Hosting Tips

- Have your tables select a Captain who would be responsible for entering in the table's responses. The captain should be someone quick.
- Have the team Captains turn on the Teams TouchPad by pressing the Start key.
- Questions will appear on screen for a few seconds and will be followed up with 2-5 possible answers.
- Press the number on your TouchPad that corresponds to the answer on screen that you and your team believe to be correct.
- Point values are reduced as time counts down so the faster you answer – the more points you receive
- As time expires however, incorrect answers will disappear from the screen until only the correct answer is left on screen.
- You may change your answer at any time and as many times as you like simply by pressing another number on your TouchPad…but remember…the longer you wait…the less points you receive and an incorrect answer will lose a percentage of the question value.
- As the Host, you may wish to read the questions and possible answers aloud to your audience – avoid repeating the corresponding numbers in an effort to save time and keep your audience engaged.
- If some of the questions answers are long, do not attempt to read them aloud…let your participants read them for themselves and prompt them on game options like 'remember you can change your answer at any time!"
- When the question is finished, scoreboards will show question results and rankings.
- Note, In some cases do to the number of TouchPads in use not all team rankings will be displayed on the Scoreboard however each TouchPad screen displays the Team's rank and total score.
- It is great to point out leaders and perfect scores…use the rankings to find out where teams are situated in the room and create more competition amongst your participants.
- When the game is finished a game winner screen will appear and wait for you to display the game winners (see chart on prior page for commands)