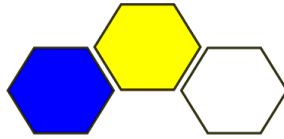


blockbusters



www.VisualSimulations.co.uk

Installation

The **blockbusters** file does not need installation and will run from a hard disc, USB stick or CD-R.

How To Use

To start a new game, first select **alphabet board** then select **shuffle**. The object of the game is for one of the two teams (blue and white) to win enough tiles to connect either top and bottom (the white team) or left and right (the blue team). If this happens, the game automatically announces the winner. When a team is one questions away from winning, their tiles will flash.

To pick a letter, select it with the left cursor button. Then ask a question (open to either team) where the answer begins with that letter. To mark a tile as won, select one of the SET buttons in the control bar. The winning team then chooses the next letter. If a mistake is made by the question-master, the colour of the tile can be set back to yellow - if you have run out of questions for that tile, it can be set to grey to show this.

The letters on the board can be edited by selecting them with the left cursor button and then pressing the appropriate key on the keyboard. If two or more tiles share the same letter, a number will be shown to discriminate them. Tiles can be also set with a number rather than a letter. This would allow a question of the type - *name X different examples of Y*. Edited boards can be saved and loaded using the control bar buttons.