

Top 10 TV Quiz Show Super-Pack Help

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PowerPoint Top 10 TV Quiz Show Super-Pack Help

OVERVIEW

The PowerPoint Top TV Quiz Show Super-Pack contains 10 PowerPoint training games based on current or past TV Game Shows and a free bonus Awards & Certificates program. Five of the games listed below are available to you in both a Macro, and Non-Macro version (separate files). The Macro game versions provide some significant advantages and these are explained in the Macro Game Version section of this HELP document. The Non-Macro games are tested and work on all PowerPoint versions 2007 and above. The Macro versions have been tested and work in all PowerPoint versions 2010 and above.

Games included are:

- Are You Smarter Than? (Macro and Non-Macro Version)
- Deal Quiz Show (Macro and Non-Macro Version)
- Hollywood Tic Tac Dough
- InJeopardy Quiz Show (Macro and Non-Macro Version)
- Mazing Race Quiz Show (Macro and Non-Macro Version)
- Millionaire Wannabe
- Money Taxi Quiz Show
- Survival Quiz Show
- Tribal Feud Quiz Show
- Wheel of Wealth (Macro and Non-Macro Version)

The Ultimate TV Quiz Show Pack also includes a free Awards and Certificate program:

- Awards & Certificates which includes over 30 color certificates and over 20 black & white certificates.

Hyperlinks and Custom Animations

HYPERLINKS AND CUSTOM ANIMATION

These games take advantage of hyperlinks to move between slides or perform other special functions. Do not delete any buttons or slides 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 (in all Non-Macro Game Versions), questions used buttons and any other Custom Animations found in the game.

General Editing

GENERAL EDITING

These files are not protected and are designed to be edited and customized 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.***

You will be able to create many different games (containing different question sets, graphics etc.) from each of the games within this 10 pack. Use the SAVE AS command each time you want to create new PowerPoint game files. Macro versions files should be saved as PPTMs (PowerPoint Macro Enabled) files.

Common Features

COMMON FEATURES (Not found in every game but in most games)

Most games share some common features in them. They include:

1. The 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 your players.
3. Finale. Let's celebrate with some music and animation at the end of your program. Trophy images can be edited, personalized and customized. If you like, you can replace these images with some from your own organization (Right click on image and select "Change Picture").
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.
6. Additional Information or Exercises Slides. These optional slides allow you to enter additional information about your question topic or to run a short exercise to support the question. Using these slides allows you to expound and elaborate 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.

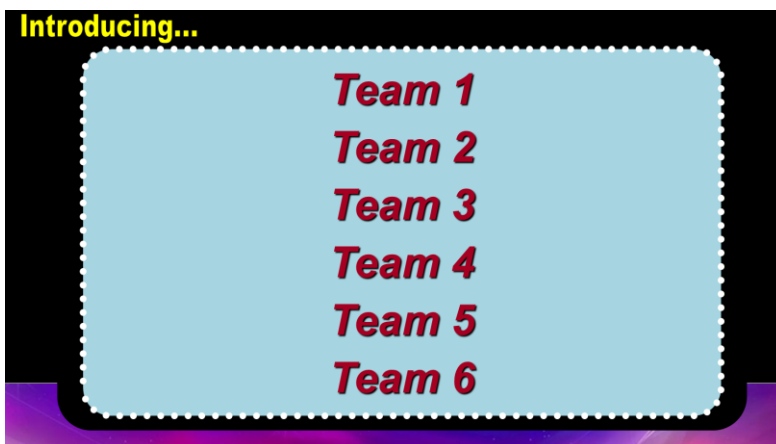
Below are sample game screens from various games to demonstrate how the different game features operate.

Game rules for each individual game are found within each individual game and can be edited to accommodate your training needs.

Game Intros

GAME INTROS

Most of the games have a flashy intro that helps to “hype” the game for your group and get everyone excited. Don’t forget to enter the team or players’ names on these intro slides. Intros may consist of animation and lively music.




Ice Breaker Slides

ICE BREAKER SLIDE

“Pass Word” Icebreaker

Working around the room:
Tell us your name and an interesting story about yourself. Take a full 30 seconds. At the end of the 30 seconds, whisper to the next person up a **“funny”** word. While their talking, it will be their job to work your word into their story. Have the group try and guess what the “funny” word was after each introduction.



30 Second Timer

The host will start and pass the first word.

Game

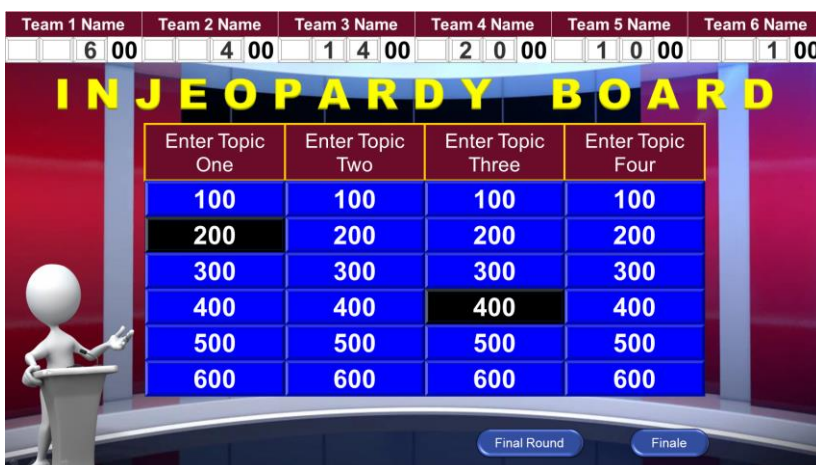
Several of the games have a built in ice breaker which can be used at the beginning of a game or meeting to introduce your players. Ice Breakers will have 30 or 60 second timers (sometimes both) to allow you to time introductions and keep things moving. See the instructions on each ice breaker for how they work.

Home Slides

HOME SLIDE

All games will have a Home slide to get things started. The sample Home slide below shows a series of value buttons that will hyperlink to specific questions. In this instance, and with most of the games in the ten pack, after a question is answered the host will return to the Home slide to record scores. Scores are recorded by clicking on the transparent boxes at the top of the slide. These boxes will rotate with each mouse click through the numbers 0 to 9, and then around again. If you click too fast and pass a particular number, just continue to click around the sequence until you reach the desired number. There are three boxes for each team/player followed by two stagnant zeros. This allows for scores to be posted up to 99,900. Buttons at the bottom of the screen will take you to the game's instructions, and Finale.

Typically the Home slide will also contain a link to the game rules or audience instructions. Below you'll note that this game has a button for a final question. Usually on the Final Question all teams or players will wager points earned during the game, write down their answer to the question, and then simultaneously reveal their answers. The host will then tabulate final scores and click the Finale button to announce the game winner. Note: In the Jeopardy style game shown below the host would enter both Team/player names as well as question categories prior to starting the game.



Edit topic boxes to customize the game names or question categories.

IMPORTANT: Remember to keep the game in slide show mode while playing. Moving into edit mode during a game will reset the question buttons and scoring. Once clicked on the value buttons in the game will change colors to indicate they have already been played. You can still click on a played button and move to the question, if for some reason you need to return to that particular question slide.

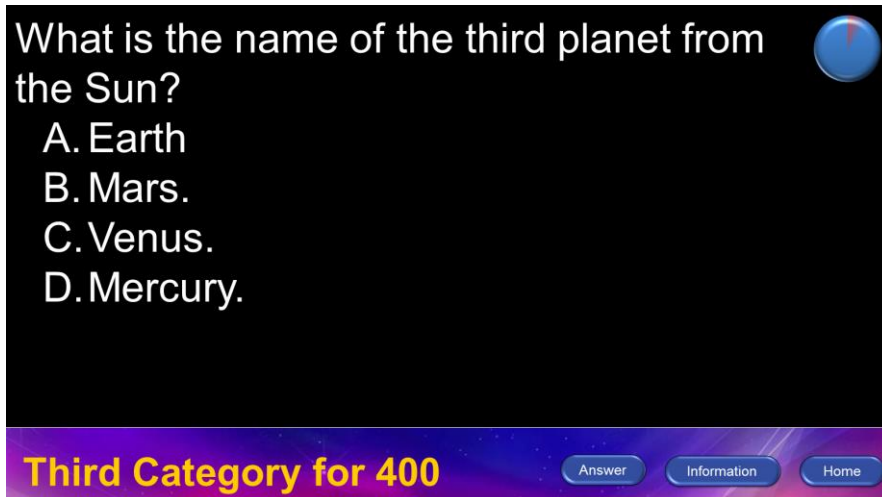
Hint: Before playing, don't forget to enter your team or players' names on this slide as well. It's quick and easy to do. You can even allow teams to come up with their own names, type them in, and then start the game.

The above Home slide has value buttons from 100 to 600 and 4 categories. As mentioned above, each button is linked to a specific question in the game. We've placed either the question number or show the question value/category on the question slide itself to help you keep track of the specific button each question is linked to (shown below).

Question Slides

QUESTION SLIDES

An optional 30 second timer (often in the top right corner of slide) is available to help move the game along. Click on the correct answer to advance.



What is the name of the third planet from the Sun?

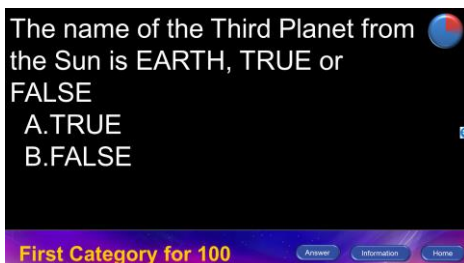
- A. Earth
- B. Mars.
- C. Venus.
- D. Mercury.

Third Category for 400

Answer Information Home

The trainer can easily click and type to enter questions, correct and incorrect answers on each slide. 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 & leaving a True/False or Correct/Incorrect alternative.



The name of the Third Planet from the Sun is EARTH, TRUE or FALSE

- A.TRUE
- B.FALSE

First Category for 100


Answer Information Home

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

INFORMATION AND EXERCISE SLIDES


Enter your question here.



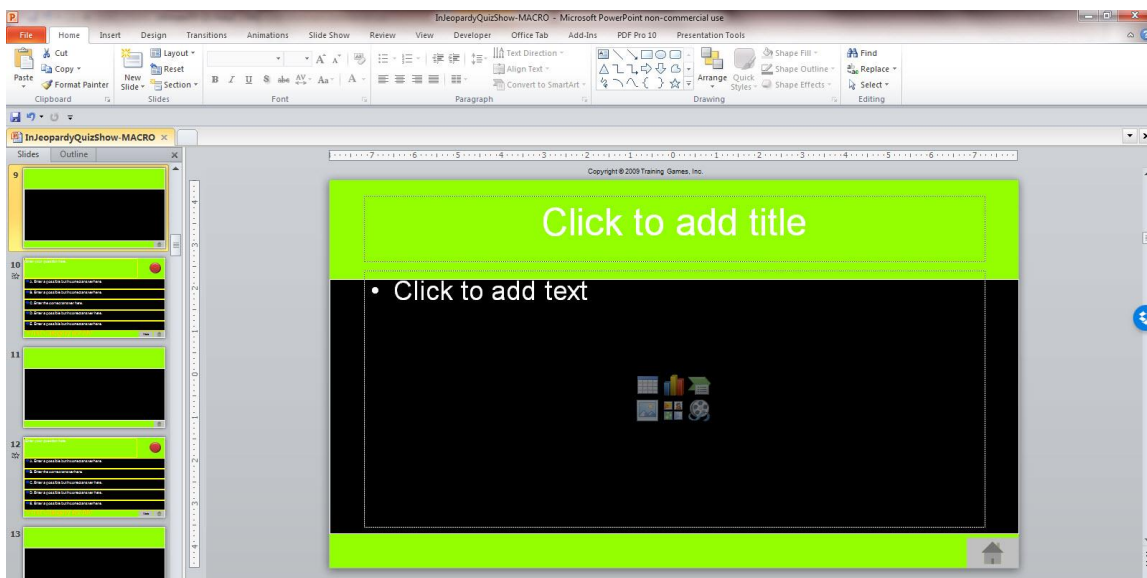
- A. Enter the only CORRECT answer here. Delete 3 possible answers to create a True/False question.
- B. Enter a possible but incorrect answer here. Delete possible answers and realign to create 3 or 4 choices.
- C. Enter a possible but incorrect answer here.
- D. Enter a possible but incorrect answer here.
- E. Enter a possible but incorrect answer here.

First Category for 100

More



Most of the games provide “MORE or INFORMATION” slides for additional information. The “MORE” button moves to a slide designed to provide the trainer with an area in which they can expound on the current question or 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 perfect for delivering new program information while increasing learner retention.

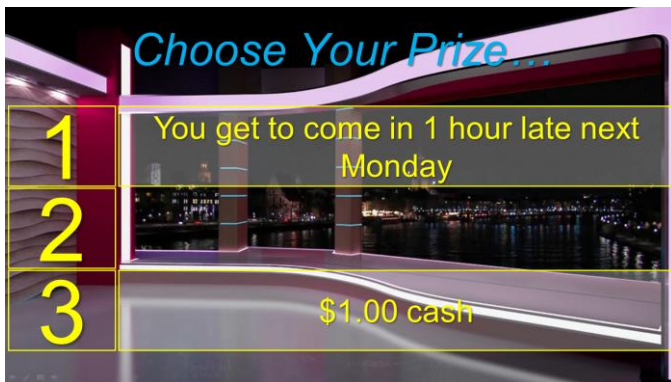


From these slides, you can return to the Home slide (click the Home button icon) and continue playing the game. On the left you'll see pictured a “MORE” information slide.

Hint: We recommend using two remote mice to run the game. The first is for the host to be able to click around the game when needed. However, you'll find it convenient to give the 2nd wireless mouse to another person or player in your audience. It is easy to operate the game and your appointed person will catch on quickly. This will free the host to more easily guide game play and more importantly to teach and train.

Prize Slides

PRIZE SLIDES



Most games provide a way to award prizes at the end of a game. Trainers can enter their own prizes and let the winners choose a prize randomly. Prizes can be a real prize or perhaps a whimsical prize such as a longer coffee break or applause from the opposing team/s.

Clicking on the Prize Selector button from the Home slide will show a short congratulations slide with music and animation before letting you select your prize. This is a great way to end a game.

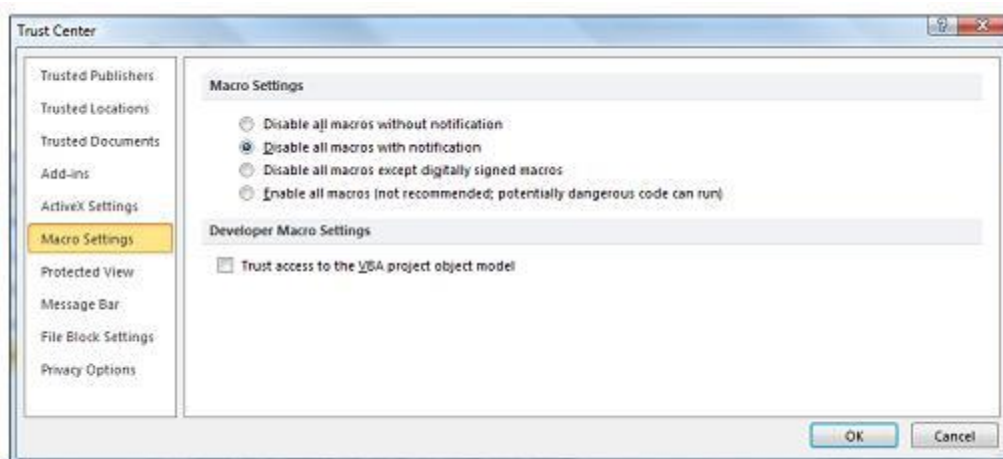
Enabling Macros in PowerPoint

As mentioned above we've taken five of the games within the ten pack and added macros to them. The file name for these games will contain the word "macro" in it. Macros allow us to do some very neat things to each game which we will explain in detail below. However in order to use a macro version of any of these games, macros must be enabled. The macro game versions within the ten pack will operate with PowerPoint version 2010 or later. To begin, determine which version of PowerPoint you have (2010, 2013 or 2016).

POWERPOINT 2010, 2013, 2016

Important: When you change your macro settings in the Trust Center, they are changed only for the Office program that you are currently using. The macro settings are not changed for all your Office programs. To enable macros, open PowerPoint and follow the below steps:

1. Click the **File** tab.
2. Click **Options**.
3. Click **Trust Center**, and then click **Trust Center Settings**.
4. In the **Trust Center**, click **Macro Settings**.
5. Select "Disable all macros with notification" (pictured below)
6. Click **OK**.

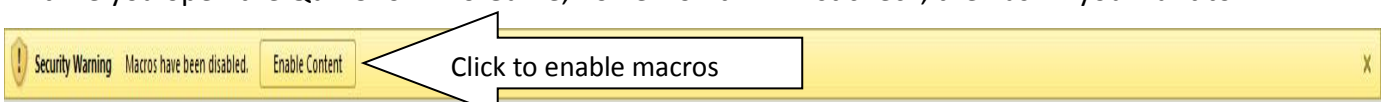


To check if your macros have been enabled, open a macro game version in PowerPoint and click on the scoreboard/setup icon shown below. If macros are enabled the game Scoreboard /Setup will appear (Scoreboard/Setup popup shown within section below).



In some organizations the IT system administrator might have changed the default settings to prevent unauthorized personnel from changing macro settings. If this seems to be the case, check with your IT department. In most instances they will be able to enable PowerPoint macros so that your games function properly.

Now that your macro settings have been set to "Disable all macros with notification", each time you open the Quiz Show Pro Game, PowerPoint will first check, then ask if you want to



"Enable Macros" (see popup below). **CLICK ENABLE MACROS.**

Macro Game Versions

The five macro games that are provided to you in a macro version as well are listed below:

- Are You Smarter Than?
- Deal Quiz Show
- InJeopardy Quiz Show
- Mazing Race Quiz Show
- Wheel of Wealth

The word “macro” appears within the file name for each game version containing macros. In addition when you open one of these games you’ll see this game scoreboard/setup icon (pictured right):



Clicking on this button will open the game scoreboard/setup shown below:

PLAYER/TEAM	SCORE	Strike 1	Strike 2	Strike 3
Terminators	300	X		
The Golden Warriors	500			
Fab Five	100			
The Green Team	-200	X	X	
Fantastic	100			
The Pips Plus One	-100			

Scoring Increment: 100

Clear All Scores

1 2 3 4 5 6 CLOSE

There are two tabs on this popup. On the game scoreboard tab you’ll be able to enter team or player names, increase or decrease scores, set the scoring increment, use the Strike 1, 2, and 3 feature, keep track of whose turn it is and clear all scores.

The advantages of scoring your game using the macro scoreboard are as follows:

1. Scores will not reset automatically when you exit PowerPoint or move out of slideshow mode. Note: The buttons which link to each question in the various games will reset when you move from slideshow to edit mode in PowerPoint.
2. You can both increase and decrease scoring. If you’re using a fast response buzzer system with a game, it makes sense to penalize teams/players for incorrect answers. Otherwise players buzz in regardless of whether they have the answer or not.
3. You can change the point increment. Many games involve different rounds of questions with differing point values awarded for each round.
4. The Strike 1, 2, and 3 feature can be used to add alternative rules into your game.

- There are two ways to help keep track of whose turn it is. Note that in the above graphic, the Fab Five team is highlighted in yellow. Clicking the blue button to the left of the team name will highlight that team. In addition you can use the buttons below the team names labeled 1 – 6. When you click on these numbered buttons the corresponding team name will be highlighted and the setup box will automatically close. When you reopen the setup to record scores, that same team name will be highlighted to help remind you whose score you need to increase or decrease.

Now let's click the setup tab on this popup.

On the setup tab you'll be able to set the background color of your game and hide the scoring grid used for the non-macro version of the game.

Often organizations will want to place their organizational colors into the game. Using the Red, Green, and Blue color sliders you can pretty much create any color you like for your game background.

The Show/Hide Manual Scoring button will hide the scoring elements typically used when playing the non-macro version of the game. In addition, you can now enter your game name (shown below).

Team 1 Name	Team 2 Name	Team 3 Name	Team 4 Name	Team 5 Name	Team 6 Name
100	500	200	100	1300	200

IN JEOPARDY BOARD

Sales	Marketing	The Factory	Leadership
100	100	100	100
200	200	200	200
300	300	300	300
400	400	400	400
500	500	500	500
600	600	600	600

Final Round Finale

Support

SUPPORT

Please contact us at support@training-games.com for additional questions or concerns. We very much appreciate your interest in our products and appreciate your thoughts, comments and program recommendations.