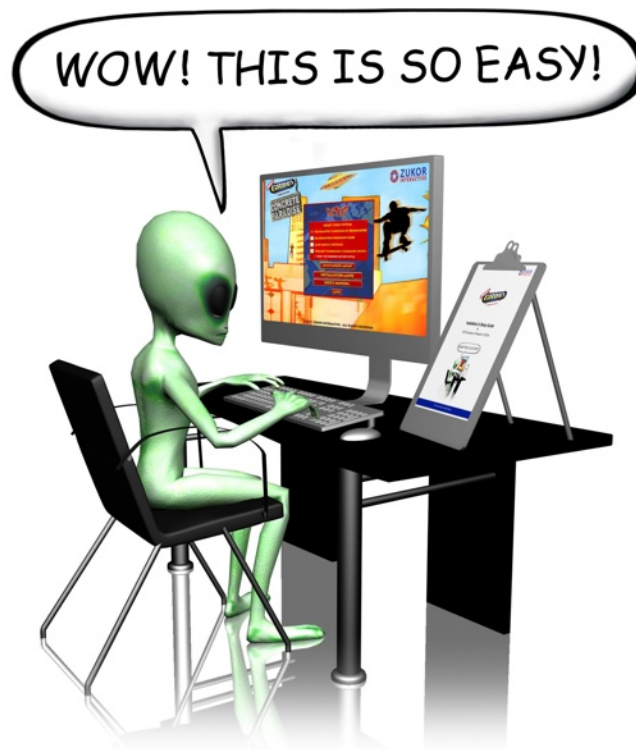




# QUICK START GUIDE

## Installation, Setup & Basic Operation with BrainMaster Technologies (all systems)

Version ZG 1.1-4



*\* Assuming you follow the instructions. :-)*



# **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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**Neurofeedback Systems Technical Advisor:** Kate Novian

### SPECIAL THANKS TO:

#### **BrainMaster Technologies**

Tom Collura, Terri Collura, Bill Mrklas, David Horne, Robert Milicia, Becca Hosier, Kristen Stahl, Ashley Johnson, PeniJean Rutter

#### **My Wife**

My wonderful wife, Sandra Turcotte

# Contents

5	<b>Introduction</b>
6	<b>System Requirements</b>
7	<b>Installation via Internet Explorer</b>
8	<b>Installation via Firefox</b>
9	<b>Installation via Chrome</b>
10	<b>Installation via Safari</b>
11	<b>Monitor Setup</b>
14	<b>Setup Zukor's Grind</b>
16	<b>Profiles Screen</b>
19	<b>Configuring BrainMaster for a Simulation Session</b>
25	<b>Configuring BrainMaster for Live Data Training</b>
34	<b>Basic Usage: Zukor's Grind &amp; BrainMaster</b>
40	<b>Uninstall Zukor's Grind</b>

## **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 & Chief Technology Officer**

**Zukor Interactive**

## MINIMUM COMPUTER SYSTEM REQUIREMENTS

Your computer system needs to meet the below requirements to properly run Zukor's Grind.

Computer 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 BrainMaster Technologies as well.

**NOTE:** Most computers sold within the last two years will meet the first two requirements.

### 1. OPERATING SYSTEM

- Windows 7 or Windows 8 on a regular PC or on a Mac (via Boot Camp).

**NOTE:** Microsoft no longer supports most versions of Windows XP and Windows Vista.

**IMPORTANT:** Make sure you have downloaded and installed **ALL** Windows 7 or Windows 8 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 (dedicated dual monitor setup).
- Game monitor should be 21+ inches, "widescreen" and set at a minimum resolution of 1024 x 768.

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

### NEUROFEEDBACK SYSTEM SOFTWARE REQUIREMENTS

- BrainMaster Technologies (any system)
- BrainMaster third-party game license key

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

# Installation via Download (Explorer)

## If using Internet Explorer

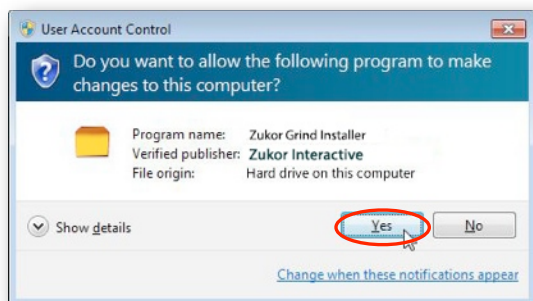
1. Download Zukor's Grind.



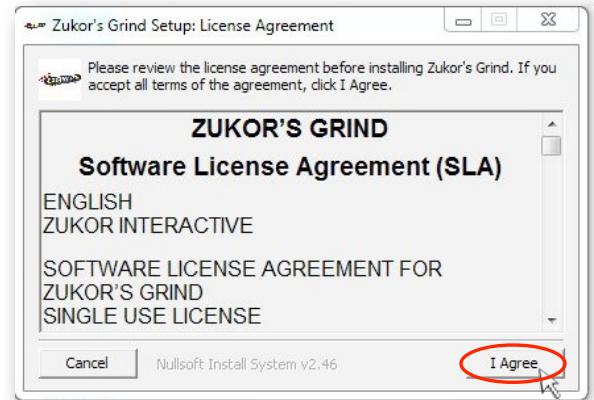
2. When the **File Download Security Warning** box appears, click **Run**.



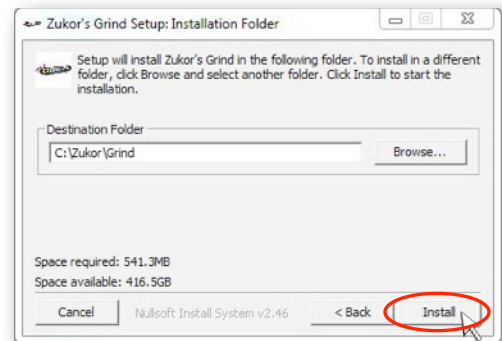
3. When the **User Account Control** box appears, click **Yes**.



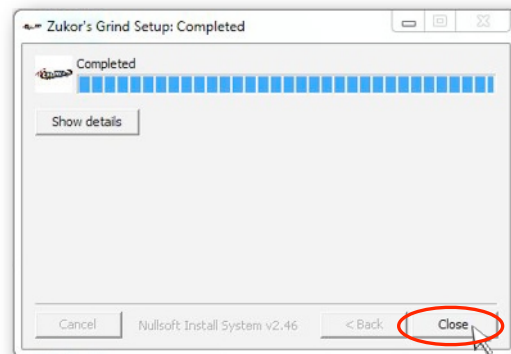
4. When the **Software License Agreement** appears, please read it, then click, **I Agree**.



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



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



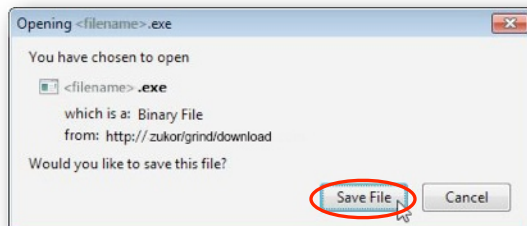
# Installation via Download (Firefox)

## If using Firefox

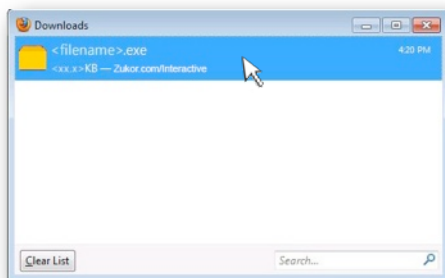
1. Download Zukor's Grind.



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



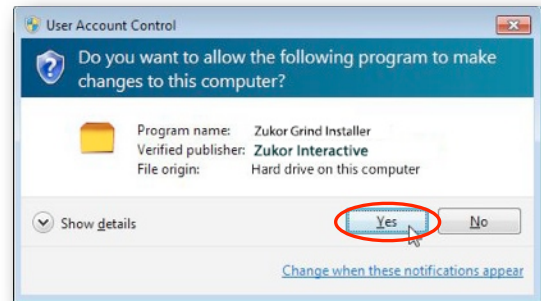
3. Double click **Zukor-Grind-Installer.exe** to open.



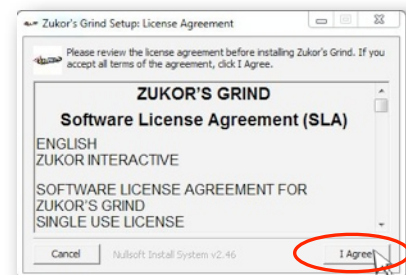
4. When the **File Download Security Warning** box appears, click **"Run."**



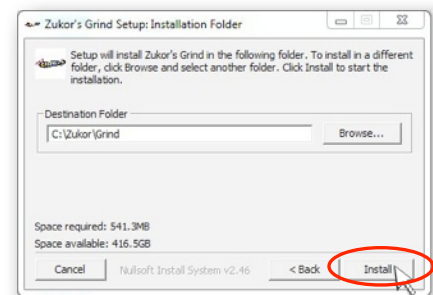
5. When the **User Account Control** box appears, click **"Yes."**



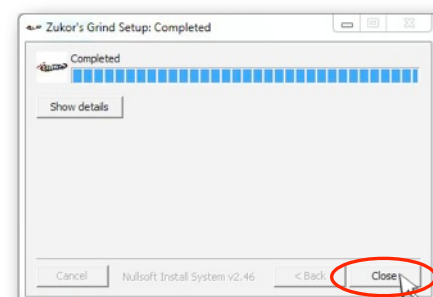
6. When the **Software License Agreement** appears, please read it, then click, **"I Agree."**



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



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





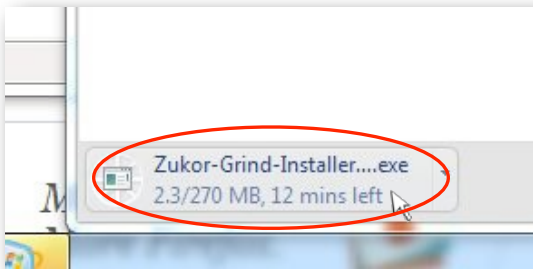
# Installation via Download (Chrome)

## If using Chrome

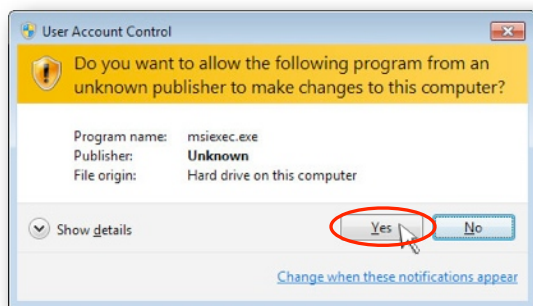
1. Download Zukor's Grind.



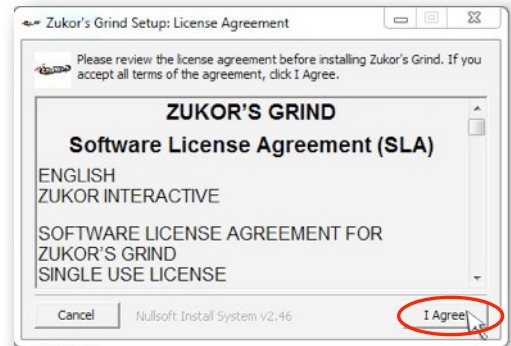
2. Locate the installer **ZukorsGrind-Installer.exe** on the bottom left corner of your browser and click to open.



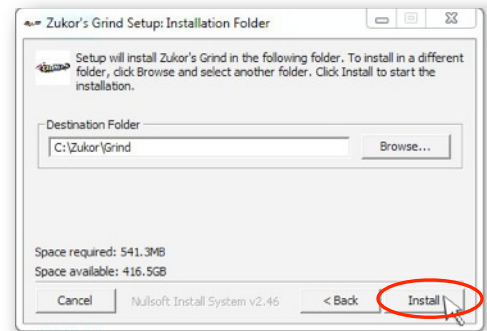
3. When the **User Account Control** box appears, click **Yes.**



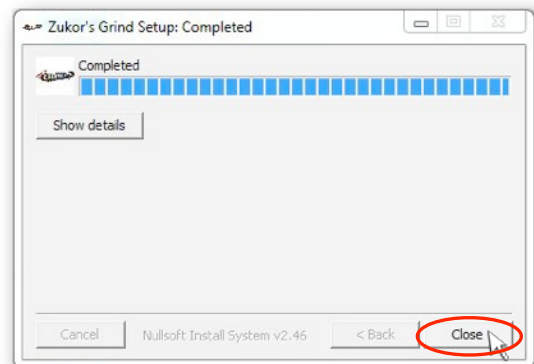
4. When the **Software License Agreement** appears, please read it, then click, **"I Agree."**



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



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



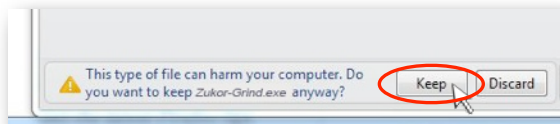
# Installation via Download (Safari)

## If using Safari

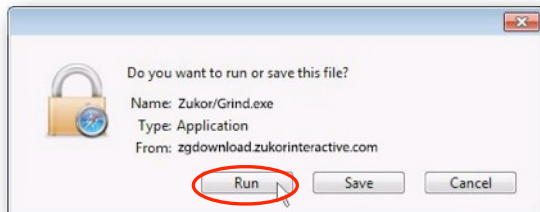
1. Download Zukor's Grind.



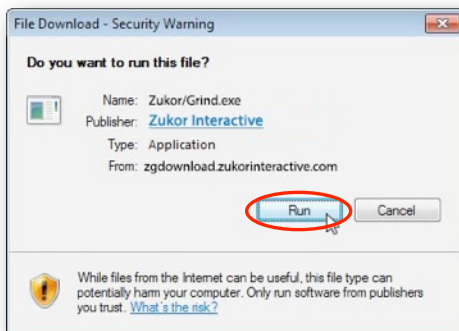
2. When the below dialogue box appears, click "Keep."



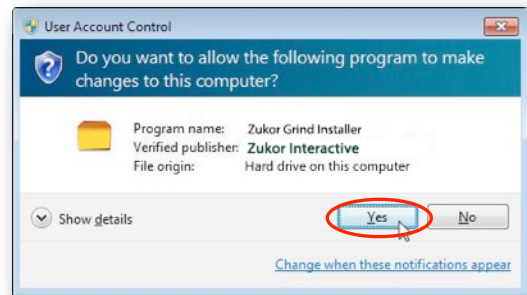
3. When the below box appears, click "Run."



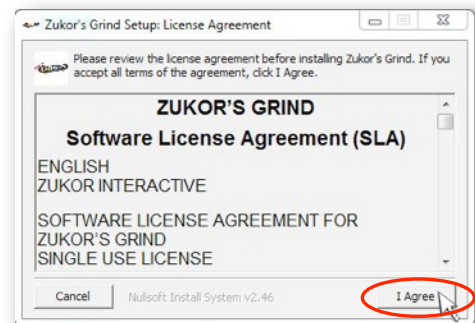
4. When the **File Download Security Warning** box appears, click "Run."



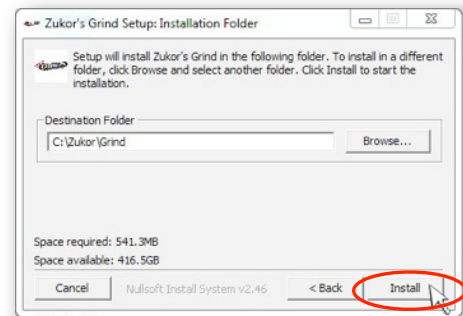
5. When the **User Account Control** box appears, click "Yes."



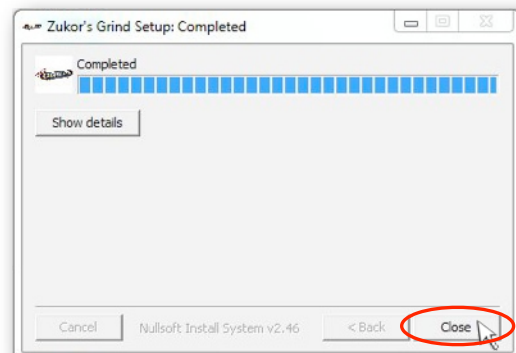
6. When the **Software License Agreement** appears, please read it, then click, "I Agree."



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 BrainMaster in a two monitor configuration.**

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

**Note:** If you have previously been using your computer with a second monitor, then it is very 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 BrainMaster.

## OVERVIEW

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

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

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

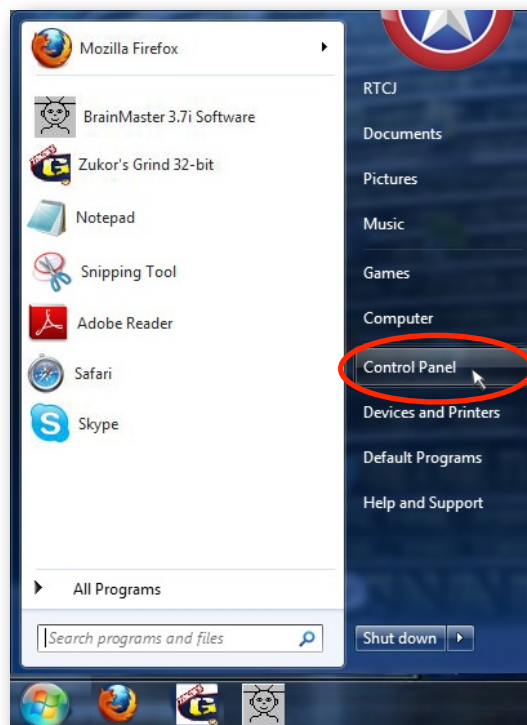
**Monitor 2** = "Game Monitor" to display the Zukor's Grind feedback game for the patient.

Note 1: Per the Zukor's Grind system requirements, the Game Monitor (Monitor 2) should be a 21+ inches widescreen monitor and set at a minimum resolution of 1024 x 768. A smaller monitor, a non-widescreen monitor or one set at a lower resolutions will work, but the game display experience will be less than optimal.

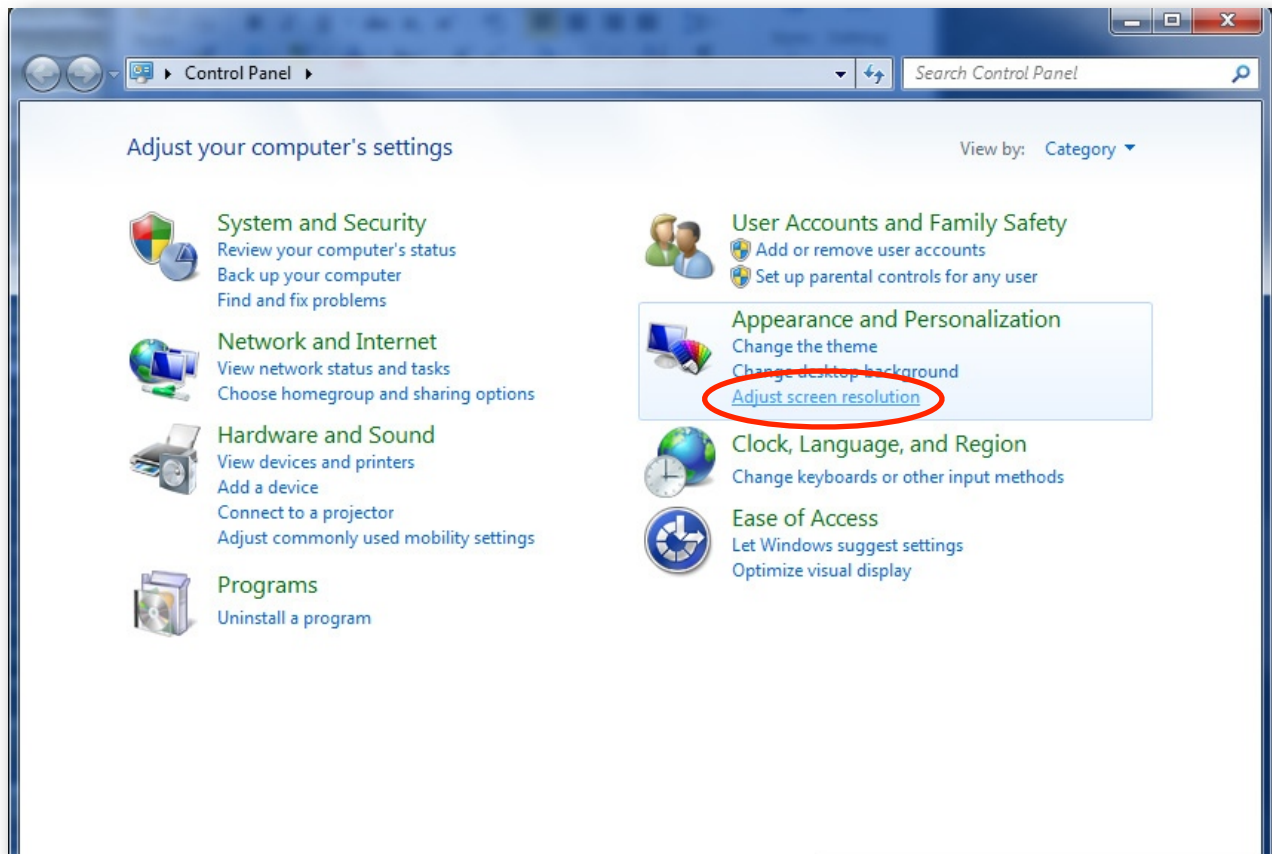
Note 2: Monitor 2 can also be a Plasma/LCD/LED TV or video projector. However, some of these alternative displays may require additional configuration changes in Windows.

## MONITOR SETUP

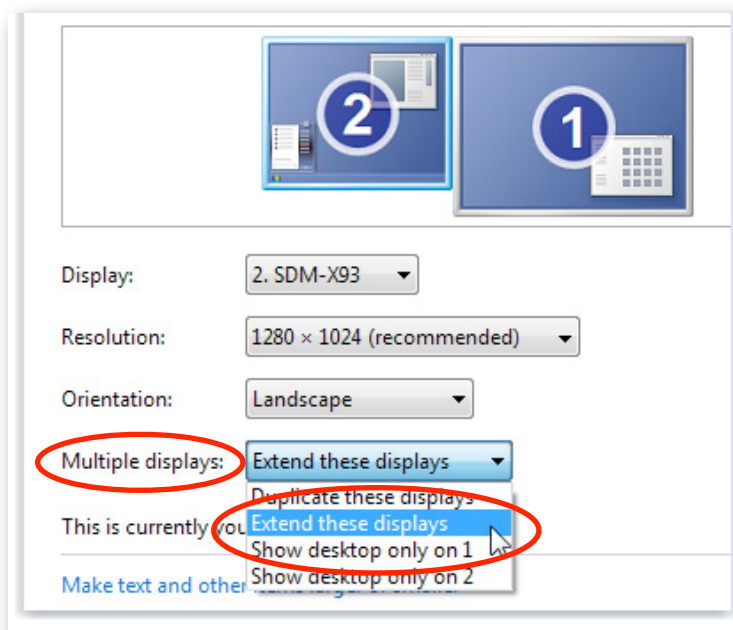
1. Via the **Start** menu in Windows go to **Control Panel**.



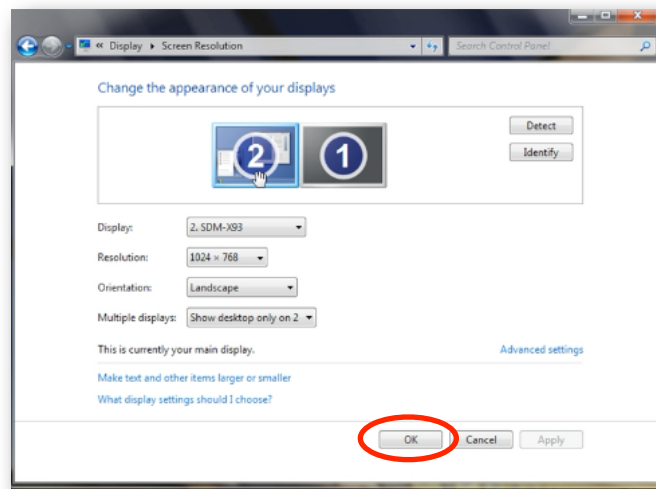
2. On the **Control Panel** window under **Appearance and Personalization**, click on **Adjust screen resolution**.



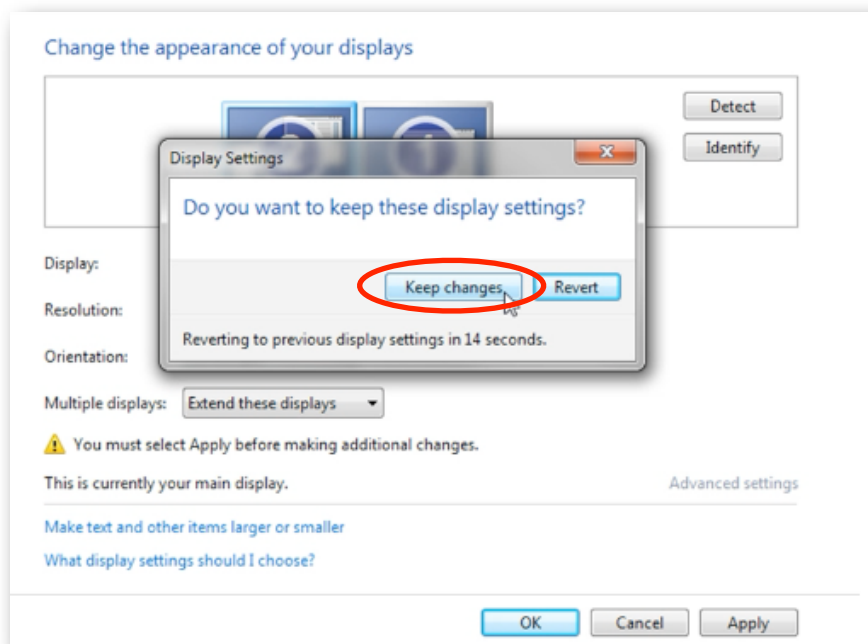
3. Click the drop-down list next to **Multiple displays** and select **Extend these displays**.



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 BrainMaster.

When you start BrainMaster it should appear on Monitor 1, the "Clinician Monitor," and when Zukor's Grind launches it should appear on Monitor 2, the "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 Zukor's Grind.



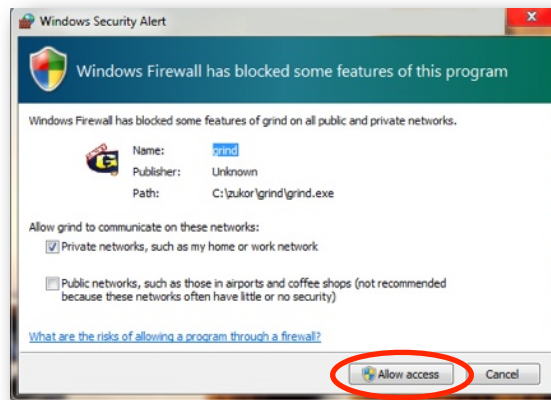
# Setup Zukor's Grind

**CRITICAL: You MUST have your second monitor connected to setup Zukor's Grind!**

1. Start Zukor's Grind from Zukor's Grind desktop icon shortcut by double clicking on it.



2. If you are prompted by your Windows Firewall Security, click **Allow access**.



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

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

**ZUKOR'S GRIND**  
**REGISTRATION & LICENSE KEY SYSTEM**  
THIS SCREEN ALLOWS YOU TO REGISTER AND RECEIVE A LICENSE KEY TO USE ZUKOR'S GRIND

**INSTRUCTIONS**

1. FILL IN YOUR NAME AND EMAIL ADDRESS IN THE SPACES BELOW.
2. CLICK THE SEND BUTTON. THIS WILL SEND YOUR NAME, EMAIL ADDRESS AND COMPUTER ID TO ZUKOR INTERACTIVE.
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. (IN MOST CASES YOU WILL RECEIVE YOUR LICENSE KEY EMAIL WITHIN 1 HOUR, BUT IT COULD TAKE UP TO 24 HOURS.)

**IMPORTANT NOTE: YOU MUST START AND COMPLETE THIS PROCESS ON THE SAME COMPUTER YOU INTEND TO USE ZUKOR'S GRIND. ONCE THIS PROCESS IS COMPLETED THE GAME WILL BE TIED TO THAT COMPUTER AND ONLY RUN ON THAT ONE COMPUTER.**

**NAME** John Smith  
**E-MAIL** John Smith@gmail.com  
**COMPUTER ID** 0c245121f121q452k65x8596b2541nz5874p6985 **SEND**  
**LICENSE KEY** 01W451215K215F523Y5485PZ32A412587456R85 **APPLY**

ALTERNATIVELY, TO REGISTER AND RECEIVE YOUR LICENSE KEY BY PHONE, CALL ZUKOR INTERACTIVE AT (702) 534-4727, EXTENSION 2.

**ZUKOR INTERACTIVE** **CLOSE** **HELP**

4. When the Main Menu appears along with the Profiles popup, click **Graphics Configuration**.



The **Graphics Configuration** popup will then appear which shows which monitor Zukor's Grind is assigned and the graphics quality settings for Zukor's Grind. In a standard setup, the "Clinician Monitor" should be Monitor 1 and the "Game Monitor" should be Monitor 2. If Monitor 2 is not checked, then you need to select it.

**IMPORTANT:** You must change these settings, otherwise Zukor's Grind will open "behind" the clinician's screen (the software of your neurofeedback or biofeedback system software) on Monitor 1 and thus it will partially or completely cover Zukor's Grind. If this happens, then quit your neurofeedback or biofeedback system software, go to the Graphics Configuration popup from the Options button on the Main Menu and follow the steps above.

**CRITICAL:** You **MUST** have your second monitor connected prior to doing the next step!

5. Assign Zukor's Grind to Monitor 2 by clicking the white box next to **Monitor 2**.



**NOTE:** The graphics **Quality** is set by default to "Good." For more information on the graphics Quality please click the **Help** button on the **Graphics Configuration** screen.

**IMPORTANT:** If you find the game motion is choppy, lagging, pausing, glitching, or the character is exhibiting strange behavior, such as spinning in circles for no apparent reason, then please adjust the Quality to a lower setting, which means towards Fastest.

**Zukor's Grind is now setup!**

Next, we suggest you familiarize yourself with the Profiles screen (next page).

Then, try Zukor's Grind and BrainMaster with stored data (page 19) to familiarize yourself with the basics.

# Using the Profiles Screen

## OVERVIEW

The Profiles screen allows the clinician to create patient “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 or some other info, such as the patient’s birthdate.

**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 are 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.



# Configuring BrainMaster for a Simulation Session

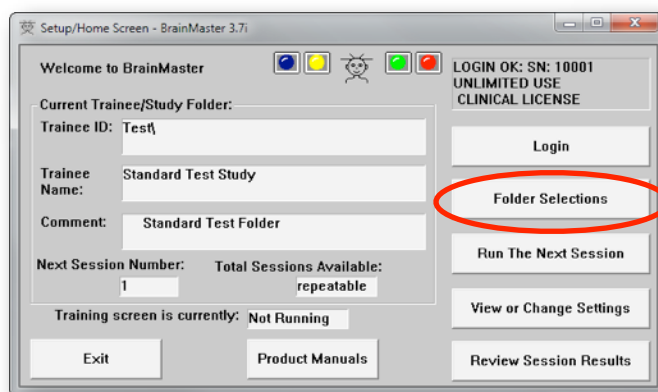
Follow these steps to configure BrainMaster to run a Simulation Session with Zukor's Grind.

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

**TIP: Using Zukor's Grind with stored data playback is a great way to try out the game and understand how it works with BrainMaster before using it with a patient.**

NOTE: These steps focus on "SMR" amplitude training (three-band: one reward, two inhibit). Zukor's Grind will work with other types of training, but we recommend starting with SMR training to understand how BrainMaster and Zukor's Grind work together before using other types of training.

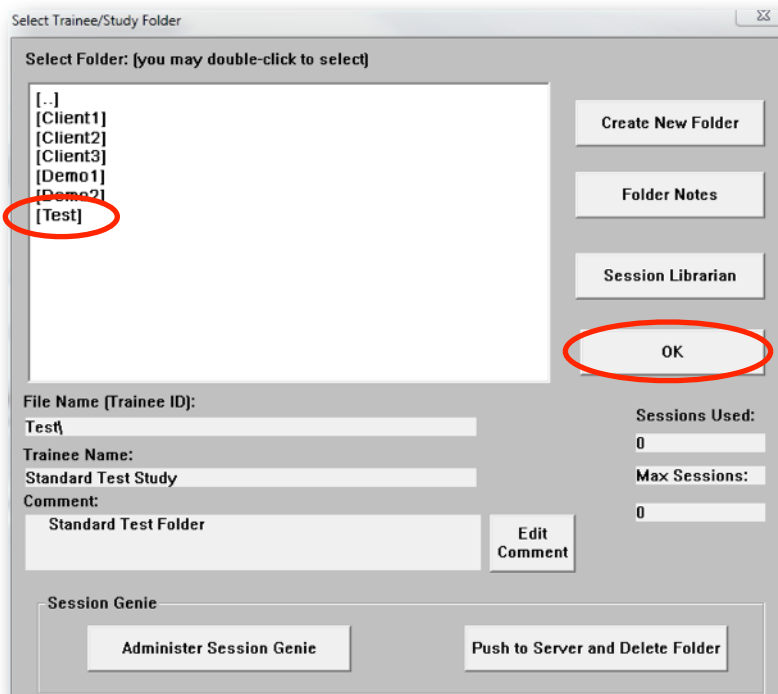
1. Open BrainMaster in the normal manner, and then click on **Folder Selections**.



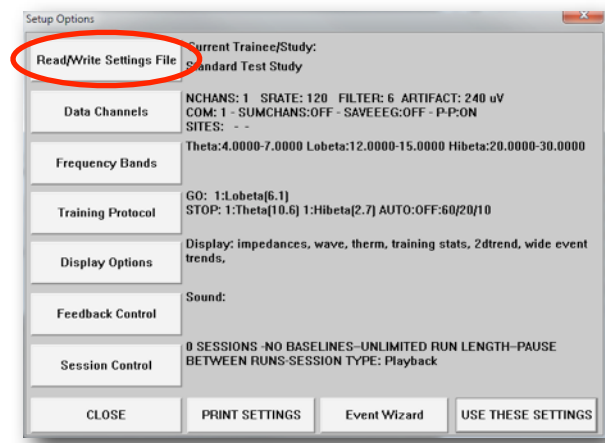
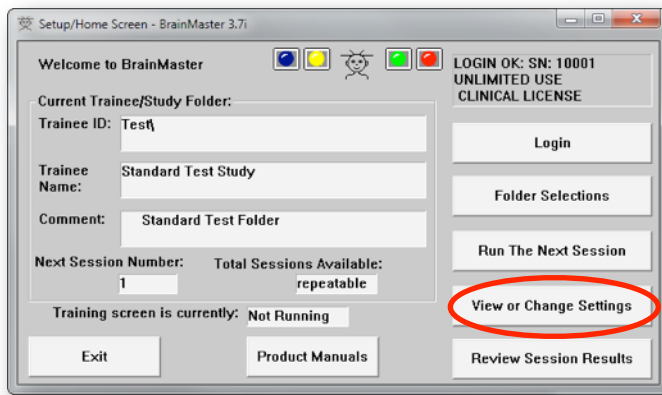
2. In the **Select Trainee/Study Folder** window:

- I. Under **Select Folder**, select **Test**.

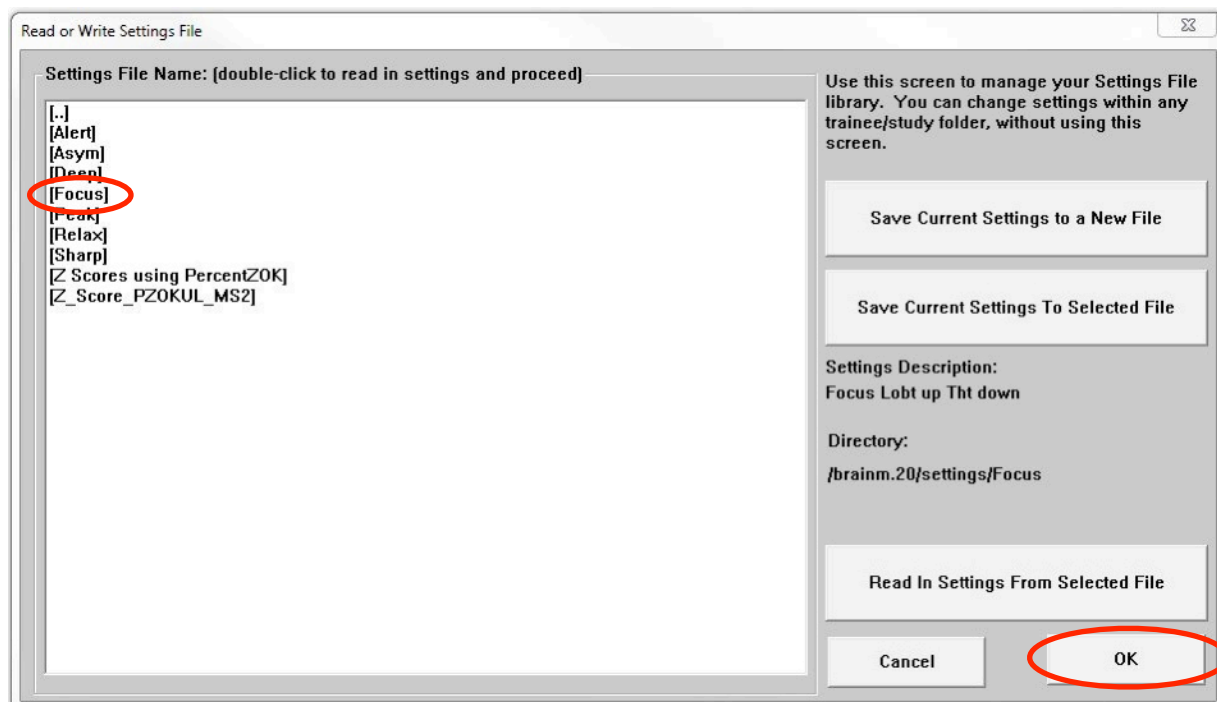
- II. Click **OK**.



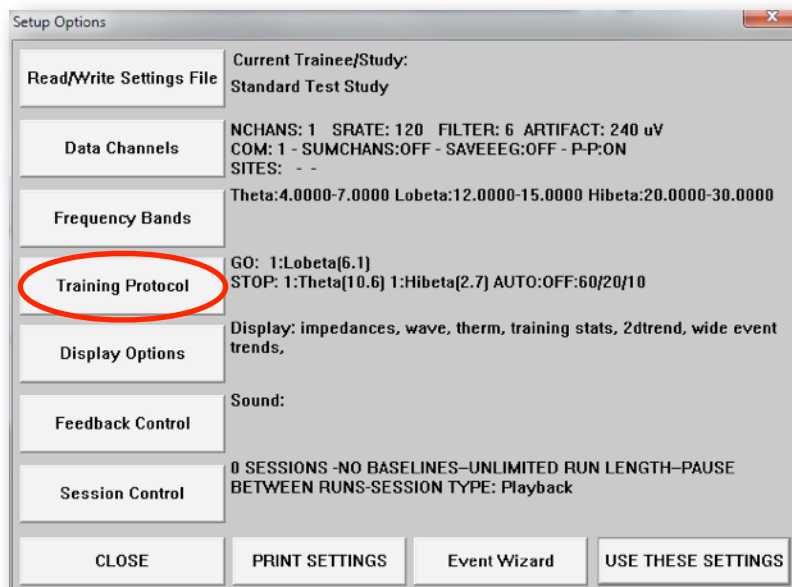
- Next, click on **View or Change Settings**.
- On the **Setup Options** window, click **Read/Write Settings File**.



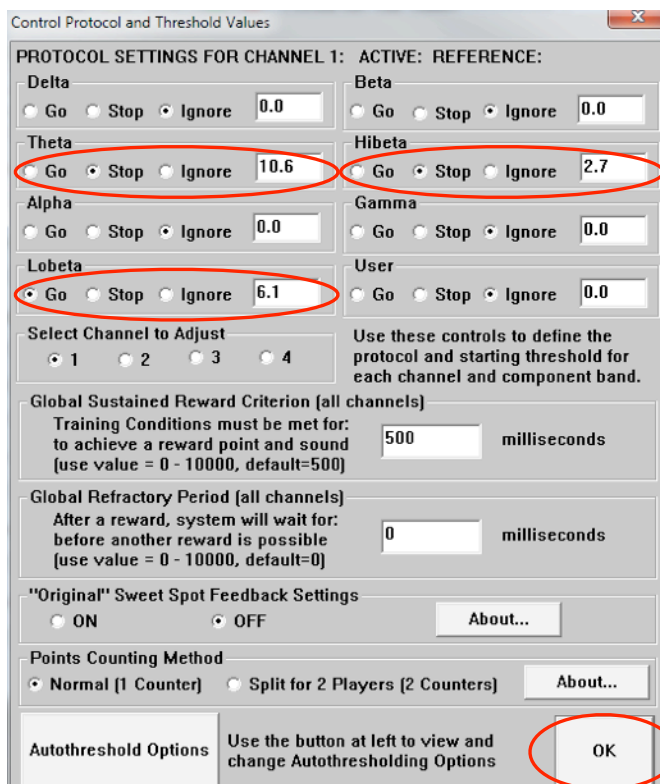
- Under **Settings File Name** select "[Focus]," then click **OK**.



6. On the **Setup Options** window, click **Training Protocol**.

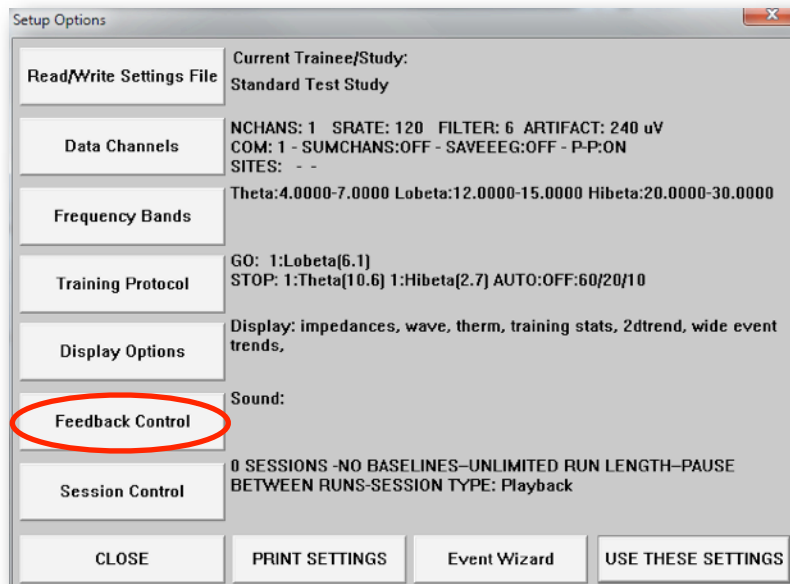


7. On the **Control Protocol and Threshold Values** window make sure **Theta** is set to **Stop**, **LoBeta** to **Go** and **HiBeta** to **Stop**. **All others** should be set to **Ignore**. Then click **OK**.



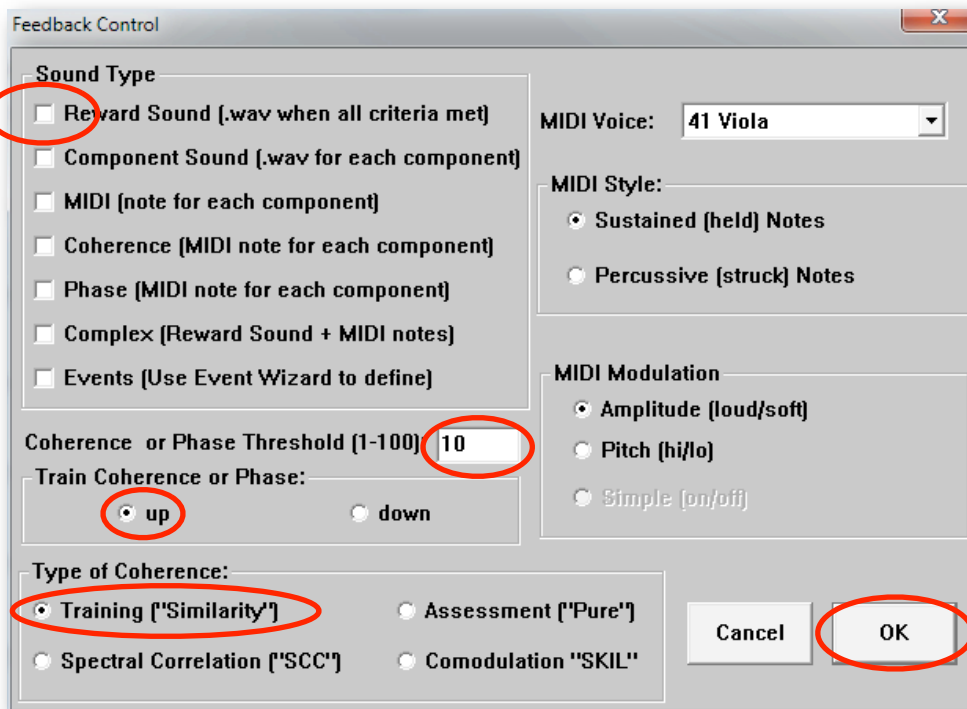
**NOTE:** By default the Simulation Session will run with Autothreshold turned on. Although for actual patient training the game works better with Autothreshold turned off, for the purpose of understanding the basics using this Simulations Session, we recommend at first leaving Autothreshold turned on.

8. On the **Setup Options** window, click **Feedback Control**.



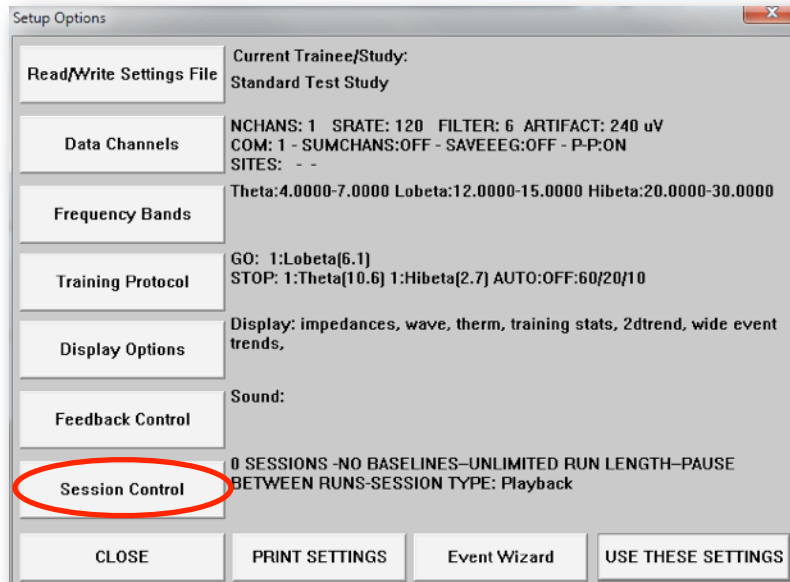
9. Make sure the **Feedback Control** setting match the ones below. Then click **OK**.

**NOTE: Be sure to uncheck "Reward Sound" just for this Simulation Session.**

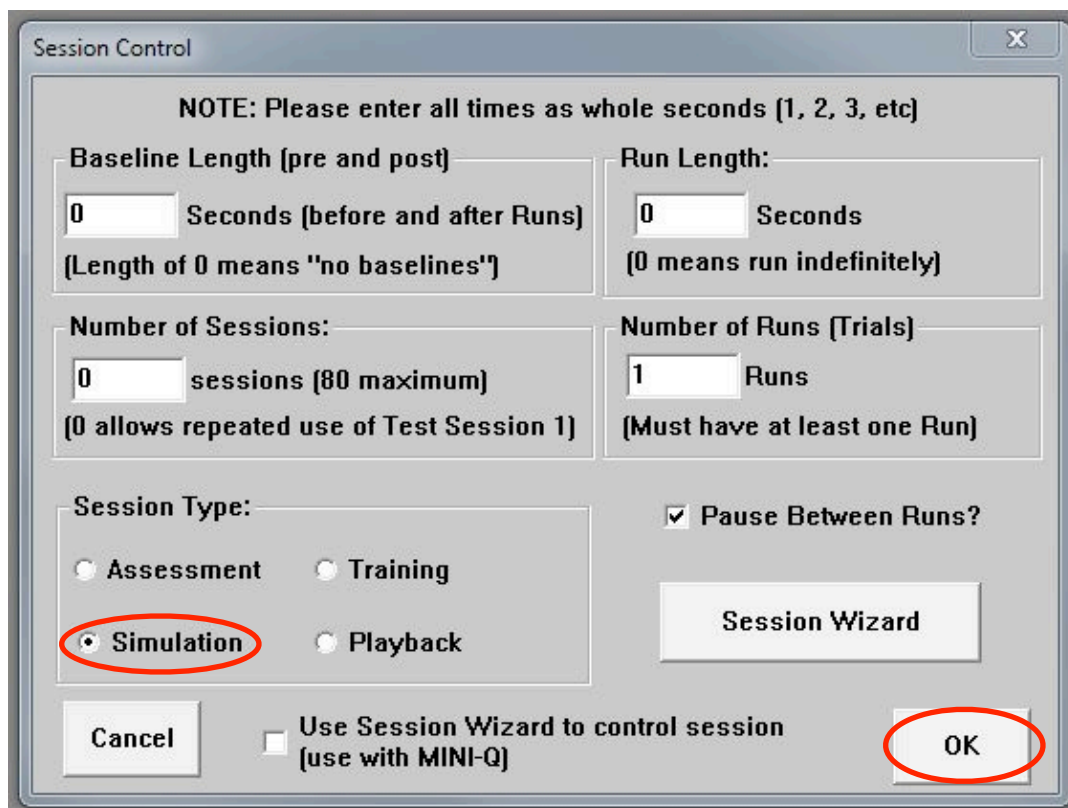




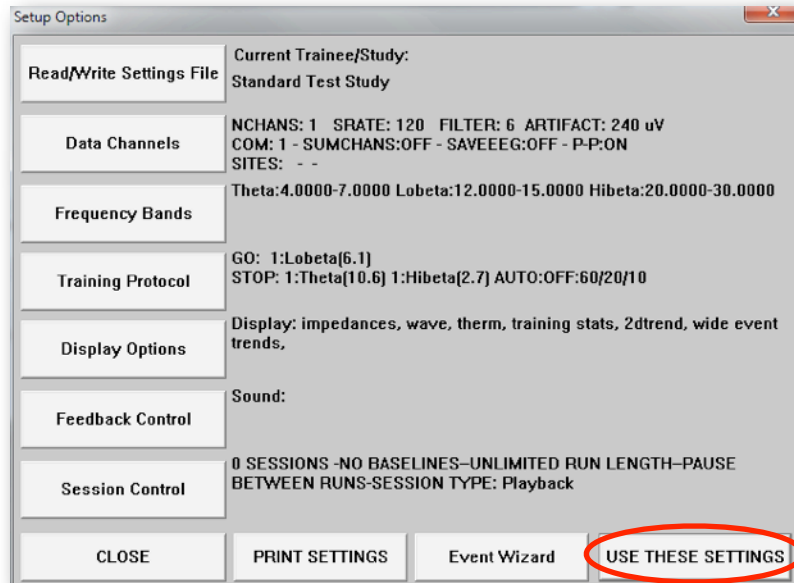
10. On the **Setup Options** window, click **Session Control**.



11. In **Session Control** select **Simulation**, then click **OK**.



16. On the **Setup Options** window, click **USE THESE SETTINGS**.



Now, proceed to “Basic Usage: Zukor’s Grind & BrainMaster” on page 36.



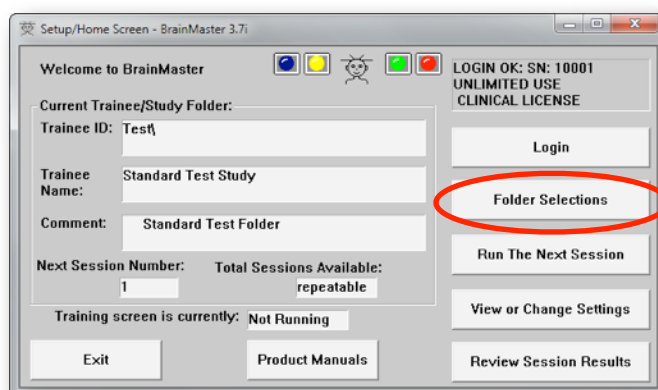
# Configuring BrainMaster for Live Data Training

Follow these steps to configure BrainMaster for live data Training with Zukor's Grind.

*For using Zukor's Grind and BrainMaster in a Simulation session, please see the previous section.*

**TIP:** If you have not done so already, we suggest first trying Zukor's Grind in a Simulation session to understand how it works with BrainMaster before using it with a patient.

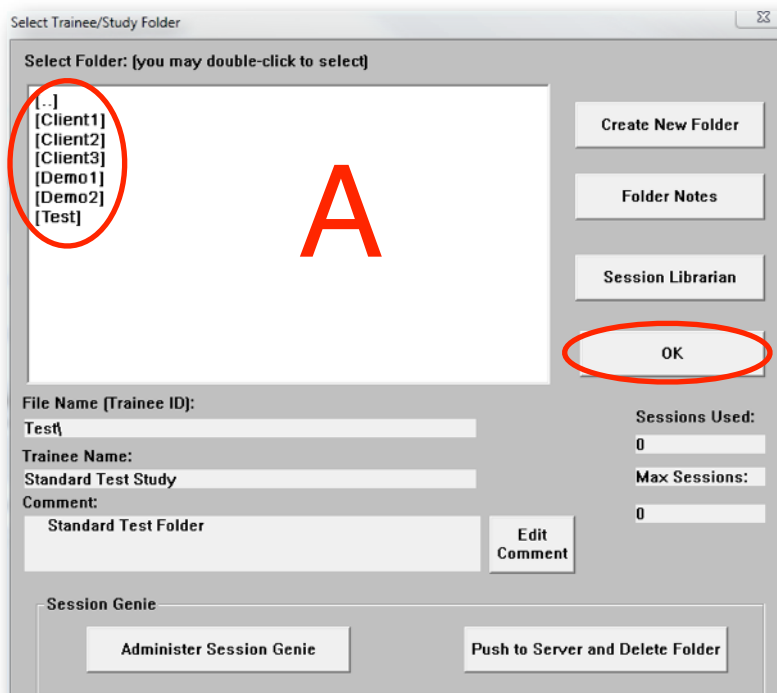
1. Open BrainMaster in the normal manner, and then click on **Folder Selections**.



2. In the **Select Trainee/Study Folder** window either:

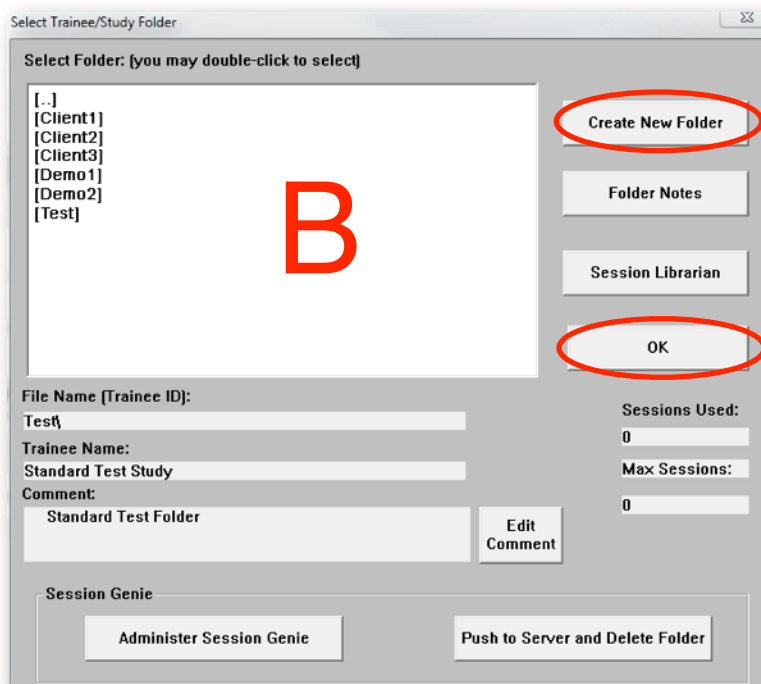
- A. Select an existing client (go to option A below).
- B. Create a new client (go to option B on next page).

- A. To select an existing client, first click on the desired client folder under **Select Folder**, then click **OK**.

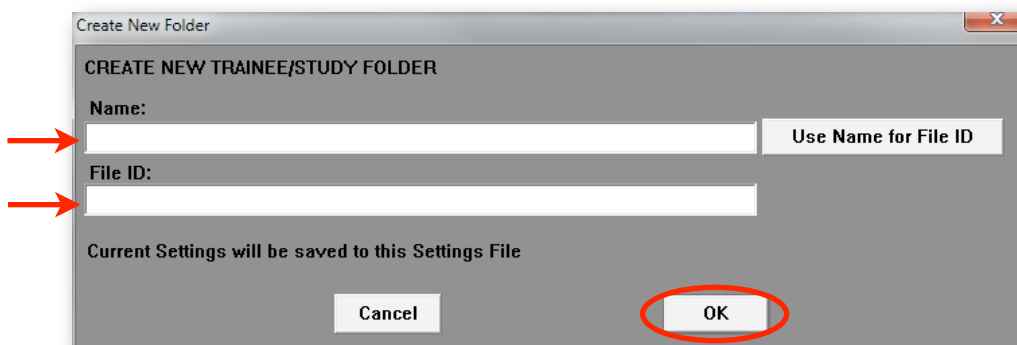


B. To create a new client:

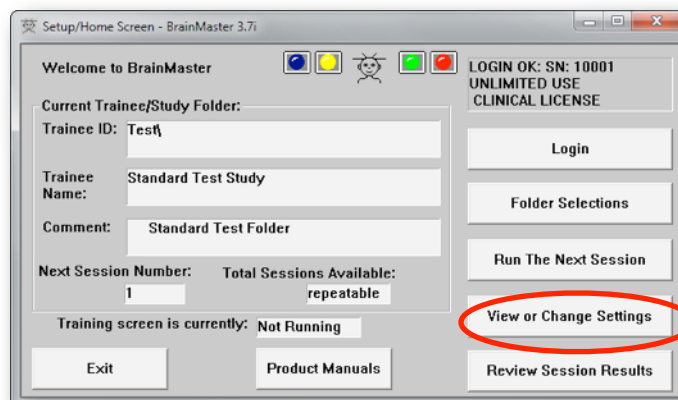
I. Click on **Create New Folder**, then click **OK**.



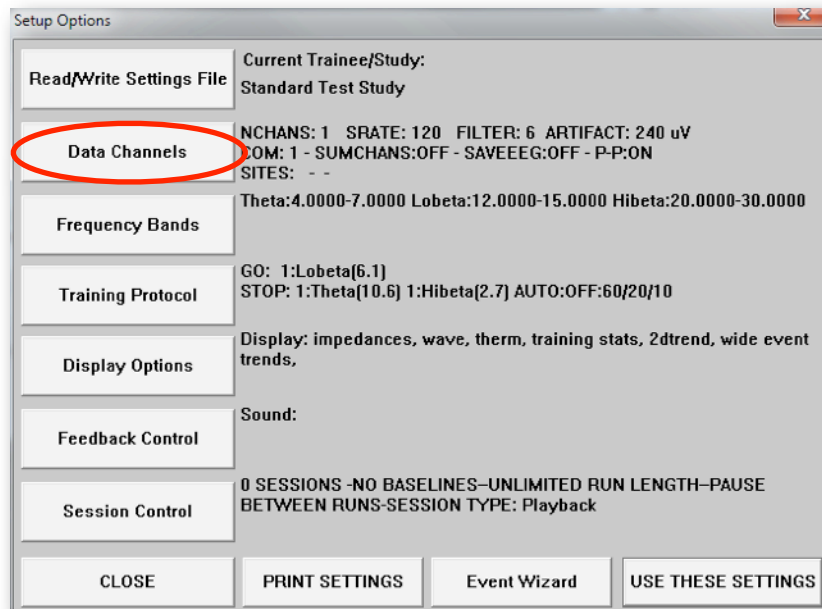
II. When the **Create New Folder** window below appears, fill in the **Name** and **File ID** fields, then click **OK**.



3. Next, click on **View or Change Settings**.

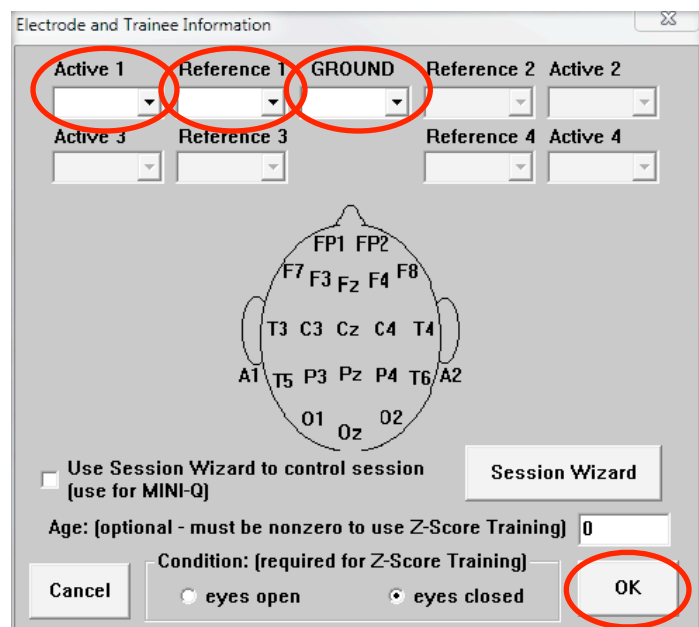
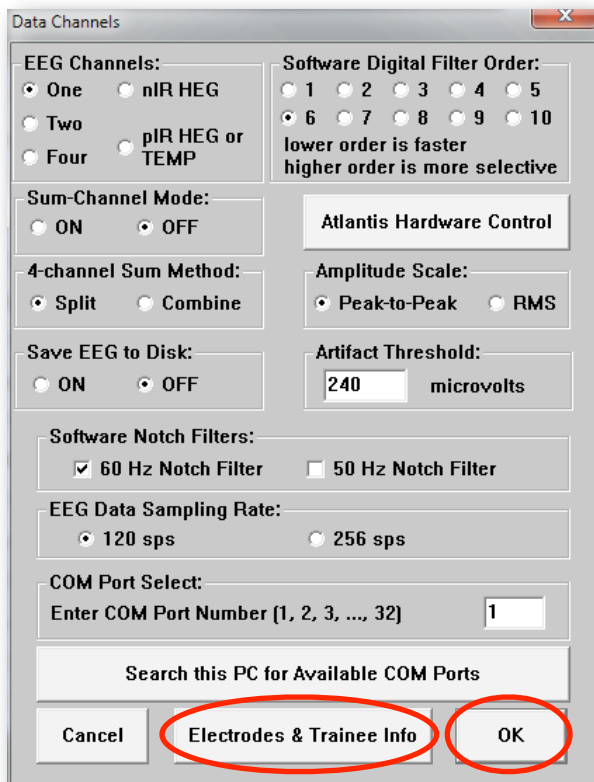


4. On the **Setup Options** window, click **Data Channels**.

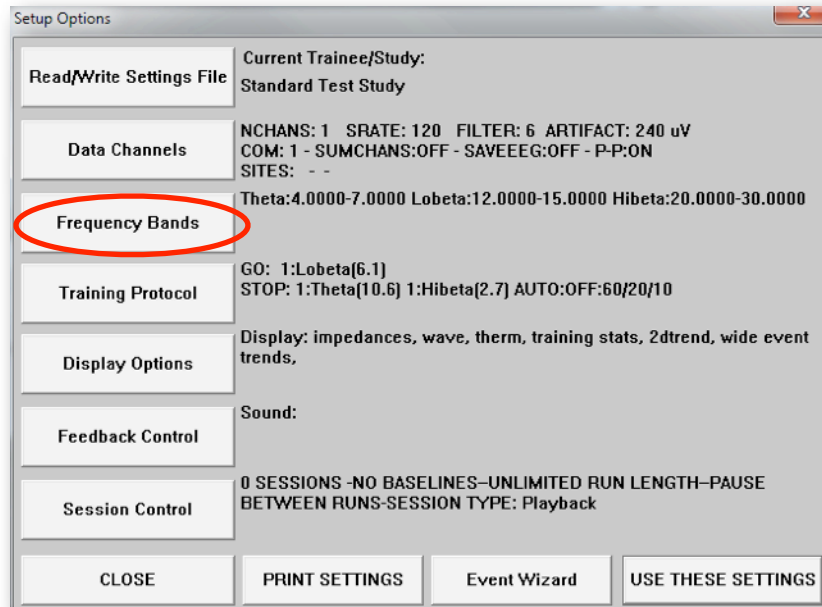


5. In the **Data Channels** window:

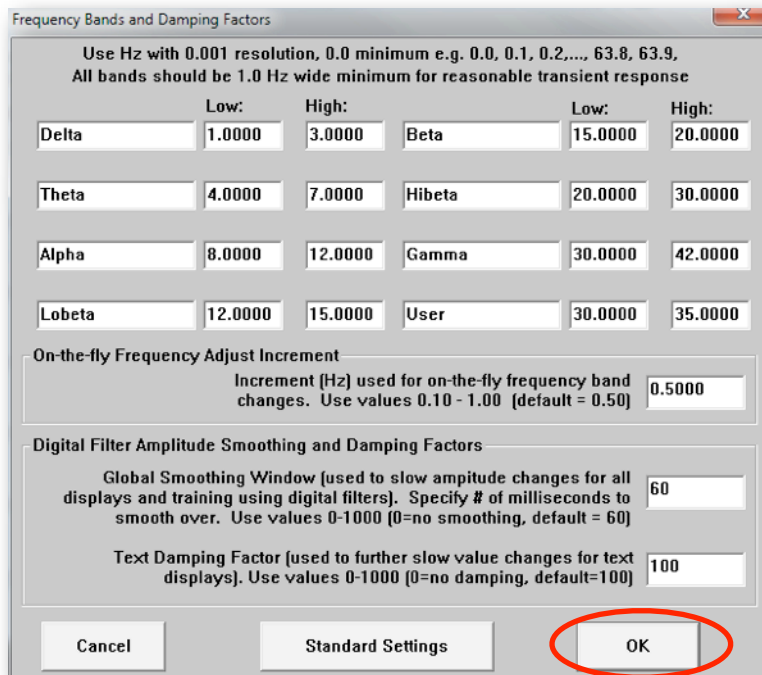
- A. Click on **Electrodes & Trainee Info**.
- B. Select your **Active 1**, **Reference 1** and **GROUND**, and then click **OK**.
- C. Then in **Data Channels** click **OK**.



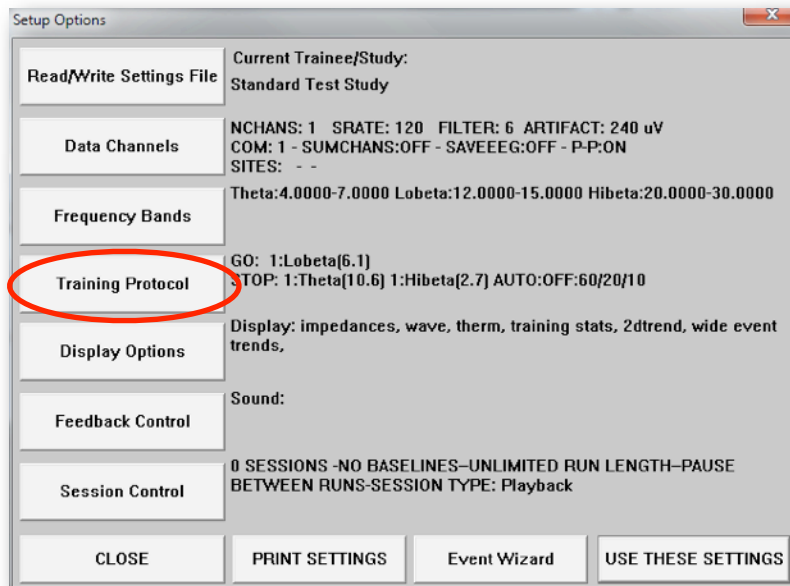
6. On the **Setup Options** window, click **Frequency Bands**.



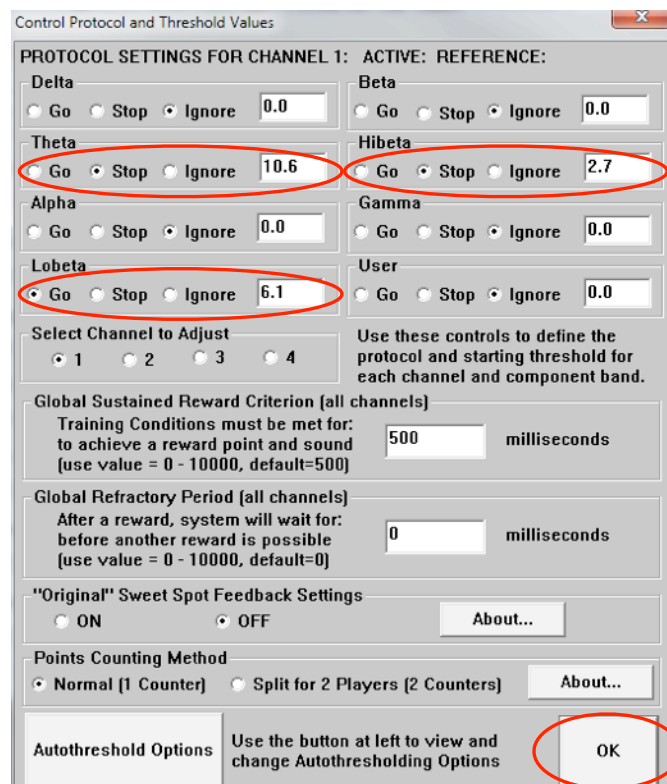
7. Make sure the **Frequency Bands and Damping Factors** settings match the ones below, then click **OK**.



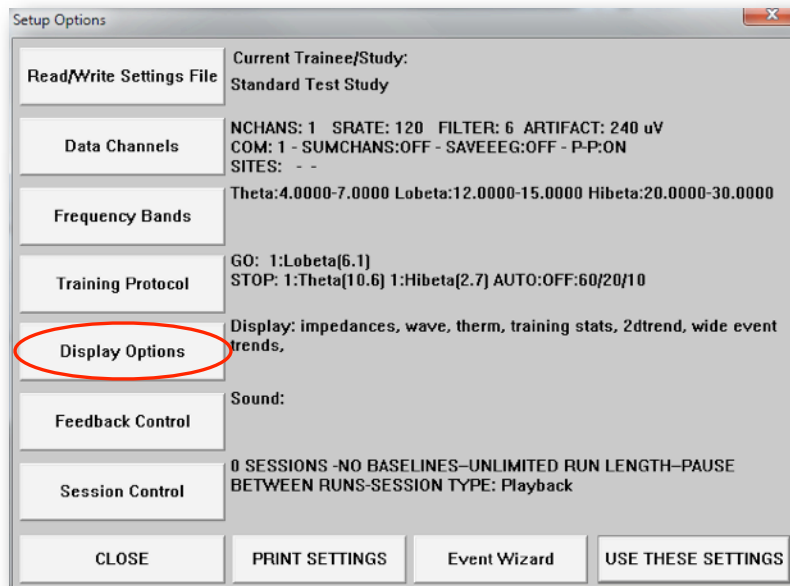
8. On the **Setup Options** window, click **Training Protocol**.



9. On the **Control Protocol and Threshold Values** make sure **Theta** is set to **Stop**, **LoBeta** to **Go** and **HiBeta** to **Stop**. All others should be set to **Ignore**. Then, click **OK**.

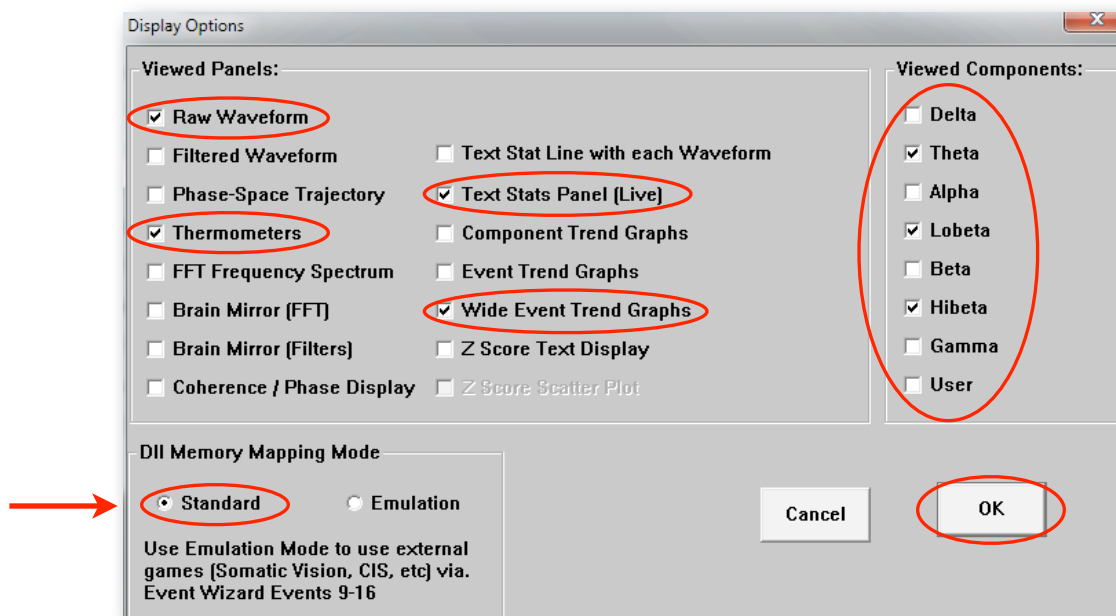


10. On the **Setup Options** window, click **Display Options**.

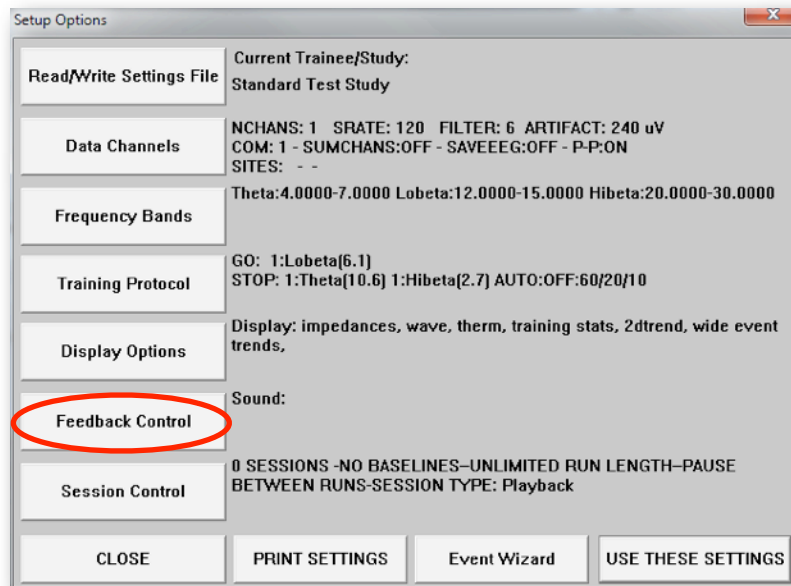


11. Make sure the **Display Options** setting match the ones below. Then click **OK**.

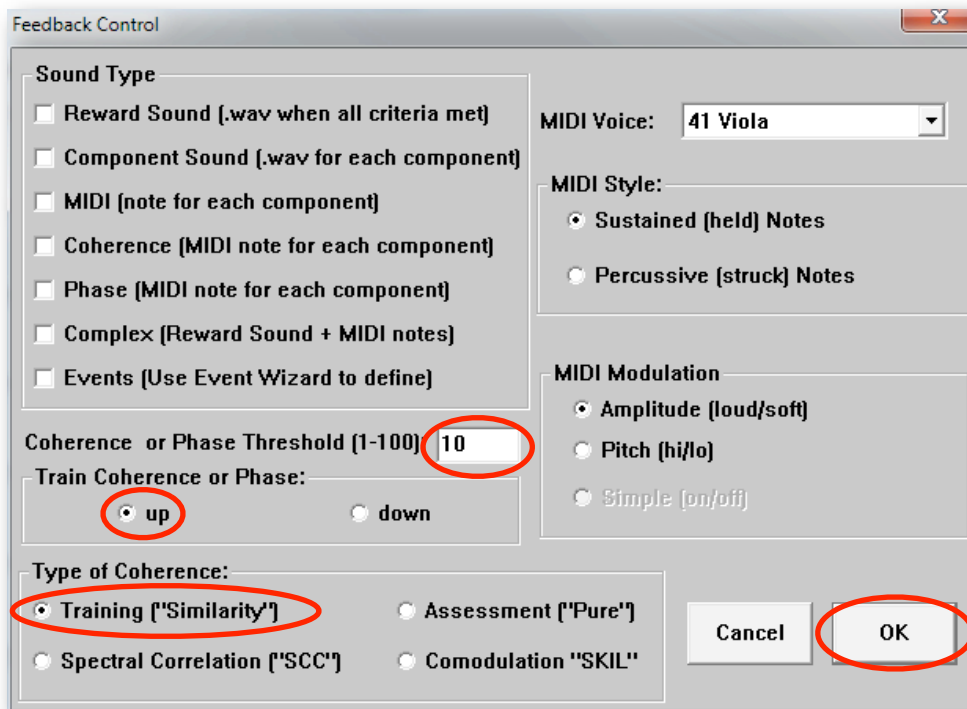
**Note:** It is essential that **Standard** is selected in **DII Memory Mapping Mode**.



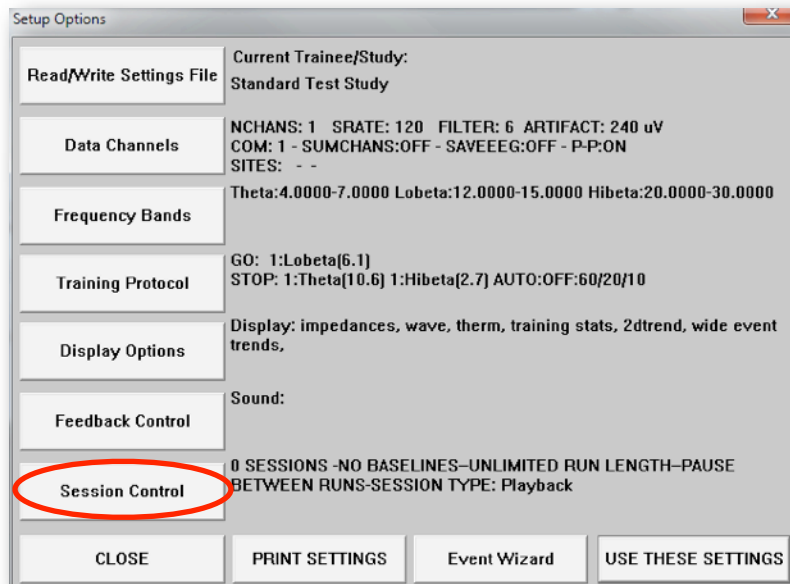
12. On the **Setup Options** window, click **Feedback Control**.



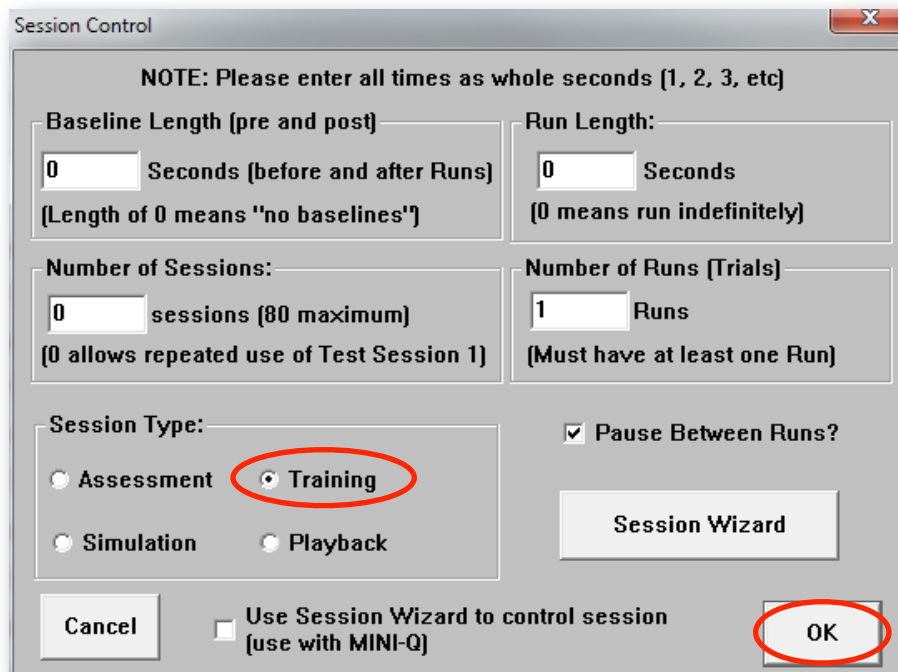
13. Make sure the **Feedback Control** settings match the ones below. Then click **OK**.



14. On the **Setup Options** window, click **Session Control**.

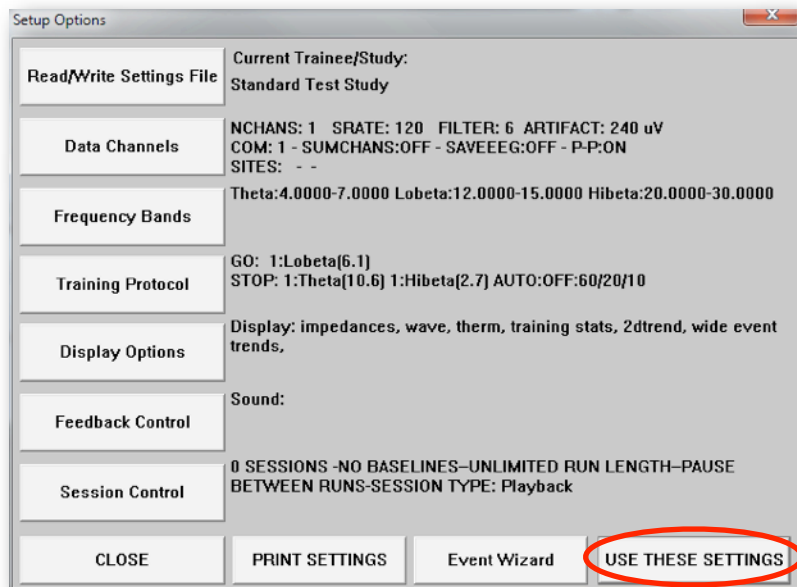


15. Make sure the **Session Control** settings match the ones below. Then click **OK**.





16. On the **Setup Options** window, click **USE THESE SETTINGS**.



Now, proceed to “Basic Usage: Zukor’s Grind & BrainMaster” on page 36.

# Basic Usage: Zukor's Grind & BrainMaster

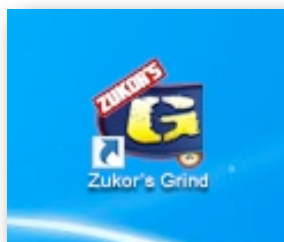
This section covers the basic usage of Zukor's Grind and BrainMaster.  
It is intended for first time users of Zukor's Grind doing standard SMR amplitude training.

**CRITICAL:** Before proceeding with the below steps, make sure your second monitor is connected and that Zukor's Grind has been assigned to the second monitor. (See page 14, "Setup Zukor's Grind.")

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

**IMPORTANT:** You must always start BrainMaster **BEFORE** starting Zukor's Grind!

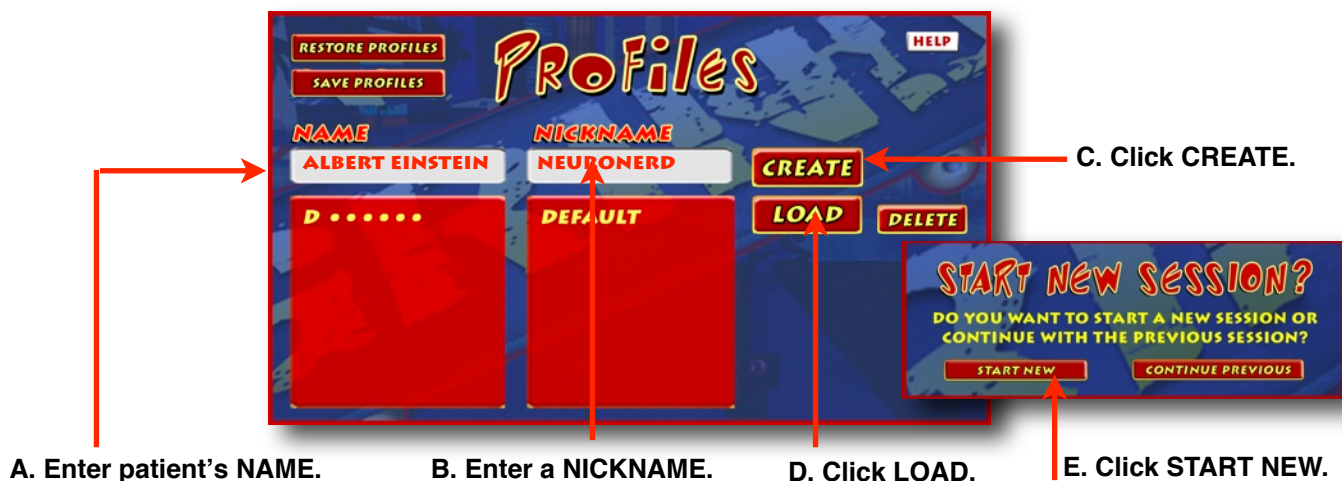
2. Configure BrainMaster for a Simulation session or live data Training session. (See pages 19 or 27 for details.)
3. Start Zukor's Grind from Zukor's Grind desktop icon by double clicking on it.



4. After the Zukor's Grind startup animation, the **Profiles** popup will appear over the Main Menu.

- 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.



For more information on **Profiles**, press the **HELP** button in Zukor's Grind or go to page 16.

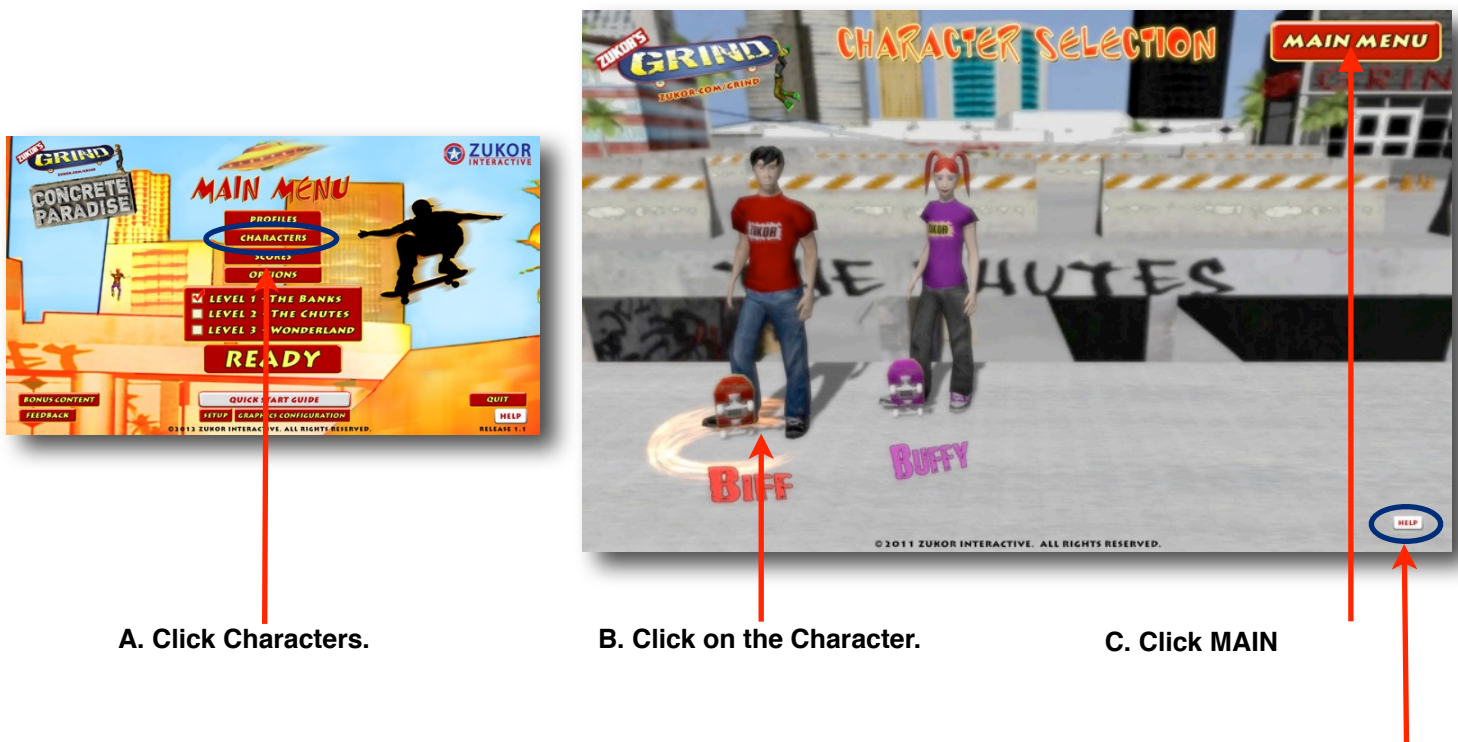
5. If desired, click **OPTIONS** to make changes.



**NOTE:** For more information on **Options** please select an individual option, then click the **HELP** button.

6. Select the desired **Character**:

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



A. Click Characters.

B. Click on the Character.

C. Click MAIN

HELP button

**NOTE:** There are two fun “Bonus Characters” available!  
Please click the **HELP** button on the Character’s screen for information on how to activate them.

7. Select a **Level** by checking the white box next to the desired level, then click the **READY** button.



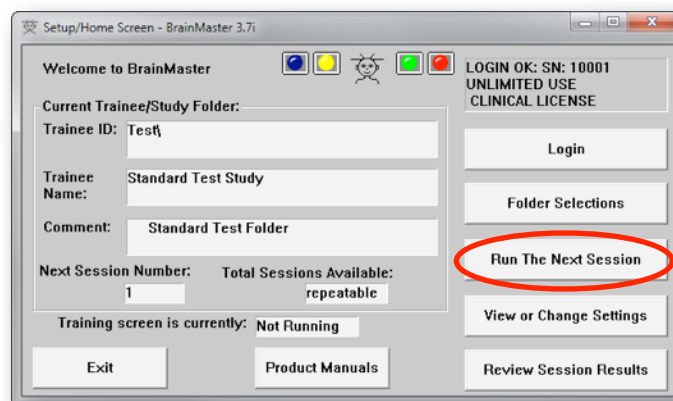
This will take you to the “Ready” screen.

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



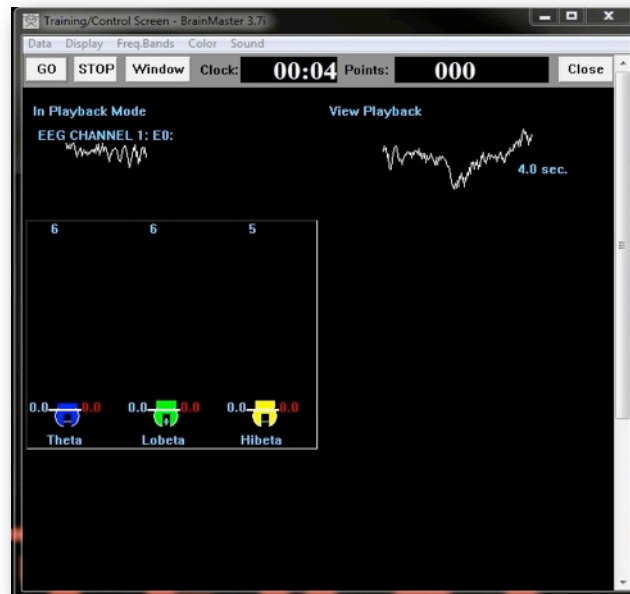
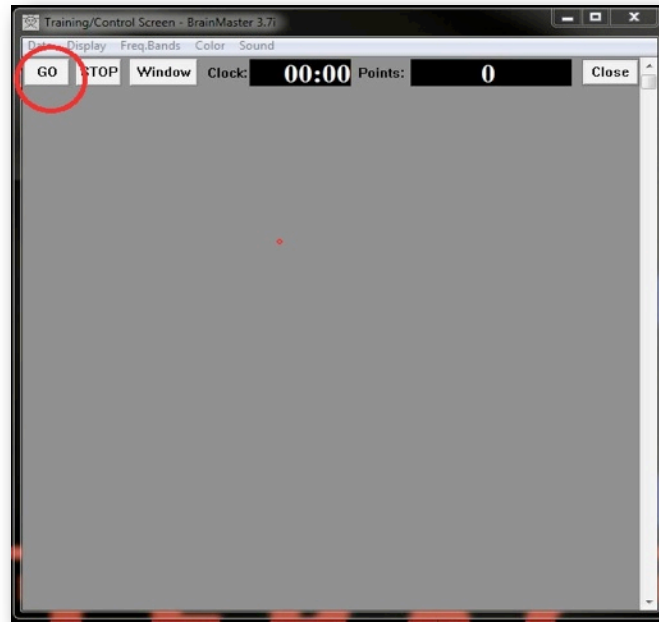
**NOTE:** If you decide not to start the game, then hit the space bar to bring up the PAUSED popup from which you can chose to go to the Main Menu and other options.

8. In BrainMaster on the **Setup/Home Screen**, click **Run The Next Session**.



**NOTE:** Prior to clicking “Run The Next Session” please make sure you configured BrainMaster for a Simulation session or live data Training session. (See pages 19 or 27 for details.)

9. On the **Training/Control Screen**, click on **GO**. This starts the data playing in the Training/Control Screen in BrainMaster and to Zukor's Grind, which then starts the game.

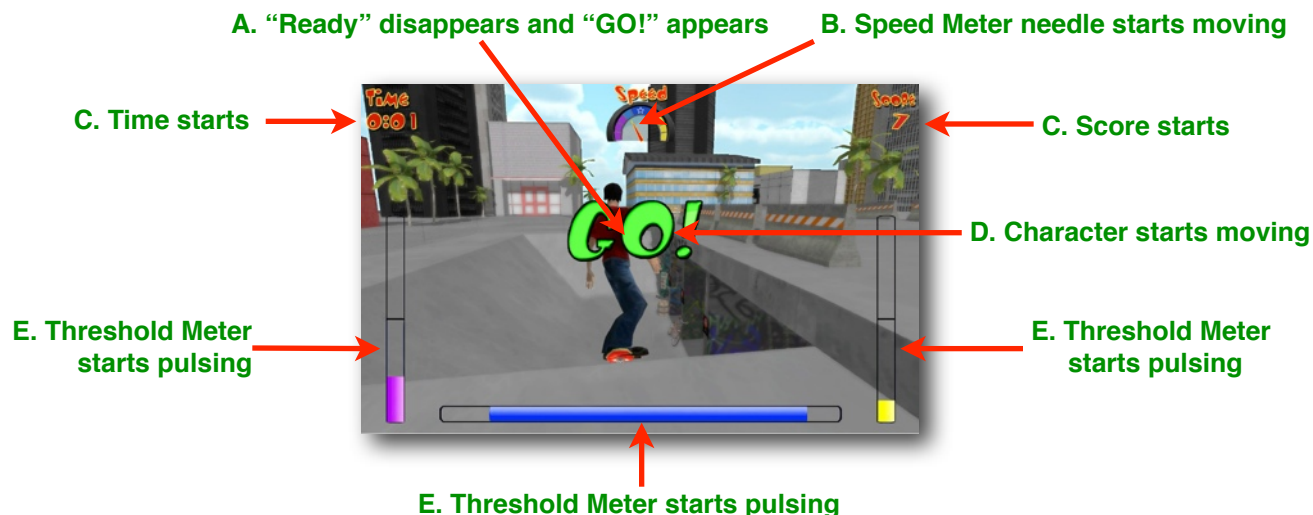


**NOTE:** In Zukor's Grind the word "Period" means the same as "Run." We use both terms in this guide, but in the actual game you will only see the word "Period."

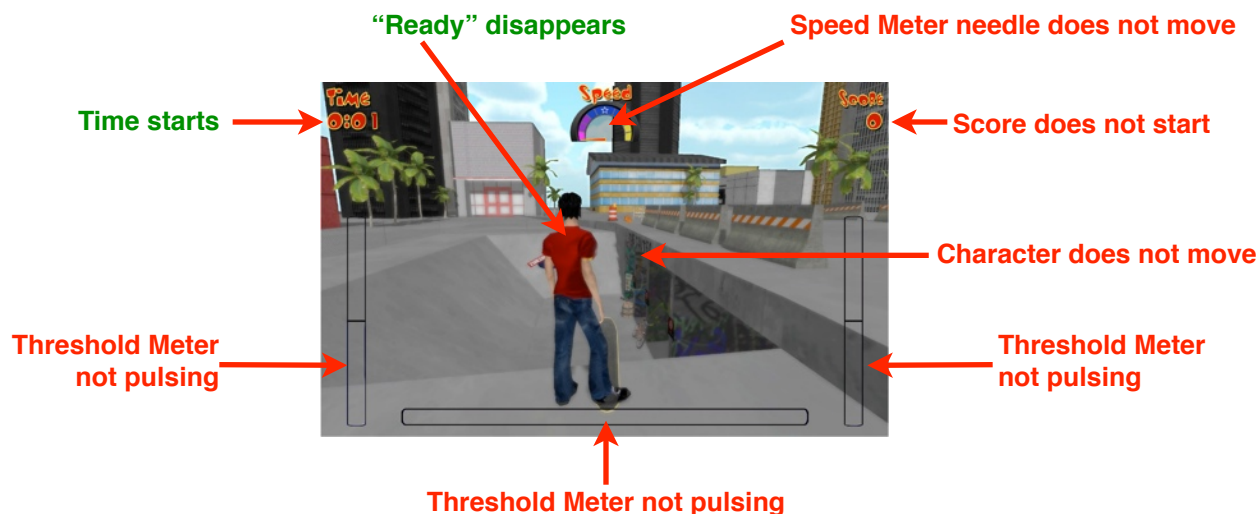


10. You will know the game period (game run) has started if:

- A. The word “**Ready**” disappears and the word “**GO**” appears.
- B. The **Speed** meter needle starts to fluctuate.
- C. The **Time** and **Score** begin to count.
- D. The **Character** starts to move.
- E. Colors start to pulse on some or all the **Threshold Meters**.



**IMPORTANT:** If the word “**Ready**” disappears and the **character does not move**, then the game correctly received the start signal from BrainMaster, but there is not sufficient meaningful threshold data to move the character. In this case there will also be little or no pulsing colors on the threshold meters. To correct this situation, adjust the threshold settings on BrainMaster clinician’s screen. Of particular importance is the SMR Amplitude threshold setting.



11. When the feedback game period (game run) ends the character will stop moving and raise his, her or its arms in the air and an end of period jingle (a short music sound) plays. A few seconds later the Scores screen will appear.

**NOTE:** By default there are 10 periods (10 runs) to a session and each period (run) is 2 minutes and 50 seconds. To change these settings go to Period/Session Options via the Options button on the Main Menu. However, you can also stop the game period (game run) prior to the defined end time by clicking the Stop button in BrainMaster.



12. When the game period (game run) ends, click the **STOP** button on the BrainMaster clinician screen. The STOP button can be clicked while the game is on the “End of Period” screen or the Scores screen.



**IMPORTANT:** Failure to pause the data in the BrainMaster clinician screen will result in problems, which can include the next period (next run) abruptly starting without notice or other period (run) start/stop issues. You **MUST** stop the data in BrainMaster **BEFORE** the game goes back to the “Ready” screen.

13. When ready to start the next feedback game period (game run), click the large **NEXT PERIOD** button on the Scores screen. This will then bring up the “Ready” screen. Then click **GO** in BrainMaster.



# Uninstall Zukor's Grind

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

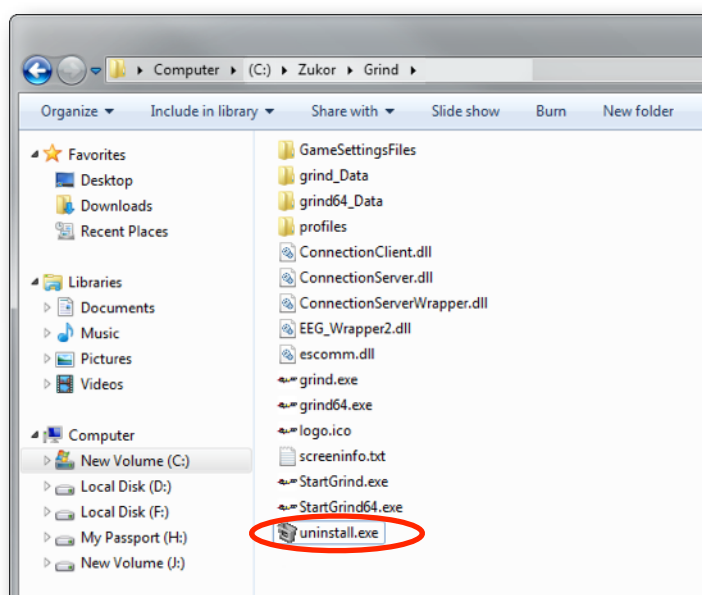
## Uninstall Steps

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

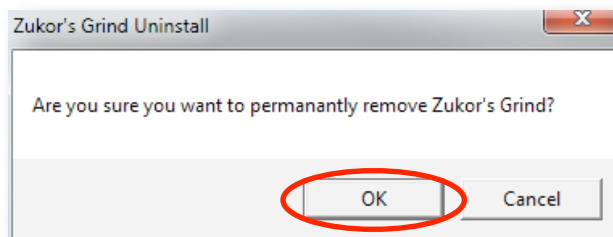
**Note:** If you followed the regular installation and did not change the installation location, then this folder should be located at: C:\Zukor.

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.