Answers - Stage 6 - History of home computers:

1. Nearly) 17%

2. Windows 95

3. Manage their game saves and play audio and video CDs

4. 2001

5. Windows 1

S: They were big and powerful and users had to bring their own programs and data with them

I: They were expensive

I: Copy-protection meant that they couldn't copy games anymore

V: Inferior

V: People needed them

Answers - Stage 6 - On a roll:

1. Drifted into view

2. The game was now actually about saving her own life - accept answers that understand the definition of literal

3. Consulting

4. They were messy and all over the place

5. Mesmerised

R: A banshee

S: None of the shots seemed to hit her and all of her shots seemed to hit her enemies

I: She didn't know what she said back to her mum and her concentration was locked on the screen

R: An RK1720 Blaster

I: She was panicked and scared. She tried to drop the weapon and fell to the ground and cried.

Answers - Stage 6 - Revolutionary consoles:

1. Very highly prices/overpriced

2. When it was most popular

3. Exclusively

4. Companies that were competing with Nintendo

5. Innovative

S: That people wanted to watch DVDs as well, so they made the PlayStation 2 a DVD player

S: It was simple to use and could be played in short amounts of time

R: Escape from Monkey Island or Discworld II

R: Children and young adults

Answers - Stage 6 - The first computer game:

1. A.S. Douglas

2. MIT in North America

3. Home consoles or computers

4. Pong

5. The Game Boy

S: They only made games, not the console to play them on

V: Packaged

S: There were two consoles that were equally good with exclusive games.

V: Coin-operated

I: The games provided "hours of entertainment" and had been popular in America for decades.

Answers - Stage 6 - Top selling computer games:

1. Tetris

2. Minecraft

3. Red, green and blue

4. Online or the Microsoft Store

5. Lara Croft

S: Lots of popular games are free, so people don't have to buy them. Not all companies release the same data at the same time

V: She is a (female) hero

V: Allegedly

S: The 3D levels and grid layout, the controls and gameplay were all created new for the game.

I: Minecraft sold them in a shorter space of time and so had to sell them more quickly