Quiz Show

User Manual

Tricalico Interactive

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Quiz Show

About Quiz Show

Quiz Show is a highly interactive game from Tricalico Interactive for two to four players in competing to answer questions within given topics using a television game show format. The game will operate on Windows PC or Macintosh. The game features animated avatars, flexible game play, fully customizable topics and guestions, and can use the Wii remotes ("Wiimotes") from a Nintendo Wii gaming system to provide a unique buzzer system for player response as an alternative to the default keyboard response system. Quiz Show's flexibility makes the game suitable for any grade level. It is great for family game play or home/office/church gatherings as well.



System Requirements

Quiz Show is an Adobe Air 2.0 application and thus requires the same system requirements for the Adobe Air 2.0 framework, whether running on a **Windows** computer, an Apple **Macintosh**, or a **Linux**-based workstation.

Windows

Minimum Processor: Intel® Pentium® III 1GHz or faster processor; Recommended: Pentium 4 2GHZ or faster

Operating System: Windows 7; Windows Vista[®] Home Premium, Business, Ultimate, or Enterprise including 64 bit editions, Windows Vista SP1; Windows XP Tablet PC Edition SP2 and SP3, Windows XP SP2 and SP3, Windows 2003/2008 Server

Memory: 512 MB minimum (1 GB or more recommended)

Macintosh

Minimum Processor: Intel Core[™] Duo 1.83GHz or faster processor (Sorry, the mac PowerPC is not supported) Operating System: Mac OS 10.4, 10.5 or Mac OS 10.6 Memory: 512 MB minimum (1 GB or more recommended)

Linux (We don't currently support Linux, but the program should run on the following)

Minimum Processor: Intel[®] Pentium[®] III 1GHz or faster processor; Recommended: Pentium 4 2GHZ or faster Operating System: Fedora Core 12, Ubuntu 9.10, openSUSE 11.2 Memory: 512 MB minimum (1 GB or more recommended)

The following applies to all platforms:

Flash Player 10.0.15.3 or later is needed for installation from the Internet. (available at www.adobe.com)

To utilize the Wii remotes with Quiz Show, your computer will **need compatible Bluetooth capabilities**, two **wiimotes** with nunchuks (or four wiimotes) and the free **WiiFlash Server** installed (see page 22 for details.)

FOR INSTRUCTIONS ON DOWNLOADING AND INSTALLING QUIZ SHOW, SEE PAGE 34.

Quiz Show Features Customizable Game Play

- Support for up to four players/teams.
- Two unique response systems ("buzzers") including Wiimote support: The default keyboard response system assigns a keyboard key to each player. The optional response system uses Wiimotes/Nunchuks from a Nintendo Wii gaming system. The Wiimote system eliminates the need for players to be gathered around a keyboard, and frees the keyboard for use by a host or emcee. Both response systems remove the guesswork and argument over who 'buzzed' in first. (Wiimotes/Nunchuks not included. Bluetooth connectivity required to use the Wiimotes see below for additional information)



• Over 800 animated avatars: Choose from 76 animated avatars to represent each player's (or team's) on-screen persona. Each avatar has clothing in eleven colors providing over 800 unique combinations. There are thirty male heads, thirty female heads and sixteen animal mascots (well-suited for team play). Avatars are animated, hitting their on-screen podium buzzer when a player presses his/her keyboard key or Wiimote button.



- Edit player names: Provide on-screen player/team names for each avatar.
- Scores are updated and displayed: Player scores are automatically incremented or decremented in response to correct and incorrect answers and displayed in real time.
- Customizable Game Setup: Game topics may be selected, assigned randomly, or a combination of the two. In assigning topics randomly, categories can be specified or topics can be pulled from any category.
- Ability to restrict re-use of recently used topics: Recently used topics are marked so they are not used again within the next ten games. This feature may be turned off.



Create games of varying • length: Games may consist of one, two or three rounds. Round One presents five topics each with five questions generally increasing in difficulty and valued at 100, 200, 300, 400, and 500 points. The optional Round Two is like Round One, but the point values are doubled to 200,400,600,800, and 1000 points. The optional Round Three (the Final Exam bonus round) may be used to conclude a game by presenting one question in which players wager any portion of their score on their confidence to answer a question from a revealed



topic. All players write their answer to the same question in the Final Exam bonus round. Games may be setup to consist of:

- o Round One, Round Two, and the Final Exam bonus round
- Round One only
- Round One with the Final Exam bonus round
- o Round One and Round Two (without the Final Exam bonus round)
- Ability to complete a game within a specific time limit: Game play can proceed to Round Two and/or the Bonus Round before completing previous rounds. This provides flexibility for classroom time management.



- Specify the time limit for players to answer a question: On-screen clock presents the countdown time remaining for responding to a question. The default time of five seconds can be modified.
- Host/teacher may alter scores: If it is determined that a player's answer was not correctly judged, score may be easily corrected.
- Red/green virtual lights display show when players may "buzz in" to answer a question.
- Updates to the software are automatically deployed via an internet connection. Internet connectivity is not required for game play.

Customizable Topics and Questions

- Quiz Show includes over 250 prebuilt topics: Topics for game play may be selected from a database of over 250 topics that ship with the game, each containing five questions of increasing difficulty. Topics are grouped in seven categories:
 - o Arts & Entertainment
 - General Knowledge
 - Geography and Culture
 - History & Social Studies
 - Science / Math / Nature
 - Special Topics
 - Sports
- Questions may include graphics or audio. Supported image formats include JPG, GIF and PNG. Any MP3 audio file may be incorporated.
- Add your own topics and questions: Additional topics are easily added to the question database and may include graphic or audio files, allowing teachers to customize to their class content.

Specific games can be set up

beforehand, saved and retrieved:

•

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This allows teachers to create specific games of class content during lesson preparation and save those games for use and re-use in multiple classes or subsequent semesters and years.

- **Export/import topics and questions:** Select topics to export to a file that can be imported on another computer with Quiz Show. Share topics and questions with other teachers.
- Unique evaluation algorithm allows for multiple correct answers, and leniency/strictness in spelling: In the default mode of play, a player's answer response is entered into a dialog box. Answer evaluation can be set up to provide up to three correct answers, and spelling can be specified to be lenient in containing two groups of matching letters or can be very strict to require exact spelling. Thus a player who would spell "Marie Curie" as "Currie" could still be given credit in one scenario, but in a spelling question with a correct answer of '*aardvark'* would be marked incorrect if they provided 'ardvark'. This allows teacher to create games and questions that best match their course objectives and outcomes.



- Alternative Emcee Mode allows the teacher/host to evaluate the answer. In the Emcee mode of play, answers are not entered into a dialog box, but instead are evaluated by the instructor or emcee as being correct or incorrect and duly noted by clicking one of two buttons. This can speed up game play, presents an experience more similar to a television game show, and places the teacher in direct control of the game. Answers to the questions of a game can be printed beforehand to use as a guide.
- Topic names, questions, answers, and evaluation criteria may be modified for any question in the database. In addition to adding your own content, any existing topics, questions, or answer criteria of the topics in the database can be edited. This would include any content added form other instructors, etc.
- **Password protected access to the questions:** Access to the database to review, edit or add questions is restricted by password access, keeping students from altering or previewing questions.
- Topics may be alphabetically sorted, viewed by category, sorted by last used, and searched.
- Choose from three different formats to present a question containing an image:
 - A text question/statement is followed by an image displayed at up to 840x480 pixel resolution. Larger images are auto-scaled to the correct size.
 - A text question/statement is presented on the left with a portrait-oriented image on the right displayed simultaneously.
 - A text question/statement is presented at the top with a landscape –oriented image displayed on the bottom simultaneously.
- Questions and answers for a game can be printed: Questions and answers for all three rounds may be printed before game play. This allows the teacher or host to have a guide in responding to questions, as well as to preview a game and modify the questions if desired.

1	OUIZ SHOW			Round 2			
	www.tricalico.com	200	400	600	80	0	1000
	Aviation	The "Golden Age" of the aimhipe ended on May 6, 1937 when this amhip caught fire, killing 36 people.	American fighter ace in World War I, he won a record 26 asna' dog fights' and later became the head of Eastern Artines.	First airline in the world to operate sustained regular jd services on September 15, 1956 (with fights from Moscow to Houtsk).	The three ortical flight parameters are the any three dimensions know this.	dynamics jies of rotation in n as pitch, roll and	In 1928, he made the first transportific fight from the United States to Australia.
		Hindenburg	Eddie Rickenbacker	Aeroflot	Ya	N	Charles Kingsford Smit
Ī	Boxing	Holding the world welterweight tille from 1945 to 1951 and the middleweight tille a year later, his performances prompted the creation of pound for pound rankings.	Twenty years after losing his tills to AI, he beat Michael Moorer to become heavyweight champ again at aga 45, becoming the oldest heavyweight champ.	Italian American middleweight champion in 1949, he was portrayed by Robert DeNro in 'Reging Buil'.	A heavyweight champi turned actor, his son is an actor for his role as	on in the 1930s better known as Jethro Bodine'.	Named 'Bexar of the Dacade' for the 1980s, wirring world tilles in five weight divisions, he also wort the 1976 Olympic Light Weiterweight gold medal.
		Sugar Ray Robinson	George Foreman	Jake LaMotta	Max Ba	er, Sr.	Sugar Ray Leonard
	Women in American History	"In 1981, Ronald Reagan appointed her to become the first women to sit as a justice on the U.S. Supreme Court."	"Her novel about slaven, "Uncle Tom's Cabin", old more than 300,000 copies in its first year of publication."	"In 1881, she established the American branch of the Red Cross and became its first president."	"Graduating cum laude deal and blind woman Radcilfe College."	, she was the first to graduate from	"Appointed Secretary of Labor in 1933 by FOR, she became the first female Cabinet member."
		Sandra Day O'Connor	Harriet Beecher-Stowe	Clara Barton	Helen H	Keller	Frances Perkins
Ī	Our Solar System	"It is the largest object in our sclar system, accounting for over 98% of the total mass in the system."	This planef's 'Great Red Spot' is actually a storm moving counter-clockwise in its almosphere.	Planel named by the Romans after the feed-focted messenger of the gods because it seemed to move quicker than any other planet.	"This planet has eight a were discovered by the expedition."	noons, six of which Voyager	"Originally classified as a planet, it is now considered the largest member of a distinct population known as the Kulper bolt."
		Sun	Jupiter	Mercury	Nept	une	Pluto
	American Artists	Towa native known for his rural Midwest landscapes, American Gothic' is his best known work."	"Leader of the Pop Art movement, His works are notable for the repetition of evenyday images, such as Campbel's soup cans."	"New Mexico artist often used Southwest landscape elements, such as in 'Cow's Skuit."	"Farmer's wife who be 70's, she created color of farm life, such as he	an pairting in her lui, primitive styles r Sugaring-Off."	"Bom in Sweden, this Pop Art movement leader is known for his glant sculpture o common objects, such as "Lipstick."
		Grant Wood	Andy Warhol	Georgia O'Keefe	Grandma	Moses	Claes Oldenberg
ĵ	BONUS ROUND: (ran	domly chosen from one in his, # bese three questions) guilight	te last film of John Wayna's careet, he plays : in dying of cancer.	 Wayne played Colonel Mike Kirby i he would also direct. 	in this 1968 film, the last	John Wayne hat David Lean film	a small part as a centurion in this 1965 starring Max Von Sydow.

• Print student worksheets: Worksheets can be printed of just the questions with space for students to write in the answers. These can be used for classroom review and to keep the student audience engaged in a game. They could even be used in lieu of the computer game as a student review worksheet for the whole class or even as a unique test format.

OUIT CHOW		1	Round 2		
www.tricalico.com	200	400	600	800	1000
Aviation	The "Colden App" of the airships ended on May 6, 1937 when this archip caught fre, killing 36 people.	American fighter see in World War I, he won a record 26 astal 'dog fights' and later became the head of Eastern Airlines.	First serine in the world to operate sustained regular jet services on September 15, 1956 (with fights from Moscow to Hautsk).	The three ortical fight dynamics parameters are the angles of rotation in three dimensions known as ploth, roll and this.	In 1928, he made the first transpacific flight from the United States to Auatral
Boxing	Holding the world welleweight (tile from 1945 is 1951 and the modeweight file a vesi later, his performances provided the creation of pound for pound rankings.	Twenty years after losing His tills to All, ho beat Michael Moorer to become heavyweight chame again at aga 45, becoming the oldest heavyweight chamo.	Italian American micd everyth champion in 1943, he was portrayed by Robert DeNro in Reging Bulf.	A hon-yweight champion in the 1800s breed actor, his son is before known as an actor for his role as "Jetho Bodine".	Named Boxar of the Dacadel for the 1990s, wirring word Stats in the weig divisions, he also won the 1976 Opme Light Weberweght gold medal.
Women in American History	"In 1981, Ronald Reegan appointed her to become the first worker to sit as a justice on the U.S. Supreme Court."	"Her novel about silvery, 'Unde Tom's Cabin', out more than 300,000 copies in its finat year of publication."	"In 1881, she established the American branch of the Red Chois and Decame its first president."	"Graduating cum lauds, she was the first deal and blink woman to praduate from Radothe Cologa."	"Appointed Secretary of Labor in 1933 FDR, she became the first Senale Cabinet member."
Our Solar System	"This the largest object in our solar system accounting for over 89% of the total mass in the system."	This planuts 'Orient Rud Soot' is actually a storm moving counter-obcomes in its atmosphere.	Planat named by the Remans after the Read-cost masterger of the gods because it seemed to move quoter than any other planet.	"The planet has sight moons, six of which were discovered by the Voyager supeditor."	*Originally classified as a planet it in considered the legal member of a distinct population known as the Kuipe bolt.*
American Artists	Tows notive known for his rural Midwest Landstapes, 'American Gohic' is his beat known work."	"Leader of the Pop Art movement, his works are notable for the repetition of everyday images, such as Campbel's soap cass."	"New Moxico artist eften used Scuthwest Indiscase elements, such as in 'Cow's Skult."	"Farmer's wife who began pairting in her 70%, she created colorid, primitive systes of farm life, such as her "Sugaring-Off."	"Born in Sweden, this Pop Art movem leader is known for his glant ocubture common objects, such as "Lipstick."

• **Print list of topics:** An alphabetical list of topics within the seven categories may be printed. These could be used in game setup where each player is allowed to pick a topic for each of the first two rounds (and the emcee/host picks one or the fifth one is randomly generated).

QUIZ SHOW	Topic List	
APD.LETSTUDENTLETF. Adapt view Henden Adapt view Henden Adapt view Henden Adapt view Henden Henden Letz Henden L	Statement (12) (State of Nacional Statement Nacional Marcine Marcine Marcine Marcine Statement Department Department Department Nacional Marcine Marci	Particular II U. Answer U. Answer Tempe To Barron A Answer Many III Barron A Answer Many IIII Barron A Answer Many IIII Barron A Answer Many IIIII
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Let's Play! Setting up the characters

Upon starting Quiz Show, four male and/or female characters (avatars) will be randomly generated. To modify these and to assign names to each player/team, click the '**Players Setup**' button in the lower right. A dialog box will appear as depicted below.



All four of the players are setup through this dialog box and their avatars created. Select a player number, 1 through 4, at the top of the dialog to edit that player. Player 1 is represented by the first avatar on the left in the game and Player 4 is represented by the last avatar on the right.

- 1. Enter a name for the player or team in the textbox at the top right. Names are limited to displaying about ten characters.
- 2. Choose a gender male, female, or animal mascot for the representative avatar.
- 3. Choose a head by clicking on an image in the center of the dialog. There are30 male heads, 30 female heads, and 16 mascot heads to choose from. The avatar displayed at the left of the dialog will reflect the current decision in terms of gender, head, and color.
- 4. Choose a shirt/dress color. There are eleven possible choices.
- 5. Modify the score if desired. This can be used to facilitate continued games, long-term standings, or to 'spot' a player an edge, such as in family play giving the youngest sibling an advantage to start the game.

Repeat the process for all four players/teams. With the avatars are set as desired, click the 'Hide X' button in the upper right.

Setting up the game topics

Click the 'Game Setup' button in the lower right to setup the topics for the game. Topics may be randomly chosen, specified, or a combination of the two. Games can be specified as consisting of one round, two rounds, or three rounds. Games that have been setup can be saved for later use and/or re-use and saved games can be retrieved in the Game Setup Dialog.



At the top left of the Game Setup dialog, choose whether you want to randomly generate the topics, specify the topics to use or retrieve a saved game. You can choose to randomly generate all or some of the topics then specify others, retrieve a save game and then modify it by randomly generating selected topics spots or specify topics to replace selected topics, etc.

Topic List Grid

The topic list grid on the left shows the topic # (database record), the category, the topic name, and how recently a topic was used (0 = not used within the last ten games and 10 = used in the previous game, 9 = used in the second to last game, 8 = used in the third previous game, etc.) If the "Use only questions not used in the past 10 games" option is checked, only topics with a value of 0 for Last Used will be shown. Any of the columns may be sorted in ascending or descending order by clicking the column heading. The drop down list above the grid can be used to filter topics so only those of a particular category are viewed. Categories include:

- o Arts & Entertainment
- General Knowledge (includes miscellaneous topics)
- o Geography and Culture
- History and Social Studies
- o Science / Math / Nature
- Special Topics
- o Sports

Restricting Recently Used Topics

On the far right are three checkbox options (available in all three modes (Random/ Specify / Retrieve). The first checkbox restricts the available topics to only those that have not been used in the past ten games. With this option checked, only topics that have not been used recently are shown and are available for being randomly selected or specified. However, any topics in a saved game will be used, regardless of how recently they were used previously. Unchecking the option will make all topics available for viewing and use. The option only affects the assigning of topics. If the option is turned off and topics are assigned either randomly or by specifying and the option is then turned off, it does not preclude those topics already assigned.

OPTIONS

- USE ONLY QUESTIONS NOT USED IN THE PAST ID GAMES
- POINTS DOUBLED)
- INCLUDE FINAL EXAM ROUND (PLAYERS WAGER POINTS ON ONE QUESTION)

Setting up the Game's Rounds

The remaining two checkbox options allow for Round Two and the Final Exam (Bonus Round) to be toggled on or off. Thus a game may be setup to include both Rounds One and Two and the Final Exam bonus round. This is the default game setup. Round One consists of five topics each with five questions ranging in value from 1000 to 500 points. Round Two contains the same number of topics and questions but with the point values doubled, ranging from 200 to 1000 points. Round One and Round Two each contain a hidden "Confidence Wager" in which the player who chooses the question is allowed to wager up to 1000 (or 2000 points in Round Two) on their confidence in answering the 300, 400, or 500 point level question for the given topic. The Final Exam bonus round (aka Round Three) consists of one question on a presented topic. All players make a wager on their confidence to answer a question on the given topic prior to seeing the question. All players answer the same question, recording their wager and their answer on paper (or 3x5 cards). Both their wager and their answers are the revealed to conclude the game, with both entered into the game via dialogs, resulting in the scores being updated and the winner announced. Using these checkbox options, one can setup a game to consist of:

Include Round Two	Include Final Exam Round	Game Setup
Checked	Checked	Round One, Round Two, and the Final Exam bonus round
Checked	Unchecked	Round One and Round Two (without the Final Exam bonus round)
Unchecked	Checked	Round One with the Final Exam bonus round
Unchecked	Unchecked	Round One only

Randomly Generating Topics

Click the 'Random' title at the top left of the Game Setup dialog. Each of the topics shown in the selected rounds has a checkbox and a drop box of categories. Use the checkboxes to select which slots to randomly generate topics for. There are buttons in the lower right to 'Check All' or 'Uncheck All" as well. Unchecked topics slots will not be generated. Use the drop down for each topic to select a desired category for that slot, including selecting from 'Any topic'. Once topic slots have been enabled (checked) or disabled (unchecked) and any category choices have been made for the enabled slots, click the 'Generate Random' button to have Quiz Show select the topics for the enabled slots. You may click the 'Generate Random' button multiple times to generate new selections.



Diversify

The 'Diversify' button in the lower right can be used to randomly generate topics that are spread out in various categories. No two categories will appear in the same round (assuming that all topics are first checked). This provides a quick way to randomly generate a diverse offering of topics. We recommend using the "Diversify" feature over the "Generate Random" as a more balanced approach, especially for entertainment uses (home and office gatherings, etc.)

Specifying Topics

Click the 'Specify' title at the top left of the Game Setup dialog. Each of the topics shown in the selected rounds has a radio button above it. Choose a topic slot by clicking its radio button. In the Topic grid, select a topic to include in the game. Click the 'Place Topic' button in the lower right to assign the highlighted topic to the chosen slot. Repeat the process for any other specified topics. Unassigned topics may be randomly generated using the method discussed above. (see illustration at the top of the next page.) NOTE: The radio button selection will automatically proceed to the next slot once a topic has been assigned.

Searching for topics

In the 'Specify' mode of the Game Setup dialog, topics may be searched from within the database by entering a word or phrase in the textbox above the topic list grid and then clicking the 'Go' button.

RAN	oom (P	Chemistry	ROUND TWO TOPICS	FINAL EXAM ROUND
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Topic#	Cabegory	Fopic .	Last		1	Include Hound Two
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26.	Science	Antronomera	0	Measures	onin peppers	MOUND (PLAYERS
26	Science	Mathematiciane	0	medoureo		ONE QUESTION
27	Science	Trigunanetry	0			and the second se
28	Science	Geometry	0	Tennis	World War II	Print Topic List
58	Science	Sound	0	Contraction of the		Print O Print Encine Game Notes
60	Science	Chereidry	0	1	the second second	
81	Science	Cherristry	0			
69	Science	Aninal Genders	0	Aviation	National Football	Place Topic Cencel / Clase
71	Science	Astronomy	0	1767845550	League	the second second
72	Science	Astronomy	8			Save To Disk Play Now

Retrieving a Saved Game

Click the 'Retrieve' title at the top left of the Game Setup dialog to open a saved game. Click the 'Retrieve Game' button in the lower right to open the 'RETRIEVE QUIZSHOW GAME' dialog. Saved games have a .qzg extension. Select a saved game in the dialog and click the 'Open' button. The topics clots will be filled with the saved topics. NOTE: The saved topics do not take into account whether topics have been recently used or not. They will be played regardless, unless modified using the Random or Specify modes to reassign topics. There is a "saved games" folder inside the My Documents > QuizShow Data folder, although games may be saved to any location and subsequently retrieved from any location.



Saving a Game

Once a game has been properly set up, i.e. there are topics assigned to each slot for the selected rounds, the game may be saved to disk for later retrieval and play. Click the "Save to Disk" button to save the game. A standard Save File dialog box is presented allowing for a location and filename to be provided. Files are saved with an extension of .qzg. The extension does not need to be specified when entering the filename. Saved games may be transferred from one computer to another, allowing for teachers to build communities for sharing topic and games (customized topics may also be exported/imported to the Quiz Show database – see page 32 for more information.)

Printing the Emcee Game Notes

Click the "Print Emcee Game Notes" button on the right side of the 'Game Setup' dialog to print the topics, questions and answers to the games. These are particularly useful for playing the game in the Emcee mode where the teacher/host/emcee responds to the correctness of a player's answer rather than entering the response into a dialog for evaluation.

		1	Round 2			
www.tricalico.com	200	400	600	80	0	1000
Aviation	The "Golden Age" of the airships ended on May 6, 1937 when this airship caught fire, killing 36 people.	American fighter ace in World War I, he won a record 26 aenal 'dog fights' and later became the head of Eastern Airlines.	First sirline in the world to operate sustained regular jot services on September 15, 1956 (with flights from Moscow to Irkutsk).	The three critical flight d parameters are the angl three dimensions known this.	ynamics es of rotation in as pitch, roll and	in 1928, he made the first transpacific flight from the United States to Australia.
	Hindenburg	Eddie Rickenbacker	Aeroflot	Yaw	r	Charles Kingsford Smit
Boxing	Holding the world welterweight title from 1946 to 1951 and the middleweight title a year later, his performances prompted the creation of 'pound for pound' rankings.	Twenty years after losing his title to Ali, he best Michael Moorer to become heavyweight champ again at age 45, becoming the oldest heavyweight champ.	Italian-American middleweight champion in 1949, he was portrayed by Robert DeNiro in 'Raging Bull'.	A heavyweight champio turned actor, his son is t an actor for his role as '	n in the 1930s retter known as lethro Bodine'.	Named 'Boxer of the Decade' for the 1980s, winning world titles in five weight divisions, he also won the 1976 Olympic Light Welterweight gold medal.
	Sugar Ray Robinson	George Foreman	Jake LaMotta	Max Bae	er, Sr.	Sugar Ray Leonard
Women in American History	"In 1981, Ronald Reagan appointed her to become the first women to st as a justice on the U.S. Supreme Court."	"Her novel about slevery, 'Uncle Tom's Cabin', old more than 300,000 copies in its first year of publication."	"In 1881, she established the American branch of the Red Cross and became its first president."	"Graduating cum laude, deaf and blind woman to Raddiffe College."	she was the first graduate from	*Appointed Secretary of Labor in 1933 by FDR, she became the first female Cabinet member.*
	Sandra Day O'Connor	Harriet Beecher-Stowe	Clara Barton	Helen K	eller	Frances Perkins
Our Solar System	"It is the largest object in our solar system, accounting for over 98% of the total mass in the system."	This planef's 'Great Red Spot' is actually a storm moving counter-clockwise in its atmosphere.	Planet named by the Romans after the fleat-footed messenger of the gods because it seemed to move quicker than any other planet.	"This planet has eight m were discovered by the expedition."	oons, six of which Voyager	*Originally classified as a planet, if is nov considered the largest member of a distinct population known as the Kulper belt.*
	Sun	Jupiter	Mercury	Neptu	ne	Pluto
American Artists	"Iowa native known for his rural Midwest landscapes, 'American Gothic' is his best known work."	"Leader of the Pop Art movement, his works are notable for the repetition of everyday images, such as Campbel's soup cans."	"New Moxico artist often used Southwest Iandscape elements, such as in 'Cow's Skull."	"Farmer's wife who beg 70's, she created colorit of farm life, such as her	in painting in her I, primitive styles Sugaring-Off."	"Born in Sweden, this Pop Art movement leader is known for his giant sculptures of common objects, such as "Lipstick."
	Grant Wood	Andy Warhol	Georgia O'Keefe	Grandma	Moses	Claes Oldenberg
BONUS ROUND: (ran	domly chosen from one In this, th hese three questions)	l he last film of John Wayne's career, he plays ar dying of cancer.	 Wayne played Colonel Mike Kirby i he would also direct. 	n this 1968 film, the last	John Wayne had David Lean film s	a small part as a centurion in this 1965 tarring Max Von Sydow.

Printing Student Worksheet (Just the Questions)

In the same manner, just the topics and questions can be printed without the answers. These could be used a student worksheets with or without playing the game. An instructor might use these as a way for the class audience to take notes during the game or even as a unique quiz format or a review game for all students to participate in instead of the game. Click the "Print Q" button to generate these sheets.

quiz show	200	400		800	4000
Aviation	The "Goiden Age" of the airships ended on May 6, 1337 when this anship caught fire, killing 36 people.	American fighter ace in World War I, he won a record 56 eneral 'dog fights' and later became the head of Eastern Artines.	First airline in the world to operate sustained roginal joi services on September 15, 1956 (with flights from Moscow to Inkulsk).	The three critical flight dynamics parameters are the angles of rotation in three dimensions known as pitch, roll and this.	In 1928, he made the first transpacific flight from the United States to Australia.
Boxing	Holding the world wellenweight tills from 1946 15 1951 and the middleweight tills a year later, his performances prompted the creation of pound for pound rankings.	Twenty years after being his title to All, he seat Michael Moorer to become heavyweight champ again at age 45, becoming the oldest heavyweight champ.	Italian-American middleweight champion in 1949, he was portrayed by Robert DeNro in Reging Bulf.	A heavyweight champion in the 1900s turned actor, his son is before known as an actor for his role as "Jethro Bodine".	Named 'Boxer of the Decade' for the 1980s, writing world tills in five weight divisions, he also won the 1976 Olympic Light Weiterweight gold medal.
Women in American History	"In 1981, Ronald Reagan appointed her la become the first women to sit as a justice on the U.S. Supreme Court."	"Her novel about stavery. 'Unde Tom's Cabin', old more than 300.000 copies in its first year of publication."	"In 1981, she established the American branch of the Red Cross and became its first preadent."	"Graduating cum laude, she was the first deaf and blind woman to graduate from Radolfte College."	"Appointed Secretary of Labor in 1933 b FDR, she became the first female Cabinet member."
Our Solar System	"It is the largest object in our solar system, accounting for over S6% of the total mass in the system."	This planefs 'Great Red Spot' is actually a storm moving counter-clockwas in its atmosphere.	Planet named by the Romans after the fisel-fooder massenger of the gods because it seemed to move quicker than any other planet.	"This planst has eight moons, six of which were discovered by the Voyager expedition."	"Originally classified as a planet, it is nov considered the largest member of a distinct population known as the Kulper bolt."
American Artists	Towa native known for his rural Midwett landscoper, American Gothic' is his best known work."	"Leader of the Pop Art movement, Ms. works are notable for the regettion of everyday images, such as Campbel's soup case."	"New Mexico artist offen uzed Southwest lavidsope elements, such as in "Cow's Skult."	"Farmer's wife who began parting in her 70%, she created coord, primitive styles of farm life, such as her Sugaring-OI."	"Born in Sweden, this Pop Art movement leader is known for his glant sculptures o common objects, such as "Lipstick."

Printing a List of Topics

Clicking the "Print Topic List" button will generate a printout of the topics in the database listed alphabetically within the seven categories. This serves as an inventory of existing topics when contemplating adding in new topics. It might also be used in an entertainment setting for players to each choose a topic, with the emcee/hose choosing the fifth topic for each round and the final exam topic (or generating those randomly). A sample printout of those topics that ship with Quiz Show has been included at the back of this document.

Playing a Game

When a game has been retrieved or setup, the game can be played. Click the 'Play Now' button in the bottom right. The button will only appear once a game has been retrieved or properly set up. This will load the topics into the game boards and close the "Game Setup" dialog. A "Let's Play" button will then appear in the bottom right of the Quiz Show game window.

Click 'Let's Play" to begin the game. The Quiz Show sign rises and the curtains part to reveal the game board with the topics selected for Round One. Audio of the studio audience clapping is heard and the four player avatars join in the clapping. One of the four players is randomly selected to be "in control" of the board to start the game and they get to choose any topic and value. Click the 'OK" button to dismiss the dialog, and then click the desired topic/value space on the board to reveal its question.



About the Game Board

The three red/green 'lights' in the upper left of the game board simply serve as a visual of the Rounds that are part of this particular game. THE left most light represents Round One and is always green for every game contains the first round. The middle light represents Round

Two. If the game contains a Round Two setting it will be green; if not, the light will be red. The right light represents the Final Exam (Bonus) Round. Likewise it will be green if the current game includes a Final Round and red if it does not.

In the upper right of the game board is another green/red light and to its right is the countdown clock. This light will turn green when players are eligible to "buzz in' to answer a question and red when they are excluded from doing so. The countdown clock reveals the seconds remaining for players to buzz in. The default is five seconds once the question has been fully revealed, though this time limit may be modified via the 'Game Options' dialog discussed later.

Answering Questions

Questions are revealed one word at a time. Players may buzz in while the question is being revealed, but in doing so, the revelation of the question is halted until the player provides his or her response. Using the default keyboard response system, players buzz in by pressing their assigned key on the keyboard (A, V, M, or P). When using the optional Wiimote response system, players buzz in by pressing the "A" button on the Wii remote or the "C" (*or "Z") button on the front of the Wii nunchuk.







The first player to buzz in is given the opportunity to answer the question. In the normal game mode (as opposed to the emcee mode), that player is presented with the opportunity to provide an answer via a dialog box where their answer is entered into a text field. Click the 'Submit Answer' button. Quiz Show evaluates the response against the answer criteria specified for the question. If the criteria are matched, the player's score is incremented by the question's value, a green feedback dialog is presented showing they were correct and that player now has control of the board (meaning they get to



choose the next topic and value of the next question to be revealed). Players may buzz in before a question is fully revealed, but the full revelation of the question's text remains veiled. If the player's response is incorrect (i.e. it did not meet any of the specified criteria) a red feedback dialog box is shown with the fact that that their answer was incorrect and the player's score is decremented by the question's value amount. Once the "OK" button is clicked on that dialog, the question will continue to be revealed (if it wasn't already fully visible any player may buzz in as long as time remains on the countdown clock in the upper right corner.

If no player is able to answer the question correctly within the time limit, or no player buzzes in for the opportunity, the correct answer is revealed. In that case the player who had control of the board retains the control and selects the next question.

Play continues in this manner until all questions of the round have been revealed. The game may progress prematurely to the next round or be stopped via the Game Options dialog (discussed on pages 20-21).

If no player is able to answer the question correctly within the time limit, or no player buzzes in for the opportunity, the correct answer is revealed. In that case the player who had control of the board retains the control and selects the next question.



Questions containing Graphics and Audio

Questions may contain audio (MP3 format) or images (JPG, GIF, or PNG formats). For questions containing audio, any textual portion of the question is presented first along with a button to play the audio. Players may buzz in while the audio is playing, but the countdown timer begins only after the audio has finished. If a player buzzes in before the audio is completed, it is paused until the player has responded and resumes if the player's response is incorrect.

Questions with related images may be presented in one of three ways. **Image mode 1** presents an image up to 840x480 pixels in the same way that audio questions are presented. Text is presented first with a button to then display the image. The countdown timer does not start until image is displayed. Images larger than 840 pixels wide or 480 pixel in height are automatically scaled to fit the question frame.



0.2

THERE SHARE



Image mode 2 presents the textual question on the left half along with a smaller portrait-oriented image

on the right simultaneously. The countdown timer starts once the text has been fully revealed. **Image mode 3** presents the textual question at the top along with a landscaped image simultaneously at the bottom. As with Image mode 2, the countdown timer starts once the text has been fully revealed.





CHARLOTTE

The Confidence Wager

In Round One and Round Two, a question is randomly selected as the Confidence Wager question. When the player in control of the board chooses the question's topic and value, that player is presented with the Confidence Wager dialog and is afforded the exclusive right to answer the question. Other players may not buzz in on the Confidence Wager question.

In Round One, the controlling player may wager between 0 and 1000 points in increments of 100. In Round Two, the points are doubled and the active player may wager between 0 and 2000 points.

The wager is placed by dragging the slider underneath the wager area to set the desired point level. Once the wager is set, click the "Let's Go" button in the lower right of the Confidence Wager dialog.







The question is displayed and the player will have five seconds to think about their answer. They do not need to buzz in. At the end of the five seconds, they will automatically be asked for their response. If the player provides a correct response, their score is increased by the amount of their bid. If they answer incorrectly, their score is decremented by the wager amount and the correct answer is revealed. Regardless, of his or her answer, the player retains control of the board and chooses the next topic and value.

Playing the Final Exam (Bonus) Round

The Final Exam Round (a.k.a. Bonus Round) plays much differently from Rounds One and Two. In the Final Exam Round, a topic is presented and all four players are given an opportunity to answer the same question. If used, this round concludes the game and potentially gives all four players an opportunity to win the game depending on their scores and how they each bid on this last question. The player in the lead however does have the advantage and if he or she has a significant lead can largely insure their victory if they wager conservatively.

The Wager

After the topic has been revealed (but before the question is shown), each player writes their name and secret wager (up to the amount of their score) and provides the bid to the emcee / host / teacher or places their bid face down in front of them. (A 3x5 card works great for this).



To begin the bonus round, write down your wager amount (up to the number of points you have) and your name and then submit it to your teacher or host. Click 'OK' once all players have done this to reveal the question You will have 20 seconds to write down your answer.





Answering the Final Exam Question

Once all players have submitted their wager, the "OK' button is clicked and the question is revealed. The countdown clock is set to 20 seconds and the Quiz Show contemplation music is played during the twenty seconds. Player must write their response to the question during these 20 seconds. At the end of the twenty seconds, a dialog box appears asking for each player's response to be entered along with their bid. The order of input starts with the player with the lowest score, the player in third place, then the player in second place and concludes with the player in the lead.

The Winner Congratulated

At the conclusion of the game, whether it consists of one, two or three rounds, the winner is congratulated!



Enabling/Disabling the Emcee Mode

To enable the Emcee Mode, click the "Game Options" button in the lower right and check the "Emcee Mode On" checkbox of the Game Options dialog. Click the "Hide" button of the dialog to hide it. In like manner the Emcee mode can be turned off to return to the Normal mode of game play by unchecking the same checkbox in the Game Options dialog.



Response evaluation in the Emcee Mode of game play

In the Emcee Mode of game play, the response dialog does not include a textbox for entering the answer. Instead the player announces his answer and the emcee, host or teacher, uses the computer's mouse to click either the green (correct) or red (incorrect) button on the dialog. This requires the emcee or teacher to know the correct answers (or to have printed the answer sheet beforehand– see page **13**).

Other Controls in the Game Options dialog

In the Game Options dialog (accessed by clicking the 'Game Options' button it the lower right of the game window), the time limit for players to buzz in after a question has been revealed may be changed. The default is 5 seconds. The countdown timer may be changed to any integer value between 3 and 10 seconds by clicking the up and down arrows to the selection's right.

The 'Reset' button is useful if an error is encountered (such as if an image can't be found or loaded for a graphic question). Click the 'Reset' button to close the question and return to the game board.

If it is determined that a player's answers were not correctly evaluated, the score may be adjusted by opening the Character Setup dialog. In that case, it may also be necessary to change which player has control of the board. The 'Reset Player in control' option of the Game Options dialog can be sued to do just that. Where this is important is if the "Confidence Wager" question has not yet been encountered in this round, for in that situation, the player considered in control gets an exclusive opportunity to answer the question.

The sound effects (such as the ticking of the countdown clock) can be turned off by unchecking the 'Sound On' checkbox (or turned on by checking it).

Buttons at the lower left of the Game Options dialog allow the game to be closed and returned to the opening screen (curtains closed) to begin a new game or to exit the application. (You can also exit by pressing the Esc key on the keyboard).

The buttons in the lower right of the Game Options dialog allow play to proceed from Round One to Round Two; or from Round One or Round Two to the Final Exam round. These might be used in a timed game play format (such as according to house rules) or in managing class time.



question, click this button to reset

and return to the game board.

BRUCE

What is your response?











Reset

Using the Wii Remotes (Wiimotes) and nunchuks

One of the unique features of this software is the use of Wiimotes and Nunchuks from the Nintendo Wii game system to be used as wireless player buzzers instead of the keyboard. This makes for a better classroom setup. But the wiimotes/nunchuks must be setup to work with the program. You'll need two wiimotes with nunchuks (or four wiimotes without nunchuks) to handle four players.

What you need:

1.) Two wiimotes with nunchuks (or four wiimotes) to handle four players.

2.) Bluetooth networking connectivity: Most newer computers have Bluetooth built in, but a Bluetooth dongle can be added via your USB port. You'll find them for \$25 or less at your local computer store or at Amazon. I use the Inland Mini Bluetooth Dongle purchased for \$9. Wiibrew.org maintains a list of compatible Bluetooth dongles at http://wiibrew.org/wiki/List_of_Working_Bluetooth_Devices

3.) WiiFlash Server software (Available for free download at http://wiiflash.bytearray.org). Note WiiFlash requires Microsoft .NET Framework 3 or higher. If you're running Windows Vista or Windows 7, you should be good; Windows XP users may need to download from Microsoft.) On the Macintosh platform, it uses Java server.



Setting up the WiiMotes/Nunchuks

The following instructions were written for Microsoft Windows XP. For Windows 7 instructions, see page 27. If using Windows Vista, or a Macintosh, the steps may vary a bit. Consult your OS manual on using Bluetooth.

Step 1: Download and install the WiiFlash Server software ((Available for free download at <u>http://wiiflash.bytearray.org</u>). Note WiiFlash requires Microsoft .NET framework 3 or higher. If you're running Windows Vista or Windows 7, you should be good; Windows XP users may need to download from Microsoft.) Be sure to install the Wii Flash Server software after downloading. I prefer to put an icon for the installed program on the desktop for easy reference.





Step 2: If your computer does not have Bluetooth networking capability, obtain a Bluetooth dongle from your local computer store or online (such as amazon.com). I use the Inland Mini Bluetooth Dongle purchased for \$9. Wiibrew.org maintains a list of compatible Bluetooth dongles at http://wiibrew.org/wiki/List_of_Working_Bluetooth_Devices

Step 3: Open up the Windows Control Panel. Click the "Bluetooth Devices" icon (see figure below).



Step 4: If you have a Wii gamebox within range, turn it off. / unplug it. Click the "**Add...**" button in the Bluetooth Devices panel. In the resulting dialog box, check the "My device is setup and ready to be found" box.





Step 5: Power up the first Wiimote. You should see all four blue lights flashing on the Wiimote.

If the lights stop flashing before the device is found in this step, **press the 1 & 2 buttons on the Wiimote simultaneously.**

Click the **Next** button in the dialog (see image at the right). Windows will search for your devices, and once found will display it in the dialog (see next page).



Step 6: Select the "New device" in the above dialog and click "Next" (below left illustration). In the following dialog box, select the "Don't use a passkey" and click "Next" (below right illustration).

	Add Bluetooth Device Wizard
dd Bluetooth Device Wizard	Do you need a passkey to add your device?
Select the Bluetooth device that you want to add.	To answer this question, seler to the "Bluetooth" section of the documentation that came with your device. If the documentation specifies a passkey, use that one.
If you don't see the device that you want to add, make sure that turned on. Follow the setup instructions that came with the devid and then click Search Again.	< <u>Rat</u> Net> Cancel

Step 7: You will see another dialog indicating that your device is being installed (left image below). Then will be presented with the message shown on the right below. Click the "**Finish**" button.

Add Bluetooth Device Wizard		
Windows is installing your device.		
	Add Bluetooth Device Wizard	X
 Connecting. Installing Blactooth device 	Completing the Add Bluetooth Device Wizard The Bluetooth device was successfully connected to your computer. Your computer and the device can communicate whenever they are near each other.	
< Back	To close this wizard, click Finish	ai)

Step 8: Repeat Steps 4 through 7 for each additional wiimote. (Note: Nunchuks plug into the wiimotes and do not need to be setup as bluetooth devices. The four blue lights should remain flashing on each Wiimote throughout this process, if they stop, press the 1 & 2 buttons on the Wiimote simultaneously.

Step 9: Run the WiiFlash Server program downloaded and installed in step 1. Click "Run" in the dialog warning.

run th	ublisher could not be verified. Are you sure you want to is software?	
	Name: WiiFlashServer 0.4.5.exe	
	Tuner Annication	
	From: C:\Hustedde\Wii Flash\WiiFlash 0.4.5\WiiFlash 0.4	8
	Bun Cancel	
Alw	ays ask before opening this file	
8	This file does not have a valid digital signature that verifies its publisher. You should only run software from publishers you trust. <u>How can I decide what software to run?</u>	
12		
In WiFlast	WiiFlash should locate your Wiimotes and display the nu	mber of remotes found in the Windows status bar
	wilmotes will rumple and the lights on them will indicate	e which is wilmote 1, wilmote 2, etc.

Step 10: You will also see the WiiFlash application on your desktop showing the remotes found as well. The icons will depict the wiimotes and nunchecks found. If you connect/disconnect the nunchuk, the icons will update. **DO NOT CLOSE THE WIIFLASH APPLICATION** – you can minimize it if you like.



Step 11: In Quiz Show, click the "Wiimote Status" button in the lower right. Click the "Update" button - you should see that the Wiimotes are connected and the battery level of each. Check the box that says "Use wiimotes" before closing the dialog. Click the "A" and "C" or "Z" buttons on the Wiimotes and/or Nunchuks to verify they are working properly (you should see the corresponding avatar press their podium buzzer.)



You can close the Bluetooth Devices panel at this point by clicking the "OK" button on the Bluetooth Devices panel.





Setting up the WiiMotes with Windows

7



Previewing, Editing and Adding Topics and Questions to the Database

Please note that the database is unique for each user. Thus changes made to the database by one user will not be reflected when another user is logged in to the same computer. Added topics may be exported by one user and imported by another user. Another option would be to create a shared login account for accessing Quiz Show.

Accessing the Question Editor

Access to the Question Editor is done via the Game Setup dialog. Click the "Game Setup" button at the bottom right of the main screen. In the Game Setup dialog, click the "Retrieve" option in the upper left. On the Retrieve mode screen, there is a button to access the Question Editor.



Sorting and Filtering the Topics

A list of topics is presented on the left side of the editor. The topics may be filtered by category by choosing a category from the drop down list of the combo box in the upper left. Categories include:

- Arts & Entertainment
- General Knowledge
- Geography and Culture
- History & Social Studies
- Science / Math / Nature
- Special Topics
- o Sports

Topic names may also be searched by entering a desired word, phrase or part of a word in the Search textbox and then clicking the "Go" button.

films	Go
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QUIZSHOW TOPIC VIE

Show All Categories	▼ SE
Show All Categories	0.00
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General Knowledge	
Geography	ple
History/Social Studies	Awar
Science/Math/Nature	slog
Special Topics	slog
Sports N	slog
126 General Ar	tvertising slor

The topic list on the left side may be sorted numerically by topic number (this is the database record number for the topic), alphabetically by category or alphabetically by topic name. Click the column heading you wish to sort by. Sots may be either ascending or descending, done by clicking the column heading a second time.

Previewing the Questions of a Topic

To view the details of any topic, simply click the topic name in the list. The questions, answers, and evaluation criteria will be shown on the right.

Questions containing an audio link will begin with: **[AUDIO** *audioFilename.mp3*] where *audioFilename.mp3* is the name of the audio file in MP3 format. Audio files must be located in the Audio folder of the QuizShowData folder insides the user's Documents directory.

Likewise, questions that contain an image link will begin with [IMAGE imageFile.jpg], [IMAGE2 imageFile.jpg] or [IMAGE3 imageFile.jpg] where imageFile.jpg is the image's filename. Images may be in JPG, PNG, or BMP format and

UIZ	SHOW 1	OPIC VIEW	VER/EDITOR	Eletophy: Geography
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No.	in them		- Net	er Elfera 3 - Contaria Anti
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are located in the Images folder of the QuizShowData folder insides the user's Documents directory. **[IMAGE...]** displays the image within the full question area. **[IMAGE2...]** simultaneously displays the image on the right with the question at the left and **[IMAGE3...]** simultaneously displays the image at the bottom with the question above it.

All topics contain 100, 200, 300, 400, and 500 point questions. When the topic is used in Round Two, the values are doubled to 200, 400, 600, 800, and 1000 points. When the topic is used for a Final Exam question, Quiz Show will randomly choose to use the 300, 400, or 500 point question.

Understanding the Evaluation Criteria

Each question may have up to three answers and/or up to three sets of evaluation criteria. Each criterion offers a matching string (or two matching strings) that must be present in a provided answer for the answer to be considered correct. The criteria can be written to allow for flexibility in spelling. Consider the following:



There are two criteria provided. The first requires the user's response to contain the letters "col" and "rado". The second requires the user to provide "col" as well as "rodo" in their response for it to be marked correct. Thus any of the following responses would be judged as a correct answer:

- Colorado River
- o Collorado River
- o Colorrado River
- o Colorado
- o Collorado
- The Colorado River
- Colarodo River
- COLORADO RIVER

Of course, "Verrado Dog Collar" or "Radon College" would also be considered correct, but chances are the player's not going to suggest those in response to this question!

A space before a criterion will require the answer to contain a word beginning with the letters and a space after a criteria would require an answer to contain a word ending with those letters. For an exact answer, such as a spelling word, only one criterion would be offered and it would contain a space both before and after the word. The criteria (and a player's response) are NOT case sensitive.

The criterion also allow for a "But Not" specification. Consider the following . . .

100 Point Question: U.S. President who sa	id "Speak	softly and	carry a b	oig s
Answer: Theodo	re Rooseve	lt		
Criteria 1 - Contains:	roos	And:	vel	
or Criteria 2 - Contains:	rose	And:	vel	
or Criteria 3 - Contains:		And:		
		But Not:	frank	

The correct answer is Theodore Roosevelt, and if the player suggests any of the following it would be judged as a correct response:

- o Roosevelt
- o Rosevelt
- o Rooseveldt
- o T. Roosevelt
- Teddy Roosevelt
- Theodore Roosevelt
- President Teddy Roosevelt

But if the player responded "Franklin Roosevelt" the answer would be considered incorrect.

Editing Topics, Questions, Answers and Evaluation Criteria

Any topic (including those that came with Quiz Show) may be edited. The category to which a topic is assigned may also be modified. To make any changes to a topic, select the topic in the topic list at the left, then click the "Edit Topic" button at the bottom of the list. The editor will be displayed on the right with all the topics data. To modify the category, make a selection from the combo box above the Topic field.

Make any changes desired, then click "Save" in the upper right.

Note: if links to any images or audio files are added, those files must be copied or moved to the appropriate Images or Audio folder of the QuizShowData folder in the user's Documents directory.

Deleting Topics

To permanently remove a topif from the data, select the topic and click the "Delete the Topic" button belwo the topic list. A dialog box will confirm that you really do want to remove the topic. If so, click the the "Yes, remove it" button of the dialog, otherwise choose "Cancel".

Adding New Topics

To add a new topic to the database, click the "Add a New Topic" button below the topic list.

Choose a category and enter the topic name. You may add sorting and searching information to a topic's name by including it in square brackes such as: **"Geography [5th Grade – Lesson 4]"** The information in the brackets will not be seen on the game board. To group topics together place a common word or phrase in square brackets before the topic name, such as **"[Bible] Genesis"**.

Enter the five quesitons and anwers. We suggest that 100 point questions should be easier thatn 200 point questions, etc. For each question, you must specify at least one criteria (see the information on evaluation criteria the previous page).

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Exporting / Importing Topics

It's relatively easy to share topics with other users and transfer topics from one computer to another. Thus a teacher might create topcis during preparation on their home computer, export those topics to a USB drive and then import them on his or her classroom computer. Topic files could also be shared with other teacher via email attachments or uploaded/downloaded via a server or internet forum.

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To export topics, Select a topic and then click the "Export Topic" button below the topic list. This results in the "Export Topics" dialog beign displayed on the right hand side. You amy add additonal topics to the list to be export, by simply clicking each topci in the topic list on the left. Selected topics will appear in the topci list on the right.

The quesitons and answers for any topic in the Export list may be viewed by selecting the topic on the right. This alllows you to verify topics to be included. If you wish to remove a topic from the export list, select it in the export list and click the "Remove from List" button.

When all desired topics have bene addd to the export list,

click the "Export Now" button. A standard "Save As" dialog box allows you to choose a location and ente a filename. Click the "Save" button. The saved file is a text file and may be saved with an extension of .txt if you like or you can assign a unique extension, such as your initials. Please note: any linked audio or image files are not included and must be manually copied.

To import topics from a saved file,

click the "Import Topics" button. Click the "Import from File" button in the Import File dialog, and choose a file from Open File dialog. The topics contained in the fiel will be displayed in the topci list on the right. You may review the questions and answers of the topcis by clicking a topic in the list. You may remove any undesired topics by selecting the topic and clicking the "Remove from List" button.

To import the topics to your Quiz Show database, click the "Save to DB" button.

Return to the Game

Click the "Return to Game" to continue in Quiz Show.

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Best Practices / Suggestions / Tips

Add a wireless keyboard and mouse. If using the keyboard response system, the addition of a wireless keyboard with a wired keyboard provides some setup flexibility. The four players can be divided between the two keyboards (two on each); or the host/emcee/teacher can use one keyboard and the player can use the wireless keyboard. Dividing the players between the two keyboards works best when using the Emcee Mode of game play. The teacher or emcee simply needs the mouse to control the game and respond to player's answers.

For home use, connect to your HDTV. The game is intended for use with a classroom computer and a data projector. The ideal setup for home or small group use is to connect a laptop to the HDMI port of your HDTV. Use a wireless mouse and keyboard for the host or emcee and the Wiimotes/Nunchuks for the players.

Use a shared login: In a shared classroom/lab setting, consider setting up a user account for playing the game and modifying the database. Thus all users would have the same access to all the questions. The potential downside of this is that the list of used topics will carry over from user to user.

Use spaces for stricter evaluation: In setting up questions where the answer must be exact or perfectly spelled, remember to place a space before and after the criterion word. For example, one might record audio for spelling words, "*The word is 'AMBULANCE' as in 'She was taken to the hospital by ambulance.*". The criterion should be "_ambulance_" where the underscores represent spaces (don't type in the underscores – replace them with spaces!).

Test your questions: Before playing with others, set up a game with your questions and play a game to insure that answers are correctly evaluated and any audio or image files are located and used. It's easy to make a simple typographical mistake.

Use a Word Processor: Speaking of typographical mistakes, you might want to first enter you questions and answers using word processing software such as Microsoft Word to take advantage of its spellchecker, then copy and paste into the various fields of the Add Topic dialog. Sorry, there's no spell checker in Quiz Show.

Installing Quiz Show

Quiz show can be purchased online at <u>www.tricalico.com</u> and downloaded immediately.

Upon receipt of payment via our website, you will receive an email with instructions and your personal password to be used in accessing the online installer. The password must be used with the email address you provided during purchase.



Enter your first name, last name, email address (must be the same address you provided during purchase) and the unique personal passcode provided to you via email. Click the "Submit Information" button. Note that you can return to this screen to view the Adobe Acrobat (PDF) online version of this manual, and/or access the website to download the Wii Flash software if you plan to use the Wiimotes/Nunchuks with Quiz Show.

MULTIPLE DOWNLOADS: The license you purchased allows you to download and install on two computers provided they are both owned and operated by the same individual (such as a desktop and laptop computer) and that Quiz Show is not ran simultaneously on both computers. A teacher or school employee may install on one school-provided classroom computer, as well as his/her home computer for lesson preparation.

After submitting a valid email address and download passcode, you will be taken to the Quiz Show installer. The installer will download and install Adobe Air if Air does not already exist on your computer and will then install the Quiz Show application. Click the Install Now button to begin installation.







id and password for modifying the database. This is intended to keep students from unauthorized viewing or modification of the questions and answers available in Quiz Show. You will need this ID and password to add, edit, delete, export, or import topics.

The quizshow database has been setup in you now need to create an account for access to v and answers.	ir documents folder. You iew and edit the questions
Choose an Administrative ID:	
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Contact Info

More information about Quiz Show can be found online at <u>www.tricalico.com</u> Please direct email questions and inquiries to info@tricalico.com.



ARTS & ENTERTAINMENT - 47 Academy Awards (Best Picture) Aesop's Fables American Artists American Literature (2) Art Terminology Arthurian Legend Baby, Oh Baby Cary Grant Films Children's Television Classical Composers (Audio) Colors Comics Composers Dance Famous Film Quotes Fictional Dogs (2) **Fictional TV Towns** Films of Alfred Hitchcock (3) Films of Jimmy Stewart Films of John Wayne (2) Greek Mythology Hollywood Lingo (3) Monoply (3) Motown Movie Directors (3) Music Terms Music of the 1960s Musicals (2) Science Fiction Authors (2) Ships and Captains T.V. Spin-Offs (2) The Beatles **Twentieth Century Playwrights GENERAL KNOWLEDGE - 34**

A is for Apple Advertising slogans (5) Airport Abbreviations (2) Architectural Terms Arizona State University Alumni Aviation (3) Chili peppers Crosswords Double Zs (3) Foreign Words & Phrases Harvard Graduates Legal Terms Princeton Graduates Sly as a Fox

Topic List

Spelling Bee (5) Stock Exchange Ticker Symbols Tests and Exams The New York Stock Exchange U.S. Armed Forces U.S. Holidays Yale Graduates

GEOGRAPHY / CULTURE - 62 Arizona (2) Australia Bodies of Water (2) Bridges California (3) Canada Central America **College Towns** Flags of U.S. States (2) Flags of the World (7) Historic Sites and Landmarks India Islands (4) Italian Cuisine (3) London Mexican Cuisine Mexico North Carolina Oregon Rivers Sailing the Seas Spain (2) State Capitols (6) The Continental United States (9) The Middle East U.S. National Monuments (2) **U.S. National Parks** U.S. Structural Landmarks World Famous Structures World Landmarks (2)

HISTORY / SOCIAL STUDIES - 33 Civil War (3) Computing History Espionage Explorers (2) German History Germany History of the Middle East Inventors Mexican History Revolutionary War (2) Space Exploration (2) Supreme Court (2) U.S. Presidents Watergate (2) Women in American History (4) Women in American Politics World Leaders of the 1980s World War II (4) SCIENCE / MATH / NATURE - 28 Animal Genders Astronomers Astronomy (2) Birds Cats Chemistry (3) Computing Technology (3) Dog Breeds

Geology Geology of the U.S. Geometry Math Terms Mathematicians Our Solar System (2) Physics (3) Physics: Simple Machines Sound Trigonometry Weights and Measures Zoology

SPORTS - 36 American Football **Baseball Managers Baseball Statistics** Baseball Terminology (3) Basketball Basketball Hall of Fame Boxing **College Mascots** College Team Names (4) Golf (2) Great Moments in Baseball (2) Harlem Globetrotters Heavyweight Boxers Heisman Trophy Home Team Homes (2) International NBA Players

Numbers in parentheses indicate multiple topic occurences.

Page 1



Topic List

March Madness National Football League Retired Numbers Sportcasters Teams on the Move (2) Tennis (3) The Triple Crown The X Games Voices of Baseball

SPECIAL TOPICS - 12 [Bible] Bible: Who Said...? (5) [Bible] Genesis [Bible] Name Changes in the Bible [Bible] Places in the Bible [Bible] The Books of the Bible [Bible] Women of the Bible (3)

Numbers in parentheses indicate multiple topic occurences.

Page 2

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c. make one copy of the Software in a machine readable form solely for back-up and archival purposes:

d. use the Software for demonstration purposes only at an educational conference or in-service teacher training as outlined under the Demonstration Purposes section set forth below.

3.RESTRICTIONS

The following restrictions apply to the installation and use of the Software as identified in section 2a above:

a. The Software may not be loaded on a network server, intranet, or internet in such a way as to make it available to other users either to use or install.

b. Installation is to occur by running the setup program contained on the disc so that all necessary files are copied to the local hard drives and/or a server hard drive (provided the restriction in section 3a is met); Licensee may not duplicate the disc(s) except as identified in section 2b above.

4.DEMONSTRATION PURPOSES

The Software may be temporarily installed and used on a second computer for demonstration purposes only as specified under article 2 above, provided the following conditions are met:

a. Tricalico Interactive is clearly identified at the demonstration as the developer and distributor of the Software, including displaying or publishing Tricalico Interactive's address (Tricalico Interactive; P. O. Box 84185; Phoenix, Arizona 85071-4185) and Internet website address (www.tricalico.com) and email address (info@tricalico.com);
b. The Software is removed from the computer promptly following the

demonstration. It may not be housed on the presentation computer for more than 24 hours.

c. The Software may not be installed or used in such a way that others may access it, copy it, or use it. It may not be installed on a network server in any way.

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