

Game Modes

Single Player

Garage - the questions will only come from the times tables the teacher has set for the week. As pupils start to answer questions, TT Rock Stars works out which facts they take longer on and will give them more of these questions to answer. The Garage is best for getting quicker at a few facts. Players get 10 coins per question.

Studio - the questions in the Studio can be anything from 1×1 up to 12×12 . TT Rock Stars calculates each the mean speed from their last 10 games in the Studio and translates into a Rock Status:

≤ 1 sec/qu = **Rock Hero**

≤ 7 secs/qu = **Unsigned Act**

≤ 2 secs/qu = **Rock Legend**

≤ 8 secs/qu = **Gigger**

≤ 3 secs/qu = **Rock Star**

≤ 9 secs/qu = **Busker**

≤ 4 secs = **Headliner**

≤ 10 secs/qu = **Garage Rocker**

≤ 5 secs/qu = **Support Act**

> 10 secs/qu = **Wannabe**

≤ 6 secs/qu = **Breakthrough Artist**

They earn 1 coin per question and the Studio is the place for them to set their best time across all the tables.

Multiplayer

Rock Arena - The Arena allows players to compete against all other members of their Band (their Bandmates would need to join the same game in order to compete together).

A new Arena game starts every 15 seconds and once the clock starts they race to answer more questions than the others. In the Arena, questions will only come from the times tables the teacher has set for the week, similar to the Garage. They earn 1 coin per correct answer.

Rock Festival - The Rock Festival games are open to players from around the world. Like the Arena, there is no limit to the number of players who can join a game; however, unlike the Arena, questions are selected at random from 1×1 to 12×12 .

Pupils might choose the Rock Festival if they were playing at home (and therefore couldn't easily synchronise playing against a classmate) or wanted to compete against others not in their Band. They earn 1 coin per correct answer.