

Arcade

USER GUIDE

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GETTING STARTED

Important Installation Note: The first time you run Arcade and the first time you run each Arcade External Game a security alert may appear. You must click 'unblock' or 'always allow'.

ARCADE INSTRUCTIONS

OVERVIEW

Arcade is a set of fun feedback games which can be launched from the Alive Main Menu. Arcade can also be used without Alive if an IOM, Lightstone or emWave sensor is attached before opening Arcade.

PROGRAM USE

1. Open Arcade. You arrive at the Main Menu, which shows all of the Arcade games.
2. Scroll right to see additional games.
3. You can watch many games play themselves in Autopilot mode. This still provides all game feedback, but you don't need to control the game. To enable Autopilot go to Options -> Autopilot.
4. Arcade games can be difficult to play. **Arcade is intended to teach you to stay calm, focused and positive even under time pressure and when faced with challenging situations.** If you feel frustrated, switch to a different game or temporarily turn on Weak Feedback in the Options menu. Weak Feedback allows you to play and win when feedback is low. **Turn Weak Feedback off once you are comfortable playing for optimal training.**
5. Roll over each game for instructions. Start with games marked Easy or Medium difficulty.
6. Click any game. **If not in Autopilot, use a gamepad, mouse, or keyboard arrow keys (and nearby buttons) to play.**
7. **If you are using finger sensors, use the gamepad, mouse or keyboard with your dominant hand (for most people their right hand). Keep the hand with finger sensors attached relaxed and still, resting it on a table or in your lap.**
8. While playing:
 - a. In the bottom right corner of the screen, click to cycle through **Darken Graphs, Hide Graphs, Hide Slider** and **Show Graphs** to configure the bottom graphs.
 - b. Press the escape key or the **Main Menu** button (near the bottom graphs) to return to the Arcade Main Menu.
 - c. Press 'n' to go to the next game, 'p' for the previous game (doesn't work with External Games).
 - d. **Some games automatically restart when you lose. The restart will wait till your feedback is high.**

EXTERNAL GAMES

On the Main Menu some Arcade games have a diagonal arrow in the upper right corner of the game thumbnail. These are the External Games. These games launch in a separate window. You can't press 'n' to go to the next game while playing an External Game.

ARCADE FEEDBACK RESPONSES

- Feedback controls a black iris effect, covering the edges of all games with black.
- Feedback controls sound effect volume for all games with sound effects.
- Feedback slows down the entire game in most games.
- Feedback shrinks your main character or collectable items in many games.
- Feedback greys out the entire game and lowers the music volume. If you are using Alive with 2 feedback measurements the grey cover and music volume are controlled by the secondary feedback.

AUTOPILOT

Not all Arcade games can be used in Autopilot. Arcade can be set to run in hands-free Autopilot, or you can play the Arcade games using a gamepad or the keyboard. When set to Autopilot games which are not available are greyed-out in the Arcade Main Menu.

ARCADE OPTIONS

In the Arcade Options menu (found in the upper-left corner of the Main Menu) you can:

- Enable or disable Autopilot.
- Reset all game options and high scores.
- Enable or disable a somewhat violent third person shooting game named Hammer. When this is enabled it appears as the last item in the Arcade Main Menu.
- Choose a Gamepad Type.

GAMEPAD

If using a gamepad, the gamepad must be attached before you open Arcade. A gamepad can be used to do everything in Arcade except change most Arcade Options.

Click the Calibrate Gamepad button if this is your first time using a gamepad, have switched gamepads, or if the gamepad doesn't seem to be working correctly.

If the gamepad still doesn't work correctly try switching the mode button on the gamepad then close and re-opening Arcade and run Calibrate Gamepad again. If this still doesn't help, or if you are using a non-standard gamepad, open the Options menu and try different Gamepad Types (after changing gamepad types you need to run Calibrate Gamepad again). You may also need to use Windows to calibrate the gamepad, or more likely to just reset Windows calibration to default using the "Reset to default" button in Control Panels -> Setup Game Controllers -> Settings.

GAMEPAD CONTROLS

When using a gamepad the left gamepad stick controls the mouse cursor, so you can do things you would normally do with a mouse. If you are playing a game and continue to see the mouse cursor moving around while you are playing, switch to using the right gamepad stick to control the game, and the mouse cursor will soon disappear.

CHOOSING A GAME

When you first open Arcade you will see the Arcade Main Menu with thumbnails showing a variety of games.

The top row starts with a few of our favorite games in Arcade, followed by a set of fun and mind-bending puzzle games. Match 3, the first game in the top row, is filled with levels and enjoyable for all ages.

For very young kids the **games on the bottom row are the easiest.** The first few games on the bottom row only require pressing one button to jump. Also, any game that can be set to Autopilot is easy on Autopilot.

Games in the middle row require some prior video game experience (this also applies to the top row games X Racer and Hyper Speed if you are not using Autopilot). **The middle row starts with Captain Corgi a very long game meant for use over many sessions. You'll need to practice hard, unlock new levels, and upgrade Captain Corgi's jet pack to win!**

INSTRUCTIONS FOR EACH GAME

Arcade Video Tutorials: <https://www.youtube.com/playlist?list=PL6xV-JvZURKKuA7VGli2TB5WtEHQHeKDZ>

Most games can use any gamepad stick and any main gamepad button. If you are using a keyboard use the arrow keys and any of the keyboard buttons Enter, Right Control, Right Shift or Numpad 0 (all of these have the same effect). Make sure you have Num Lock enabled if using a keyboard number pad. This way you can use the Numpad 0 button.

Games are listed in alphabetical order, except the external games which are listed in the next section!

BUBBLE BURST

A puzzle game where you pop bubbles to knock furry monsters off ledges. Place your bubbles in the perfect place to clear each level.

Getting Started: MEDIUM

Mastery: THINK VERY HARD

Controls: Gamepad or mouse press and drag to place bubbles, then click the bee to pop the bubbles.

CLOUD PLAY

Play as a small cloud that jumps over and under penguins. You can jump to the beat of the music.

Only one button is needed - press to jump at the right time!

Collect stars for points. Collect five water drops to gain a life.

Difficulty: EASY / MEDIUM

Controls: Press a gamepad, keyboard or mouse button to jump.

CRAZY CAT

Play as a crazy cat holding a balloon. Play with only one button - which releases air from the balloon and moves you higher up.

Collect cheese and avoid dogs and mutant plants. Starts slow and gets faster and faster as you play.

Difficulty: EASY

Controls: Press a gamepad, keyboard or mouse button to jump.

DOUBLE DOUBLE

Move up, down, left and right to combine tiles with the same number. Try to make the largest number you can. If you can't move, the game ends and you must start again from small numbers.

Getting Started: EASY

Mastery: THINK HARD

Controls: Right gamepad stick or keyboard left, right, up and down.

DRAGON DREAMS

Breathe fire to fly over enemies.

Only one button is needed - press to breathe fire at the right time! Collect five princesses to gain a life. Collect a helmet to protect you from one hit.

Difficulty: EASY

Controls: Press a gamepad, keyboard or mouse button to jump.

DRAGON RIDER

Guide your dragon through the dangerous cave avoiding traps, lasers and monsters. Collect powerups to become invincible, invisible, or restore life.

Getting Started: MEDIUM

Mastery: HARD

Controls: Gamepad or keyboard left, right, up and down. Gamepad or keyboard button press to breathe fire.

ELECTRO

Connect all the bolts in one, continuous, sequence.

Getting Started: EASY

Mastery: THINK HARD

Controls: Gamepad or mouse press and drag to connect bolts, or click each bolt in order to connect them.

FROG CROSSING

Jump your way across rivers, past flying arrows, and around rolling rocks.

Difficulty: MEDIUM

Controls: Gamepad or keyboard left, right, up and down.

HYPER SPEED

Roll your ship to fly through the narrow openings approaching at lightning speed.

Difficulty: HARD, but with an EASY difficulty option

Controls: Gamepad or keyboard left and right.

JAM BLOCKS

Rotate and place simple 4-block shapes to fill and clear each line.

Getting Started: MEDIUM

Mastery: THINK HARD

Controls: Right gamepad stick or keyboard left, right, up and down. Up rotates the shape, down drops the shape, left and right move the shape.

JELLY JUMP

Jump from platform to platform in this gingerbread forest runner.

Only one button is needed – press AND HOLD to jump at the right time!

Collect five bears to gain a life. Avoid the forks!

Difficulty: MEDIUM

JELLY PUZZLE

A thoughtful puzzle game with rolling jelly cubes. Figure out the unique interactions between types of jelly cubes and obstacles to solve each puzzle. IMPORTANT: Click the circular reload button if you get stuck.

Difficulty: THINK VERY HARD

Controls: Gamepad or keyboard left, right, up and down. Use the mouse or left gamepad stick to click the reset level button (circular refresh symbol). Use the right gamepad stick to control the jelly cubes while letting the mouse cursor disappear.

Controls: Press a gamepad, keyboard or mouse button to jump.

JUMP

Guide your constantly bouncing miniature professor to land safely on each platform. Collect the power balls and chemistry flasks as you avoid the dangers and bounce higher and higher.

Difficulty: MEDIUM

Controls: Gamepad or keyboard left and right.

MATH RACE

Quickly answer math questions before the time runs out. You can choose the type of math (addition, subtraction, multiplication and division) in the options menu.

Difficulty: THINK HARD

Controls: Press the correct answer with the gamepad or mouse.

OBSTACLE HORSE

Collect diamonds and bags of gold in this wild west themed lane runner.

Difficulty: EASY / MEDIUM

Controls: Gamepad or keyboard left, right and up.

PENGUIN ADVENTURES

Hop and slide through 16 fun and challenging levels.

IMPORTANT: As you move you lose hearts. Eat fruit to gain hearts and stay alive.

Tap jump for a small jump, hold jump to jump higher.

Getting Started: MEDIUM

Mastery: VERY HARD

Controls: Gamepad or keyboard.

ROCKET BUILDER

Launch a rocket ship through an orbital obstacle course. Try to fly as high as you can!

IMPORTANT: Your ship has very limited battery power. Tap briefly to use the engines in short bursts. Collect batteries to recharge and fly high!

Collect energy balls to pay for upgrades in the Build store.

If you run into any obstacle you lose a ship. Collect five astronauts to gain an additional ship.

Difficulty: MEDIUM

Controls: Gamepad or keyboard left, right, up and down.

SHELL COLLECTOR

Play as a funny turtle collecting shells and power drinks. Avoid the walking jellyfish and exploding objects.

Difficulty: EASY

Controls: Gamepad or keyboard left, right, up and down.

SKY THEORY

Control your jet's flying speed as you cruise through the sky. Move up and down to avoid rocks and collect coins.

Difficulty: HARD but relaxing

Controls: Gamepad or keyboard left, right, up and down. Left and right control speed, up and down control height.

SOLAR SWARM

Avoid and destroy swarms of alien ships while collecting powerups to strengthen your ship in this fast paced and fun game.

Difficulty: MEDIUM - high adrenaline

Controls: Gamepad or keyboard left, right, up and down. Click a gamepad, keyboard or mouse button to use powerups you collect in your upper-right powerup slots.

SUBMARINE

Press and hold to lift your submarine, release all buttons to dive down. Avoid the obstacles and collect the coins.

Difficulty: MEDIUM

Controls: Press a gamepad, keyboard or mouse button to move up, release to move down. Click with the mouse or use gamepad button Y (or 3, this can be different depending on the gamepad) to use powerups you have collected.

X RACER

Guide your slowly turning ship through the narrow pathways.

Difficulty: HARD

Controls: Gamepad or keyboard left and right.

EXTERNAL GAMES

External Games have a diagonal arrow in the upper right corner of the game thumbnail. External Games launch in a separate window.

FORGOTTEN REALM

Dodge a wide variety of deadly traps. Collect life sustaining potions and other vital powers to help you navigate this almost impossible path.

Difficulty: VERY HARD

Controls: Gamepad or keyboard left, right, up and down. Press down to slide under obstacles.

MATCH 3

Switch any two objects to create a match of 3 or more of the same object.

Each move must create a horizontal or vertical match of 3 or more.

IMPORTANT: Dragging two special objects together creates an explosion. Sometimes this is the only possible move. Create patterns of 4 or more to create special objects.

Getting Started: MEDIUM

Mastery: HARD

Controls: Use a gamepad or mouse to click and drag objects to neighboring squares.

PREHISTORIC DEFENSE

Build towers and develop skills to form a tribe and defend against prehistoric beasts in this tower defense game.

To learn how to play, open Prehistoric Defense then click the upper left options menu icon.

Difficulty: COMPLEX

Controls: Gamepad or mouse click glowing objects to build. Click towers to use them during hunts. Click and drag to scroll around the game area.

Prehistoric Defense Walkthrough

People who are used to games like this may enjoy the challenge of figuring out how to play, by just starting to play and experimenting, or by using the instructions available in the upper left options menu in the Prehistoric Defense game.

For people not familiar with this sort of game it may be helpful to follow along with the steps below to get started.

You begin with 2 villagers. Clicking and dragging moves your camera around. You can click on any glowing blue areas to build things.

Drag your camera till you see a glowing blue garden.

Click it and you will see the build menu appear allowing you to build a Garden. The cost in food of building the garden is in the upper-right corner of the build menu. Click Build.

Each time you build a structure your total amount of food, shown in the upper-right corner of the screen, will lower.

Next, drag your camera until you see a glowing set of dinosaur bones. Click it and build the Hunter's Hut. Once built, you will see a new bow and arrow icon that appears in the upper-right corner.

You can click this bow and arrow icon any time to start a competition, but don't do this yet. During a competition any free tribe members will gather food, while another tribe and various hungry animals will try to make it to your cave. If people or animals make it to your cave they will steal some of your food. To protect your food you must build towers to defend your cave. If you can touch any of the animals or opposing tribe with anything from the towers, they will run away.

Now that you have built the Hunter's Hut you can build your first tower. Find a glowing blue grassy area and click it. The Select Tower menu will appear. Click build. You now have your first tower.

Near your Hunter's Hut you will find a glowing blue bridge. Click it and build a bridge to the next platform.

Once the bridge is built, in the new platform you can now reach you will see a glowing blue area with a circle of stones. Click it and build a hut. This will increase your tribe to 4 villagers.

You are now low on food and need to start a competition to get food. Click the bow and arrow icon then choose the easiest competition with the lowest amount of food. You now must add villagers to the towers to defend your cave. Click your tower, then click the plus button. One of your villagers will climb the tower and throw stones to repel the invaders. The more invaders your repel, the more food you will end up with, but even if most of the invaders steal food, as long as you have many villagers collecting food during the competition, you will end up with extra food.

With this extra food you can now build more towers, bridges, and build additional structures to increase the size of your tribe. You will also find some structures to build that will give you the ability to make new kinds of towers, increasing your defensive abilities.

Try to build the optimal tower protection using the fewest number of towers to drive all of the opposing tribe and hungry animals away!

CAPTAIN CORGI

Explore complex worlds filled with coins, enemies, traps and puzzles. With your laser, jet pack, and super reflexes you can overcome all obstacles!

Getting Started: MEDIUM

Mastery: VERY HARD

Controls: Gamepad left stick and most gamepad buttons. Keyboard arrow keys and keys near the arrow keys or WASD.

Progress: Collect coins to upgrade your Jet Pack. Collect Health Packs to increase your total health.

CAPTAIN CORGI - CHOOSING A LEVEL

In the level selection menu press up/down/left/right to move Captain Corgi to the level you want to play. Press enter or click a gamepad button to start playing that level. **If you want to progress through the game move Captain Corgi to the level with the yellow flag and press a button to start!**

Complete levels with Yellow flags to unlock the next level.

Red flag levels are locked. **You must first unlock these levels before playing them!**

Green flag levels are levels you have already completed.

CAPTAIN CORGI - COMPLETING LEVELS

To complete a level, reach the flag at the end of the level. In the first level move to the right until you reach the flag. In later levels you must find your way around maze-like paths, clearing certain enemies and solving a variety of challenges to reach the ending flag.

CAPTAIN CORGI - DIFFICULTY LEVELS

If you are not comfortable playing video games set the difficulty level to Easy, which will give you extra health. If you are experienced at playing video games set the difficulty level to Medium. If you set the difficulty level to Easy or Medium you will see animated arrows in-game that guide you towards the end flag.

CAPTAIN CORGI - ABILITIES

You can move, jump, shoot, fly with a jet pack, run and dash.

Collect coins and clear pink blobs and robots to upgrade your Jet Pack. Upgraded Jet Packs last longer and let you fly higher. When you use the Jet Pack the blue meter in the upper left corner empties.

To move faster hold the run button while moving left or right.

Dash is a quick forward movement you can do on the ground or in the air. **Use dash to jump far!**

If you hold down and press jump you will jump down from most platforms. Jumping down beneath a platform is sometimes required to progress!

If you are on a ladder and want to jump off, you can use your jet pack to lift off from the ladder and move to either side.

CAPTAIN CORGI - KEYBOARD CONTROLS

In the first level of Captain Corgi you start near a large sign showing the two handed keyboard controls. If you are using finger sensors you need to instead use the (more difficult) one handed controls.

Two Handed Controls

Arrow Keys: Move Captain Corgi

Double Tap Left or Right Arrow Keys: Dash

D: Shoot

Space or Up Arrow: Jump

Z or W: Jet Pack

Left Shift: Run

Q or A: Dash

One handed play - Make sure you have Num Lock enabled if using a keyboard number pad!

Arrow Keys: Move Captain Corgi

Double Tap Left or Right Arrow Keys: Dash

Right Control or Numpad 1: Shoot

Up Arrow: Jump

Right Shift or Numpad 0: Jet Pack

Return or Numpad 4: Run & Dash

CAPTAIN CORGI - GAMEPAD CONTROLS

In the first level of Captain Corgi you start near a large sign showing the game controls.

If you have a non-standard gamepad your buttons may be in different places.

Left Stick: Move Captain Corgi

Right Back Button: Shoot

Button A: Jump

Button B: Jet Pack

Button X: Run

Button Y: Dash

HAMMER

This game only appears on the Main Menu if enabled in Options. **IMPORTANT: If you are not using a gamepad you MUST enable Use Mouse Control in the Hammer main menu.**

A bloody third-person shooting game. Destroy the bad guys, complete the missions, and slow time using your Hammer Time reflexes. **This game requires the use of both hands. If you must use finger sensors and want to play you need a gamepad. Put the sensors on your left hand and try to keep the fingers with sensors on them relaxed, while using your left hand thumb to control the left gamepad stick.**

Difficulty: SOMEWHAT COMPLEX

HAMMER - KEYBOARD / MOUSE CONTROLS

If you are not using a gamepad you must enable Use Mouse Control in the Hammer main menu.

Use the mouse to turn and aim. Press the left and right mouse buttons for primary and secondary fire. Use the mouse wheel to cycle primary fire.

Use the arrow keys or WASD to move.

Press Space or J to jump.

Press Left Shift or C to activate Hammer Time and slow the game (when you have enough Hammer Time power).

Press E or Enter to enter and exit vehicles.

HAMMER - GAMEPAD CONTROLS

Different gamepads have buttons in different positions. You'll need to experiment with your gamepad to learn the button positions.

On a standard Logitech gamepad the controls are as follows:

Use the left gamepad stick to move.

Use the right gamepad stick to turn and aim.

Back buttons RT and LB are primary fire.

Back button RB and front button X activate Hammer Time and slow the game (when you have enough Hammer Time power).

Front button A is jump and enter/exit vehicle. If close to a vehicle you enter it, if in a vehicle you exit it, otherwise you jump.

Front button B is cycle primary fire.

Front button Y is secondary fire.