

KNOW YOUR STUFF MAIN HELP

Only *Player menu*, *Help* and *Quit* are available if a player has not been selected. (Selecting a player is done in the *Player menu*.)

Test your stuff

When you click on *Test your stuff* your knowledge will be tested. We recommend you take the test before using the library or tutorial. (See **How The Test Works** below for further information.)

Tutorial

When you click on *Tutorial* you will be taken through an interactive session of questions and information. If you have done the test and answered some questions incorrectly, the tutorial begins by going through these questions before proceeding with the teaching tutorial. For more information, click on the *HELP* button in the tutorial.

Library

When you click on *Library* you will be able to browse the information held in the library. For more information, click on the *HELP* button in the library.

Challenge

When you click on *Challenge* you will be pitted against the clock. You have two minutes to answer as many questions as you can and earn your place in the hall of fame. If you don't know the answer to a question click on the *PASS* button: giving a wrong answer incurs a time penalty!

Player menu

Click on *Player menu* to display the *Player menu*.

Customise menu

Click on **Customise menu** to display the customise menu.

Help

Click on **Help** to display this help file.

Quit

This option ends the program after saving the player data files. (Note that player data may not be updated to the hard disk if the program is not terminated using this option.)

How The Test Works

The test enables the program to gauge your knowledge. The idea is to take the test first to find your current level or status and then use the tutorial and library to improve your knowledge before attempting the test again. This process should be repeated until the test results show that you **Know Your Stuff** and have achieved the highest status reserved for the very best performances.

Questions are answered by clicking on the appropriate option which can be either text or pictures.

The test ends when either all questions have been answered correctly or when five incorrect answers have been recorded.

You need not complete the test in one session as a break feature is available. It is invoked by clicking on the **BREAK** button shown on the screen. The test can be continued later by clicking **Test your stuff** on the **Main menu**. This option will always continue a player's partly completed test, if one exists, rather than starting a new test. If the current player has a partly complete test, the tutorial and library cannot be used unless the partly completed test is discarded. You will be advised if this is the case.

When a new test is started, it will start at the level reached in your last completed test.

