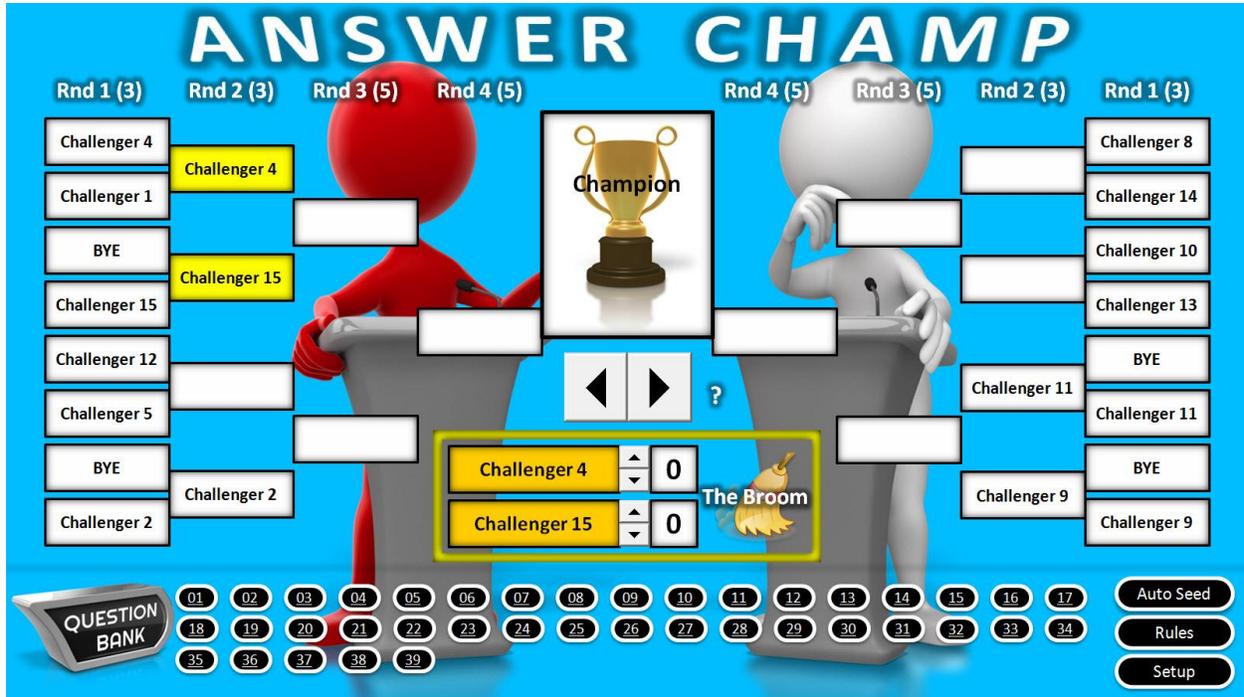


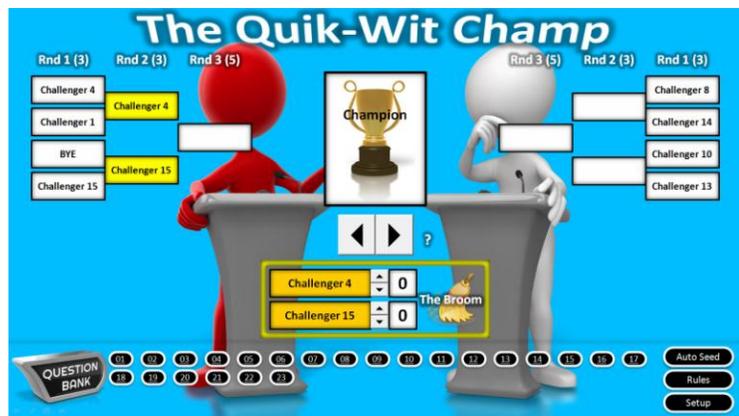
THE ANSWER CHAMP GAME HELP

MAIN GAME BOARD – PLAYOFF GRID



The Answer Champ Game is a fantastic and fun way to review classroom questions for any teaching or training program. Challengers (class participants) compete by answering questions in a series of rounds; all trying to advance to the final round and the championship position.

The game can be played by single players or teams. Let's begin explaining the game features found on the (4) round - 16 position playoff grid you see pictured above. Note: You can also configure a game using a (3) round - 8 position playoff grid (shown right), however we'll be referencing the 16 position grid here.



You'll notice that under Round 1, there are 8 name boxes (ref. the 16 position grid) on the right side and 8 boxes on the left side. 16 players or teams will be competing in 8 match ups, each trying to move up to the next level. Round 1 is shown as Rnd 1 (3). Rnd 1 signifies it is the first round, and the second numeral (3) indicates the number of questions to be asked in the round itself. This can be changed in the game Setup as you'll later see. Also notice we've edited the game name in the 8 position graphic (the Quik-Wit Champ). **IMPORTANT:** We always recommend when developing a new game, you use the "SAVE AS" command to save the file under a different name than the original. In this way, of course, all original features of the game remain unchanged and available for you. Files are to be saved as PPTMs (Macro-Enabled).



Two large arrow buttons appear under the Championship Cup graphic on the main grid. These move you from match to match in sequence through the playoff grid. When you click the right side arrow, the next match up in the competition is highlighted (in yellow) and these player/team names appear as well in the gold box below the arrows as shown in the screen shot on the left.

Another click on right side arrow will move you to the next match up in the competition. Clicking the large arrow button on the left will allow you to move back to previously played matches.

You'll notice that the number of questions shown on each of the playoff grids above is different. In the Setup you'll be able to use the Question Calculator to set the number of questions you want to include in each round and in your game overall.

Let's take a look at a question screen and show you how to enter questions into your game!

6

In the Roy Rogers -Dale Evans Museum, you will find Roy and Dales stuffed horses. Roy's horse was named Trigger, which was Dales horse?

- A. Buttermilk.
- B. Sojourner.
- C. Silver.
- D. Nellie Belle.



Answer

Home

We've typed in a fun trivia question; you'll of course, want to add key questions from your learning program. Adding a question is as simple as editing a PowerPoint slide and in fact is exactly what you'll do to enter a question. Just click on the question text and start typing. You'll be able to add open-

ended, multiple choice and true/false questions into your game. We've also added a graphic to this question as you can see, and each question is clearly numbered and references that same number on the main grid. Keep in mind that because you are using PowerPoint you can save the file (as a PPTM) and create an entirely new game (with entirely new questions) for other training programs. When you click the "Answer" button, the correct answer appears (shown below):

6

In the Roy Rogers -Dale Evans Museum, you will find Roy and Dales stuffed horses. Roy's horse was named Trigger, which was Dales horse?

- A. Buttermilk.
- B. Sojourner.
- C. Silver.
- D. Nellie Belle.



A is Correct, Buttermilk - (1941-1972) was a buckskin Quarter Horse. He appeared in numerous Western films with his owner/rider, cowgirl star Dale Evans.

Answer

Home

You'll note we've included a bit of additional information in the answer box, allowing you to expound on the question itself. Also the background color you choose in the Setup will cascade through all of the question slides. Click the "Home" button to return to the main playoff grid.

As mentioned previously, because this game has been developed for you in PowerPoint, you'll be able to create a game with questions for one learning program, then after saving the file, design many additional games for other learning programs.

Playing the Game

In general, after moving to your first match up position, two players or teams will vie to answer the question you'll now introduce by clicking on one of the black question buttons. The player or team that responds first gets to answer the question. This might be determined by the first player to raise their hand, sound a noise maker that you've provided, or slam a wireless buzzer device. If they answer correctly, in rounds with just one question, they advance (click on name box itself to advance team/player) to the next round. In rounds in which the winner is determined by answering 2 of 3 or 3 of 5 questions, each correct answer can be recorded by clicking on the up arrow adjacent to the player/team name in the gold box. The scoring numbers range from 0 - 5 and can be increased/decreased using these up/down arrows. This feature will help you to keep track of the number a questions correct for that player/team for each match up (with 3 – 5 questions).

Challenger 13	▲ ▼	1
Challenger 15	▲ ▼	3

Matches, and rounds continue until one team or player becomes the Answer Champ.

Buzzer Systems

There are many different buzzer systems on the market, all designed to let you know which team or player got in first. Some systems simply make different sounds or light up with a particular color. These are relatively inexpensive systems to purchase. Other buzzer systems offer a “Lock-Out” feature, which means once a player activates their buzzer; no other player can buzz in. These are helpful in a game like the Answer Champ, because with other systems it is, at times, difficult to actually determine who “got in first”.

We sell and recommend the systems which are shown below.

The Who’s First Wireless Buzzer System

This stand-alone game show buzzer system will add excitement and real time action to your training game. Who’s First™ works with all Training Game products and allows 6 teams or 6 individuals to buzz in to answer questions from a distance up to 50 feet. The colorful tower light flashes to indicate the first respondent, while the light corresponding to the second place team or individual will simply be solid.



The Me First Wireless Buzzer System

Add some fun and interactivity to training! Participants can buzz in to answer training questions using these personal answer domes (“P.A.D.s”). The Me First buzzer system has a range of 80 feet, is easy to use and is very portable. P.A.D.s blink green to signal who buzzed in first. A buzzer sound on the facilitator’s remote can be turned on or off. Buzzers also power off automatically after 20 minutes of non-use. The Facilitator remote unit now has RIGHT or WRONG buzzer sounds to give immediate feedback to participants, which can be turned on and off). The product is available in 4 and 12 participant pad systems. Read more and watch videos on both these systems at www.training-games.com. These systems also available from www.TrainersWarehouse.com. Let’s move on now to show you how to set up a new game.



In addition there are phone apps you can download for free that work as “first In” buzzers.

SETUP HELP

The Setup screen has been designed to help you quickly configure your players and teams into the 8 or 16 player Answer Champ playoff grid.

BYEs	Single Players	Teams of 2	Teams of 3
1	-	15	-
0	2	14	-

Begin by dragging the slider bar to input the number of total class participants playing the game. You can also click on the small end arrows to increase/decrease the number of players by one.

Two possible grid configurations

Once you've entered your total number of challengers (class participants) the Setup automatically calculates the possible grid configurations for both the large 16 position grid and the small 8 position grid (Large 16 position grid plays up to 16 teams or 16 individual players - Small 8 position grid plays up to 8 teams or 8 individual players).

The suggested grid configurations may be for games played with equal teams (meaning the same number of players, from 1 to 3) on each team, or grid configurations played with mixed player/teams. An example of mixed teams would be 5 teams of 2 players each and 7 teams with 3 players each, for a total of 31 players in the game. When a numerical calculation is not available for the 8 or 16 position playoff grid using either equal or mixed teams, the selection boxes appear grayed out (shown above).

In most instances, if you want to play with an equal number of players on each team, you'll need to play the game using Byes. A player/team draws a Bye when, in Round One of the competition, they are not matched against an opposing player or team, and consequently get to advance to the next round without having to answer any questions. The game allows you to randomly select who'll get a Bye using the Auto Seed button on the main screen. This adds a bit of chance into the game.

Auto Seed

Next you'll choose from the available grid configurations offered in the "Choose Configuration" section by clicking on one of the available radio buttons adjacent to that selection.

Possible Grid Configuration offered includes:

- Small Grid (8) using Equal Player/Teams
- Small Grid (8) using Mixed Player/Teams
- Large Grid (16) using Equal Player/Teams
- Large Grid (16) using Mixed Player/Teams

Adjacent to each of the above selections you'll see the number of Byes (0 – 4), the number of single players, teams of 2 and teams of 3 needed for that configuration.

For example, one selection for 24 players would look like this:

<u>Grid Configuration</u>	<u>Byes</u>	<u>Single Players</u>	<u>Teams of 2</u>	<u>Teams of 3</u>
Large Grid (16) using Equal Player/Teams	4	0	12	0

You'll likely chose this configuration if you did not want to have teams with unequal or mixed players, and did not object to offering 4 of the 12 teams a Bye in the first round of play.

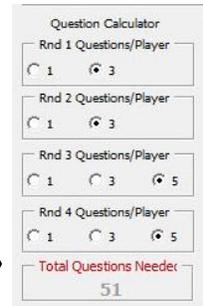
**Set
Byes and
add
names**

After selecting your grid configuration, click either the "Set Byes and Enter Custom Names" or "Set Byes with Default Names" button. In most instances you'll want to enter the actual names of the teams or individual players (custom names). The "Set Byes and Enter Custom Names" places the word "Bye" in the appropriate number of boxes and leaves blank all other boxes in the "Player/Team Names" section. Now you are ready to type in the actual player/team names. You can of course simply use the default names as well (shown right) by clicking "Set Byes with Default Names" (Challenger 1, Challenger 2 etc.).

For your convenience, a third button labeled "Set Byes Only" is available to use if you have already typed in custom names, but decide to change or use a different grid configuration. For example, if for some reason, not all the class participants show up for your class and you now have to use another grid configuration designed for fewer players. The "Set Byes Only" button will place the number of Byes needed for the new configuration in the "Player/Team Names" section, without erasing the custom names you've already typed in the boxes. Note: it is possible that this action might replace a name or

two that you wanted to keep. In this case, you will have to replace some of the other names with the names erased. Do not replace any of the BYE's.

Using the Question Calculator you can determine how many questions the challengers (participants) need to answer in order to advance to the next round (1 or 3 questions in rounds 1 & 2, and 1, 3, or 5 questions in rounds 3 or 4). Note: The small grid (8) allows for a total of 3 rounds in the game, and the large grid (16) allows for 4 rounds. The total number of questions in your game is automatically calculated based on the number of questions you select per round and shown in the "Total Questions Needed" box at the bottom of the question calculator.



Question Calculator

Rnd 1 Questions/Player
 1 3

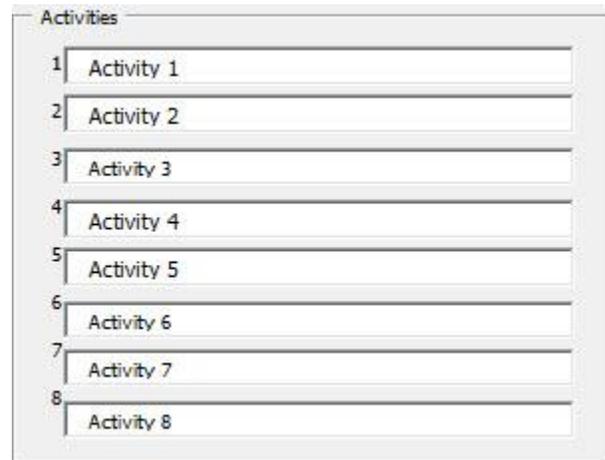
Rnd 2 Questions/Player
 1 3

Rnd 3 Questions/Player
 1 3 5

Rnd 4 Questions/Player
 1 3 5

Total Questions Needed
51

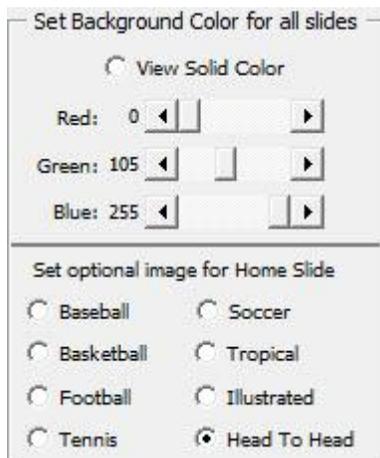
The Activities sections allows you to enter learning or fun challenges for a player or players to perform if they fail to get ANY of the questions correct out of 3 or 5. In other words, their opponent has swept the board in this match up contest. The "Broom" button on the playoff grid randomly selects and displays one of the 8 activities you've entered in the Setup.



Activities

- Activity 1
- Activity 2
- Activity 3
- Activity 4
- Activity 5
- Activity 6
- Activity 7
- Activity 8

The "Set Background Color for all slides" section allows you to change the background color on the playoff grid as well as the question slides. Begin by clicking "View Solid Color", and then use the slider arrows to create a custom color background. You can also select a graphical background image for the playoff grid itself (click appropriate radio button to select).



Set Background Color for all slides

View Solid Color

Red: 0

Green: 105

Blue: 255

Set optional image for Home Slide

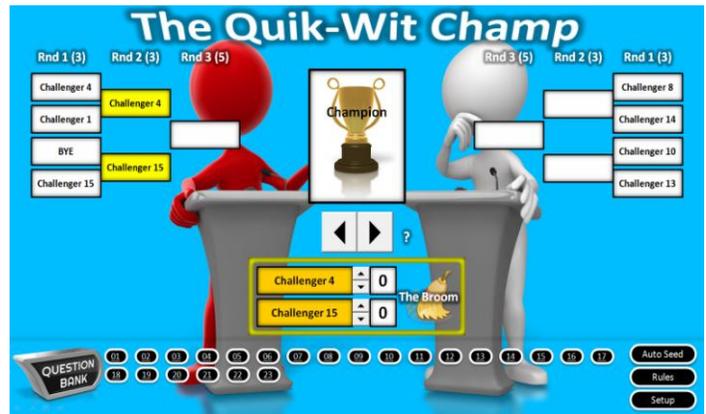
Baseball Soccer

Basketball Tropical

Football Illustrated

Tennis Head To Head

Below are screen shots of some of the other graphical backgrounds you can select for the main playoff grid.



For other questions please contact support@Training-Games.com and thank you for purchasing our products.