



About this User's Guide:

This User's Guide is designed to help you get started quickly and get the most out of LearningSquared!

For the most up-to-date and complete user information, help, content and upgrades, please visit <http://www.nSpiredGames.com/l2support.htm/>


Game Installation

Download – The first step is to download a copy of the game from <http://www.nSpiredGames.com> if you have not already done so.

Installation – LearningSquared! V2.0 is packaged with an industry standard installer. After you have downloaded LearningSquared! V2.0, click the icon of the file you downloaded. This will start the installation process. LearningSquared V2.0 also includes an uninstaller.

Activation – After you purchase LearningSquared! V2.0 you will be provided with a Visual Activation Code.



To activate, click on . This will take you to a screen that presents a set of pictures. The Visual Activation Code that you received is a series of words that correspond to the set of pictures on the activation page in the game. On the activation page, click on the pictures that correspond to the series of words you were provided. **IMPORTANT:** You must click the pictures in the exact order in which they are listed.

If you have any difficulties activating your game, please visit our support site.

Upgrade from V1.0 to V2.0


The upgrade process is exactly the same as the installation process described above. LearningSquared! V2.0 will not overwrite or replace version 1.0.

Converting V1.0 Game Content to V2.0 Game Content

If you have created games in version 1.0 and would like to use them in LearningSquared! V2.0, we provide an easy and free conversion tool. You may download the conversion tool from <http://www.nSpiredGames.com/freebies.htm>

How to Create or Edit a Game:



To create or edit a game, click on the  button.

This will take you to the Round One **Board Edit Room**.

The **Board Edit Room** is comprised of three components.

Along the top of the page, are text entry areas where you can define the categories for each column. To define a category, click inside the text area and enter your information.

The middle section contains rows / columns of Answer / Question buttons like the one shown below.



When you click one of these buttons, you will be taken the Answer / Question Edit Room for that particular button.

The Board Edit Room has a navigation menu along the bottom of the screen as shown here:



The **LEFT ARROW** button will return you to the main room of the game.

The **OPEN** button will popup a Windows File Open dialog box to allow you to open an existing game for editing.

The **SAVE** button will popup a Windows File Save dialog box to allow you to save your game creation.

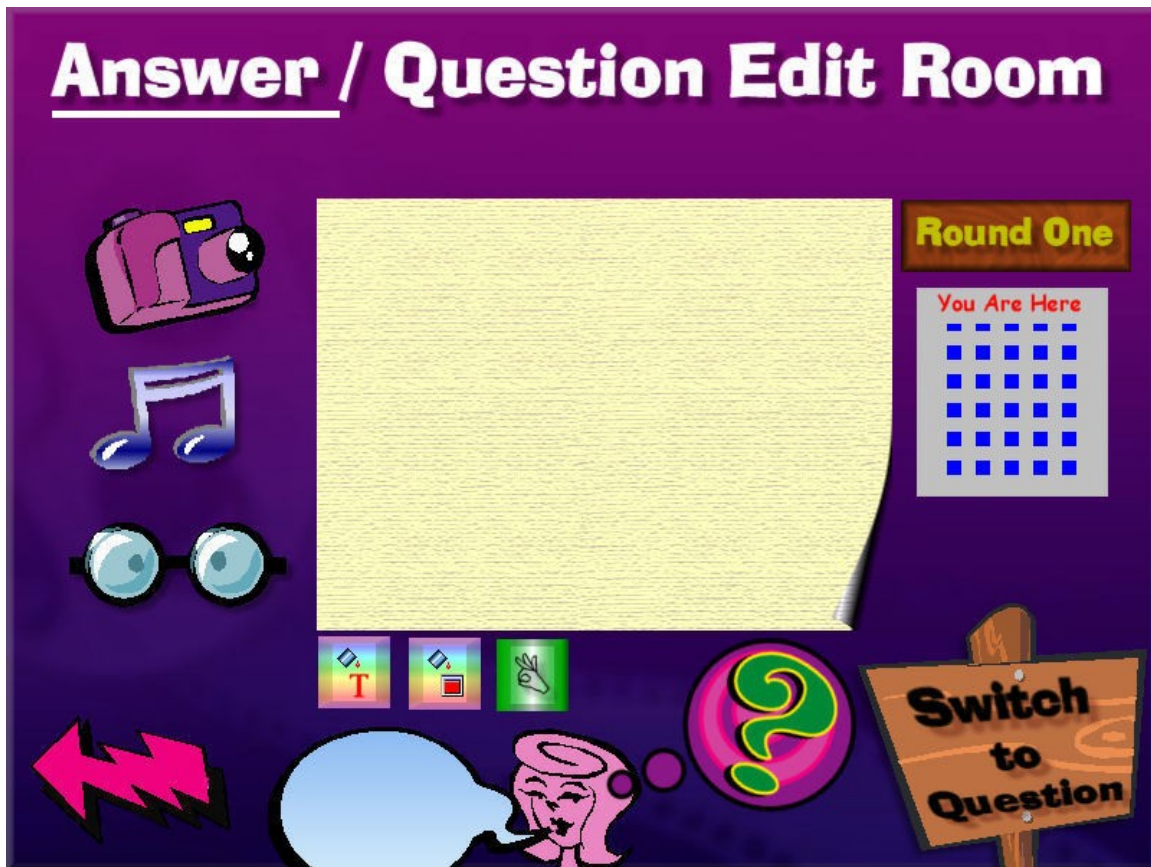
The **INFO** button will present a series of prompts to allow you to define Author, Title, Subtitle information for the game you are currently creating.

The ? button will take you to the LearningSquared! V2.0 help pages online. For this to work, you must have an active Internet connection.

The **RIGHT ARROW** button will take you to the Round Two **Board Edit Room** (or Round One if you are in the Round Two Edit Room).

After you click on any of the Answer / Question buttons, you will be taken to the Answer / Question Edit Room so you can create your Answer / Question for that particular spot on the Game Board.

The **Answer / Question Editor** will look similar to the picture below:



In the **Answer / Question Edit Room**, click on the notepad in the middle of the screen to enter your Answer or Question. You will know you are in either the Answer or Question Edit Room by which word (Answer or Question) is underlined. The image above shows the Answer Edit Room.

To the right of the notepad is a “You Are Here” map to remind you of which round and which Answer / Question you are currently creating.

IMPORTANT NOTE: When you click the **EYEGLASSES**, you will be shown your answer or question as it will appear during game play. To return to the **Answer / Question Edit Room** from the Preview, simply press any key.

The **TALK BUBBLE** will show a brief hint about most buttons in the room.


The **LEFT ARROW** will return you to the Board Edit Room.

Switch between working on Answers and Questions by clicking the wooden sign at the right hand bottom of the screen.


Formatting your Answer / Question:

The buttons to the left of the notepad allow you to attach a picture or sound to your Answer or Question. The eyeglasses icon will show you a preview of your Answer or Question.




The  button allows you to change the font color for the answer or question.



The  button allows you to change the background color for the answer or question.



The  button will mark an Answer / Question set as done. This will cause the corresponding button in the board room to appear smaller than for undefined Answer / Question sets. This will provide you with a visual clue for where you are in terms of building your game.

Tips and Tricks

Game Creation:

1. Match the difficulty of the Answer / Question to the point value.
2. Remember that the game is played “jeopardy style” with the answer presented first and the response should be in the form of a question!
3. Don’t forget to save your game!

Images and Colors:

1. You can include most image types.
2. If you want a single image to fill the screen, the image should be 800 x 600.

3. Images smaller than 800 x 600 will be tiled across the screen (repeated).
4. Images smaller than 800 x 600 can be used to create interesting background patterns.
5. If you include an image with an Answer / Question, your background color will not be visible.
6. Be sure that your Font Color and Background Color (or image) are not too closely matched.

Sounds:

You can include MP3, WAV or MIDI files with each Answer / Question!
Try a blank screen as the Answer with only a sound (such as a spoken phrase) as a clue.

Short Cut Keys:

During game play, you may select the player giving the answer by clicking on the appropriate icon or using the **number keys 1 – 6** or **keypad numbers 1 – 6**.

During game play, you may select Right using the **RIGHT ARROW** key and Wrong using the **LEFT ARROW** key.

You may toggle between full screen and windowed mode using the **F4** key.

You can get game information (about us) by pressing **F1**.

Pressing the **ESC** will immediately close the program. **WARNING** - Your unsaved information or game in progress will not be saved

Game Play

Keep in mind that LearningSquared! V2.0 is played similar to a jeopardy game show.

Answers are presented to players, players “buzz in” and must give their response in the form of a question.

A game of LearningSquared! V2.0 consists of two rounds with 25 Answer / Question sets per round.

A reproducible player instruction page is included at the end of this document.

Are You Ready to Play?

From the main LearningSquared! V2.0 screen, click the **PLAY** Button. You will be taken to a screen that will allow you to select up to six players (or teams) and to load the game to play.

After you have selected your number of players and loaded your game, click the **PLAY** button on this screen and you will be taken to a “waiting” screen.

When you and your audience are prepared, click **PLAY** and the game will begin.

Game Flow

1. Introduction – presentation of Game Title, Subtitle and Author.
2. Categories – Each of the five categories will be presented in order.
3. Player Up – The first player to “control the board” is selected randomly.
4. Game Board - After the Player Up button has been pressed, the Round One Game Board will be presented and the Player Up will select their Answer / Question.
5. Answer - Any player or team may “buzz in” to provide their response (in the form of a question).
6. Control of the Board - Any player giving a correct response will control the board for the next Answer / Question. If the Answer / Question is not answered correctly, the next Player Up will be selected randomly.
7. LearningSquared! - Each round includes one LearningSquared! Answer / Question set. This is automatically selected randomly and allows the current player to wager up to 500 points more than their current score. Only the Player Up is allowed to respond to a LearningSquared! Answer / Question set.
8. Manually Adjust Scores - Scores may be adjusted by clicking the UP/DOWN arrow button on the score board that is presented on the Player Up screen.
9. Round Two - will start automatically following the last Answer / Question of Round One. Game flow for Round Two is exactly the same except points are doubled and after the last Answer / Question the winning player or team will be shown.

Trouble Shooting

Game runs slow

- Make sure you have no other applications running at the same time
- Set your screen resolution to 800x600 or greater

I need to re-download and reinstall my game. Send a request to support@nspiredgames.com

Have you created a great LearningSquared! Game?

We provide a way for you to earn royalties on your creation! To find out how, visit <http://www.nSpiredGames.com/12devpgm.htm>

We are currently developing LearningSquared! V2.0 Content Packs, such as the following:

- SAT Pack (vocabulary, English, Math, Test Strategy)
- ACT Pack (vocabulary, English, Math, Science, Test Strategy)
- American History
- World History
- Latin & Greek roots
- Physical Science
- Chemistry Pack
- Solar System / Astronomy Pack
- Computer Basics
- U. S. Government
- Economics 101
- Business 101

Be sure to visit <http://www.nSpiredGames.com/> for the latest content!

We would like to hear from you! Do you have feedback? Suggestions for new features or new game content? Send us an email: contactus@nspiredgames.com

LearningSquared!tm v2.0

Compete, Earn Points, Have Fun and Learn!

The objective of LearningSquared! is for you or your team to earn the most points by correctly responding to *answers* with *questions*.

If the answer presented is “Author of the Lord of the Rings.”

The correct response is “Who is J. R. R. Tolkien?”

LearningSquared! V2.0 supports up to 6 players or teams.

The first player up (e.g. who controls the board and gets to pick the answer / question), is selected randomly by the computer.

The player that correctly responds to an answer will earn the points corresponding to that answer and will control the board for the next answer / question set.

Any player or team may “buzz in” to respond to an answer – except for a LearningSquared! answer / question set (see below).

If an answer is responded to incorrectly, a new player up is selected randomly.

A game consists of two rounds of 5 categories and 5 answer / questions in each category (total of 25 per round). The points in each category range from 100 to 500 for round one. Round two points are doubled.

A player earns points by providing a correct response and loses points with an incorrect response. Points earned or lost are equal to the points indicated on the button or position played.

Each round will have one hidden LearningSquared! answer / question. If you are the player up and select the LearningSquared!, you may wager up to your current point total plus 500 points. Only the current player up may “question” a LearningSquared! answer.