Mac Six Pack Training Games Help

OVERVIEW

The Mac Six Pack Training Games contains six PowerPoint training games and a standalone scoreboard. These games are tested to work on the Mac in both PowerPoint 2004 and 2008. These games feature a scoreboard, random generator, timers and custom animation. Games included are:

1. Quiz Show – features questions in five categories with a random category selector.

2. TV Quiz Show – features a special pyramid type bonus round.

3. Peril Game – a jeopardy style game.

4. All The Way Game – a millionaire type game.

5. Racecar Game – a sports car game offering great animations, sounds and prize doors.

6. Blimp Race Game – also features great animations, scenes and sounds.

7. Scoreboard – a standalone scoreboard with random dice generator for use with non-computer training games.

HYPERLINKS

These games take advantage of hyperlinks to move between slides or perform other special functions. Do not delete any buttons as this affect the functionality of the games. Close and restart a game to reset the hyperlinks.

GENERAL EDITING

These files are not protected and can be altered and edited as needed. If you want to create a True/False answer slide – delete the alternative answer options. Always add your questions to a copy of the original PowerPoint game so that you can recover any deleted slides, images or text. Don't forget to enter your players or team names on the scoreboard.


HOW THE GAMES WORK

Here's a sample game from the pack to demonstrate how the different game features work. On the opening slide you'll see a strip of yellow buttons that go to the various questions slides. Click on a number to go to the selected

question slide (shown below). When you return to the main game slide, the button text will change color to indicate that the question has already been selected. The 123 button takes you to the game scoreboard.

QUESTION SLIDES
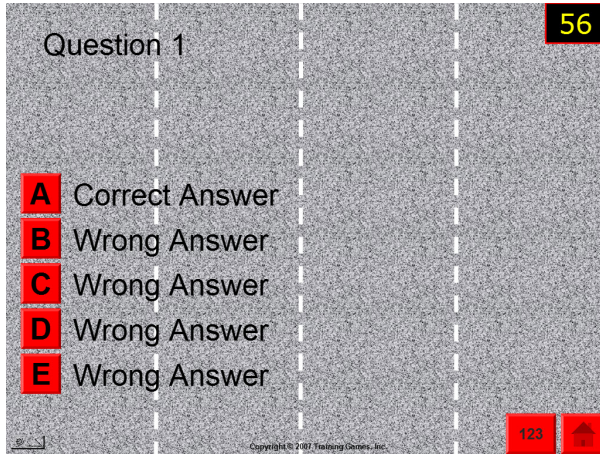
When a question appears, it can be either a multiple choice or true/false question. Different question slides have the correct answer in different locations. When a question is selected, a 60 second timer appears in the upper right corner and counts down 2 seconds at a time. To create a true/false question delete 3 of the wrong answer buttons and text. The red buttons on the bottom right take
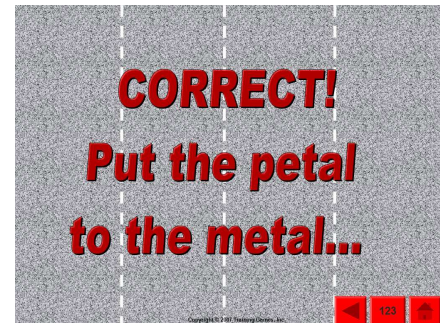
you to the scoreboard or back to the main game slide. Clicking on the correct A, B, C, D or E alternative will bring you to the adjacent "Correct "answer slide. Conversely, clicking on an incorrect answer will launch the "Incorrect" answer slide. Red buttons (bottom right) on the correct or incorrect slide will take you back to the question (try again?), the scoreboard (to post a score) or back to the main game slide.

SCOREBOARD
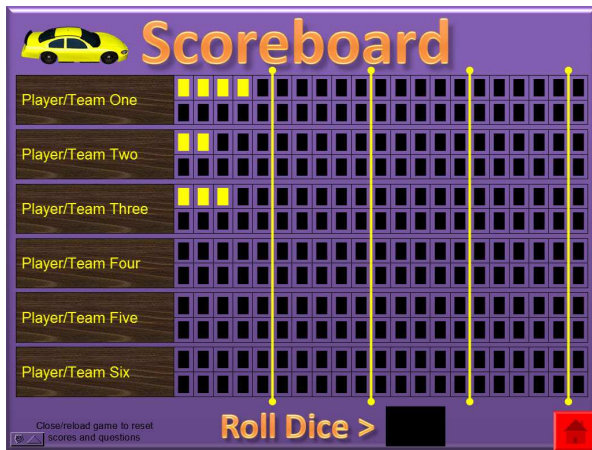
When you click on one of the rectangular boxes on the scoreboard, it changes colors to indicate a score has been added. Edit the scoreboard names to reflect your player or team names. Teams may take turns answering the game questions. As an alternative, a "*roll the dice*" option found on the scoreboard allows you to either select a team,

determine the next question's point value or both by randomly clicking in the black square. Clicking within the black box will move you to another slide as shown here, indicating point value or a selected team/player.

Some games have slightly different options but the above example demonstrates the game's operational concept

PRIZES

Some of the games offer a red prize button on the main game screen (top right). Pressing it will move you to a slide containing 3 prize doors. Let your winner(s) choose which door they want as their prize. Enter your own prizes on the three slides provided in the game. This is a great way to end a game.

OTHER

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