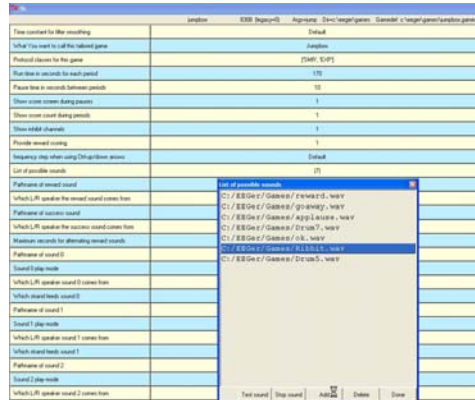


## Create Jumpfrog from Jumpbox

### STEP 1. Add the frog sound bite to the list of available sounds for the Jumpbox game.

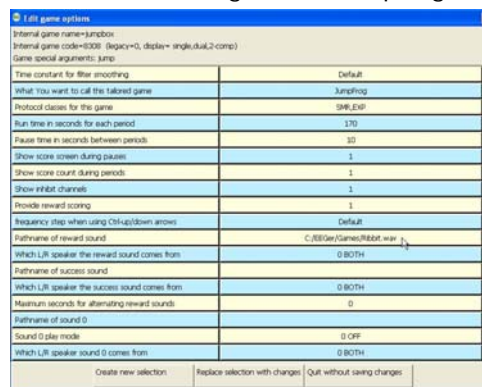
- Open the **Game Initialization Tool**
  - Single-Computer mode:** From the EEGer™ **Tools** menu, select **Game Initialization Tool**.
  - Two-Computer mode:** From the Game computer EGS Game menu, press **F9**.
- Find **Jumpbox** in the list of games and double-click the text to view the game options.
- Locate the line "**List of possible sounds**" and click – it's a button.



- Click **Add**. Click either "ANIM1015.WAV" or "RIBBIT.WAV" to highlight the name and click Open.
- Click **Add**. Click "DRUM5.WAV" to highlight the name and click Open.
- Click **Done** to close the sound list. Then click BOTH **Done-Save Changes** and **Done-Save Configuration** to finish saving the new choice.
- If you're in **Two-Computer mode**, you'll need to go to the **Tools** menu and select **Retrieve Installed Games** to make the new option available to choose on the Therapist computer.

### STEP 2. Customize to create a second Jumpbox using the new sounds

- From the **Tools** menu in EEGer, select **Tailor Installed Games**.
- Click the **Edit** button next to **Jumpbox**.
- Click the name of the game to edit the name. Change it to "Jumpfrog" and click **OK**.



- Click **Create New Selection** to create a new copy of Jumpbox named Jumpfrog.
- Now, click **Edit** next to the new **Jumpfrog** entry at the bottom of the list of games.
- Click **Pathname of sound for channel** or **Pathname of reward sound** (text depends on EEGer version).
- Click the radio/option button next to the new WAV file ("ANIM1015.WAV" or "RIBBIT.WAV"). Click **OK** to save.
- Click "**Pathname of success sound**".
- Click the radio/option button next to "DRUM5.WAV". Click **OK** to save.
- Click **Replace selection with changes** and then **SAVE all games** to record the change.

**That's it! Now when you select a game for a session, choose Jumpfrog for a new way to play.**