

# SuperHero Times Tables Game User's Manual

## (enhanced version)

### *1. Introduction to the game*

Superhero Multiplication Tables (Enhanced Edition) is a fun game designed to help children learn multiplication tables. In the game, players need to calculate the results based on the multiplication expressions given and enter the answers to verify them. Through the game, players can consolidate their knowledge of multiplication tables and improve their calculation skills.

The game adds list multiple choice and generates a random bank of questions and samples them on top of the superhero multiplication tables, which enhances the playability and difficulty of the game even more.

### *2. Starting the programme*

To start the SuperHero Times Tables game program, follow the steps below:

- a. Ensure that the Java Runtime Environment is installed.
- b. Download the program file: Download and extract the program folder containing the 'Run.java' file.
- c. Compile the programme: Navigate to the folder containing the 'Run.java' file in the terminal and run the following command to compile the programme:

**javac Run.java**

- d. Run the application: After successful compilation, run the following command in the same folder to start the application:

**java Run**

- e. Start the game: The game interface will be displayed and you can start playing SuperHero Times Tables.

### *3. Game Interface*

The game interface is mainly divided into the following sections:

**Topic area:** the area above the window, which displays the current multiplication expression, and the player needs to calculate the result according to this expression. **Input Box:** The area above the window where the player enters the result of the calculation. **Selection list:** the upper area of the window, where the player can select the elements of the multiplication table he wants to practice. **Start Button:** upper part of the window, the button to start the game or to continue it. **Answer Hint:** left side of the window, showing whether the player's answer is correct or not. **Score:** right side of the window, showing the player's score. **Timer:** bottom of the window, shows how long the game has been played and the total time of a round.

#### ***4. Game Flow***

**Selecting the multiplication table:** before the game starts, the player needs to select the elements of the multiplication table that he wants to practise from the selection list, which will appear in the questions in a randomised form, either by clicking on the list item, or by holding down the Ctrl or Shift keys to make multiple selections.

**Start the game:** After the selection, click the "Start" button to start the game. The game will display the first multiplication expression and start the timer.

**Calculate the result:** Calculate the result according to the multiplication expression shown in the title area and enter the answer in the input box.

**Verify the answer:** When you have finished typing, press the Enter key or click the Next button to verify the answer. If the answer is correct, "Correct" will be displayed in the answer hint area, otherwise the correct answer will be displayed and the score will be updated in the scoring area.

**Game Over:** After completing 5 questions, the game will end and the scoring area will display the number of questions answered correctly by the player and stop the timer. Players can choose to restart the game or exit the game.

#### ***5. Caution***

During the game, answers can only be entered during the answer phase, not when the multiplication table is selected or at the end of the game, and the multiplication elements cannot be reselected during the course of the game; they are already set up at the beginning.

Before selecting the multiplication table and starting the game, make sure that you are ready, because the game will start timing immediately, grab the time to finish the game with high correctness, the number of correct answers and the time of the game will be recorded.

If you need to exit the game, you can simply close the game interface or click the close button on your operating system.

#### ***6. Tips for use***

You don't need to drag the cursor in the text box all the time to answer the questions, the programme has provided the function of automatically locking the cursor in the text box, so just answer the questions as soon as possible!

**With these steps, you can start using SuperHero Times Tables game  
(enhanced version) smoothly. Have fun playing and enjoy learning!**