

Blackjack Quiz Show

Operating Instructions

This PowerPoint takes you through all of the slides in this game to detail and explain most of your options for using it.

Each slide will show on the right and the text on the left and bottom will provide details, instructions and ideas for use.



This is the first slide of the program. If you like a polished look to your presentations, it will provide a stationary on-screen look of what's coming until you press the Start Icebreaker or Start Game button.

Even though our products are copyrighted, all the screens can be modified to suit your needs. On this screen you could replace our logo with your own if desired.

It is important to remember that many of the features in this file use Custom Animation. If you exit slideshow mode, any scoring or other items tracked with Custom Animation will be lost unless a record is made before exiting slideshow mode.

Optional Icebreaker Slide

This is an optional icebreaker which can be used before playing the game or as a standalone icebreaker. With a 30 second timer it will take approximately 5 to 6 minutes for every 10 people in your group.

This icebreaker requires a deck of playing cards to play. Give a card to everyone in the room up to a maximum of 52 people.



The "Story Teller" Icebreaker

Deal a playing card to everyone in the room. Click on the card back to the right to see who is up first. If no one has the card showing then click again for another card.

When you're up, start telling a story. In the story, you must work your name and at least one fact about **yourself** into the story. When time expires, click the card back again to see who is up next. The next person continues the story, working their name and one fact **into** the story about themselves. The host will reset the timer for each speaker. The story continues until everyone in the room has talked. A suggested story theme might be:

An "Action Adventure"

** For groups up to 52 people*

30 Second Timer

Start Game

The interface features a dark green background with a stack of colorful chips (red, blue, green) on the right. A red circle is positioned over the chips. A playing card back (pink) and a playing card (8 of clubs) are shown. A blue button labeled '30 Second Timer' and a 'Start Game' button are at the bottom right.

Feel free to edit all or any parts of the text to suit. This one is designed to get your group engaged in telling a story with their own facts in it. It stimulates creativity and people generally reveal more about themselves than just their name and a couple of stats.

Click on card back to reveal who is up next. Click on the 30 Second button to start, clear or restart the timer.

Introduction Slide

This is the flashy intro with animation and music to let your people know that something different is going to happen now.

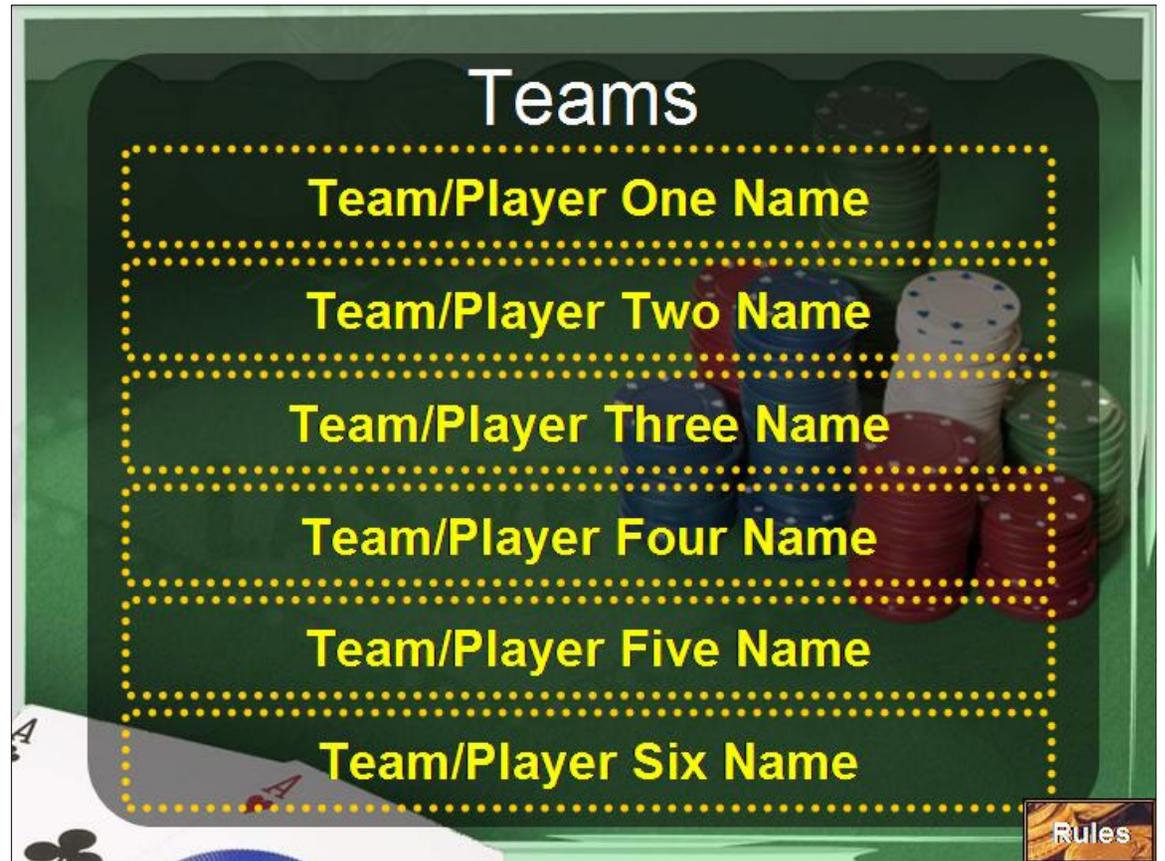
Now is a good time for the host to put their hosting abilities into high gear. Ham it up for the troops. Make this a training experience they will never forget.



Edit the title to fit your program. Even replace the photos if desired, although it would be great if you could make sure the new photos have the same custom animations as the old ones. When you're ready to advance, just press the Players button. The music will continue on to the next slide.

Teams Intro Slide

This is a great way to bring your people into the game by either listing their names or a “Team” name if they have been broken into teams.



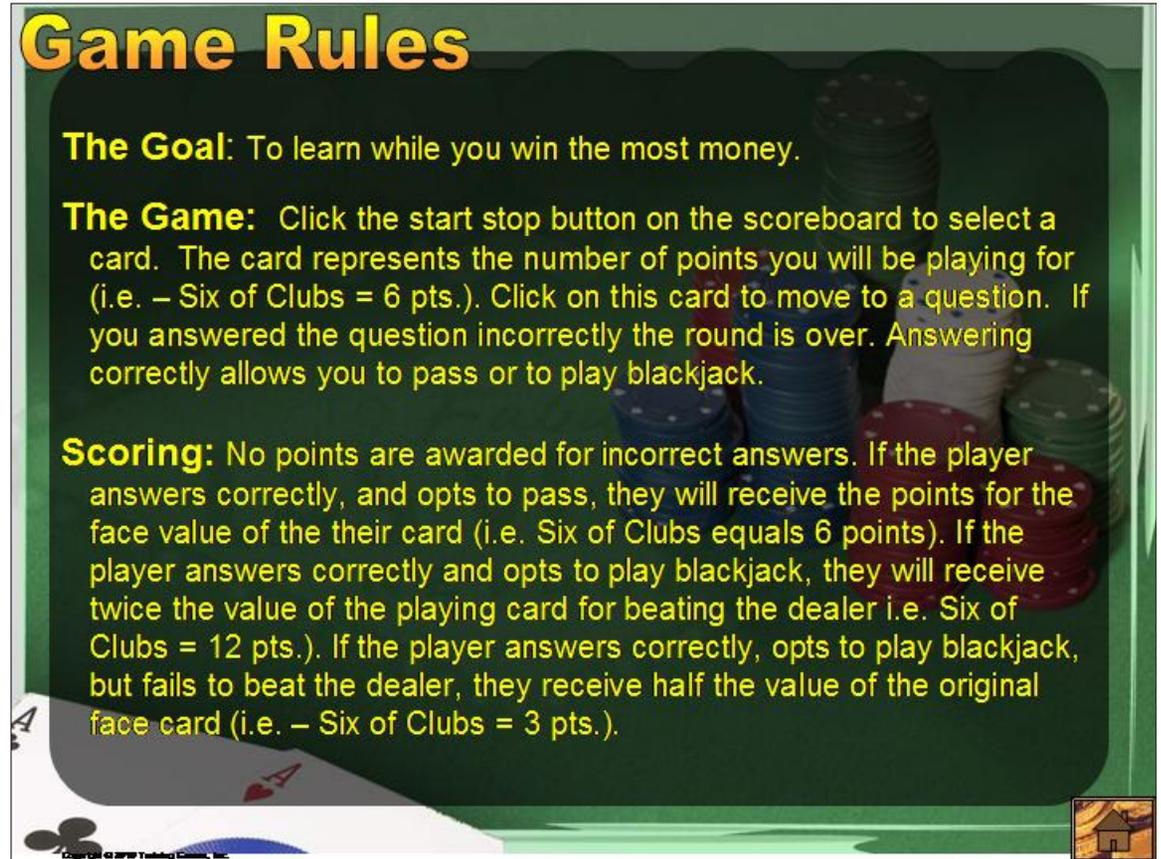
If you have fewer than 6 teams, list names from the top down and delete the bottom textboxes.

Game Rules Slide

Before every game everyone wants to know what the rules are.

Here is a slide to let your players know the rules.

Pressing the small Home button starts the game.



Game Rules

The Goal: To learn while you win the most money.

The Game: Click the start stop button on the scoreboard to select a card. The card represents the number of points you will be playing for (i.e. – Six of Clubs = 6 pts.). Click on this card to move to a question. If you answered the question incorrectly the round is over. Answering correctly allows you to pass or to play blackjack.

Scoring: No points are awarded for incorrect answers. If the player answers correctly, and opts to pass, they will receive the points for the face value of the their card (i.e. Six of Clubs equals 6 points). If the player answers correctly and opts to play blackjack, they will receive twice the value of the playing card for beating the dealer i.e. Six of Clubs = 12 pts.). If the player answers correctly, opts to play blackjack, but fails to beat the dealer, they receive half the value of the original face card (i.e. – Six of Clubs = 3 pts.).

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The rules can be edited for minor tweaks OR you can completely rewrite the rules to play the game anyway you want. These rules are playable but are just listed as basic starter rules.

Home Slide

This is the HOME page where you keep score and go to the questions to start a players turn.

Scoring is done by clicking on the button-like squares next to the team/player names. Each click will advance the points by 1. Clicking through 9 will start again at 0.

Question Cards **Scoreboard**

Remember your card.
It might be your points.

Start Stop

If card used then go to the next card in order.

Team 1 Name 9 9 9

Team 2 Name 9 9 9

Team 3 Name 9 9 9

Team 4 Name 9 9 9

Team 5 Name 9 9 9

Team 6 Name 9 9 9

IF YOU PASS, you get the value of your question card.
IF YOU PLAY:
- And win, you get the value of your hand.
- And lose, you get ½ the value of your question card.

Toggle Scoring Help Finale

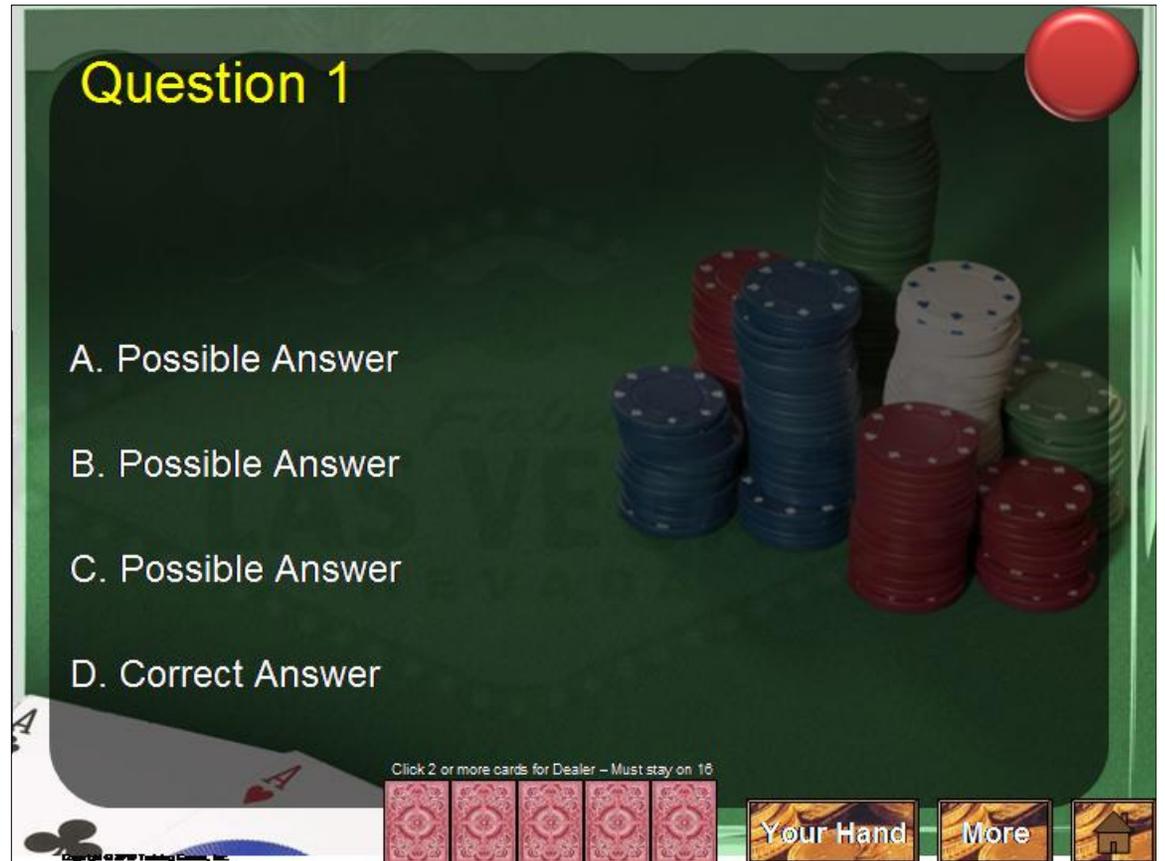
If questions can be presented randomly: Click the Start/Stop button twice with a random gap between clicks to highlight a card – click card to reveal a question. If the highlighter lands on a used card or between cards – click on the next card moving around clockwise. Questions are worth the face value of the selected card.

If questions must be presented sequentially: Start in the upper left corner and click cards in order moving clockwise. Optionally you can use the Start/Stop button to determine the play order. All questions are worth 6 points.

Press the Scoring Help button for scoring reminder.

Question Slides

Enter your 20 questions on these slides. They are setup as multiple choice questions. When entering answers, make sure the correct answer is put in the correct answer box. These vary by question. Leave the letter designator as it makes it easier for your players to quickly let you know their choice. An optional 30 second timer will start when the question is shown.



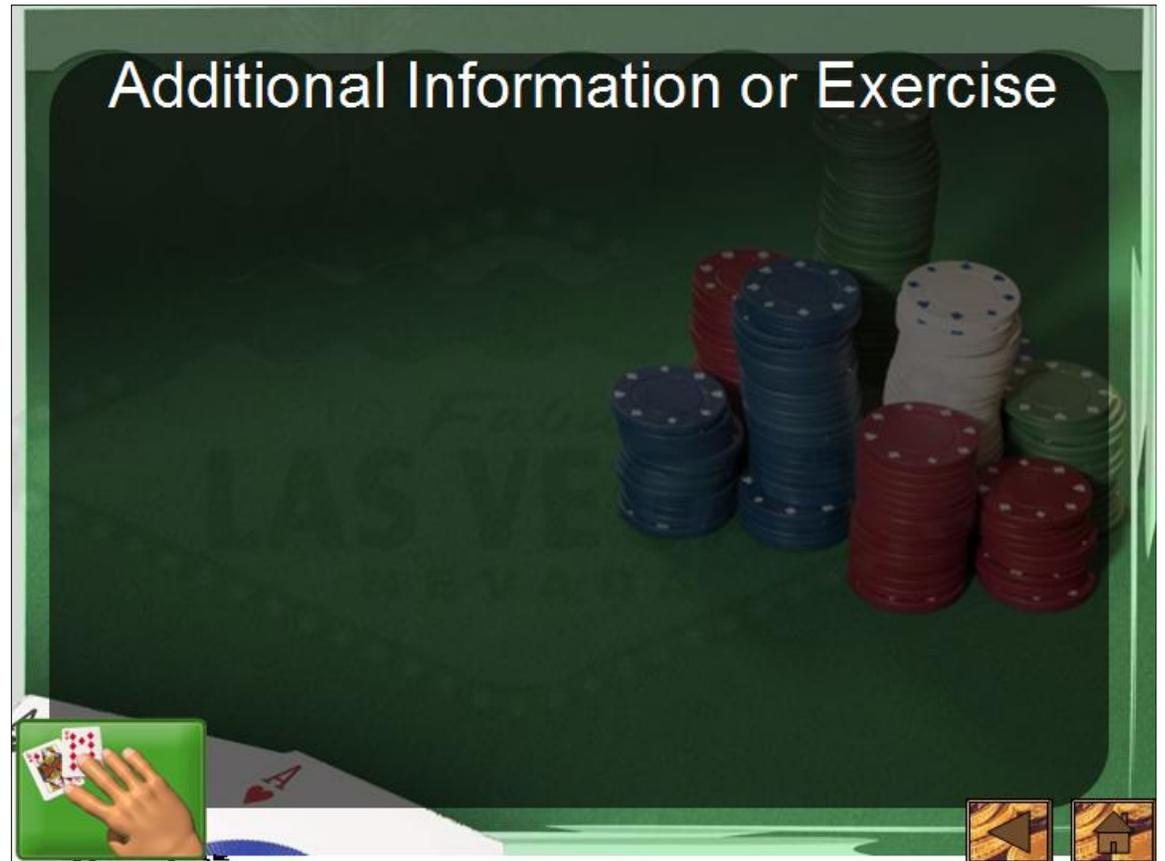
The answer boxes can be moved around by clicking and dragging the red or green boxes on the left side of the slide. You can turn a question into True/False by deleting 2 of the possible answers and entering True and False into the remaining two choices. If a question is answered correctly, the player gets the option of playing a hand of blackjack. If they defer – they still get the default points from the Home slide. If they choose to play, you or the player can select 2 cards from the bottom. This is the dealer's hand. If points total less than 16, choose another card until you get at least 16 points. Now that we have the dealer's hand, it is time to play the player's hand. Click on the Your Hand button. If additional information or an exercise has been added to this question, it can be accessed by pressing the More button.

Additional Info Slides

There is one of these slides behind every question. Here are some ways to use this slide:

1. Display some additional info about the question just to increase the learning.
2. Present new information that answers the question.
3. Present an exercise that puts the information into practical use for great reinforcement.

This is the slide that allows these games to be more than just a review tool. You can actually teach and use the questions to present the key points from your material. Using this method, the correct answers will be obvious but there is still a game to be played because this is not just a quiz. It is also a Blackjack game.



Your Hand Slide

This is the slide that players see when they get a question correct and choose to play Blackjack. Press the Select Cards button twice (with a random gap between presses) to highlight 2 cards. Click on the cards to reveal them. If you have beat the Dealer's hand from the answer slide, then you win. If you want another card, press the Select Cards button twice again. Select one of the highlighted cards to reveal. If a 4th card is desired, reveal the other card that is highlighted. If you beat the dealer's hand, you win. If you "BUST", you lose.



Press the Home button to post your score.

Prize Selector Slide

It is always nice to end a game with prizes. It lets the players feel like they have earned something.

Prizes don't always have to be big value items. They can be items like the ones listed here OR they can be nice prizes if your budget allows.

The slide features a vertical column of three yellow boxes on the left, each containing a blue number: 1, 2, and 3. To the right of these boxes is a dark green background with the text "Choose your prize" in white. Below this text are three yellow boxes, each containing a prize description in black text. The first box corresponds to the number 1, the second to the number 2, and the third to the number 3.

Rank	Prize
1	You get to come in 1 hour late next Monday
2	Lunch with the boss
3	\$1.00 cash

You can even give prizes to the top 3 finishers by letting the 1st place choose a prize first, 2nd place choose second and 3rd place choose third.

This slide can also be completely edited to just reveal your prizes without the choosing of prizes.