

TEST MODE

When you’re ready to test yourself, choose TEST on the OPTIONS screen. You’ll be tested with a random game from LOGIC, RECALL and SPATIAL AWARENESS, plus the BRAIN DUMP game. The games play the same as they do in Play Mode. At the end of your test, MYQ will show you a graph that shows how you scored in each Brain Area, plus details of your combined score in that game, and your Best Score. It will also show your history of scores, so you can track your progress. For more details, see VIEWING YOUR SCORES.

VIEWING YOUR SCORES

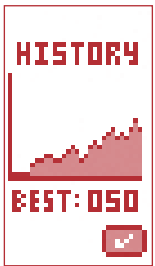
Play Mode Scores: MYQ tracks high scores for each game in PLAY MODE. To view them, scroll to the SCORES screen in OPTIONS and press ✓ on PLAY. Scroll through the Brain Areas and select individual games to view your scores. Press MENU to return to the Brain Area Screens.

Test Mode Scores: MYQ tracks much more information about your test scores. Select TEST to view the results of your last test and a chart of your score history. See the examples below.



The amount in black shows how good your score was in each Brain Area.

The TOTAL is your combined test scores (excluding Creative). BEST is your highest score to date.



The graph shows a history of your scores, from left to right.

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, push in RESET, remove and reinsert the batteries, or replace the batteries with fresh ones.

BATTERY INFORMATION

3x3 A76 or LR44 Alkaline BATTERIES INCLUDED

Replace with 3 x 1.5V “A76” or LR44 size alkaline batteries. Phillips/cross head screwdriver (not included) needed to replace batteries.

Replacing the batteries: Loosen the screw on the battery compartment, located on the back of the game, and remove the door. Remove the old batteries and insert 3 A76 or LR44 size batteries “+” side up. Then replace the door and tighten the screw.

CAUTION:

1) As with all small batteries, the batteries included with this game should be kept away from small children who still put things in their mouths. If it is swallowed, promptly see a doctor and have the doctor telephone (202)-625-3333 collect. In other countries, have the doctor call your provincial poison control center. 2) Make sure the battery is inserted correctly and follow the game and battery manufacturers’ instructions. 3) 3. Do not mix old and new batteries, or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

FCC STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including any interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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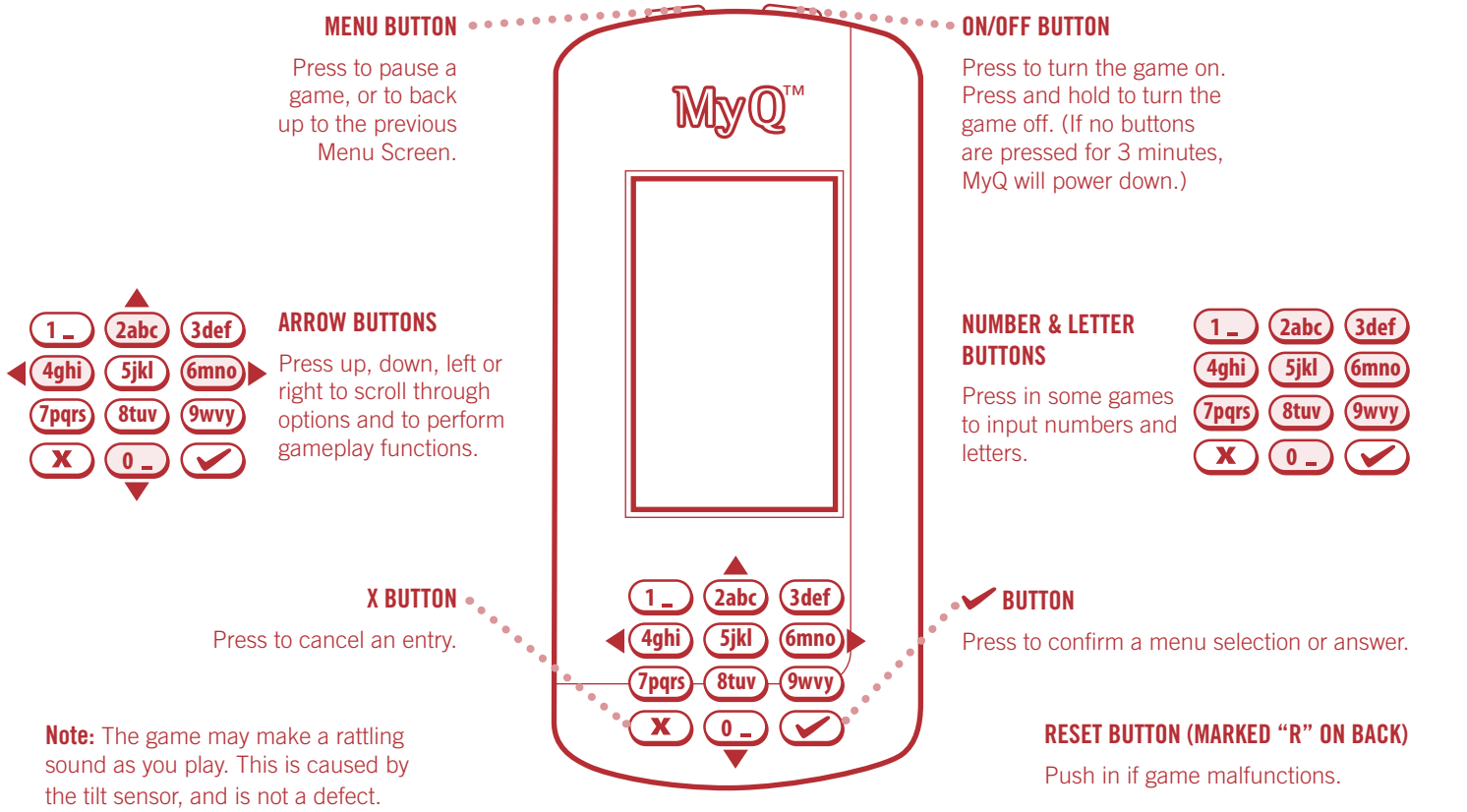
FOR 1 to 3 PLAYERS
AGES 12+

MYQ is a brain training system. It will help boost your mental performance by exercising your gray matter. So get ready to flex those neurons and tone those synapses with the mini gym that fits right in the palm of your hand!

THE WORKOUT PROGRAM ► Every day for 10 minutes, test yourself by playing MYQ. The theory is that, like a muscle, the brain benefits from exercise and stimulation. MYQ will track your progress for 30 days at a time, so you can see how much your mental agility improves. Check your progress daily, and try to beat your previous scores!

THE WORKOUT ROUTINE ► The 10 games are specially designed to improve certain Brain Areas: LOGIC, RECALL, SPATIAL AWARENESS and CREATIVITY. Some, like Sudoku and Hangman, you may already be familiar with. Others, like Tilt-A-Maze, use new Tilt Sensor technology.

THE EQUIPMENT ► The illustration below explains the features of your game unit that you’ll need to know about.



GETTING STARTED

Press ON to power up. Your guide, Brainy, will greet you and introduce the game as you follow the screen prompts. Then the PLAYER screen will appear.

THE PLAYER SCREEN



There are 3 PLAYER screens, plus a GUEST PLAYER screen. Scroll left or right to choose one of the 3 players as your own. Then press ✓. (To get a quick overview of MyQ from Brainy, press ✓ on the NEW PLAYER screen, and press ✓ again to choose the tutorial.)

Signing on: On the OPTIONS screen, choose OPTIONS. Keep pressing ✓ until you see the NAME screen. Then press the LETTER buttons and ✓ to enter each letter of your name. (Press X to delete a letter if you make a mistake.) Press MENU to return to the OPTIONS screen.

IMPORTANT: Always choose your own PLAYER screen when working out, so MyQ can track your progress.

THE OPTIONS SCREEN



On the OPTIONS screen, press ✓ to choose PLAY (for practice or just for fun), TEST (to be tested randomly in one game from each Brain Area), or OPTIONS. If you choose OPTIONS, scroll left or right through the options. Press ✓ to choose one, or press MENU to return to the OPTIONS screen.

- **PLAYER:** Follow the screen prompts to add, change or delete a player name.
- **SCORES:** Choose either PLAY or TEST to view your high scores and history.
- **SCREEN:** Press ✓ to adjust the screen contrast.
- **VOLUME:** Press ✓ to adjust the sound.

THE MENU SCREEN



If you’re playing a game, you can press MENU to pause. The MENU will appear, giving you four choices. Press ✓ to choose one.

- **RESUME:** Return to the game in progress.
- **HELP:** View Brainy’s HELP screen for that game.
- **OPTIONS:** View options (see THE OPTIONS SCREEN).
- **QUIT:** End your game and return to the Game Menus.

PLAY MODE

The 10 games are divided into the 4 Brain Areas of LOGIC, RECALL, SPATIAL and CREATIVE. Practice them in Play Mode for as long as you want before testing yourself. To play a game, select PLAY from the OPTIONS Screen. Choose a Brain Area, then press ✓ to access the Game Menu. Press ✓ to choose a game. When the HELP screen appears, press ✓ to start the game. After Brainy’s 3-2-1 countdown, the game begins. There are 3 games in each Brain Area except for CREATIVE, which has one.

At the end of each game, you can choose either to play again or to quit. Quitting takes you to the Game Menu for that Brain Area. To back up to the Brain Area Screens, press MENU.

LOGIC GAMES	SUDOKU	PYRAMATH	HANGMAN
RECALL GAMES	DIAL-A-PHONE	BRAIN MOVES	OPTIX
SPATIAL GAMES	TILT-A-MAZE	SHAPE MATCH	AVOIDING
CREATIVE GAME	BRAIN DUMP		



LOGIC GAMES

SUDOKU



THE GOAL: Place the correct numbers from 1 to 6 in each 6-space grid. There can be no more than one of each number in every column, row and grid.

THE TIME & POINTS: It’s a 4-minute game. Points are awarded for each properly-placed number.

THE PLAY: The flashing cursor indicates your position. Use the ARROW buttons to move around the screen.

CLUE numbers are fixed and appear in the shaded blocks. Enter numbers in the unshaded blocks. To do this, move the cursor to the block you wish to fill, press ✓, then press the NUMBER button of your choice. Press the ARROW buttons to move to a new target block and continue to enter numbers.

To delete a number, move the cursor to its block and press X. Then press ✓ and the NUMBER button of your choice to replace it.

Solving a puzzle: If you complete a whole screen correctly, a big check mark appears. Then a new puzzle starts. When time’s up, see the END OF GAME screen with your scores.

PYRAMATH



THE GOAL: Use mental math to calculate and input the (?) at the top of the pyramid from the symbols and numbers below it.

THE TIME & POINTS: It’s a 2-minute game. Points are awarded for how many correct answers you make.

THE PLAY: There are 2 important points to remember:

1) The math symbol (X, +, -) above a pair of numbers tells you which math process (add, subtract, multiply) you should use to answer a “?”.

2) Check the top of the pyramid first. If the “?” at the top is the only “?”, you only need to calculate the answer in the pyramid. If there are more “?”s below the top one, you’ll need to start your calculations in the bottom bar. See the examples below.

In this example there's only one “?”, so just calculate the 42 + 4 mentally in the pyramid.

In this example there are two “?”s, so you must mentally calculate from the bottom up!

Press the NUMBER buttons on the keypad to input the answers. Make a mistake? No problem! Press X to delete it. Enter a new number, then press ✓ to lock it in.

Solving a puzzle: A big check mark appears for correct answers; a flashing screen for incorrect ones. In either case a new puzzle comes up. When time’s up, see the END OF GAME screen with your scores.

HANGMAN



THE GOAL: Guess as many words as you can correctly before the entire Hangman appears on the screen.

THE TIME & POINTS: It’s a 2-minute game. Points are awarded for each word guessed properly.

THE PLAY: The word to be guessed is missing letters, shown by a dash or dashes. The correct letters must be placed in the dashes.

Choose a letter to guess by pressing the up or down ARROW buttons to scroll through the alphabet. Press ✓ to select your letter. Correctly guessed letters appear in the word to complete it. Incorrect guesses build a part of the Hangman.

The list of incorrectly guessed letters is tracked in the gray panel. If you guess a letter that already appears in the word, it will also appear in the gray panel, but in a white square. And it won’t count against you.

Solving a puzzle: A big check mark appears when you correctly guess a word. Then a new Hangman puzzle starts. If the word is not guessed within 2 minutes, a new puzzle will begin. When time’s up, see the END OF GAME screen with your scores.



RECALL GAMES



DIAL-A-PHONE

THE GOAL: To remember the missing numbers in a 7-digit phone number.

THE TIME & POINTS: It’s a 2 1/2-minute game. Points are awarded for each phone number you remember correctly.

THE PLAY: A 7-digit phone number appears on the screen, as shown to the left. Memorize it, then press ✓. A second screen appears with some digits missing. Fill them in by pressing the number buttons. Made an error? Easy fix! Just press X to delete it and press another number button to replace it. **IMPORTANT: Once the last number is entered, no changes can be made.**

If you complete a phone number correctly, you’ll see a big check mark and hear a ring tone; if you made an error, you’ll get a busy tone. In either case, a new number will appear on the screen. When time’s up, see the END OF GAME screen with your scores.

BRAIN MOVES



THE GOAL: Repeat a sequence of numbers and moves.

THE TIME & POINTS: It’s a 1-minute game (excluding Brainy’s moves). Points are awarded for correctly repeating each sequence.

THE PLAY: After Brainy moves around the screen, try to repeat his sequence of moves by pressing the ARROW buttons. Also remember and repeat in sequence any numbers he’s thinking of as he moves, by pressing the NUMBER buttons. *Note:* Brainy floats up after making his moves. Do not count this as a move!

To change an input, press X to delete it. **IMPORTANT: The last move or number you input cannot be changed.**

If you correctly repeat a sequence, a big check mark appears; if you’re not correct, the screen flashes. In either case, a new sequence appears. When time’s up, see the END OF GAME screen with your scores.

OPTIX



THE GOAL: Identify each new symbol that appears on the screen.

THE LIVES & POINTS: There’s no ticking clock in this game. You have 3 Lives (shown in the bottom bar), and the game ends after you’ve lost them all. Points are awarded for the largest number of correct responses in a row.

THE PLAY: Watch the screen carefully as each new symbol appears. It starts out easy with just one, but correctly identified symbols remain on the screen, so the pattern builds steadily with each correct response.

Move the square around the screen by pressing the ARROW buttons. Once the cursor is on top of the new symbol, select it by pressing ✓. If your response is correct, the screen changes and adds a new symbol for you to identify; if you’re incorrect, the screen flashes, a new sequence begins, and you lose a Life. The bar at the bottom tracks your Lives with + signs. When you make 3 incorrect responses, your 3rd Life is over and the END OF GAME screen appears with your scores.



SPATIAL GAMES

TILT-A-MAZE



THE GOAL: Guide a ball through as many mazes as you can by using Tilt Sensors.

THE TIME & POINTS: It’s a 2-minute game. Points are awarded for the distance your ball travels through the mazes.

THE PLAY: No buttons to press in this game because of the TILT SENSOR technology. Tilt the game up, down, left and right to guide your ball through the maze and to an exit.

In the tilt sensor games you may use the ARROW buttons rather than tilting the game if you prefer; but they’re all meant to be played by tilting.

Reverse tilt: After you complete the first maze, the game will enter a challenging *reverse* tilt. In this alternate universe, black is white, up is down and left is right, so you must tilt the unit in the opposite direction you want the ball to move in. The screens alternate between regular play and reverse play.

Scoring: Try to complete as many mazes as you can before time runs out. Remember, you are awarded points for the distance your ball travels. Finishing more mazes means winning more points. When time’s up, the END OF GAME screen appears with your scores.

SHAPE MATCH



THE GOAL: Direct the falling shapes to their matching shapes below.

THE TIME & POINTS: It’s a 2-minute game. Points are awarded for the number of correct matches.

THE PLAY: No buttons to push because of the innovative TILT SENSOR technology. Just tilt the game left or right to line up each shape as it falls. Then tilt down (but not too far) to speed the shape to its match.

Keep guiding the falling shapes to meet their matches. A big check mark appears each time you get a match; if you make an error, the screen will flash. Keep playing until time runs out and the END OF GAME screen appears with your scores.

AVOIDING



THE GOAL: Avoid falling bars that come at you from all sides by using the Tilt Sensors.

THE LIVES & POINTS: You have 3 Lives in this game of dodge’em. The longer you avoid getting hit, the more points you’ll score. No ticking clock. The game is over when you lose your third Life.

THE PLAY: No buttons to press in this game because of the TILT SENSOR technology. Tilt the game up, down, left and right to keep your ball from getting hit by the bars.

Reverse play: The longer you avoid the bars, the more bars will appear. If you survive long enough, the game will enter a challenging reverse play skill level for a limited time, where you must tilt the game in the opposite direction from the one you want to move in.

Scoring: When you lose a Life, the screen will flash. Play continues as above, as you dodge the bars to stay alive. The longer you survive, the more points you’ll score. After you lose your 3rd Life the game is over, and the END OF GAME screen appears with your scores.



CREATIVITY ACTIVITY

BRAIN DUMP



THE GOAL: Try to think up as many creative uses for an object as you can.

THE TIME: It’s a 2-minute activity. The purpose of this exercise is to train your brain to think creatively rather than logically. No points are awarded, so BRAIN DUMP does not affect your score. Judge your own output, then try to beat your count each time you play.

THE PLAY: When the question “How many uses can you think of for a...” appears on the screen, get ready to “text in” your answers using the letter keys on the keypad. It’s like entering a text message on a cell phone. Don’t worry about spelling, but your entries should have 3 letters or more.

For example, if the object is STONE, you may think of a statue, a doorstop, a paper weight, a hopscotch marker, and more. Enter each answer by pressing the LETTER buttons. To leave a space, press “0.” To delete a letter, press X. Be sure to lock in your answer by pressing the ✓ button after every entry. When you do this, MYQ will automatically keep track of your “uses.”

GOOD ANSWER/BAD ANSWER: You’re the judge, but try to give as many valid answers as you can.