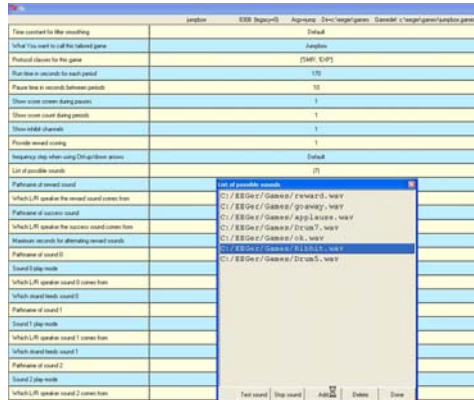


STEP 1. Add the frog sound bite to the list of available sounds for the Jumpbox game.

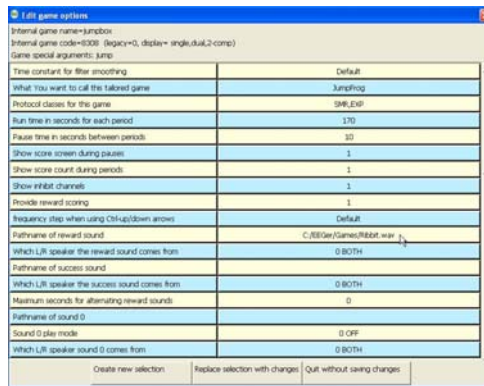
1. Open the **Game Initialization Tool**
 - a. **Single-Computer mode:** From the EeGer[™] **Tools** menu, select **Game Initialization Tool**.
 - b. **Two-Computer mode:** From the Game computer EGS Game menu, press **F9**.
2. Find **Jumpbox** in the list of games and double-click the text to view the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



4. Click **Add**. Click either "ANIM1015.WAV" or "RIBBIT.WAV" to highlight the name and click Open.
5. Click **Add**. Click "DRUM5.WAV" to highlight the name and click Open.
6. Click **Done** to close the sound list. Then click BOTH **Done-Save Changes** and **Done-Save Configuration** to finish saving the new choice.
7. 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

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



4. Click **Create New Selection** to create a new copy of Jumpbox named Jumpfrog.
5. Now, click **Edit** next to the new **Jumpfrog** entry at the bottom of the list of games.
6. Click **Pathname of sound for channel** or **Pathname of reward sound** (text depends on EeGer version).
7. Click the radio/option button next to the new WAV file ("ANIM1015.WAV" or "RIBBIT.WAV"). Click **OK** to save.
8. Click "**Pathname of success sound**".
9. Click the radio/option button next to "DRUM5.WAV". Click **OK** to save.
10. 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.