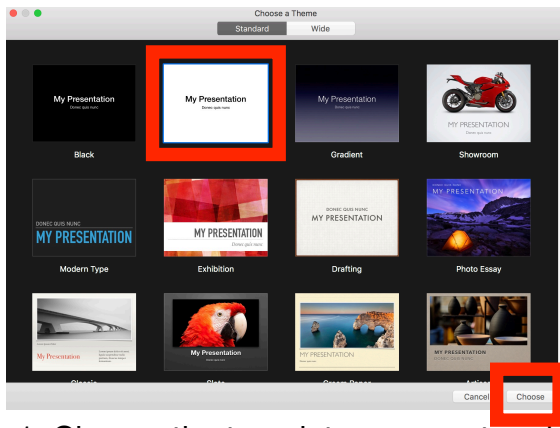
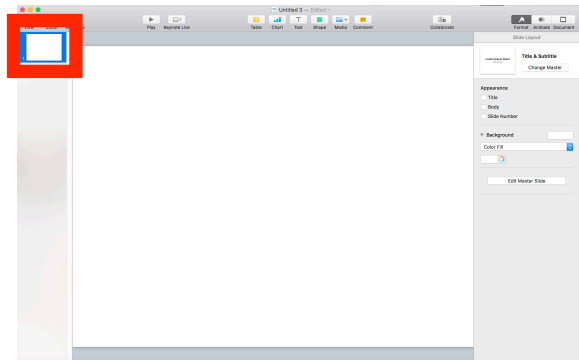


CREATE INTERACTIVE GAMES USING KEYNOTE

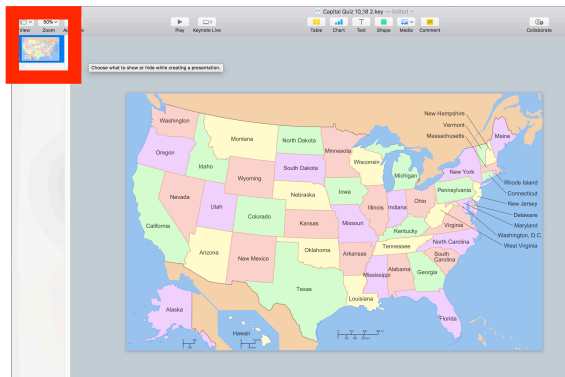
This tutorial features Keynote Version 8.2 and created on a Mac.



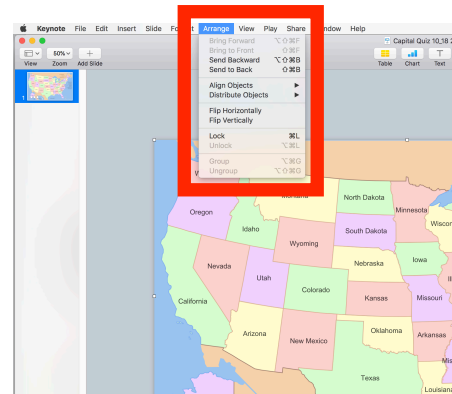
1. Choose the template you want and select *Choose*.



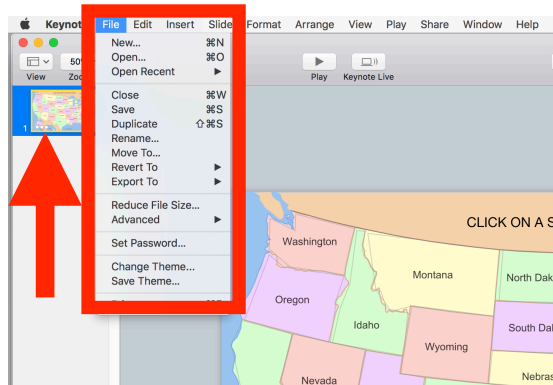
2. Think of your first slide as your *main* slide or your *question* slide.



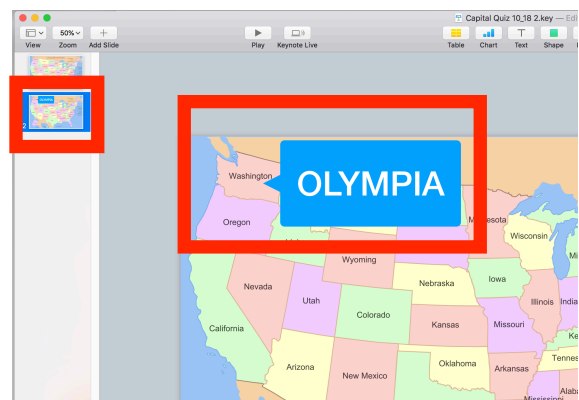
3. Place your desired image on your first slide.



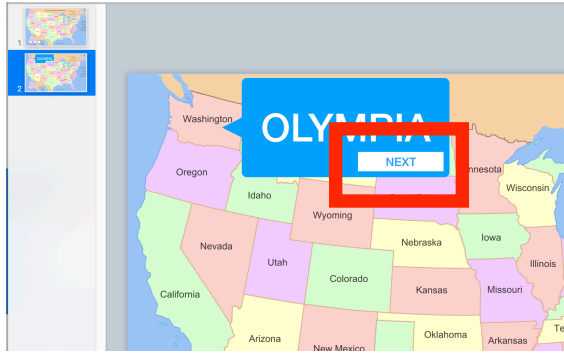
4. Click on the image and select *Arrange* and then *Lock*.



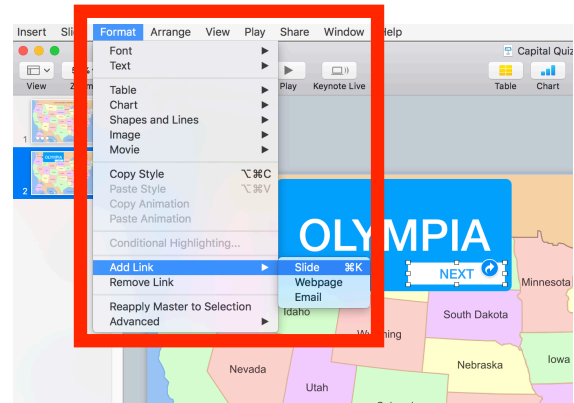
5. Select the slide and then *File* and *Duplicate*.



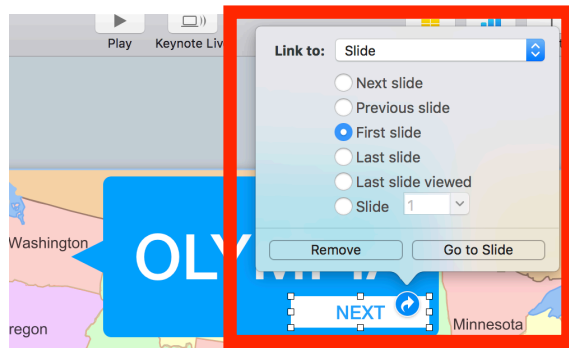
6. Place your *answer* on the second slide.



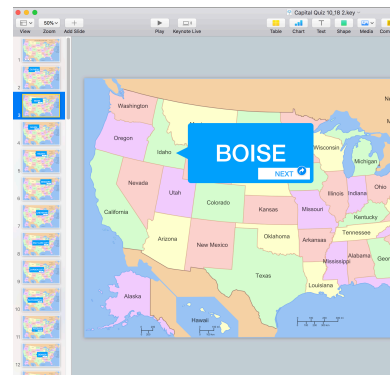
7. Create a “button” using any image to return to the main slide. Select the button.



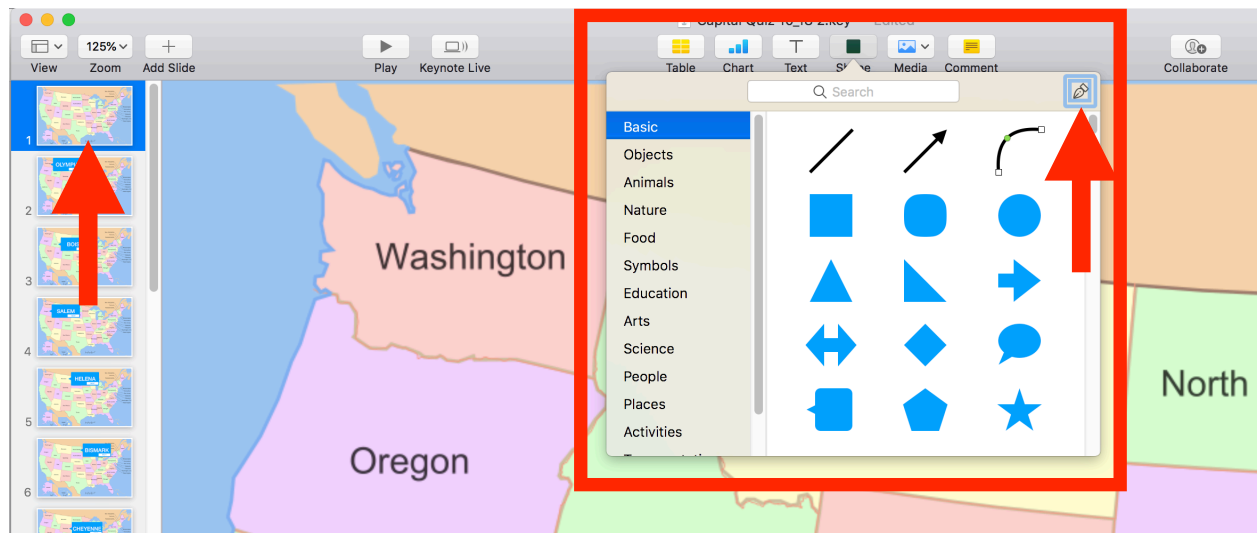
8. Select Format, Add Link, Slide.



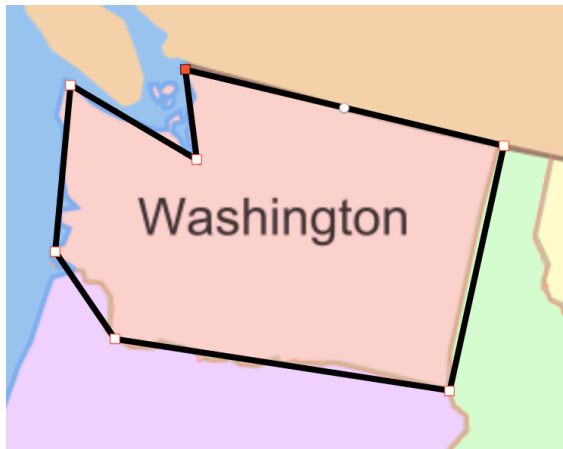
9. Select First Slide.



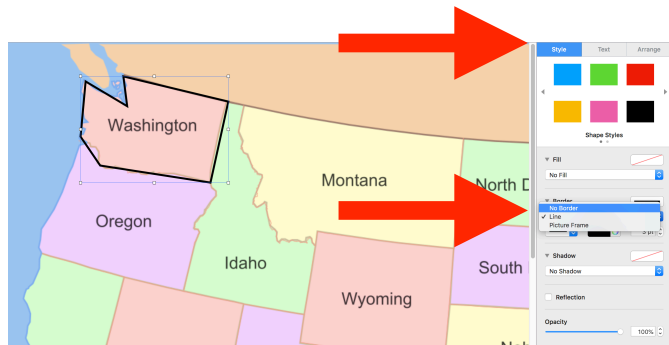
10. Repeat steps 5-9 for all of your *answers*.



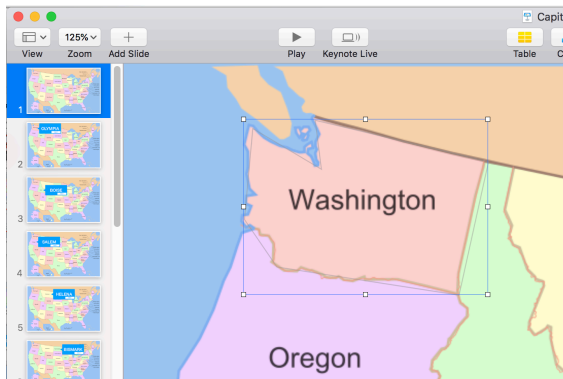
11. Return to the main slide. Select Shape from the toolbar and then the drawing icon in the upper right corner of the Shape box.



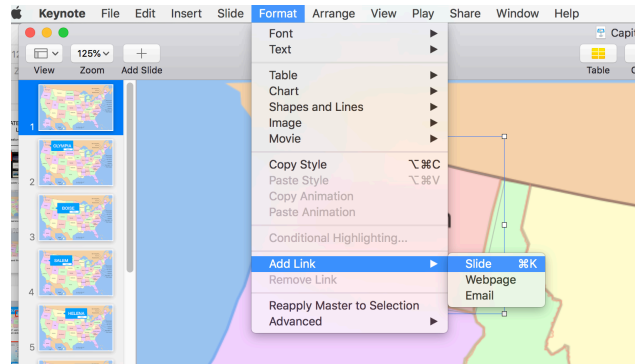
12. Draw a shape around the area you want to create as a button. Select Return on your keyboard when finished.



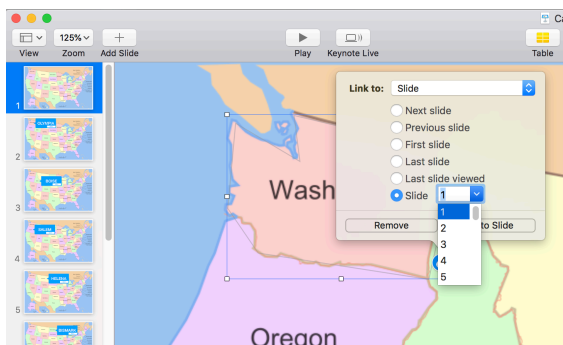
13. While the shape is still selected, select Format, Style, No Border.



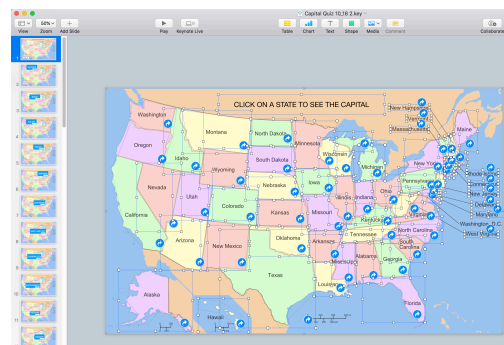
14. You now have an invisible button over your desired image. You can make an invisible button by using any shape such as a square or circle using the same action described in step 13.



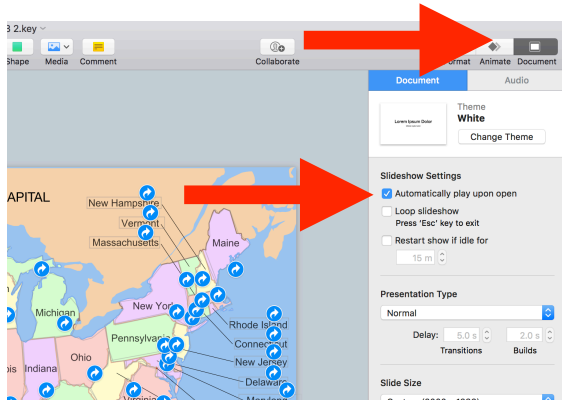
15. Link this button to the desired slide by selecting Format, Add Link, Slide. This is the same action described in step 8.



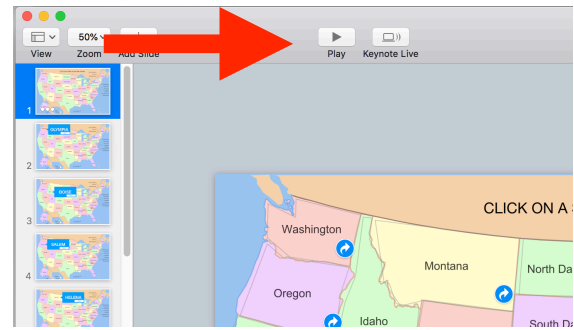
16. Select the slide number to which you want the button to link.



17. Repeat steps 11-16 for all of your questions.



18. Select Document, Automatically Play Upon Open. This will launch your game when the file is opened.



19. To test your game, select Play.

