



# BrainWare<sup>®</sup> SAFARI



## BrainWare Safari Reward System

Positive feedback and encouragement are integral components of BrainWare Safari. The program contains rewards of various kinds to provide motivation and increase the excitement of progressing through the program.

## Safari Animal Friends

Players choose one of four Safari Friends when they first enter the program. Their Safari Friends grow up as the players progress through increasingly difficult levels in the exercises. The Safari Friends are animals native to the South American jungle where the program is set.

### Billy Bear (Spectacled Bear)



The spectacled bear gets its name from the markings around its eyes. Spectacled bears are found in the Andes Mountains in South America and are primarily vegetarian, feeding on fruits and leaves. Spectacled bears are an endangered species.

### Patti Parrot



There are about 340 species of parrots in the world, and many are brightly colored. Virtually all parrots nest in holes in trees or rocks and the like. Many parrots can imitate the human voice. Parrots eat a varied diet depending on the habitat. Some species of parrots are endangered.

### Jackie Jaguar



The jaguar is the only member of the panthera family to be found in the Americas, and it is the biggest cat on the continent. Its prey ranges in size from large rodents to cattle. They can climb trees and can catch fish in the water. The jaguar is also an endangered species.

### Moby Monkey (Spider Monkey)



Spider monkeys live mostly in the upper canopy of forests and almost never come down to the jungle floor. They use their tails as well as their hands and feet to swing from tree to tree. They even sleep in the trees at night. Most subspecies of spider monkeys are endangered.



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## Progression in the Program

BrainWare Safari contains 20 exercises and a total of 168 levels. As each level of an exercise is passed, the player's Safari Friend comes out to congratulate the player. At the same time, a message of encouragement and success is displayed and spoken and the computer plays a short fanfare. The messages of encouragement are randomly generated by the program and include phrases such as, "Awesome!" and "You're looking like a winner!"

The passing of a level is tracked by the number of gold bars in the scoreboard for each exercise. As the player reaches certain milestones of levels completed, the player's Safari Friend goes through a growth change ... from infant to child and on up until he or she graduates from school and then drives off in a red sports car.

As each exercise is completed (7 levels for most exercises, and 21 for the logic and reasoning exercises), the player is treated to a celebratory fireworks display in the jungle.

Finally, at the conclusion of the program, a special message appears to congratulate those few players who were able to complete all of the exercises in BrainWare Safari. Billy grows up...

