

# **Answer Me THIS...!**

**A Simple Authoring Tool for Creating Educational Games**

## **User's Guide**

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Printed in Canada

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## TABLE OF CONTENTS

1.	Welcome to Answer Me THIS...! .....	1
2.	System Requirements .....	1
3.	Installing Answer Me THIS...! .....	2
4.	Using Answer Me THIS...! .....	2
4.1	Create Topic and Questions [Question Editor].....	2
4.2	Working with Existing Files/Topics [Question Editor].....	3
4.3	Creating New Games [Game Creator].....	3
4.4	Editing Existing Games [Game Creator].....	3
4.5	Distributing & Installing Games [Game Creator].....	4
4.6	Setting-up the Game [Answer Me THIS...!].	5
4.7	Changing Topics [Answer Me THIS...!].	5
4.8	How to Play [Answer Me THIS...!].	5
5.	Learning Answer Me THIS...! .....	5
6.	Information for Network Administrators .....	6

## 1. Welcome to Answer Me THIS...!

Answer Me THIS...! is an authoring tool for creating educational games. It is very easy to use. Simply create topics and questions and the rest is managed by the system. You can select topics for each game, number of players – one to four, and level of difficulty in seconds. Players choose a category and are asked a random question from the database. Players must respond by selecting the multiple-choice button (including True & False). Points are awarded or deducted accordingly, while wrong answers are given constructive feedback. Whoever gets the highest score wins.

Answer Me THIS...! can be played in a classroom environment, learning center or distributed in the field. It is the perfect way to reinforce training material, assess knowledge and review concepts. Moreover, with Answer Me THIS...!, you can create a game on any topic, including product knowledge, organization policies, selling skills, competitive information and others.

Answer Me THIS...! includes the following utilities:

- Preferences – to select audio files and set game parameters.
- Question Editor – to create your own question sets
- Game Creator – to distribute games over the Internet, Local Area Network, CD or diskette.

Answer Me THIS...! is the easiest way to motivate, excite, educate and entertain your audience. It makes an ideal icebreaker or wrap-up session for any course/presentation. Both English and French versions of Answer Me THIS...! for Windows 95, 98, ME, NT and 2000 are included on the CD.

## 2. System Requirements

- ◆ Microsoft Windows 95, 98, ME, NT or 2000.
- ◆ An IBM compatible personal computer with Pentium microprocessor or higher, with 16 MB random-access memory (32 MB recommended).
- ◆ VGA or SVGA video adapter.
- ◆ Hard disk drive with 20 MB of free disk space.

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### 3. Installing Answer Me THIS...!

To install Answer Me THIS...! on your local hard disk drive:

- Start Windows and close any open applications. If you are using a virus-detection utility, make sure it is disabled.
- Insert CD in the CD ROM drive.
- From Windows Program Manager, select Run from the File menu.
- Type the letter that contains CD or diskette, colon, backslash, and the word setup [d:\setup, for example] and select OK.

Follow instructions on the screen.

### 4. Using Answer Me THIS...!

#### 4.1 Create Topics and Questions [Question Editor]

Topics and questions for "Answer Me THIS...!" are created by the "Question Editor". To create a new topic, select the [New Question Set] button. The [Button Title] shows you what will appear on the button during the game. You can see how it will look as you type. Keep this short and simple.

[Question Set Description] is a longer description used when selecting the question sets in the game. You have up to 29 characters to describe the question set.

When you press the [Questions] button, the Editor takes you to the question-building screen. Type your first question in the box (it can be quite long if you wish). Use the tab key to move to the [CHOICES] section where you type all possible answers.

*SUGGESTION: You can create TRUE and FALSE responses by using only two choices for the question. However, the more potential answers, the more difficult the question.*

Beside each choice, there is a selection box. Check the correct answer (or answers, you can have more than one correct answer).

In the [FEEDBACK] section, type the message that will be presented to the players when they have selected an answer. The message will appear whether the question is answered correctly, or incorrectly. The last step to creating a question is to select the level of difficulty. [High] is worth 300 points in the game, [Medium] is worth 200, and [Low] is worth only 100. Once you have completed the question, click on the [Next] button (or use Alt+N) to move to the next question.

*IMPORTANT! You must have at least 5 questions in order to use the question set in the game!*

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Once you have created at least five questions, click the [Menu] button. You can now save your question set under any file name you choose. The name must use the ".ME" extension, however.

## **4.2 Working with Existing Files/Topics [Question Editor]**

Click the [Open Existing Question Set] button from the Question Editor's main screen and select the file you want to use.

You may then edit the title and question set description. Clicking on the [Questions] button brings the first question into the editor. Edit the questions just as you would if creating a new set.

You can jump to a specific question in the set by pressing the [Go To...] button. When the [Go To...] button is pressed, the editor presents a list of questions. Double click on the question you want to bring up.

From the Menu you can save the file or [Save As...] to give it a different name. This is useful for creating similar question sets.

## **4.3 Creating New Games [Game Creator]**

Click on [Create New Game] button in the Game Creator's main. A list of the topics that have been created appears on the left hand side. Click on the topic to highlight, and use the Arrow buttons to include or remove topics from a game. You may also double click on the topic name to move it from one side to the other.

Once you have selected a minimum of five topics, the [Create Game] button becomes active. Next, select the distribution method (i.e., Standalone to run the game from Windows or Internet to run the game through a Browser). The default drive and directory under which the game will be created is presented in the bottom left side of the screen. To change the location of the game, click on the [Browse] button on the bottom right side of the screen and make your selection. Next, click on the [Create Game] button to create the game under the selected location and return to the main menu. You can save the game, using the [Save Game] button and following the systems prompts.

## **4.4 Editing Existing Games [Game Creator]**

To view topics included in a game, click the [Open Existing Game] button in the Game Creator main menu, and select the game you wish to review. The topics for the game are displayed on the right hand side and existing topics on the left hand side. To add or delete topics, double click on the topic name.

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## 4.5 Distributing and Installing Games

Once a game has been created (on diskette or a directory), you can distribute it through the Internet/Intranet, Local Area Networks, CD or diskette, as follows:

Internet/Intranet – If the Internet distribution option has been selected, Answer Me THIS...! copies all necessary files under the specified directory. Using an FTP program such as WS\_FTP, upload the files to your web site and set up a link the amt.htm file.

Email – Using a file compression program such as Win Zip or PKZip, compress and combine all the Game files in a single file with zip or exe extension. To distribute the game, attach the zipped file to an E-mail message or set-up file on your web site and ask user to download.

To Install: Users should:

- Save the zipped file under a temporary directory.
- Double click on file name to unzip the files.
- Double click on Setup program to install.

Local Area Networks – If you have access to a shared drive, copy the directory where game has been created to the shared drive.

To Install: Users should double click on the “Set-up” program (game).

Another option would be to install the game created by Answer Me THIS...! on a shared drive. In this case, users can run the game by clicking on the Answer Me This...! Game icon.

CD-ROM – If the Standalone option has been selected, Answer Me THIS...! copies all necessary files under the specified directory. Double click on the Set-up file to install. Copy the files (including all subdirectories) where the Answer Me THIS...! Game has been installed on a CD.

To Run: Users should double click on the “Answer Me” program (game). You may also create an AUTORUN file on the CD to automatically run the Answer Me THIS...! Game.

Diskette – If the Standalone option has been selected and the floppy disk [a:] is specified for storing the game, then Answer Me THIS...! copies all necessary files under on floppy diskettes that can be directly distributed to end-users.

To Install: Users should double click on the “Set-up” program (game) on Disk #1.

## 4.6 Setting-up the Game [Answer Me THIS...!]

From Answer Me THIS...! main menu, press the [Get ready...] button. For each player, press the [Change] button to select a picture and enter your name. The game can be played with one, two, three or four players. Select a game-host the same way. You can set the clock from 10 to 95 seconds. The sound can be turned on or off by clicking on the sound box. Change the rules and categories if you wish, then press [Let's play!].

## 4.7 Changing Topics [Answer Me THIS...!]

To change the Topics, press the [Change Category] button. The five game topics are presented on the right, and a list of all possible categories on the left. Begin by removing topics from the right. Once you have selected five topics in the right window, press the [OK] button.

## 4.8 How to Play [Answer Me THIS...!]

Once you set up the game the way you want it, press the [Let's play!] button. The game consists of a five by five grid of buttons. Each button contains a question and a point value. The first player presses a button and must answer the question presented. Points are rewarded or deducted and the game moves on to the next player (except in solo games). Once the grid has been cleared, the game is over.

## 5. Learning Answer Me THIS...!

To use Answer Me THIS...!, you should know how to perform basic computer and Windows operations. For example, how to start and quit applications, selecting commands and dialog box options. To facilitate the learning process, Answer Me THIS...! comes with its own set of on-line tools. These include:

**Overview.** All programs include a brief description of the application's main functions. You can review the information by clicking on the Help button in the bottom of the screen.

**Examples.** Six topics with questions are also included with Answer Me THIS...! to demonstrate how the system works. You may add or edit questions using the Question Editor and save the file under a new name.

**Technical Support.** If you need additional support, please have your serial number ready and call our technical support hotline at (514) 745-4010 or (800) 747-4010. You may also fax (514) 745-4011 or E-mail [support@bnhexpertsoft.com](mailto:support@bnhexpertsoft.com) your questions.

## **6. Information for Network Administrators**

This section is for network administrators that will install games created by Answer Me THIS...! on a network server or another shared location, so that others can play the games from the network.

The network you use must be operational, and must have read, write, create and delete/erase privileges for the network directories in which you want to install Answer Me THIS...! Games.

The workstation that will be used to install the Answer Me THIS...! Games over the network must meet System Requirements listed earlier.