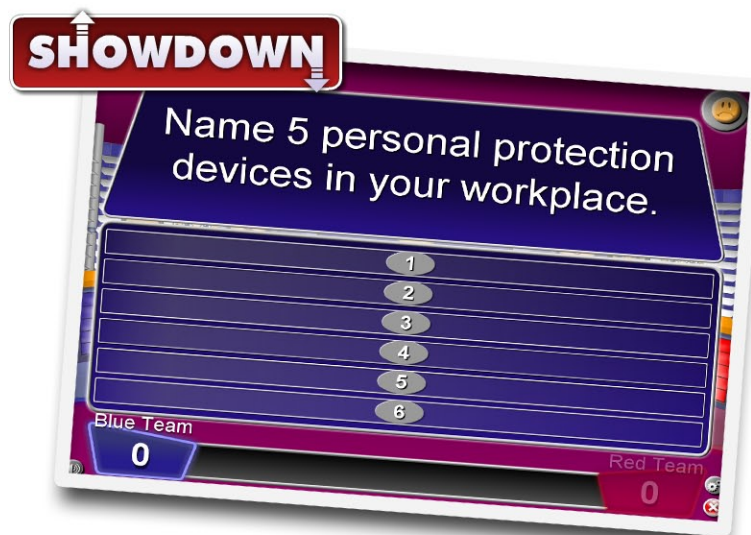


Playing Show Down

Game Instructions

Encourage collaboration and engage your audience with Show Down. There couldn't be an easier, or more effective way to present any subject with multiple components. Simply place a question, like, Name the six hallmarks of great customer service, on the top of the board and watch the energy in the room spike, as teams compete to give all six answers and win the round. Add audio, video or graphics, and youve create a memorable learning experience for the



Launching Your Game:

You can launch the game by either clicking on "Preview" (with a game open in the BRAVO! game builder), or by clicking on the Play.exe (PC) or the Play (Mac) in a game folder.

Making changes in your game:

When a game is launched, you may have some options for making changes (depending on what you enabled in the game builder) to the number of players, or changing of the avatars. Any changes made on the player side will not be saved. If you want to have changes saved in a game, you must make them in the builder.

When Show Down is first launched:

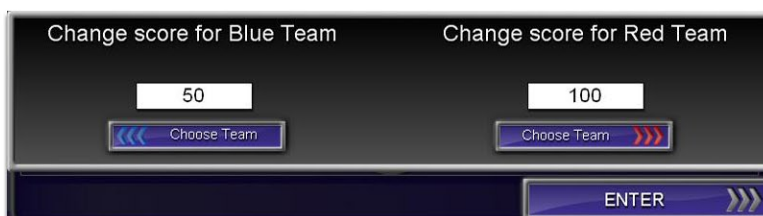
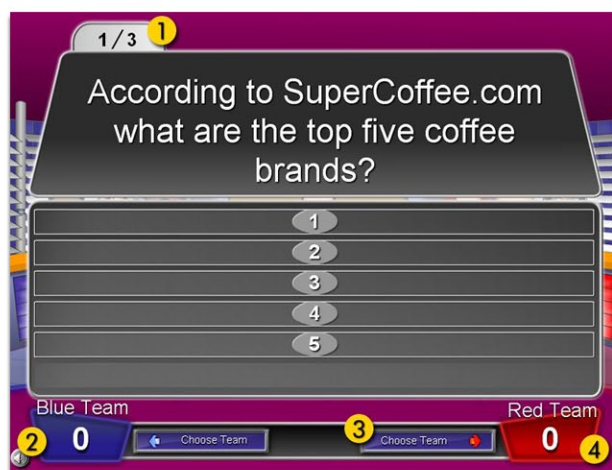
Once the game starts, you will be instructed to select a team after previewing the first question.

(1) **Question Navigation Tab** - Indicates which question you're currently on and how many questions remain in the game.

(2) **Mute Audio** - Clicking this button will mute the sound for your game. Clicking it again will turn the sound back on.

(3) **Choose Team** - Selecting the Choose Team buttons determines who gets to go first.

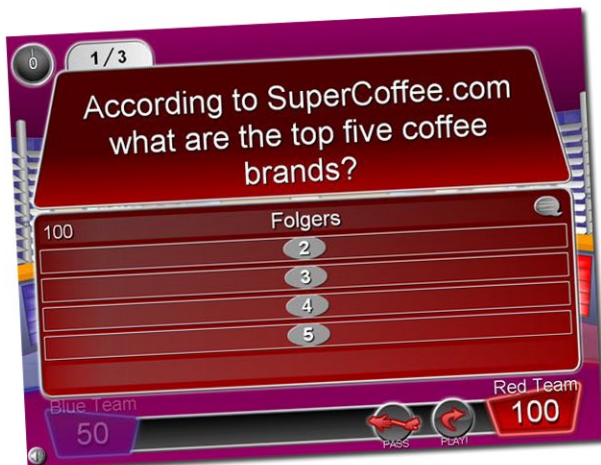
(4) **Team Score Boxes** - Clicking the team score boxes allow you to edit the score manually, and allows you to change team possession at anytime.



After selecting a team, they get a chance to collaborate as a group to come up with a possible answer.

(5) Sad Smile Button - Clicking this button indicates that the team got the question wrong and will also start the timer. Clicking it 3xs will automatically give possession to the other team allowing them to answer the question.

(6) Answer Rows - Each row indicates a correct answer. Clicking on a row will display the answer allowing that team the chance to collaborate as a group to come up with a possible answer. If they get one correct, they then can choose to PLAY or PASS to the other team.



The decision to PASS, may be a strategic one. Once passed the other team must get the answer correct or if they strike out (you can set this from 1-4 strikes), then the original team can take all by getting one correct. Scoring can be done in a variety of ways, winner takes all, immediately, and immediately/take turns after answer.