Dare Board Game Facilitator's Instruction

OVERVIEW

The TGI Dare Board Game is a training tool designed to use your training questions. Players or teams move around the board attempting to land on the Question squares (answer the question to get the points on the dice) and avoid the Dare squares (tasks you really don't want to do). Oh, watch out for the Double Dare pop-up where you do both. The player or team with the highest cumulative score at the end of the game wins!

GAME RULES

A complete set of game rules is provided in the game itself (RULES BUTTON) and detailed below as well. The game rules found on the game board should be reviewed with all players prior to the start of the game.

<u>Objective</u>

1. The objective of the DARE Board Game is for a team or player to score the highest amount of points.

2. There are several ways to score in this game which is explained below in the Scoring section.

3. The game ends when the designated time for the game is over, or there are no more questions remaining in the game.

<u>To Begin</u>

1. The game facilitator states how long the game will be played.

2. Players or teams select their representative color marker.

3. Players or teams may use the default names (Green Team, Red Team etc.) or input their own player or team name.

4. Players roll the die for initial player/team turn order, and follow this rotation throughout the game.

<u>Moving Around The Board</u>

1. Players or teams rotate turns, rolling the die to determine the number of squares they must move.

2. Move only clockwise around the board.

3. To move your marker, click once to grab it, move to the new square then click again to release it.

Scoring

1. You must always answer the question correctly to score points on ANY square you land on.

2. After rolling the die, advance your marker an equal number of squares. If you land on a Q square, you will receive those points equal to your roll for answering the question correctly.

   a. For example, rolling 4 advances your marker 4 squares. In addition, landing on a Q square earns the player or team 4 points for answering their question correctly.

3. Q squares have been color coded green, blue and red, each representing a question category.

4. If a player or team lands on a green, blue or red Q square, they must select a question from the corresponding color category when available.

   a. If all questions in a category have been used, the player or team is free to select a question from any other available category.

5. Landing on a Bonus Question allows the player or team to press the Bonus Question button to determine the points they will be playing for (bonus values 6 – 12 pts.)

6. Players or teams can also select a question from any available category after landing on a Bonus Question.

7. Scores are posted after each player or team turn.

Doing the Dare

1. Players or teams must "Do the DARE" after landing on a DARE square.

2. Note: A CHANGE button is provided on the DARE pop-up. In the event that the player or team cannot not for any reason, do the current DARE.

3. You or your team will not receive points for doing the DARE, but its fun to do!

4. On occasion a player or team will roll a Double DARE. In this instance the player or team moves to the next Q square on the board and must answer a question from the corresponding color category and "Do the DARE".

5. The player or team rolling the Double Dare receives points equal to the die roll (once the message box has closed) for answering the question correctly.

ADDITIONAL GAME FEATURES

- Holds up to 30 of your training questions. The number of question slides used in a game can be adjusted within the game setup (1 – 30 questions).
- Up to six players or teams can play.

- Since this application has been developed in MS PowerPoint, you can easily edit and design the question slides to your needs. (Remember we recommend renaming the original copy of the game (SAVE AS) before making game edits in PowerPoint.

SETUP

Use the SETUP button on the main game board to setup a new game. Here is how it works:

1. After pressing the SETUP button, a pop-up first appears to remind you that all the game markers will be reset and gives you the opportunity to exit.
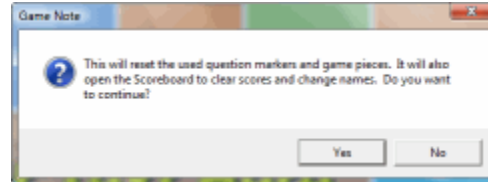
2. The Game Setup screen allows you to limit the number of questions that appear in the game. Note: Always enter your questions beginning with Question 1. Leave no empty question slides until you are done.
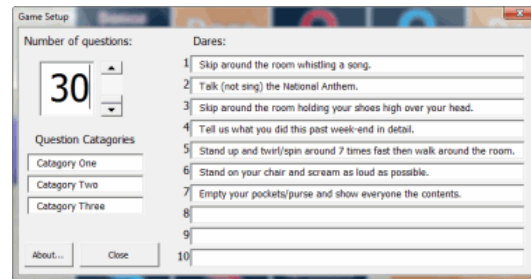
3. Here you can also enter three different category names for questions or leave them blank if different question categories are not required.

4. Enter or edit up to 10 different Dares to be included in the game. Enter from top to bottom.

The scoreboard next appears during the setup process to allow you to clear previous game scores and input names for teams or players. If a name is left blank, the player or team marker will not appear on the game board screen.

STARTUP SLIDE

Pressing F5 starts the game in slideshow mode and the Dare Board Game menu is presented.   While in edit mode, introductory and title text for this slide can be input by double clicking the default text and inserting your new game title. Introductory music plays when this slide is presented. Click START GAME to begin playing, SETUP to setup a new game, or Facilitator Instructions to open this help file. The introductory slide is shown below.
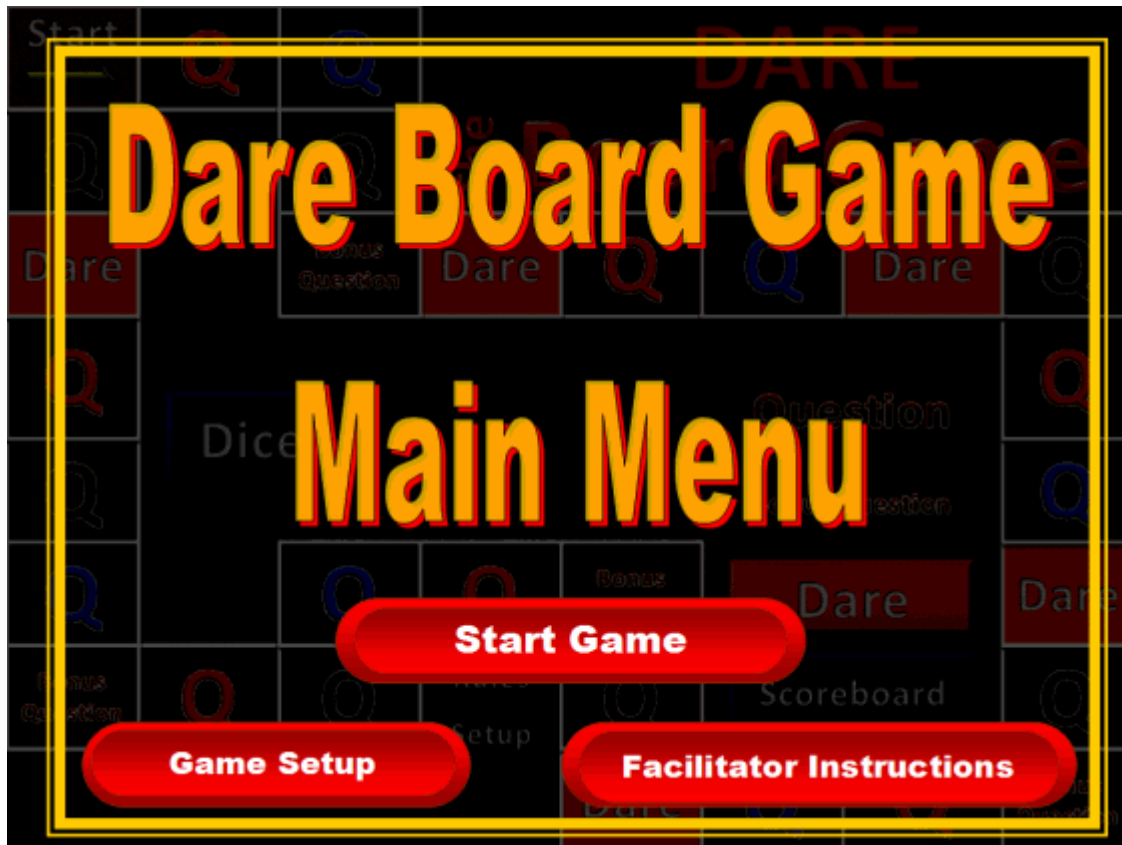
GAME RULES (within the game itself)

Click the RULES button on the Dare Board Game to see the game rules pop-up. Use the RULES button to explain the game rules to your group before playing. Click through the tabs from right to left.

GAME BOARD

Below you'll see a picture of the TGI Dare Game Board. On this board you'll find the following:

- Three different types of squares. The Q (questions), Bonus Question and Dare squares.

- If you land on the Start square you get to roll the dice and move again.

This board also contains seven operational buttons which include:

- Setup – Select number of game questions, edit Dares and categories.
- Rules – Opens the rules tabs as mentioned above.
- Dice (button) – Rolls a single die which appears on the board and is shown below.
- Question – Opens a pop-up to select a question (from 1 to 30).
- Bonus Question – Randomly provides a point value and opens the Question pop-up.
- Dares – Opens a pop-up which contains a random Dare statement.
- Scoreboard – Displays the game scoreboard. This is where the points earned in the game can be added to the player or team scores.

SCOREBOARD

Enter a player or team name to activate the player game piece. Press the small + button to add to a players score. You can also directly edit names and scores on the scoreboard pop-up.
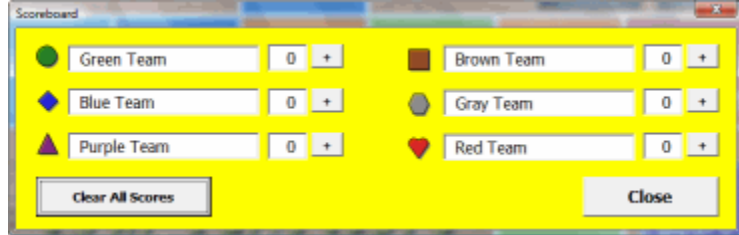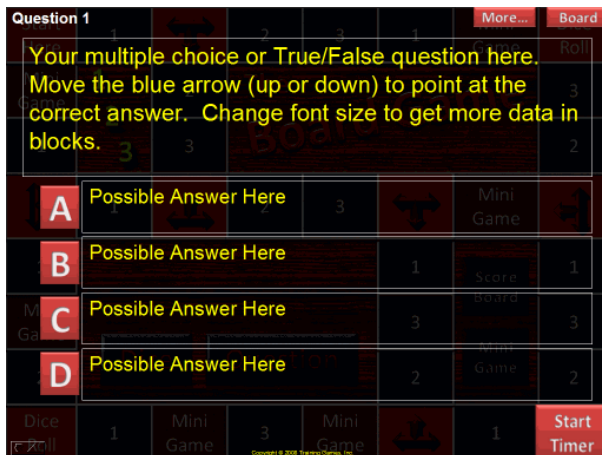
DARE

When the Dare button is pressed this pop-up appears with a random Dare on it. This is the Dare that must be performed by the team or player. A change button is provided for situations where the player/team is not able to do the Dare.

Have fun entering "Dares" which relate specifically to your organization and players.
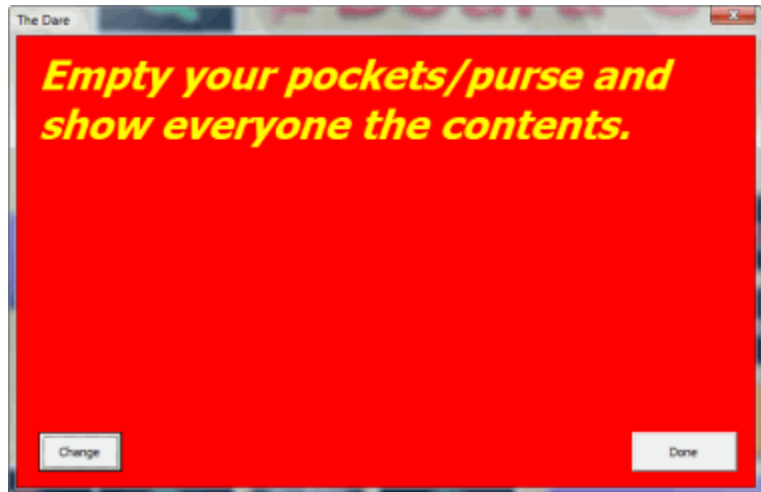
QUESTION SLIDES

The TGI Dare Board Game contains 30 question slides. On each you will enter your multiple choice or true/false questions. If you have more text then will fit into the textboxes simply adjust the font size. If you have only 2 or 3 possible answers or are inputing a true/false question, you can delete the C and/or D buttons and corresponding textbox. IMPORTANT: We recommend working from a copy of the original game file. During play the blue correct answer arrow will not appea until a button (A – D) is pressed. When pressed, the arrow will move down the slide until it reaches the correct answer. When adding questions to the game, move the blue arrow to the correct answer position. If you want to add a picture to the question, rearrange the text boxes to fit around the image. If desired you can press the Start Timer button first to start a 30 second countdown timer.

MORE

The MORE button opens a pop-up containing 31 tabs. These allow you to enter and present additional information on any single question within the game. These present the facilitator with a great opportunity to expound on the question. Another way to add important information is to attach sound, video, or mini- PowerPoint files (PPS) to a particular question slide. A sample attachment button and instructions on how to do this can be found among the instruction slides within the game (Use edit mode to view these). A Notes tab is also one of the tabs found after pressing the MORE button and is used to enter class follow up notes.
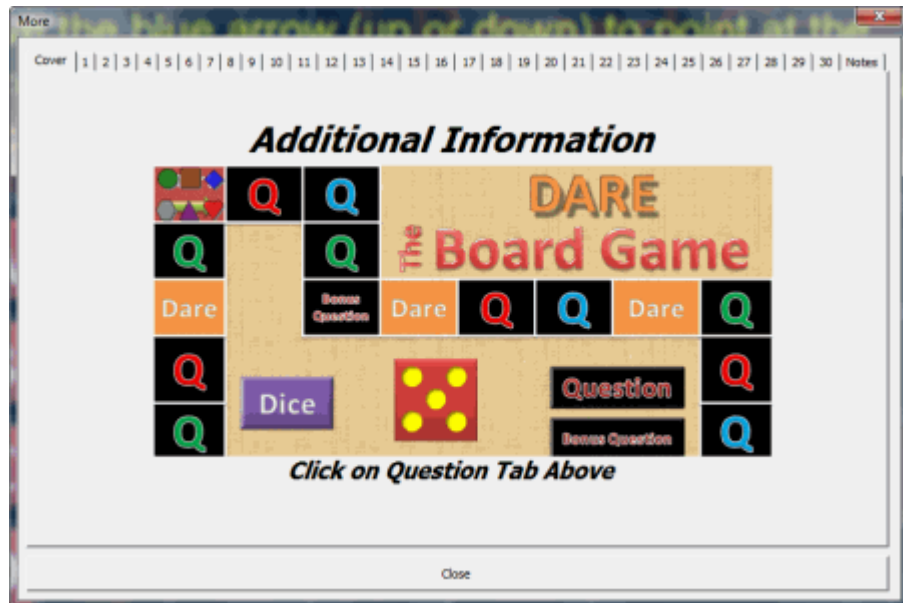
GAME BONUS POP-UP

About 10% of the time, when the Dice button is pressed, a Double Dare notice appears. When shown the player or team must do both a Question and a Dare.

OTHER NOTES

We have developed some great rules for playing the TGI Dare Board Game, however we encourage you to get creative and change the rules to best enhance your own program.

Contact us for questions or concerns at Support@training-games.com or phone 602-750-7223. Thank you for purchasing TGI products.