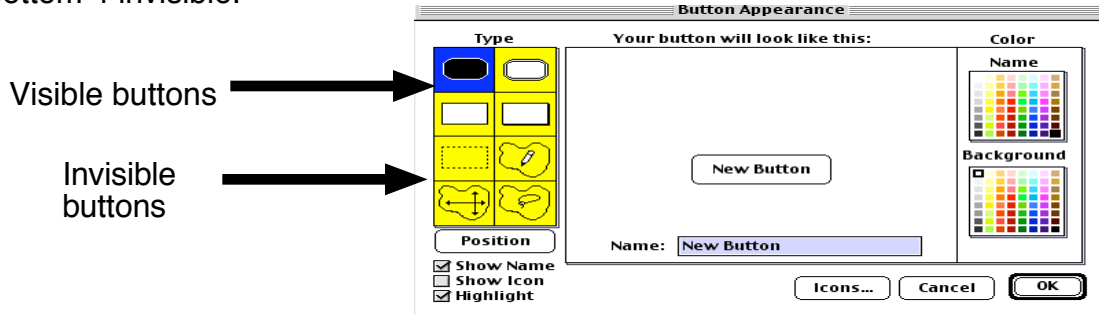


Adding Buttons to Your Game

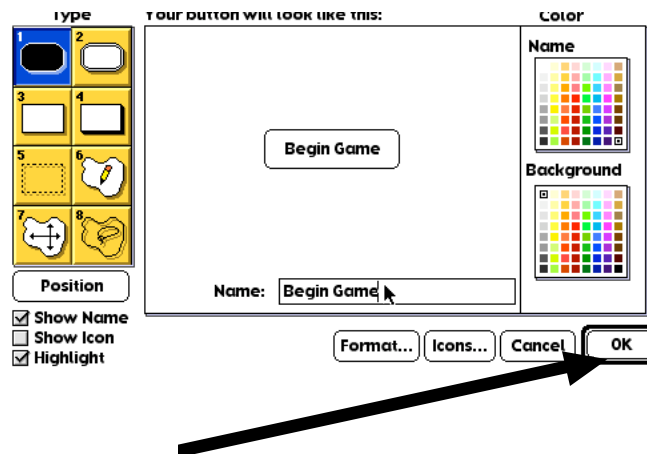
1) Make sure you are on Card 1. Go to **Objects** and scroll down to **Add a Button**.



2) A button Appearance dialogue box will appear with the top 4 being visible and the bottom 4 invisible.



3) From the Button Appearance Box, highlight the rounded rectangle button and name it, "**Begin Game**".



4) Press Okay.

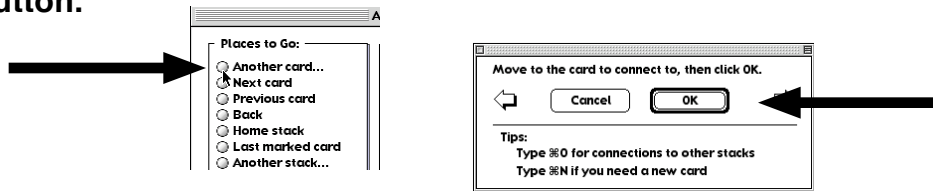
5) Drag your new button to the bottom right hand corner. It can be resized by dragging on the corner of the marching ants. Click off of your button to place it.



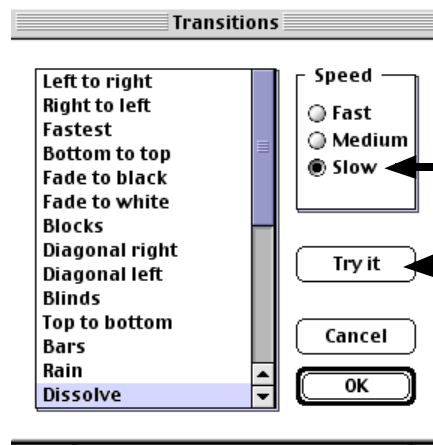
Transitions

After your button is placed, an Actions dialogue will appear.

Under **Places to Go** click on **Another Card**. Link it to **Card 2** by clicking on the **arrow button**.



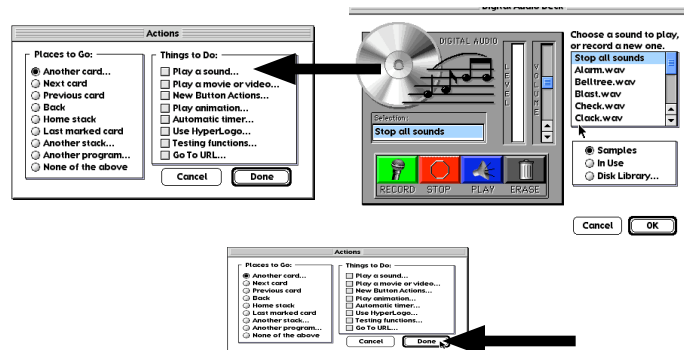
A box called **Transitions** will appear. Make sure you choose the **slow** speed and a way for your button to move. Press **Try it** first, and then **okay** if your are happy with your work.



COPY YOUR TRANSITIONS INTO YOUR 2ND GRAPHIC ORGANIZER!

Sounds

From **Things to do**, choose **Play a sound** to bring out the **Tape Deck**. Choose a sound and click okay when you find one you like.



Click **Done** and your button will be placed on your first slide. Click on your browse tool and it will take you to Card 2. Repeat this process for all of your cards. Make sure to use your graphic organizers to help you stay organized and successful!!!

