

ENIGMA is...

...BRAIN FOOD.

Enigma is a code breaking game that exercises the
7 Wonders Of The Brain

Problem Solving

-- Can you use your ability to **Reason** to solve the problem of the ENIGMA case?

Memory

-- Will your memory be enough to fend off the little **Adversaries**?

Pattern Recognition

-- Can you glean the **Grand Design** locked inside the ENIGMA case?

Hand Eye Coordination

-- Will you pull that lever, push those buttons in the right order to achieve **Success**?

Philosophy

-- Can you truly appreciate the **Wisdom Of The Ages** revealed through the notebook?

Emotion

-- Will you be able to handle all the bad jokes, the **Taunting** and your frustration?

That Fleshy White Part in Front

-- I bet you don't even know what the word **Xémitite** refers to. Play the game and you'll understand the 7th Wonder of the Brain...

Use of ENIGMA for at least 15 minutes every day has been shown in non-clinical studies to increase the I.Q. of participating simians anywhere from 10 to 60 points. This can mean the difference between a **DUMMY I.Q.** of 95 and a **GENIUS I.Q.** of 155.

So play ENIGMA, register, and be prepared to send away for special made-to-order extra large hats.

