

Crazymind

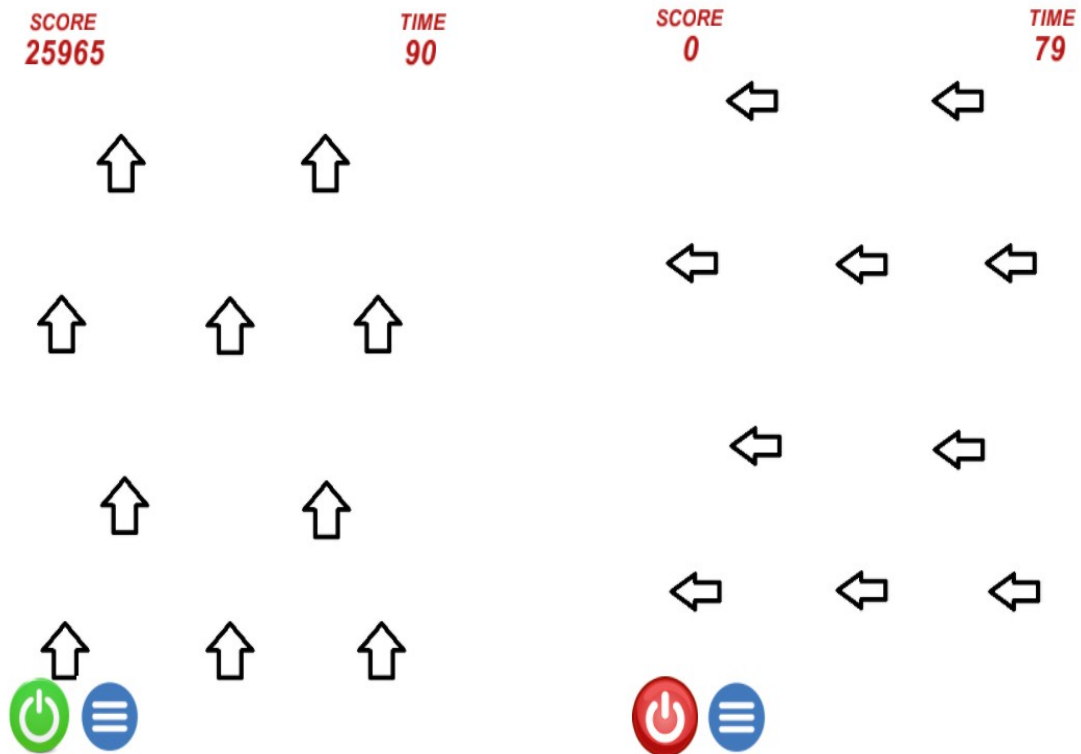
Brain training games

Go to gym ; train your body

Play Crazymind ; train your brain

The main idea is that players have fun and do brain training exercises. It is suitable for everyone from each age levels. Easy to play but challenging games help for players weekly exercise. There are currently 6 challenging games; Arrows, The Biggest Number, Lost Fish, Same Shape, Mark The Box.

1. Arrows



Arrows are moving towards a random direction among right, left, up or down ; pointing a random direction also. Player should swipe through where the arrows point. Let's say arrows are moving to left direction and points up ; so the player should swipe towards up. Player gets 5 points for each right swipe. The game is limited in 90 seconds.

2. The Biggest Number

SCORE
0

TIME
86

SCORE
105

TIME
94

14

$4 + 2$

15

$4 + 12$

5

$12 + 7$



The Biggest Number game, player must choose the biggest number among three random numbers. The game has 3 levels. For the first level, there isn't any operation to do but compare only. Operations start with the second level, addition, subtraction and multiplication. Levels are depended on players points. For each right answer player gets 5 points and for each mistake players lose 20 points.

SCORE
255

TIME
71

SCORE
325

TIME
82

$9 + 6$

6×5

$7 - 4$

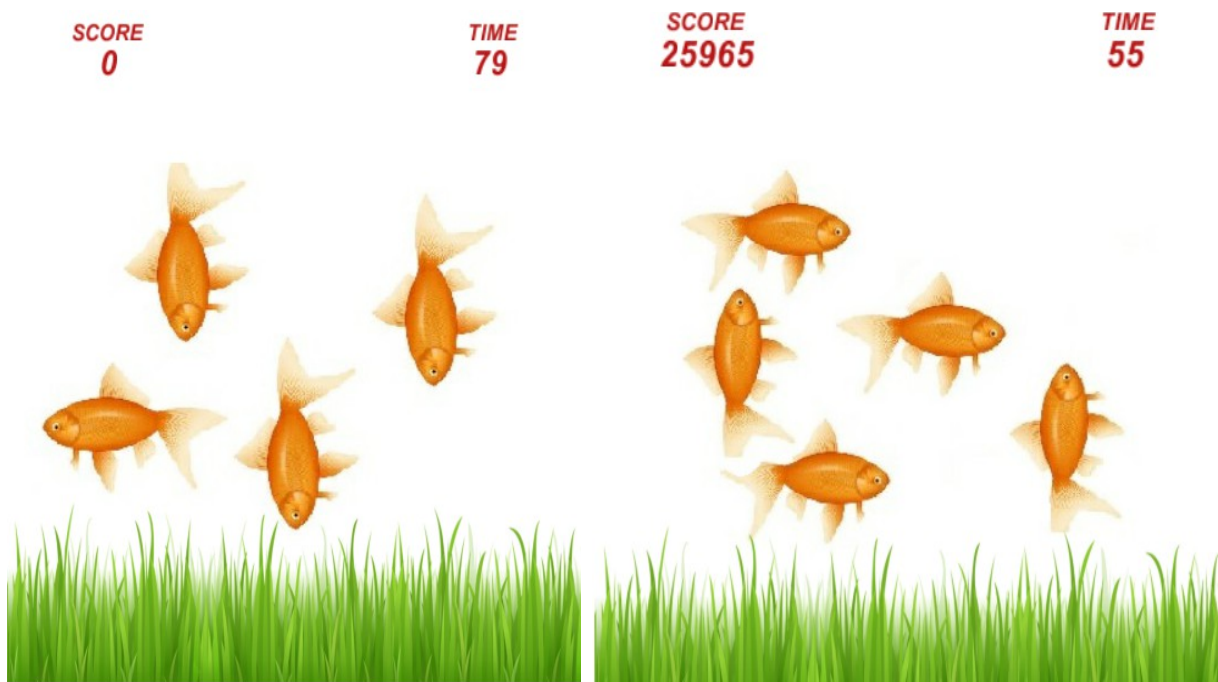
$2 - 3$

$3 + 9$

6×4



3. *Lost Fish*



The Lost Fish game is very easy but also tricky. Player must help the lost fishes to join their friends. As the rule follows, big number of group is going the right way so player swipe through the direction where the most fishes going.

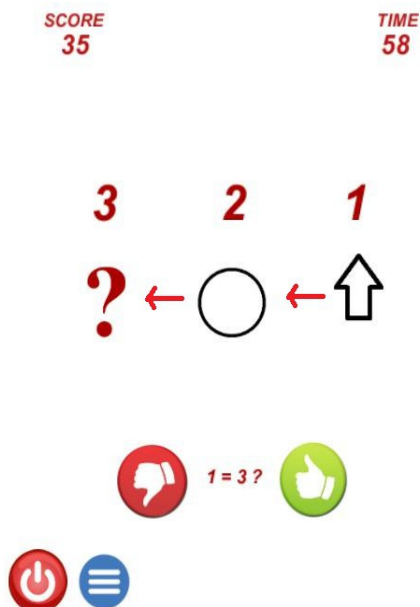
Based on the same scene, Crazymind project also includes Count Fishes game which is counting the fishes on the screen and pushing the number button.



4. Same Shape



The Same Shape game is one of the most challenging games in Crazymind project. Question is simple : "Are the first shape and the third shape same or not?" Shapes are moving from right to left. After player gives an answer, first shape takes second shape's place and second shape takes third shape's place.



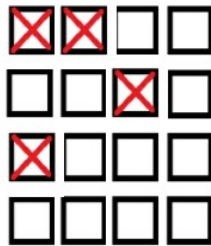
The game starts when player reaches 30 points. After that, third shape hides behind a question mark. Since the second shape (at the middle), takes third shapes place; player must remember always what was the shape at the middle.

5. Mark the Box

SCORE
0

TIME
88

Level 1 - Find 2 marked box !



Mark the Box game is about remembering the places of marked boxes. First, crossed boxes appear on the screen after 2 seconds, marks disappear so player must guess where they were.

For each right check player gets 5 points and for each mistake lose 5 points.

On the level 1, player is expected to find 2 marked boxes; on the Level 2 – 3 marked boxes and finally on the Level 3 – 4 marked boxes.

