

Mac 6-Pack Training Games Vol2 Help

OVERVIEW

The Mac Six Pack Training Games contains 6 PowerPoint training games and an Icebreaker/teambuilder. These games are tested to work on the Mac in both PowerPoint 2004 and newer. Games included are:

1. Money Taxi Quiz Show – three strikes and you're out just like the TV show.
2. TV Quiz Show – great graphics & variable scoring makes this a fun game.
3. Peril Game – a Jeopardy-style game, and everyone loves Jeopardy.
4. All The Way Game – a millionaire-type game.
5. Are You Smarter Than Quiz Show – much like the TV Show with a few very different twists.
6. Tic Tac Dough Quiz Show – a Hollywood Squares-type quiz show.

Plus a FREE Feud Icebreaker Team Builder game – a Feud type game with 5 rounds and a bonus round.

HYPERLINKS

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

GENERAL EDITING

These files are not protected and text and graphics can be altered and edited as needed. Always add your questions to a COPY of the original PowerPoint game so that you can easily recover any deleted slides, images or text. Don't forget to enter your players or team names on the scoreboard.

ENTERING QUESTIONS

Entering questions in these games is easy because you'll be working in PowerPoint. Just click 3X on the default text in the game (i.e. – Enter Your Question Here), or click and drag through this text, and begin typing. Most questions appear in Multiple Choice format. If you want to create a True/False answer slide – delete the alternative answer options. Make sure that one of the 2 options you keep is for a correct answer.

HOW THE GAMES WORK

Each of these 6 games is unique, however they do share some similar game features. We'll review these features first before presenting each game in this 6 pack.

PROGRAM ICEBREAKER

Each game has an optional icebreaker which can be used to warm up and introduce your group. The Icebreakers are somewhat different within each game but, in general, are fun and only require 30 - 60 seconds per training participant.

INTRODUCTION

Each game contains a musical and animated introduction designed to energize your audience, suggest that they are about to have some fun, grab the group's attention and get them ready to play. The photo images are editable and you may want to consider replacing them with pictures from your own organization (Note: this is done easily if you are using PowerPoint 2007 – Right click on the image, Select “Change Picture”, browse to and add a replacement image. You may have to resize the image slightly, however the original custom animation will be retained.)

RULES

Each game provides game rules, usually incorporated within the game introduction. Review these with your audience before starting the game. Also, like many elements in your TGI games, the rules are editable, so you may make changes to better suit your training program.

HOME SCREEN

The Home or Main game screen is where to launch your different training questions, and of course, where you return to after each question.

SCOREBOARD

Some of the games have a Scoreboard on Home screen while others have the scoreboard on a separate screen. They will always have a link back to the Home screen to accommodate the flow of the game. To record a score, click on the scoreboard boxes. They will change colors to reflect scored points.

QUESTIONS

Different question slides have the correct answer in different locations (A, B, C or D). When a question is selected from the Home screen, an OPTIONAL 30 second timer begins to count down. In PowerPoint edit mode, click and drag on the red or green boxes to adjust their position on screen.

MORE

Games have a MORE slide which is accessed from the Question slides. This slide is IMPORTANT and key to learning and material retention. The teacher or trainer can use the MORE slide to expound on the question's answer or present additional material related to the question. You are using the game itself to grab attention, something that we all lose after 15 minutes of lecturing. And now that you have your audience's attention, could there be a better opportunity to instruct? The More slide can also be used

to present an exercise based on key program learning and to help the group better understand learning concepts.

FINALE

After all of the questions have been answered, and the game is over it's time to celebrate! The game's "Finale" winds up your game presentation with music, animation and fun. These slides can also be edited to include your organization's pictures, logo or text.

PRIZE SELECTOR

To add to the celebration, many of the games also have an optional prize selector. The winners can choose between 3 different prize options. Prizes can, of course, be valuable (a gift certificate for members of the winning team) or simply a "fun" prize (a sincere compliment from a selected opposing team member). Have fun with this one.

That summarizes some of the basic game features; now let's take a close look at some of the individual games in this 6 pack.

PERIL QUIZ SHOW

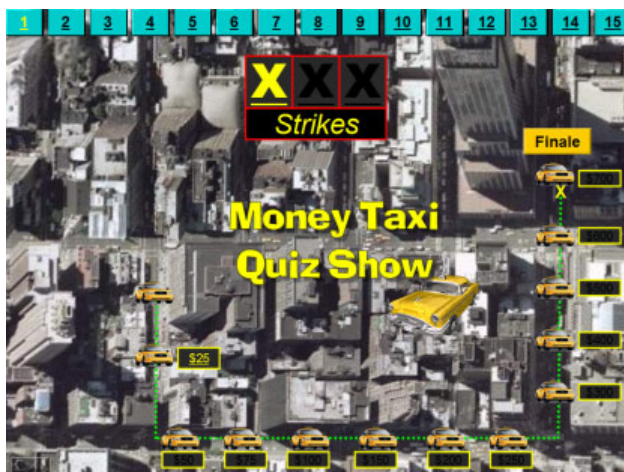


Click on a value to move to a question. "I'll take leadership for 500" (remember to edit your game categories). When you return to this slide, the used question value will change colors. If you need to return to a used question, click on the number again.

If you must change game point values, click in the middle of the number, and type your new value THEN move to the front and end to delete any unwanted numbers. NOTE: Highlighting the entire number and then entering a new number will cause

the hyperlink to be broken and it will not work. Again, it is important to first save the game under a new name, so that the original game is always safely intact.

MONEY TAXI



The object of the Money Taxi game is to ride all the way to the Empire State Building, advancing with each correct answer.

If a team or player answers their question incorrectly, click on an X to record one wrong answer (3 X's and you're out of the cab). If a question is correct, click on the yellow bordered

black box to earn some game bucks. Move sequentially through the city until you reach the Empire State Building.

ALL THE WAY QUIZ SHOW



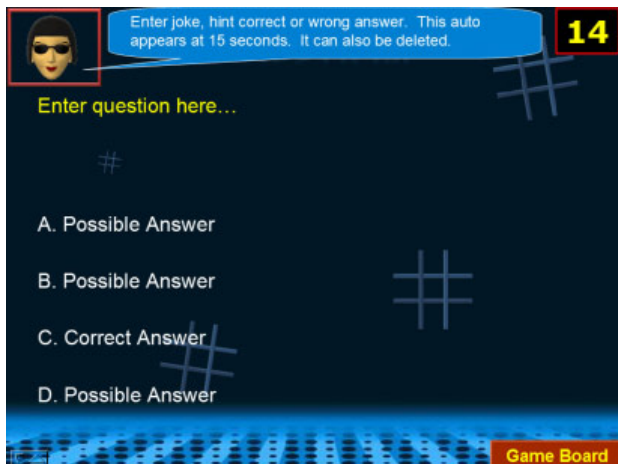
Teams or players try to go all the way to win a million. Clicking a red A, B, C, or D button will indicate if their answer is correct. If an incorrect answer is selected, either the game is over, or you can allow participants to click the Retry button to resume play.

After the correct answer is revealed, click the Next Question button to advance to an even higher value question.

TIC TAC DOUGH QUIZ SHOW

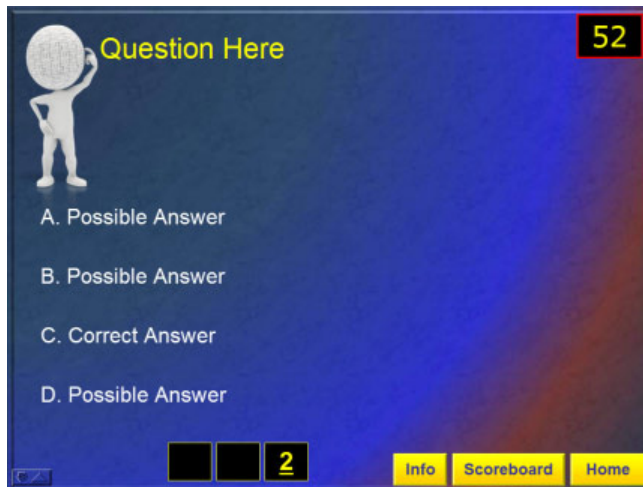


Click on one of the avatar celebrities to move to that question. You're trying to get three in a row or answer 5 of the nine questions correctly to win one of three game rounds. When you return from a correctly answered question, click on the X or O button to record who won the square (Note: Be careful because a hyperlink click cannot be undone without closing down and re-opening the game).



At the top of each question a talking bubble will appear after 15 seconds. Let's see what our avatar has to say! On this bubble you can either enter a hint, a possible answer (right or wrong), a comment or joke. This box can also be deleted if not wanted.

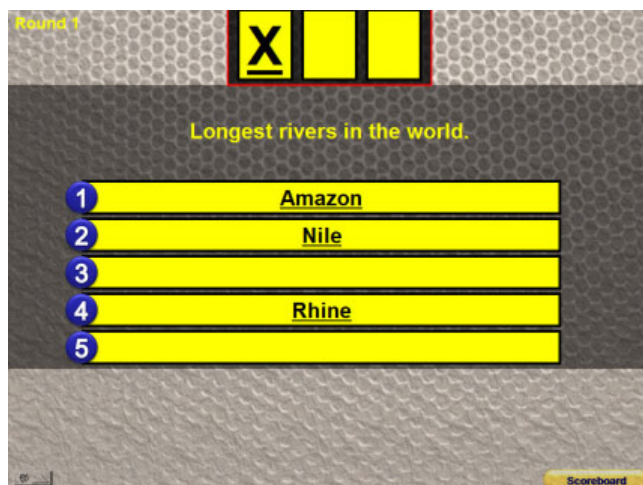
TV QUIZ SHOW



The TV Quiz Show contains three hidden point boxes at the bottom of each question. When a team or player answers a question correctly, they get to select one of the 3 black boxes to determine the points (1 -3) they've earned for this question.

As an option, you could select the points to play for before the question is answered.

FEUD ICEBREAKER/TEAM BUILDER



This 6 pack really contains 7 games. We threw in an additional game to add to your training fun. It's a feud game format, and works best as a team builder or icebreaker game. To use this game, you must enter your own text in the different rounds including the 5 hyperlinks in the yellow boxes.

TIP FOR EDITING TEXT: In slideshow mode click on all of the yellow boxes. Go back to edit mode. Now when you click on the yellow box text to edit it will appear black. Always start in

the middle of the hyperlink and type your new text THEN going to the beginning and end of the text delete the old text. Doing this any other way will cause your hyperlink to break.

OTHER

Contact us for questions or concerns at Support@training-games.com or phone 602-750-7223. Thank you for purchasing TGI products.