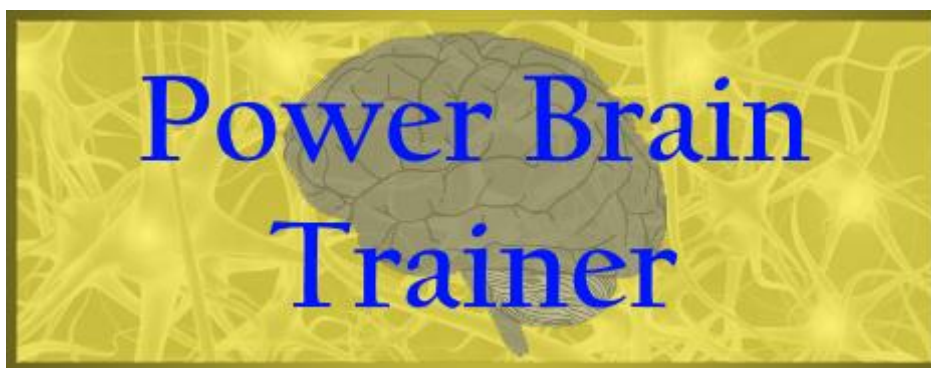
At the moment, the program includes exercises for memory training, arithmetic abilities, attention, as well as sections for expanding luggage knowledge. The developers plan to support this project, and so in the future Power Brain Trainer will expand its scope and may even become an international education platform, become the largest center of learning and self-development. The future of this simulator depends more on the number of interested users and feedback.

Various puzzles and tasks for brain development have existed since the beginning of human history. Yes, to maintain your mental abilities and develop them is up-to-date at all times. With the advent of compact personal computers, some tutorials, puzzles, logical tasks, educational games, and the like began to be transmitted into electronic form. In the last century, the first brain training programs were released.

Power Brain Trainer is being actively developed to combine all the benefits of each direction of development in one integrated program and to create all the necessary conditions for a fun and fun time for our users. But really, at the moment,



we only have some scraps of programs that do not contain much functionality, have an extremely narrow direction and minimal efficiency. We are faced with the task of creating a single complex that can replace absolutely everything, and at times having gone round in quality and utility.



The Power Brain Trainer currently has 3 test sections designed to train memory, arithmetic, and mindfulness. These sections contain the following exercises:

1. Sequences - The task is to memorize as many numbers, letters, symbols, colors, or objects as are displayed on screen one by one. This exercise will help you develop the ability to quickly remember large rows of objects and play them at the right time, which is often necessary in life.
2. Sprawl - the exercise is very similar to the previous one, but the difference is that the objects are shown on the principle of snowball, not all at once, but starts with one and then repeating all the previous one is added until you can remember them correctly .
3. Plate - in this right, all the elements are located in the plate, the dimensions of which are specified in the parameters of the test. All items must be quickly memorized and placed in the correct positions.
4. Constants are one of the favorite exercises in the survey. This exercise will help you learn the 1000 signs of the most well-known infinite constants, namely the number pi, the number e, the square roots of 2, 3, and 5, the Euler constant, and the golden section.

5. Singing frogs – an interesting exercise where you need to repeat the order of frogs croaking. It is based on the same principle of memory training as in the "Growth" exercise.
6. Cards - A test in which a certain number of picture cards are displayed on the screen. Each card has one pair that can be in any position. After they unfold, you have to open everything in pairs.
7. Calculations - an exercise to improve arithmetic abilities. Difficulty, just like in all other exercises, can be easily customized in the passage parameters. The screen shows arithmetic examples that need to be answered quickly.
8. Addition - another test to accelerate the calculation ability. Your task of adding all the numbers shown on the screen can be quite challenging, since the last level of complexity contains both positive and negative big numbers, square roots, and squares of numbers that also need to be added to the previous result.
9. Arithmetic mean - the exercise of finding the average among a series of numbers on speed. The task is to calculate the result as soon as possible and enter the correct answer.
10. Error search - the last exercise in the development of arithmetic abilities, in which you need to find one of the examples shown on the screen. In a minute you have to deal with as many blocks as possible.
11. Searching for extra- the first test for the development of mindfulness, in which you need to find the extra characters in the plate of the same characters. Complexity adds character similarity and the presence of rotation in different directions.
12. Arrows - an effective test for training mindfulness and speed response, the task of which is to press the desired key on the keyboard when falling arrows pointing in different directions.
13. Yellow balls - one of the most interesting exercises in PBT. Train the attention and speed of your brain by looking for and marking balls with values in ascending order.
14. Same figures - a very powerful exercise for training attention. One of the most effective of all available in PBT from this section to date. Finding 2 identical figures among many is not as easy as it may seem at first glance.

15. Extra hat - look for a single hat that has no equal one on the screen. Pay attention to features same as a real detective.



Each of these tests has advanced analysis tools, which is the main advantage of the Power Brain Trainer. Each playbook is recorded in a story and all this data is used to independently view their own playbooks and to build a chart of success. Results analysis tools will be improved in the future.

In addition to the tests described above, the Power Brain Trainer contains many other tools, such as the interesting facts section, achievements system, application usage statistics, Brain Center educational platform and more.



## **The basics of using PBT**

This section describes the basic principles of using the simulator, describes the main components and their purpose. The information here is sufficient only for the first superficial acquaintance, and for a more detailed study of the program we recommend reading all the other sections.

### **The purpose of the program**

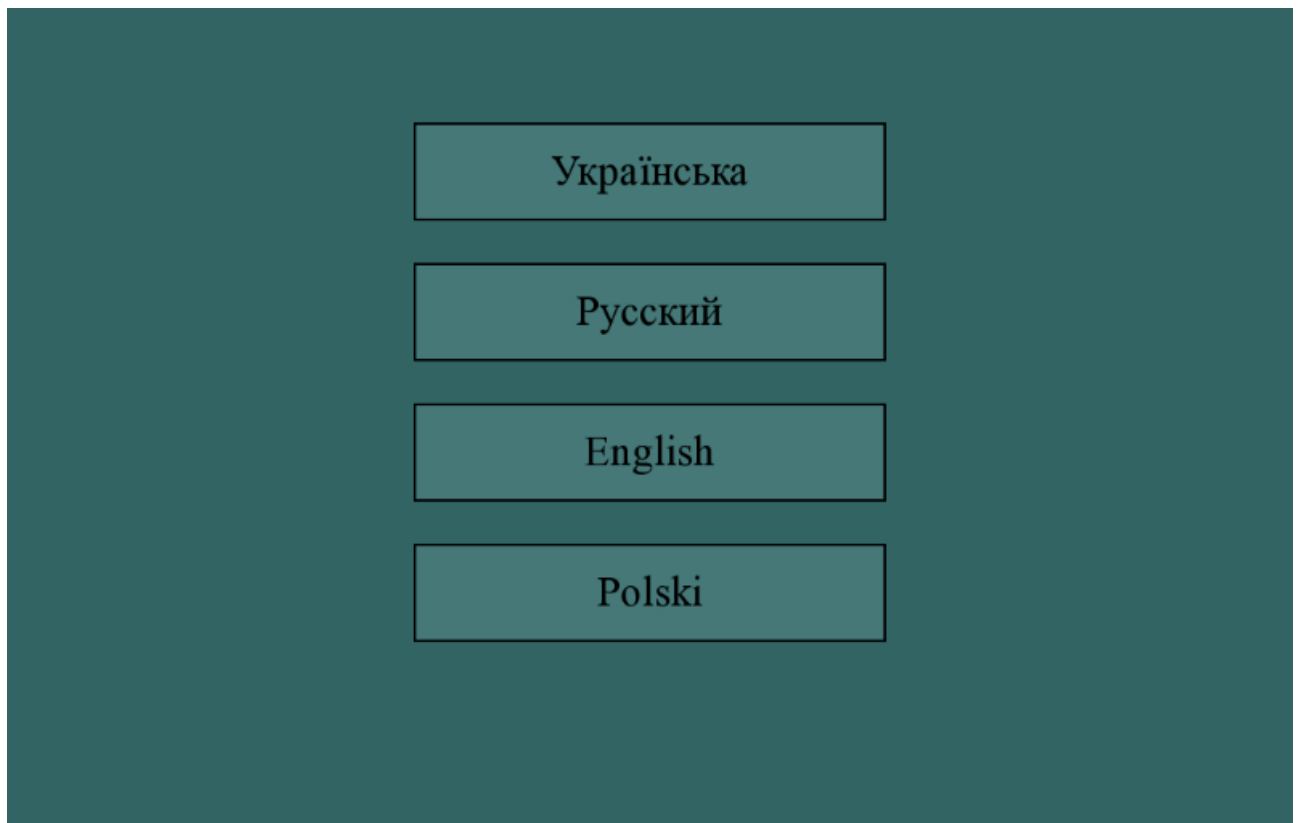
Power Brain Trainer is a program designed for brain training for any age group of users. This is useful for both children and adults. A brain trainer helps you spend your free time for yourself.

The Power Brain Trainer currently contains 4 tests from the Memory section, 4 tests from the Arithmetic section and 3 tests from the Attention section. There are 3 tabs for each of these tests: Home, History, and Analysis. In the first tab you can adjust the passing parameters, see the achievements of shields, records and stars, run the test, return to the test menu. In the second tab, you can view the entire walkthrough and customize the colors of the constructor. In the future, the story can be filtered by different criteria. The Local Analysis tab still only contains a graph of success, but in the future it will evolve and the analysis will become more powerful.

In addition to the standard tests, the Power Brain Trainer contains many other tools, such as the interesting facts section, achievements system, application usage statistics, the Brain Center educational platform, a powerful tool for passing and creating quizzes called Brain Test and many more. All these tools help train different parts of the brain and make the program fun.

### **First run**

Immediately after installing the Power Brain Trainer on your computer, it is ready to run and does not require additional downloads and authorization. For the convenience of users, you will first be greeted by a window for choosing a language. This version of PBT supports 4 languages: Ukrainian, Russian, English and Polish. At first launch the next step after choosing a language is to choose one of the design options. You can then change it in the settings at any time.



### **Where to start?**

The Power Brain Trainer has a built-in instruction system. Each beginner will be informed about the main features of the program and the principles of its use. It starts with the user creating their profile in PBT and going through a training cycle in the Funnel Test from the Memory Improvement section and then in the Calculations test from the Arithmetic Improvement section.

Each new user section will have a help text explaining its purpose. An example of an instruction window is shown in the figure below.

Let's start brain training. The first test we will start with is in the memory training section and is called „Sequences,,. We now need to find and open it.

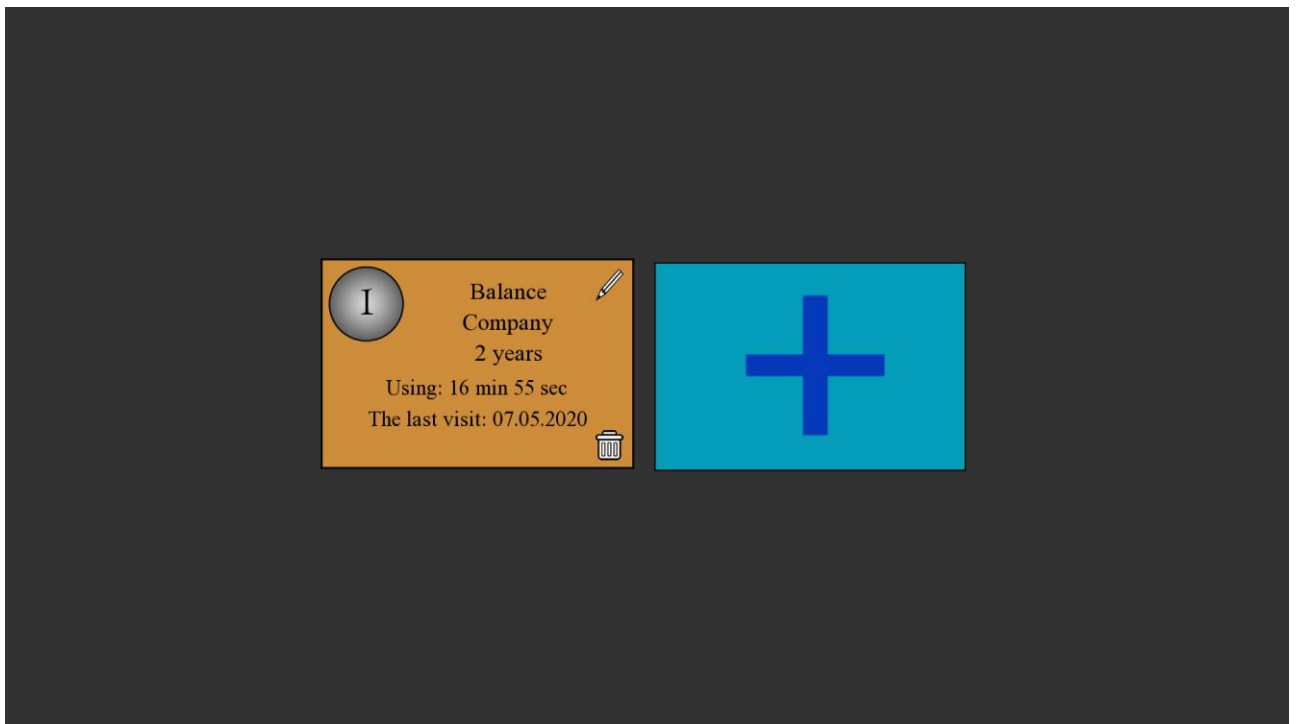
OK

## Creating a profile

### Basic information

Power Brain Trainer supports the ability to create multiple profiles on a single copy of the application. For the standard PBT version, the maximum number of profiles is 2. In the GOLD version, the maximum number of profiles is increased to 9. For more information on raising the simulator to the GOLD level, see "Upgrading to GOLD".

Each profile has its own save database and is therefore isolated from the others. This has many advantages, for example: several people can keep their own profile in the simulator; you can start all over again with your previous successes in a different profile.



## How to create a profile.

To add a new profile, click on the "+" sign. In the window that opens, fill in all the fields and click the "add" button. Then, in the profile selection window, a new questionnaire of the newly added user will appear, clicking on which will go to the main menu.



Use the digits 1-12 to enter the month

Name:

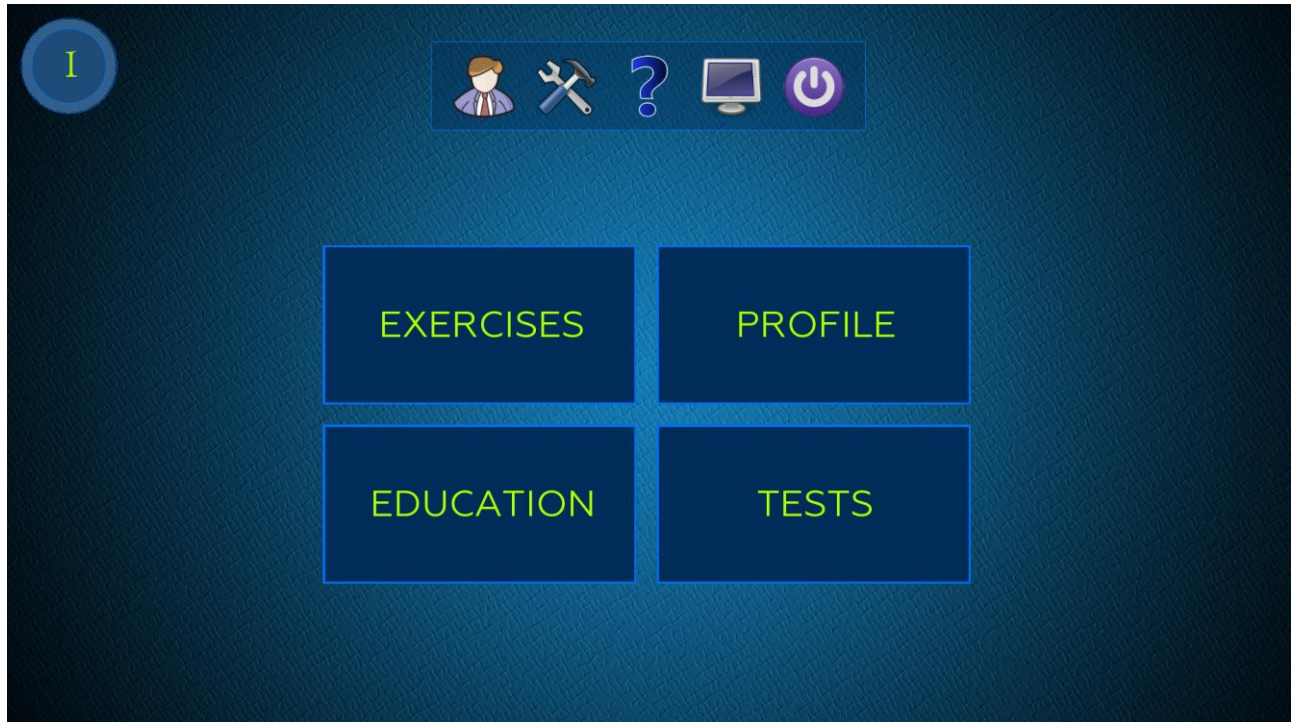
Surname:

Date of birth:

☐ Disable instructions

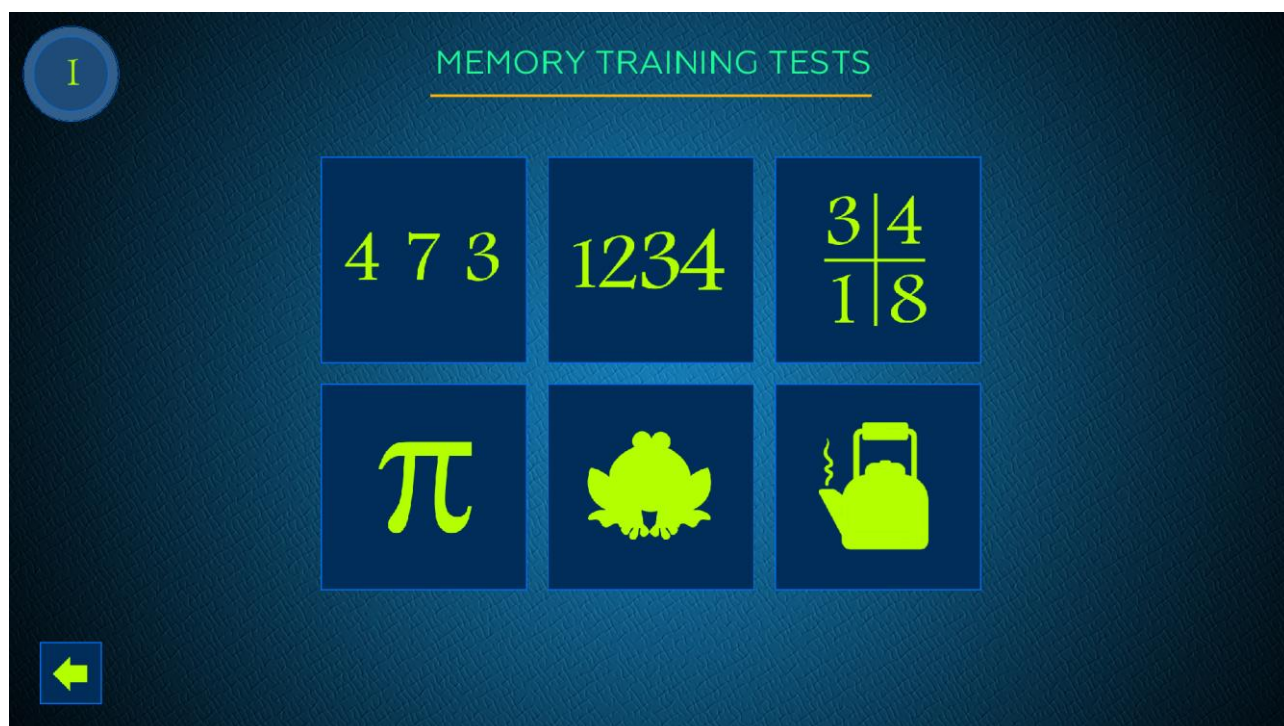
## Sections of the simulator

The main menu allows you to get to the main block of the exercise program, view profile information, open additional sections “Brain Center” and “Brain Test”, as well as return to profile selection, open settings, help and captions.



The exercise section contains its own menu for sorting exercises into blocks: Memory, Arithmetic, Attentiveness. For each of these blocks there are separate test menus, from which all tests of the selected section are accessed.





The "Profile" section also has its own menu, which today serves to go to statistics, the collection of interesting facts and statistics. In the future, the number of opportunities to view the profile will increase.

## General about exercises

### Parameters

For each exercise it is very important to set the parameters. From their position depends type and complexity of the exercise. All exercises have options that are available to GOLD PBT users (see GOLD Upgrades for details).

### Points

The main characteristic of success in the exercises are points scored. Each pass is evaluated on a 100-point scale. The number of points scored depends on the complexity of the parameters and the quality of passage.

### Shields

There is a shield system for each exercise. They can also be called local levels. To achieve a new shield you need to score points. The longer you train for the test, the better your shield will be.



### Stars

Depending on the number of points scored, a record is fixed. The number of stars depends on the record. There are only 5 of them for each exercise, but to score 2 stars is already a good result. To get stars you need to score 50, 60, 70, 80 and 90 points, respectively.

## **Text generation**

After passing the "Sequence" exercise, a text message is generated in the special field at the bottom of the screen. It can be different in nature and not only relate to this passage. In this version, text generation only works for one test, but in a future update, the generator will appear everywhere and will be improved.

## **Sequences**

### **Test description**

Sequences is the first test in the memory improvement section. The task is to memorize a number of objects that appear on the screen one by one. Sequences are generated randomly, with two identical elements in succession unable to follow.

### **Parameters**

- 1) Object - sets the type of objects that will be displayed on the screen. Numbers, letters, symbols, colors and objects are available.
- 2) Range - sets the range of valid values. Only the first 4 objects are generated in the minimum range and all 10 are present in the maximum range.
- 3) Quantity - determines the size of the sequence.
- 4) Time is a pause before the next item is displayed.

### **Features of memory training**

This test trains short-term memory and ability to concentrate. It especially helps to develop the ability to remember not only the end or the beginning of something, such as a conversation, but everything completely. We often have to find ourselves in situations where information quickly arrives and we do not have time to focus, lose the beginning and accordingly lose all further essence. The Sequence test trains the brain's ability to remember long chains of information in the correct order for further reproduction.

## **Excrescence**

### **Test description**

In this test, the sequence starts with only one element. Each step repeats the previous ones and adds one more. You need to remember more and more elements. The test works on the principle of a rapidly growing snowball.

### **Parameters**

There is no quantity in the parameters as it gradually increases. The maximum test supports 30 items.

1) Object - sets the type of objects that will be displayed on the screen. Numbers, letters, symbols, colors and objects are available.

2) Range - sets the range of valid values. Only the first 4 objects are generated in the minimum range and all 10 are present in the maximum range.

3) Time - a pause before the next item is displayed.

### **Features of memory training**

The essence of the training result is very similar to Sequence, but here is the aspect of sorting data in short-term memory. The brain learns not to clog memory with repetitive information, but simply to access it with repeated repetition.

## **Plate**

### **Test description**

In this test, a screen with the size of your choice is displayed on the screen. The generator fills each of its cells with a certain random object. You have a few seconds to memorize the placement of the items in this nameplate for further playback.

### **Parameters**

There is no quantity in the parameters as it gradually increases. The maximum test supports 36 items.

1) Object - sets the type of objects that will be displayed on the screen. Numbers, letters, symbols, colors and objects are available.

2) Range - sets the range of valid values. Only the first 4 objects are generated in the minimum range and all 10 are present in the maximum range.

3) Length - determines the number of cells of the plate horizontally.

4) Width - determines the number of cells vertically.

5) Time is a pause before the next item is displayed.

### **Features of memory training**

This test, in addition to direct memory training, develops space-oriented orientation. Elements can be remembered not only as a multi-line sequence, but also in an ordered way.



# Constants

## Test description

This test is intended to study some irrational numbers. Here are the most common infinite constants that are really useful to know. Up to 1000 decimal places are maintained for each number. Test yourself by entering the decimal point in a special field.

## Parameters

1) Constant - Selects a number from the following:  $\pi$ ,  $e$ , square roots of 2, 3 and 5, Euler constant and golden ratio.

2) Time - sets a limit for entering a single digit number. You can remove the restriction and then enter an unlimited amount of time to enter the next digit.

3) Life is a parameter that gives you the right to make a mistake. If there are still extra lives, then in the event of a mistake you will still not lose.

## Features of memory training

If you think that it is wasting your memory in vain, you are mistaken. Studying constants, on the contrary, improves and accelerates access to it for exchange. Our memory is so large that even a million digits are a very small patch of the total. Studying the constants is certainly very helpful.

## **Singing frogs**

### **Exercise description**

Singing frogs is an exercise for memorizing and reproducing the sequence of frogs croaking. Click on the frogs in the order in which they "sang".

### **Parameters**

- 1) Number - changes the number of rows of frogs on the screen.
- 2) Speed - adjusts the duration of the pause between croaks.
- 3) Life - a parameter that gives the right to make a mistake. If there are still extra lives, then in case of a mistake there will be no loss.

### **Features of memory training**

This exercise has the same principle of memory training as the Excrescence exercise. The brain learns to quickly add repetitive information to memory reserves and update it with each new step when another new element is added.

## **Cards**

### **Exercise description**

Cards are a popular test for practicing memory and mindfulness at the same time. You need to remember all the cards on the screen. After they turn over, you must find all the pairs. Click on the card to open it, and then open its pair.

### **Parameters**

- 1) Number - changes the number of pairs of cards on the screen.
- 2) Time - adjusts the length of time the cards are displayed before closing.
- 3) Life is a parameter that gives you the right to make a mistake. If there are still extra lives, then in the event of a mistake, I will still not lose.

### **Features of memory training**

In addition to memory, mindfulness and speed of perception are also involved. The exercise combines several areas of training, which makes its focus comprehensive.

# Calculations

## Test description

This test is intended to improve arithmetic abilities. Here you need to quickly resolve the examples shown on the screen. It is worth hurrying because time is limited. In one minute you need to give as many answers as possible, and try to count not only quickly but also correctly.

## Parameters

- 1) Difficulty - adjusts the range of numbers in the examples.
- 2) Type - sets the type of arithmetic action.
- 3) Life is a parameter that gives you the right to make a mistake. If there are still extra lives, then if you make a mistake, you still won't lose.

## Features of arithmetic training

The calculations very effectively help to improve the speed of the brain. Over time, you can get rid of the calculator and figure everything in your head. This is a very powerful test if you exercise regularly.

## **Addition**

### **Test description**

In this test, you need to add everything that is consistently displayed on the screen. These can be both positive and negative numbers, as well as simple actions such as root extraction or elevation. After summarizing everything, you must enter the result at the end.

### **Parameters**

- 1) Complexity - adjusts the numbers and actions shown on the screen.
- 2) Quantity - sets the size for the sequence of displayed items.
- 3) Time is a pause before the next item is displayed.

### **Features of arithmetic training**

A characteristic feature of this test is the need to keep in mind the result. We have to add a number to a value that does not have a visual representation and this significantly complicates the task.

## **Arithmetic mean**

### **Test description**

A test to increase the speed of calculations and improve the orientation of numbers. Calculate the arithmetic mean of a number of numbers displayed on the screen. In addition to doing the right thing, it is also important to make all the calculations as soon as possible.

### **Parameters**

- 1) Complexity - determines the magnitude of the numbers in the series.
- 2) Number - adjusts the size of a series of numbers to find the average between them.

### **Features of arithmetic training**

The test is a great help to learn how to develop the ability to work with numbers freely, as it requires you to constantly do some calculations in your head and keep some intermediate results of calculations in your memory.



## **Error searching**

### **Test description**

This test shows some arithmetic examples on screen. All of them answered immediately. But among all the examples one contains an error. The answer is misspelled. Your task is to quickly find examples of errors. You have one minute.

### **Parameters**

- 1) Complexity - controls the types of arithmetic examples to generate.
- 2) Quantity - a parameter that sets the number of examples to find one with an error.
- 3) Deviation - adjusts the permissible error rate for the wrong example.
- 4) Life is a parameter that gives you the right to make a mistake. If there are still extra lives, then if you make a mistake, you still won't lose.

### **Features of arithmetic training**

The test not only trains the ability to quickly calculate, but also to quickly analyze a large amount of input data. Regular training on this test can help you to develop inaccuracies when dealing with a wealth of information.

## **Searching for extra**

### **Test description**

This test trains mindfulness and the ability to look without focusing on individual objects. On the screen, a tablet filled with identical symbols. Only one cell has another symbol. You need to find these cells in the plates within one minute.

### **Parameters**

1) Complexity - adjusts the character combinations that fill the nameplate and at the same time controls the presence of their turns.

2) Quantity - sets the size for the square plate, the cells of which are filled with characters.

3) Life is a parameter that gives you the right to make a mistake. If there are still extra lives, then if you make a mistake, you still won't lose.

### **Features of mindfulness training**

This test helps you learn how to keep track of everything at the same time and process large blocks of aggregated information correctly and quickly.

## **Arrows**

### **Exercise description**

In Arrows it is important to have a quick reaction. You can develop this ability by practicing this test regularly. The falling arrows point in different directions. When they reach the special area below you need to press the corresponding key on the keyboard.

### **Parameters**

1) Difficulty - adjusts the number of directions for arrows and the presence of trap arrows and arrows that change direction.

2) Speed - sets the rate of fall of arrows.

3) Life - a parameter that gives you the right to make a mistake. If there are still extra lives, then if you make a mistake, you still won't lose.

### **Features of mindfulness training**

The exercise helps to accelerate the brain's response to a particular event. Another important aspect of training is the ability to quickly gather after the first mistake and not lose all life at once.

## **Yellow balls**

### **Exercise description**

Yellow balls are a good bright exercise for training attention. Find and mark the balls with the values in ascending order. In 100 seconds try to mark as many balls as possible.

### **Parameters**

1) Object - what will be displayed on the balls (Arabic numerals, Roman numerals or letters of the English alphabet).

2) Complexity - whether the elements will start with one and follow one another in order.

3) Life - a parameter that gives you the right to make a mistake. If there are still extra lives, then if you make a mistake, you still won't lose.

### **Features of mindfulness training**

In addition to the standard aspect of mindfulness, this exercise also trains the speed of perception of the visual world and the speed of situation analysis.

## **Same figures**

### **Exercise description**

Same figures are just a dream to train attention. It is not easy to find a figure that is similar to itself, among many different figures.

### **Parameters**

1) Difficulty - determines whether the figures will be painted (different color does not affect the sameness) and whether they will change size (pulsate).

2) Number - how many figures will be on the screen.

3) Life - a parameter that gives you the right to make a mistake. If there are still extra lives, then if you make a mistake, you still won't lose.

### **Features of mindfulness training**

The exercise trains well the ability to navigate in a mess, pay attention to small things and quickly cope with the search.

## **Extra hat**

### **Exercise description**

Extra hat is an exercise that requires special concentration from you. It seems that everything is very simple, but some generations can make you waste time. Ideally, you should go through each round instantly.

### **Parameters**

- 1) Complexity - regulates the number of different hat options.
- 2) Number - how many hats will be on the screen.
- 3) Life - a parameter that gives you the right to make a mistake. If there are still extra lives, then if you make a mistake, you still won't lose.

### **Features of mindfulness training**

Concentration is something that many lack. It is worth learning to focus on the problem and quickly see its solution. If you train regularly on this exercise, you will instantly learn to find an extra element anywhere, even if it is not very different from others.



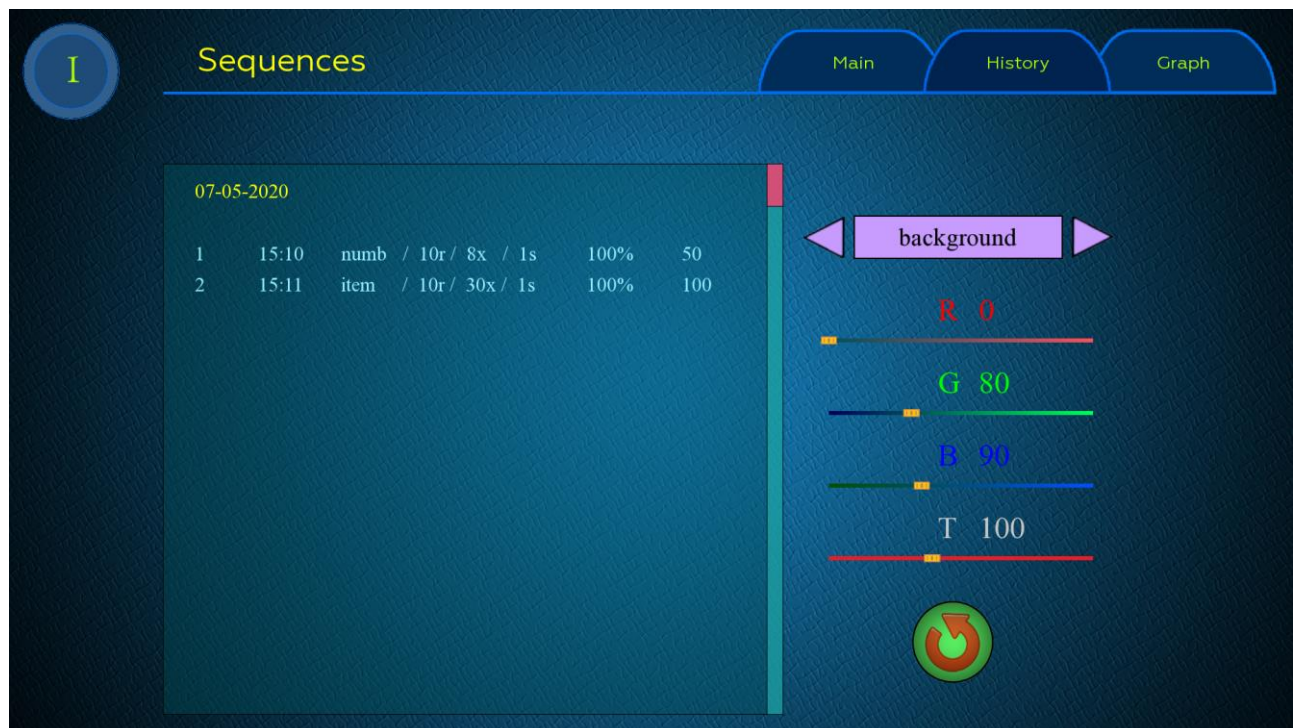
# History

## Basic information

History is needed to give you an overview of your previous passages. It is fixed from the beginning for each passage. To view the history for a particular test, first open the test itself and then change the tab from Home to History.

## Color Constructor

To the right of the output field is the color history constructor. With the RGB sliders, you can change the color palette of the output. In this version of Power Brain Trainer, the following components are available for change: the background, the line on which the slider moves, the slider, date text, regular text, record text, and bad passage text. Below the sliders is a button to return to the default settings. In the future, the capabilities of the designer will be expanded.



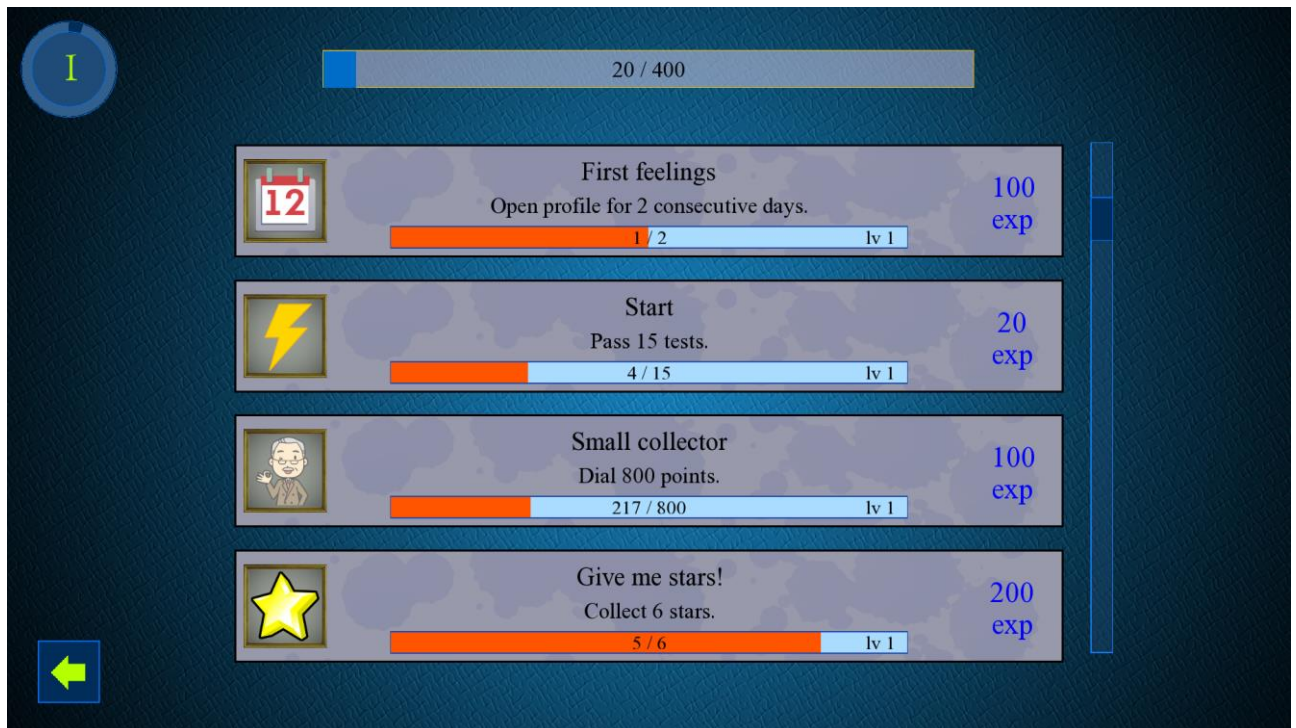
## Analysis

In the local test analysis, a chart of progress in passing according to the points scored is displayed. You can change the number of key points along the X axis by using the toggle buttons above the top right of the box to display the graph. If more than 50 points are selected, the accuracy of the graph is reduced by combining multiple points into one with the average of the points scored.



## Levels

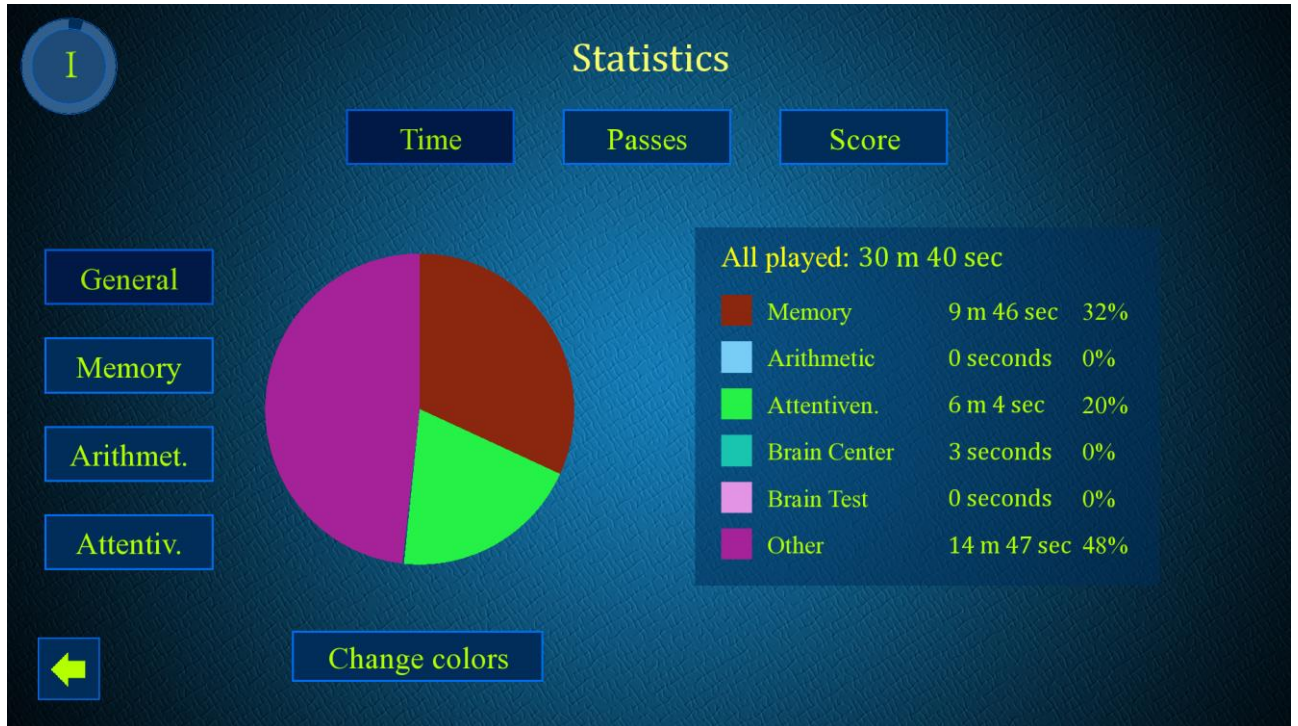
Power Brain Trainer also has a level system. To level up you need to get achievements, as well as take away daily bonuses. Now there are only 22 blocks of achievement.





## Statistics

PBT usage statistics allows you to keep track of the distribution of time, passes and points between sections.



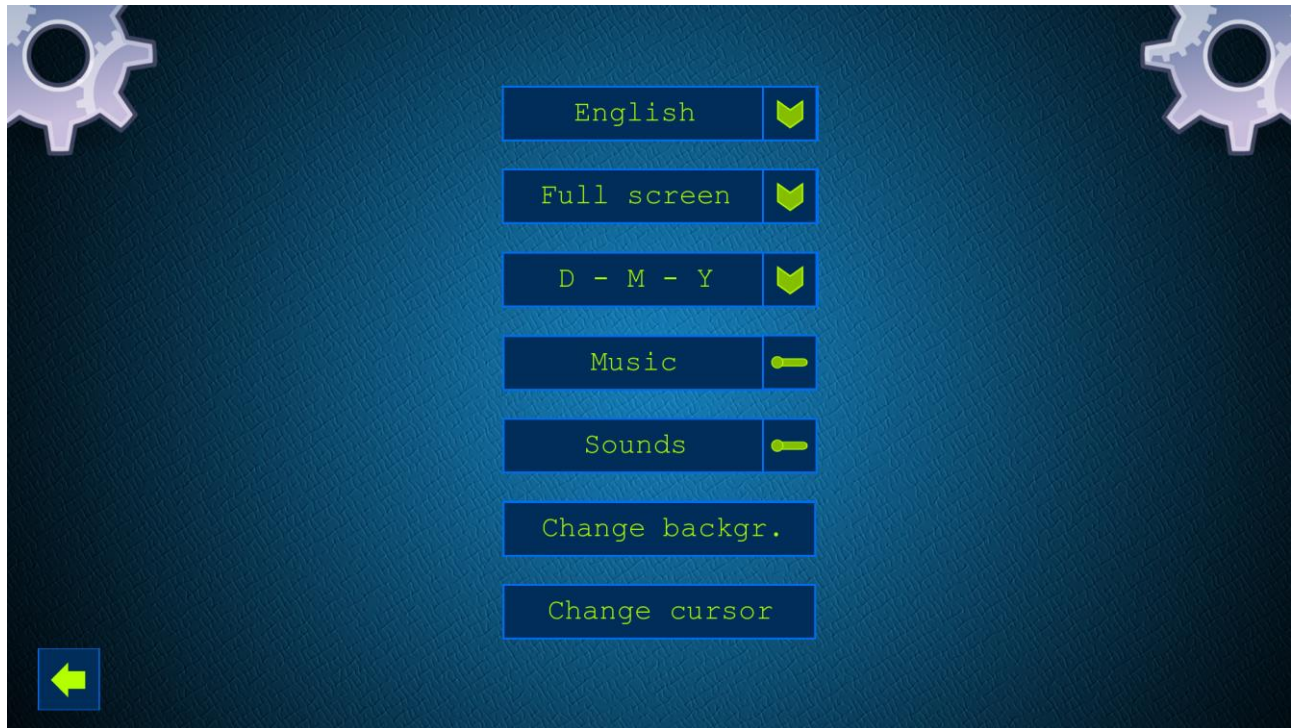
## Collectional facts

Collect a collection of interesting facts, gaining achievements and collecting daily bonuses. The whole collection of collected facts is divided into categories. To get into a certain category, click on the rectangle with it, and to open the general list of facts click on the fill button "all facts" above the categories.



## Settings

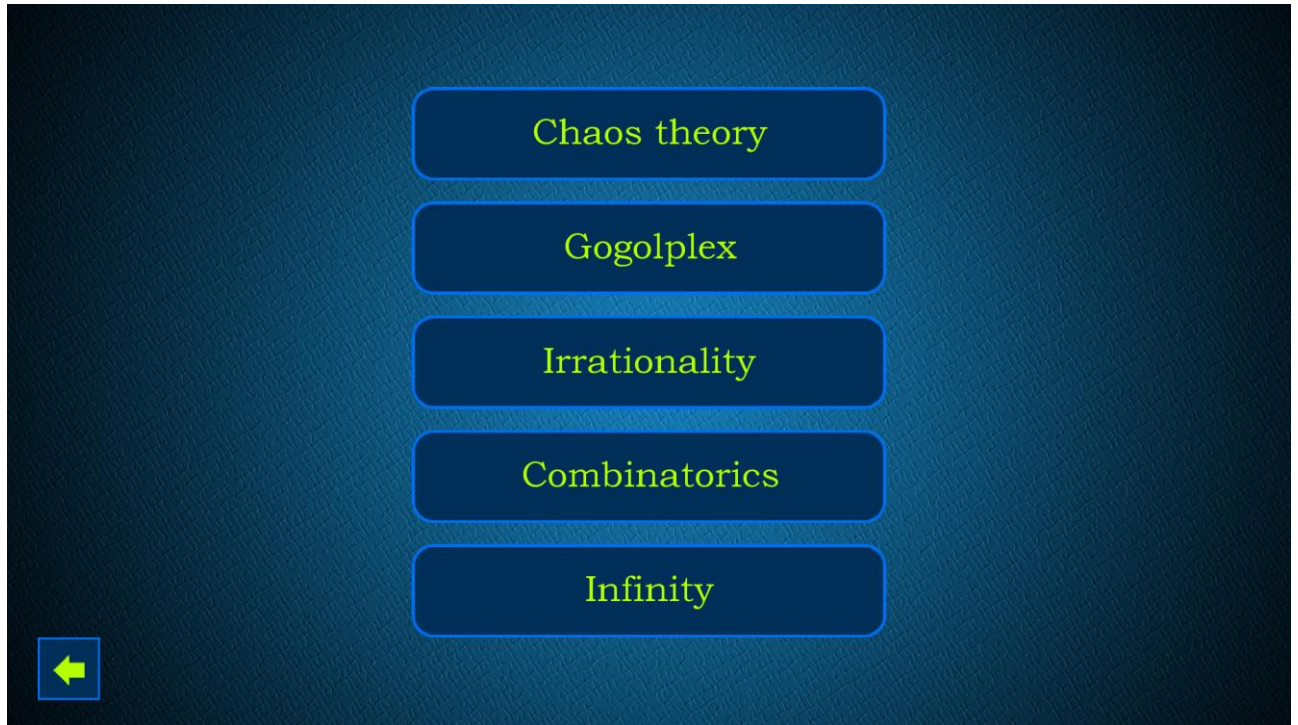
You can change the language, window resolution, mute or unmute music and sounds, change the date format, and select a background at any time. GOLD is required to unlock more backgrounds. GOLD users can also use their own background and customize color packages for any background of the program.





## Brain Center

Work on the Brain Center educational platform has already begun. This section of the simulator will publish interesting articles of informative nature with the purpose of expanding the circle of knowledge of our users. Only interesting topics and clear explanations. You must have the appropriate DLC, which is distributed free of charge, to run.



## Brain Test

### Basic information.

Brain Test is a very powerful tool for passing, downloading and creating tests and quizzes. The set also includes interesting tests from developers on various topics, the number of which regularly increases. Brain Test can be purchased separately from Power Brain Trainer, but PBT users have the option to download Brain Test for free.



The test constructor allows you to create your own tests and quizzes, which can then be passed. The main advantages of the test constructor include:

- tests of different types;
- any number of answer options;
- automatic evaluation;
- a wide range of global settings for passing;
- creation of tests in all languages supported by the program.



## How to create your own test?

To create your own test in the test menu, click on the "Create Test" button at the top of the screen. This will open a location to add questions to the test.

The screenshot displays a user interface for creating a test. At the top left, there are five stars for difficulty selection, with the first star filled. Next to them is a navigation bar showing '1 / 15' with left and right arrows. On the far right, there is a grid of icons: a floppy disk, a gear, a red minus sign, a red X, and two document icons. Below the stars, four radio buttons are labeled 'variants' (selected), 'sequence', 'conformity', and 'enter yourself'. To the right of these is a text input field containing 'In what year was Boxing legalized?'. Above this field are language selection buttons for 'EN', 'UA', 'RU', and 'PL'. Below the question field is a 'required' checkbox which is checked. Underneath, there is a list of three answer options: '1900', '1850', and '1950'. Each option has a checkbox to its left (the first is checked) and a red X icon to its right. At the bottom of this list is a button labeled 'Add an answer'. In the bottom left corner, there is a back arrow button.

The stars in the upper left corner set the difficulty for the current question. The difficulty can be from 1 to 5. The distribution of points during the automatic calculation of the assessment depends on it.

Under the stars there are 4 switches. Select a question type. "Options" - you should choose one or more of the correct options from the list. "Sequence" - you should place the answers in the correct order. "Correspondence" - you should correctly combine the answers from the right column with the answers from the left. "Enter manually" - you should write your own text of the answer in a special field.

Choose the language you want to fill in. You can create a test at the same time for all languages available in the program. Be careful, if you have already started creating a translation into several languages, then do it everywhere. If there is no

translation somewhere, the program will fill in the blanks with template text such as "Answer 1".

In the question input field, enter the text that will be displayed to the user as you scroll through the answer options. If you do not want the test to be passed without answering this question, check the "Required question" box.

You also need to add your answers. In the "Options" mode, to the right of the answer, tick which of the suggested answers are correct. This is required for automatic verification. In the "Sequence" mode, simply write all the options in the correct sequence, and during the passage the program will change the order of responses to random. In Match mode, write the correct links between the right and left at once, and the program will change the order of the answers to random. In the "Enter manually" mode, write all possible options for the correct answer. Note that you can write a word with a capital letter, you can write with a lowercase letter, as well as all capital letters. The program will compare the entered answer with your list of correct ones.

Click on the "+" sign to add a question. Be careful, if you did not fill in the minimum number of answers or forgot to enter a question, the test blanks will be filled with templates "Questions 1", "Answer 1" and so on.

Save the draft and after returning to the program you will be able to continue creating your test.

If all the questions are ready, then go to the additional test settings, where you will find general settings, evaluation settings and text settings after passing.

If you have added an extra question, you can delete it. You can also delete the entire test, clearing the saved draft.

If multiple questions in your test have the same answer options, instead of re-entering them manually many times, it's best to use copying. The copy button will copy the texts of the answer options for all added languages and you can paste them in the desired question.

GENERAL TEST SETTINGS

EN

UA

RU

PL

Test name:

Test author:

Password:

Description:

0 / 400

☐ Check answer right away

☐ Do not navigate on questions

☒ Random order of questions

☒ Random order of variants

☐ Disallow review of test after result

☐ Locked test edit

Test complexity:  

★★★★★

Time limit:  

7:30

From all questions (15)  
 show random:  

15

Be sure to fill in the "Test Name", "Test Author" and "Description" fields in the general settings location. You do not have to add a password. If you set a password, the user will need to enter it before running your test.

The complexity of the test does not affect the assessment, it is only a general characteristic that will be displayed in the list of tests.

If you leave the time limit blank, the test time will be unlimited. You can set any time from 1 second to 99 minutes 59 seconds.

The "Show random questions of all questions" field determines how many questions will be selected from all the test questions. For example, you added 100 questions and want 5 people to pass this test, each with a different "option". Put the number 20 and each user will get a random 20 out of 100. Be careful, you can only use this feature when your test contains all questions of the same type with the same number of answer options and correct options, as well as the same difficulty. If there are different types of questions in your test, it is impossible to choose a certain number of them. This is due to automatic evaluation. You can choose questions that the maximum number of points will be 10, and you can choose those that will be a maximum of 40.

◀ **EVALUATION SETUP** ▶

Have time for:
Give a bonus:
Minimum score:
Maximum score:
Rounding:

70 %

0

0

15

1.00 ⬆️⬆️

1	In what year was Boxing legalized?	1	0.50	2	1.00
2	He became the first Olympic champion in history.	1	0.50	2	1.00
3	What is the average speed of a golf ball in the first moment after a ...	1	0.50	2	1.00
4	In Kyokushinkai karate 1 Dan is ...	1	0.50	2	1.00
5	How Many Dan in Judo?	1	0.50	2	1.00
6	Which country has participated in all the World Cups?	1	0.50	2	1.00
7	How many cells on a standard chessboard?	1	0.50	2	1.00
8	Which of these chess pieces can't walk backwards?	1	0.50	2	1.00
9	Who took the gold at the 2019 World Table Tennis Championships?	1	0.50	2	1.00
10	In what sport are the Ukrainian Klitschko brothers famous?	1	0.50	2	1.00
11	Masutatsu Oyama was the founder ...	1	0.50	2	1.00
12	How many cells does the entire fleet occupy in the standard version...	1	0.50	2	1.00
13	In 1958, Joy Foster won the Jamaican National Table Tennis Champ...	1	0.50	2	1.00
14	Magnus Carlsen is known as ...	1	0.50	2	1.00

The evaluation setting allows you to specify the limits: minimum and maximum score, after which all questions will automatically count the number of points, depending on the complexity you specify. If you are not satisfied with the automatic calculation, you can manually set the number of points for each question or just change a few values after the automatic calculation. The Rounding field sets the accuracy of the score shown after passing the score. If the user scored 14.68 points and the rounding accuracy is set to 0.2, the score will be displayed as 14.6.

If you want fast users who have managed before the allotted time to receive a bonus, then specify what percentage of the total allotted time can expire while the bonus is valid. And also specify how many points should be given. Be careful: even if the user gives all the correct answers, without a quick pass, if you used it, he will not get the maximum number of points.

◀

TEXT AFTER PASSING

▶

EN

UA

RU

PL

15

Text

11

Text

7

Text

3

Text

Post-pass text settings are required to show the user a greeting or something else when they receive a certain number of points for the test. You have 4 different versions of the text, which the program will display for different numbers of points scored during the passage.

## **GOLD Upgrade**

### **General Information**

The Power Brain Trainer has a PBT-GOLD add-on, which adds more features to the application.

### **Advantages**

Unlike the standard package, the GOLD version of the Power Brain Trainer has some significant advantages:

- 1) 52 additional GOLD backgrounds are available;
- 2) user's background uploading;
- 3) font colors editor;
- 4) cursor setting available;
- 5) all parameters for the exercises are unlocked;
- 6) the maximum number of added profiles increases to 9;
- 7) there are no restrictions when creating tests.

In addition, the following updates will also include specific features for Power Brain Trainer GOLD.



## Changes list

### Version: 4.5

Version number: 18

Updated: 22/12/2020 (d/m/y)

What's new:

- a new constant for studying "ln2"
- added 2 parts of the test on the topic of IT (Brain Test);
- some minor improvements.

### Version: 4.4

Version number: 17

Updated: 25/11/2020 (d/m/y)

What's new:

- partial optimization of the program;
- added a new extension 1100\*900;
- improvement of the "Games part 1" test (Brain Test);
- new "Games Part 2" test (Brain Test);
- some minor improvements.

### Version: 4.3

Version number: 16

Updated: 14/11/2020 (d/m/y)

What's new:

- color sets for backgrounds have become much better;
- fixed significant problems in the settings;
- fixed a text error in the window when deleting a profile;
- the level of reliability of the program has increased;
- some minor improvements.

## **Version: 4.2**

Version number: 15

Updated: 14/08/2020 (d/m/y)

What's new:

- added a new extension 1200\*800;
- fixed several issues in the settings;
- some minor improvements.

## **Version: 4.1**

Version number: 14

Updated: 02/08/2020 (d/m/y)

What's new:

- full release Brain Test (20 tests + designer);
- added a new extension 1366\*768;
- 4 new backgrounds (GOLD);
- the Polish language was repaired for text at the end of the exercise;
- some minor improvements.



## **Version: 4.0**

Version number: 13

Updated: 07/05/2020 (d/m/y)

What's new:

- fullscreen mode;
- window mode of various extensions;
- large redesign and improvement of graphics;
- doubled texture quality;
- new exercise "Singing frogs";
- new exercise "Yellow Balls";
- new exercise "Same figures";
- new exercise "Extra hat";
- transfer of the exercise "Cards" to the memory section;
- improved statistics;
- new Brain Test section (free DLC);
- new sets of backgrounds and colors;
- the ability to download your own background (GOLD);
- the ability to edit the colors of the interface (GOLD);
- improved system of achievements;
- combinatorics topic (Brain Center);
- infinity topic (Brain Center);
- fixed some bugs;
- a large number of other improvements.

### **Version: 3.3**

Version number: 12

Updated: 16/03/2020 (d/m/y)

What's new:

- the program began to run faster and more reliably;
- repair of credits in the exercise "Adding" was repaired;
- improved "Sorting" exercise (now "Arrows");
- improved Cards Exercise;
- reduced influence of GOLD on exercise parameters;
- fractal Generator repaired (Brain Center);
- added the theme of irrationality (Brain Center);
- the ability to change the cursor (GOLD);
- a few small improvements in the graphics;
- many small improvements.

### **Version: 3.2**

Version number: 11

Updated: 04/02/2020 (d/m/y)

What's new:

- some bugs are fixed;
- some minor improvements.

## **Version: 3.1**

Version number: 10

Updated: 09/12/2019 (d/m/y)

What's new:

- about googolplex (Brain Center);
- some other minor improvements.

## **Version: 3.0**

Version number: 9

Updated: 26/11/2019 (d/m/y)

What's new:

- score calculation has worked for all tests in the new 100-point scoring system;
- new 5-star test mode;
- points of achievement of shields changed;
- Improved achievement system;
- fixed some errors in the tests;
- added 10 collection facts;
- New optimized message generator structure;
- statistics are connected for all tests;
- improved some design options;
- some other minor improvements.

### **Version: 2.3**

Version number: 8

Updated: 03/11/2019 (d/m/y)

What's new:

- the Constants test was repaired;
- Improved mathematical information plates (Brain Center);
- some other minor improvements.

### **Version: 2.2**

Version number: 7

Updated: 02/11/2019 (d/m/y)

What's new:

- improved several standart designs;
- added mathematical information plates(Brain Center);
- some other minor improvements.

### **Version: 2.1**

Version number: 6

Updated: 26/10/2019 (d/m/y)

What's new:

- updated manual;
- start improving the instructional process;
- beta selection of cursor selection;
- some other minor improvements.

## **Version: 2.0**

Version number: 5

Updated: 14/10/2019 (d/m/y)

What's new:

- Start of standardizing and improving design;
- Ability to change design with background;
- New tests in the arithmetic training section "Arithmetic Average" and "Error Search";
- A new section on mindfulness training, including the "Search for superfluous", "Sort" and "Cards" tests;
- All tests are now available immediately and do not require unlocking;
- Added local analysis for the tests, which includes a chart of success;
- Collection facts sorted by groups;
- Added 35 more collection facts;
- Improved random generation of collection facts;
- Changed daily bonus;
- Profiles created can now be edited;
- Work on "BrainCenter" (free DLC) started;
- Start of improving sounds;
- Some other minor improvements.

### **Version: 1.3**

Version number: 4

Updated: 02/09/2019 (d/m/y)

What's new:

- the surname and first name can be entered not only in Latin;
- keyboard control is slightly expanded;
- added 30 collection facts about food;
- daily bonus appeared - discovery of 1 fact;
- the confirmation window eliminates the possibility of unintentionally deleting the profile;
- several translation errors have been fixed;
- some other minor improvements.

### **Version: 1.2**

Version number: 3

Updated: 26/08/2019 (d/m/y)

What's new:

- the test unlocking is reduced to the 3rd shield;
- changed standard backgrounds 1, 3, 9, 18, 28, 29;
- you can now turn off the instructions when adding a user
- some other minor improvements.

## **Version: 1.1**

Version number: 2

Updated: 24/08/2019(d/m/y)

What's new:

- achievements began to work more reliably;
- fixed a mistake in counting consecutive days;
- added 30 facts about space;
- getting new level adds more facts to collection;
- detected and eliminated language mixes in translation;
- some other minor improvements.

## **Future versions**

This section provides a list of major developments planned by the developers for further updates. The number of implemented and the speed of updates depends on the number of interested users. If you would like to influence this process, please let us know about your interest by writing a positive review on the Power Brain Trainer.

- 1) Filters for passing history;
- 2) Improved output of passing history;
- 3) Improved local analysis for all tests;
- 4) More tests for memory training;
- 5) More tests for arithmetic capabilities;
- 6) More tests to improve mindfulness;
- 7) New section of tests for training of thinking;
- 8) Assistant in the preparation of the training plan;
- 9) Much more collectible facts;
- 10) Internal test for checking the knowledge of the facts collected;
- 11) Improved graphic design;
- 12) Improved sound design;
- 13) Special approach for different age groups;
- 14) Translation into other languages;
- 15) Brain Games section.



## Support

To contact the developer team, use our support team email:  
[brain.trainer.dev@gmail.com](mailto:brain.trainer.dev@gmail.com)

We look forward to your suggestions for improving the Power Brain Trainer. The best ideas may be considered and implemented.