

PowerPoint TV Sports Quiz Show Games Help

OVERVIEW

The PowerPoint TV Sports Quiz Show Games contains four PowerPoint training games. These games are tested to work on all PowerPoint versions 2002 and above. Games included are:

1. Football – A unique Football training game in which two teams attempt to answer your training questions as they move down the field. Game rules are included in each of these games.
2. Baseball – Teams swing for singles, doubles, triples and homers as they try to answer your training questions and their players around the bases to score.
3. Golf – Four teams play on a 3-hole golf course. When they answer the training question correctly they get to play the course.
4. Auto Racing – Answer questions correctly to move your car closer to the finish line.

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. Close and restart a game to reset the hyperlinks OR exit slideshow mode to reset the custom animations.

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 any changes or edits can be easily fixed by starting again from the original game file.

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.**

WHEN FIRST OPENING UP THE GAME

Buttons at the bottom of the screen will take you right into the game or alternatively to an Icebreaker, provided to allow participants a fun means to introduce themselves (Sample icebreaker pictured below).



Introduce you & your neighbor	Say, don't sing, our National Anthem	The best & worst shows on TV are ... & WHY	Pick someone and teach them a skill you possess	Introduce your neighbor in rhyme	Tell 2 true and 1 false thing about yourself
Teach us to cook or build something					Tell us about your last vacation
Describe your worst job ever					Tell us about your pet
Do your best impression					With ALL eyes closed describe a wonderful scene
If I had three wishes ...	Describe yourself using words that begin with your initials	Tell us about your HERO	Tell us 3 unknown things about yourself	Show and Tell Use contents of your pockets or purse	Tell us your best clean joke
	Start/Stop		Start Game		

Next teams or player names are displayed, and finally a RULES slide appears (Allowing you to review game rules with your audience. Rules slide is completely editable).

Introducing:

Red Team
Player Names

Blue Team
Player Names



Game Rules

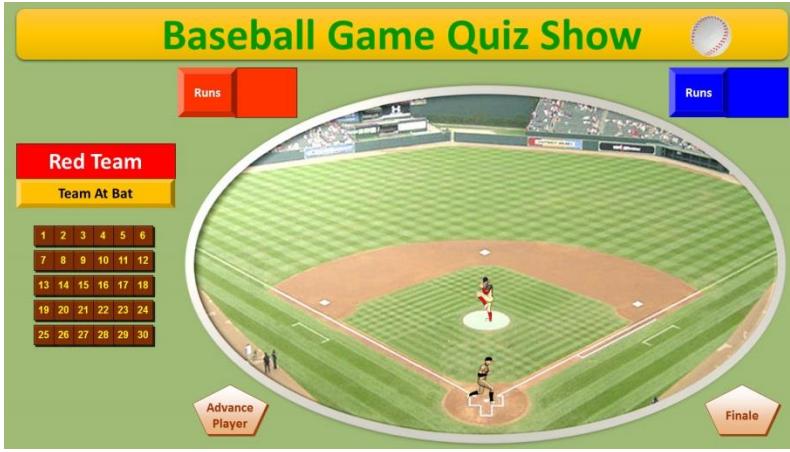
This game is designed for two teams to play, the Red and Blue teams. Teams take turns answering questions. Get a question right and move your ball down the field based on the results of the Yardage Calculator. The Yardage Calculator is operated after a team gets their question correct. Start then stop the calculator to determine how many yards your team will receive for this question. When you get to the end zone - you score a touchdown. Then start over again on your next turn. If you get a question wrong - you do not advance your ball. Game ends when you run out of questions.

OR Develop Your Own Game Rules

We've suggested game rules above, however, you may want to change these rules. For example, you may give each team a number of chances (downs) to score before allowing the other team to play.

HOME SLIDE

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



In the Baseball Game (Screenshot to the right) there are 30 training questions available and naturally, two teams (Red and Blue) competing. Scores are advanced by mouse clicking on the colored box labeled RUNS. Within most games a FINALE button is provided on this screen. The FINALE slide plays an animated and musical tribute to the winning team.

PLAYING THE GAME

All games will of course, use your own training questions. Naturally clicking on a question button brings you to that question in your game. The question slide itself indicates which question you are inputting (Question 1 Here, Question 2 Here, etc.). We will review inputting/editing game questions below.

After a question is used the button will disappear from the Home Slide. Remember to keep the game in slide show mode while playing. **IMPORTANT: Moving into edit mode will reset the question buttons and the scoring.**

Your scoreboard uses custom animation to keep score and appears at the top of the screen as in the above example. Mouse click through the scoring sequence to record points, and click back around the sequence if you've click passed the number you initially wanted to land on.

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



QUESTION SLIDES

Click and type to enter questions and answers on each slide. TIP: Click on top of 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 Multiple Choice question format by typing True/False or A,B,C,D answer alternatives in the question box. The answer will appear when you click

on the SHOW CORRECT ANSWER button.

When a question is answered correctly game points are awarded. In both the Baseball and Football Games a START/STOP button is provided to determine the extent of the award. In Baseball when the START/STOP button is initially clicked, a red arrow begins moving quickly back and forth across the text below it. When the button is clicked a second time it will randomly stop on a single, double, triple or homerun. The Football Game is similar however in this case, yardage gained is now determined. In The Golf Game a spinner is provided on the question screen allowing teams/players to get a hole-in-one, a birdie, or to shoot for par. Finally answering correctly in the Race Car game allows a team or player to click once on their race car (On the Home screen) to advance the car one car length. Some questions however can be configured to award multiple clicks which advance the car closer to the finish line (An asterisk has been placed on certain question numbers and designates a bonus question. The asterisk can be moved (click and drag) or copied (Right click and select COPY) to move or add bonus questions to the game.



From the question slides click the “RETURN TO” button to return to the Home slide, post scores, and continue the game.



FINALE SLIDES

Clicking on the “FINALE” button from the Home slide will show a short congratulations slide with music and animations. This animation may also be customized with graphics from your own organization. The PS starts the optional prize selector.

Choose your prize...

- | | |
|---|--|
| 1 | You get to come in 1 hour late next Monday |
| 2 | Lunch with the boss |
| 3 | \$1.00 cash |

PRIIZE 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.

OTHER

Although we've suggested rules for each game, don't hesitate to be creative and establish your own rules and ways to play these games. Contact us for questions or concerns at Support@training-games.com. Thank you for purchasing TGI products.