



QUICK START GUIDE

Installation, Setup & Basic Operation

with

EEG Education & Research's EEGER

Version 28



Zukor's Grind

Quick Start Guide

Installation, Setup & Basic Operation

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ACKNOWLEDGMENTS

ZUKOR'S GRIND

is dedicated in loving memory of

Helen Turcotte Davis
1937 - 2011

Jefferson C. Davis, M.D.
1932 - 1989

*They dedicated their lives to advances in medicine
and continuing medical education.*

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SPECIAL THANKS

EEG Education & Research
Howard Lightstone

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Welcome to Zukor's Grind!

Thank you for purchasing Zukor's Grind. It is our sincere hope that it contributes to improved patient treatment. Our goal was to create a feedback game with the same world-class professionalism and sophistication as our neurofeedback and biofeedback system partners provide in their amplifiers and system software.

With Zukor's Grind, we have introduced many features to neurofeedback and biofeedback feedback games which have never before been seen in the field. Each feature was methodically considered and carefully developed under the guidance of and with feedback from experienced neurofeedback clinicians, in particular, our chief clinical advisor, Dr. Allen Novian.

This guide will help you make the most of these features. Additionally, there is built-in Help throughout the game. Should you need additional explanation of any feature, please contact us directly and we will make sure you fully understand it.

As you use Zukor's Grind, we hope you not only benefit from its vast range of innovative new features, but also from the ability to customize the features to meet your specific neurofeedback or biofeedback training strategy and the unique needs of each patient. Even more than the features themselves, we strongly believe (and our clinical advisors have repeatedly told us) that the ability for clinicians to select and customize features is critical for effective clinical neurofeedback and biofeedback treatment.

We welcome your feedback and suggestions, which we will use to create even more effective feedback games in the future. So, please let us know how we are doing.

Zukor Interactive is committed to supporting the increasingly important fields of neurofeedback and biofeedback. We are a proud member of the ISNR and AAPB and are financially supporting industry research efforts.

We strongly believe neurofeedback and biofeedback have an extremely bright future.

Thank you again for your support!

Samuel Turcotte Davis
President & CTO
Zukor Interactive

MINIMUM COMPUTER SYSTEM REQUIREMENTS

Your computer system needs to meet the below requirements to properly run Zukor's Grind. Systems which don't meet these requirements may run the game, but you might encounter issues ranging from minor to extreme. These requirements are in alignment with the requirements of the EEGer system manufacturer as well.

Note: Most computers sold within the last two years will meet the key requirements.

1. OPERATING SYSTEM

- **Windows 7 on a regular PC or on a Mac (via Bootcamp).**

NOTE: Microsoft no longer supports Windows XP or Windows Vista.

IMPORTANT: Please make sure you have downloaded and installed **ALL** Windows 7 updates **PRIOR TO INSTALLING** and running Zukor's Grind. Failure to do this may lead to improper operation of the game.

2. COMPUTER GRAPHIC REQUIREMENTS

- **Dedicated graphics card with at least 512 MB dedicated video memory.**

NOTE: Systems which do not meet these graphic requirements will still likely play the game, but may require graphic adjustments within the game to reduce graphics quality so the game will play smoothly.

3. MONITORS/DISPLAYS

- **Two monitors. (Game monitor should be "widescreen" and 21+ inches.)**

NOTE: Video projectors, Plasma TVs and LCD TVs usually work as well, but could require different Windows graphic settings to be selected.

NEUROFEEDBACK SYSTEM SOFTWARE REQUIREMENTS

- EEGer 422.pd or later
- EEGer dongle keyfile

Note: It is highly recommended that EEGer and Zukor's Grind be run on a single, dedicated system with no other applications running.

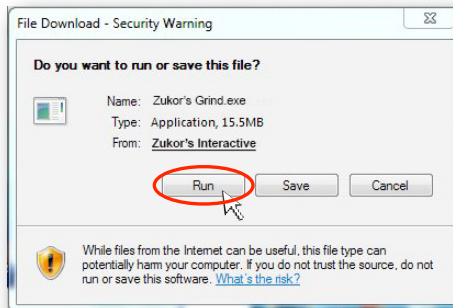
Installation via Download (Explorer)

If using Internet Explorer

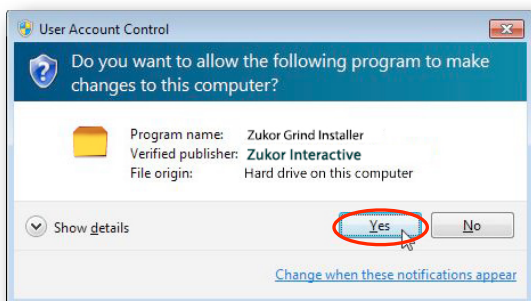
1. Download the Zukor's Grind Installer.



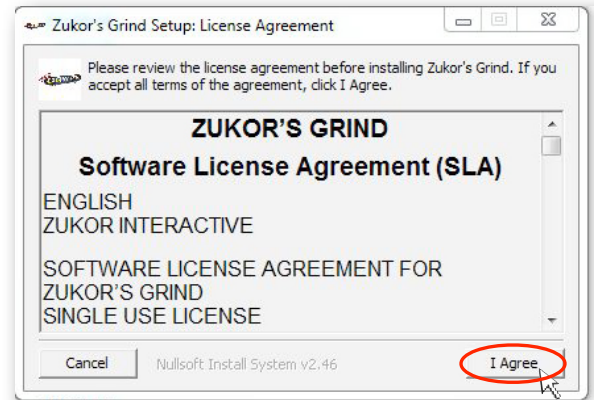
2. When the **File Download Security Warning** box appears, click **"Run."**



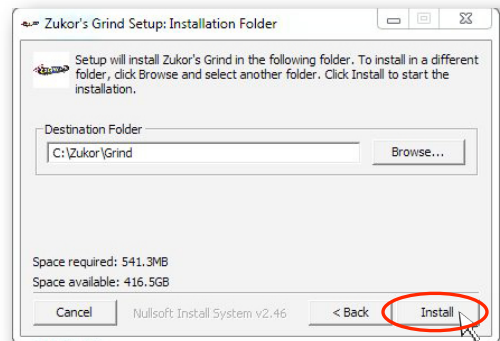
3. When the **User Account Control** box appears, click **"Yes."**



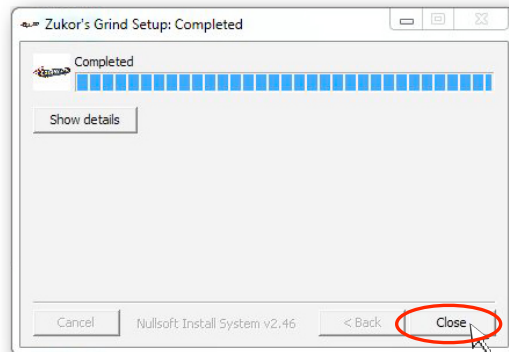
4. When the **Software License Agreement** appears, please read it, then click, **"I Agree."**



5. When the box below appears, click **"Install."**



6. When installation is **Completed**, click **"Close."**



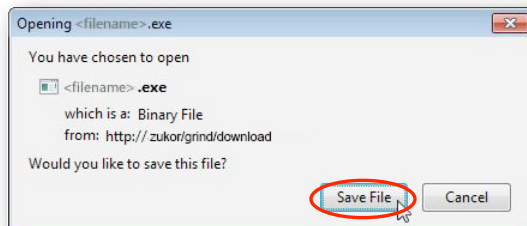
Installation via Download (Firefox)

If using Firefox

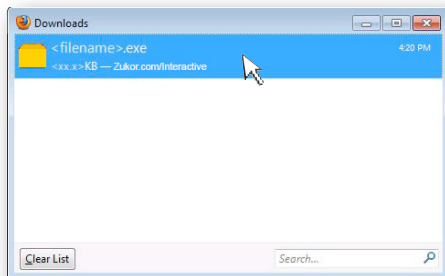
1. Download the Zukor's Grind Installer.



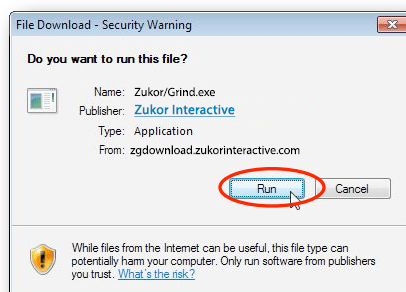
2. When the box below appears, click **"Save File."**



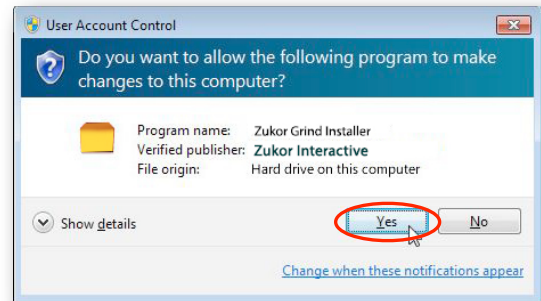
3. Double click **Zukor-Grind-Installer.exe** to open.



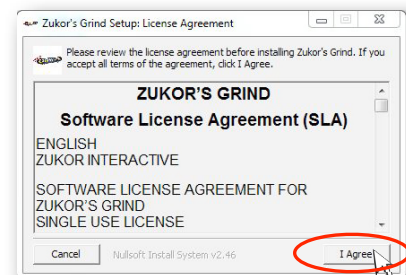
4. When the **File Download Security Warning** box appears, click **"Run."**



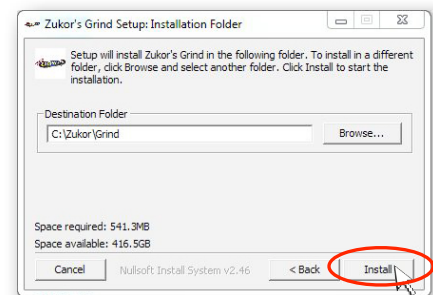
5. When the **User Account Control** box appears, click **"Yes."**



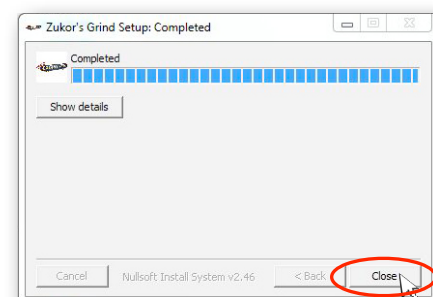
6. When the **Software License Agreement** appears, please read it, then click, **"I Agree."**



7. When the box below appears, click **"Install."**



8. When installation is **Completed**, click **"Close."**



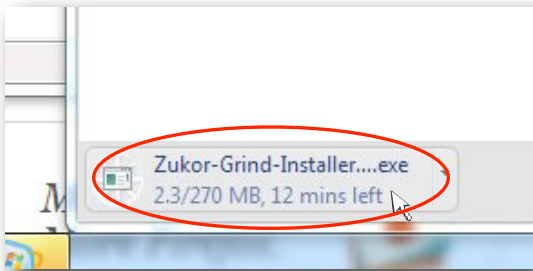
Installation via Download (Chrome)

If using Chrome

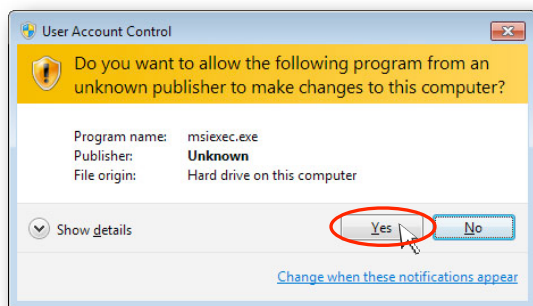
1. Download the Zukor's Grind Installer.



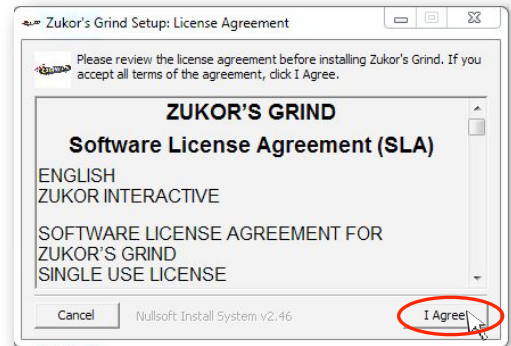
2. Locate the installer **Zukor-Grind-Installer.exe** on the bottom left corner of your browser and click to open.



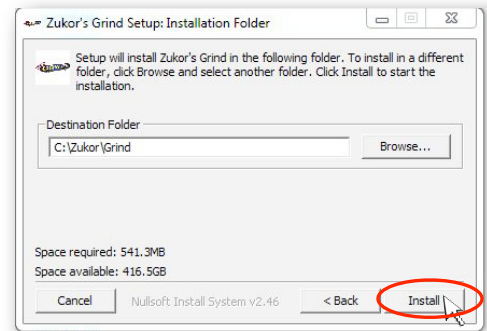
3. When the **User Account Control** box appears, click **"Yes."**



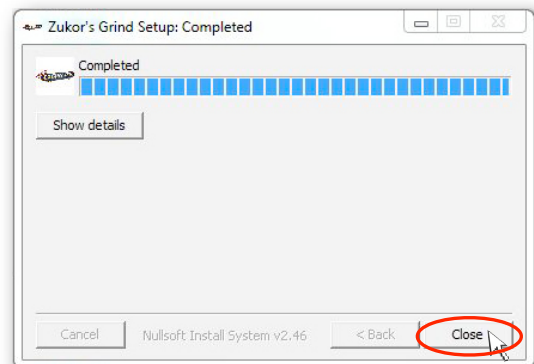
4. When the **Software License Agreement** appears, please read it, then click, **"I Agree."**



5. When the box below appears, click **"Install."**



6. When installation is **Completed**, click **"Close."**



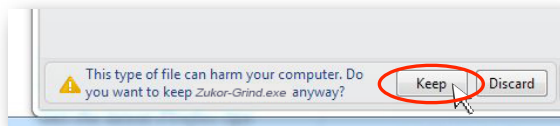
Installation via Download (Safari)

If using Safari

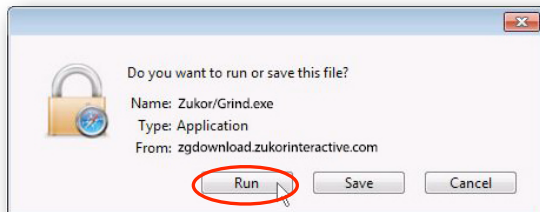
1. Download the Zukor's Grind Installer.



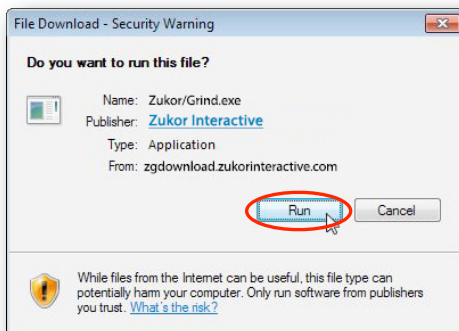
2. When the below dialogue box appears, click “Keep.”



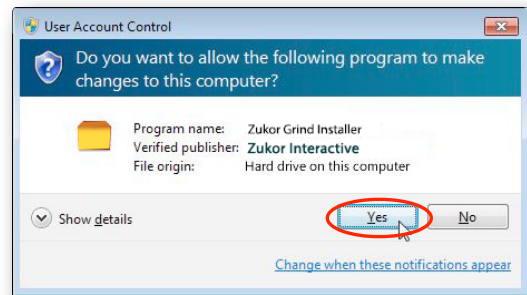
3. When the below box appears, click “Run.”



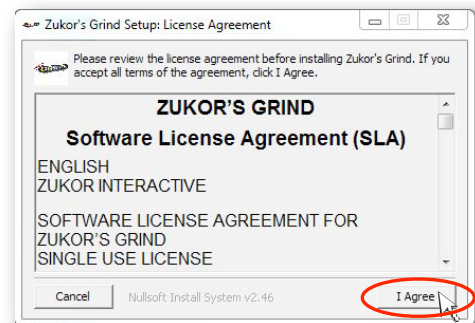
4. When the **File Download Security Warning** box appears, click “Run.”



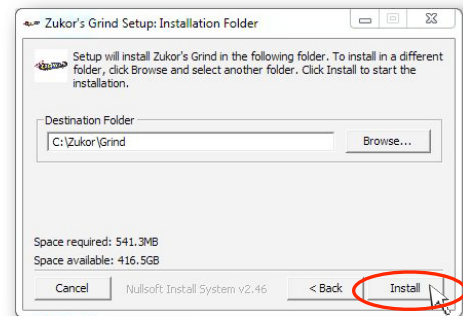
5. When the **User Account Control** box appears, click “Yes.”



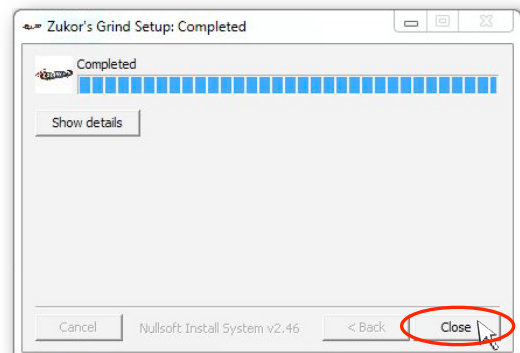
6. When the **Software License Agreement** appears, please read it, then click, “I Agree.”



7. When the box below appears, click “Install.”



8. When installation is **Completed**, click “Close.”



Monitor Setup

Zukor's Grind is designed to work with EEGer in a two monitor configuration.

The below steps explain how to configure your monitors in Windows to work properly with Zukor's Grind and EEGer.

Note: If you have previously been using your computer with a second monitor, then it is likely your monitors are already set up correctly. However, following the below steps will make sure your monitors work correctly with Zukor's Grind and EEGer.

OVERVIEW

Zukor's Grind works with EEGer and two monitors as follows:

Monitor 1 = "Clinician Monitor" to display the EEGer application and clinician screen.

Note: Monitor 1 (Clinician Monitor) can be a laptop screen.

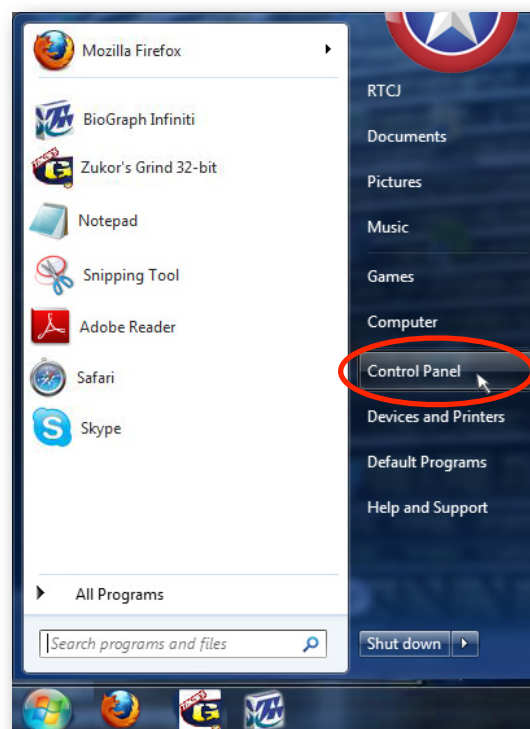
Monitor 2 = "Game Monitor" to display the Zukor's Grind feedback game for the patient.

Note 1: Per the Zukor's Grind system requirements, the Monitor 2 (Game Monitor) should be a "widescreen" 21+ inch monitor. A smaller and/or a non-widescreen monitor will work, but the game display experience will be less than optimal.

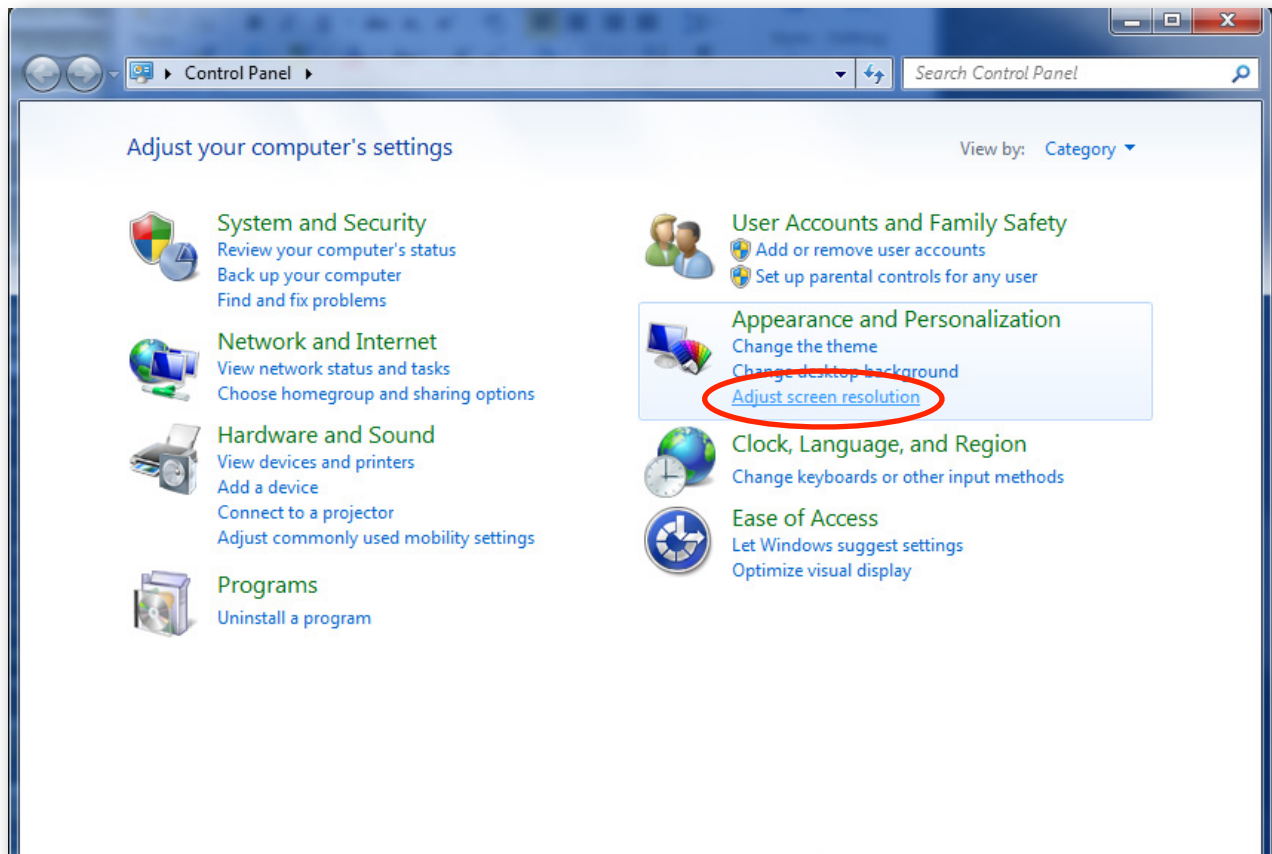
Note 2: Monitor 2 (Game Monitor) can also be a LCD/Plasma TV or video projector. However some of these alternative displays may require additional graphic configuration changes in Windows.

MONITOR SETUP

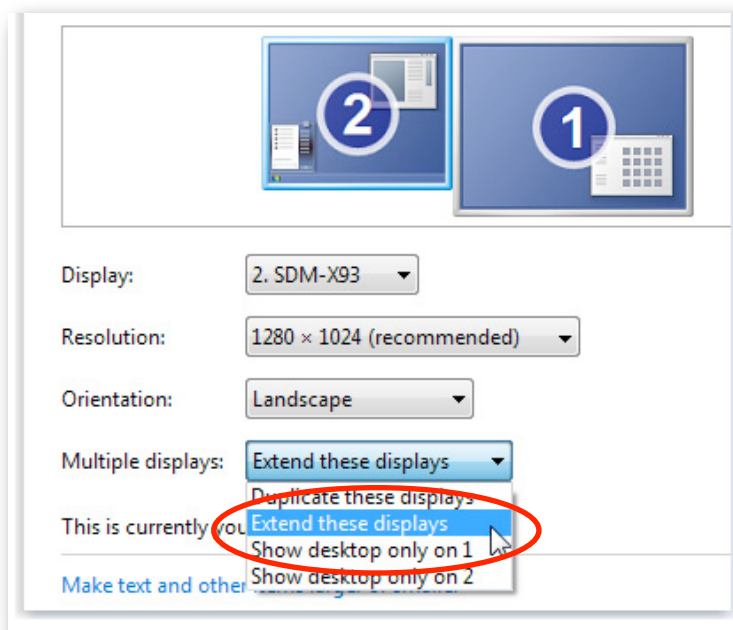
1. On the **Start** menu in Windows go to **Control Panel**.



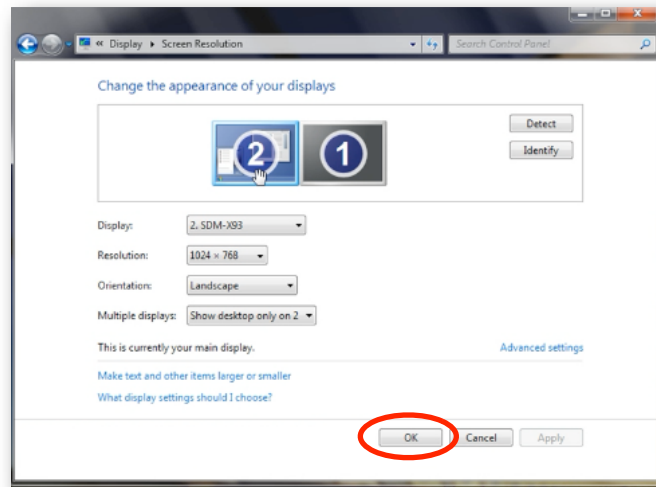
2. On the **Control Panel** window under **Appearance and Personalization**, click on **Adjust screen resolution**.



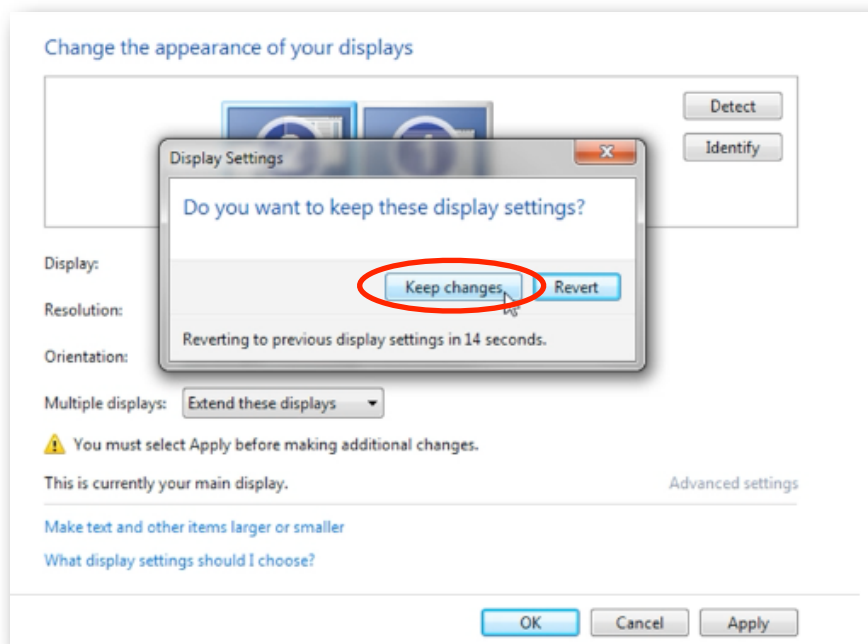
3. Click the drop-down list next to **Multiple displays** and select **Extend these displays**.



4. Then click **OK**.



5. On the **Display Settings** confirmation popup, click **Keep changes**.



Your monitors are now setup to work properly with Zukor's Grind and EEGer.

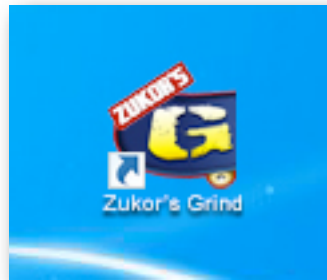
When you start EEGer it should appear on Monitor 1 (Clinician Monitor) and when Zukor's Grind launches it should appear on Monitor 2 (Game Monitor).

If it does not, then please review the above steps again.

If it's still not working correctly, then please contact whomever you purchased the game.

Setup EEGer

1. Locate the **Zukor's Grind** icon on your desktop and double click it.



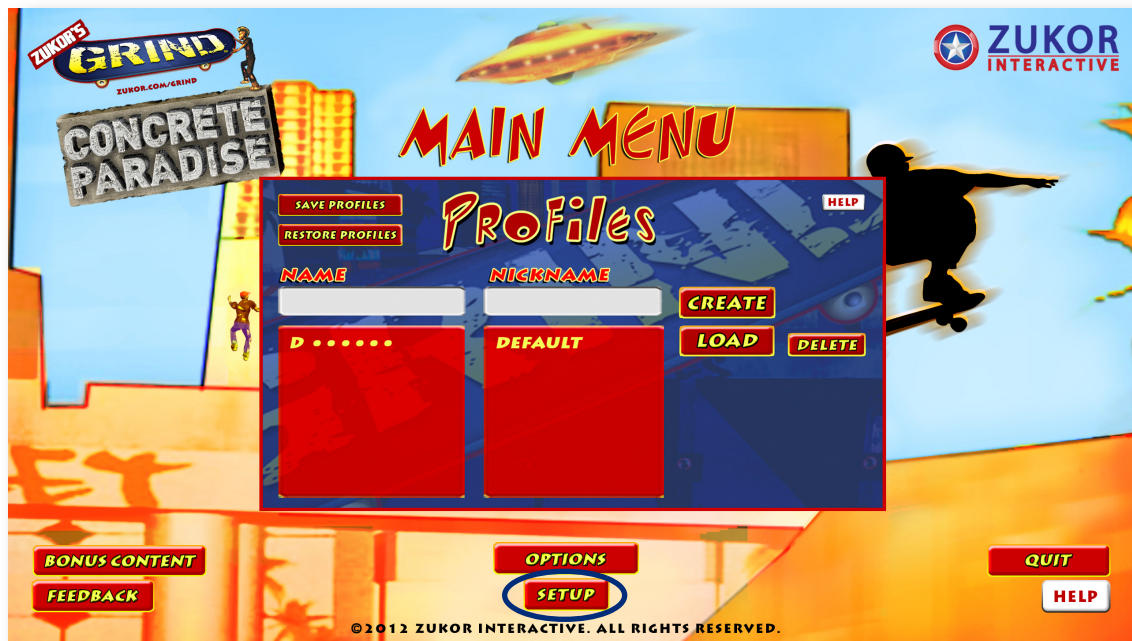
This will launch Zukor's Grind and bring up the **Registration & License Key System**.

2. Complete the **Registration & License Key System** using the on-screen instructions.

A screenshot of the 'Zukor's Grind' Registration & License Key System window. The window has a blue background with a map-like texture. At the top, it says 'ZUKOR'S GRIND' in a stylized font. Below that, 'REGISTRATION & LICENSE KEY SYSTEM' is written in large, bold, yellow letters. A red box contains instructions: 1. Fill in your name and email address. 2. Click the SEND button. 3. When you receive an email from Zukor Interactive with the subject line 'LICENSE KEY', you must copy and paste the license key into the license key box and then click APPLY. An important note states that the process must be completed on the same computer. Below the instructions are input fields for NAME (John Smith), E-MAIL (John Smith@gmail.com), COMPUTER ID (0c245121f121q452k65x8596b2541nz5874p6985), and LICENSE KEY (01W451215K215F523Y5485PZ32A412587456R85). There are SEND and APPLY buttons. At the bottom, there is a ZUKOR INTERACTIVE logo, a CLOSE button, and a HELP button. A note at the bottom says: 'ALTERNATIVELY, TO REGISTER AND RECEIVE YOUR LICENSE KEY BY PHONE, CALL ZUKOR INTERACTIVE AT (702) 534-4727, EXTENSION 2.'

Once a valid license key is applied, then Zukor's Grind will start up, and the Main Menu will appear along with the Profiles popup.

3. On the Main Menu, below the Profiles popup, click **SETUP**.



4. Check the white box next to **EEG EDUCATION & RESEARCH'S EEEER**.

5. Click **SETUP ZUKOR'S GRIND**.



6. When the **Setup Complete** popup appears, click **CLOSE**.



This will bring up the Main Menu.

7. Click **QUIT** to exit the game.



Congratulations! You have completed the basic set up process!

Next, you need to link Zukor's Grind and EEGer.

Linking Zukor's Grind & EEGer

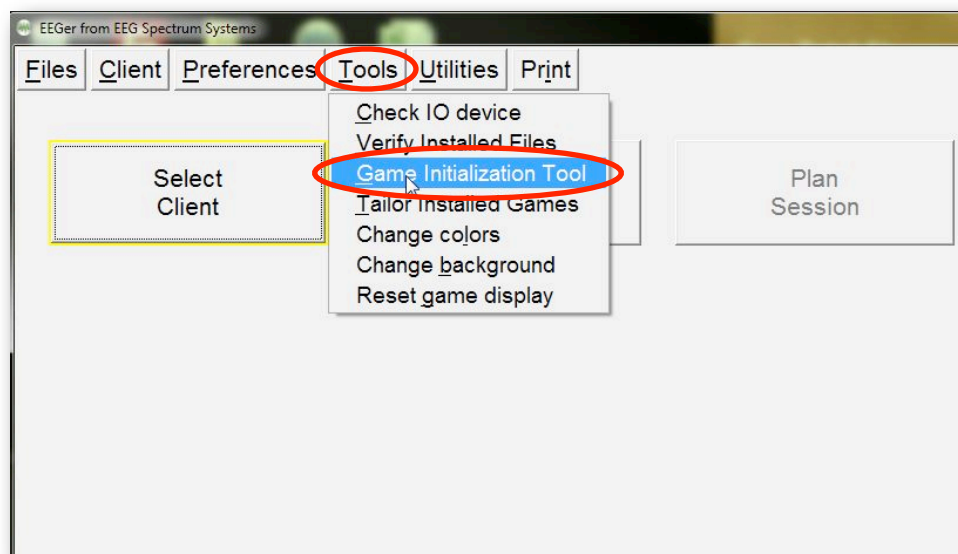
Once the installation and basic setup of Zukor's Grind are completed, the following steps will ensure that EEGer can locate and communicate with Zukor's Grind.

1. Make sure you quit Zukor's Grind by clicking **QUIT** on the Main Menu.

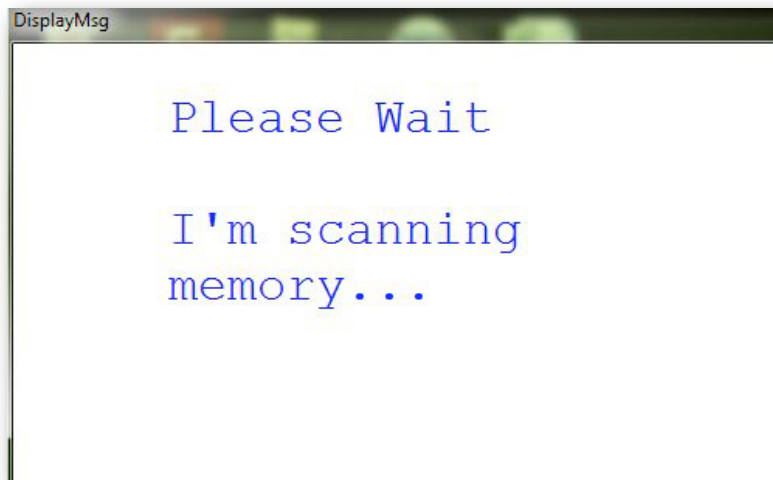
NOTE: THIS STEP IS EXTREMELY IMPORTANT!!!



2. Start EEGer. (If needed, please see the EEGer manual for instructions.)
3. Make sure your EEGer preferences are set to **Dual Monitor**. (If needed, please see the EEGer manual for instructions.)
4. Next, go to **Tools** and click on **Game Initialization Tool** in the drop-down menu.



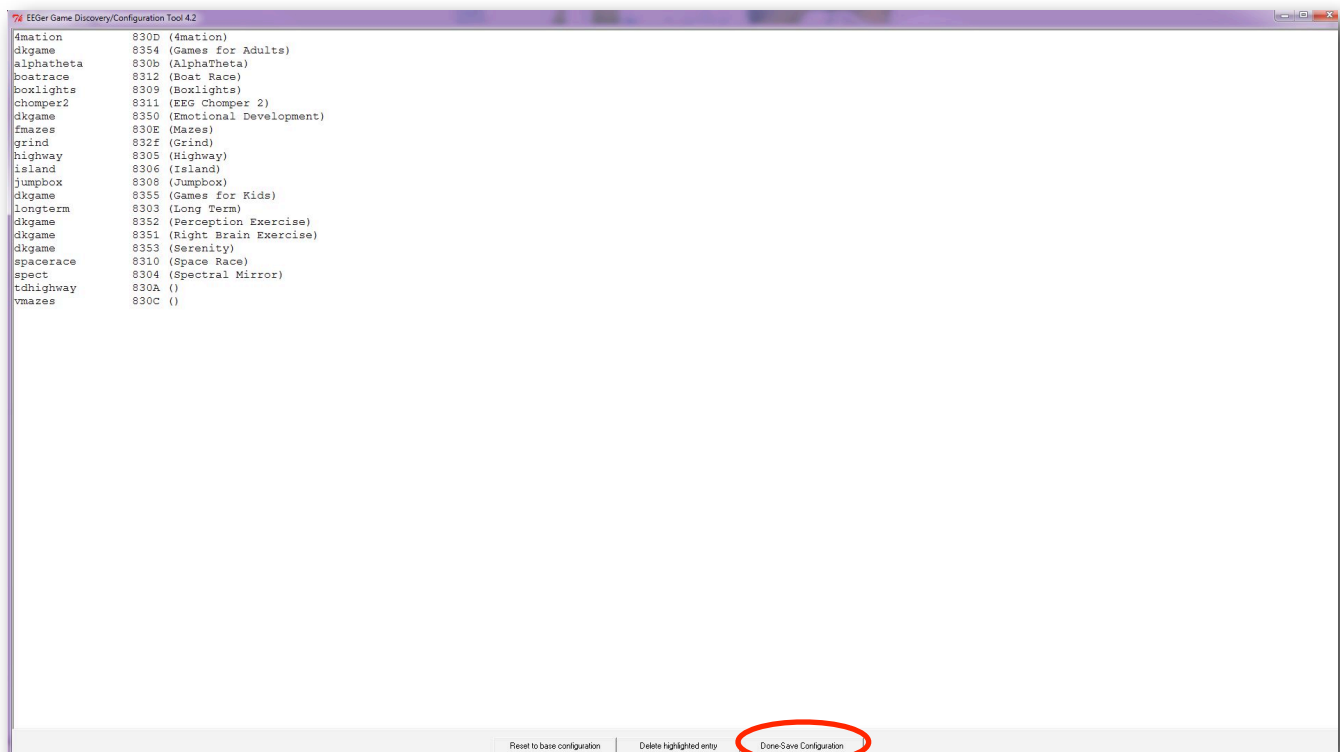
5. The screen below will appear.



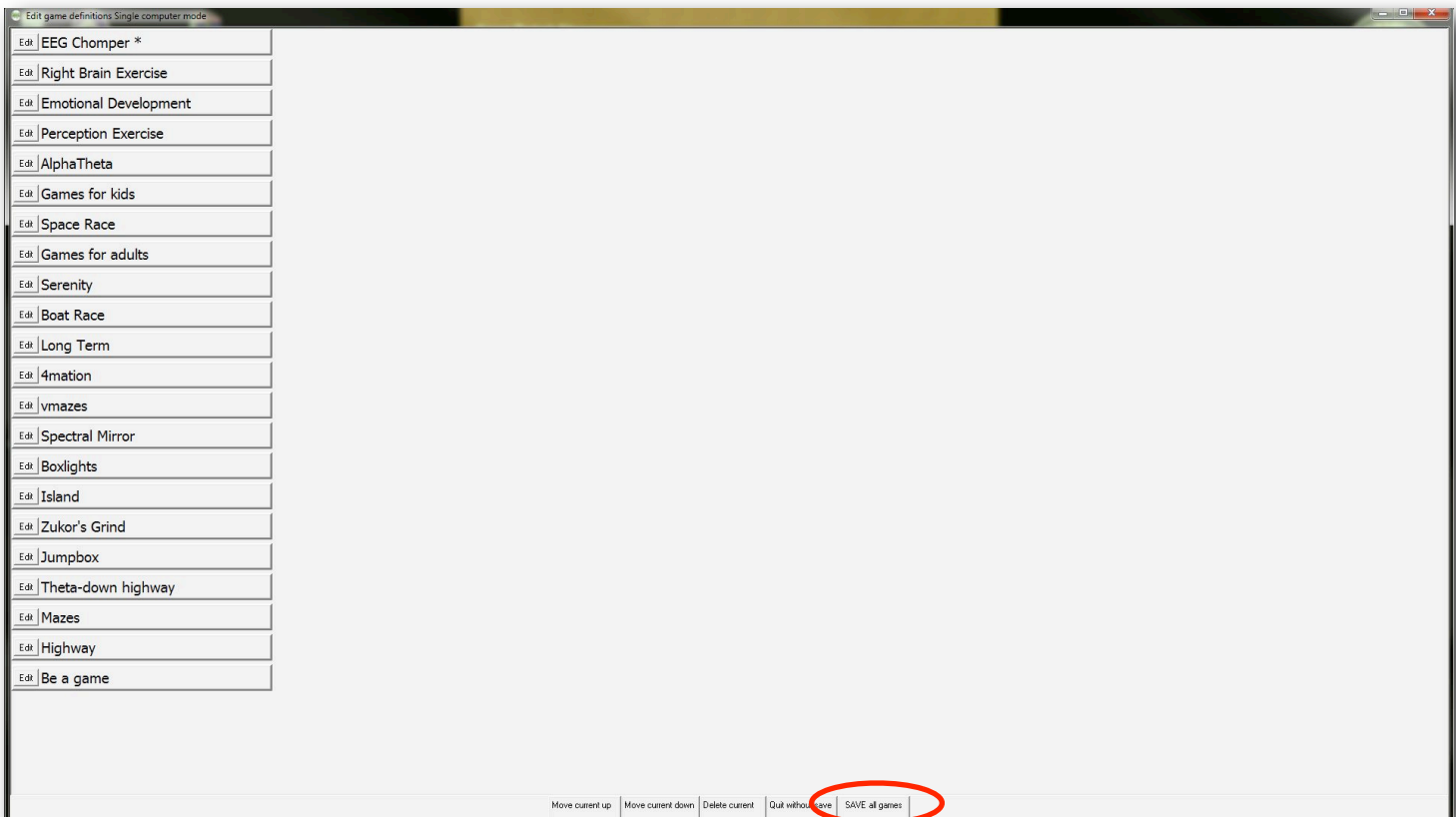
When the above screen goes away...

A new screen like the one below will appear with a list of the feedback games found on your computer. You should see **Grind** and **Zukor's Grind** somewhere in this list. This means that EEGer has successfully linked to Zukor's Grind.

6. Click the **Done - Save Configuration** button at the bottom of the screen.



7. A new screen like the one below will appear. Click the **SAVE all games** button at the bottom of the screen.



You have now successfully linked Zukor's Grind with EEGer!

Next, you need to install your EEGer dongle keyfile for Zukor's Grind in EEGer.

Note: If you don't have this dongle keyfile you can obtain one from whomever you purchased Zukor's Grind.

To install the dongle keyfile follow these steps:

1. Start EEGer in the normal manner.
2. Pull down the **Files** menu and select "**Read EEGer keyblock files.**"

Now, please continue to the next section: "Using Zukor's Grind & EEGer"

Using Zukor's Grind & EEGer

This section covers a few basic, but important, steps to help you use Zukor's Grind & EEGer together for the first time.

1. Start **EEGer** from the desktop icon or however you normally start the application.

IMPORTANT: You **MUST ALWAYS** start EEGer **BEFORE** starting Zukor's Grind. And, Zukor's Grind **MUST** be started from **INSIDE** EEGer. Failure to do this will cause many problems with Zukor's Grind and EEGer functionality.

2. Setup EEGer for a stored data session or live data session in the normal manner.
(See pages 23 or 28 for details.)
3. When you get to the EEGer window titled "**Select game (SMR) Single computer mode**" then double click on **Zukor's Grind**, which should be at the bottom of the list of games.
4. After you select **Zukor's Grind**, the EEGer clinician screen will load on your main monitor and then Zukor's Grind will automatically start up on your game monitor (Monitor 2).

NOTE: It can take up to 15 seconds for the game to launch.

5. After the Zukor's Grind startup animation, then **Profiles** popup will appear.
 - A. Enter the patient's first and last name into the NAME field.
 - B. Enter a nickname into the NICKNAME field.
 - C. Click the CREATE button.
 - D. Click the LOAD button to load this profile and go to the Main Menu.

NOTE: If the NICKNAME box is left blank, the system will fill the NICKNAME box with the full name from the NAME box. If you prefer not using Nicknames, we suggest you simply put a period "." in the nickname box.



For more information on **Profiles**, press the **HELP** button in Zukor's Grind or go to page 23.

6. If desired, click **OPTIONS** to make changes to the settings of the game.



Note: The **Period/Session** options don't work with EEGer, so ignore them. Period/Session options for Zukor's Grind are controlled by EEGer.

7. Select the desired **Character**:

- A. Click the **CHARACTERS** button on the Main Menu.
- B. Click the desired character.
- C. Click **MAIN MENU** to go back to the Main Menu.



B. Click on the Character.

C. Click MAIN MENU.

NOTE: There are two fun "Bonus Characters" available. Please see the in game Help for information about how to activate them.

8. Select a **Level** by checking the white box next to the desired level.

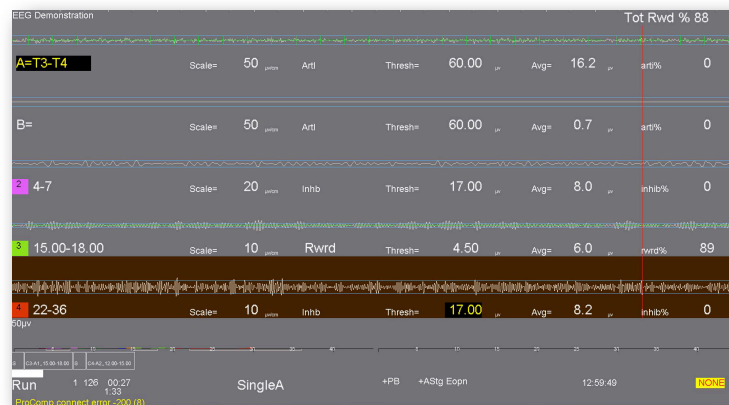


Then click the **PLAY GAME** button. This will take you to the “Ready” screen.

NOTE: There can a brief delay of a few second between the time you click **PLAY GAME** and when the Ready screen loads. This delay depends on many factors, but primarily the “speed” of your computer.



9. To start the feedback session, use your mouse to move the cursor to the EEGer screen on the Clinician Monitor and click on the EEGer clinician screen to make EEGer active. Then press F5 on the keyboard to start the first period of the session.



The character should then start moving and the threshold meters should pulse with data. The period will end at the preset period time specified in EEGer, typically 2 minutes, 50 seconds.

NOTE: There can a brief delay of a few second between the time you press F5 in EEGer and when the character starts moving. This delay depends on many factors, but primarily the “speed” of your computer.

Profiles Screen

OVERVIEW

The Profiles screen allows the clinician to create patients “profiles” to store game-related data for each patient, such as option settings and scores. It also allows the clinician to assign a nickname for each patient which the patient can select themselves. The Profiles do not store EEG or biometric data or other neurofeedback or biofeedback system-related information.

The patient profile serves several important purposes. First, it allows for patient-specific game options settings from the last session to be preloaded for the next session, which thus saves time. Second, it allows all session scores from past sessions to be accessed and compared to the current session, thus monitoring and encouraging improvement. Third, the nickname feature offers a fun and familiar feature from modern video games to reinforce the “game” aspect of the feedback training which makes the feedback training more fun for kids and thus increases the likelihood they will continue their treatment.

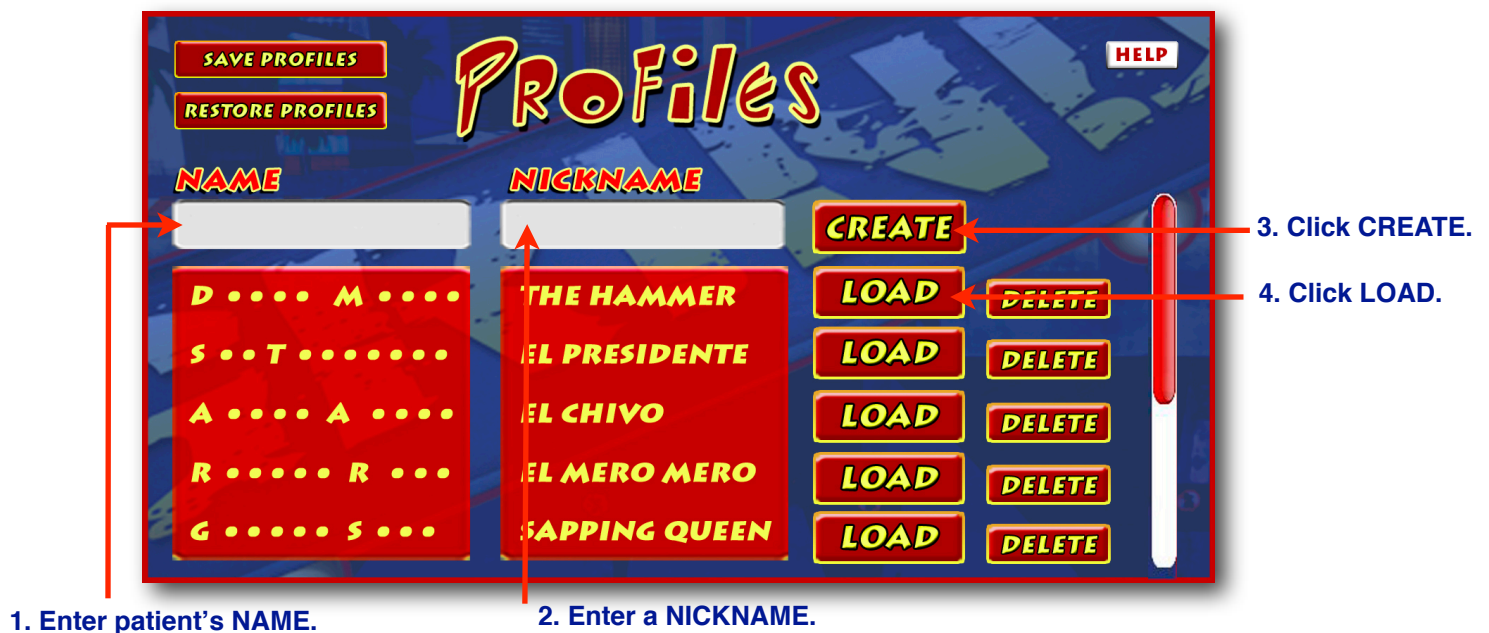
Zukor’s Grind’s Profiles screen is fully HIPPA-compliant and will only display the first initial of patients’ first and last names followed by large dots.

CREATE A PROFILE

1. Enter the patient’s first and last name into the NAME field.
2. Enter a nickname into the NICKNAME field.
3. Click the CREATE button.
4. Click the LOAD button to load this Profile and go to the Main Menu.

NOTE: If the NICKNAME box is left blank, the system will fill the NICKNAME box with the full name from the NAME box. If you prefer not using Nicknames, we suggest you simply put a period “.” in the nickname box.

CAUTION: Deleting a Profile is permanent! Deleted profiles cannot be restored!





SAVE PROFILES

As a precaution, profiles are automatically saved in two locations on your computer. Additionally, the “Save Profiles” button on the Profiles popup allows you to save a third copy of the profiles data into another location in the Zukor’s Grind folder, C:\Zukor\Grind\profiles\saved. To do this, just click the “Save Profiles” button on the Profiles popup.



CRITICALLY IMPORTANT!!!!!!!!!!

It is **highly recommended** that clinicians do a manual save at the end of each day using the “Manually Backing Up Profiles” instructions below. In the result of a catastrophic computer malfunction, this backup copy of the profiles can be used to restore profiles after the computer is fixed or replaced.

MANUALLY BACKING UP PROFILES

To manually back up the profiles, click the “Save Profiles” button on the Profiles popup. Then, copy the “saved” profiles folder which is located at C:\Zukor\Grind\profiles\ to an external storage device such as a CD, backup hard drive, memory stick, etc.

RESTORE PROFILES

If you have manually saved your Profiles using the “Save Profiles” button on the Profiles popup and for any reason want to restore the Profiles, then click the “Restore Profiles” button on the Profiles popup. **This is a significant action, so you will need to “confirm” that want to do it by clicking “Yes” in the “Restore Profiles?” confirmation popup:** “This is a significant action that will remove all the profiles currently displayed on the Profiles popup and replace them with the manually saved profiles from the last time you saved them using the “Save Profiles” button on the Profiles popup.” Once the profiles are successfully restored you will see the “Profiles Restored” popup.





PROFILES NOT FOUND

If you click the “Restore Profiles” button and the “No Profiles Found” popup comes up, this means there are no profiles in the “saved” folder. You will then need to manually restore the profiles. Please see **“CRITICALLY IMPORTANT”** above and **“MANUALLY RESTORING PROFILES”** below.



MANUALLY RESTORING PROFILES

To manually restore your profiles you will use the backup copy of the profiles you saved externally (see **“CRITICALLY IMPORTANT”** above) by manually placing them back into the “saved” profiles folder. To do this, take the externally stored copy of the profiles from your external hard drive, memory stick, CD, etc. and copy them into the “saved” folder located at C:\Zukor\Grind\profiles\. Then click the “Restore Profiles” button on the Profiles popup. Once the profiles are successfully restored you will see the “Profiles Restored” popup.



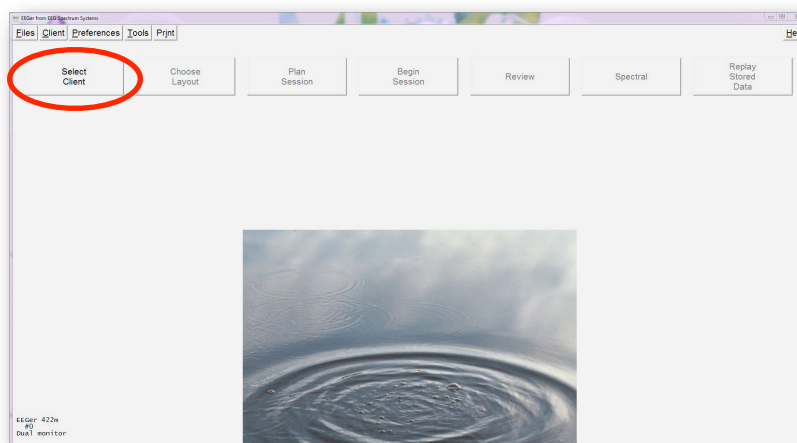
Using Zukor's Grind with Stored Data

This section explains how to use Zukor's Grind and EEGer with stored data.

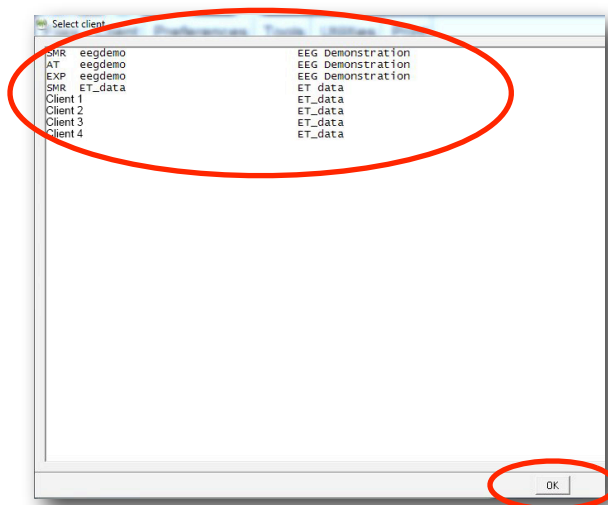
For using Zukor's Grind and EEGer with live data, please see the next section.

IMPORTANT: Remember to **always** start EEGer before Zukor's Grind and to only start Zukor's Grind from inside EEGer.

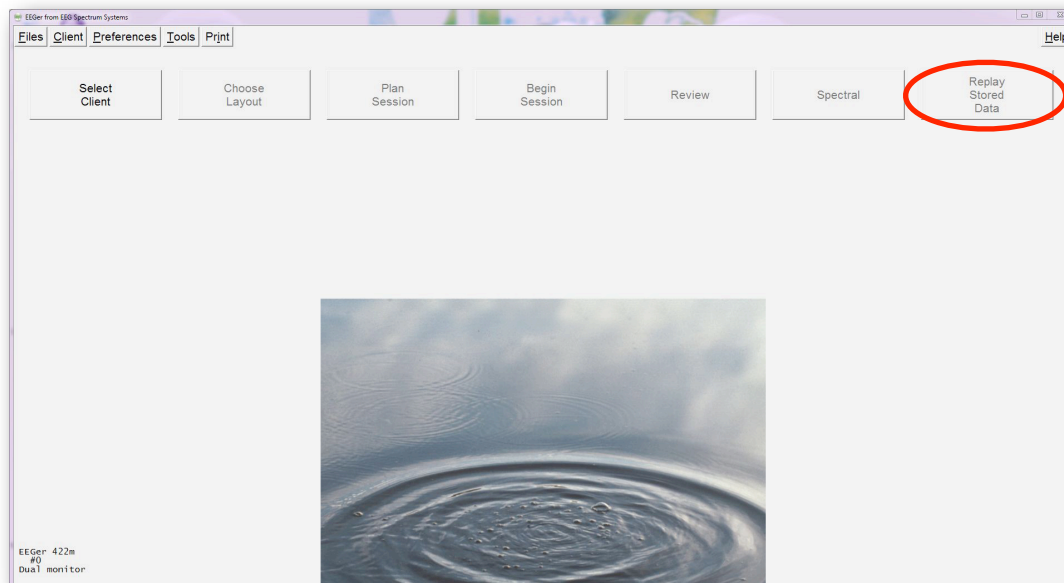
1. In EEGer main window, click **Select Client**.



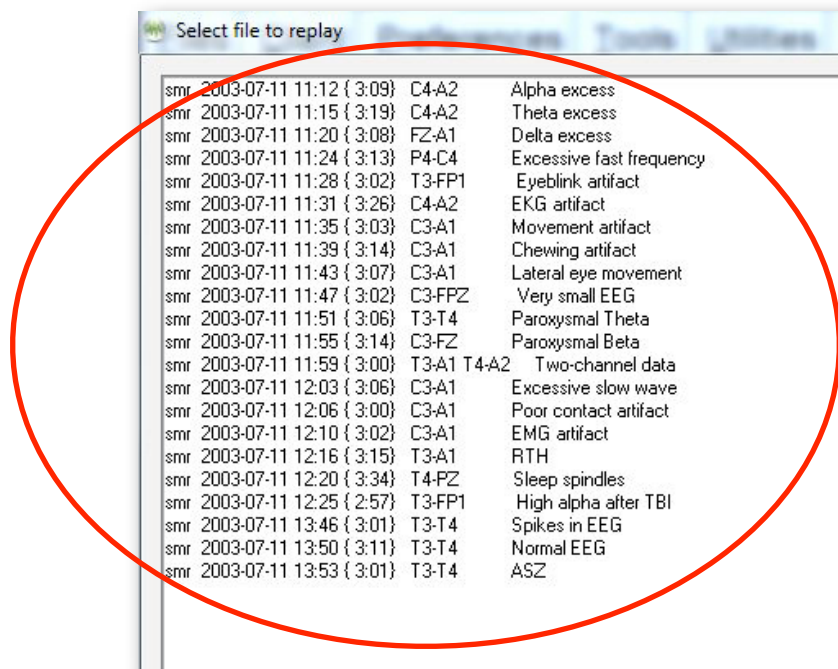
2. In the **Select client** window, select your client, then click **OK**.



3. In EEGer main window, click **Replay Stored Data**.



4. In **Select file to replay**, double click on the desired file.



5. In **Select game (SMR) Single computer**, double click on **Zukor's Grind**.



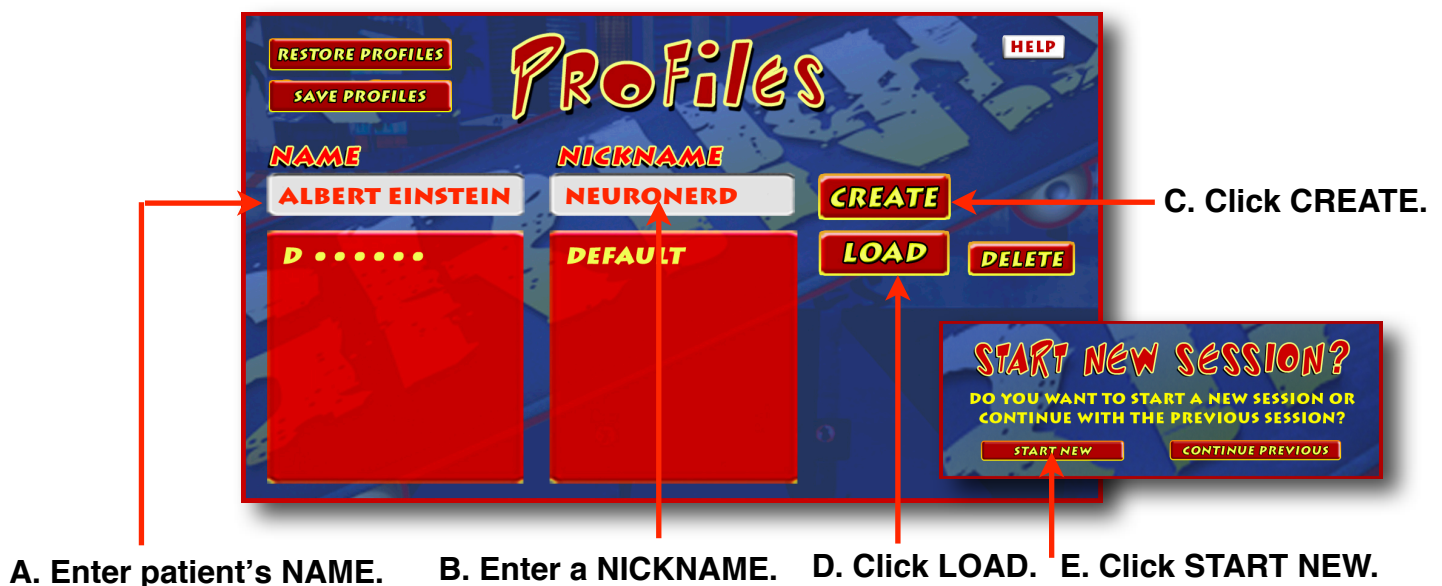
This will launch Zukor's Grind on the game monitor.

Note: It can take up to 15 seconds for the game to launch.

6. After the Zukor's Grind startup animation the **Profiles** menu will appear.

- A. Enter the patient's first and last name into the NAME field.
- B. Enter a nickname into the NICKNAME field.
- C. Click the CREATE button.
- D. Click the LOAD button.
- E. Click the START NEW SESSION button to load this profile and go to the Main Menu.

NOTE: If the NICKNAME box is left blank, the system will fill the NICKNAME box with the full name from the NAME box. If you prefer not using Nicknames we suggest you simply put a period "." in the nickname box.



A. Enter patient's NAME. B. Enter a NICKNAME. D. Click LOAD. E. Click START NEW.

7. If desired, click **OPTIONS** to make changes to the settings of the game.



IMPORTANT: The Period/Sessions Options are disabled when using Zukor's Grind with EEGer. Therefore, the control of the length and number of periods is set in EEGer, which by default is 10 periods to a session and each period is 2 minutes and 50 seconds.

8. Select the desired **Character**:

- A. Click the **CHARACTERS** button on the Main Menu.
- B. Click on the desired character.
- C. Click **MAIN MENU** to go back to the Main Menu.



B. Click on the Character.

C. Click MAIN MENU.

NOTE: There are two fun “Bonus Characters” available. Please see the in game Help for information about how to activate them.

9. Select a **Level** by checking the white box next to the desired level.

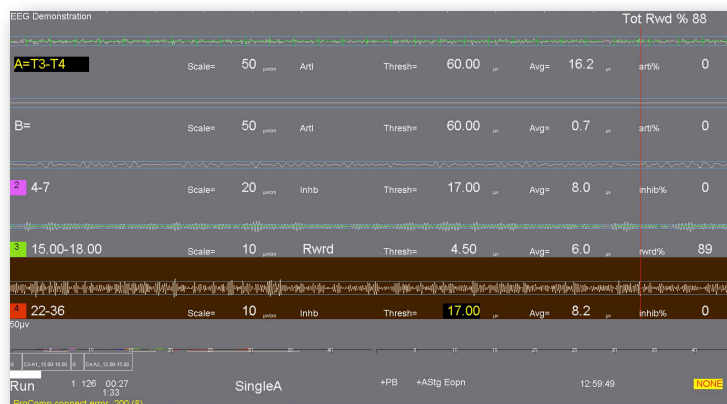


10. Click the **PLAY GAME** button.
This will take you to the “Ready” screen.



11. To start the feedback session, use your mouse to move the cursor to the EEGer screen on the Clinician Monitor and click on the EEGer clinician screen to make EEGer active. Then press F5 on the keyboard to start the first period of the session.

IMPORTANT: You must click on the EEGer clinician screen prior to pressing F5.



The character should start moving in the game and the threshold meters should pulse.

Note: It can take several seconds for the character to start moving.

Using Zukor's Grind with Live Data

This section explains how to use Zukor's Grind and EEGer with live data.

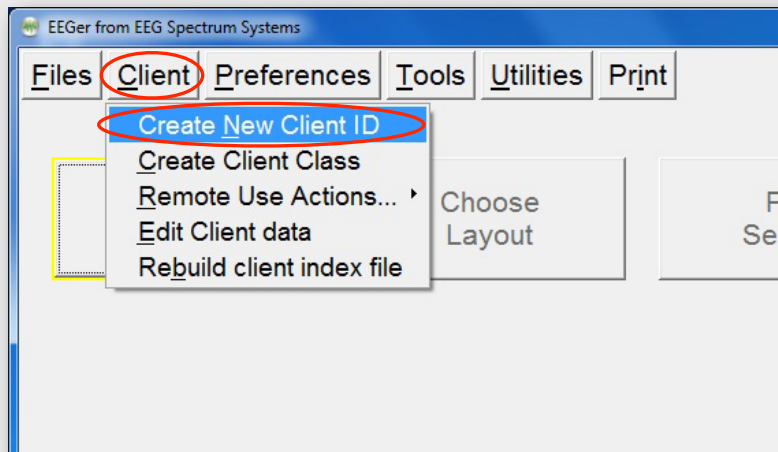
For using Zukor's Grind and EEGer with stored data, please see the previous section.

IMPORTANT: Remember to **always** start EEGer before Zukor's Grind and to only start Zukor's Grind from inside EEGer.

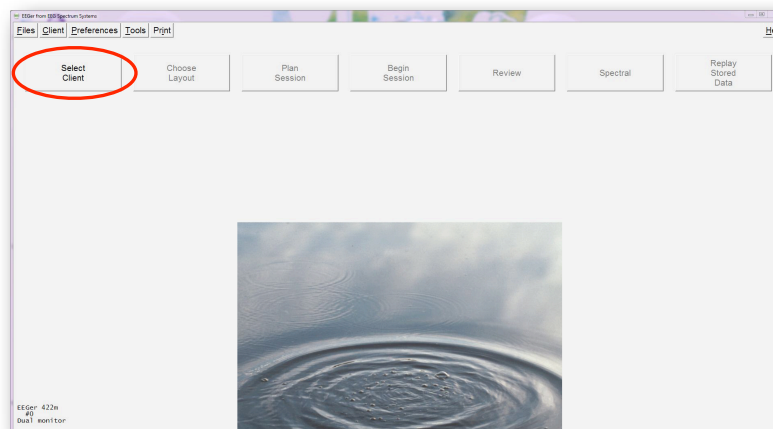
1. If you have not done so already, please install the EEGer dongle keyfile. This enables EEGer and Zukor's Grind to work together with live data.
2. On the EEGer main window you need to either:
 - A. Create a new client (start with option A below).**
 - B. Select an existing client (Step 3 below).**

Create a New Client

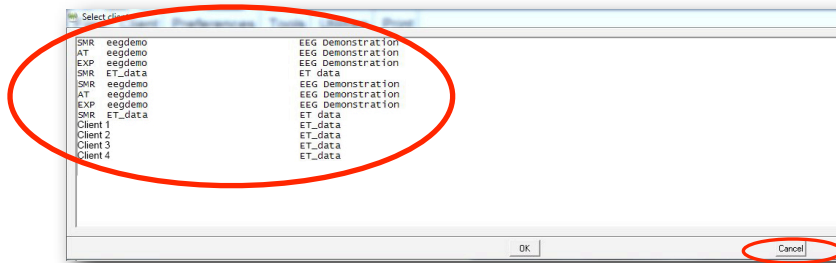
Under the **Client** drop down menu, click on **Create New Client ID** and then fill in all the required new client information. Once finished, proceed to Step 3.



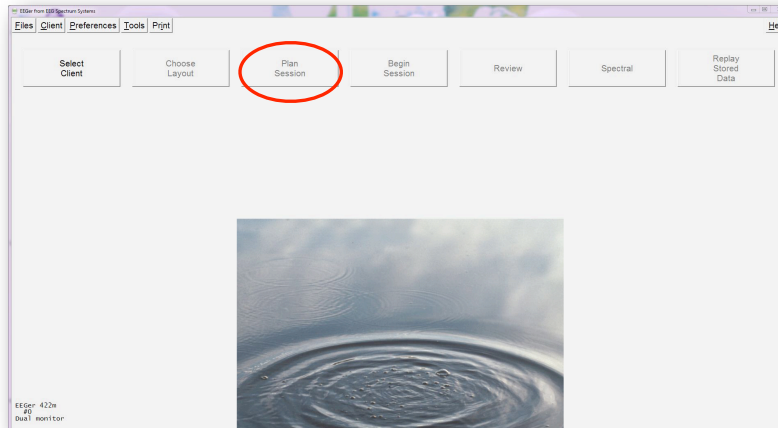
3. On the EEGer main window, click **Select Client**.



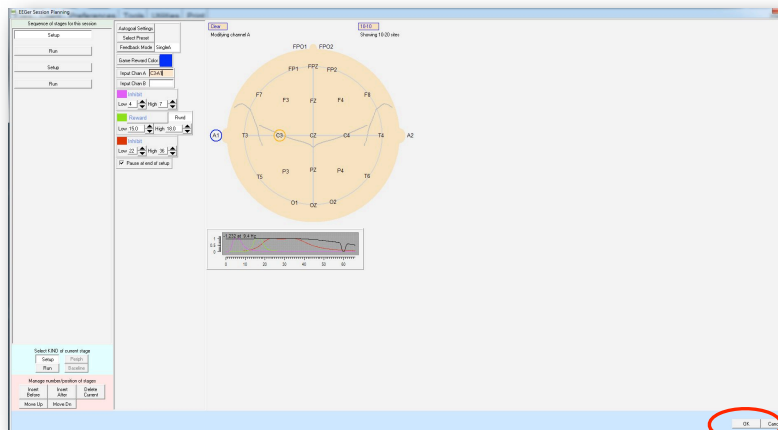
4. On the **Select client** window click on the desired client then, click **OK**.



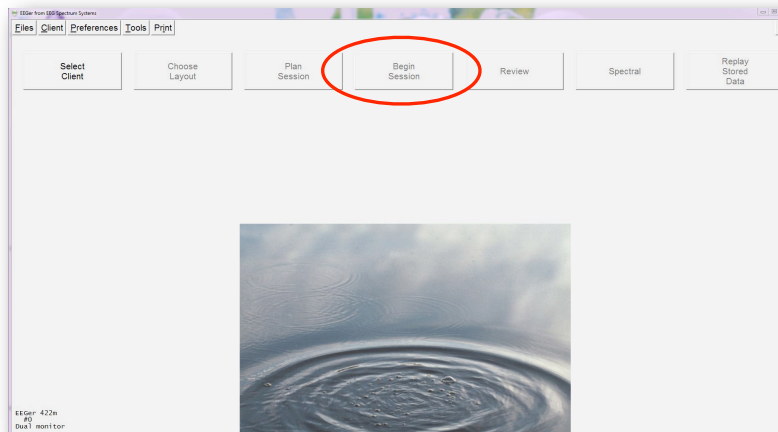
5. Back on the EEGer main menu, click on **Plan Session**.



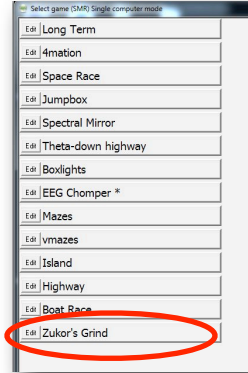
6. Select your client settings, then click **OK**.



7. On the EEGer main menu, click **Begin Session**.



8. In **Select game (SMR) Single computer** Double click on **Zukor's Grind**.

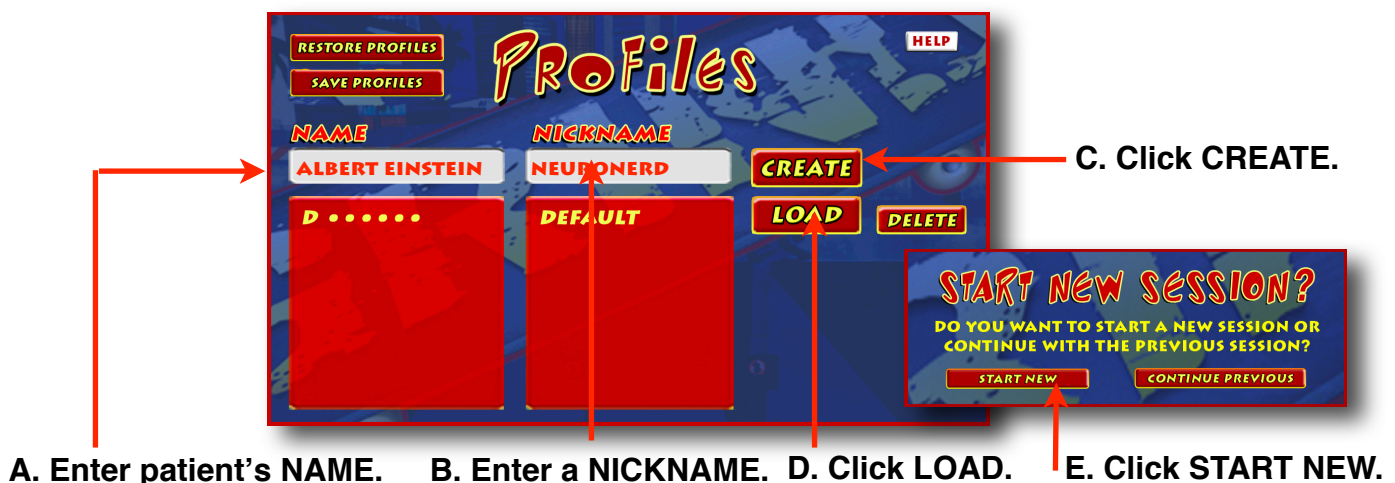


This will launch Zukor's Grind on the game monitor.

9. After the Zukor's Grind startup animation the **Profiles** menu will appear.

- A. Enter the patient's first and last name into the NAME field.
- B. Enter a nickname into the NICKNAME field.
- C. Click the CREATE button.
- D. Click the LOAD button.
- E. Click the START NEW SESSION button to load this profile and go to the Main Menu.

NOTE: If the NICKNAME box is left blank, the system will fill the NICKNAME box with the full name from the NAME box. If you prefer not using Nicknames we suggest you simply put a period "." in the nickname box.



- A. Enter patient's NAME.
- B. Enter a NICKNAME.
- D. Click LOAD.
- E. Click START NEW.

10. If desired, click **OPTIONS** to make changes to the settings of the game.



IMPORTANT: The Period/Sessions Options are disabled when using Zukor's Grind with EEGer. Therefore, the control of the length and number of periods is set in EEGer, which by default is 10 periods to a session and each period is 2 minutes and 50 seconds.

11. Select the desired **Character**:

- A. Click the **CHARACTERS** button on the Main Menu.
- B. Click on desired character.
- C. Click **MAIN MENU** to go back to the Main Menu.



B. Click on the Character.

C. Click MAIN MENU.

Note: See the in game Help for information on Bonus Characters.

12. Select a **Level** by checking the white box next to the desired level.



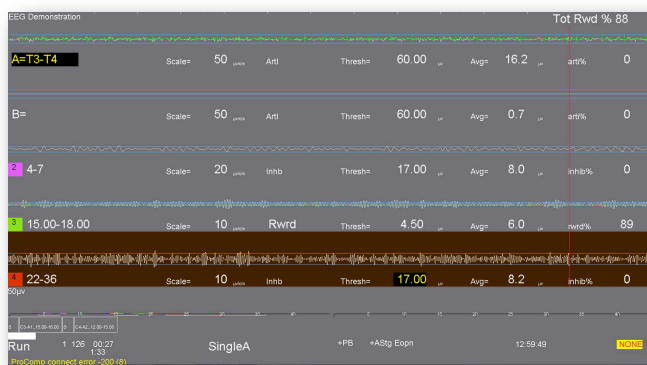
13. Click the **PLAY GAME** button.

This will take you to the “Ready” screen.



14. To start the feedback session, use your mouse to move the cursor to the EEGer screen on the “clinician” monitor and click on the EEGer clinician screen to make EEGer active. Then press F5 on the keyboard to start the first period of the session.

IMPORTANT: You must click on the EEGer clinician screen prior to pressing F5.



The character should start moving in the game and the threshold meters should pulse.

Note: It can take several seconds for the character to start moving.

Uninstall Zukor's Grind

If you need to uninstall (remove) Zukor's Grind from your computer for any reason, please follow the below steps.

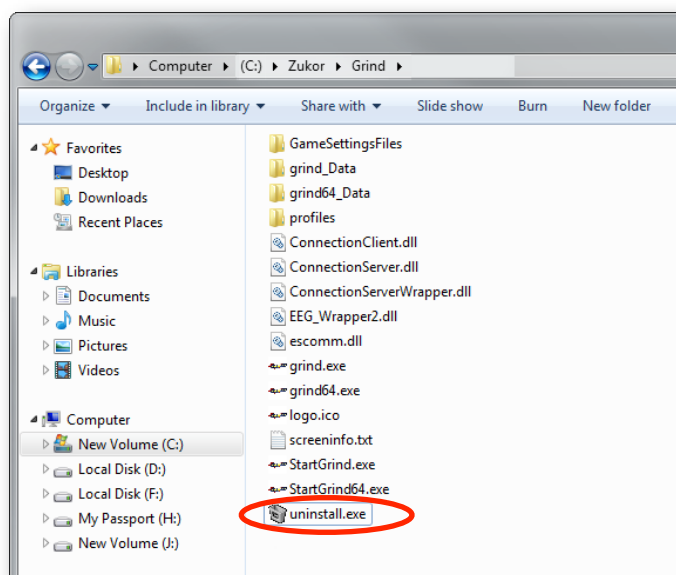
Uninstall Steps

1. Locate and open the **Zukor** folder on your computer.

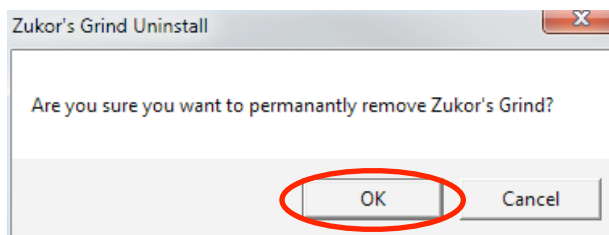
Note: If you followed the regular installation and did not change the installation location, then this folder should be located in: C:Zukor.

2. Inside the Zukor folder, open the **Grind** folder.

3. Locate the and double click **uninstall** or **uninstall.exe**.



4. On the confirmation window, click **OK**.



IMPORTANT NOTE: The patient Profiles, including Scores will not be deleted and can be used if you reinstall another version of Zukor's Grind.