BrainTrainerPlus
Update guide

Version 22.4.26 new features and improvements

Australian English edition

In this guide

This guide introduces the new activities and everyday improvements in BrainTrainerPlus version 22.4.26. It is written for Australian players, carers and activity coordinators, with examples from the Australian content collection.

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2. Snowman word game
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Getting started

Choose a player before opening an activity. Tap the stars at the top of the screen to choose a suitable level. Start with fewer stars if you would like an easier activity, then try a higher level when the player feels comfortable.

The question mark in the top left corner opens the activity instructions. The speaker button in the top right corner adjusts the sound and controls the voice. Use the back arrow to return to the previous screen.

The instructions below use the button names shown on the Australian screens. Pictures and available categories may vary with the content installed on your BrainTrainerPlus.

What to try first

- **For a group session:** Try Guess the record with familiar songs and allow plenty of time for conversation and singing along.
- **For a quiet activity:** Choose a colouring page or an easy Snowman level. There is no need to rush.
- **For a friendly challenge:** Play a round of Dominoes or choose a quiz topic that interests the group.

1. Jukebox and Guess the song

Guess the record turns familiar music into a shared guessing game. Listen to a song while its cover is hidden, then try to name the song or artist. You can sing along and share the memories it brings back before tapping on the cover to reveal the answer.

Three ways to start

- **From the Jukebox category screen:** Tap Guess the record to mix songs from the available categories. Classical music is left out of this mixed guessing selection; it remains available in its own category.
- **Within a music category:** Open a category, then tap the round record and question mark button on the bottom bar, between Shuffle and the plus button. The guessing game uses songs from that category.
- **From your own playlist:** Tap the plus button, select songs and choose Guess the record. See the next page for playlist controls.



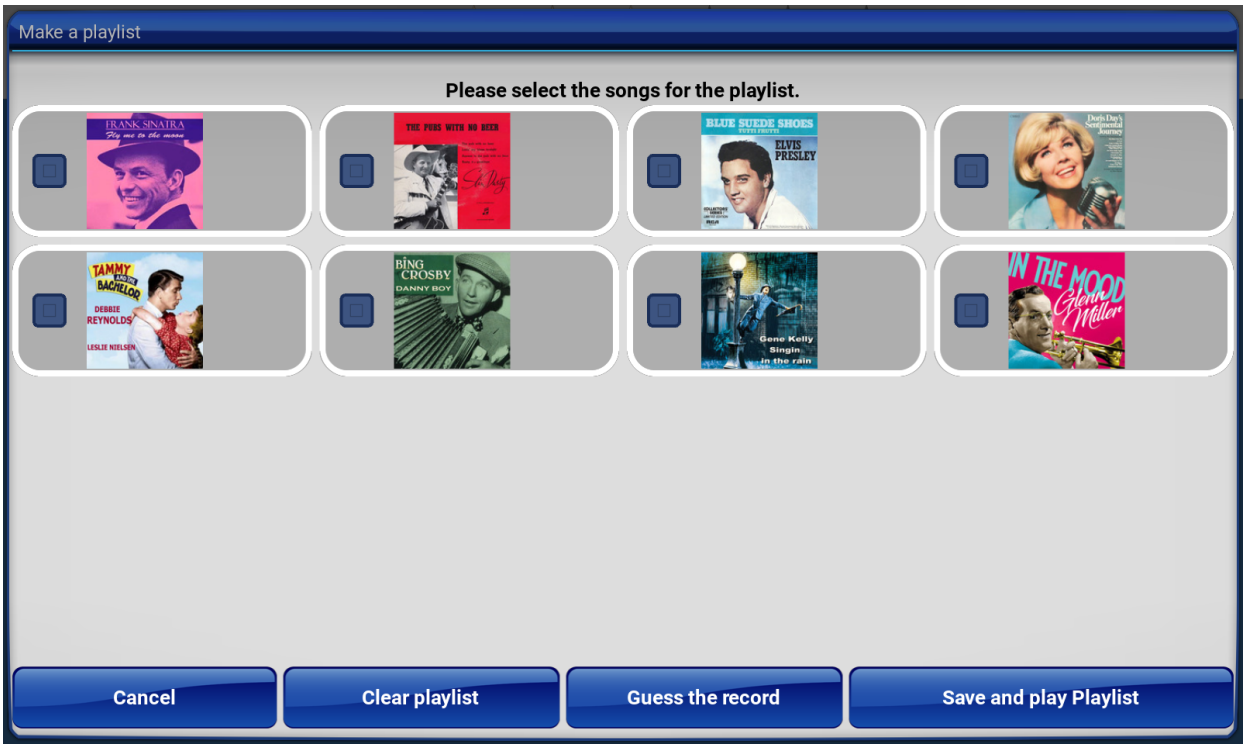
The cover stays hidden while the group guesses the song or artist.

Listening and revealing the cover

- **Reveal the answer:** Tap the question mark in the middle of the record, or tap Reveal cover. The song cover appears and the music continues.
- **Move on:** Tap Next for another song. When a song finishes, the next one starts automatically.
- **Finish:** Tap Stop Playing to return to the Jukebox.

Make a playlist for your group

Open a music category and tap the plus button. In Make a playlist, tap a song card or its checkbox to select it. A selected card has a tick and a pale green background. Tap it again to remove the selection.



The Australian playlist screen has Clear playlist and Guess the record controls.

Use Clear playlist to remove all selections and start a new list. Choose Guess the record for a guessing session, or Save and play Playlist for ordinary playback.

Activity idea: select a few favourites before the session. Invite everyone to guess together, and reveal the cover when the group is ready.

2. Snowman word game

Where to find it: Puzzles → Snowman.

Guess the word one letter at a time. The snowman grows when you choose a letter that is not in the word.



Correct guesses turn green. Letters already tried are shaded, and the remaining turns appear beneath the snowman.

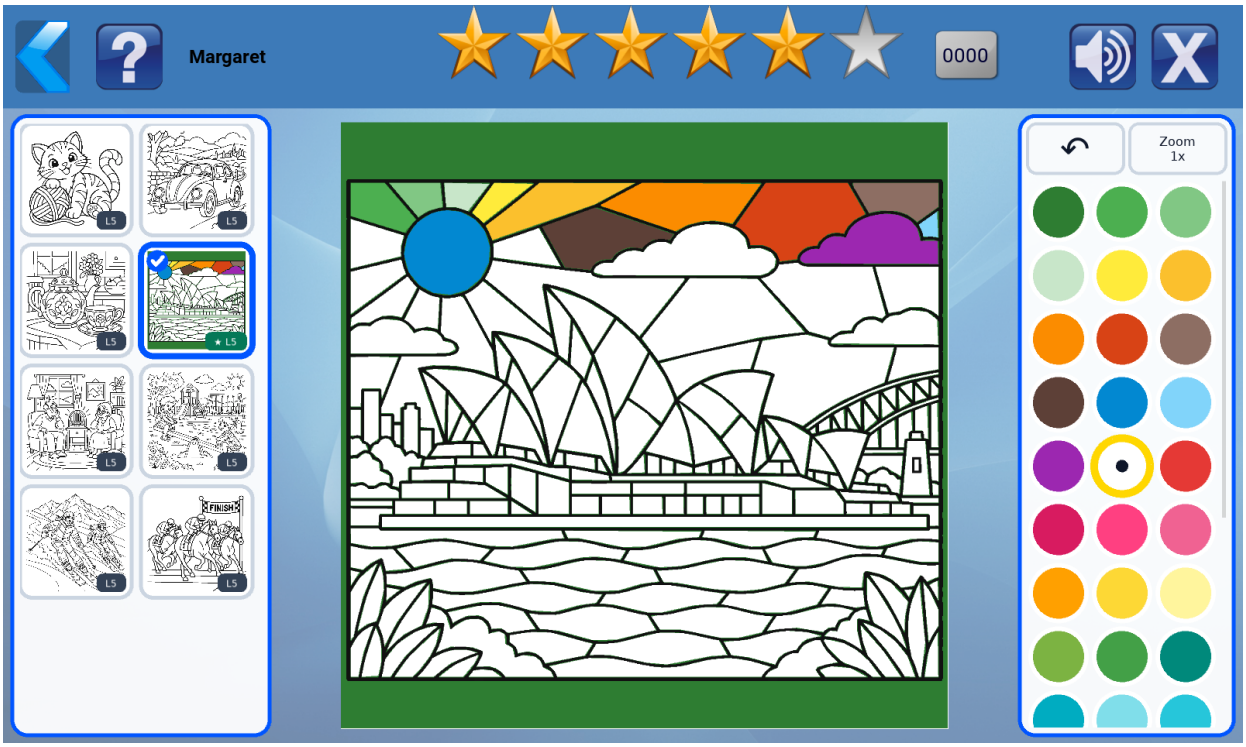
- **Choose letters:** Tap a letter on the A–Z keyboard. A correct letter appears everywhere it belongs in the word. An incorrect letter is shaded so you can see that you have already tried it.
- **Watch the turns:** You have six incorrect guesses. Each incorrect guess adds another part to the snowman. Guess the word before the snowman is complete.
- **Ask for help:** Tap the round question mark below the keyboard to reveal a letter. The skip button beside it moves to another word.
- **Choose a suitable level:** There are six star levels. Use the stars at the top to adjust the challenge for the player.

The larger snowman, clear letter tiles and contrasting winter background make the game easier to follow, including on smaller screens.

3. Drawing and colouring

Where to find it: Games → Drawing.

Choose a picture and colour it by tapping. The Australian collection includes the Sydney Opera House, Uluru and a kangaroo, alongside animals, flowers and everyday scenes.



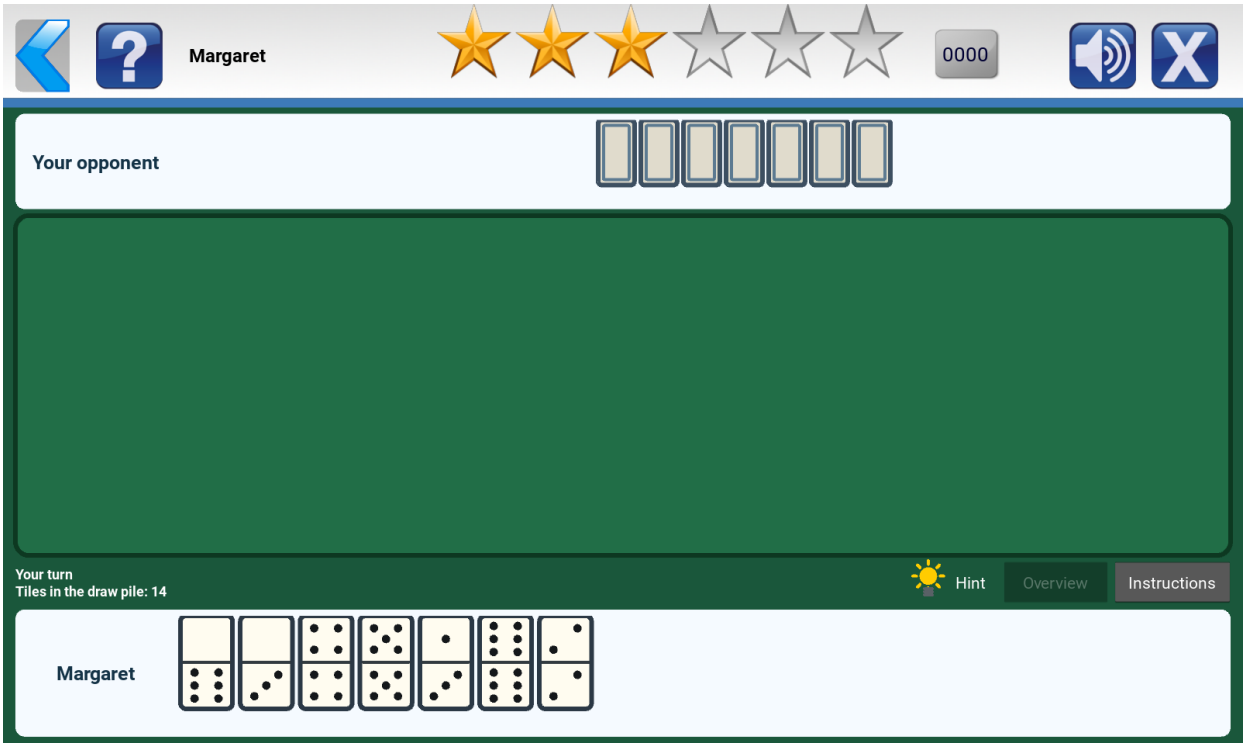
Colouring the Sydney Opera House. The left-hand gallery shows progress and the right-hand palette offers more colours as you scroll.

- **Choose a picture:** Scroll through the thumbnails on the left and tap the one you want. The gallery follows the star level you have chosen.
- **Add colour:** Tap a colour on the right, then tap an enclosed area of the picture. Scroll the palette to see more colours.
- **Undo a change:** Tap the curved arrow above the palette to undo the latest colouring step. Tap it again to step back further.
- **See the details:** Tap Zoom to cycle through 1×, 1.5× and 2×, then back to 1×. When enlarged, drag the picture to bring another part into view.
- **Come back later:** Progress is saved automatically for the selected player. Worked-on thumbnails show the colours you have used and a star marker.

4. Dominoes

Where to find it: Games → Dominoes.

Play against BrainTrainerPlus on a green table. Each player starts with seven dominoes, with fourteen left in the draw pile. Your dominoes are along the bottom; your opponent's are face down at the top.



The start of a round. The turn message, draw pile count, Hint, Overview and Instructions controls sit above your dominoes.

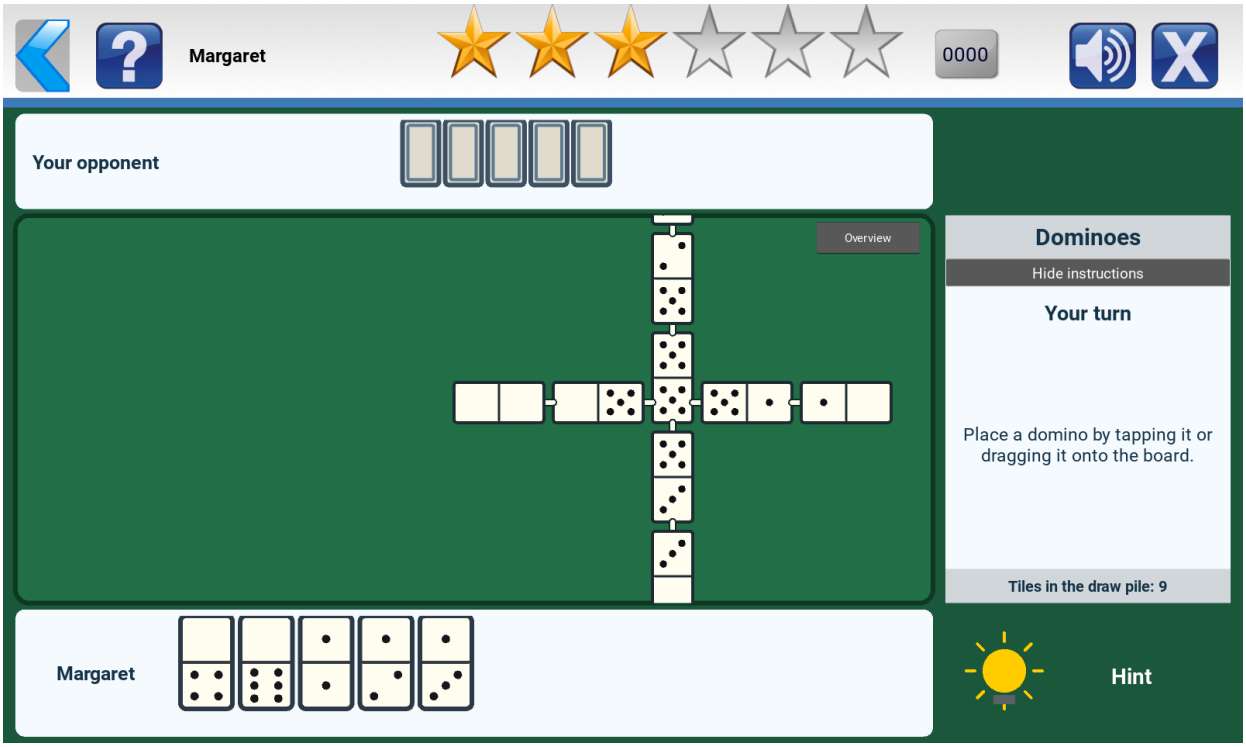
Choose and place a domino

When it is your turn, tap a domino in your hand, then tap a matching open end on the table. You can also drag a domino from your hand onto the table. If more than one end is suitable, choose where you want to place it.

Match equal numbers of dots. The first double placed becomes a spinner, so play can grow to the left, right, top and bottom. The first player to use all their dominoes wins.

Read the turn message before making your next move. The opponent's latest move is highlighted briefly so you can follow the game.

Finding your way around the domino table



A round in progress with the Instructions panel open. The first double allows branches in four directions.

- **Get a hint:** Tap Hint to highlight playable dominoes. If you have already selected a domino, Hint shows the matching places on the table briefly.
- **Draw or pass:** If you have no matching domino, use Draw a domino. A matching drawn domino is played automatically. When the draw pile is empty, the game offers the option to pass.
- **Move around the table:** Drag the green playing area to see another part of a long layout. Swipe sideways through your hand if it contains more dominoes than fit on screen.
- **Use the overview:** Tap Overview to see the whole layout, then tap a place on the map to move there. This is useful when the branches spread out.
- **Make more room:** Tap Instructions to show the side panel. Hide it again when you would like a wider view of the table.

5. Quiz improvements and your own quizzes

The Australian quiz collection includes general knowledge, history, mathematics, pictures, animals, sayings and music. Choose a topic that suits the player or group.



A correct answer is highlighted in green. This example uses a question from the Australian English collection.

- **Read more comfortably:** Long questions and answers adjust their text size to fit the available space.
- **Choose the challenge:** The lower levels show two possible answers; higher levels show four. Tap the answer you think is correct.
- **Browse history categories:** The category pictures now stay inside the selection window, with clear space around them.

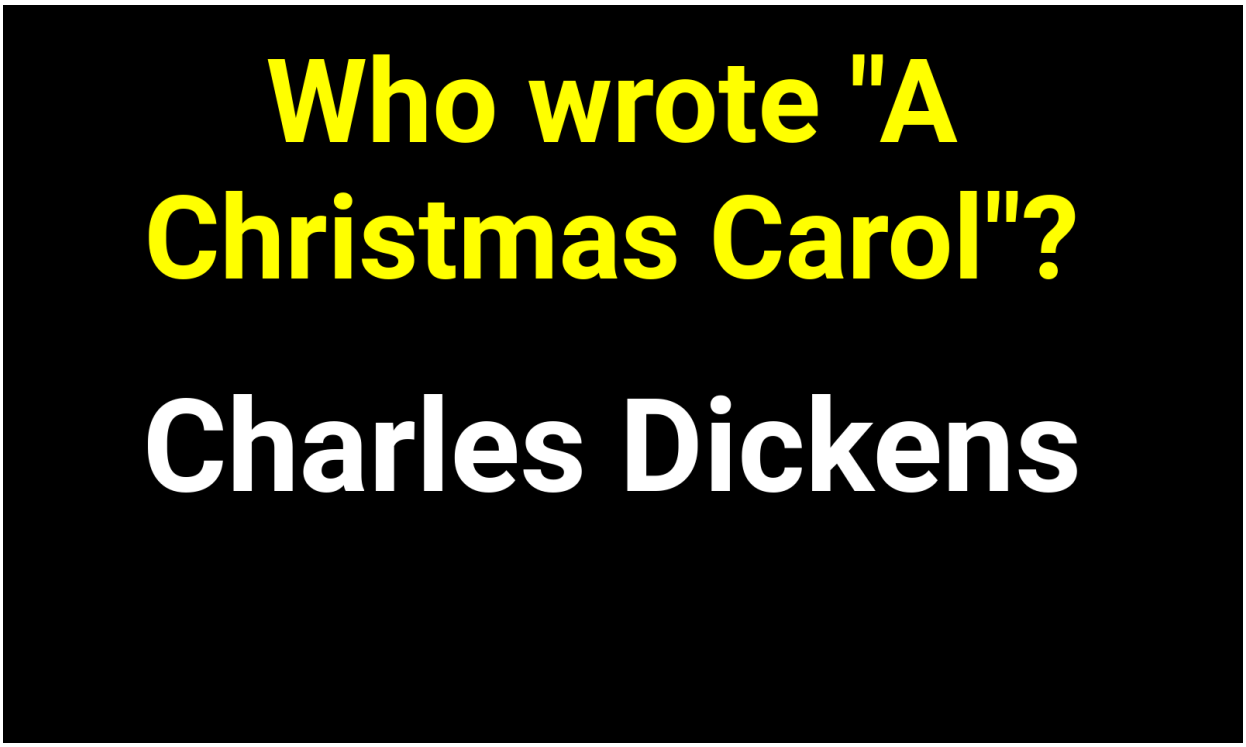
Play quizzes you have imported

If your BrainTrainerPlus already has quizzes imported from a USB stick, open the folder icon in the quiz menu. Existing imported quizzes are recognised again and can be selected from the category screen.

When there are several categories, use the previous and next buttons to browse, then tap the quiz you want. The available names and questions depend on the quizzes imported on that machine.

6. Interactive screensaver

When the screensaver is enabled and the BrainTrainerPlus has been idle for a while, it can display a quiz question in large text. It offers a simple way to spark curiosity and start a conversation.



After a touch, the question stays on screen and its answer appears below it.

Touch to discover the answer

Touch the screen to reveal the answer. It remains visible for about four seconds before the screensaver closes, giving the player time to read it.

If a player is signed in and the BrainTrainerPlus was showing a menu, the matching quiz can open with that same question first. This lets the player continue from the question that caught their attention.

Screensaver availability depends on the machine's settings. If it is disabled, the machine will not show this screen. The questions come from the quiz content installed on the BrainTrainerPlus.

7. Other improvements

Clearer controls and feedback

- **Sudoku and Colour Sudoku:** The helper control and Undo option are larger and easier to touch. You can tap the helper text as well as its checkbox. The selected square in Colour Sudoku is clearly marked again.
- **Four in a Row:** The opponent uses the current BrainTrainerPlus icon. Long player names wrap to fit the available space.
- **Bingo:** Drawn numbers have a coloured outer ring, a white centre and a large black number. The same clearer style is used in the list of previous numbers. Restarting a round restores the starting instructions.
- **Word Jumble:** A wrong answer shows Try Again before the letters return. When using a hint, the answer check waits for the letter movement to finish.
- **Word Search:** You can select a word in either direction. The selection is retained if you drag a little beyond its last letter.

Everyday activities

- **Daily Training:** Training levels are kept separate from the levels used when opening the same activity on its own. Training results adjust the level appropriately, including a score of zero.
- **Birthday card:** The picture stays centred in the window. The large X stops the picture and song immediately, and the card closes automatically when the song finishes.
- **Life Story:** Pages containing music or video move on automatically.
- **Category windows:** The close button is easier to find, and category pictures stay within the window.
- **Cinema:** Videos played from a USB stick use a larger view while keeping their original proportions.

A comfortable pace

Allow time for the player to explore the controls. A lower star level, a familiar song or a favourite picture can be a good starting point. For group activities, pause for discussion whenever a question, song or picture brings back a memory.