



## SMARTfit™ ProTrainer 9 Target Activated Game List Rev 4.5

See Games in Action: <http://multisensoryfitness.com/smart-channel/channel/>

See Programming and User Manuals: <http://multisensoryfitness.com/customer-resources/>

Customer Service Call: 800-900-8542 x 116

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| <b>#</b> | <b>RALLYWALL “Zones”</b>  |
| 1        | Rallywall Zones – All Targets - 5 points for each hit to the lit targets                                    |
| 2        | Rallywall Zones – Upper 3 rows - 5 points for each hit to the lit targets                                   |
| 3        | Rallywall Zones – Upper 3 rows with penalty - Penalty for hitting outside lit region                        |
| 4        | Rallywall Zones - Lower 4 rows - 5 points for each hit to the lit targets                                   |
| 5        | Rallywall Zones - Lower 4 rows with penalty - Penalty for hitting outside lit region                        |
| 6        | Rallywall Zones – Top row – 5 points for each hit to the lit targets  |
| 7        | Rallywall Zones – Top row with penalty - Penalty for hitting outside the lit region                         |
| 8        | Rallywall Zones – Bottom row – 5 points for each hit to the lit targets                                     |
| 9        | Rallywall Zones – Bottom row with penalty – Penalty for hitting outside the lit region                      |
| 10       | Rallywall Zones – Middle 3 rows – 5 points for each hit to the lit targets                                  |
| 11       | Rallywall Zones – Middle 3 rows - Penalty for hitting outside the lit region                                |
| <b>#</b> | <b>RALLYWALL “Zones” – SMARTfit ProTrainer only (Multi-panel games)</b>                                     |
| 101      | Rallywall Zones – All Targets - 5 points for each hit to the lit targets                                    |
| 102      | Rallywall Zones – Upper 3 rows - 5 points for each hit to the lit targets                                   |
| 103      | Rallywall Zones – Upper 3 rows with penalty - Penalty for hitting outside lit region                        |
| 104      | Rallywall Zones - Lower 4 rows - 5 points for each hit to the lit targets                                   |
| 105      | Rallywall Zones - Lower 4 rows with penalty - Penalty for hitting outside lit region                        |
| 106      | Rallywall Zones – Top row – 5 points for each hit to the lit targets  |
| 107      | Rallywall Zones – Top row with penalty - Penalty for hitting outside the lit region                         |
| 108      | Rallywall Zones – Bottom row – 5 points for each hit to the lit targets                                     |
| 109      | Rallywall Zones – Bottom row with penalty – Penalty for hitting outside the lit region                      |
| 110      | Rallywall Zones – Middle 3 rows – 5 points for each hit to the lit targets                                  |
| 111      | Rallywall Zones – Middle 3 rows - Penalty for hitting outside the lit region                                |
|          | <b>CHASE THE TARGET - Multi-station systems</b>   |
|          | Note Games 201 – 207 are for multi-station systems and operate as a single game with 1 score.               |
|          | Target score value is as follows for all Chase the Target Games: 10-Blue, 8-Green, 6-yellow, 4-White, 2-Red |
| 201      | Track the Station – (all targets) chase the lit area across each station                                    |
| 202      | Track the Station – (upper 3 rows) chase the lit area across each station                                   |
| 203      | Track the Station – (lower 4 rows) chase the lit area across each station                                   |
| 204      | Track the Station – (top row) chase the lit area across each station  |
| 205      | Track the Station – (bottom row) chase the lit area across each station                                     |
| 206      | Track the Station – (lower 2 rows) chase the lit area across each station                                   |
| 207      | Track the Station – (center target only) chase the lit area across each station                             |

| <b>CHASE THE TARGET</b>   |  |
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|   | Target score value is as follows for all Chase the Target Games: 10-Blue, 8-Green, 6-yellow, 4-White, 2-Red  |
| 216   | Track the Single Target – (middle 3 rows) chase the lit target   |
| 217   | Track the Single Target – (middle 3 rows) chase the lit target as it goes from A to Z  |
| 218   | Track the Single Target – (middle 3 rows) chase the lit target as it counts from 0 to 250  |
| 219   | Track the Single Target – (all targets) chase the lit target   |
| 220   | Track the Single Target – (top row) chase the lit target   |
| 221   | Track the Single Target – (bottom row) chase the lit target  |
| 222   | Track the Single Target – (lower 2 rows) chase the lit target  |
| 223   | Track the Single Target – (lower 4 rows) chase the lit target  |
| 224   | Track the Single Target – (upper 3 rows) chase the lit target  |
| 225   | Track the Single Number – (all targets) chase the lit target as it counts from 0 to 250  |
| 226   | Track the Single Number – (lower 4 rows) chase the lit target as it counts from 0 to 250   |
| 227   | Track the Single Number, by 2 – (all rows) chase the lit target as it counts by 2's to 250   |
| 228   | Track the Single Number, by 3 – (all rows) chase the lit target as it counts by 3's to 250   |
| 229   | Track the Single Letter – (all rows) chase the lit target as it goes from A to Z   |
| 230   | Track the Single Letter – (lower 4 rows) chase the lit target as it goes from A to Z   |
| 231   | Track the Single Letter – (upper 3 rows) chase the lit target as it goes from A to Z   |
| 232   | Track the Single Target – (all targets) Left, Right and Both, Use correct hand or both to chase the lights on the system. L will be on right side and R will be on Left side so player is to cross arms to play.   |
| 233   | Track the Single Target – (all targets) Left, Right and Both, Use correct hand or both to chase the lights on the system. L, R and B will light up randomly around the wall.                                       |
| 234   | Track the Single Target – (Lower 4 rows) Left, Right and Both, Use correct hand or both to chase the lights on the system. L will be on right side and R will be on Left side so player is to cross arms to play.  |
| 235   | Track the Single Target – (Lower 4 rows) Left, Right and Both, Use correct hand or both to chase the lights on the system. L, R and B will light up randomly around the wall.                                      |
| 236   | Track the Single Target – (middle 3 rows) Left, Right and Both, Use correct hand or both to chase the lights on the system. L will be on right side and R will be on Left side so player is to cross arms to play. |
| 237   | Track the Single Target – (middle 3 rows) Left, Right and Both, Use correct hand or both to chase the lights on the system. L, R and B will light up randomly around the wall.                                     |
| <b>CHASE THE TARGET – SMARTfit™ ProTrainer only (Multi-panel Games)</b> |  |
|   | Target score value is as follows for all Chase the Target Games: 10-Blue, 8-Green, 6-yellow, 4-White, 2-Red  |
| 301   | Track the Panel – (all targets) chase the lit area across each panel.  |
| 302   | Track the Panel – (upper 3 rows) chase the lit area across each panel.   |
| 303   | Track the Panel – (lower 4 rows) chase the lit area across each panel.   |
| 304   | Track the Panel – (top row) chase the lit area across each panel.  |
| 305   | Track the Panel – (bottom row) chase the lit area across each panel.   |
| 306   | Track the Panel – (lower 2 rows) chase the lit area across each panel.   |
| 307   | Track the Panel – (center target only) chase the lit area across each panel.   |
| <b>LIGHTS OUT</b>   |  |
| 600   | Lights Out – Race - (all targets) – Knock out all lights, 1st player to complete ends game.  |
| 601   | Lights Out – Race - (lower 4 rows) – Knock out all the lights, 1st player to complete ends game  |
| 602   | Lights Out – Race - (all targets) – Knock out all the lights, game ends when all stations are done.  |

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| 603  | Lights Out – Race - (lower 4 rows) – Knock out all the lights, game ends when all stations are done.             |
| 604  | Lights Out – Race - (upper 3 rows) – Knock out all the lights, game ends when all stations are done.             |
| 605  | Lights Out Keep 3 On – Timed Game (all targets) – Knock out all the lights and then continue to chase 3 targets. |
| 606  | Lights Out Keep 3 On – Timed Game (lower 4 rows) – Knock out the targets then continue to chase 3 targets.       |
| 607  | Lights Out Keep 3 On – Timed Game (upper 3 rows) – Knock out the targets then continue to chase 3 targets.       |
| 608  | Seek the Number - Race – (all targets) – Track the correct number 0 to 30  |
| 609  | Seek the Number - Race – (lower 4 row) – Track the correct number 0 to 30  |
| 610  | Seek the Number - Race – (all targets) – Track the correct number 30 and back to 0                               |
| 611  | Seek the Number – Timed Game (lower 4 rows) – Track the correct number 0 to 250                                  |
| 612  | Seek the Number – Timed Game (all targets) – Track the correct number 0 to 250                                   |
| 613  | Seek the Number, X 2 – Timed Game (all targets) – Track the correct number counting by 2's 0 to 250              |
| 614  | Seek the Number, X 3 – Timed Game (all targets) – Track the correct number counting by 3's 0 to 250              |
| 615  | Seek the Number, X 5 – Timed Game (all targets) – Track the correct number counting by 5's 0 to 250              |
| 616  | Seek the Number, X 2 – Timed Game (lower 4 rows) – Track the correct number counting by 2's 0 to 250             |
| 617  | Seek the Number, X 3 – Timed Game (lower 4 rows) – Track the correct number counting by 3's 0 to 250             |
| 618  | Seek the Letter – Timed Game (all rows) – Track the alphabet, A to Z and back.                                   |
| 619  | Seek the Letter – Timed Game (lower 4 rows) – Track the alphabet, A to Z and back.                               |
| 620  | Seek the Letter - Timed Game (middle 3 rows) - Track the alphabet, A to Z and back.                              |
| 621  | Seek the Color – Timed Game (all targets) – Track the color on center target at start.                           |
| 622  | Seek the Color – Timed Game (lower 4 rows) – Track the color on center target at start.                          |
| 623  | Seek the Color – Timed Game (middle 3 rows) – Track the color on center target at start.                         |
| 624  | Seek the Smiley Face – Timed Game (all targets) – Track the smiley face until time runs out.                     |
| 625  | Seek the Smiley Face – Timed Game (lower 4 rows) – Track the smiley face until time runs out.                    |
| 626  | Seek the Smiley Face – Timed Game (middle 3 rows) – Track the smiley face until time runs out.                   |
| <b>LIGHTS OUT - SMARTfit™ ProTrainer only (Multi-panel Games)</b>  |  |
| 700  | Lights Out – Race - (all targets) – Knock out all lights on system in the shortest amount of time.               |
| 701  | Lights Out – Race – (lower 4 rows) – Knock out all the lights on the system in the shortest amount of time.      |
| 702  | Lights Out – Race – (upper 3 rows) – Knock out all the lights on the system in the shortest amount of time.      |
| 703  | Lights Out – Race – (lower 2 rows) – Knock out all the lights on the system in the shortest amount of time.      |
| <b>PAIRING, MEMORY AND SEQUENCING – Find the pairs or sequence</b> |  |
| 800  | Pairing - Color (timed game) Find color pairs in the time set. System refresh each time.                         |
| 802  | Pairing - Numbers (timed) - Find number pairs in the time set. System refresh each time                          |
| 805  | Pairing - ABC (timed) - Find Alpha pairs in the time set. System refresh each time                               |
| 808  | Pairing - Shapes (timed) - Find shape pairs in the time set. System refresh each time                            |
| 810  | Pairing - Dice (timed) – Find dice pairs in the time set. System refresh each time                               |
| 812  | Pairing - Symbols (timed) - Find symbol pairs in the time set. System refresh each time                          |
| 814  | Pairing – Pictures (timed) - Find picture pairs in the time set. System refresh each time                        |