

QUIZ SHOW

Quick Start
Guide



Quiz Show Quick Start Guide

This Quick Start Guide is designed for more experienced computer users or people who have used the Quiz Show game before but want to review how it works. It shows you the different parts of the Quiz Show and Board Builder and explains the functionality of each button but does not provide step-by-step instructions for completing tasks. It assumes that the user is familiar with standard procedures for saving files, printing files, choosing files from a list to open or attach them to other files.

For rules of the game along with more detailed instructions about how to use the game, the Board Builder, and the template, please go to the **Quiz Show User's Guide**. Each element of the Quick Start Guide refers to the page number in the User's Guide that describes that function, with the page number preceded by "UG" (e.g., **UG-3** means that the function is discussed on page 3 of the User's Guide).

Note that buttons function in the same way each time you see them. Their functions will only be discussed once in this guide.

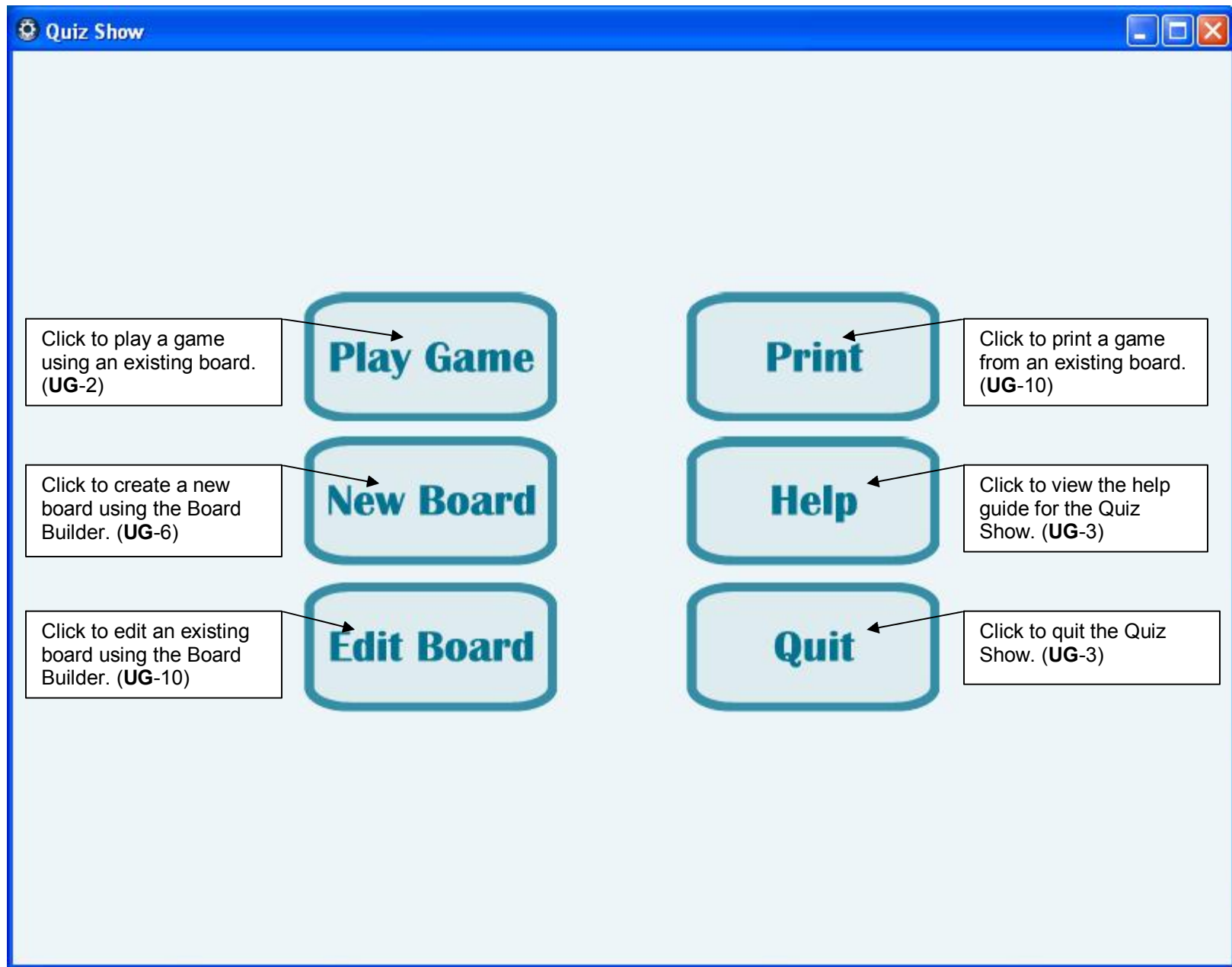
- The buttons on the lower left corner of the screen are described on page 3 of this document.
- The buttons on the lower right corner of the screen (which are visible only when you use the Board Builder) are described on page 5 of this document.

Before You Play a Game or Build a Game

1. Before you play the game, you must make sure that:
 - You have set up the game board.
 - You know the name of the file that will be used as Round 1 for your game.
 - The game board files (including the game questions and any images used in the game) are in the same folder as the **quizshow.exe** icon.
For details about how to set up the game, go to the **Create a New Game Using the Board Builder** section of the **Quiz Show User's Guide**.
2. There are three main parts to the game.
 - The [Menu](#), where you choose whether to play, print, or edit existing boards or create new ones.
 - The [Game Board](#), where you play the game.
 - The [Board Builder](#), where you create or edit boards.
3. When you create a game using the Board Builder, two different files will be generated. The **filename.xml** file is the game. The **filename.html** file is the printable version of the game. Both files will need to be in the same folder or directory as the **quizshow.exe** file in order to function properly.
4. There are two different ways that you can create a game.
 - **Use the Board Builder interface:** This interface closely mirrors the board that you are building. When you use it, you enter content directly into textboxes that will populate the proper areas of the board to ensure that all content is in the correct place and the game will display as you want it to. This method may make it take a bit longer to create or edit a game board but is more likely to give you the output you want. It is likely to be more useful for less experienced computer users.
 - **Create a .txt file using the gamebuilder.pdf template:** This option allows you simply to type text into a document that can directly populate a game board, but it requires content to be entered exactly according to the [template](#). This method allows boards to be created and edited quickly but it has the possibility of having content entered incorrectly and thus generating errors on the game board. It is likely to be more useful for more advanced computer users.

Note that **if you want to modify a board, you will have to edit it in the same mode in which you create it**. You cannot edit a board created using the Board Builder as a .txt file or vice versa.

Main Menu



Game Board

The image shows a screenshot of the 'Quiz Show' game board. The board is a 5x6 grid of squares. The top row contains category names: 'Presidents: Where Are They Now?', 'Trees', 'Around The House With Pierre', 'World History', and 'Good Ideas'. The subsequent rows contain point values: 100, 200, 300, 400, and 500. A 'Daily Double' icon is visible in the 200-point row. At the bottom, there is a control bar with icons for 'Refresh', 'Menu', 'Audio', 'Help', and 'Quit', and a 'Round 1' indicator with a right-pointing triangle.

Category name squares will enlarge when clicked. (UG-2)

Click a game content square once to enlarge it and reveal the question/answer. (UG-2)

Click it again to make it disappear after the answer has been given. (UG-2)

Note: A Daily Double looks and acts like any other game content square, except that the first click reveals that it is a Daily Double and one more click is needed to reveal the question/answer. (UG-2)

Click to repopulate the board with the same content. (UG-2)

Click to turn sound on or off. (UG-3)

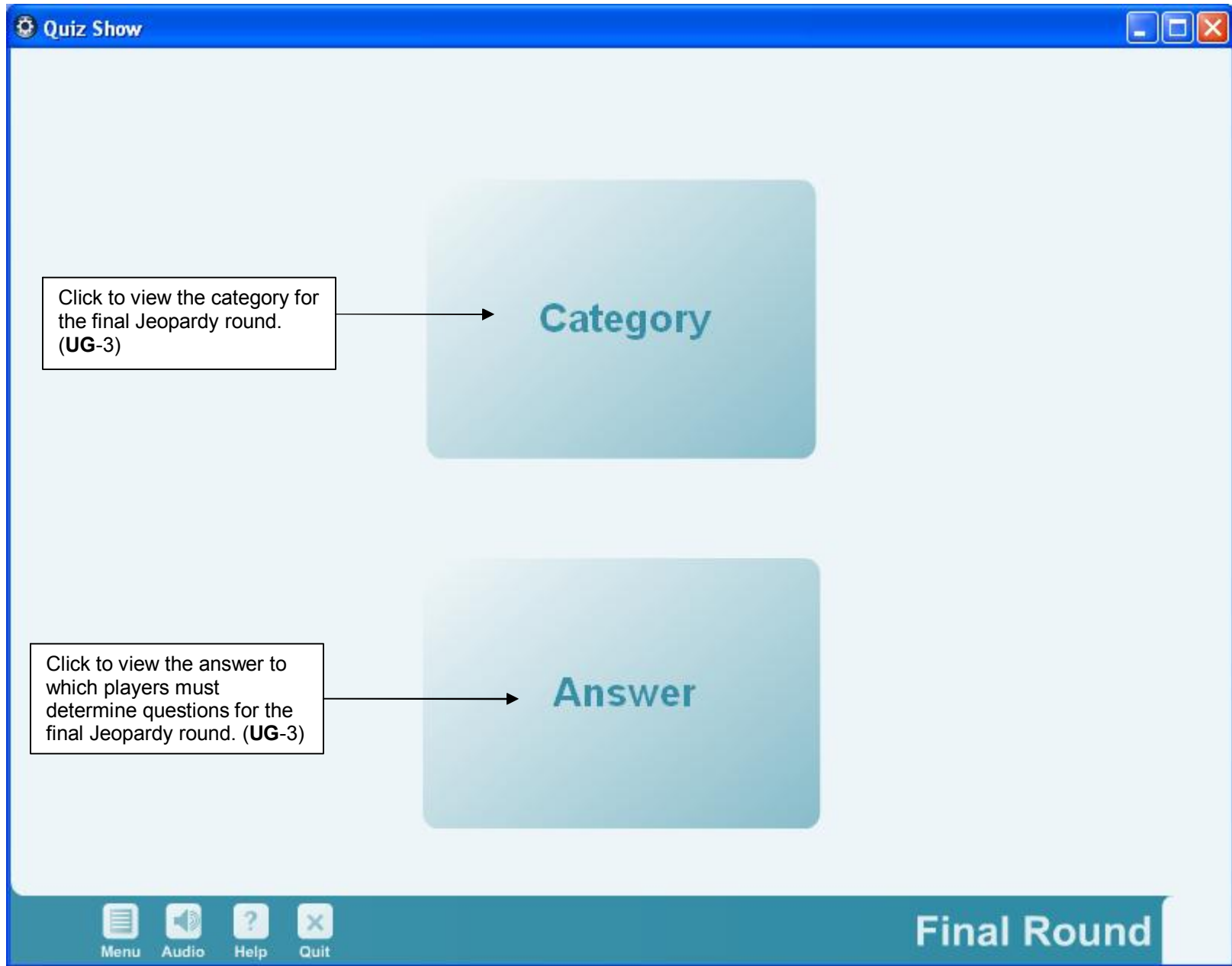
Click to quit the Quiz Show. (UG-3)

Click triangle to advance to the next round. (UG-3)

Click to return to main menu. (UG-3)

Click to view the help guide for the Quiz Show. (UG-3)

Final Round



Board Builder

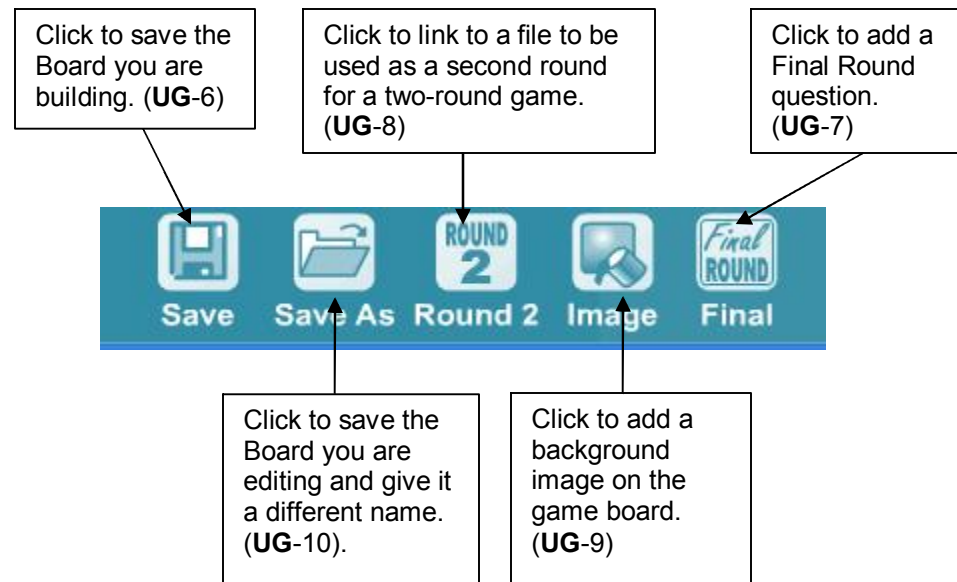
The screenshot shows the 'Board Builder' window within the 'Quiz Show' application. The interface is divided into several sections:

- Categories to be Displayed:** A row of six text boxes. The first contains 'Classical Music'.
- Answers to be Displayed:** A grid of text boxes. The first row contains 'Beethoven', and the second row contains 'Bach'. Below each text box is a 'Daily Double' checkbox.
- File Name:** A text box containing 'newsample'.
- Linked File for Round 2:** A text box containing 'undefined'.
- Background Image:** A text box containing 'belle.jpg' with a 'Remove' button to its left.
- Final Round Attached:** A text box containing 'No'.
- Bottom Bar:** Contains buttons for 'Menu', 'Help', 'Quit', 'Save', 'Save As', 'ROUND 2', 'Image', and 'Final'.

Callout boxes provide the following instructions:

- Enter category names. (UG-6)** - Points to the 'Classical Music' text box.
- Enter answers to be displayed. (UG-6)** - Points to the 'Beethoven' and 'Bach' text boxes.
- Click to set a square as a Daily Double. (UG-7)** - Points to the checked 'Daily Double' checkbox for the 'Vivaldi' row.
- This area shows the name of the file you're editing (it is blank before you save your file). (UG-6)** - Points to the 'File Name' text box.
- This area shows the name of the file you have linked to for round 2. It is "undefined" if you have not linked to a file for round 2. It will have a "remove" icon to the left if you have linked to a file. (UG-8)** - Points to the 'Linked File for Round 2' text box.
- This area shows the name of the file you have linked to for use as a background image in the game. It is "undefined" if you have not linked to an image. It will have a "remove" icon to the left if you have linked to an image. (UG-9)** - Points to the 'Background Image' text box.
- This area shows whether or not you have created a final round question. The display is "No" if you have not created a final round question and "Yes" if you have. (UG-7)** - Points to the 'Final Round Attached' text box.
- Click to remove a link. (UG-8-9)** - Points to the 'Remove' button.
- Board Builder Edit Buttons – see details on next page.** - Points to the bottom bar buttons.

Board Builder – Edit Buttons Detail



Notes on Linking to a file to be used as a second round for a two round game (see UG-6 for step-by-step instructions)

In order to create a game that has more than one round, you will need to create two different boards (one for each round) and then use the **Round 2** button to link the first round to the second round. If you want to use a single-question final round too, you will need to add the final round question to the **second round** that you create. Details about how to create a final round can be found in the **Setting or removing a final round** section of the **User's Guide**.

If you do not link to a second round, your game will only have one round. If you link to a game as a second round that is already linked to another game as its second round, you will have a three round game if you do not remove that link. If this happens, you can always skip to the end by clicking the forward arrow by the round number.

Note: Before playing a game, review your game structure by looking at each board and make sure that the boards are linked correctly.

Notes on Adding Background Images (see UG-7 for step-by-step instructions)

You may want to have a picture in the background that will be revealed as the game progresses. You can have people guess what this picture is to get extra points if you would like. If you do not add a picture, the background will just be blank. Keep in mind the following information about background pictures.

- The image must be in the same directory or folder as the quizshow.exe file in order for you to be able to use it on the board. The Board Builder does not allow you to search in other folders for a picture.
- The image must be a JPEG image and the filename must end in .jpg. If the filename does not end in .jpg, it will not appear on the list of images that can be added.
- The space available for background images is a rectangle with the width approximately two times the height (the ratio is 16:9). The actual size of that space for any game depends on the user's screen resolution setting. It is recommended that the user set the highest screen resolution possible and use an image with a width as close as possible to the screen width to ensure that the image covers the entire board and is not distorted. Images that are too large or small will be resized to fit the available space but will keep their original proportions.

Template for Creating a New Game Using a .txt File

```
Category 1
Question/Answer 1.1
Question/Answer 1.2 DD
Question/Answer 1.3
Question/Answer 1.4
Question/Answer 1.5
Category 2
Question/Answer 2.1
Question/Answer 2.2
Question/Answer 2.3
Question/Answer 2.4
Question/Answer 2.5
Category 3
Question/Answer 3.1
Question/Answer 3.2
Question/Answer 3.3
Question/Answer 3.4
Question/Answer 3.5
Category 4
Question/Answer 4.1
Question/Answer 4.2
Question/Answer 4.3
Question/Answer 4.4
Question/Answer 4.5
Category 5
Question/Answer 5.1
Question/Answer 5.2
Question/Answer 5.3
Question/Answer 5.4
Question/Answer 5.5
Category 6
Question/Answer 6.1
Question/Answer 6.2
Question/Answer 6.3
Question/Answer 6.4
Question/Answer 6.5 DD
Final Round Category
Final Round Answer
Round 2 linked file
BackgroundImage.jpg
```

Replace the "Category" lines with your category names. (UG-11)

Replace the "Question/Answer" lines with your questions or answers. (UG-11)

Create a Daily Double by adding a space and then DD at the end of your Question/Answer line. Note that there must be a space and the "DD" must be capitalized. (UG-12)

Replace the "Final Round Category" and "Final Round Answer" lines with your final round category and final round answer. If you are not using a final round (if, for example, this is round 1 of a 2-round game), these lines must remain blank. (UG-12)

Replace the "Round 2 linked file" line with the name of the file you want to use as round 2. If you are not using a round 2, this line must remain blank. (UG-12)

Replace the "BackgroundImage.jpg" line with the name of the file you want to use as a background image on your game board. If you are not using a background image, this line must remain blank. (UG-13)