

In-Genius Trivia User Guide

How does it work

- Download the Presentation. When you first open it, you are prompted to optionally enter your Host name (XXX Sports Club) and the Date.
- The first slide is an introductory slide you can leave up on the screen while your audience is getting seated.
- The second slide is the Topics (Music, General Knowledge etc.) that will be in the quiz. Once the audience is settled down and the teams have a look at the Topics they can, optionally, choose two topics that they can apply the “Double”. The double will double the teams score for that round. Adds a bit of interest to the game. The Scoring App provides a checkbox to record the Teams Double selection and score.
- The next series of slides takes you thru each Topic / Round. It first displays the 10 questions and then the answers. If you are using the Mystery Presentations a “Mystery Clue” is displayed before the Answer slide is displayed. A new Mystery Clue is displayed after each round. The Teams write their answers down on the answer sheets (template provided) as well as their guess at the Mystery puzzle. and, after question 10, swap their sheets with a neighbouring team for marking. Optionally you can let each team mark their own paper.
- **HINT:** Tell the teams not to write their Mystery guess down before swapping the sheets with another team – wait till the sheets have been marked and returned.

When ready display the answer slide. If you use the Timer function, it will automatically advance only the questions slides by your selected time.

- When all answer sheets are returned to the host the scores can be added to the scoring App. This can be interesting as teams get to see what their opponents are scoring. The intention is to have the presentation and the Scoring App running at the same time and just toggle (alt Tab) between them
- At the end of Round 6 and the final scores are known then announce the Winning team.

System Requirements

The Presentations and Scoring app should run fine on any Operating system (Windows, MacOS, Android, Apple IOS) that can display HTML pages.

We recommend using Windows with Google chrome and run your presentations in full screen mode.

The Scoring App

Designed to run alongside the presentation, but not required, it allows the host to enter each teams scores at the end of each Round and display the final results at the end of the night. A checkbox is provided to indicate which Topics have been selected for the “Double”. When checked it will automatically double the score for that team for that topic.

Various options are provided that are intuitive to use including the Save function. This has two purposes:

- Save (and restore) after each update in case of accidental shutdown or loss of data. Just save after each round and you can always go back to those entries
- If you run the Quiz shows on a regular basis with the same teams, just save the scores for that night and next time you run a quiz just restore the file, clear scores, and you have a Scoring sheet with all your teams names and blank scores. Saves a lot of time.

At the end of the night press the Final results button and the teams are ranked by their score.

Prepare for the Quiz

Prior to the quiz the host should:

- Run the presentation and make sure everything is working correctly
- Print out enough copies of the Answer sheets. If you have 10 teams, they will each need 6 answer sheets (1 sheet for each Topic/Round). So, for 10 teams that's 60 answer sheets you will need.
- Make sure that the presentation works correctly at your venue