Quiz Show Board Game Facilitator's Instruction

OVERVIEW

The TGI Quiz Show Board Game is a training tool designed to use your training questions. Players or teams move around the board landing on the Question squares and trying to avoid the Lightning Bolt squares (these pop-up fun exercises or learning activities that you can customize to your own organization). When you land on the Lightning bolt you or your team need to answer a question (choice of category), and perform the action exercise. 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. Note: We've developed some great game rules, however you may want to get creative and change our rules to better fit your program.

Objective

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

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

To Begin

1. The game facilitator states how long the game will be played. Players or teams select their representative color marker.

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

3. When you press the Start Turn button the computer will select the player or team that is up and roll the die. Then each player/team will rotate in turn as you press Start Turn to roll the die.

Moving Around the Board

1. Move only clockwise around the board.

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

<u>Scoring</u>

1. You must always answer the question correctly to score points on ANY square you land on. After rolling the die, advance your marker an equal number of squares. If you land on a color square, press the Question button to select a question. If you have setup categories, then use the colored squares to determine which category/question is selected. If all color squares in a category are used, then you can choose from the remaining color squares. When you have answered a question correctly, you will receive 10, 20, or 30 points, randomly selected by the game.

2. Each time you or your team passes 'Go' you're awarded an additional 10 points to your score. Manually enter these on the scoreboard. Scores are posted to the scoreboard after each turn.

<u>Lightning Bolts</u>

1. Players or teams must perform a "Bolt Action" exercise after landing on a square with a lightning bolt on it. Answer the question first and then immediately do the "Bolt". (Player or team can choose a question from any remaining category). When you have answered a question correctly, you will receive 10, 20, or 30 points, randomly selected by the game.

2. Note: A CHANGE button is provided on the Bolt pop-up in the event the player or team cannot, for ANY reason, perform the particular exercise.

3. Occasionally your dice roll may result in a random pop-up requiring you to answer a question and perform a "Bolt Action" exercise. In this instance, disregard the die roll, move the marker to the next lightning bolt on the board, answer the question and do the "Bolt Action" exercise.

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. Delete team names from setup for fewer players/teams.
- 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.
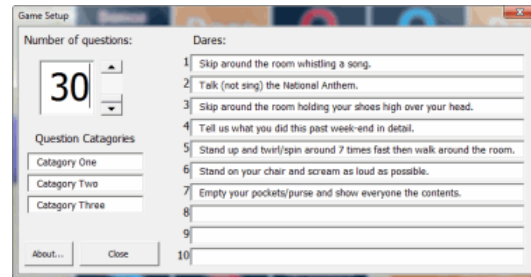
SETUP

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.
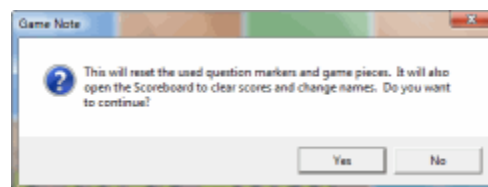
2. The Game Setup screen allows you to limit the number of questions that appear in the game. Note: Always enter your questions beginning with Question 1. Leave no empty question slides until you are done.

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 "Bolts Action" exercises to be included in the game. Enter from top to bottom. These can be fun exercises or program learning activities.

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.
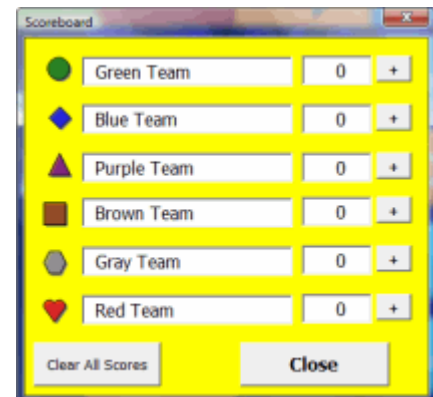

STARTUP SLIDE

Pressing F5 starts the game in slideshow mode and the Game Main 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 (appear within the game itself)

Click the RULES button on the Quiz Show 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.
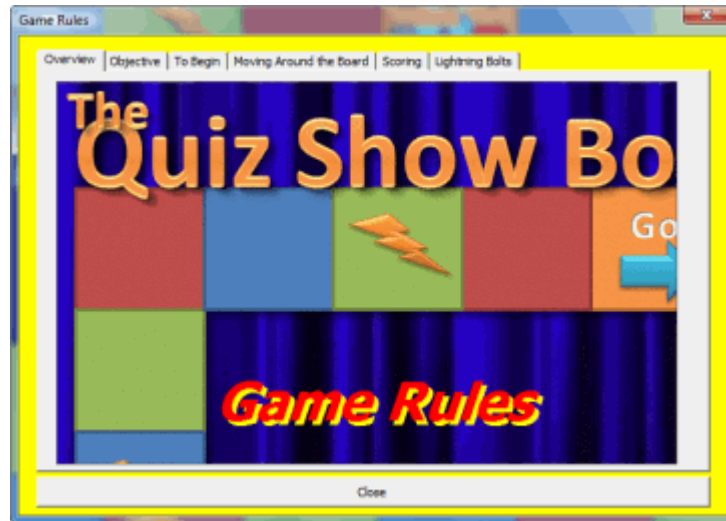
GAME BOARD

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

- Three different colored squares and lightning bolt squares.

- If you pass the 'Go' square you get to manually add 10 points to your score.

This board also contains seven operational buttons which include:

- Setup – Select number of game questions; edit lightning bolt exercises and categories.
- Rules – Opens the rules tabs as mentioned above.
- Start Turn – Displays the player up and 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 questions in 3 categories).
- Lightning Bolt button – Opens a pop-up which contains a random "Bolt Action" exercise.
- Scoreboard – Displays the game scoreboard.

SCOREBOARD

Enter a player or team name to activate the player game piece. Press the small + button to manually add to a players score (i.e. – When player/team passes go). You can also directly edit names and scores on the scoreboard pop-up. When a question is delivered, the scoring is completely automatic and does not need to be entered manually on the scoreboard. Note: The ability to manually award points was intentionally created, so that the facilitator might modify rules and/or award points for other game events.
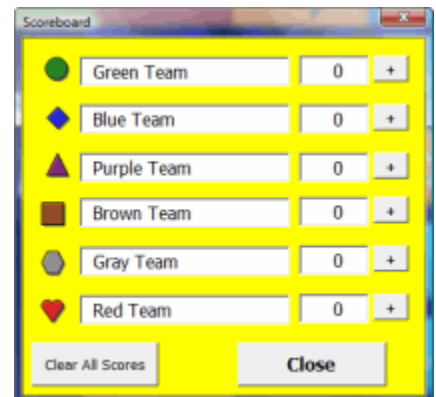
LIGHTNING BOLTS

When the Lightning Bolt button is pressed, this pop-up appears displaying a random action. This exercise must be performed by the team or player. A change button is provided for situations where the player/team is not able to comply. These activities are editable in the setup. The facilitator may choose to enter fun activities customized to the organization or participants as well as educational activities to enhance participant learning. Have fun entering "Bolts" relating specifically to the organization and players.
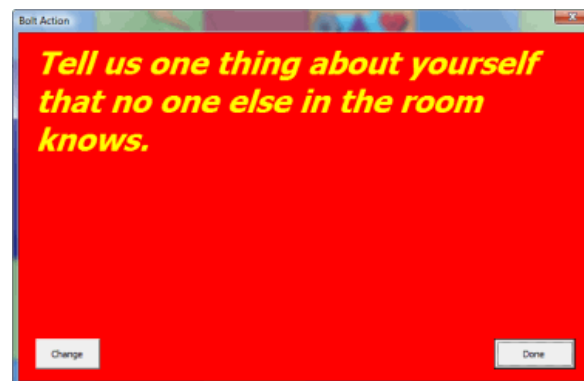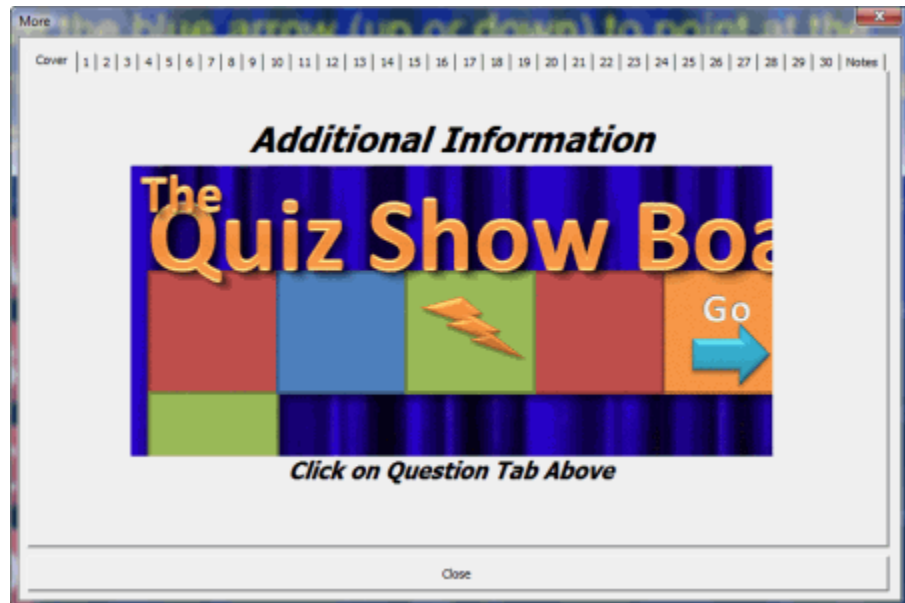
QUESTION SLIDES
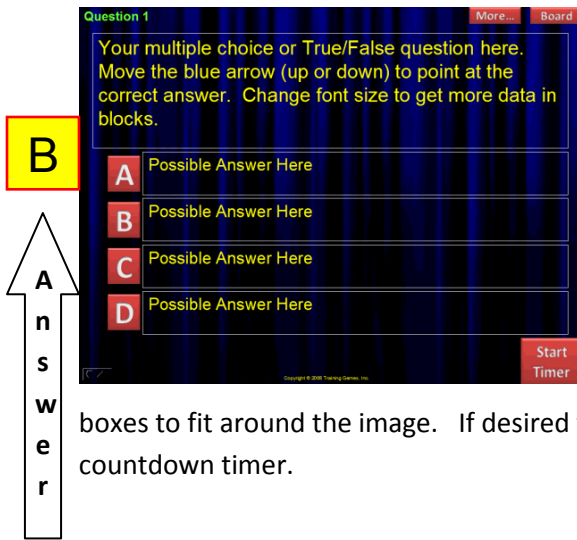
The TGI Quiz Show Board Game contains 30 question slides. On each you will enter your multiple choice or true/false questions. If you have more text then will fit into the textboxes simply adjust the font size. If you are inputing a true/false question, you can delete the C and/or D buttons and corresponding textbox. IMPORTANT: Enter the correct A,B,C or D answer in the yellow box adjacent to the slide. When an answer is selected, a textbox will slide across the bottom of the screen displaying the correct answer. 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 any single question in the game. 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 is provided and can be found by pressing the MORE button on a question slide. Use the Notes Tab to enter class follow up notes or questions.

OTHER NOTES

We have developed some great rules for playing the TGI Quiz Show 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.