

GAME GUIDE



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Main menu

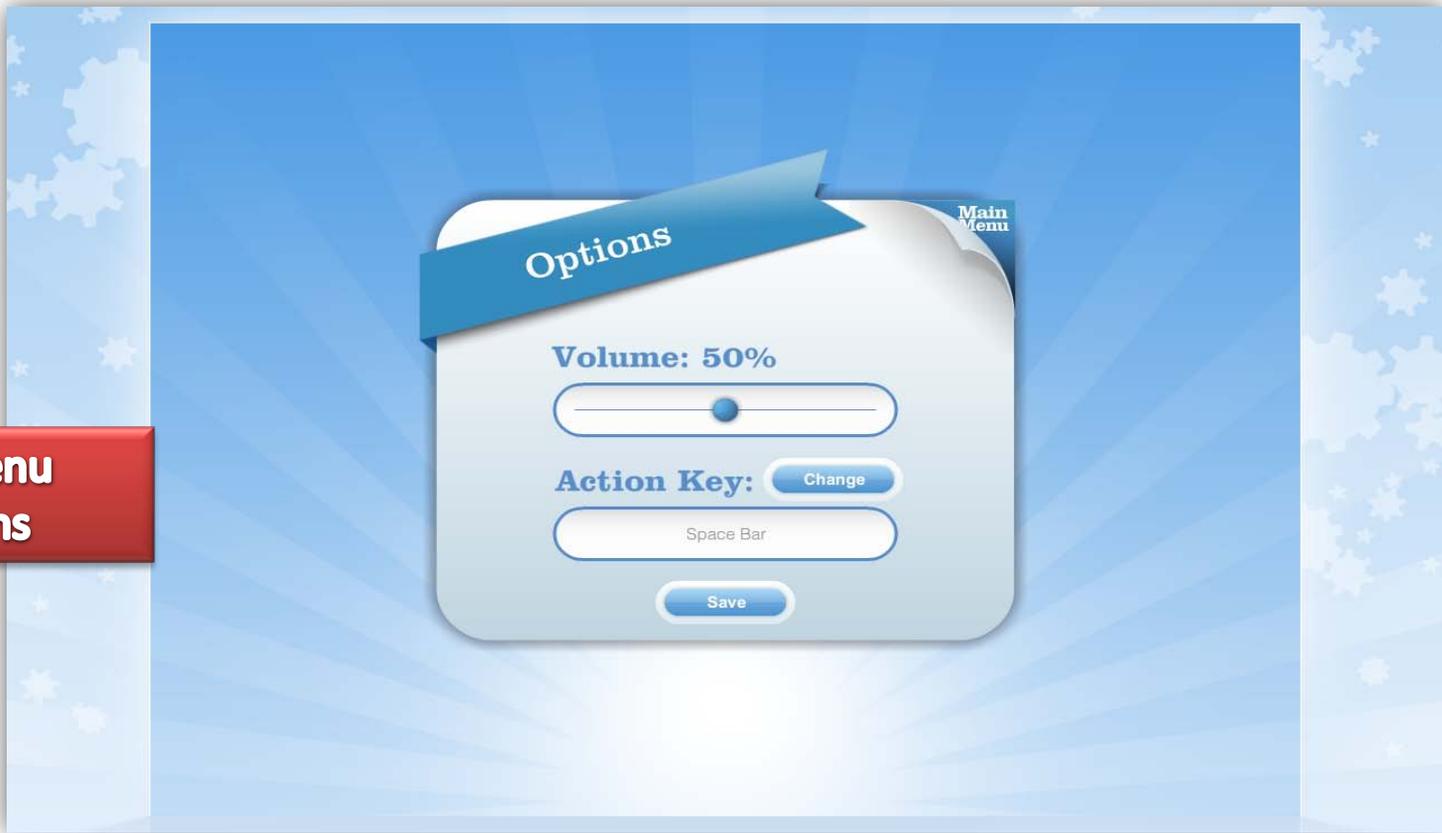


This is the main menu. We'll look at what's behind each button.

"Begin Day 8" will be different for everyone, depending on how many exercise sessions you've done.



**Main menu
- Options**



The Options button allows you to change the background game volume, and change the action key

Main menu
- Profile



The Profile button allows you to:

- See the achievements you've earned
- View your stats for each type of exercise
- See which items you've unlocked
- Change the way your wizard looks



**Main menu
- Achievements**



Achievements

20/60 Achievements Unlocked

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Here you can view all the achievements you have been awarded throughout playing Focus Pocus. Use the tabs to navigate through all the achievements.

Sharpshooter
BRONZE

 Sharpshooter Goblin Bashing Get 100% hits under 1 Second.	 Chef's Apprentice Potion Making Get 100% ingredients under 1 Second.
 Transformation Transformation Transform all five animals.	 Parry Hotter Duelling Come back from losing after 30 seconds.
 Quick Change Transformation Transform animal within 45 seconds.	 Spell Hunter Find The Spell Complete level 6.
 1st Loser Broomstick Racing Finish a race in second place.	 Over Sphere Levitation Collect 50 orbs.
 Pole Position Broomstick Racing Finish a race in first place.	 Drag-Gone Repel The Dragon Beat the Dragon in one shot.

Achievements shows you the list of achievements you've been awarded, and what level you've achieved so far

Note: Gold is the highest achievement level, followed by Silver then Bronze



Main menu
- Game Stats



The screenshot shows the 'Game Stats' interface for the game 'Potion Garden'. A blue banner at the top left reads 'Game Stats'. Below it, a instruction says: 'Move your cursor over the game icons to view your stats for the selected game.' The game title 'Potion Garden' is centered. To the left is a grid of 12 game icons. Three stat panels are visible: 'Focus' (orange), 'Relax' (blue), and 'Zen' (green). Each panel shows 'Highest Level', 'Current Level', 'Stars', and 'Wins'.

Mode	Highest Level	Current Level	Stars	Wins
Focus	0	52	0	0
Relax	0	61	0	0
Zen	55	55	1	1

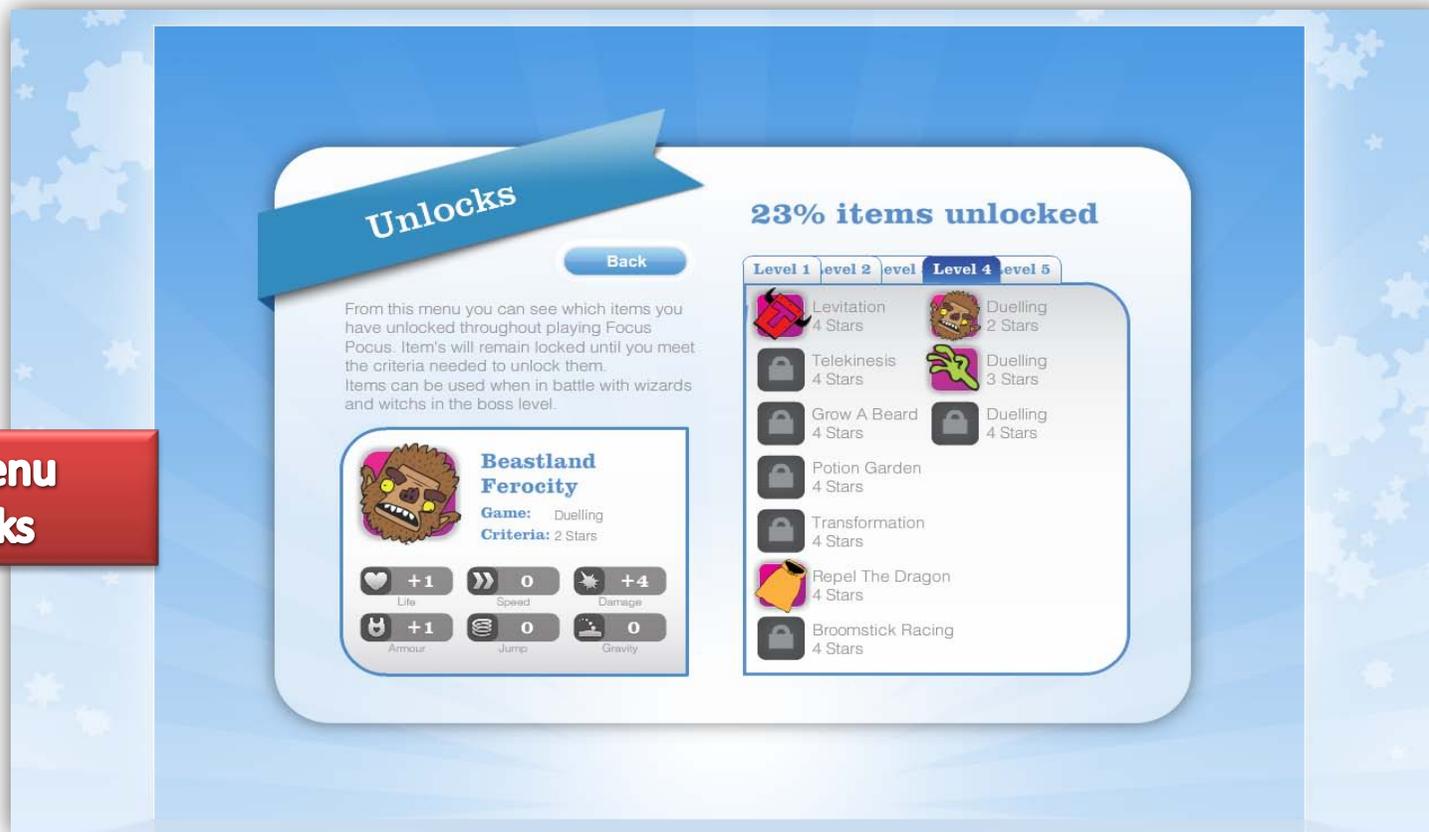
A 'Back' button is located at the bottom right of the stats area.

Game Stats shows your current stats for each of the 12 exercises

Note: There are separate stats for each game



Main menu
- Unlocks



Unlocks

Back

From this menu you can see which items you have unlocked throughout playing Focus Pocus. Item's will remain locked until you meet the criteria needed to unlock them. Items can be used when in battle with wizards and witches in the boss level.

23% items unlocked

Level 1 level 2 level Level 4 level 5

Beastland Ferocity
Game: Duelling
Criteria: 2 Stars

Life +1 Speed 0 Damage +4
Armour +1 Jump 0 Gravity 0

- Levitation 4 Stars
- Telekinesis 4 Stars
- Grow A Beard 4 Stars
- Potion Garden 4 Stars
- Transformation 4 Stars
- Repel The Dragon 4 Stars
- Broomstick Racing 4 Stars
- Duelling 2 Stars
- Duelling 3 Stars
- Duelling 4 Stars

Unlocks shows the list of ITEMS you've unlocked by doing well in your training

These ITEMS boost your powers in the battle against the boss wizard at the end of each day's training

You can practice battling the boss in Challenge mode



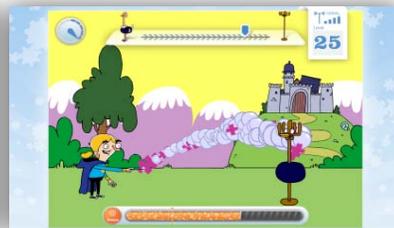
Main menu
- Edit character



Edit Character lets you change the way your wizard looks

This includes male/female and the colour of their hair, skin tone, t-shirt and Cape





Game-play modes
1. Training



In Training Mode you're guided through a series of 14 exercises each day. The difficulty level of each exercise adjusts to suit your ability

Users complete 25 training sessions, with daily monitoring and an end-of-training report available in [FocusIn](#)



Game-play modes
1. Training



IMPORTANT

If you're in Training Mode, try to complete the exercises without breaks and without quitting Focus Pocus, or your progress will not be saved

Best results are achieved if you train every 2nd day

Challenge Mode (Mini Games)

Mini Games

Boss Game

Main Menu

In challenge mode your progress is not saved however you can change the difficulty to whatever you wish. Select the games you wish to play by clicking on them, when you're happy click the "Start" button.

Select Games



Line-up

1. Duelling
2. Potion Making
3. Telekinesis
4. Goblin Bashing

Difficulty: 24%



Start

Game-play modes
2. Challenge

In Challenge Mode you choose which exercises to complete and the difficulty level

You can also practice the Boss Game against any boss wizards that you've defeated during training



Multiplayer Mode

Main Menu

In challenge mode your progress is not saved however you can change the difficulty to whatever you wish. Select the games you wish to play by clicking on them, when you're happy click the "Start" button.

Select Games



Line-up

1. Broomstick Racing
2. Levitation
3. Transformation
4. Potion Garden

Difficulty: 26%



Start

Game-play modes 3. Multiplayer

In **Multiplayer Mode** you choose which exercises you want to challenge someone at, and the difficulty level

The first player has their turn, and then hands the headset to player 2 for their turn

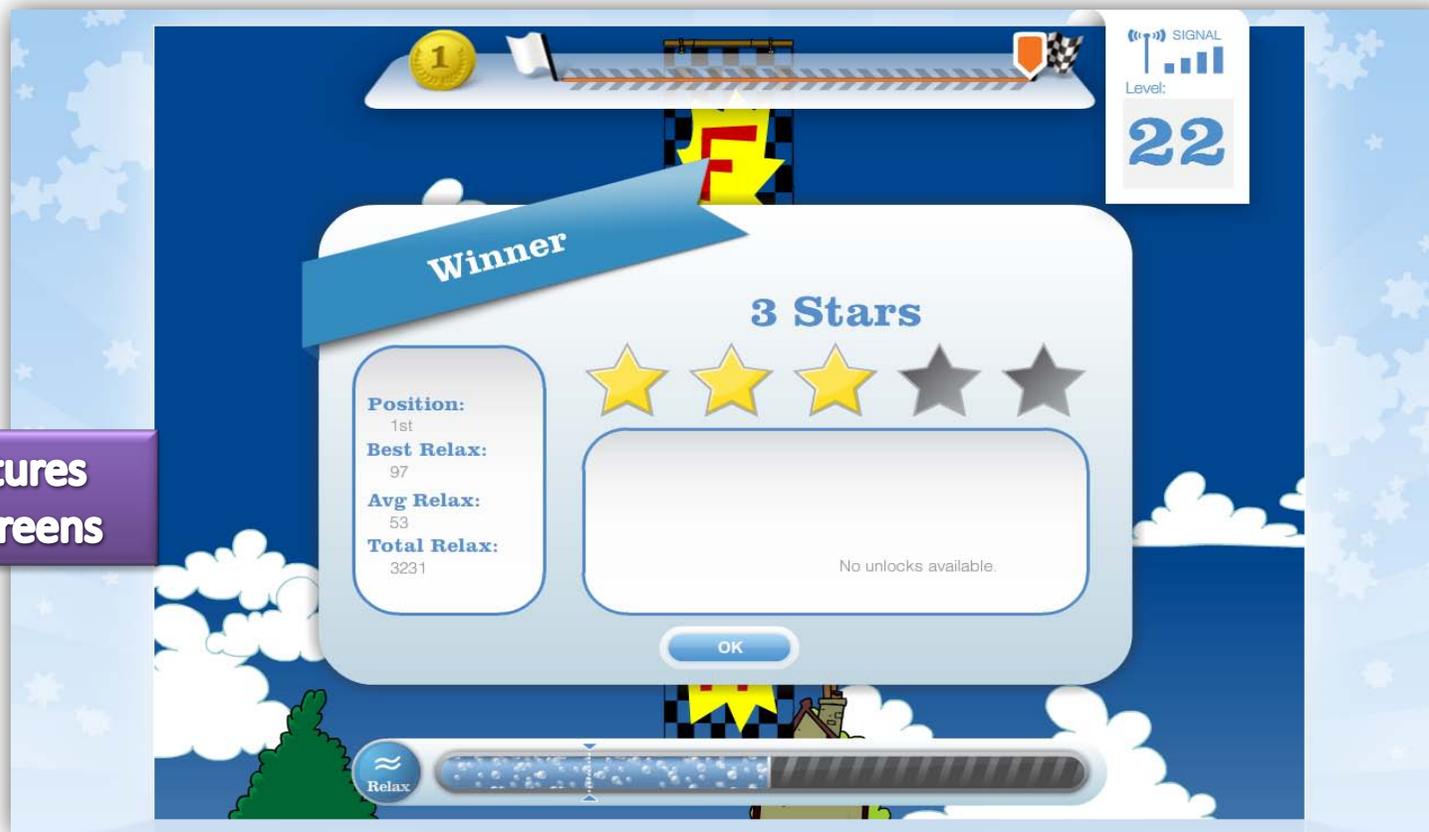


Other features
- Instructions



Before each game starts the grand wizard will give you instructions about what to do

Other features
- Report screens



The report screen after each game shows you how well you performed and any achievements or unlocks

**Boss game
- Spells**



Choose a **SPELL** from the list of **SPELLS** you've earned

Use them to battle the Boss wizard

Read the Instructions on how to use each **SPELL**



Boss game
- Items



Choose an **ITEM** from the list of **ITEMS** you've earned
They give you increased powers and abilities during battle

Select an item to boost your Life, Speed, Armour, Damage, Jump, and Gravity



**Boss game
- Play**



Here the player is using the Fireball SPELL on the Boss Wizard

If you reduce the boss' health to zero, you win!





The 12 exercises



There are 12 exercises in Focus Pocus, for practicing working memory, impulse-control, and state-control

These are featured in Training, Challenge and Multiplayer modes



The 12 exercises
- Goblin Bashing



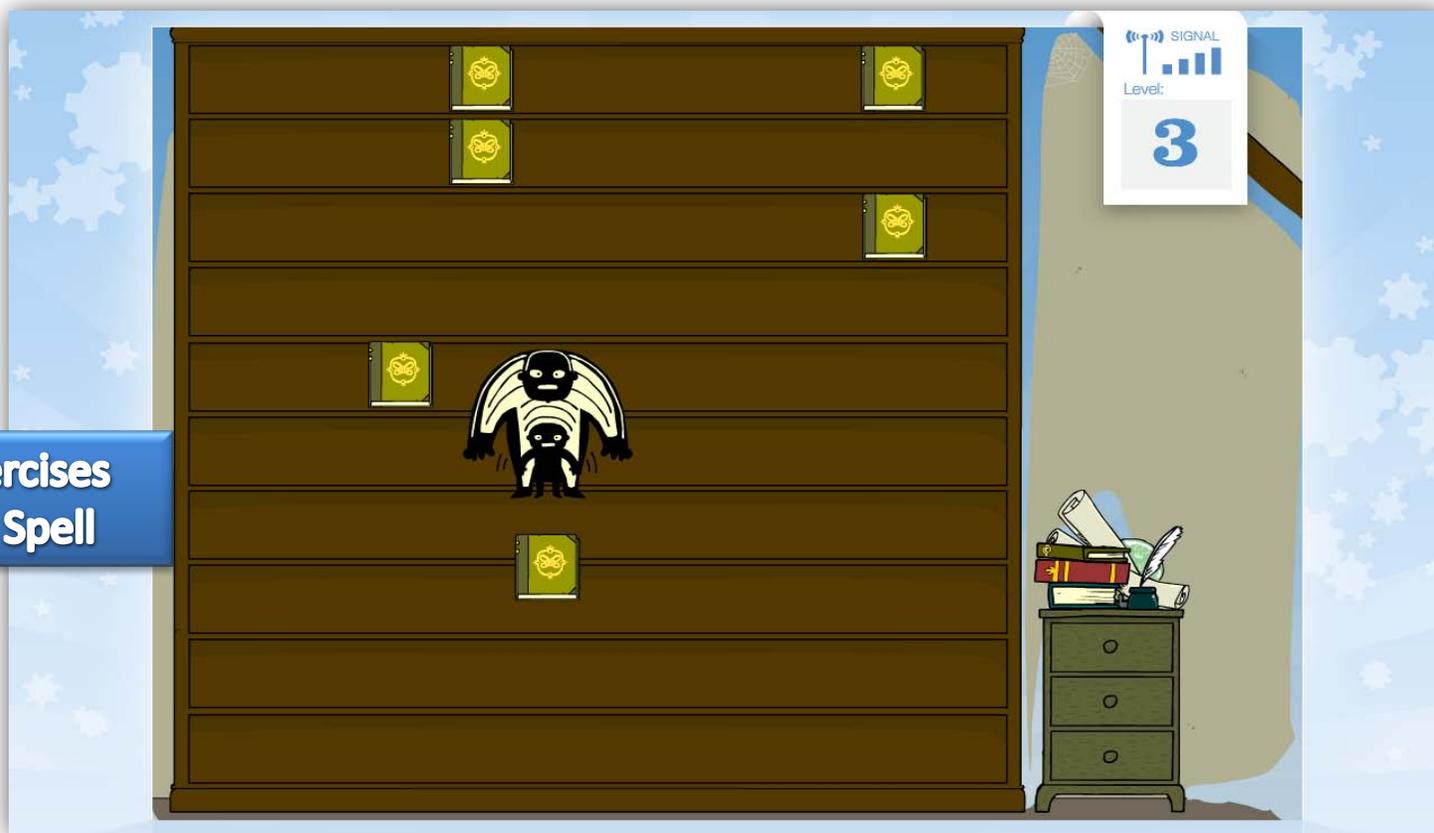
Zap one type of Goblin but be careful not to Zap any others

Use the **SPACE BAR** to zap

You need to be fast and accurate to do well!



The 12 exercises
- Find the Spell



Use your **MOUSE** to search the books on the bookshelf
and find the spells

Find a spell in each book to end the game!

Don't look in the same place twice, or where you've
already found a book



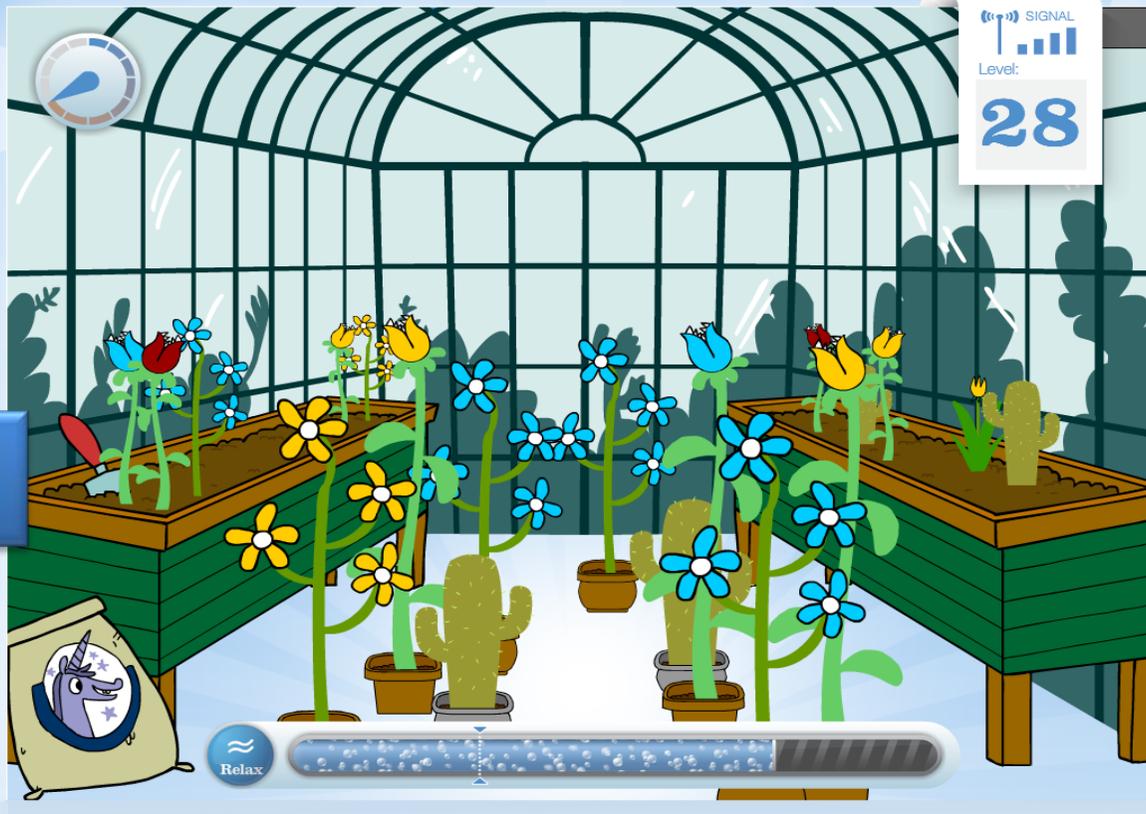
The 12 exercises
- Grow a Beard



Every young wizard needs to be able to grow a beard...
even the girls!

Use your **BRAIN POWER** to grow the biggest beard
you can in 1 minute





The 12 exercises
- Potion Garden

Ingredients are needed for your potions, but the garden isn't growing well

Use your **BRAIN POWER** to grow as many plants as you can in 1 minute!



The 12 exercises
- Broomstick Racing



Being quick on the broomstick is important for every young wizard!

Use your **BRAIN POWER** to race to the finish line!



The 12 exercises
- Transformation



Can you transform an object into something completely different in less than 1 minute?

The more **BRAIN POWER** you use the faster you'll complete the amazing transformation!



The 12 exercises
- Hex Practice



Every good wizard remembers the face of their enemies
Use your **MOUSE** to match pictures and zap them!
The less matching mistakes you make the better!



The 12 exercises
- Telekinesis



Telekinesis is the ability to move objects using just the power of your brain! Cool huh!?

Move as many books as you can from one bookshelf to the next in one minute using your **BRAIN POWER!**



The 12 exercises
- Duelling



Learning to duel against an enemy is essential for any wizard in training!

Use your **BRAIN POWER** to force your enemies power back and win the duel!



The 12 exercises
- Potion Making



Adding the right ingredients makes for a perfect
potion

Use the **SPACE BAR** to add the right ingredients and
be fast but accurate!



The 12 exercises
- Levitation



Every good wizard must be able to float off the ground using just brain power

Use your **BRAIN POWER** to levitate and collect as many orbs as you can on the way up!

Use the **LEFT** and **RIGHT ARROW BUTTONS** to steer!





The 12 exercises
- Battle the Dragon

Pesky dragons are always annoying young wizards!

Build up a fireball using your **BRAIN POWER**

Press **SPACE BAR** to let the dragon know who's the boss!





Brain power

Some games are controlled just by the power of your brain! How cool is that?

They are “powered” by one of three different types of brain activity each time they are played

Controlling these takes practice!





Brain power - Relax

For **Relax**, low numbers mean you are feeling tense, while high numbers mean you are feeling calm

To get high numbers you could try to:

- Take a deep breath and exhale slowly
- Relax all of your muscles





Brain power - Focus

For **FOCUS**, low numbers mean you are not very focussed, while high numbers mean you are **VERY** focussed

To get high numbers you could try to:

- Concentrate on your wizard
- Imagine what you want your wizard to do





Brain power - Zen

Zen is a combination of Focus and Relax, with low numbers meaning you are tense and not focussed and high numbers meaning you are calm and focussed – high is ideal!

To get high numbers you could try to:

- Breathe slowly and concentrate on your wizard
- Relax your muscles and imagine what you want your wizard to do





Have fun!