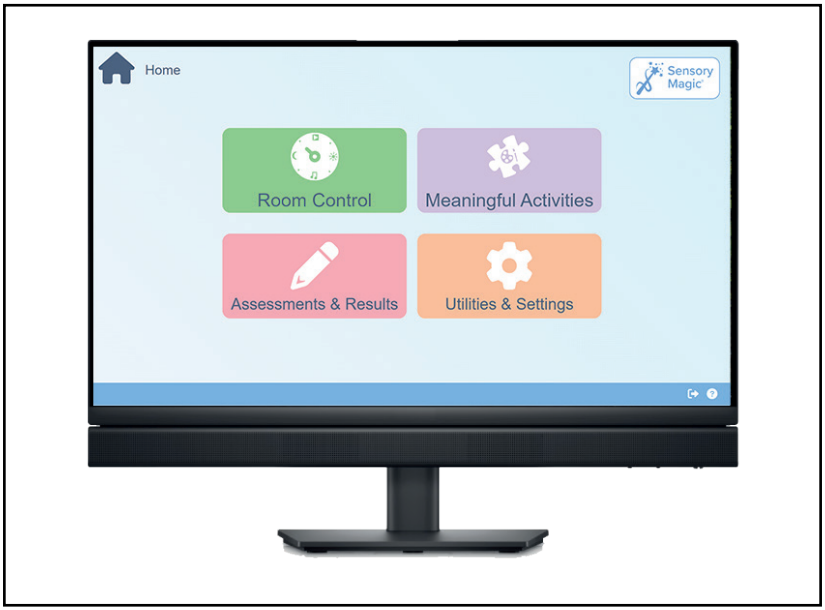
ROMPA®

Life Changing Sensory Solutions For All

snoezelen®

GETTING STARTED & MANUAL



ROMPA®+ LICENCE CODE:

SENSORY MAGIC® 3 COMPACT

23717

01.

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Attention! Please read before starting up the system.
Please connect to the internet to ensure you receive the most up-to-date version of the software.

Please first refer to the 'Getting Started Guide' before this user manual.

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02.

GETTING STARTED GUIDE

Recommended: To ensure optimal performance, do not unplug the USB dongle connected to the rear USB port of the PC. The USB dongle device should remain constantly connected and in the same USB port at all times. If the dongle is accidentally removed, please make sure to reconnect it to the exact same rear USB port it was originally plugged into.

Getting Started

Power ON/OFF

1. Connect the external power supply for the Dell AIO PC to the appropriate mains cable that is provided, UK, EU & US power cable types are supplied.

2. Plug the appropriate power cable into the mains power outlet.

3. Connect the circular power cable coming from the external power supply into the circular port at the back of the Dell AIO PC:

4. Press the power button on the bottom-right underside of the Dell AIO PC to power on the PC:

The PC will boot into Windows operating system.

Connecting to the Internet

To receive the best possible experience with the Sensory Magic® 3 product, we recommend connecting the PC to the Internet, before starting the Sensory Magic® Software.

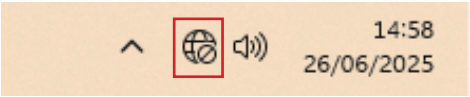
The Sensory Magic® 3 application is designed to receive software updates over the Internet. These updates may include software improvements, content changes, new content releases, and fixes. Sensory Magic® 3 automatically reactivates the software licence every 6-months. As a result, it is important to ensure that the PC is connected to the Internet at regular intervals to keep your licence updated.

IMPORTANT: Before opening the Sensory Magic® 3 application, connect the PC to the Internet via Wi-Fi or Ethernet to ensure you receive the best sensory experience.

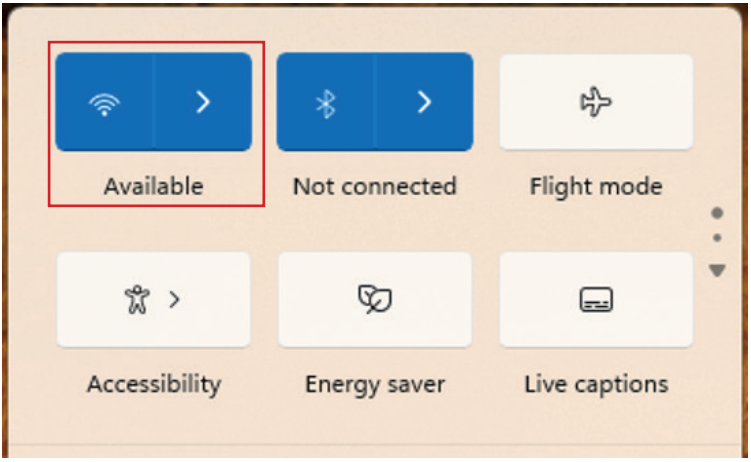
How to connect to the Wi-Fi

1. When the PC has booted into Windows and you are on the desktop, navigate to the network settings in the bottom-right corner of the task bar:

2. Select the globe icon:



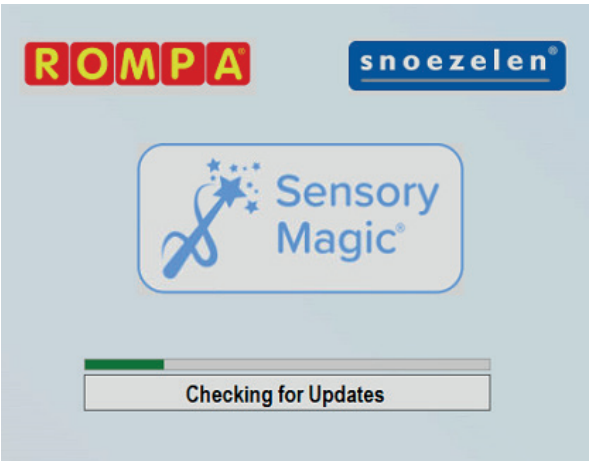
3. Select the Wi-Fi icon and ensure it is highlighted to indicate Wi-Fi is enabled on the system:



4. Select the arrow next to the Wi-Fi icon to display a list of available Wi-Fi networks, select connect on the appropriate Wi-Fi network and enter any security password that may be required for the chosen network.

5. Now you have successfully connected to Wi-Fi, you should see the Wi-Fi icon in the task bar:

6. Now when you open the Sensory Magic® 3 application, any available updates will be downloaded and installed automatically upon opening the application. The check for updates will look as follows:



Alternate connectivity options

Tether to mobile hotspot – If an Internet connection is not readily available, and you have a smart phone with mobile data, you can turn on your mobile hotspot in your phone's settings and connect the PC to the mobile hotspot in the same way you would connect the PC to Wi-Fi. This will provide an Internet connection. **Note**: *method will vary from device operating system*.

Ethernet – The Sensory Magic® 3 product also supports Ethernet connectivity. The Ethernet port is located on the rear of the PC.

How to Redeem Rompa®+ powered by NUITEQ Licences

IMPORTANT

In order to get the most out of the system and across to ALL apps, you must follow these steps before using the software for the first time.

How to redeem Rompa®+ licences

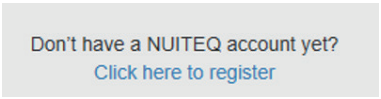
We recommend that you follow the setup steps below when first setting up the product.

Please connect the PC to the Internet via Wi-Fi or Ethernet before attempting to activate your Rompa®+ applications.

The Rompa®+ applications require an Internet connection every **14-days** in order to reactivation automatically.

1. Go to the following website: https://account.nuiteq.com/

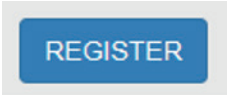
2. If you do not already have a Rompa®+ account, create one using the “Click here to register” link towards the bottom of this page:



NOTE: We recommend you register for a new NUITEQ account.

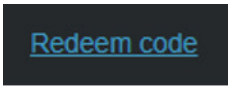
3. Enter a valid e-mail address that is not already associated with a NUITEQ account.

4. Enter a unique password for your NUITEQ account that is at least 6 characters in length. Select “REGISTER”

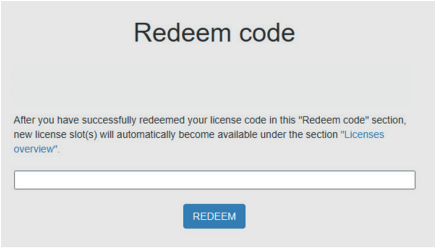


How to redeem ‘Chorus’ software license

1. Once you have logged into your NUITEQ account, select the “Redeem code” option on the navigation bar:



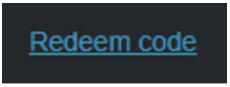
2. On the “Redeem code” page in the text box enter the unique NUITEQ Chorus license code and select “REDEEM”:
(Your licence code is on the front page of this guide)



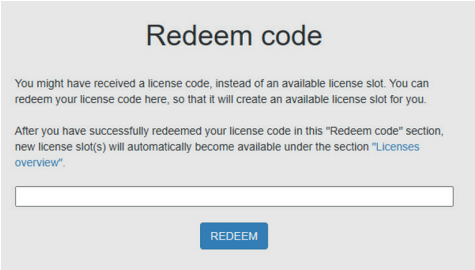
3. If the Chorus software license has been redeemed successfully, this should be indicated, and a new available software license email should be sent to the email address linked to your NUITEQ account.

How to redeem 'Campfire' software license

1. Go back to the "Redeem code" page using the link in the top navigation bar.



2. Now enter the NUITEQ Campfire software licence code that has been supplied with your Sensory Magic 3 product, and select "REDEEM":



3. If the Campfire software licence has been redeemed successfully, this should be indicated, and a new available software licence email should be sent to the email address linked to your NUITEQ account.

How to apply your redeemed licences

1. Once you have successfully redeemed both your Chorus and Campfire software licences, you need to apply the licences so they can be used.

2. "Overview" option:

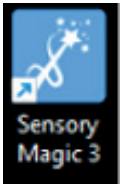
3. Under the "Licenses overview" section you will see an open licence slot against both the Chorus & Campfire software options:

This means you now have a valid licence for each application.

How to login to applications

How to login to the Rompa®+ powered by NUITEQ applications on your Sensory Magic®3 system

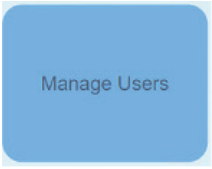
1. On the desktop of the Sensory Magic® 3 computer, select The Sensory Magic® 3 application short cut to open it:



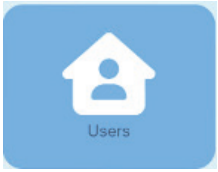
2. Select the default Manager account by pressing it:

3. When asked for a pin number, please enter the following pin number to gain access to the Manager account: **4321**

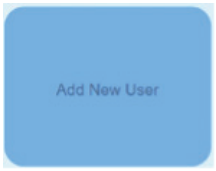
4. Select Manage Users:



5. Select Users:



6. Select Add New User:

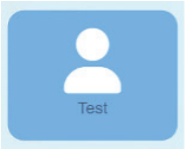


7. Enter a Display Name and a Pin for the user account and select Save:

8. Now select the user you just created and select Assign User:

9. Now select the back arrow in the bottom left once and then press it again to go back again:

10. And select the user you just created:



11. Enter the pin you set for the user and you will then login to the newly created user account:

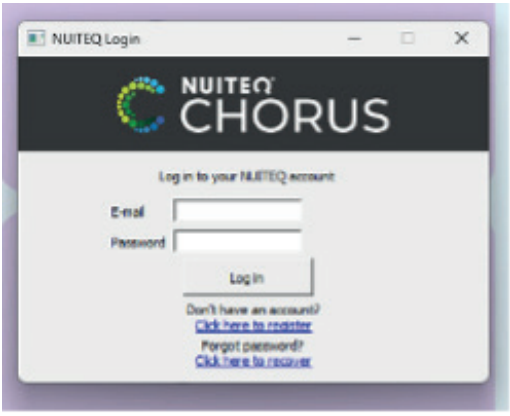
12. On the Home screen, select the Meaningful Activities option:

13. Select the Cognitive Games tile:

14. Select the Memory Activity

15. Enter the e-mail address and password for the NUITEQ account you redeemed both of the Chorus & Campfire licence keys against and select “Log in”:

16. You should see Login successful, select “OK” on this prompt:



17. Then select the “X” in the top-right of this login window:

You can now use the NUITEQ supported activities in the Sensory Magic® 3 application. In Sensory Magic® 3 navigate to the Meaningful Activities section to play the selection of NUITEQ games available.

Every 14 days you are required to connect the PC to the Internet in order for the NUITEQ applications to reactivate. If you do not connect to the Internet after 14 days, you will be signed out of the NUITEQ applications and will need to connect the PC to the Internet and sign back into the NUITEQ application as per the process above.

Configuring primary & secondary displays

If you want to configure Sensory Magic® 3 with a projector or secondary display follow these steps. Connect the secondary display to the Sensory Magic® 3 system using an appropriate video cable, such as a display port cable.

Primary display - Touchscreen

1. Right-click the Windows 11 desktop > Display settings.

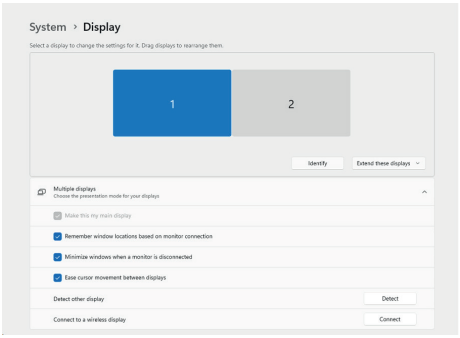
2. Use the Identify feature to show which display is display 1.

3. Whichever display is the touchscreen, select this.

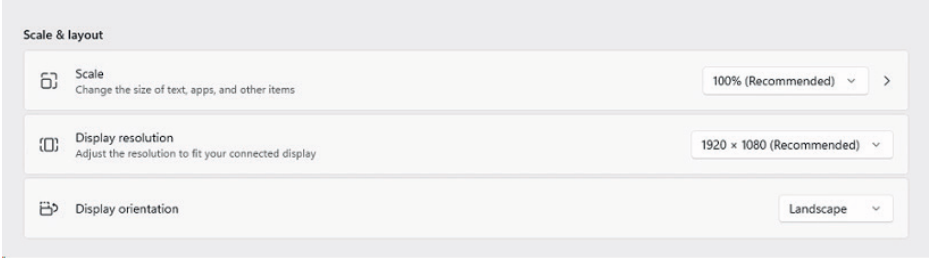
4. Ensure that “Extend these displays” is selected on the primary display.

5. Ensure that “Make this my main display” is ticked.

6. The appropriate settings can be seen configured below:



7. Scroll down on the same screen with the primary display selected and ensure the following is set:
    - Scale: 100%
    - Display resolution: 1920 x 1080

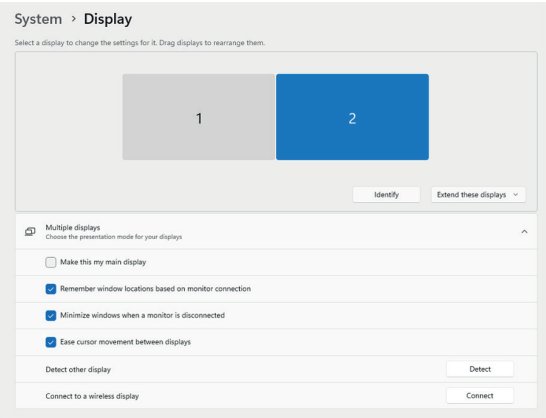


Secondary display – Projector/secondary monitor or TV

8. Select the number of the secondary display (it might not always be number 2), ensure to use the Identify option to verify this.

9. Ensure that “Extend these displays” is selected on the primary display.

10. Ensure that “Make this my main display” is unticked.



11. Scroll down on the same screen with the secondary display selected and ensure the following is set:
    - Scale: 100%
    - Display resolution: 1920 x 1080

Scale & layout
Scale
Change the size of text, apps, and other items
100%
Display resolution
Adjust the resolution to fit your connected display
1920 × 1080 (Recommended)
Display orientation
Landscape

03.

INTRODUCTION

What is Sensory Magic® 3?

Sensory Magic® 3 is an all-in-one Sensory Solution.

The Sensory Magic® 3 software has been redesigned and re-engineered to carefully consider the user experience when using the system.

Sensory Magic® 3 Compact comes pre-installed with our brand new software that includes a redesigned navigation and includes:
- Snoezelen® Room control app
- Meaningful activities
- Assessments & results
- Settings, personalisation and many utilities.

We have ensured that the experience fosters independence, choice and control.

Room Control
As the Sensory Magic® 3 experience can be customised to suit individual needs, sensory sensitivity can be provided for.

Meaningful Activities
Our suite of apps offers a diverse range of games and activities tailored to the interests and needs of all age groups, including bingo, quizzes and various other games.

Assessments & Results
Our Sensory Magic® 3 software features profiling assessment tools for sensory development, developed with Professor Lesley Collier, a long-time partner of Rompa®. Assessments include cognitive impairments, self-esteem, Older Adult depression and a results feature, for all of the assessments.

Settings & Utilities
Personalise how the system looks, with a whole spectrum of colour to choose from.

The Rompa® Sensory Magic® 3 Compact is our entry model featuring pre-installed Sensory Magic® 3 software. It includes a touch screen, keyboard, and mouse, along with a two-year* free Rompa®+ subscription powred by NUITEQ. Additional Rompa® Snoezelen® products are needed to get the full Sensory Magic® 3 experience.

* 2 year free subscription service. After this time, you can choose to pay an annual subscription to continue using the apps, with Rompa®+ powered by NUITEQ. See page 50 for all Rompa®+ apps.

All of our new Sensory Magic® 3 systems are compatible with a wide range of our electronic Snoezelen products.

Bottom Navigation Overview

The following icons may appear in the bottom navigation across different pages. Some icons will be present on multiple pages, while others are specific to certain pages.

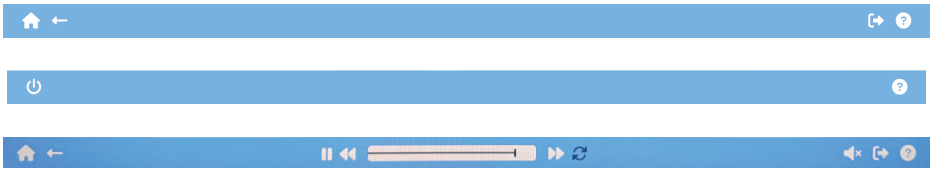
Power – displayed as a power icon. Shuts down the software when clicked.

System – displayed with an icon showing a question mark in a circle. Displays the systems ID number when clicked.

Logout – displayed with an icon showing half rectangle with an arrow pointing to the right. Takes you to the Managers/Carers login page.

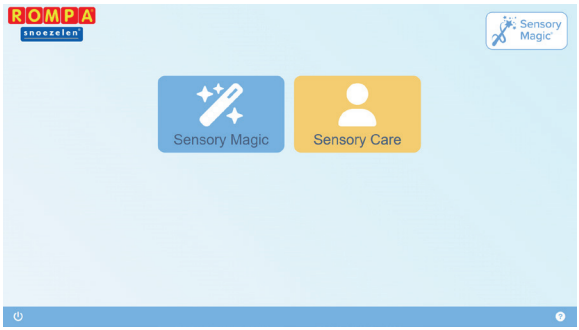
Home – displayed with an icon of a house. Takes you to the home screen.

Back – displayed with an icon of an arrow pointing left. Takes you to the previous screen.



Sensory Magic & Sensory Care Selection

This screen lets you choose which part of the software you'd like to use. Sensory Magic is designed for most users, offering a wide range of interactive experiences. Sensory Care is tailored for older adults in care settings, with content more focused on relaxation and reminiscence.



Managers/Carers & User Accounts

The term Managers/Carers refers to staff members that will be using the software.
The term Users refers to the users that the staff are assigned to. The Manager and Carer

accounts are to be used as the supervisor accounts that provision the use of the Sensory Magic 3 application. The User accounts are to be used by the person directly using the Sensory Magic 3 software.

Managers/Carers Permissions

Managers/Carers can have one of the following three permission status applied:

- Disabled - will remove the selected Managers/Carers from the Managers/Carers Login screen (Pg.23). This does not delete the Managers/Carers but hides them from view.

- Carer - Carer permission allows the user to login and have assigned users, but they have no access to the user management (Pg.26) section of the software.

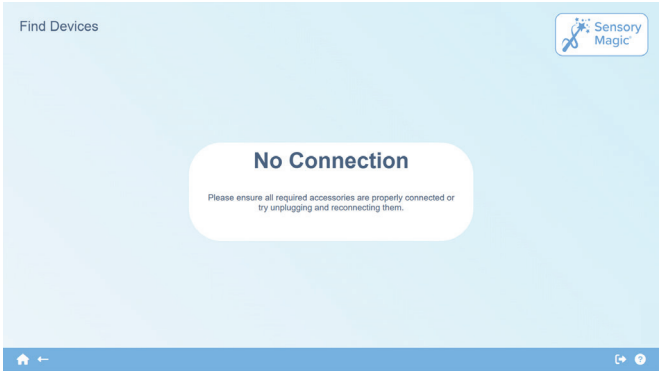
- Manager - Manager permission has full access to the user management section of the software allowing user creation, deletion, alteration as well as assign and unassigned features and the ability to reset pins.

Keypad Input

The keypad display contains numerical values 0-9 with a delete key to the bottom left and an icon in the top right that toggles visibility of the entered pin. This is set to hide the pin by default. Upon reaching a 4-character limit, the pin will automatically be submitted and checked.

Connection Warning

Areas of the software that require communication to external devices will display a no connection error that prompts the user to ensure the Sensory Magic® 3 Dongle is attached to the device.

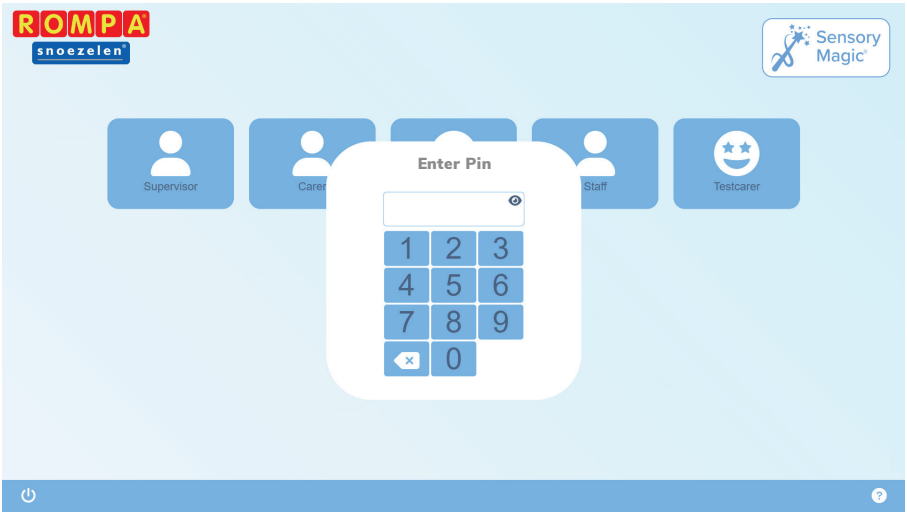


MANAGERS/CARERS LOGIN

04.

Managers/Carers Login

Available Managers/Carers accounts are displayed, which when interacted with, launch the keypad for entering a pin. Entering a correct pin will progress the application through to the user login screen. A pin must be entered against an account when it is created, **so this cannot be left blank**.

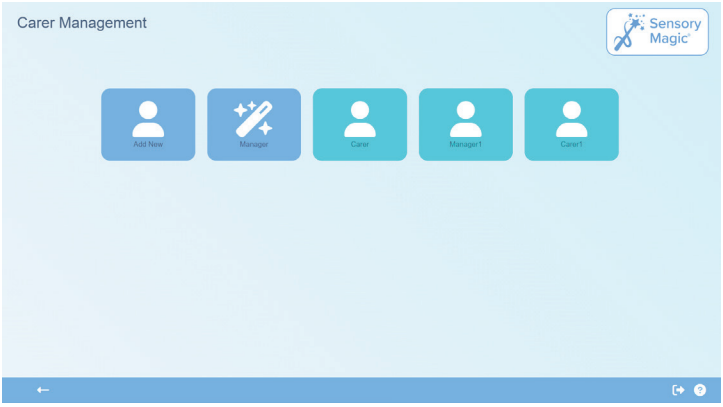


05.

USER LOGIN

User Login

The users that are assigned to the manager or carer account you are logged in as will be visible in the user selection screen.
Manage Users: Enabled on manager permission accounts only this takes you to the manage user screen.



Manage User Screen

This screen is only available to users with a manager permission attached. It displays two options for managing users:

- Carers – Managers/Carers accounts.
- Users – User accounts.

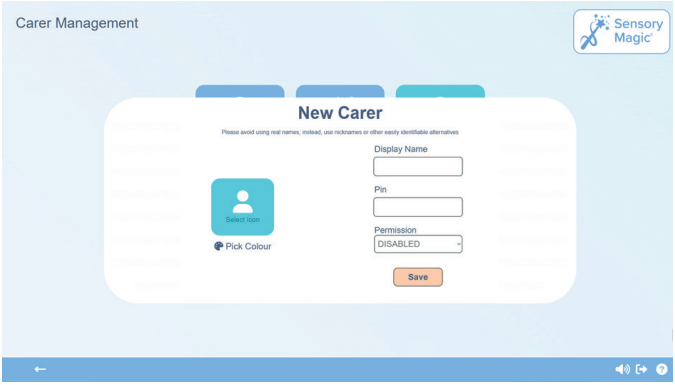
Manage Carers

All Managers/Carers accounts will be displayed on this screen alongside an add new button. Selecting the latter will open a prompt where the user can add a display name, pin, permission and select an icon to associate with the account.
Selecting an Managers/Carers account on this screen will produce the following options:

- Load User – Will log into the software as that user.
- Edit User – Opens a prompt to alter the users name, pin, permission and icon.
- Assign User – Opens a prompt displaying all users that can be selected, assigning them to the Managers/Carers.

To create a new Manager or Carer account on the Carer Management screen select Add New and enter the display name and pin. The pin has to be 4 digits in length.

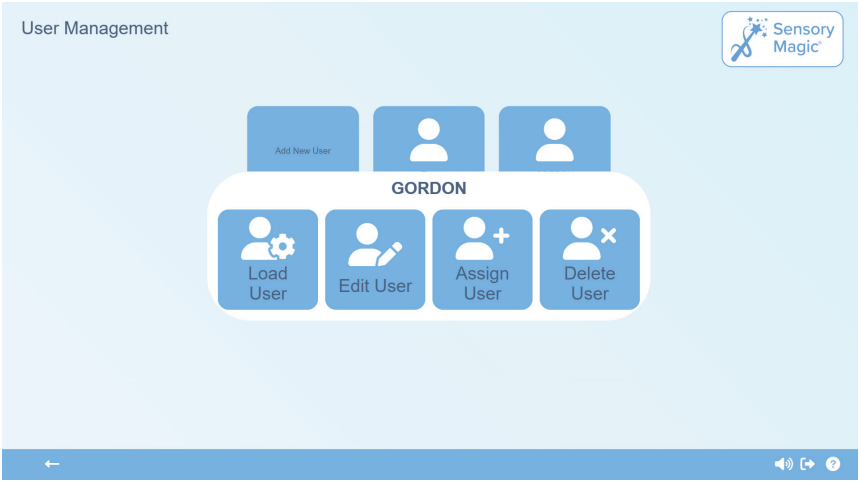
You can also choose from the available preset icons and the colour of the account icon.



Manage Users

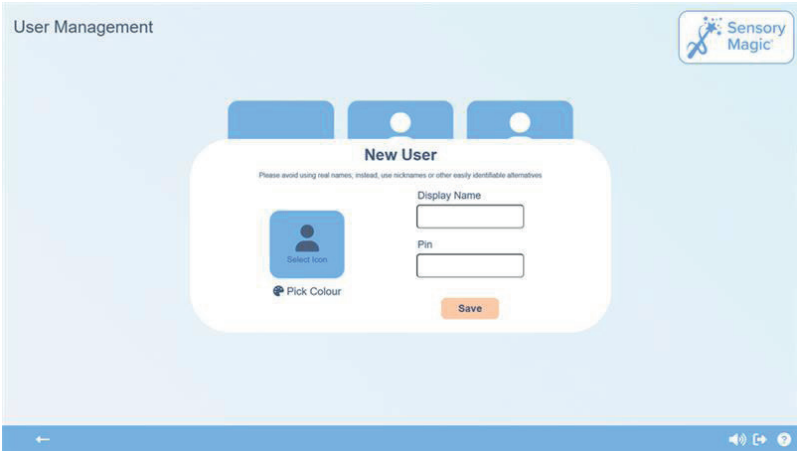
All user accounts are displayed on the screen alongside an add new button. Selecting the latter opens a prompt allowing icon selection as well as display name and pin inputs.
Selecting a user account will produce the following options:

- Load User – Will log into the software as that user.
- Edit User – Opens a prompt to alter the icon, name and pin.
- Assign/Unassign User – Toggles assign status of the current user to the Managers/Carers.



To create a new User account on the User Management screen select Add New User and enter the display name and pin. The pin has to be 4 digits in length.

You can also choose from the available preset icons and the colour of the account icon.

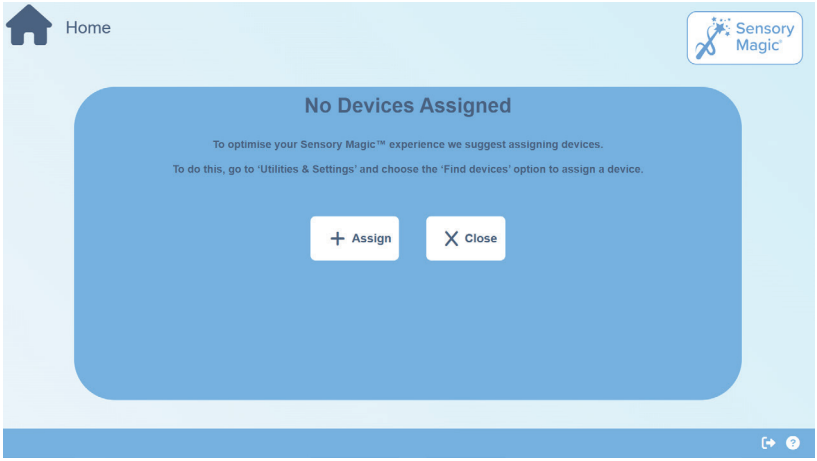


HOME SCREEN

06.

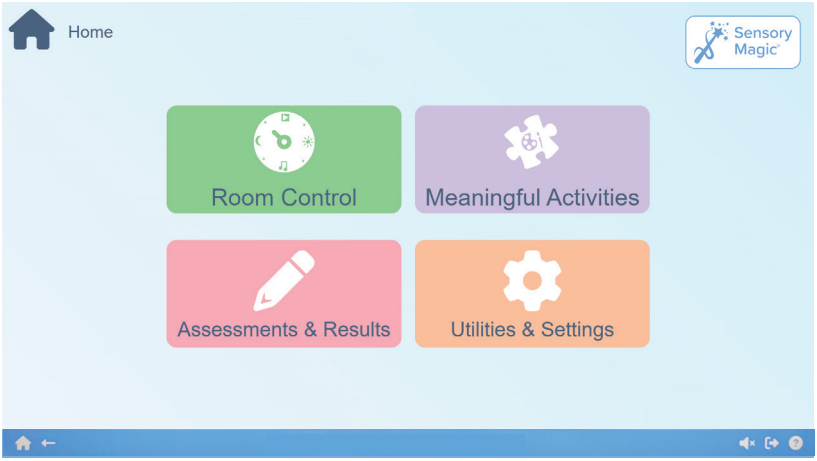
Home Screen

This screen will trigger a warning if there are no assigned devices on the software, displaying two options “Assign” and “Close”, allowing them to go directly to the device search screen, or dismiss the warning.



The home screen displays four options to choose from:

- Room Control (Pg.31)
- Meaningful Activities (Pg.37)
- Assessments & Results (Pg.41)
- Utilities & Settings (Pg.43)



07.

ROOM CONTROL

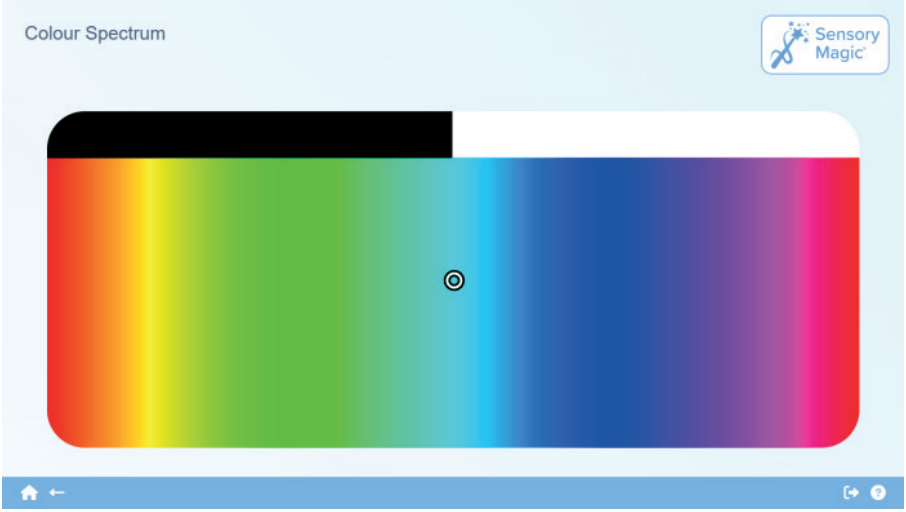
Room Control

Displays three options:

- Colour Spectrum (See below)
- Themes (See below)
- Media Slideshow (Pg.35)

Colour Spectrum

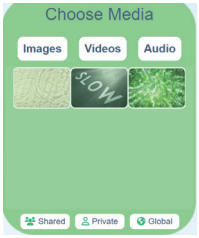
Displays a colour picker in the centre of the screen allowing the user to change the colours of the hardware in the room. This does not rely on assigned devices and so can control any devices within range.



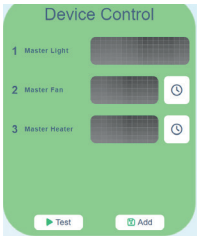
Themes

Displays any saved themes alongside an add new theme button. Selecting an existing theme will play it, displaying an edit button in the top left corner of each theme (this is only available for themes you have created). Selecting this button or selecting the add new theme button will then launch the theme edit prompt with the following options:

- Choose Media (Pg.33)



- Device Control (Pg.33)

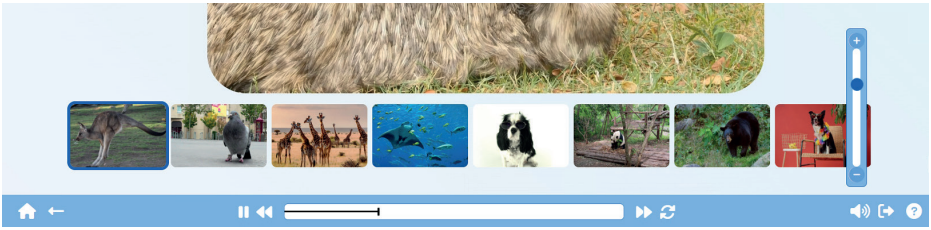


- Schedule List (Pg.34)

Sensory Magic® 3 offers a wide range of pre-loaded integrated themes designed to create immersive, multi-sensory environments. These themes are crafted to support various therapeutic, educational, and recreational goals. Themes offer a way to personalise your room experience with lights, images or video, warm or cool room control and sounds.

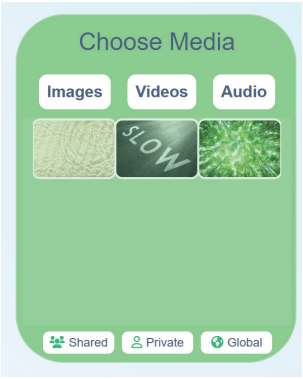
Menu Bar: this includes the home button, back button, volume slider access, log out and help button. It also features dynamic controls which appear only when the screen requires access; these are: play/pause, media back and forward buttons, and repeat button.

Volume: You can control the sound levels using the volume slider



Choose Media

Displays media files uploaded to the software. There are three filters at the top of the panel to pick Images, Video or Audio. When creating a new theme or editing a theme that has previously been created, you can choose between global media, which is media we provide with the system by default, shared media that has been uploaded to the system and saved as Shared, or Private media which is media that the specific user that is currently being used has uploaded.



Device Control

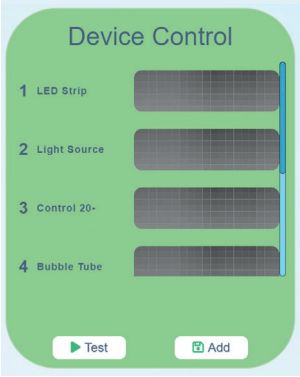
Displays all assigned devices showing their name and an interactive element to the right that can launch the following prompts depending on device type:
Time Interval – Launched for switch or fan devices, allowing the number of seconds to be set, that the device will be powered and unpowered for. The following options are available at the bottom of the prompt:

- Random – Randomises the input fields
- Reset – Resets the input fields
- Apply To All – Applies to all devices of the same type
- Cancel – Closes the prompt
- Continue – Apply the current inputs
- Colour Select – Click on a panel to bring up the colour spectrum. Launched for a light device

allowing colour selection. This shows buttons for splitting and merging colour bands and a colour spectrum selector. At the bottom of this prompt are the following options:

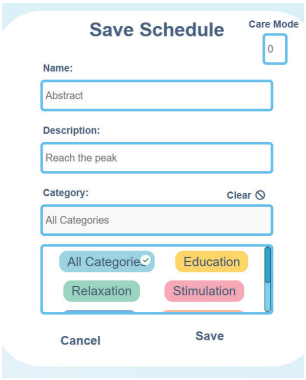
- Random – Generates random colour bands
- Reset – Resets the inputs
- Apply To All – Applies to all devices of the same type
- Cancel – Close Prompt
- Continue – Apply chosen colour bands

The bottom of this section has a Test button, this allows for the testing of the theme before it is saved. There is also an Add button, this can be used to add colours that you have chosen to the schedule item in Schedule List pane.



Schedule List

Displays all added selections that will play through the schedule, showing the media chosen, colour selections and duration. The duration can be adjusted by selecting the chevrons or clicking the clock icon.



At the bottom of this section, are the options to save the theme to shared or private, or delete the theme:

- Shared: Saves the theme so that it is visible to all other Sensory Magic 3 users on the same

system. It should be noted that if you use media that you have uploaded to Sensory Magic 3 as private, if you then use that private media in a theme that you save as Shared, the private media will be visible in the theme.

- Private: Saves the theme so that it will only be visible to the user that created it.
- Delete: Deletes the entire theme. The theme cannot be recovered once deleted.

When saving the theme, you must input Name, Description and select categories you need the theme to show in. When a theme is saved if no category is selected it will automatically be assigned All Categories.

Categories

Stimulation: Themes designed to stimulate the senses

Immersion: themes that immerse you in your sensory environment

OA: Includes themes appropriate for older adults, typically in care settings.

Exploration: themes that involve images, music and video that take you on a journey

Education: themes that involve educational assets such as numbers

Relaxation: Themes designed to relax your mind, body and senses

Media Slideshow

Displays created image slideshows from the management portal. Selecting these will launch the image slideshow displaying their content.

MEANINGFUL ACTIVITIES

08.

Meaningful Activities

This section offers a range of apps designed to support hand-eye coordination, cognitive development, and memory skills. Through interactive visuals, sounds and tasks, these apps help users engage in meaningful activities that promote focus, recall, and fine motor control.

Multiplayer Lobby

Only appears after selecting an activity. Displays the following columns:

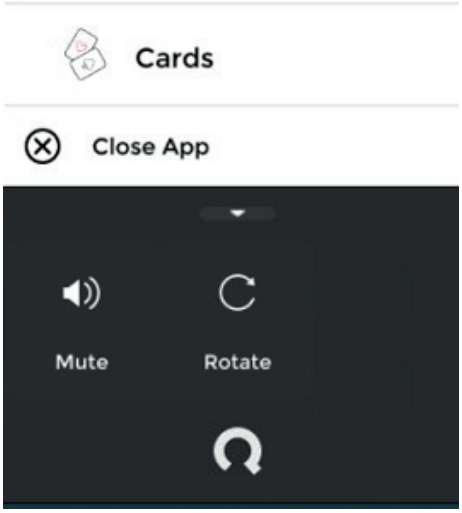
- Waiting for player - contains the assigned users of the current Managers/Carers
- Player Ready – players who have selected to join and are ready to play

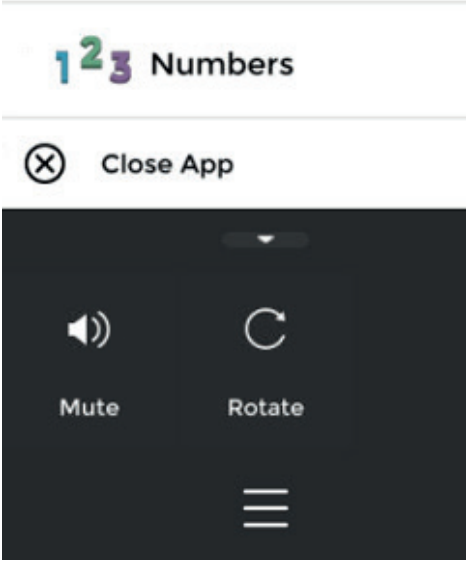
The base of this screen has the option to launch the game.

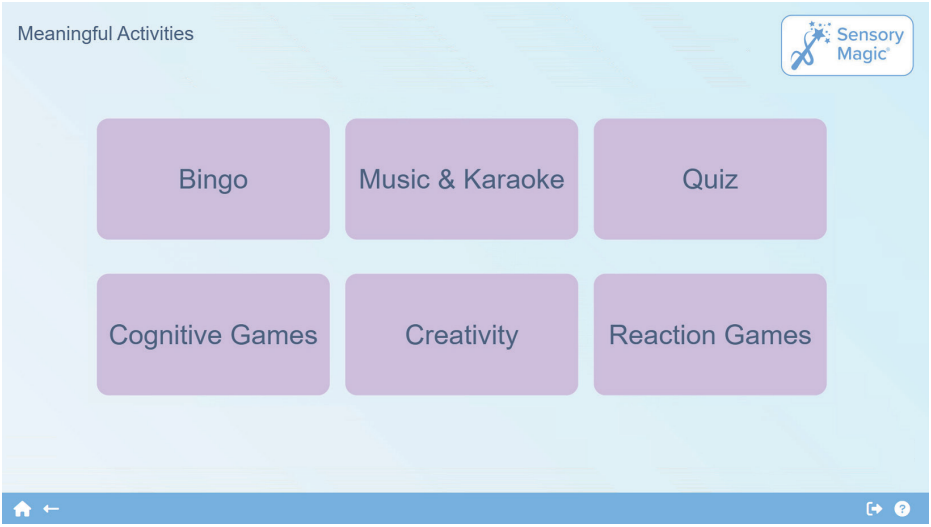
Closing Rompa®+ powered by NUITEQ Activities

Some activities you choose will need to be closed differently from others.
On activities such as Memory, Cards, Airhockey, Geography, Gravitoy, or Froggy, you will need to navigate to one of these symbols to open the sub-menu and close the app.

These symbols appear in the bottom left corner of the screen.
If you touch the symbol, it will open a small menu that looks like the one below. Select ‘close app’ to return to the ‘Meaningful Activities’ main menu.






Meaningful Activities
Sensory Magic
Bingo
Music & Karaoke
Quiz
Cognitive Games
Creativity
Reaction Games

Cognitive Games
Sensory Magic
Jigsaw
Sudoku
Numbers
Memory
Cards
Stacks

ASSESSMENTS & RESULTS

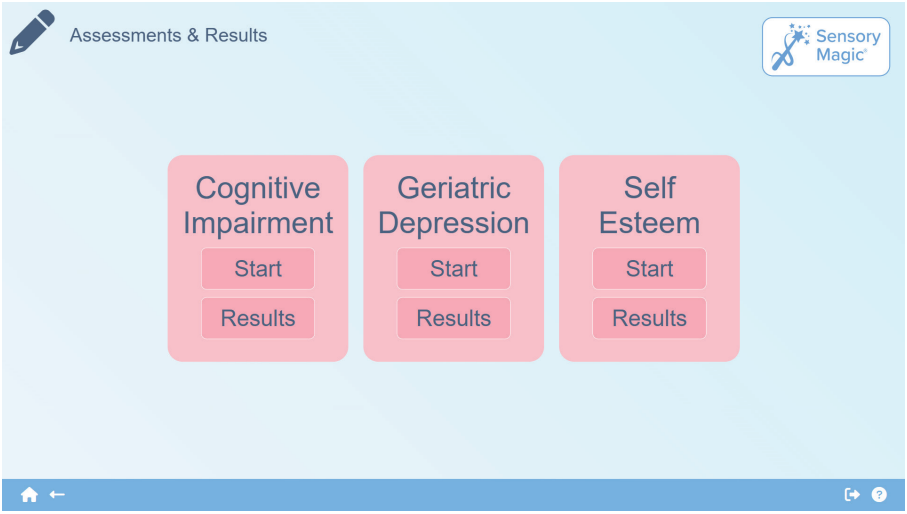
09.

Assessments & Results

Displays three options for taking and viewing assessment results:

- Cognitive Impairment
- Geriatric Depression
- Self Esteem
- Selecting the start button launches the relevant assessment to be filled out. Selecting results will display the already taken assessments so they can be viewed.

To obtain access to usage reports, you can request an online account by emailing us at:
SM@rompa.com



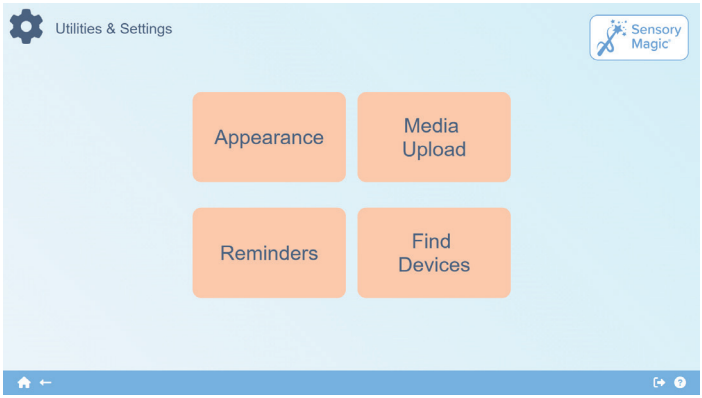
UTILITIES & SETTINGS

10.

Utilities & Settings

Displays the following four options:

- Appearance (See below)
- Media Upload (See below)
- Reminders (Pg.44)
- Find Devices (Pg.45)



Appearance

Allows the creation, update and deletion of wallpapers that are applied to the software. The wallpapers contain inputs for a name, text colour and box colour that is applied throughout the software upon application.

Media Upload

Displays options for viewing media files uploaded to the local software. Media files are categorised under the options: Image, Video, and Sounds, alongside an 'Add New' button that triggers an upload dialogue. The upload dialogue includes fields for a name and file input. Buttons at the base of the dialogue allow the file to be saved either privately or shared:

- Shared: Saves the media so that it is visible to all other Sensory Magic 3 users on the same system.
- Private: Saves the media so that it is only visible to the user that saved the media.

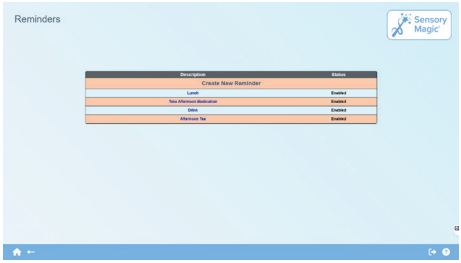
Reminders

Displays a table containing all currently saved reminders, showing their description and their status. Creating a new reminder or selecting to edit an existing will launch a prompt that contains the following inputs:

- Description – User entered text.
- Date – Date and time selector.
- Repeat – How often to repeat the reminder.
- State – Enabled or Disabled.
- Event Type – Event that should be triggered.

Another input is appended to the prompt dependant on which event type is selected. These are as follows:

- Image – Select an image to display.
- Video – Select a video to be played.
- Text – Enter text to be displayed.
- Sound – Select an audio file to be played.
- Map – Enter an address or postcode to display a snapshot of a map.
- Clock – Use the chevrons to display a time.
- Calendar – Display the current date in a calendar format.

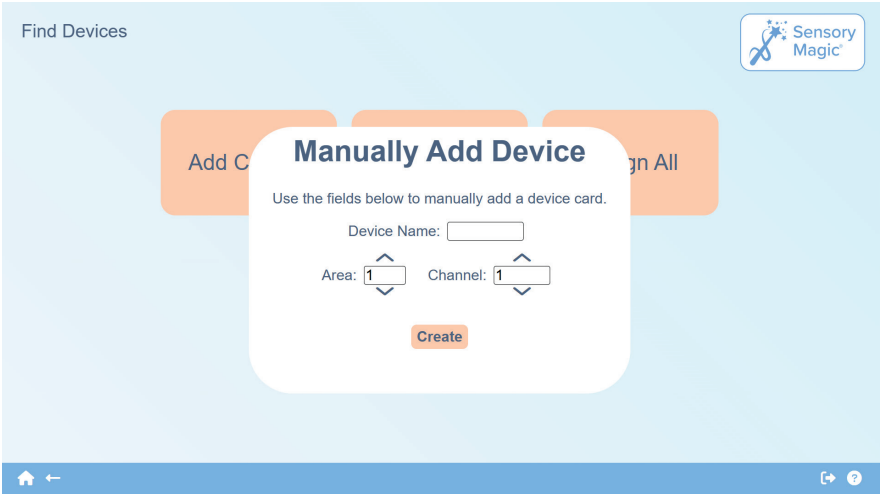


Find Devices

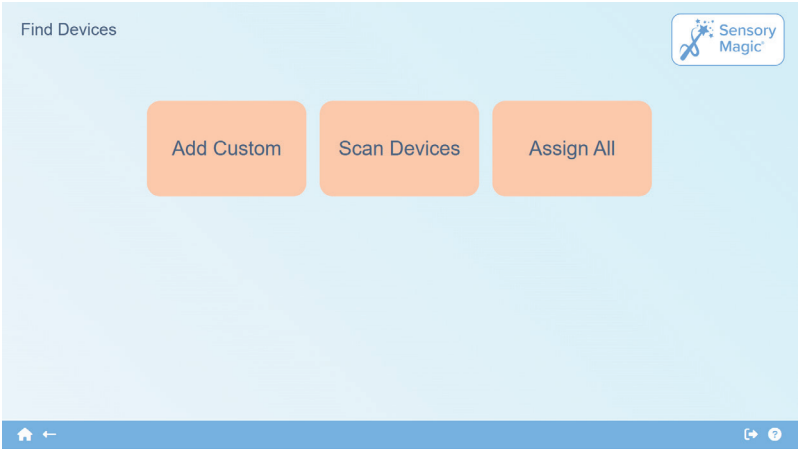
The Find Devices section is used for two primary purposes:
To find a compatible device that is within the proximity of the Sensory Magic 3 system.

To allow you to assign all or specific devices that are returned in the product search that will then appear in the edit theme menu in the themes section of the software.
Displays all assigned devices alongside the following options:

- Add Custom - Allows for the creation of manual device cards allowing inputs for Area, Channel and a device name. The area is constrained between 1 and 9 and the channel between 1 and 255.



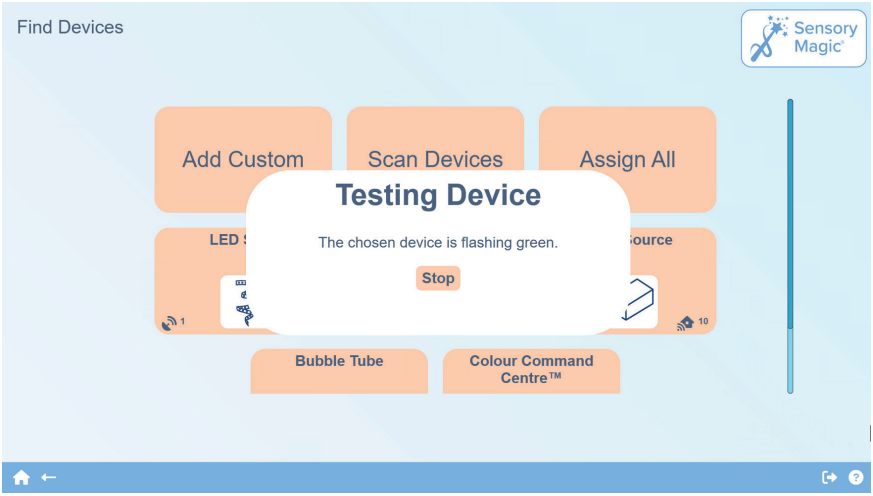
- Scan Devices – Initiates scan prompt. Quick scan will just scan the entered area ID and channel. But Deep scan will scan all available area IDs, area ID 1 through 9 sequentially.



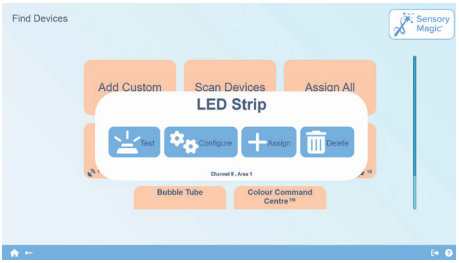
- Assign/Unassign All – Toggles all displayed device cards assigned status.
  Any device that is assigned will appear in the themes edit menu for you to then influence in a custom theme.

Selecting a device card displays the following options:

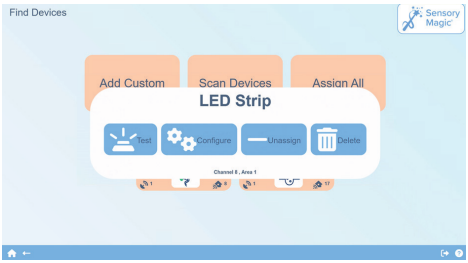
- Test – Sends a command out to the designated area and channel to flash green or turn on and



  off.
- Configure – Allows for the area and channel of the hardware to be modified.



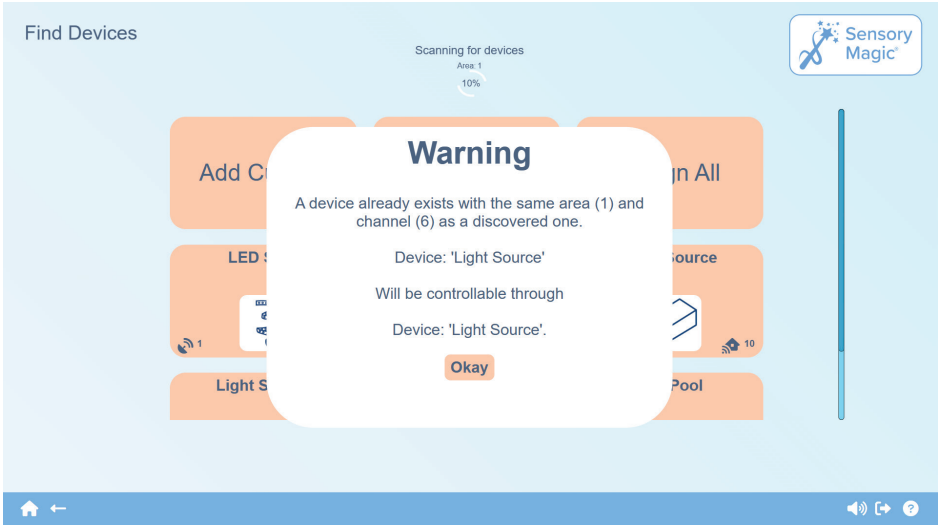
- Assign – Toggles the devices assign status.



- Delete – Removes the device .

Duplicate Name Prompt

When multiple devices of the same type are found by Sensory Magic 3 during a device search, you will see the following prompt:



This prompt informs you that if the search finds at least two devices or more of the same type, with the same area ID and channel number, then a single product card will represent and control the multiple devices of the same type.

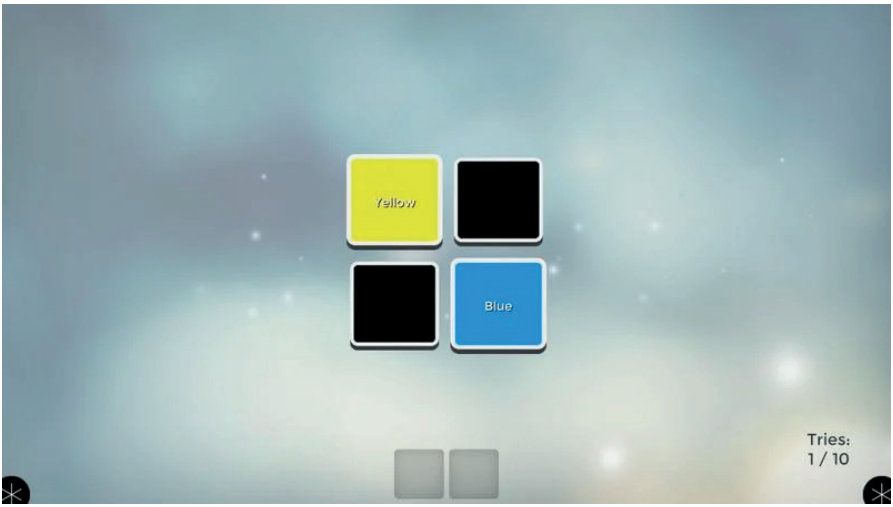
For example, if you have two Bubble Tubes both on their default area ID of 1 and channel of 16, and you do a search in Sensory Magic 3, this prompt will appear and after dismissing both bubble tubes will be represented by the single Bubble Tube product card.

11.

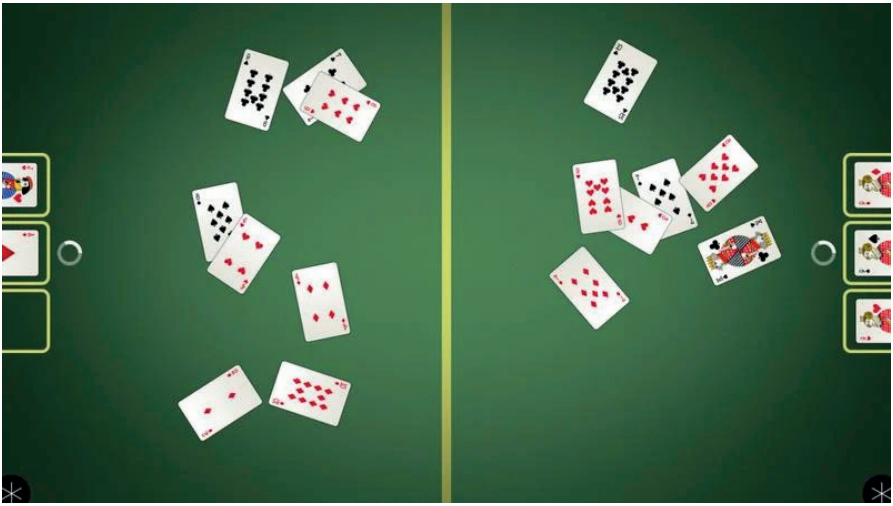
ROMPA®+ APPS

Rompa®+ powered by NUITEQ apps

Memory:
Memory is the classic tile-matching game. You play by selecting two tiles from the grid and if they match, they are removed. The game is over when you match all tiles or when you run out of turns to play the game.

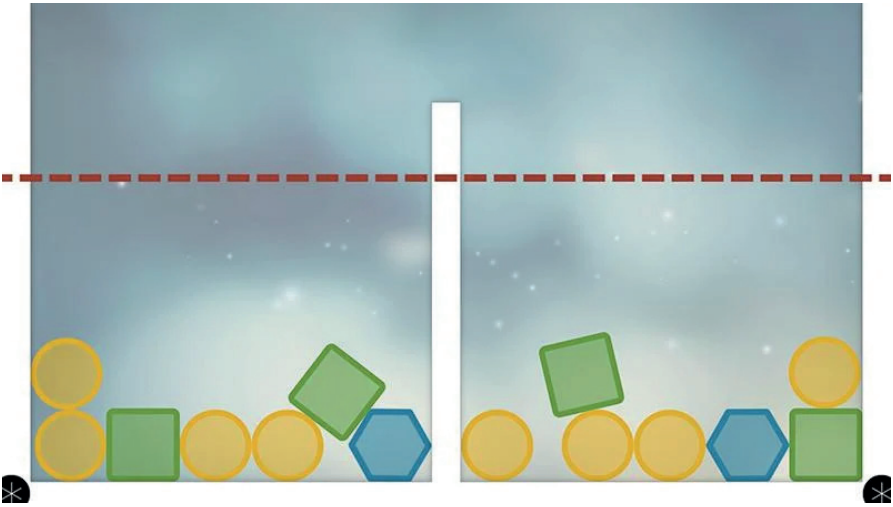


Cards:
Cards is a casino-influenced game where the goal is to create the best hand possible from the cards you have been given. You pull the cards into your nest as fast as possible while trying to create a good hand. The value for each hand is based on Poker rules. You cannot steal your opponent's cards, so you must manage with the ones on your side.



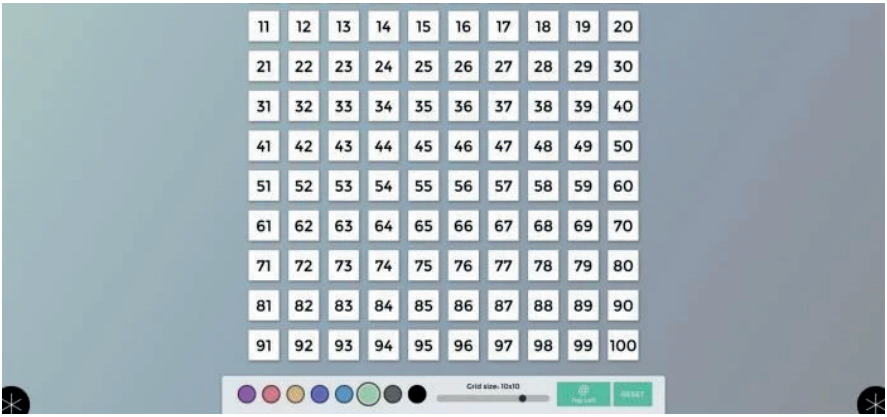
Stacks:

Stacks is a stacking game where users compete against an opponent to stack objects to the designated height. The stackable objects range all the way from squares to hexagons, all with different mass and attributes.



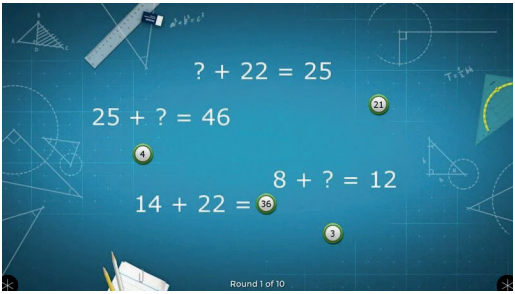
Squares:

Squares is a teaching aid to explore multiplication, addition, division and other number patterns. In Squares, you are presented with a grid of numbers. The numbers can be coloured by touching them after selecting a colour below the grid. The grid can be zoomed in and out by pinching it. You can set different grid sizes by using the slider next to the colours; the grid size can range anywhere in between from a 3x3 grid to a 12x12 grid. Pressing reset will clear the colours from the entire grid. You can set how the numbers are arranged by using the button to the left of the “Reset” button. The numbers can be placed randomly, beginning from the top left or from the bottom left.

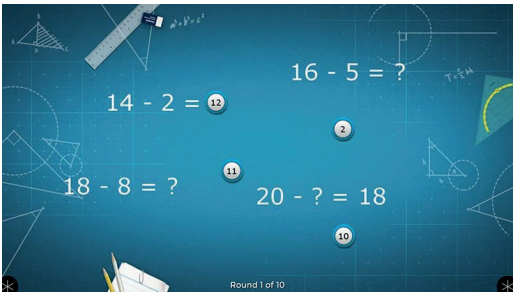


Number Play:

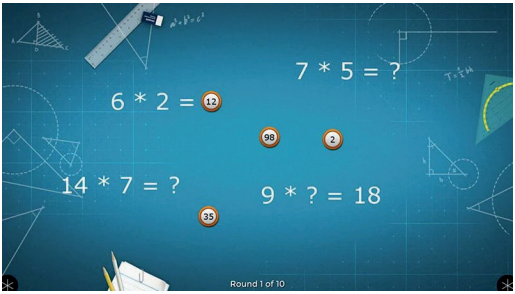
Addition: Drag the numbers onto the question marks to correct the equations.



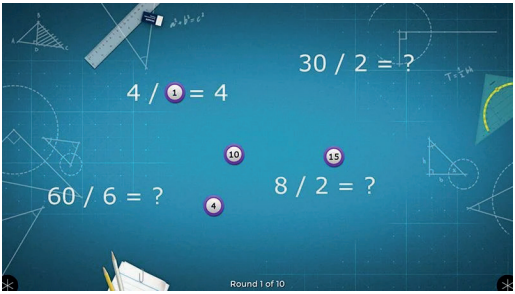
Subtraction: Drag the numbers onto the question marks to correct the equations.



Multiplication: Drag the numbers onto the question marks to correct the equations.

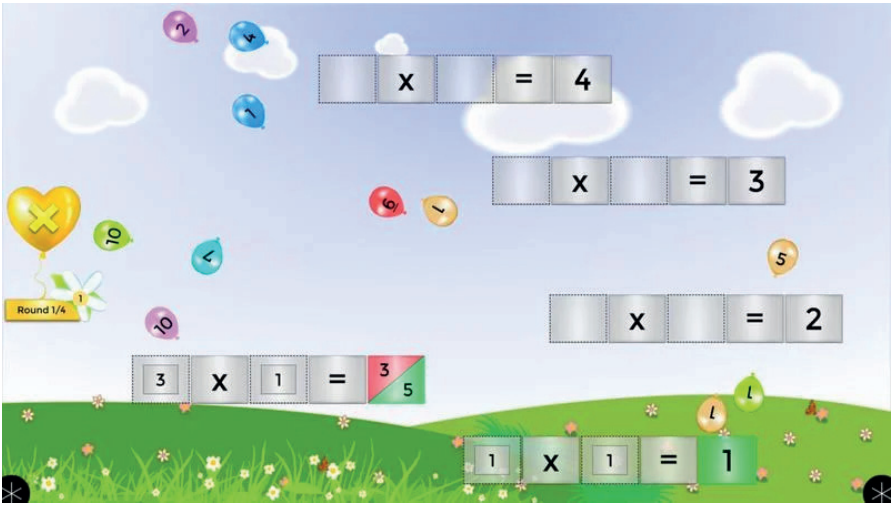


Division: Drag the numbers onto the question marks to correct the equations.



Numbers:

Move the numbered balloons into the boxes so that their combined value is equal to the answer in the rightmost box.

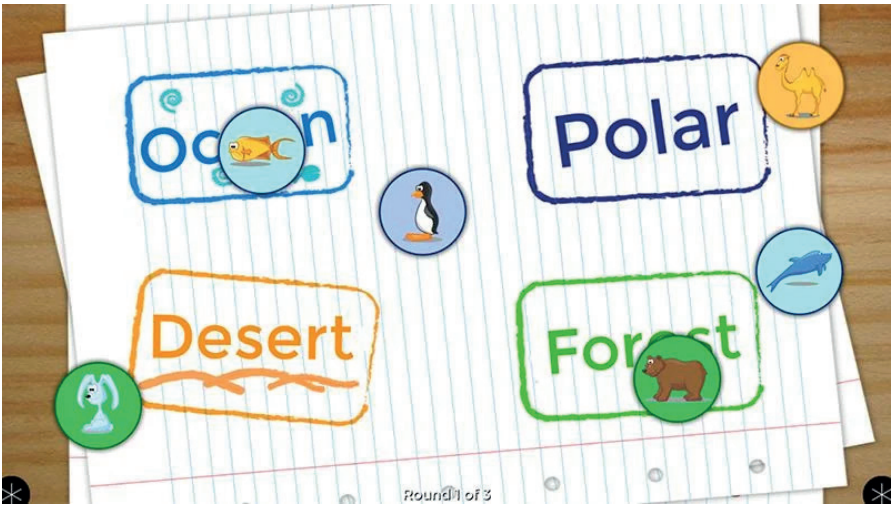


Geography:

Geography is a game where the user is required to match flags to the right country on the map.

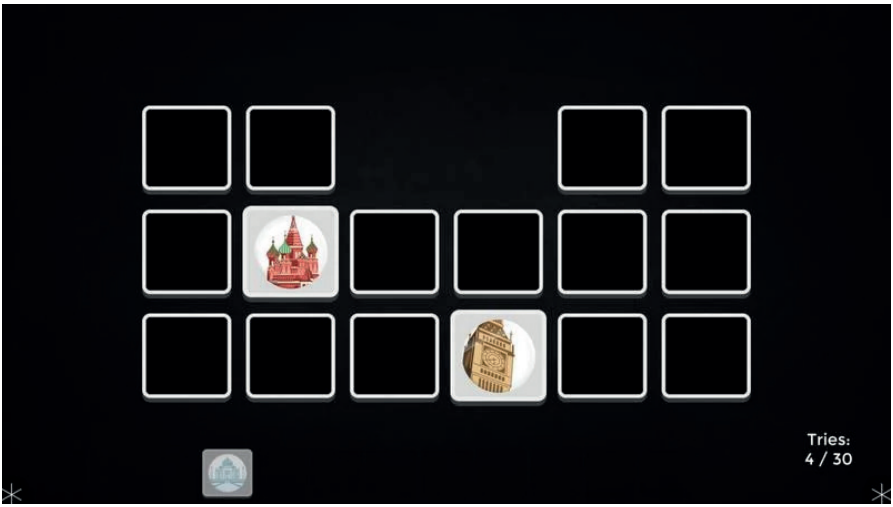
Habitat:

Drag and group the animals and birds into their right habitat.

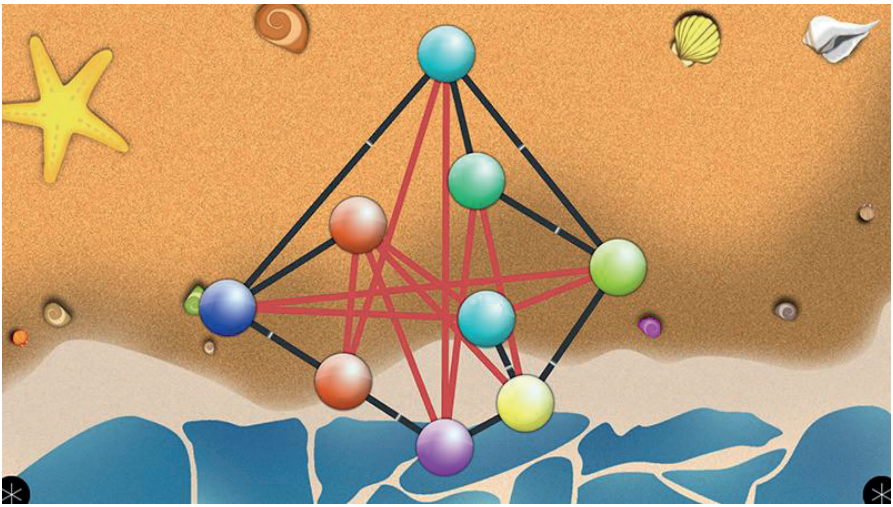


Match It:

In Match It, the objective is to pair tiles with each other. You play by selecting two tiles from the grid and if they match, they are removed. The game is over when you match all tiles or when you run out of turns to play the game.

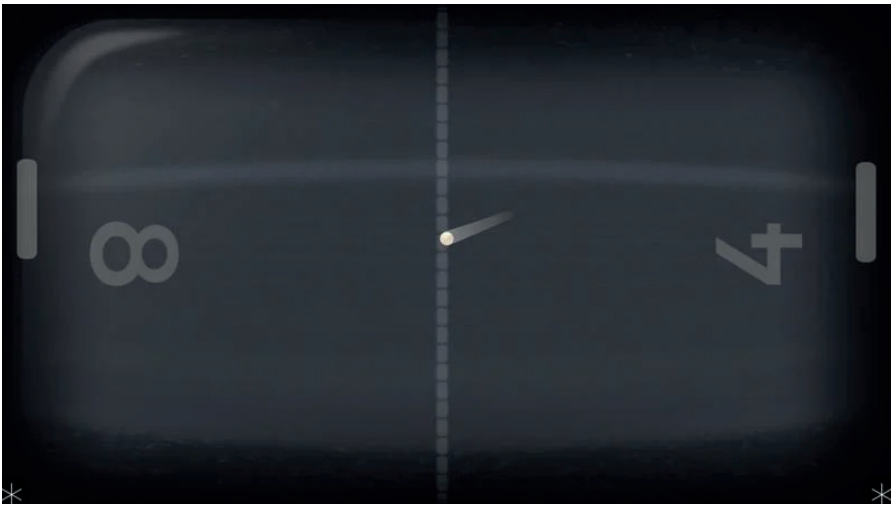


Untangle:
In this game you should untangle the lines by moving the connection points.



Pinball:
Pinball is an arcade gamer's dream: score points by hitting targets with the ball using two flippers. Tap flippers to activate. In landscape mode, pinball looks better, which can be activated in the Configurator. There, you can also adjust balls per game and other options.

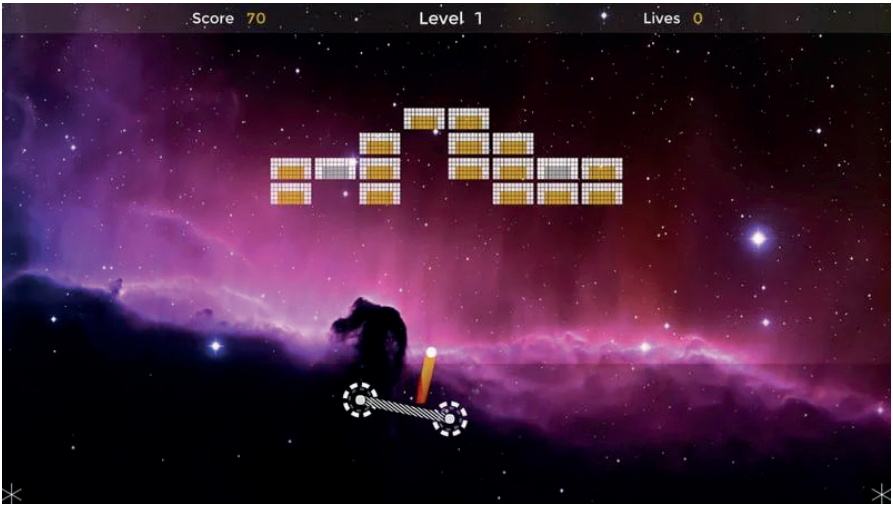
Pong:
Pong is a remake of the old classic game, with added multi-touch controls. Users can use their fingers to move the paddles. It is possible to curve the shot by hitting the ball with a moving paddle. First player to get 10 points is the winner.



Curling:
Curling is a multi-player game that aims to flick a set of stones into the middle circles to get points. Once a stone has been thrown, it cannot be thrown again, though other rocks can still hit it. When all stones have been thrown, the game ends and the player with the most points is the winner.

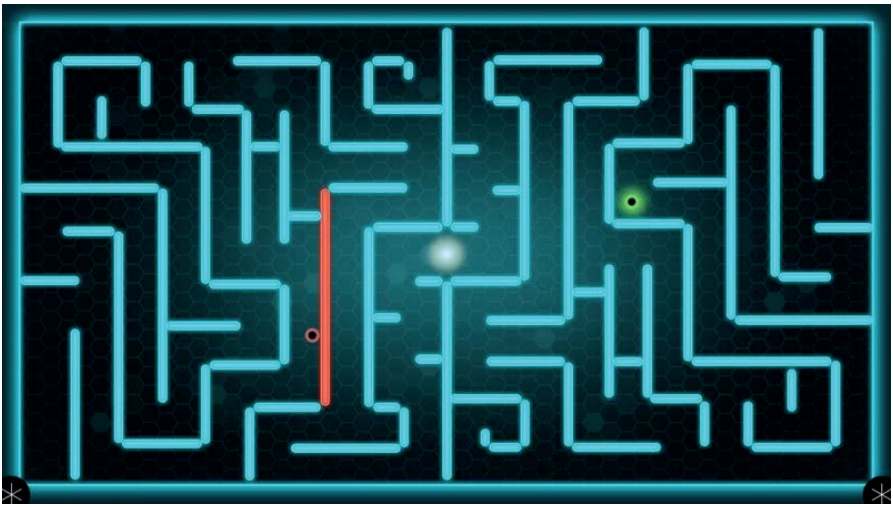
Deflector:

Deflector is a game in the same vein as Wong, except that instead of playing against another person, your goal is to break each stage's blocks. There are 9 pre-made stages in total.



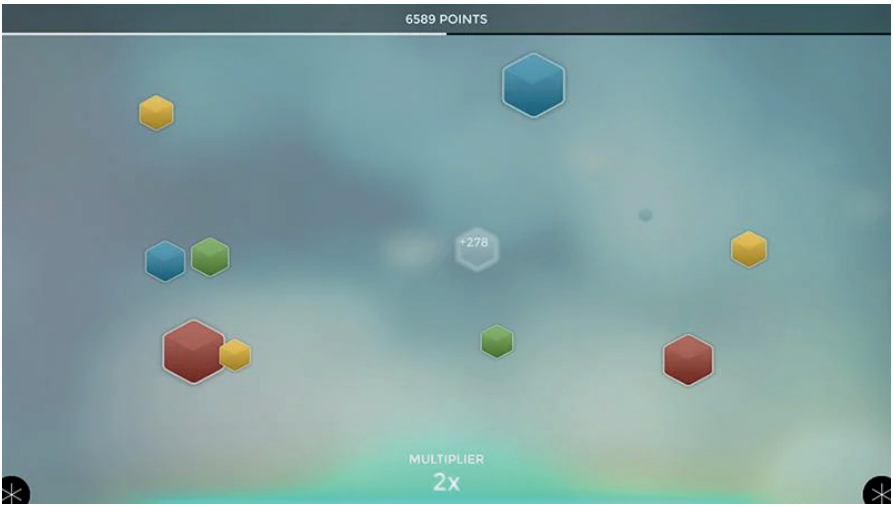
Labyrinth:

In Labyrinth, players guide their disc from the start position to the glowing finish. Simply touch the disc and drag your finger to move it. But be careful, if you hit a wall, the disc will freeze briefly. Compete for the best times by completing the labyrinth as fast as possible.



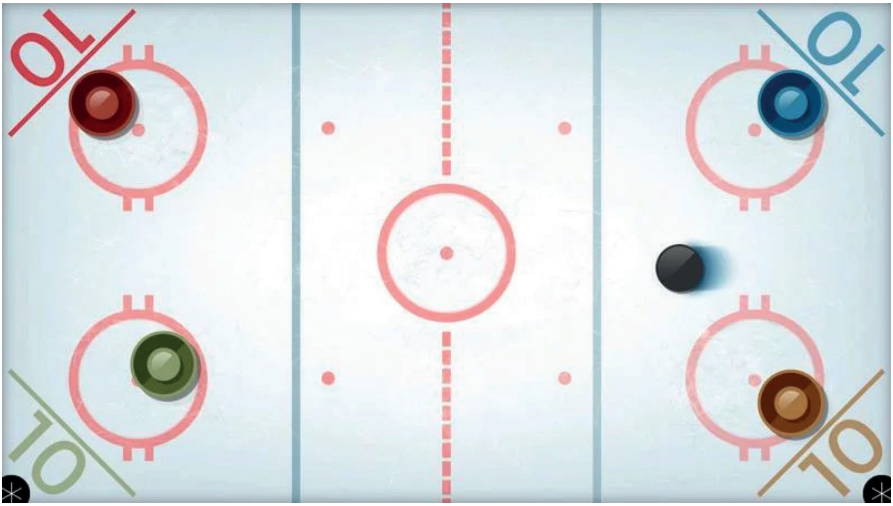
Tap:

Tap is a reaction game where players have to press buttons that appear at random. When a button is pressed, it disappears and the player receives a number of points depending on how quickly after it appeared it was pressed. The game ends when there are twenty buttons on the screen at once.



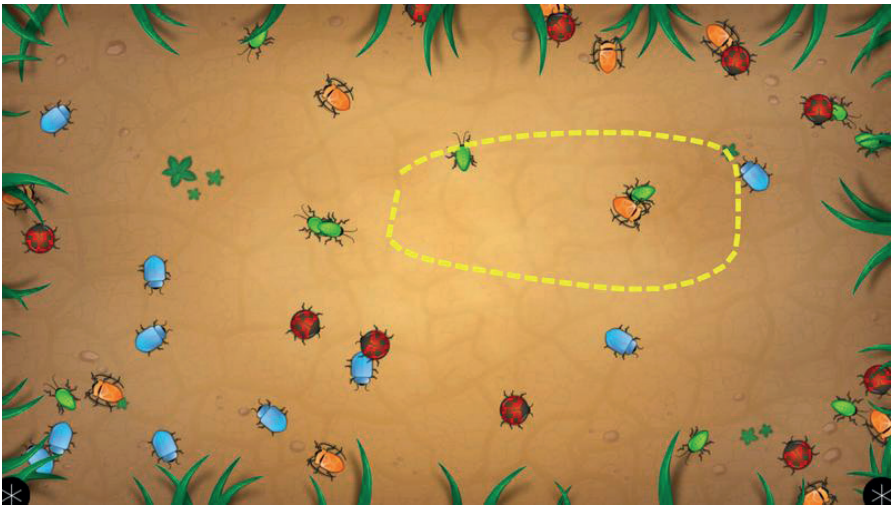
Airhockey:

Use your finger to control the puck and try to shoot it into your opponent's goal. The first player to reach 10 goals is the winner. In four-player mode, all players start with 10 points instead, and each goal scored against you reduces your points by one. The game ends when someone reaches 0 points, and the player with the most points remaining becomes the winner.



Bugs:

Bugs is a game where the goal is to merge bugs of the same species. You merge bugs by encircling them with a line, created by dragging your finger. You have to watch out, though, they only merge if there are no other species inside the area. Merged bugs combine into a bigger bug. The first player to have only one big bug left is the winner.



Froggy:

Froggy is a fun game for up to 4 people playing at the same time. The aim of the game is to collect the highest score within the time frame by jumping from leaf to leaf and eating flies.

Draw:

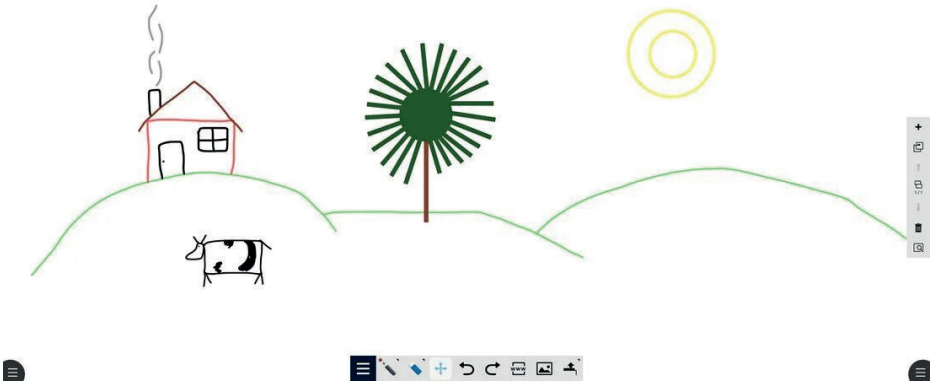
Draw is an application where users can show their artistic skills and save it on the computer, print it out or even email it. Emailing and Printing is off by default, but can be enabled using the Configurator.

FX:

FX showcases various particle effects. Select different particle effects via the side menus. Every finger will create a beautiful effect that was selected via the menu.

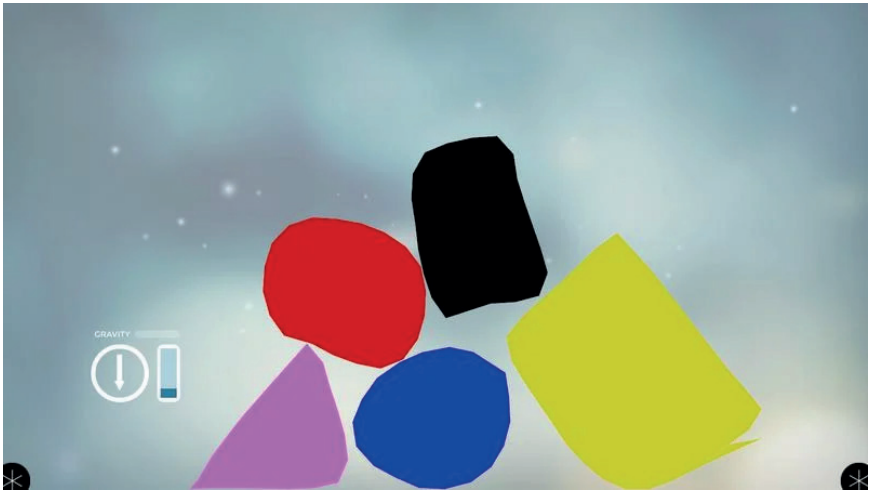
Whiteboard:

Whiteboard is a creative ideation tool. You can draw, place stamps, add text and notes, use tools to make circles or angled lines and add media for discussions or just be creative. The Media files can be Images, Video, PDFs, Power Point and GIFs. You can add multiple pages to your project, save it and show it to your friends, use it as a presentation and add notes for follow-up meetings; there is no right or wrong way to use it.



Gravitoy:

Gravitoy is a physics app where users can experiment with physics by creating shapes, using joints, and changing gravity. Draw shapes by sketching; crossing lines break the shape. Shapes interact like real objects. Connect objects with the Joint button by pressing and dragging over them. Adjust gravity with the widget — the arrow shows direction, the bar the strength. Change gravity by pressing and dragging; the further, the stronger.

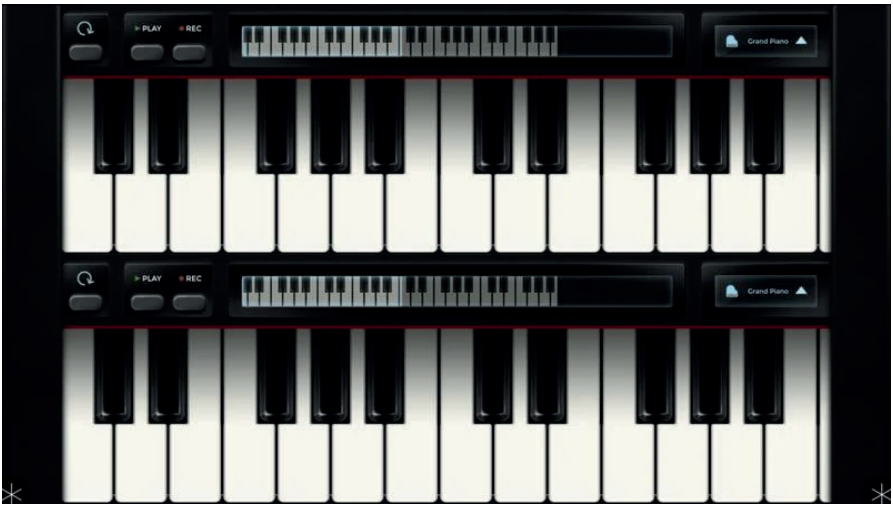


Drums:

This application allows you to play around with a drum kit.

Piano:

This application allows you to play around with a virtual synthesizer. Piano comes with two rows of individually settable, turnable and recordable keys. The application comes pre-packaged with 3 different instruments: Bass, Grand Piano, Guitar.



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