



ReJoyce

ReJoyceX Game Instructions

SC009-EN
Revision B
2019-04

User Assistance Information

For maintenance or assistance with the device, contact Rehabtronics, Inc. at:

1-866-896-7277

For health-related concerns, contact your health care professional.

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1 Bartender

1.1 Goal

Starting from an old tavern, gradually renovate your bar to become a luxury lounge by pouring beverages for patrons.

The faster and more accurately you pour, the more your customers will pay, and the quicker you will progress from “The Pits” to “The Ritz.”

1.2 On-Screen Items



(1) **Player Glove** – The player's on-screen control

(2) **Patron Order** – Desired beverage of the particular patron

(3) Patron – The current customer

(4) Available Drinks – The number of available beverages increases as you progress to nicer establishments.

(5) Game Time – Time in which the player must complete the stage

(6) Total Funds – Your bank account. Complete levels in the “green” to progress to nicer bars.

1.3 Controls

Movement

The player takes control of the player Glove using the ReJoyce. Range-of-motion is limited to 2-D play: the player can move the glove left, right, up and down.

Beverage Selection

The player must select and pour beverages based on Patron orders. Once a patron approaches the bar, a speech bubble appears displaying his or her desired beverage.

To select a beverage, move the player Glove to the top of the screen, such that it hovers over the requested bottle. The bottle will glow, indicating the player can “grasp” it.

Drink Pick-Up

To grasp a bottle, position the player Glove and squeeze the Gripper.

IMPORTANT: The player must “hold” the bottle by squeezing the Gripper continuously.

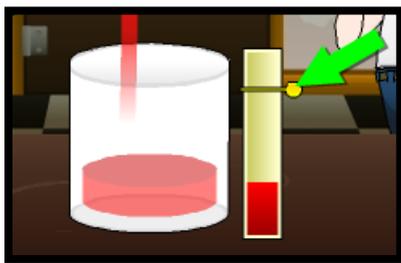
Pouring

To initiate “Pour Mode,” continue to squeeze the Gripper and move the selected bottle down, toward the counter-top of the bar.

Once the bottle is close enough to the counter-top, Pour Mode will automatically engage. A glass will appear on the counter-top, as well as an indication meter with a “fill” target.

To pour, the player must rotate the gripper on the Swing axis, replicating a pouring motion. Remember, the player must maintain grip so the bottle doesn't fall!

To achieve a “perfect pour”, the player must release the pour as soon as the glass fills to the golden “perfect pour” marker.



Once poured, the player must release the Gripper to progress to the next Patron.

IMPORTANT: Significant under or over fills are penalized.

1.4 Stage Timer

Each stage is limited by time indicated by the pocket watch on the bottom-left of the screen. Once all of the blue area has become red, the stage will end.



1.5 Level Progression

The Total Funds on the right indicates the total amount of money that the player has earned in a given stage.

- **Green:** The player's bar is automatically upgraded when a stage ends in the "Green."
- **Gray:** The player's bar breaks even when a stage ends in the "Gray." The bar is not upgraded or downgraded.
- **Red:** The player's bar is automatically downgraded when a stage ends in the "Red."

1.6 Difficulty Settings

The difficulty setting influences the following:

- Range-of-Motion sensitivity
- Gripper sensitivity
- Game speed

2 BiPlane

2.1 Goal

The goal of BiPlane is to fly for as long as possible without hitting any obstacles.

2.2 On-Screen Items



(1) User Plane – this is the plane that the player controls.

(2) Ground Obstacle – players must fly over these obstacles to avoid crashing.

(3) Cloud Boundary – the player will crash if they fly too far into the clouds.

(4) Ground Boundary – the player will crash if they fly into the ground.

(5) Flying Obstacle – avoid these obstacles by flying either over or under them.

(6) Score Indicator – this indicates the present distance flown, and the highest distance achieved.

2.3 Controls

The plane is continuously falling down by gravity, and the player must manipulate the selected ReJoyce control-component to get the plane to lift upward.

2.4 Level Progression

Biplane is an endless game, the purpose being to achieve as high a score as possible. The game will automatically restart when the player crashes.

2.5 Difficulty Settings

The difficulty setting influences the following:

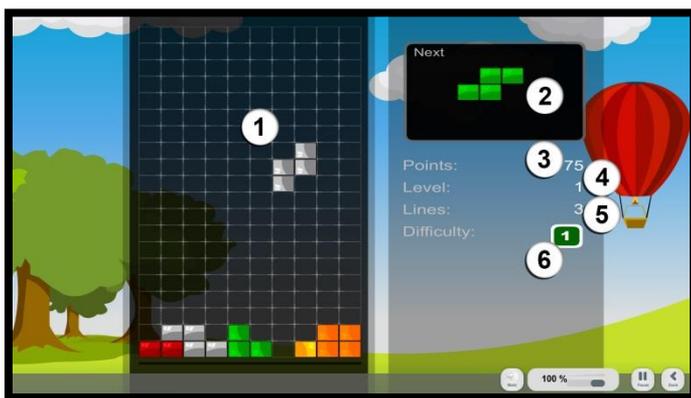
- Range-of-motion required
- Control sensitivity
- Game speed

3 Blox

3.1 Goal

The goal of Blox is to progress through as many levels as possible and achieve the highest number of points.

3.2 On-Screen Items



(1) Falling Block – the block controlled by the player

(2) Next Block – displays the next block that will fall after the current one is placed

(3) Total Points – the total number of points gained

(4) Current Level – the current level of play

(5) Total Lines – the total number of lines cleared in the current game

(6) Selected Difficulty – the selected game difficulty setting

3.3 Controls

Left-Right Movement

Falling blocks are moved left and right by moving the Manipulandum. There are two modes in which to play the game, absolute and relative:

Absolute Mode – The position of the falling block is the same as the left/right position of the Manipulandum. To have a block fall straight down, the Manipulandum must be held in place.

Relative Mode – The position of the falling block is moved left and right by “nudging” the Manipulandum from its center position. In this mode, the Manipulandum can be allowed to return to center, and the block will continue to fall straight down.

Rotating Blocks

Rotating blocks can be done in any of the following ways:

- Rotating the doorknob, key or jar
- Squeezing the gripper

Dropping Blocks

The rate at which a block falls can be increased through any of the following controls:

- Lifting the peg

- Lifting either of the coins
- Pulling the Manipulandum downwards

3.4 Level Progression

The game is endless with level progression being based on the number of lines cleared.

The number of points is based on the total number of lines, and extra points are awarded for multiple lines cleared at once.

The game ends if the blocks are allowed to stack to the top of the grid.

3.5 Difficulty Settings

The difficulty setting influences the following:

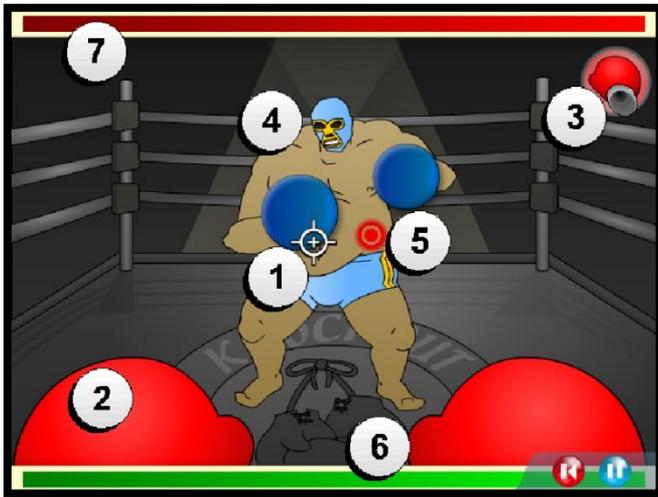
- Range-of-motion required
- Control sensitivity
- Game speed

4 Knockout Boxing

4.1 Goal

The player must punch opponents and defend against attacks to make progress to the top of the Knockout Boxing league.

4.2 On-Screen Items



(1) Cross-Hairs – The player's point of reference for aiming

(2) Player Gloves – Indicates defensive guards and offensive strikes

(3) Player Action Position Indicator – Indicates whether the player is in an offensive, defensive or neutral position (based on the position of the ReJoyce)

(4) Opponent – The current match opponent

(5) Opponent Targets – Target that the player must hit. Red indicates an offensive target (push the ReJoyce forward) and Green indicates a defensive target (pull the ReJoyce back).

(6) Player Health – Indicates the player's current health. If fully depleted, the player will enter "KO Mode."

(7) Opponent Health – Indicates the opponent's current health. If fully depleted, the opponent will enter "Knock-Down Mode."

4.3 Controls

Movement

The player takes control of the cross-hairs using the ReJoyce Gripper or Handles. Movement is in 3-D play: the player can move left, right, up, down, forward, and backward.

Targets

When a Red target appears, the player must position the cross-hairs over the target and PUSH the Manipulandum forward to strike the Opponent.

When a Green target appears, the player must position the cross-hairs over the target and PULL the

Manipulandum backward to defend from an incoming strike.

4.4 Level Progression

Player Knock-Down Recovery

Once a player's health bar is depleted, the screen enters Knock-Down Recovery Mode, in which the player will have a few seconds to attempt a quick recovery and get back into the match.

To recover from a Knock-Down, the player must lift the Manipulandum straight up, as high as possible before the on-screen eyes close.

The player will have increasingly less time depending on the difficulty level, as well as how many knock-downs have occurred during a given stage.

Opponent Knock-Down Recovery

Once an Opponent's Health Bar is depleted, he will enter Knock-Down Recovery mode, where he may or may not recover from the knock-down and rise back up.

The higher the difficulty, the higher the chance that the opponent will recover from a knock-down.

Knockouts

Players progress to the next Opponent only after successfully winning a match.

If the player is knocked out, the game will automatically reload the match for the player to try again.

4.5 Difficulty Settings

The difficulty setting influences the following:

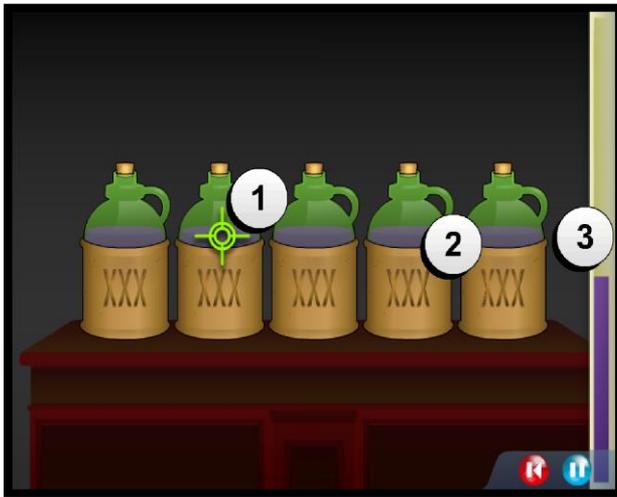
- Range-of-Motion sensitivity
- Level duration and Opponent “toughness”

5 Bullseye

5.1 Goal

Destroy every on-screen target as quickly and accurately as possible. Each stage will present a new series of targets, with new themes and new behaviors.

5.2 On-Screen Items



(1) Cross-Hairs – The player's point of reference for aiming

(2) Targets – Aim at these and fire! Clear all on-screen targets to complete the stage.

(3) Score Bar – Once the meter is full, the stage is complete.

5.3 Controls

Movement

The player takes control of the cross-hairs using the ReJoyce. Range-of-motion is limited to 2-D play: the player can move the cross-hairs left, right, up and down.

Aiming, Shooting and Reloading

To aim, the player positions the cross-hairs over the desired target.

The player manipulates the selected control-component to shoot, and releases it to reload.

5.4 Timed Stages

At later levels the player encounters “Timed Stages.” During these stages, the player's score bar gradually drains, like a bucket with a hole in it. The player “fills” the score bar by successfully shooting targets.

IMPORTANT: Allowing the meter to deplete completely will result in the player failing the stage.

5.5 Level Progression

At the end of the stage, the player will receive an overview detailing:

- Total shots taken
- Total shots landed
- Overall accuracy
- Total playtime taken to complete the level

5.6 Difficulty Settings

The difficulty setting influences the following:

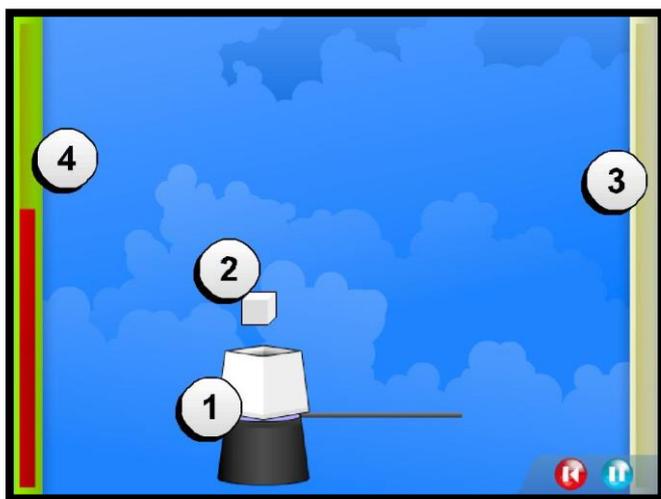
- Range-of-Motion sensitivity
- Control-component sensitivity
- Game Speed

6 Catcher

6.1 Goal

The player must catch as many of the falling color-coded objects in the color-coded buckets as possible.

6.2 On-Screen Items



(1) Player Catcher – The player controls location and pitch of the bucket.

(2) Falling Objects – The player catches each color-coded object in the correctly colored bucket.

(3) Score Bar – Indicates the player's current score within the stage. Once the meter is filled, the player will advance to the next level.

(4) Level Bar – Indicates the player's current level and total game progress. Once this meter is filled, the player has successfully completed the game.

6.3 Controls

Movement

The player takes control of the Catcher buckets using the ReJoyce. Range-of-motion is limited to 1-D play: the player moves the buckets left and right.

Horizontal movement is limited to the rail that runs behind the Catcher. During early stages of the game, horizontal movement is very limited.

Rotation

The player rotates the Catcher to match objects with buckets.

Rotational control of the Catcher depends on the player's selected control-component:

- **Rotational Components (Doorknob, Key, Jar or Handles):** The player rotates the control-component to turn the Catcher.
- **Swing:** The player swings the Manipulandum to turn the Catcher.

Catching Objects

To successfully catch an object, the player matches shape and color of the falling objects with that of the Catcher's buckets.

For example, the player must catch circular black objects with the circular black bucket, and square white objects with the square white bucket.

6.4 Level Progression

The player's score increases with each successful catch. Once the Score Bar fills all the way to the top, the player will advance to the next stage. Higher stages feature more buckets.

For every object the player misses, the score decreases. If the Score Bar depletes completely, the game regresses to the previous stage.

As the player successfully completes levels, the Level Bar fills.

6.5 Difficulty Settings

The difficulty setting influences the following:

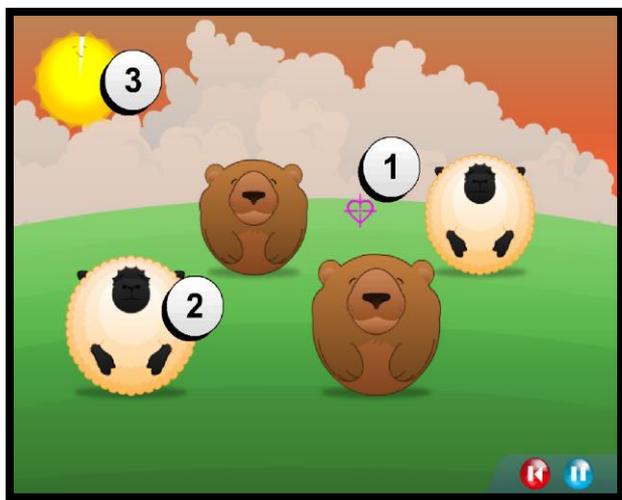
- Left and Right Range-of-Motion sensitivity
- Rotational sensitivity
- Game speed

7 Cupid's Arrow

7.1 Goal

The player must pair every on-screen animal with an animal of the same species as quickly and accurately as possible. Every progressive stage presents more animals, with less time available to complete the stage.

7.2 On-Screen Items



(1) Heart Cross-Hairs – the player's point of reference for aiming.

(2) Animals – targets that must be paired (Example: if the player fires at a sheep, he or she must next fire at

another sheep to complete the pair and increase the score).

(3) Timer – indicates the remaining play time for the stage.

7.3 Controls

Movement

The player takes control of the cross-hairs using the ReJoyce. Range-of-motion is limited to 2-D play: the player can move the cross-hairs left, right, up and down.

Aiming, Shooting and Reloading

To aim, the player positions the cross-hairs over the desired target.

The player manipulates the selected control-component to shoot, and releases it to reload.

Pairing

Once an animal has been “shot,” it will fall in love. To successfully pair the animal, the player must next “shoot” a second animal of the same species.

7.4 Stage Timer

Once sun has transitioned into the moon, and the background has darkened to the middle of the night, the stage ends.



7.5 Level Progression

As the game progresses, the player must pair a minimum number of animals for a given stage. This number is only displayed once the stage is complete, so the player must pair as many animals as possible during each stage.

If the player's score exceeds a given stage's requirements, the player receives a performance summary and progresses to the next stage.

7.6 Difficulty Settings

The difficulty setting influences the following:

- Range-of-Motion sensitivity
- Control-component sensitivity
- Number of required pairings to move on to next level

8 Free Racer

8.1 Goal

The player must complete each race course, and place in a medal position (gold, silver, or bronze).

8.2 On-Screen Items



(1) Player Car – the car the player is controlling.

(2) Current Position – the player's current position in the race.

(3) Race Time – measures the total time taken to complete a race.

(4) Current Lap – displays the player's current lap. Each race consists of three laps.

(5) Opponent Cars – the race competitors.

(6) Course Hazards – off-course hazards that should be avoided.

8.3 Controls

Movement

The player steers using one of the following controls:

- **Handle:** The player grasps the Manipulandum by a Handle or by the Gripper and moves it left and right to steer.
- **Doorknob or Jar:** The user rotates the control-component to steer. Rotate clockwise to steer right, and counter-clockwise to steer left.
- **Swing:** The user Swings the Manipulandum left and right to steer. Players commonly use this setting to steer bi-manually, grasping each handle and steering as they would a normal vehicle.

Acceleration

Acceleration is automatic.

8.4 Level Progression

Hazards

The player must be careful to watch out for hazards such as trees, rocks and water. Hazards slow players down, and should be avoided.

Race Completion

To advance to the next race course, the player must place in one of the top 3 positions.

8.5 Difficulty Settings

The difficulty setting influences the following:

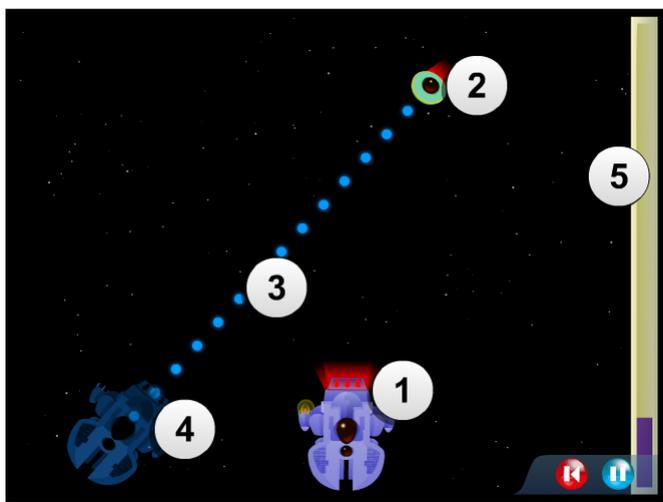
- Range-of-Motion sensitivity
- Rotational sensitivity (for Doorknob, Jar and Swing control inputs)
- Game speed

9 Space Port

9.1 Goal

The player takes control of a mobile Space-Port and must successfully time and align the Space-Port with the trajectory of incoming ships.

9.2 On-Screen Items



(1) Player Space-Port – the Space-Port controlled by the player.

(2) Fleet Space-Ships – ships that dock with the player's Space-Port.

(3) Space-Ship Trajectory – indicates the trajectory of the incoming Fleet Space-Ships.

(4) Required Port Shadow – indicates the required Space-Port orientation to catch the incoming Fleet Space-Ships.

(5) Level Progress Bar – displays the player's progress in the current level.

9.3 Controls

Movement

The player takes control of the Space-Port using the ReJoyce. Range-of-motion is limited to 1-D play: the player moves the Space-Port left and right.

Rotation

The player rotates the Space-Port to line it up with incoming Fleet Ships.

Rotational control of the Space-Port depends on the player's selected control-component:

- **Rotational Components (Doorknob, Key, Jar or Handles):** The player rotates the selected control-component to align the Space-Port.
- **Swing:** The player swings the Manipulandum to align the Space-Port.

9.4 Level Progression

Once the player has successfully aligned the Space-Port with the trajectory of an incoming Space-Ship, the

Space-Ship's speed will increase as it attempts to quickly board the Space-Port.

The Level Progress Bar will increase one increment each time a Fleet Ship is successfully boarded.

Missed Fleet Ships are penalized with one decrement of the Level Progress Bar for each missed ship.

Once the player's Level Progress bar is completely filled, the game will progress to the next stage.

9.5 Difficulty Settings

The difficulty setting influences the following:

- Range-of-Motion sensitivity
- Rotational sensitivity
- Game speed

10 Stack Attack

10.1 Goal

The player must eliminate falling blocks as they pass through bumpers by performing the displayed hand function. If too many blocks stack at the bottom of the screen, the game is over.

10.2 On-Screen Items



(1) Player Bumpers – Falling blocks can only be eliminated while they pass through these Bumpers.

(2) Falling Blocks – Each block displays the required hand function.

(3) Conveyor Belt – If a block passes through the player Bumpers without being destroyed, it stacks on the conveyor belt. Blocks gradually move along the conveyor belt.

(4) Progress Bar – Displays the player's progress through the current stage. Once the Progress Bar is filled, the player advances to the next level.

(5) Player Score(s) – Indicates the player's current score (upper number), as well as their previous High Score (lower number).

10.3 Controls

Movement

Stack Attack does not have a range-of-motion component.

Hand Functions

- Gripper Blocks – squeeze the Gripper
- Doorknob Blocks – turn the Doorknob in either direction
- Peg Blocks – lift the Peg
- Jar Blocks - twist the Jar in either direction

10.4 Level Progression

The player increases score by successfully performing the required task when it is between the bumpers.

As the player successfully eliminates blocks, the game speed will gradually increase, enabling the player to score more points in the same time frame.

Missed blocks accumulate on the conveyor belt.

If the player misses too many blocks in a row, the stage is reset.

10.5 Difficulty Settings

The difficulty setting influences the following:

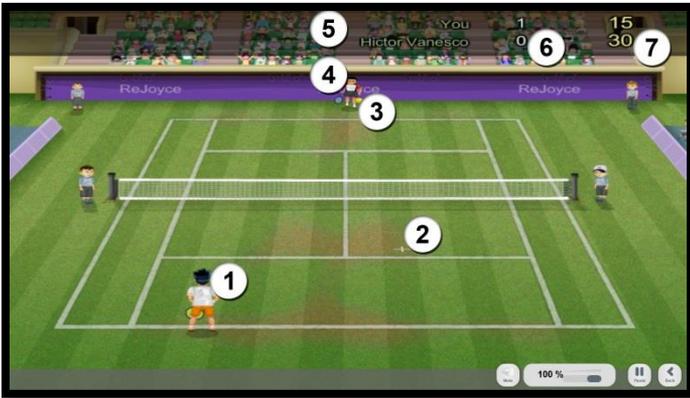
- Control sensitivity (Gripper, Doorknob and Jar)
- Game speed

11 Tennis

11.1 Goal

Win the tennis tournament by defeating a number of high-profile opponents. The user must position their player strategically on the court in order to hit the ball back.

11.2 On-Screen Items



(1) User Player – the user’s player

(2) Control-Cursor – cursor that is controlled by moving the Manipulandum. The User Player will automatically run to where it is located.

(3) The Ball – position the player in the anticipated trajectory of the ball to hit it back.

(4) Opponent Player – the present opponent.

(5) Score Bar – shows the present set and game scores. This will be displayed after each point.

(6) Set Score – displays the current set scores. A player must win at least 3 with at least a 2 set advantage to progress in the tournament.

(7) Game Score – the score for the current game.

11.3 Controls

The user's player is controlled by moving the on-screen control-cursor. This is done simply by moving the Manipandum forward, backward, left and right. The player will automatically run in the direction of the control-cursor.

The object is to position the control-cursor where the ball is heading, allowing the player time to run to the location and hit the ball back.

11.4 Level Progression

To win the tennis tournament, a player must defeat all the opponents.

The game uses standard tennis rules, where each game follows a 15-30-40-Game scoring progression, but winning requires at least a two score advantage.

11.5 Difficulty Settings

The difficulty setting influences the following:

- Control sensitivity
- Range-of-motion required
- Game speed

12 Weedo

12.1 Goal

The player must protect the flowers by removing weeds and dropping them into the compost heaps on either side of the screen.

12.2 On-Screen Items



(1) Hand – The player's on-screen control.

(2) Flower – The flowers that make up the player's garden.

(3) Flower Health Bar – Displays the flower's remaining health.

(4) Sinister Weed – Weeds that pop up progressively throughout each stage.

(5) Compost Heap – Used for enemy disposal. To successfully destroy a weed, the player must drop it into one of the compost heaps.

(6) Score Bar – Displays the player's current score. Once the bar is full, the stage is complete.

12.3 Controls

Movement

The player takes control of the Hand using the ReJoyce. Range-of-motion is limited to 1-D play: the player moves the Hand left and right.

Targeting

To target a weed, the player must position the Hand on top of any of the Weeds. The Hand and Weed will glow purple when correctly positioned.

Weeding

Once the Hand is positioned over a Weed, the player can pick-up the Weed by manipulating the selected control-component.

Compost Heaps

While keeping the selected control-component engaged, the player must move the ReJoyce either left or right and drop the weed into one of the two Compost Heaps .

To drop a weed into one of the heaps, the player simply releases the selected control-component.

Weeds dropped into areas other than a compose heap will quickly reappear next to a flower.

12.4 Level Progression

To progress to the next stage, the player must dispose of enough weeds to completely fill the Score bar at the top of the screen.

If weeds are not removed fast enough, the flowers' health will deteriorate. Flower health is shown on the Flower Health bars beneath each flower.

If all flowers perish before a stage is complete, the game ends.

12.5 Difficulty Settings

The difficulty setting influences the following:

- Range-of-Motion sensitivity
- Control-component sensitivity
- Game speed

13 Customer Support

Contact ReJoyce customer support via any of the following channels:



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