

# PowerPoint InJeopardy 3D Quiz Show Help

## OVERVIEW

InJeopardy 3D Quiz Show is a Jeopardy-type game used in training. Enter your own questions and your students learn while they play a fun and engaging game. This game has been designed to take advantage of special holographic HD glasses to create great 3D images. The text pops off of the page and the backgrounds sink deep behind the screen. This game can also be used without the special holographic HD glasses without compromising the quality of the image. This game has been tested to work on all PowerPoint versions 2002 and above.

Each game comes complete with 15 pairs of high definition holographic 3D glasses. Additional pairs can be purchased from our website at [www.Training-Games.com](http://www.Training-Games.com).

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## VBA MACROS

This game has been designed to work with or without PowerPoint macros. When playing without macros, scoring is accomplished by simply clicking the buttons adjacent to each team name. Scores are, as a function of PowerPoint, reset to "0" when you move out of slide show view to edit mode. If, for any reason, this should be necessary, we advise recording current scores in the text boxes provided until you return to the game. Then, when returning to the game, move into slide show view, re- input the current scores, and resume playing.

When PowerPoint macros are enabled, scores on the scoreboard are retained and not reset upon moving into edit mode. In addition utilizing the game macros allow you to subtract points for incorrect answers and make possible negative scoring. We wanted to provide you these scoreboard advantages should you choose to enable the game's macros. Once macros are engaged, clicking the small green button shown below off the Home or main game board will toggle between the two scoreboard alternatives. Enabling PowerPoint for macros is easy, and we have provided instructions below.

- To enable macros in PowerPoint 2002/2003 – Open PowerPoint and select Tools, Options, Macro Security, then set to Medium.
  - To enable macros in PowerPoint 2007 – Open PowerPoint, Click on the MS Office Button (top LEFT corner), click on PowerPoint Options (button located at the bottom of the drop down box), select Trust Center (menu on the left), Trust Center Settings button, and choose the radio button "Disable all macros with notification" , click OK and exit PowerPoint. Then when opening the game you will be given the option to enable macros; select "Enable this content" and OK, to continue.
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## HYPERLINKS AND CUSTOM ANIMATION

This game takes advantage of hyperlinks to move between slides or perform other special functions. Therefore, please do not delete any buttons as this may negatively affect the functionality of the game. Close and restart a game to reset the hyperlinks OR exit slideshow mode to reset the custom animations.

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## GENERAL EDITING

These files are not protected and can be altered and edited as needed. Always work from a **copy** of the original game so that any functionality lost may be recovered through the original game file.

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### HOME "MAIN GAMEBOARD" SLIDE



The home slide is the InJeopardy 3D game board. You will return to the home slide after recording scores on the scoreboard slide.

Edit the (5) category boxes on the home slide to reflect your program content.

Use the buttons at the bottom of this screen to navigate to the "Bonus Question", game "Finale", "Rules" and "Scoreboard" slides. After a question has been selected the gold value (i.e. \$100) will turn a dark blue, however, you'll still be able to click on it to return to the used question.

The little round green button, adjacent to the Scoreboard button, toggles you between the alternative scoreboards mentioned above. Pressing the yellow-green toggle button changes the color of the Scoreboard button (Yellow for the custom animation scoreboard and green for the macro enhanced scoreboard).

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### SCOREBOARD SLIDE



The custom animation scoreboard has transparent buttons for adding points. Click through the 0 to 9 sequence to correct an error. Note: Exiting slideshow mode will reset scores to "0" on this board.

If it is necessary to exit slideshow view, enter team or player scores in the textbox provided (on the right).

Before playing, don't forget to enter your team or players' names on this slide as well. You may want to allow teams to come up with their own team names.

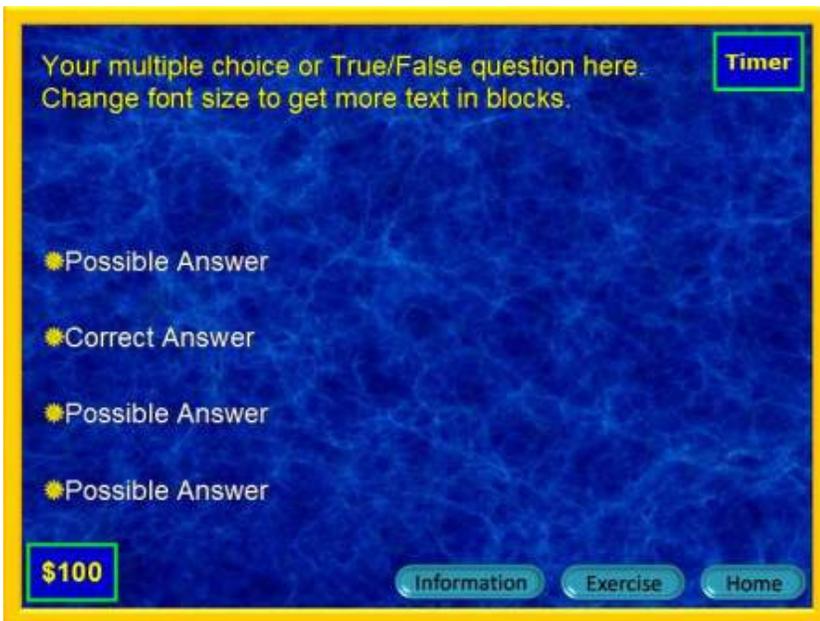


The macro scoreboard has + and – buttons next to each score to increase or decrease scores in \$100 increments. If you make an error, you can also click in the scoring box and type a new value. The Clear All button will zero out all scores.

Any values on the macro scoreboard are retained when you exit from slideshow view and until you click the “Clear All” button.

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## QUESTION SLIDES



An optional 30 second timer (top right corner of slide) is available to help move the game along. Click on the “Timer” text to start the timer.

The trainer can easily click and type to enter questions as well as correct/incorrect answers on each slide. Note: Correct answer positions vary from slide to slide, however these may be repositioned as well if you prefer.

It is also possible to change the question design to a True/False or open-ended format by deleting (3) possible answer boxes. Note: The value in the lower left

corner is a reminder of what the question is worth.

## INFORMATION AND EXERCISE SLIDES



From the question slide you can jump to an additional “Information” or an “Exercise” slide. These are critically important game features. The game itself is designed to capture and hold your learner’s attention. The instructor can take advantage of a highly attentive audience by occasionally pulsing out of the game to expound on the question, or move into an interactive exercise, allowing students to problem solve, discuss, and more fully engage with what is being taught. Learning retention is dramatically increased by using this dynamic teaching technique. In this way your TGI games become a highly effective tool for not only grabbing attention, but for introducing new information, and allowing trainees to more meaningfully engage with your program content. Consequently TGI games are not only great for reviewing program materials, but are useful to deliver program information while increasing learner retention. From these slides, you must return to the question to return to the Home slide.

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## ICE BREAKER SLIDE



This game has a “built –in” ice breaker which can be used to jump start the meeting. Trainees are provided 30 or 60 seconds to introduce themselves to the group.

## FINALE AND PRIZE SLIDES

It is always important to celebrate! Press the “Finale” button after the winning team/s have been determined for a little flash, some music, and some fun. If you want to award prizes to the winners, you can also click on the PS (prize selector) button from this slide to allow game winners to select a prize. On this slide, the winning team can select between three (A, B or C) prizes. Prize selection, like most everything in this game, are editable and of course, can be highly valuable (\$ 100.00), or simply “For Fun” awards (a big round of applause from the losing teams). If you are awarding a second or third place prize, return to this slide to allow another prize to be selected.

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## GAME INTRO

This game has a flashy intro that helps to “hype” the game for your group and get everyone excited. Don’t forget to enter the team or players’ names on these intro slides. Intros consist of animation and lively music.

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## ABOUT THE 3D GLASSES

The 3D glasses encode information from a single image through the use of binary optics and color unlike other 3D methods. The 3D glasses create striking 3D images from normal 2D images by pulling forward the color red to the foreground and sorting the remaining colors according to their position in the rainbow. If you want to bring your text or selected words closer to the viewer, then change the text color. Try to keep text colors to red, yellow, gold, white, light green or light blue.

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## OTHER

Be creative establishing your own rules and ways to play these games. Contact us for questions or concerns at [Support@training-games.com](mailto:Support@training-games.com) or phone 602-750-7223. Thank you for purchasing TGI products.