

Game-Mode Preview – Zappy Word!

WPM: Select a WPM that's a bit slower than you're now writing, as *Game mode is a little more challenging* since you're *reading* the words as they fall.

Wave Duration: Select a Wave duration from 30 seconds, up to the entire transcript. The Wave will last (words will fall) for the length of the duration chosen, and if you survive the Wave, you'll move to the next one—accruing points along the way 😊.

Speed Challenge: Select whether or not you want each successive wave to increase in WPM and by how much.

Continuous Play: Select whether or not you want the game to repeat the transcript each time you reach the end of it, or if you want the game to end when you've finished the transcript.

2-Second Delay: Note that your CAT software requires about a two-second delay in its output feed to RTC in order to ensure that it's sending RTC whole words and not just pieces of words. The two-second delay means that the word you stroked won't blow up for about two seconds after you stroke it. Thus,

1. **Look to the next word:** As you play the game, shoot the word you're aiming for, and move right on to the next one. It's not going to blow up for two seconds, so don't watch it, or you'll get behind. If a word you stroked more than two seconds ago is still falling, you misstroked it, so stroke it again, and again immediately move to the next word.
2. **Remember the Point of No Return:** If a word falls below the Point of No Return line before you've stroked it, ignore that word, and move to words *above* the line. That line is the two-second line, so even if you were able to stroke the word after it fell below the line, your CAT software won't have time to send it to RTC before you lose a life.

Lives: You have as many lives as equals 10% of the number of words that make up a given wave. That is, if 100 words fall in a wave, you have 10 lives for that wave. Lives reset for each succeeding Wave.

Misstrokes: Note that when you make a mistake, what you *actually* wrote will appear in the little box below the game window. If you're quick, you can scan the box *as* you're playing, and re-stroke the word you missed right away. Otherwise, you can scroll through the box at the end of the game to see mistakes.

Punctuation: Be sure to include all punctuation. This means your Q. and A. banks need the periods.