

PowerPoint 8-Pack Quiz Shows Volume 2 Help

OVERVIEW

The PowerPoint 8-Pack Quiz Shows Volume 2 contains eight PowerPoint Quiz Show training games. As a bonus, we also have provided you with a free game which can be an icebreaker or an intro to the “Mazing” Race Quiz Show game. These games are tested to work on all PowerPoint versions 2002 and above. Games included are:

1. Global InJeopardy Quiz Show – A Jeopardy style game with “out of this world” graphics.
 2. Money Taxi Quiz Show – A Cash Cab style game for a single player or team.
 3. Pyramid of the Sun Quiz Show – Answer questions correctly to build Egyptian pyramids.
 4. Truth or Consequences Vacation Quiz Show – Answer questions correctly or you must perform a consequence. A lot of fun and participative activity.
 5. TV Quiz Show Game – Guess bonus words for additional points to help with this exciting game.
 6. Make A Deal Quiz Show – Ready to find out what’s behind curtain #2. Players and teams answer your training questions then get ready to make a deal!
 7. Mazing Race Quiz Show – Answering your training questions correctly gives teams or players an opportunity to amass points by running the maze. The further you get, the more points you receive.
 8. Wheel of Fame & Fortune Quiz Show –Spin to see the points you’re playing for. Answer the question correctly and you’ll have an opportunity to solve the word puzzle. “I’ll take the letter E, Vanna.”
- Mazing Race game – A free computer mouse game where contestants can play to see how far they can move through the maze within the allotted time.

HYPERLINKS AND CUSTOM ANIMATION

These games take advantage of hyperlinks to move between slides or perform other special functions. Do not delete any buttons as this may negatively affect the functionality of the games. Games are played in their entirety in PowerPoint presentation or slide show mode, exiting slideshow mode will reset all the Custom Animation and links. This will reset the current scores, questions used and any other Custom Animations found in the game.

GENERAL EDITING

These files are not protected and are designed to be edited as needed. ***Always work from a copy of the original game so any changes or edits can be easily fixed by starting again from the original game file.***

COMMON FEATURES

All of these games have some common features in them. They are:

1. Introduction. This is an animated introduction with background music. It is designed to allow your program to begin with a bang, and tells all participating to get ready to have some FUN!
2. Icebreaker. This is an optional icebreaker which can be used to introduce the players.
3. Finale. Let's celebrate with some music and animation at the end of your program. Images can be edited, personalized and customized.
4. Prize Selector. The optional PS button lets your winners choose a prize from 3 hidden choices. You, of course, can edit our suggested prizes.
5. Questions. Most questions are multiple-choice but may also be quickly modified to become True/False questions. Enter your own training program questions on these slides. There are 20 questions per game.
6. Additional Information or Exercises. These optional slides allow you to enter additional information about your question topic or run a short exercise to support the question. Using these slides allows you to expound on the question, and to present new information to your group as you play the game. Here are some screen shots and notes about each of the individual games.

HOW THE GAMES WORK

Below are sample game screens from various games to demonstrate how the different game features work. **Not every game has all the features listed below.**

Below the general instructions you'll find specific instructions related to each game in Volume Two.

HOME SLIDE



All games will have a Home slide to get things started. Typically you'll return to the Home slide to post scores for each question.

Here you'll edit game title and topic boxes for each question category.

Buttons at the bottom of the screen will take you to the game's rules/ instructions, the final round question and the games musical/animated finale. After a question is used the button will become shaded, however it will still work to take you back

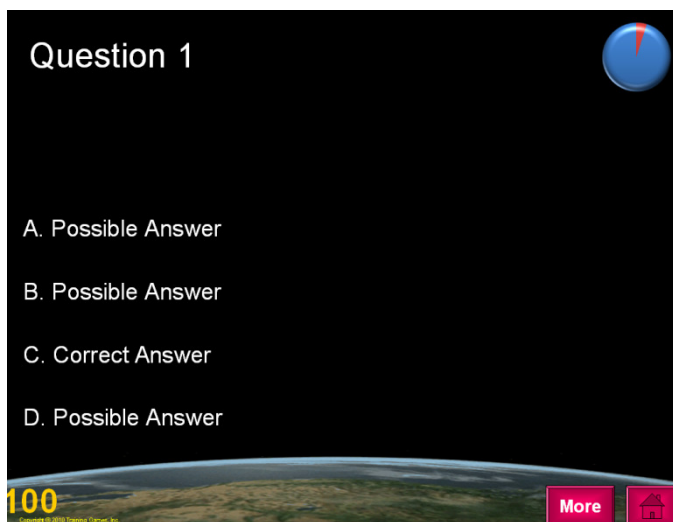
to the question if needed. Remember to keep the game in slide show mode while playing. Moving into edit mode will reset the question buttons and scoring.

Most scoreboards will use custom animation to keep score and appear at the top of the screen as in the above example. Click through the 0 to 9 sequence to record points, and click back around the sequence if you've click passed the number you initially wanted.

Caution: Exiting slideshow mode will reset all of the scores.

Before playing, don't forget to enter your team or players' names on this slide. It's quick and easy to do, so you can even allow teams to come up with their own team names and simply type them in.

QUESTION SLIDES



An optional 30 second timer starts (top right corner of the slide) as each question appears to help move the game along.

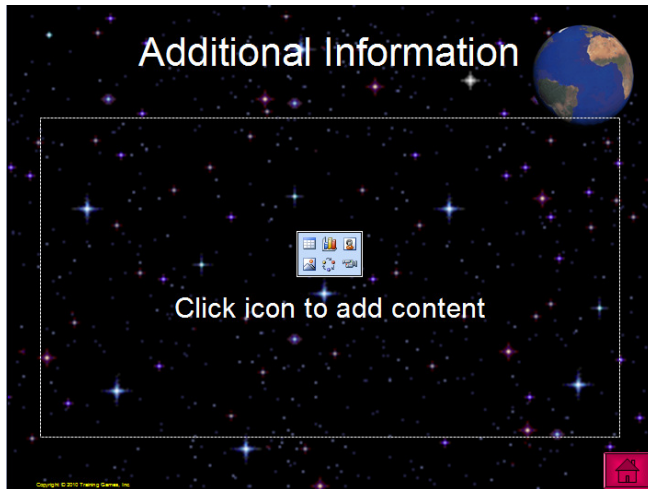
Click and type to enter questions, correct and incorrect answers on each slide. TIP: Click on text 3X in rapid succession to identify all the text in the text box and begin typing. Note: correct answer positions vary from slide to slide and may be edited, or repositioned if you prefer.

It is also possible to change the question format to a True/False or open-ended question by deleting (3) possible answer boxes and leaving a True/False or Correct/Incorrect alternative.



Here is an example of a format changed to a True/False question. This same format can be used for an open-ended question by changing the True/False to Correct/Incorrect and placing the correct answer on the More slide.

INFORMATION AND EXERCISE SLIDES



Most of the games provide “MORE” buttons on each question slide. The Information button moves to a slide (Shown left) designed to provide the trainer with an area in which they can expound on the current question or to introduce a participative exercise. 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.

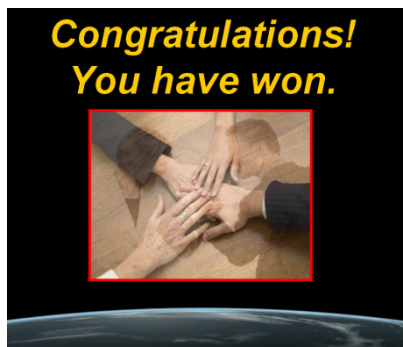
Click the “Home” button to return to the Home slide, post scores, and continue the game.

ICE BREAKER SLIDE



Several of the games have a built in ice breaker which can be used at the beginning of a game or meeting. See the instructions on each ice breaker for how they work.

FINALE SLIDES



Clicking on the “FINALE” button from the Home slide will show a short congratulations slide with music and animations. These animation may also be customized with graphics from your own organization.

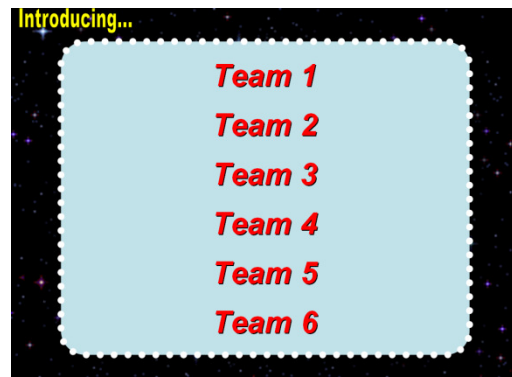
PRIZE SLIDES



Most games provide a means to award prizes at the end of a game. Trainers can edit and enter their own prizes allowing game winners to choose a prize randomly (3 Prize Text boxes available). Prizes, depending on your budget, can be of high value or simply whimsical in nature, such as a longer coffee/lunch break or applause from the opposing team/s.

GAME INTROS

Most of the games have a flashy intro to begin your program with “BANG” and get everyone excited. Don’t forget to enter the team or players’ names on these slides as well. Intros consist of animation and lively music. Again the Intro animations may be customized, using images from your own organization.



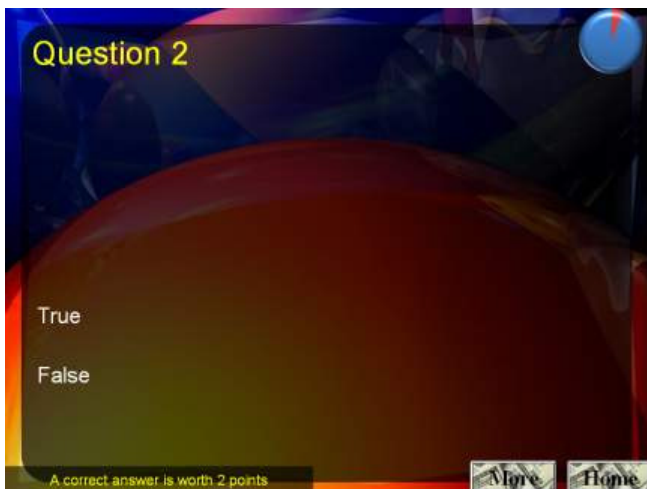
INDIVIDUAL GAME SCREENS AND DESCRIPTIONS

MAKE A DEAL QUIZ SHOW



This game has 3 different types of questions types in it: True/False, Multiple Choice and Open Ended questions. In general, True/False are the easiest type of questions to answer, followed by Multiple-Choice, with Open Ended questions perhaps being the most difficult. Allowing the players a choice of question type adds another level of complexity to the game.

For the Open Ended questions an Answer button on the bottom of the slide reveals the correct answer. For True/False and MC questions simply click on your answer selection (shown below) to determine if your answer is correct or incorrect.



If a question is answered correctly, the player or team is awarded two points. However, pressing the “Make A Deal” button on the Home/scoreboard screen will allow the team or player to deal for an even higher point award.



Again, a correct answer earns the player 2 points automatically. The Make A Deal slide allows them to trade their 2 points for as many as 4 points by choosing the right curtain or the box. The host can really have some fun “hamming up the action” here. A caution to your teams and players however, there is a chance they will lose a point if they pick the wrong curtain or box.

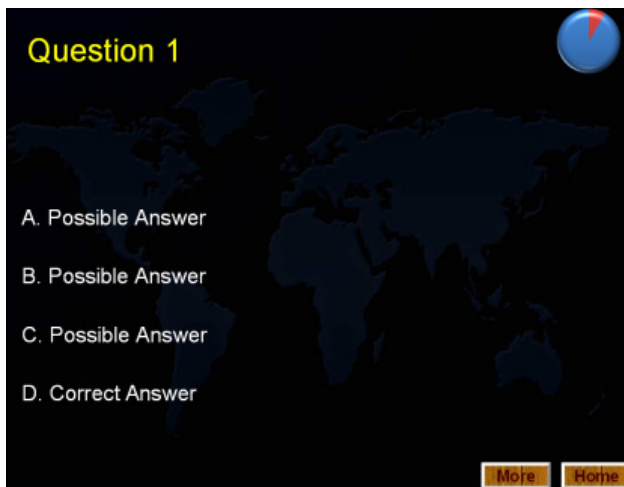
MAZING RACE QUIZ SHOW



The scoreboard on the “mazing” race game is found across the top of the Home slide. Each of the 20 world pictures represents a question. Click on one to reveal a question. (Note: as in previous games questions can be selected randomly or used in sequence. Generally speaking the question sequence (1 to 20) zig zags across the world beginning on the top left question in North America (Question #1) to the 20th question located in Australia.

Used questions will become transparent once clicked on but you can still click on the faded image to revisit a used question. If a team or player answers their question

correctly, they will get an opportunity to run the Mazing Race (“Run Maze Race” button on Home screen) and determine how many points they will be awarded.



Players will need convenient access to a mouse device when attempting the mazing race. A wireless mouse is recommended. You may consider using more than one mouse as well. This part of the game is great fun as teams cheer on their mouse mazing appointee. It’s also recommended that teams select ahead of time, the order in which each player will attempt the maze for points. Remember, it is always good to have participants engage and to get up and move around a bit. It is not only fun, but helpful in the learning process to keep you participants interacting and focused. According to John Medina, (“Brain Rules”) a classroom, in which people are sedentary for long periods of time, is indeed, NOT the best environment for our brains to learn in.



A player clicks the Start button to start the timer. They have 35 seconds to get as far as they can along the WHITE path. The race ends when a buzzer sounds. A buzzer will sound if you move the mouse off of the white path, touch a moving obstacle or the timer expires. Your points (1 – 6) are determined by how far along the maze you get before hearing a buzzer.

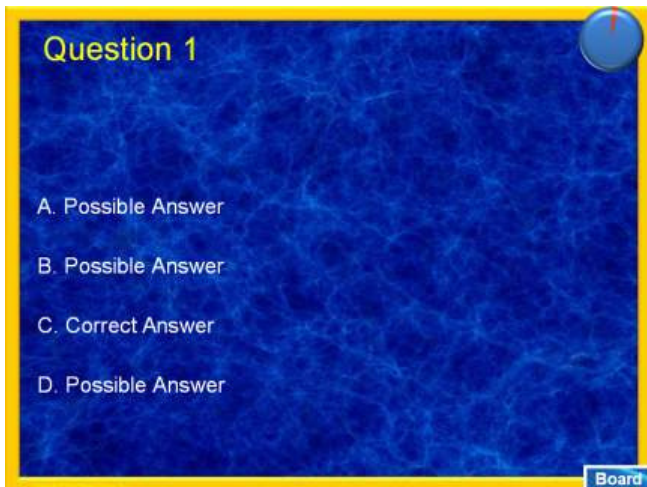
Let the group have access to the game, or use the free game provided in this 8-pack prior to the start of the meeting or on breaks. Allow your training participants to try their luck in the Mazing Race. It is a great way to build excitement before the game itself begins.

WHEEL OF FAME & FORTUNE QUIZ SHOW

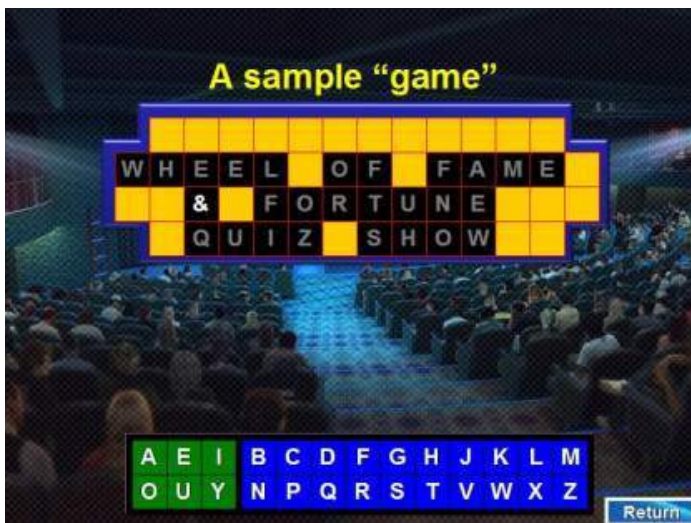


Spin the wheel to see how many points players/teams are playing for. (Note: After the first 10 questions, press the Values button (top right) to increase the wheel's point values for the 2nd half of your game.

The Puzzle "Board" button is located on the bottom of the question screen (shown below). Advance to the puzzle board. Teams/players get to try to solve the puzzle if they answered their training question correctly. If not simply return "Home" for the next teams turn. Each correct answer allows you to choose and reveal a consonant (letter) you believe to be within the puzzle and then players/teams get one opportunity to guess the puzzle.

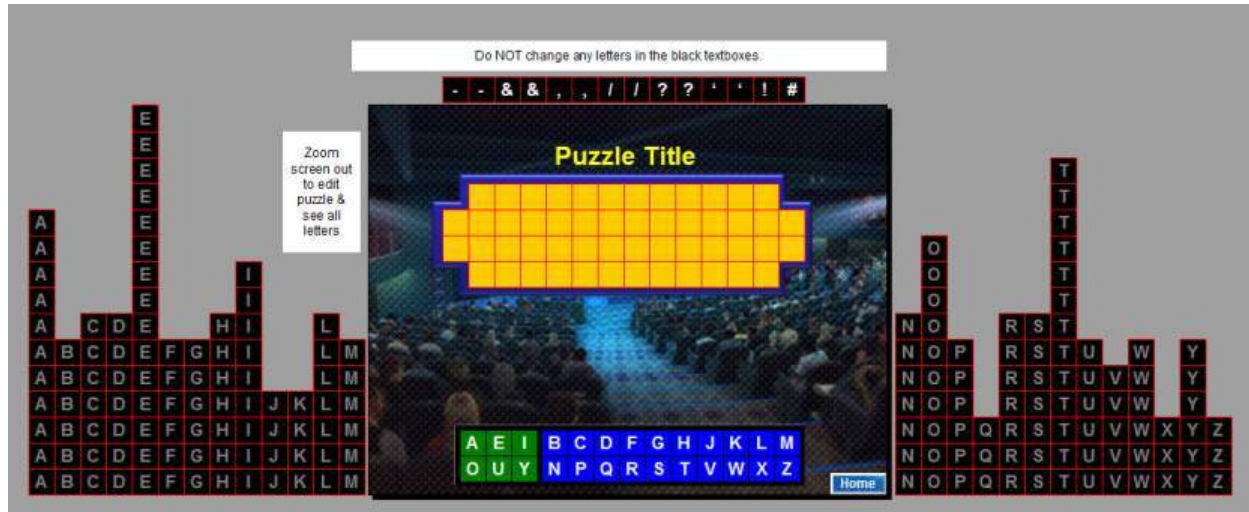


Players/teams may also elect to buy a (1) vowel with their current points prior to guessing at the puzzle on their respective turns. Vowels cost 4 points.



The puzzles are editable so you create your own phrases. These of course, can be key statements from your training program, famous quotes, or "just for fun" sentences.

When you are on this slide, pressing one of the letters at the bottom of the slide will reveal of ALL of those same letters found within the puzzle. For example, a team may select the letter F, and it will appear in 2 squares if we were playing the sample game puzzle shown here (puzzle building instruction below). Scoring Points: A correct answer gets the points on the wheel. Each letter that is revealed on the puzzle gets you one additional point. The team or player that solves the puzzle receives an additional 6 points.



On one of the puzzle slides (in edit mode), change the zoom to show all of the letters above. Do NOT edit any of the letters in the textboxes. Develop your phrase and simply drag the black letter boxes on to the yellow grid. Position the black textboxes directly over the appropriate yellow box on the grid. You can also place any of the symbols on the top in your phrase if needed. When complete, you can delete any of the black textboxes not in the puzzle if desired, however it is not essential that you do so.

When placed in PowerPoint slide show or presentation mode, the boxes will appear blank as shown above, until the letters at the bottom are clicked on. Again all instances of the letters selected will be revealed. (Note: Symbols like question marks and ampersands appear immediately when the puzzle is first shown in slideshow mode). If the first puzzle is solved before all questions have been played, move to puzzle #2 and continue playing the game.

Global InJeopardy Quiz Show



Everyone loves to play Jeopardy! The Global Jeopardy Game contains great graphics depicting the Earth from Space!

Add your game title, team names, and category question topics to the HOME slide.

Players select questions from each category of various values. Question range from easy to hard. Once a value has been clicked on, it will partially disappear (to indicate the question has already been selected) but can still be clicked on to revisit a question if needed. Players/teams wager their earned points on the Final Round question to win!

Money Taxi Quiz Show



This is a single player or a single team game (perhaps the entire class).

On the Home slide, click on one of the red buttons across the top of the screen to reveal a question. After a question has been answered, return to the Home slide to press the “Wrong” button to show a strike (X) or the correct button to advance the taxi through the city.

The game’s objective is to make it all the way to the Empire State Building before getting 3 X’s. Press the Finale button for a fun ending.

Pyramid of the Sun Quiz Show



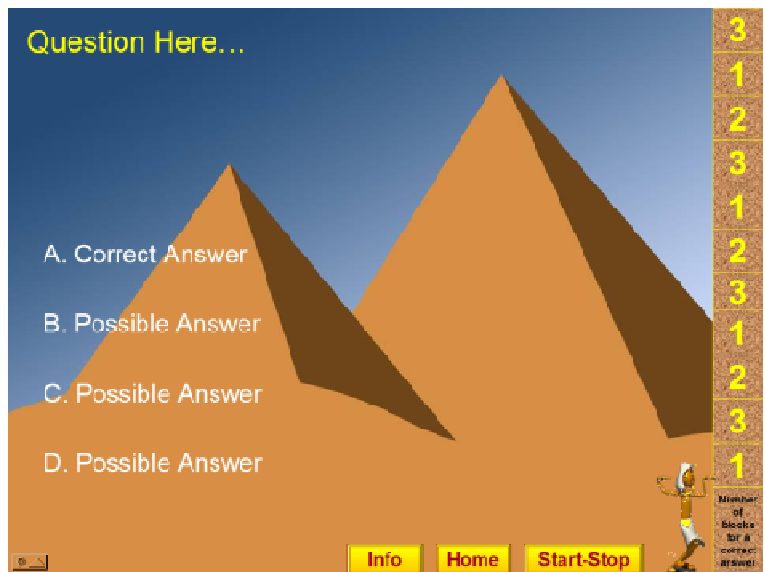
The Home slide is also the Scoreboard.

If you answer a question correctly, your team gets to add blocks to their pyramid. When the Sun appears over your pyramid (shown in the center of the slide), the pyramid is complete and you/your team get to record a completed pyramid by pressing the “>” button. The “B” buttons add blocks to your pyramid.

Clicking the Yellow buttons across the top of the slide will reveal the questions (24).

After you’ve answered a question correctly, press the Start-Stop button on the question slide to indicate how many pyramid blocks you get to add to your pyramid.

Note: the pointer is the little Egyptian’s hand (shown right bottom of the adjacent slide).



Truth or Consequences Vacation Quiz Show

Difficulty Selector						Start/Stop
Easy 1	Easy 5	Med 1	Med 5	Hard 1	Hard 5	
Easy 2	Easy 6	Med 2	Med 6	Hard 2	Hard 6	
Easy 3	Easy 7	Med 3	Med 7	Hard 3	Hard 7	
Easy 4	Easy 8	Med 4	Med 8	Hard 4	Hard 8	
1 point		2 Points		3 Points		

Team 1 Name: 4
 Team 2 Name: 8
 Team 3 Name: 11
 Team 4 Name: 6
 Team 5 Name:
 Team 6 Name:
 Finale

This game features Easy, Medium and Hard questions. Click the Start/Stop button twice to select a level (Once to start and again to stop). Show the first question in this level by clicking on it or let a team select a question from this level. Used questions will show a different color text.

The scoreboard is on the right hand side. Click on a button to change the score.

30 Second Timer

Question Easy 8 Here...

Answer Here...

Truth or Consequences IF ANSWER IS	
RIGHT	WRONG
1 add'l point	Teach the group a skill you know
2 add'l points	Name 3 good traits you possess
1 add'l point	Give someone two sincere compliments
1 add'l point	Tell a clean joke
2 add'l points	Say (don't sing) our national anthem
3 add'l points	Do your best impersonation
1 add'l point	A Passion of mine is ... (2 Min. Speech)
2 add'l points	Tell us about your favorite movie/book
1 add'l point	Start an argument with someone
2 add'l points	Create a 4 line poem

Show Answer Start/Stop Info Home

Before answering the question, click the Start/Stop button twice to show your bonus points when a question is answered correctly or the consequence which must be performed if the question is answered incorrectly. Each question in the game visits a beautiful vacation destination.

An optional timer is available across the top of the question.

TV Quiz Show Game



This game features three categories. Click on a Red dot to reveal a question. Once used, the Red dot will turn Black.

When you return to this slide after a question, the slide will automatically reveal letters in the Bonus Words area. If you answered the question correctly, you get to try to guess one of the words. A correct guess is awarded bonus points.

Edit the Rules slide to show the points for categories and bonuses.

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.