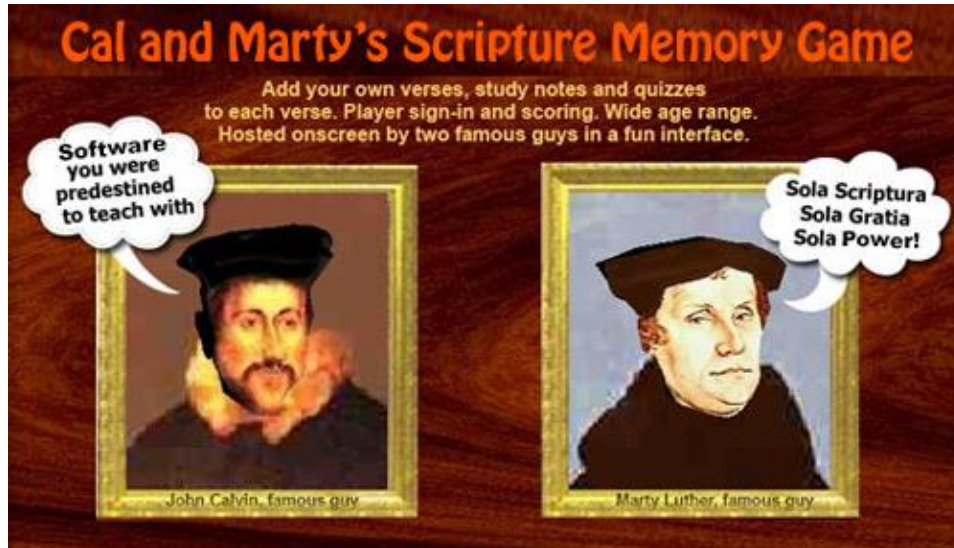# Teaching Guide and Tech Tips for Cal & Marty's Scripture Memory Game Software

a free program for the supporting members of www.Rotation.org from Sunday Software

Installing the Game:

Run the setup.exe file in the downloaded zip file to install Cal and Marty to your hard drive. If Windows gives you an "unknown publisher" warning, click continue or details+continue. Be sure to install and play Cal and Marty while you're logged in as the main admin user.

Opening Cal and Marty for the first time:

If Cal or Marty's talking head looks something like the picture here on the right, see the tech note at the end of this guide for a quick fix.

Basic Game Play:

Cal and Marty is a great activity to use AFTER the Bible Study, or as a special lesson on memory verses from previously taught lessons. Players select a verse, study it, then click "scramble," then unscramble it to achieve a score. A "teaching comment" can be added to each verse, as well as a three question quiz (which are created using the Verse Editor).

The Cal and Marty Verse Editor

1. Remember to SAVE each verse prior to adding a new one in your set.
2. Cal and Marty's "SELECT VERSE" feature first shows a list of verse groups and then shows the verses in that group. Thus, even if you have just one verse to memorize, you'll need to create it as part of a group such as, Misc Verses, Psalm 23, or 4th Grade Verses.
3. When you first open the Verse Editor, you will see some pre-existing sets of verses you can choose and edit. They are examples of how you can create different types of sets, and they also work in the game!
4. To create your own new set, select Create New Verse Set from the menu.
5. A file dialog box will open. Type the name of your set and click SAVE. (this creates a file into which the editor will save your set's verses). Warning: This is a filename, so do not use punctuation or characters.
6. Now that you've created a set file, you need to add verses to it!
7. Click Add New Verse and fill in the verse editor form with your verse.
8. Now you have the option to either Add another New Verse, or Add a Quiz to that verse you just created. (Quizzes are attached to specific verses, not verse sets, and can only be created for a verse after you have 'saved' the verse.) They can also be added at a later time for yourself or students.
9. You can add as many verses to a set as you want. For example, you can create a set called "Psalms" and add a bunch of individual memory verses to that set.
10. To view what's in a Verse Set, select "Edit Existing Set" from the Verse Editor menu, select a verse set to examine, and then click the <arrow> keys on the bottom of the editor screen to toggle through the verses in that set.
11. To delete a complete set, or all sets, go into the folder where you installed Cal & Marty and delete the text (txt) file by that name.
12. There is no functional limit to the number of verse sets or verses you put into Cal & Marty. But there is a practical limit of how many you want to have to slog through to find your desired content.
13. If a verse has two identical words in it, they must each be dragged into their own spots.
14. Avoid using punctuation when typing your verses.

Warning: Do not attempt to edit the text verse files outside of the Verse Editor. The Verse Editor has a special way of laying out the text so the program knows where to put that text in the game.

Let your Students Create the Verses !
One of the best ways to learn a verse with Cal & Marty is to have the student doing the typing of the words into the editor. Typing and proofreading the verse set becomes part of their memory work. …And kids like to type.

There is a nifty way to have STUDENTS do the typing of the verse, but use YOUR pre-installed comments and quiz content when they go to unscramble their verse. Ahead of time, create a "placeholder" verse in the editor with a few nonsense words, then add with your teaching comments and quiz. Then during class, have the students open and edit – replacing your words with the verse.

More Helpful Game Tips:
- When the program first starts up, you can hit your spacebar to bypass the music and speeches (but why?).
- When you slide the scrambled words into place, you must get them exactly in the right place or they won't "snap in." Watch carefully how the words slip/snap into place when you get them near enough and release your mouse button.
- The Timer will continue to count UP until all the words have been snapped into their correct positions.
- Sometimes one word will appear to be properly aligned, but it needs a little more nudging. And then, sometimes you just have it in the wrong place.
- If you CLICK either "Ask Cal" or "Ask Marty" ---a word will be snapped in place for you, but TIME will be ADDED to your clock.
- Your final score is based on total time. More time = lower score.
- You can create "true/false" questions and answers in the Quiz by putting TRUE in the "a" answer field, FALSE in the "b" answer field, and an asterisk * in the "c" answer field.

Game Secret!

Have you discovered that you can CLICK AND ROTATE Cal and Marty's HEADS? It's fun, and they don't mind one bit. Right-click on their heads for a menu.

AGE RANGE HELPS

Older students enjoy creating their own games using the Verse Editor. You can also challenge them to create "simple" versions for younger students, or REWRITE the verse in their own version before editing it into the game and inviting others to come "play" their new version of the verse.
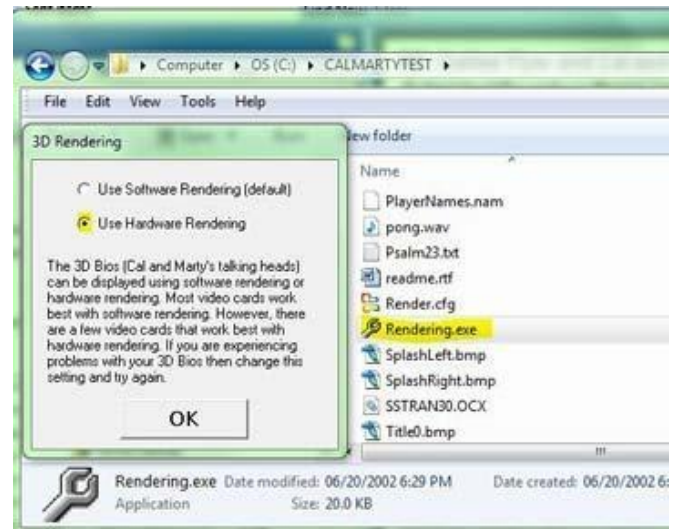
Early Readers can identify key words by the shape or prominent letters if someone is there to explain it to them and help them move the words into place. It helps if ahead of time you write the words on individual cards in big block letters and arrange them on the table in front of the computer or on the wall. Then the students can match the words (or their shapes) to what they see on screen and practice putting them in order, and feel accomplished while learning the verse.

A Few Cal and Marty Technical Notes

If Marty or Cal's head looks like rubbish, only partially visible, etc, --you may need to execute a 'tweak' to fix that.

Go into the folder where the game was installed, and double click **the rendering.exe file**. If Windows asks for permission to run it, click "yes." Rendering.exe will only change the way the Cal and Marty software works with your computer's video chip.
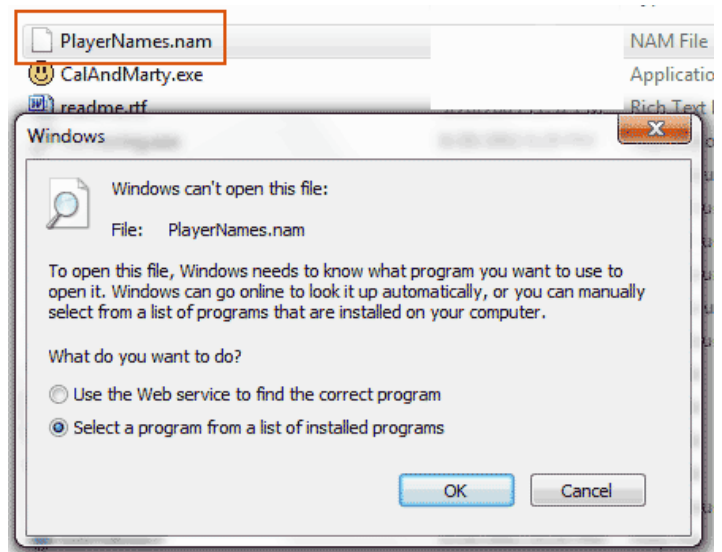
How to Copy Verse Sets from One Computer to Another

Windows 7, 8, and 10 actually store Cal and Marty's verse set text files in a special secure folder deep within the Windows file structure and not the same folder where the program's executable files get installed. So if you want to copy and paste a previously created verse set text file from one computer to another, after copying that file you need to PASTE it into the special secure folder created by Windows for Cal and Marty which is buried in your *AppData/Local/VirtualStore/ProgramFiles (x86)/ Cal and Marty folder.* Drill down through those folders in File Explorer until you find the Cal and Marty folder and then paste your new file into it!

How to Delete a Player's Name

Open the PlayersNames.nam file in the installed Cal and Marty folder. Right click it and select "open with another program." Select NOTEPAD to open edit that file. Be sure to save the file with the same name and file extension**.**

How to Make Cal and Marty's Window BIGGER on Your Screen

Due to the drag and drop nature of the game, Cal and Marty has a fixed screen size of 800 x 600. However, in Windows 7, 8, and 10, you can "SCALE" (zoom) your Display to make the game appear larger on your monitor.

⇒ **In Windows 10** the Display Scaling Option is found in the Windows Setting App. Right click any blank area on your Desktop and select Display Settings to find the Display Scale option.
⇒ **In Windows 7 and 8** the "display scaling" option is found in the Windows Control Panel, Display.

For any additional Cal and Marty tech helps, go to the support page at www.sundaysoftware.com

Display

Color

Night light

⬤⚪ Off

In Windows 10 "Display" settings are in the SETTINGS APP. In Windows 8 they are found in the Windows "Control Panel."

For quick access, right click an empty space on your Desktop and click "Display" settings.

Scale and layout

Change the size of text, apps, and other iter

150%	⌄

Change to 150% to increase the size of a program's window when it is open on the screen.