



# Single Player

## Jamming

- timer-free
- gives players the choice over the tables they practise and whether to include multiplication, division or both
- 4 coins per correct answer for multiplication-only or division-only; 8 coins for multiplication and division questions together
- 10, 20 or 30 questions to answer
- Does not contribute to a player's heatmap
- perfect for building up confidence on the tables of your choice, at your own pace.



Note that the 10×, 2×, 5× and 11× tables may each be unavailable for a player if they're already so fast at every question in that table that they don't really need to practise it in Jamming.

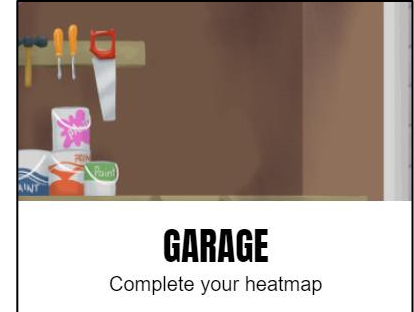
## Gig

- unlocked once per month (teacher can override)
- 100 questions starting with the 10 times table, then the 2s, 5s, 3s, 4s, 6s, 7s, 8s, 9s, 11s and 12s.
- 5-minute time limit
- play a Gig early in their TTRS journey so that you have a baseline.
- 10 coins per correct answer
- Contributes to a player's heatmap
- gives players and their teachers a way to check overall performance each month



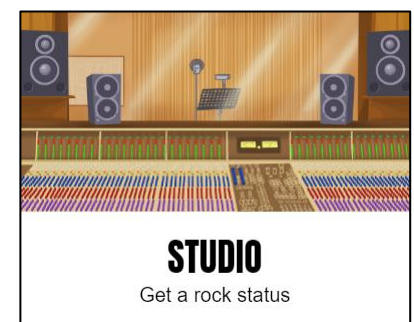
## Garage

- 10 coins per correct answer
- the best place for mastering individual tables
- algorithm adapts the questions for every game for every player
- 1, 2- or 3-minute games
- Contributes to a player's heatmap



## Studio

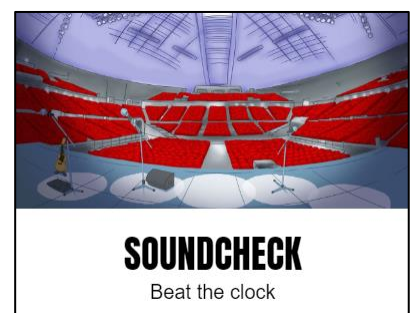
- All tables up to 12×12
- 1 coin per correct answer
- 1-minute games
- Contributes to a player's heatmap
- sets a studio speed (the average of the player's most recent 10 Studio games)
- achieve a Rock Status



## Soundcheck

All tables up to 12×12

- 5 coins per correct answer
- 25 questions, 6-second time limit for each question
- Contributes to a player's heatmap
- exactly the same as the UK government's 'Multiplication Tables Check'.





# Multiplayer

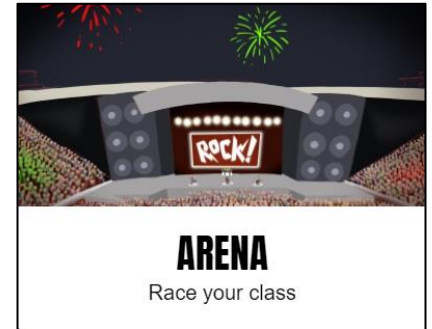
## Festival

- All tables up to 12×12
- challenge other students from all around the world
- 1 coin per correct answer
- 1-minute games
- Contributes to a player's heatmap



## Arena

- algorithm adapts the questions every game for every player
- compete live against other children in their class
- specific tables can be turned off by the teacher but it's not recommended
- 1 coin per correct answer
- 1-minute games
- Contributes to a player's heatmap
- You can spectate an Arena game and view all players live as they play!



## Rock Slam

- 1 vs 1
- challenge anyone from school, setting a time to beat
- All tables up to 12×12
- 1 coin per correct answer
- 1-minute games
- They don't need to be online at the same time.
- Contributes to a player's heatmap



Mode	Tables	Number of questions	Time limit	Coins earned	Contributes to heat map	Algorithm-based
Jamming	Player choice	10/20/30	None	4 (x only) 8 (x and ÷)	No	No
Gig	All (in order of difficulty)	100	5mins	10	Yes	No
Garage	Targeted tables	-	1/2/3mins	10	Yes	Yes
Studio	All	1min	1min	1	Yes	No
Soundcheck	All	25	6secs per question	5	Yes	No
Festival	All	-	1min	1	Yes	No
Arena	Targeted tables	-	1min	1	Yes	Yes
Rock Slam	All	-	1min	1	Yes	No