

Playing Spin Off

Game Instructions

With SpinOff, your students will be off on an energizing adventure, starring your content. Create a category (i.e. Safety) for each spoke of the wheel and fill the category with media-rich questions from your content. Have your students spin the wheel and interact with the question's that you place behind each category. Load as many questions behind each category as you wish, to have students drill down into your content. Your students are a spin away from an engaging exploration of your subject matter. Give it a spin!



Launching Your Game:

You can launch the game by either clicking on "Preview" (with a game open in the BRAVO! game builder), or by clicking on the Play.exe (PC) or the Play (Mac) in a game folder.

Making changes in your game:

When a game is launched, you may have some options for making changes (depending on what you enabled in the game builder) to the number of players, or changing of the avatars. Any changes made on the player side will not be saved. If you want to have changes saved in a game, you must make them in the builder.

When Spin Off is launched in the classroom:



Change the number of teams

Change the avatars (yellow arrows) and names of each team.

1. The Intro screen, if enabled, will show up first. You can disable this, under Settings in the game builder.
2. You will be asked to choose how many teams you want (if Prompt for number of teams is enabled in the game builder under Teams)
3. The next screen, (1) will give you options, like changing out the avatars, and (2) renaming the teams. If you are not seeing these options in the game builder, then check in BRAVO! under Teams to see if you have these options enabled.

Game Player Overview:

- (1) Score for each team. Click on score, below each team, to change score manually.
- (2) Category Name.
- (3) Represents the number of questions in each category.



- (4) Click on the SPIN button to spin the wheel.
- (5) By clicking on the gears, you can either deactivate your player license or end the game. When ending the game, you will be taken to the final question (if enabled), or scores will be tallied, and a winner announced.
- (6) Mute audio.
- (7) Quit game.

Question Interface

- (6) This shows you the game timer, which may include a read-timer, allowing you to read your questions (if using slammers). To end time manually, click on the timer and it will stop the countdown.
- (7) This lock icon indicates a read timer is enabled, allowing the instructor to read a question and preventing teams from ringing in with slammers. When the icon shows locked, teams are locked out from ringing in. When unlocked, teams can ring in without being penalized. If a team does ring in too early, they will be locked out for 3 seconds.
- (8) The Question Intro will only show up if you have content in your Preview screen. If you do, you have the option of showing the Preview screen again.
- (9) This shows the point value for the question.
- (10) This is where your question will appear.
- (11) This is where your answers will appear.

