redtooth
endless entertainment

USER MANUAL

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1 Redtooth SmartQuiz is Here!

Welcome to the Redtooth SmartQuiz user manual. For information regarding the installation, activation and running of your first Redtooth SmartQuiz, please refer to the Redtooth SmartQuiz quick start guide.

This document will explain all of the extensive SmartQuiz Features.

1.1 What is Redtooth SmartQuiz ?

Redtooth SmartQuiz is a fully interactive modern quiz or Bingo game played in pubs and venues using mobile phones.

No cheating, no waiting for scores, no complicated setup, just hand crafted quality quiz content delivered direct to your device in your local pub for top quizzing fun!

Next to the quiz or Bingo content which is delivered to you through SmartQuiz Quiz Center, you can have great fun with the additional games like horse racing, penalty shootout or horseracing, which you can integrate into your quiz night as part of the quiz.

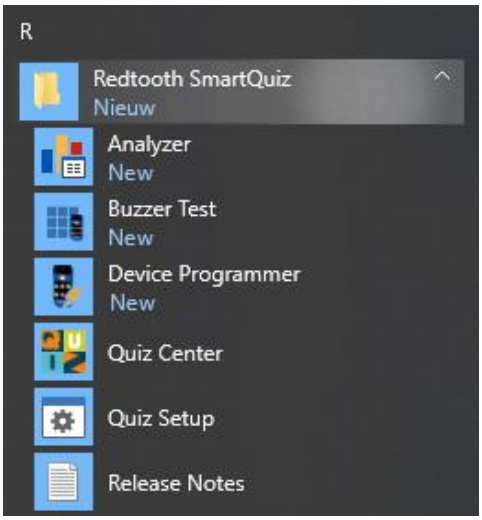
Using Quiz Creator you can add your own quiz content using audio, video or pictures. But more on all of that later! Let's first take a look at installing the software.

SmartQuiz supports players playing on local WiFi or remotely, with or without the quiz being presented on a big screen. In the current situation we are all in, quizzes are played remotely while the quiz is being streamed. We have a separate document available outlining how to stream a quiz referred to in the support section of the software.

2 Quiz center

At the center of SmartQuiz is Quiz center. Quiz center allows you to manage your quiz content downloaded as part of your subscription, create your own quiz rounds, create playlists and setup your mini games. In order to start Quiz Center, double click the shortcut to Redtooth SmartQuiz located on your desktop.

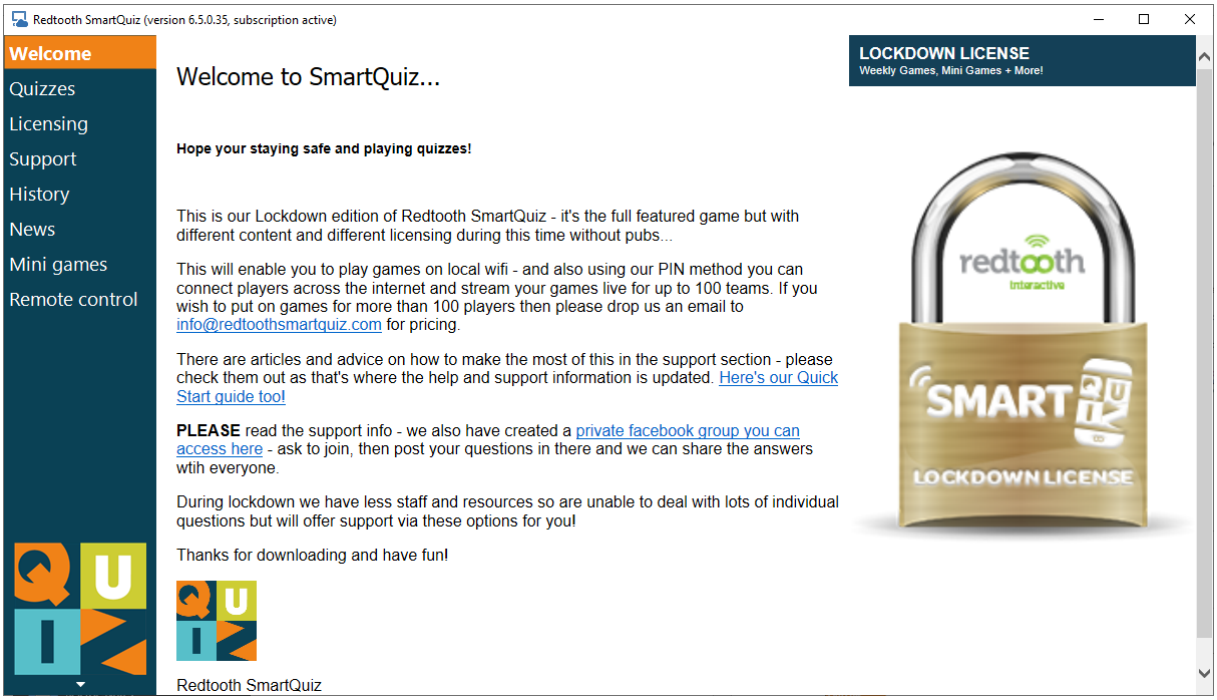
Alternatively, click on the Windows Start menu, navigate to the section Redtooth and Click 'Quiz Center'.



On the left hand side of Quiz Center you see different sections. Left mouse click on one of the sections to show its details on the right hand side of Quiz Center. This manual will describe all options in detail by going through the different sections available in Quiz Center.

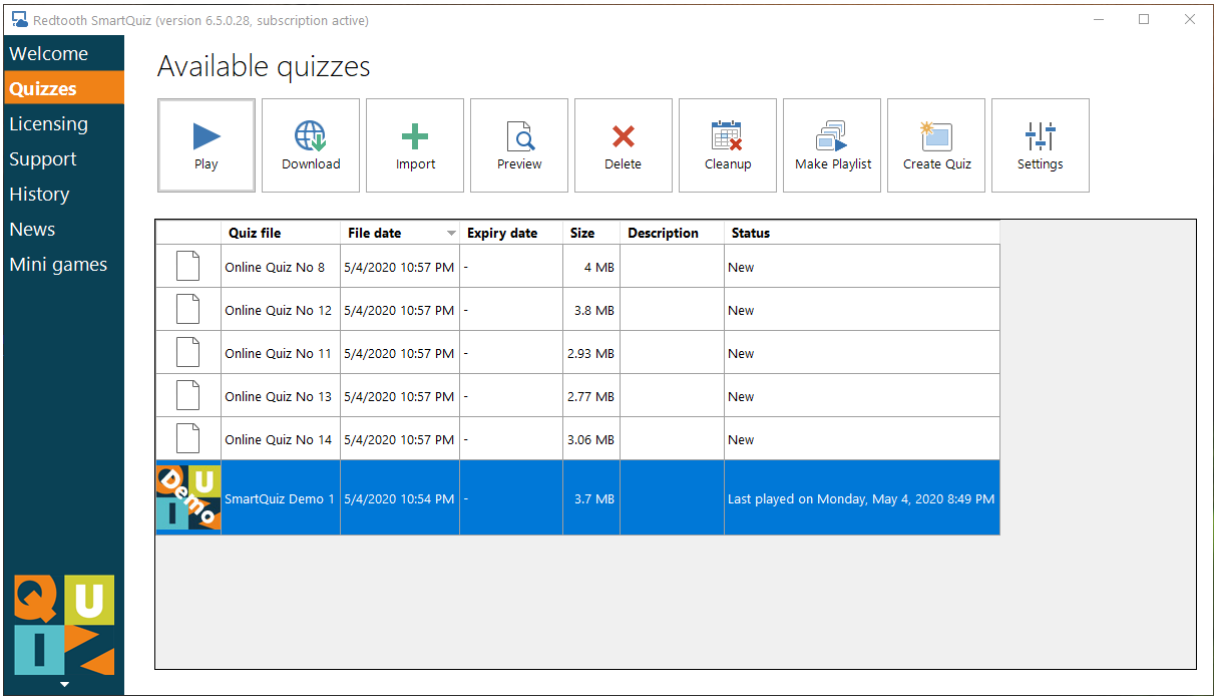
2.1 Welcome

This section shows the welcome page of Quiz Center. It is a dynamic page which will also contain important announcements.



2.2 Quizzes

This section handles quiz management. The list shows all available quizzes and Bingo games with their expiry dates or credits left.

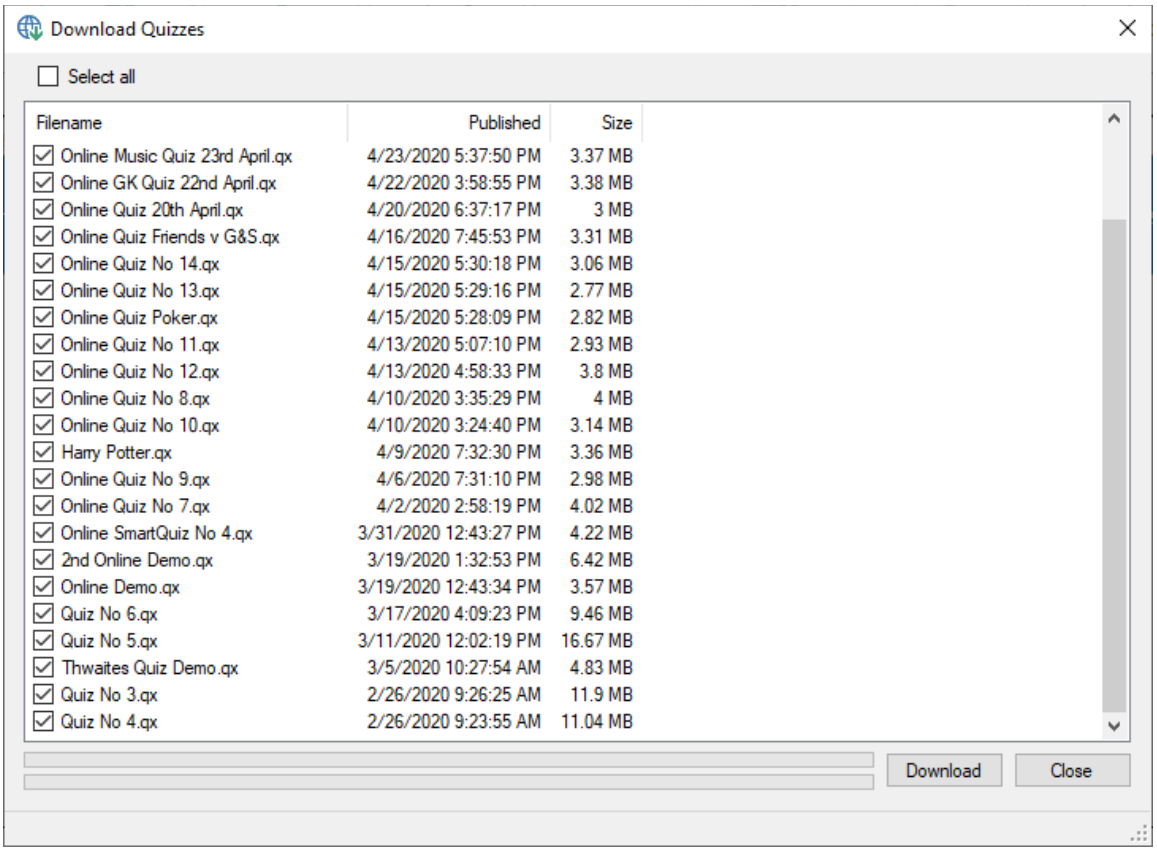


2.3 PLAY

Pressing '*Play*' will play the currently selected quiz from the list of quizzes.

2.4 DOWNLOAD

Press the '*Download*' button to check if new quizzes are available. If new quizzes are available, the following window will be shown:



In order to select quizzes for download, put checkmarks before the quizzes or click the *Select All* button to download all quizzes. Pressing *Select All* again will deselect the quizzes again. By pressing the *'Download'* button the selected quizzes will be downloaded to your computer and will appear in the list of available quizzes in Quiz Center.

2.5 IMPORT

If you want to add a quiz to the list that you received by another means (email, file sharing), you can press the import button. Select the quiz to be added and it will appear in the list of quizzes.

2.6 PREVIEW

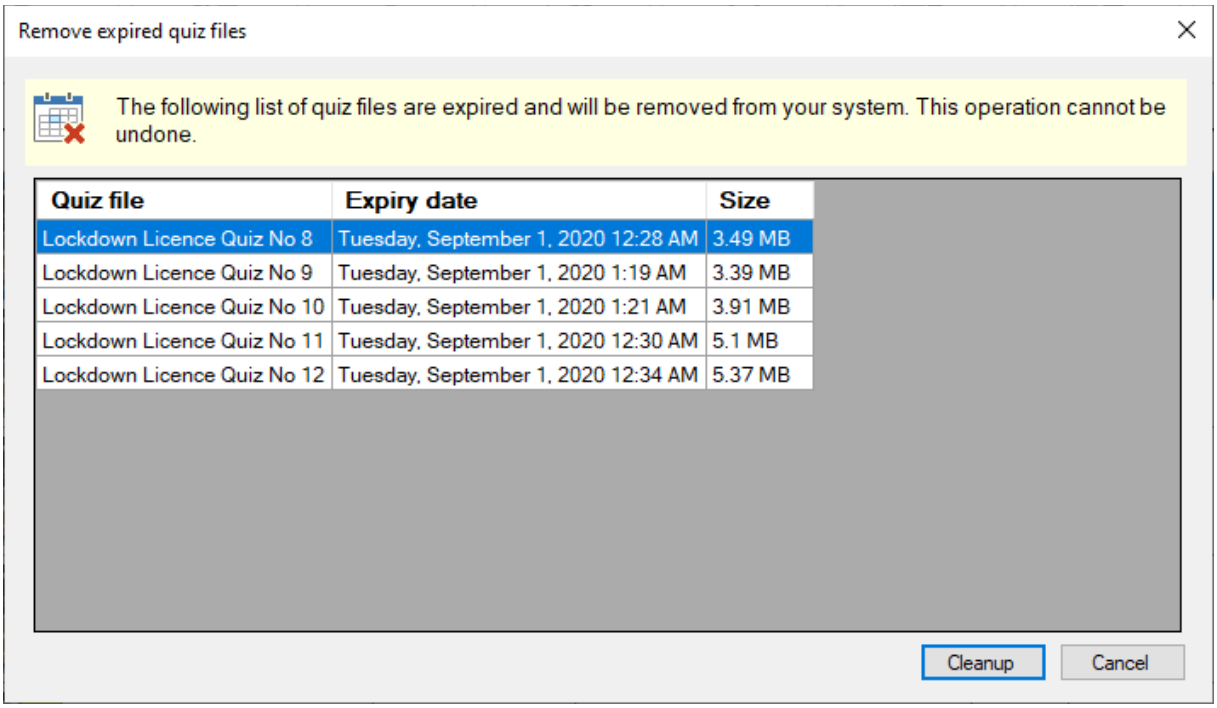
Preview creates a PDF preview document of the selected quiz.

2.7 DELETE

Pressing Delete deletes a quiz from the list.

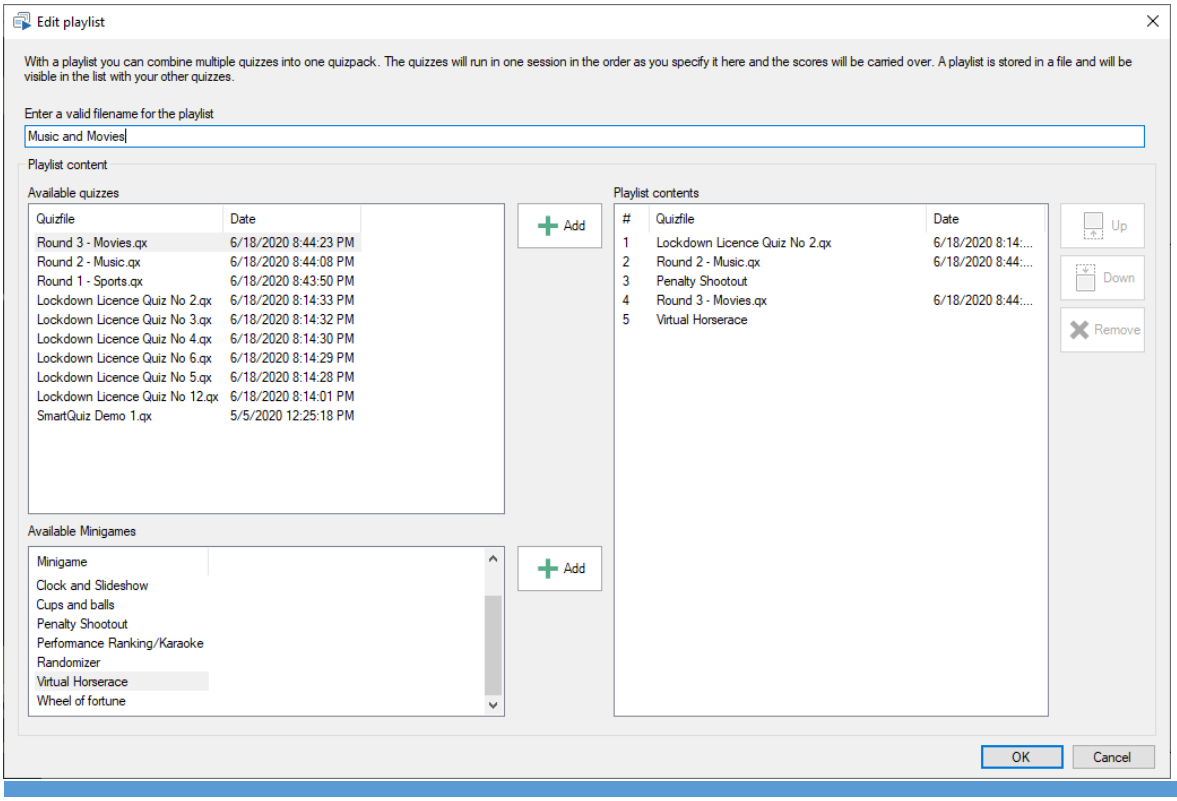
2.8 Cleanup

Clicking *'Cleanup'* shows a list of quizzes whose expiry date has been reached. Pressing the Cleanup button in the window that appears will delete the quizzes from your computer.



2.9 Make Playlist

Make playlist allows you to extend your quizzes by creating a list of quizzes and mini games which will be played in one go, as one big quiz. Points will be taken along between quizzes and mini games.

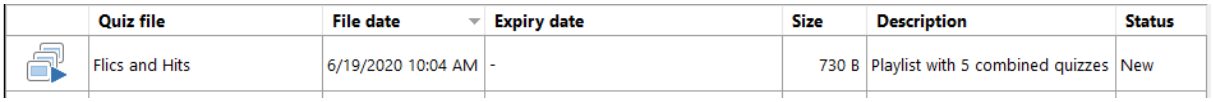


On the left hand side you see two lists, one with the available quizzes (which is the same list as the list shown in the 'Quizzes' section in Quiz Center. Below that is a list of the available mini games, including the mini game configurations that you created yourself (for more information on mini games please refer to section 2.13 about mini games further in this document). By clicking the *'Add'* button you can add the selected item (a quiz or a mini game) to the playlist.

The list on the right hand side shows the items which are currently part of the playlist. If you want to change the order, you can move items by selecting them and clicking the *'Up'/'Down'* buttons. An item can be removed by selecting it and clicking the 'Remove' button.

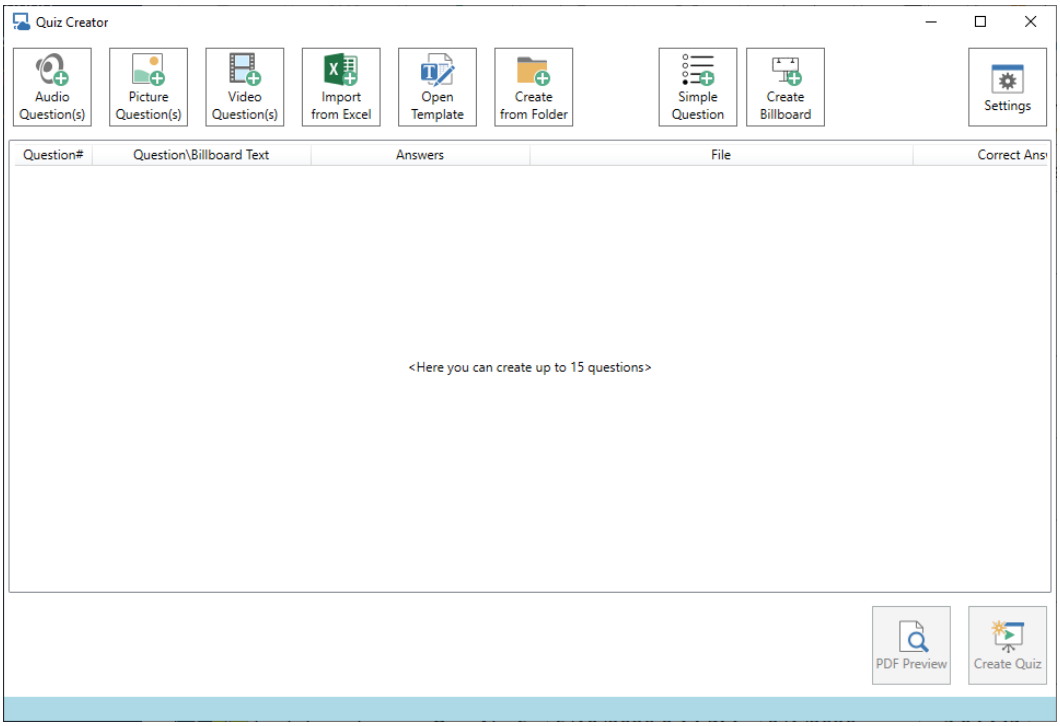
Once the list has been created, make sure to enter an name for the playlist in the top level field and press *'OK'* to create the playlist.

You will now see the playlist in the list of available quizzes:



When you want to modify a playlist, select it in the list. The *'Create Playlist'* button will change into *'Edit Playlist'*. After clicking the button the playlist window will appear onscreen and modifications can be made.

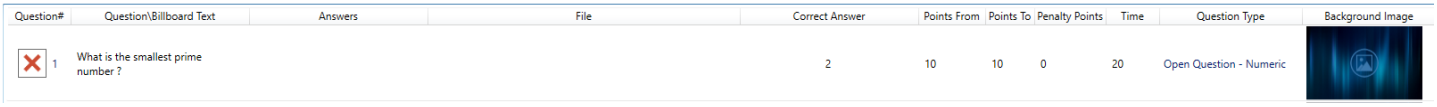
2.10 CREATE QUIZ



Next to enjoying our provided quizzes, you can create your own quiz rounds of up to 15 questions in Quiz Center. Together with the ability to create playlists you can mix and match our quizzes, your own quiz rounds and mini games to setup an extended quiz night.

Click the *'Create Quiz'* button to open the SmartQuiz Quiz Creator.

Quiz Creator contains the following columns:



Question#	This contains the question number. The button with the red cross allows you to delete a question. *If you want to change the order of questions, you can 'drag' a question (left mouse click the question, keep the left mouse button pressed and drag it to another line).*
Question\Billboard Text	The question or billboard text (for billboards the text can also be empty).
Answers	Contains the answers in case of a multiple choice question.
File	Contains a picture, audio editor or video editor in case the question contains this.
Correct Answer	Contains the correct answer for open questions.
Points From	Contains points to be won at the beginning of countdown.
Points To	Contains points to be won at the end of countdown. If the amount is smaller than the **Points From** value, points will gradually decrease over time.
Penalty Points	Points that will be subtracted in case a wrong answer was given or no answer at all was given.
Time	The total countdown time
Question Type	Allows you to change the question type (Open to Multiple choice or vice versa).

You can edit all rows in place to change values. The background image of a question can be changed by clicking the background image of a row.

The following sections will describe the options available to add questions to Quiz Creator.

2.10.1 Audio Question(s)

The *'Audio Question(s)'* button allows you to add one or more Audio questions to your quiz.

Audio fragments are not played on the phone but are played from the computer that runs the SmartQuiz player.

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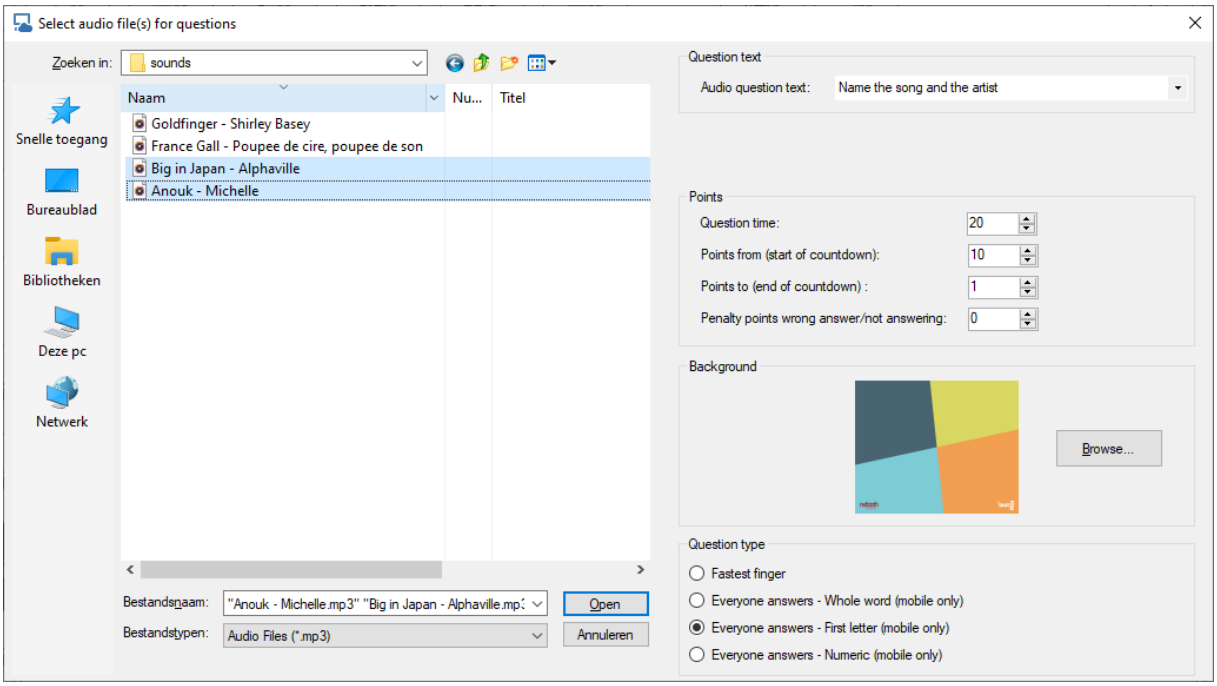


You can select more than one audio file by:

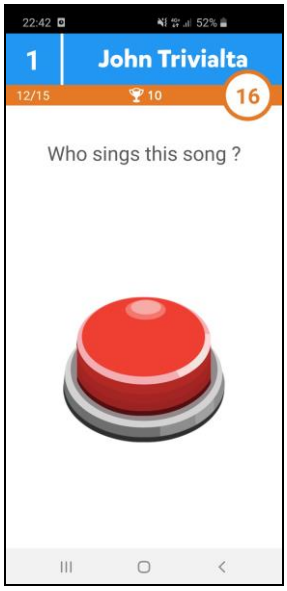
- pressing Ctrl on your keyboard and clicking the preferred files one by one

- select a file, press Shift on your keyboard and press another file. Both files and the in between files will be selected.

On the right hand side you see the properties that will be applied to the generated questions:

- Audio question text : choose from a predefined list of options or enter your own text
- Points section:
    - Question time : the time that the question will run
    - Points from : points to be won at start of countdown
    - Points to : points to be won at the end of countdown. If this is less than 'Points from', the points will go down over time as countdown progresses, awarding players answering quicker with more points
    - Penalty points: points that are withdrawn when a wrong / no answer was given.
- Background: select the background picture for the generated questions
- Question type:
    - Fastest finger : first person to press will appear on screen and gives the answer verbally. The quizmaster judges the answer by using the SmartHost remote app. If player was correct, points are added and the question is over. If the player was incorrect, penalty points are subtracted and the question continues. Other players now get a chance to answer.
    - Everyone answers – Whole word : players need to enter the answer as full text on their phone.
    - Everyone answers – First letter : A letter grid appears on the phone. Players need to enter the first let of the answer.
    - Everyone answers – Numeric : A number grid appears on the phone. Players need to enter a number for the answer.

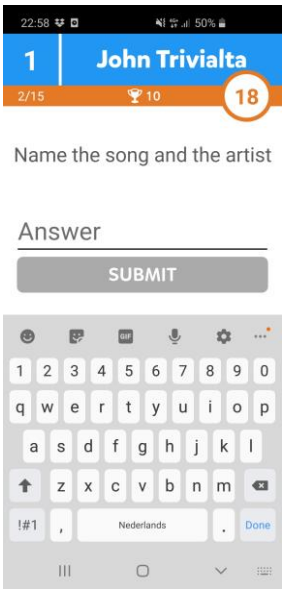
The four question type options will result in the following layouts on the phone during the quiz:



Fastest Finger

First Letter

Numeric

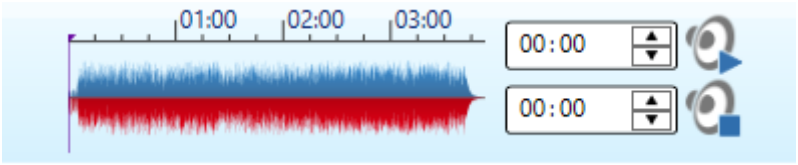


Whole Word

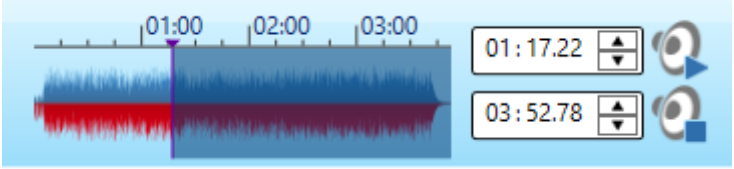
Note: The defaults for the indicated settings for the question(s) that will be generated (text, points, background, question type) can be set by clicking 'Settings' in Quiz Creator. For more information about this please refer to section 2.10.9.

When creating audio, picture or video questions, the correct answer is automatically set to the name of the audio/picture/video file. As such, when you name these files appropriately, there is no need to enter the correct answer after creating them. Of course you can also amend the correct answer in Quiz Creator manually.

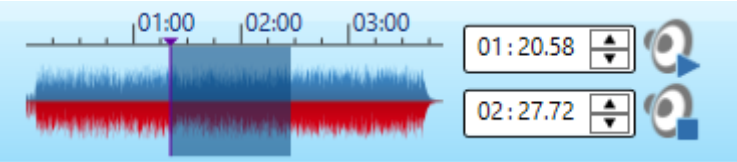
When you add an audio question in Quiz Creator, the *Filename* column will show the audio editor.



Pressing the *Play* button will play the audio file and pressing the stop button will stop the audio file. You can set the start position of the audio fragment by clicking inside the audio file representation (waveform). It will then select the audio to start at that position until the end:



Alternatively, you can left click the mouse to set the start point and then drag the mouse to make a specific selection. You can use this for example to stop an audio fragment before countdown ends and let the players enter the first letter of the next line.



By pressing the Play button you can the piece of the audio that will be played during the question.

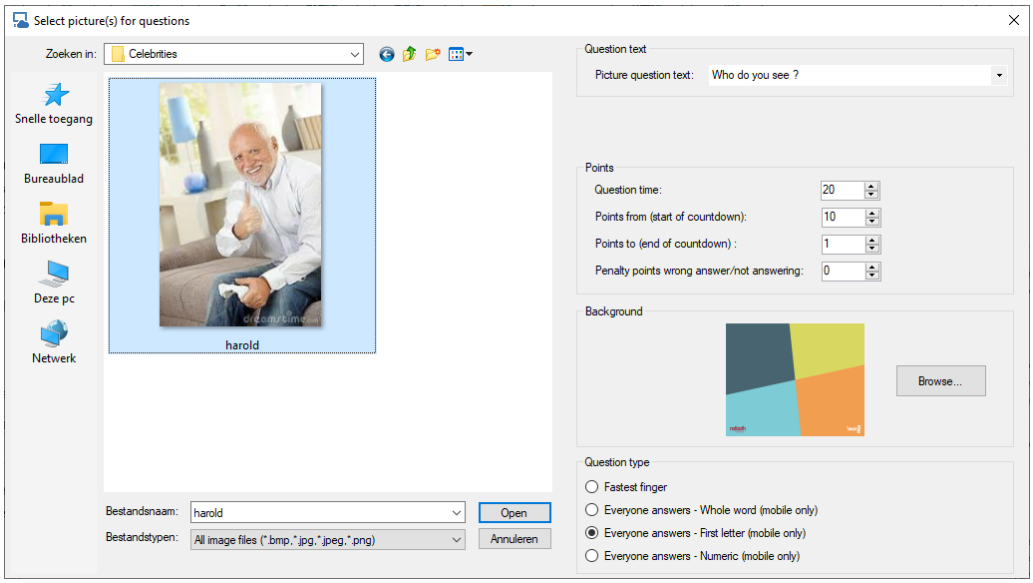
2.10.2 Picture Question(s)

The *'Picture Question(s)'* button allows you to add one or more Picture questions to your quiz.

The selection of the pictures as well as entering the options for the questions to be generated is similar to adding audio questions as described in the *Audio Question(s)* section 2.10.1.

Note: Pictures will only be shown on the participants' phones in local WiFi mode. When playing remotely over the internet (with PIN number), no pictures will be shown on the players phones. In this case, players have to watch the pictures on the SmartQuiz player which is being streamed (on a computer, second telephone or smart TV). When using effects for the picture, these are also shown on the phone in local WiFi mode.

For more information about setting up local WiFi or remote connection mode please refer to section 2.11.2



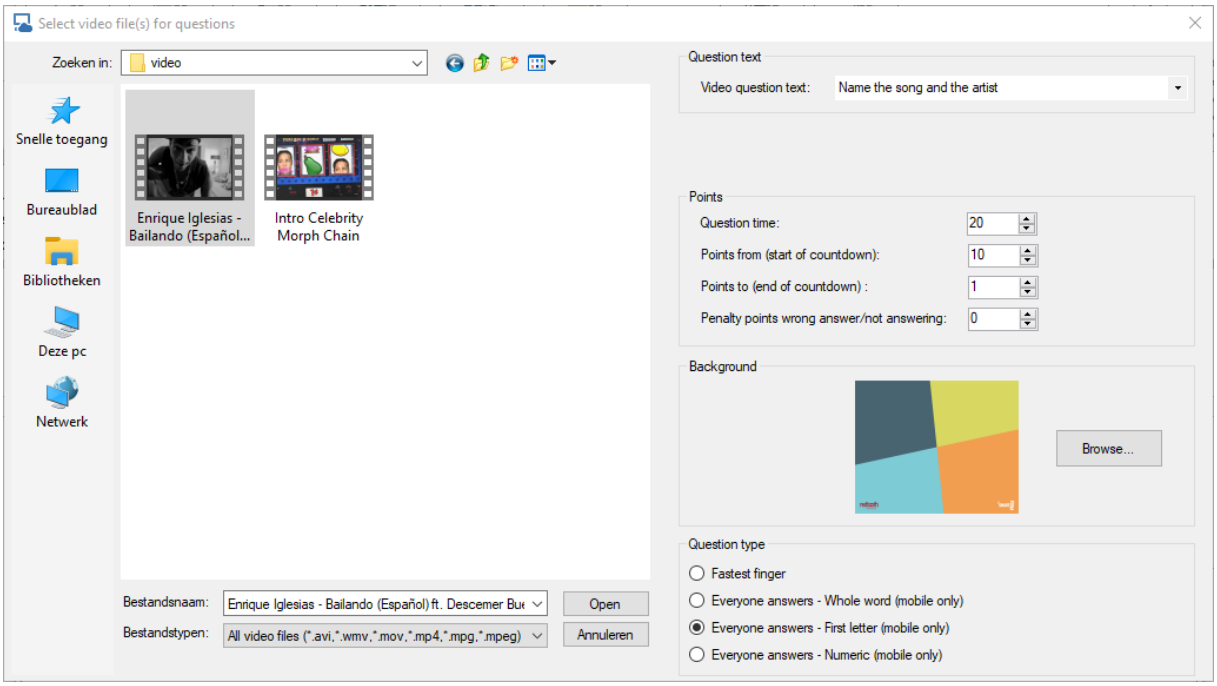
After the picture questions have been added to the list in Quiz Creator, you can optionally assign an effect to the picture shown. There are 13 effects available.

2.10.3 Video Question(s)

The *'Video Question(s)'* button allows you to add one or more Video questions to your quiz.

The selection of the videos as well as entering the options for the questions to be generated is similar to adding audio questions as described in the *Audio Question(s)* section 2.10.1.

Please note that videos will not be displayed on the phones.



When you add an audio question in Quiz Creator, the *Filename* column will show the video editor.

Pressing the *Play* button will play the video file and pressing the stop button will stop the video file. You can set the start position of the video fragment by dragging the slider to the preferred position.

2.10.4 Open Template

Quiz Creator allows for importing of questions from Excel by using a template that is supplied with the installation. Clicking the '*Open Template'* button opens the Excel template.

The Excel template has the following columns:

Q Contains the text of the question or billboard

A1 This can be either:

- The first multiple choice answer. The correct answer must be placed in this column in which case the answers will be shuffled. Alternatively you can mark the correct answer in any of the A1..A4 columns between '[' and ']' in which case the order of the answers will be maintained.
- In case of an Open question this column contains the correct answer which can be letter, number or full text. In case of a first letter answer: please do type in the full answer as this will appear on screen once the question ends.
- Empty in case of a billboard slide

A2 The second multiple choice answer. Leave empty for open questions.

A3 The third multiple choice answer. Leave empty for open questions.

A4 The fourth multiple choice answer. Leave empty for open questions.

A5 The fifth multiple choice answer. Leave empty for open questions.

A6 The sixth multiple choice answer. Leave empty for open questions.

MEDIA Contains the filename of a media file used for a question. This can be a picture, audio or video file. When this is used, a slide is created with a picture, video or audio fragment.

The file that is referred to should be in the same folder as the Excel file imported, in which case the filename and extension is enough (for example : *London.jpeg*). If the file isn't in the same folder, please use the full path to the file (for example: *C:\Users\John\Documents\Quizzes\London.jpeg*).

BACKGROUND Contains the filename of the picture used for the background of the question/billboard.

The file that is referred to should be in the same folder as the Excel file imported, in which case the filename and extension is enough (for example : *Background.jpeg*). If the file isn't in the same folder, please use the full path to the file (for example: *C:\Users\John\Documents\Quizzes\ Background.jpeg*).

TYPE Contains a dropdown allowing you to indicate which type of slide should be created. The next page shows an example of each type and the accompanying layouts that will be shown on respectively the quiz player and phone.

After the template has been filled in, save it to a folder on your computer.

	Q	A1	A2	A3	A4	A5	A6	MEDIA	BACKGROUND	TYPE
2	What is the smallest prime number ?	2							Background.jpeg	Open - Fastest Finger
3	What was the first book in English to be printed in England?	Canterbury Tales							Background.jpeg	Open - First letter
4	What is the name of the 'Beauty' in 'Beauty and the Beast'?	Belle							Background.jpeg	Open - Whole Word
5	There are 36 black keys on a piano, how many white keys?	52							Background.jpeg	Open - Numeric
6	Which planet in our solar system has the most moons?	Saturn	Uranus	Earth	Mars				Background.jpeg	Multiple Choice - Everyone Answers
7	True or False : Prince Harry is taller than Prince William	True	[False]						Background.jpeg	Multiple Choice - Everyone Answers
8	Name the films Morgan Freeman has featured in?	[Shawshank Redemption]	Snakes On A Plane	[Seven]	[The Dark Knight]				Background.jpeg	Multiple Choice - Everyone Answers
9	What is the capital of Sweden ?	Stockholm	Malmö	Gothenborg	Reykjavik				Background.jpeg	Multiple Choice - Fastest Finger
10	End of round one!								Background.jpeg	Billboard
11	Who is this ?	Will Smith	Wesley Snipes	Lawrence Fishburne				Will Smith.jpg	Background.jpeg	Multiple Choice - Everyone Answers
12	What is this ?	Matches	TV Remote Control	Ice Cream				Matches.jpg	Background.jpeg	Multiple Choice - Everyone Answers
13	Who is this artist ?	Enrique Iglesias						Enrique.mp4	Background.jpeg	Open - First letter
14	Who sings this song ?	Aphaville						Alphaville.mp3	Background.jpeg	Open - Fastest Finger

The above examples illustrates the different question types that can be created when importing the provided template from Excel. The template was filled in and saved to a folder on the computer with the media files referred to being present in the same folder.

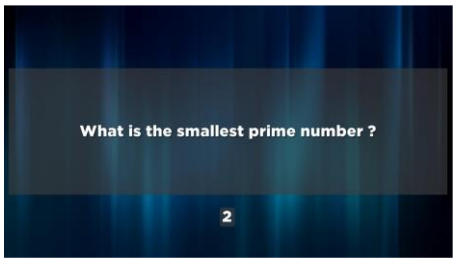
When importing the Excel file displayed above, questions will be created in the Quiz Creator list. Please take into account the following:

- The value of *points from*, *points to*, *penalty points* and *time* are taken over from the default settings which can be set when pressing the 'Settings' button. Please refer to section 2.10.9 for more information.
- When the background image is empty, the background image as set in the default settings is used. Please refer to section 2.10.9 for more information.

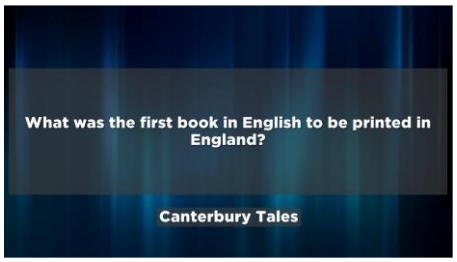
After import it is possible to change the values of various aspects of the questions in Quiz Creator if necessary.

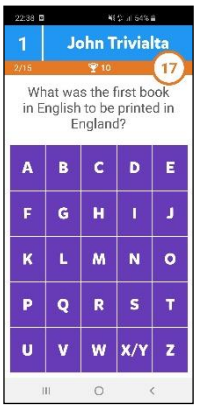
After importing the questions above from Excel you can create a quiz by pressing '*Create Quiz*' in Quiz Creator. Below an overview is shown showcasing how the questions imported above will look in the quiz (left hand side) as well as on the phone (right hand side).

What is the smallest prime number ?	2							Background.jpeg	Open - Fastest Finger



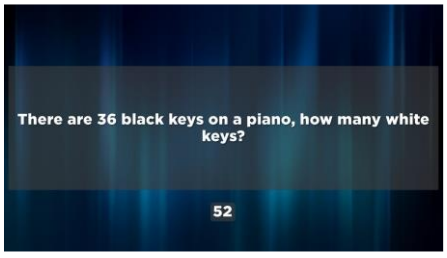
What was the first book in English to be printed in England?	Canterbury Tales								Background.jpeg	Open - First letter



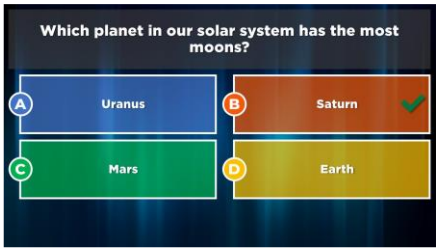


What is the name of the 'Beauty' in 'Beauty and the Beast'?	Belle								Background.jpeg	Open - Whole Word

There are 36 black keys on a piano, how many white keys?	52								Background.jpeg	Open - Numeric

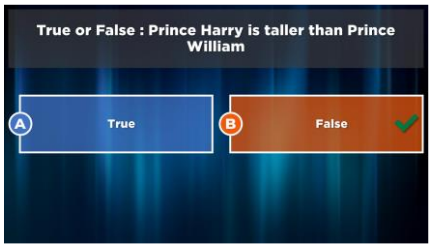


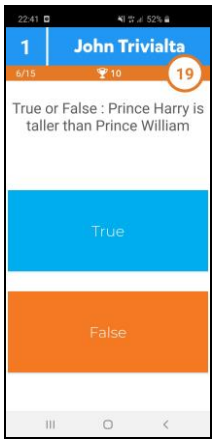
Which planet in our solar system has the most moons?	Saturn	Uranus	Earth	Mars					Background.jpeg	Multiple Choice - Everyone Answers



Note: the correct answer is entered in column A1 and is shuffled automatically upon import.

True or False : Prince Harry is taller than Prince William	True	[False]					Background.jpeg	Multiple Choice - Everyone Answers



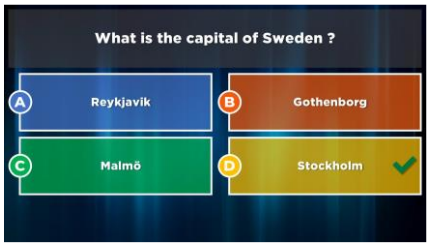


Note: by putting 'False' between brackets [ ], its position is fixed as the second answer (allowing you to always have the options in the order True – False. If the answer is *True*, put True between brackets.

Name the films Morgan Freeman has featured in?	[Shawshank Redemption]	Snakes On A Plane	[Seven]	[The Dark Knight]			Background.jpeg	Multiple Choice - Everyone Answers

Note: in order to allow for more than one answer, put the correct answers between brackets [ ]. A partial correct answer gives an equal partial amount of the number of points.

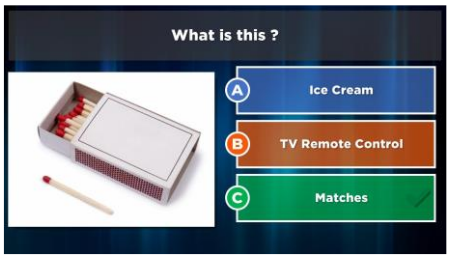
What is the capital of Sweden ?	Stockholm	Malmö	Gothenborg	Reykjavik			Background.jpeg	Multiple Choice - Fastest Finger

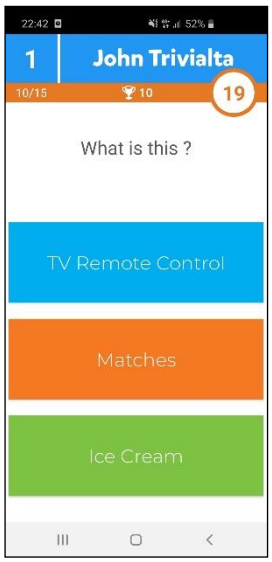


Who is this ?	Will Smith	Wesley Snipes	Lawrence Fishburne			Will Smith.jpg	Background.jpeg	Multiple Choice - Everyone Answers

Note: the left phone screen is displayed in WiFi mode.

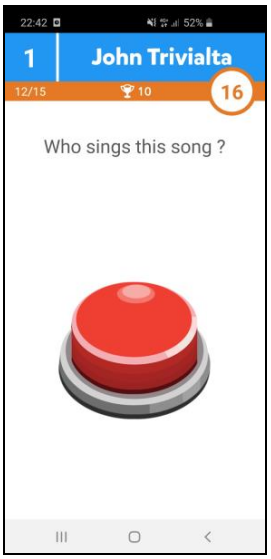
What is this ?	Matches	TV Remote Control	Ice Cream			Matches.jpg	Background.jpeg	Multiple Choice - Everyone Answers





Who is this artist ?	Enrique Iglesias					Enrique.mp4	Background.jpeg	Open - First letter

Who sings this song ?						Alphaville.mp3	Background.jpeg	Open - Fastest Finger

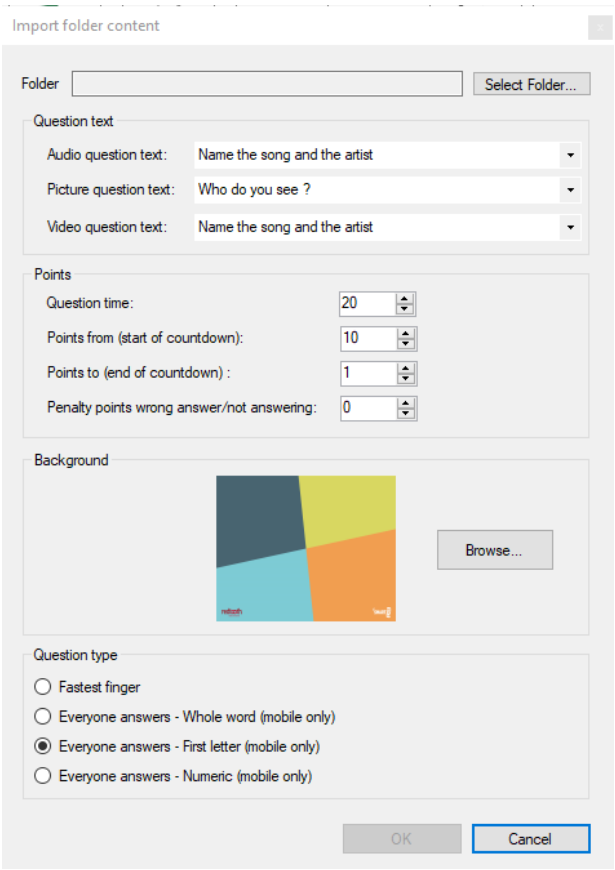


2.10.5 Import from Excel

You can import a filled in template that was saved to your computer by clicking 'Import from Excel'. After selecting a file, its content will be imported and questions will be created.

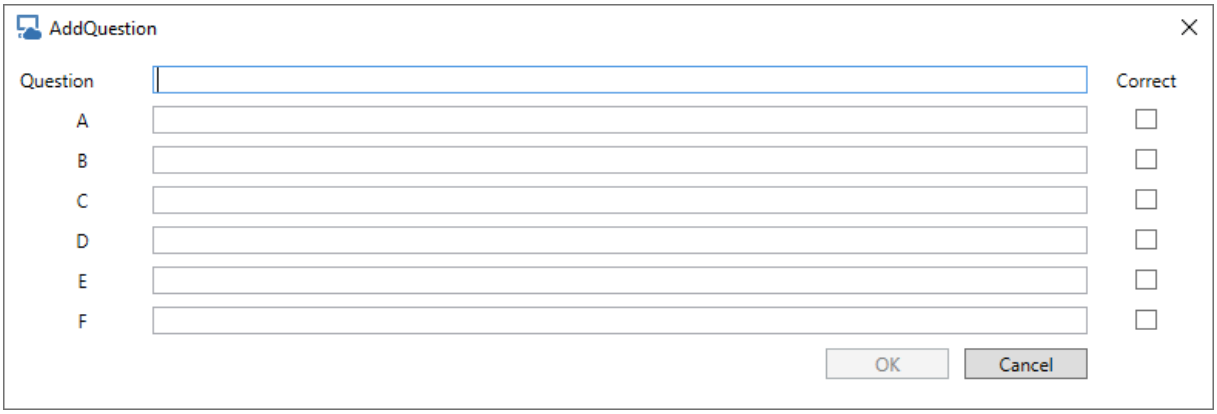
2.10.6 Create from Folder

Pressing 'Create from Folder' shows the window displayed below. Selecting a folder and pressing OK will create questions for all of the media files (picture\audio\video) as well as Excel files that are found in the specified folder.



2.10.7 Simple Question

Pressing ‘Simple Question’ allows you to create an Open or Multiple Choice question.



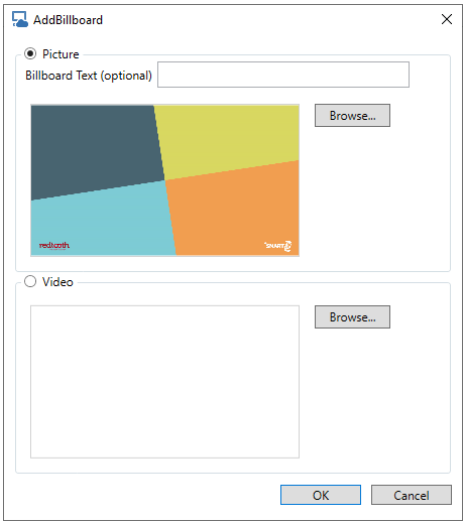
The following options are available:

- Fill in only the question – this will result in an open fastest finger question
- Fill in the question and the first answer - this will result in an open question of type letter\number\full text
- Fill in the question and multiple answers, followed by indicating one or more correct answers

2.10.8 Create Billboard

Pressing ‘Create Billboard’ creates a Billboard slide which can be used for:

- (round) announcements
- additional explanations after a question
- showing an image or video about which questions will be asked after the billboard.
- showing a video after a question to show the answer (for example the answer to ‘what will happen’ type of questions).



The above window allows you to create a billboard with only a picture (leave the ‘Billboard Text’ field empty), a picture with a text on top (fill in the ‘Billboard Text’ field) or a full screen video.

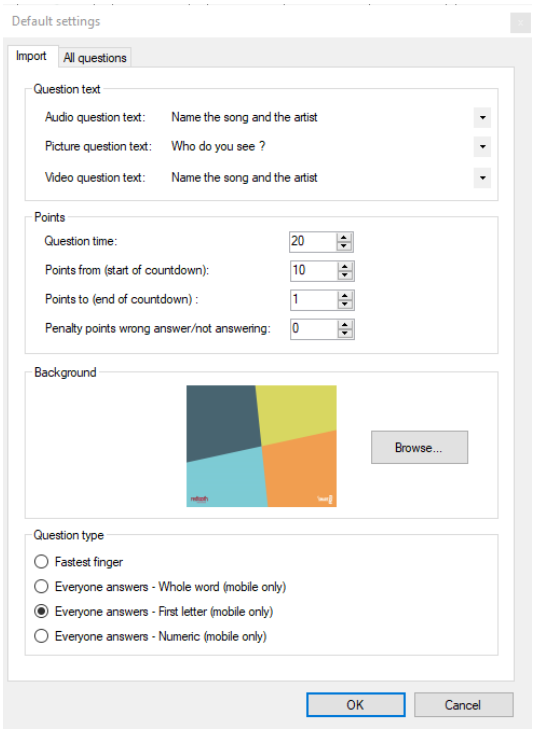
2.10.9 Settings

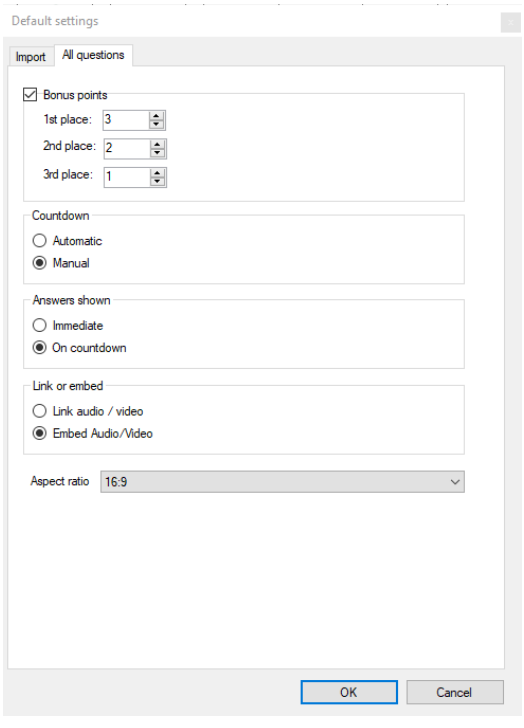
The ‘Settings’ gives access to the default settings of Quiz Creator.

The first tab, ‘Import’, allows you to enter default settings for the creation of picture, audio and video questions. When pressing the ‘Audio Question(s)’, ‘Video Question(s)’ or ‘Picture Question(s)’ buttons, you will see these defaults reflected in the respective windows after which you can tweak them to your liking.

The second tab, ‘All questions’, list default settings which apply for all questions created. Here you can indicate:

- Whether you want to assign bonus points for the questions created. For more information about bonus points please refer to section 3.2
- Whether you want countdown to start automatically when a question is displayed or want to start countdown manually by pressing ‘Next’ on the SmartHost remote (or spacebar or through SmartQuiz Director)
- Whether you want to show multiple choice answers immediately or only want to reveal them upon start of countdown
- Whether you want to link or embed audio and video by default. When linking audio/video, only a reference is made from the quiz to the file on your computer instead of incorporating the audio/video data into the quiz. Linking will result in (much) smaller quiz files as the audio/video data will not be copied into the quiz.
- Which aspect ratio you want to use for the quiz. 16:9 is most commonly used and is the default setting.



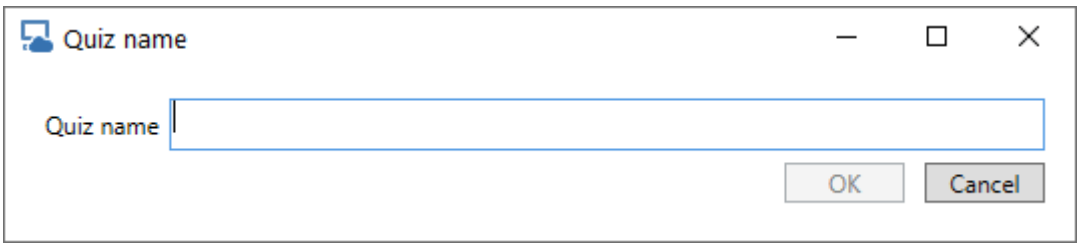


2.10.10 PDF Preview

By clicking ‘PDF Preview’ you can create a PDF preview of the quiz. The PDF can serve as a preview of the quiz that will be generated or as a handout for the quizmaster (using the SmartHost remote will be more convenient though for that purpose!).

2.10.11 Create Quiz

When the quiz content in Quiz Creator is to your liking, press ‘Create Quiz’ to create the quiz.



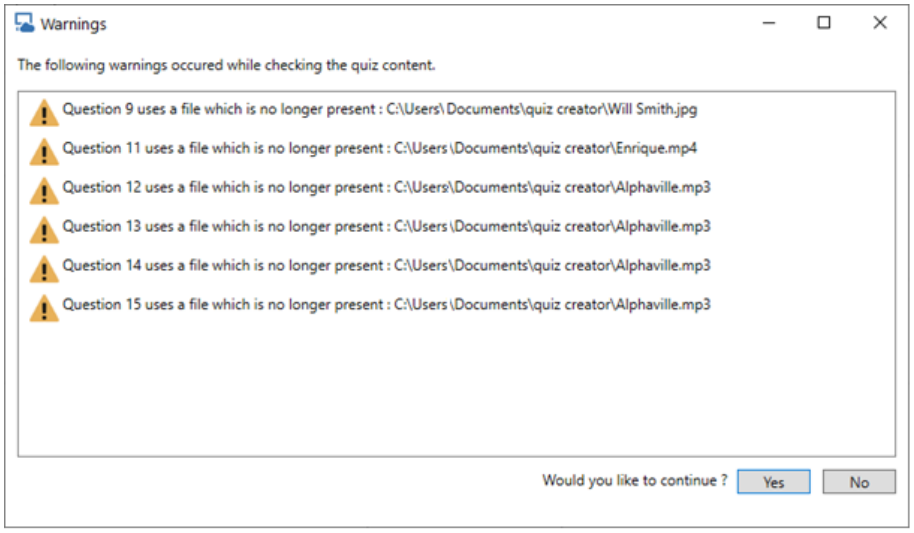
Enter a name for the quiz and press OK. The list will now be created and appear in the list of quizzes in Quiz Center to be played or added to a playlist.

2.10.12 Edit Quiz

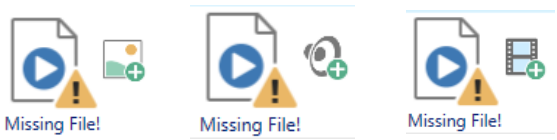
Quizzes that have been created with Quiz Creator can be re-edited. When you select a quiz that has been created by Quiz Creator, the ‘Create Quiz’ button changes into ‘Edit Quiz’ allowing you to re-edit it’s content in Quiz Creator.

2.10.13 Errors and Warning

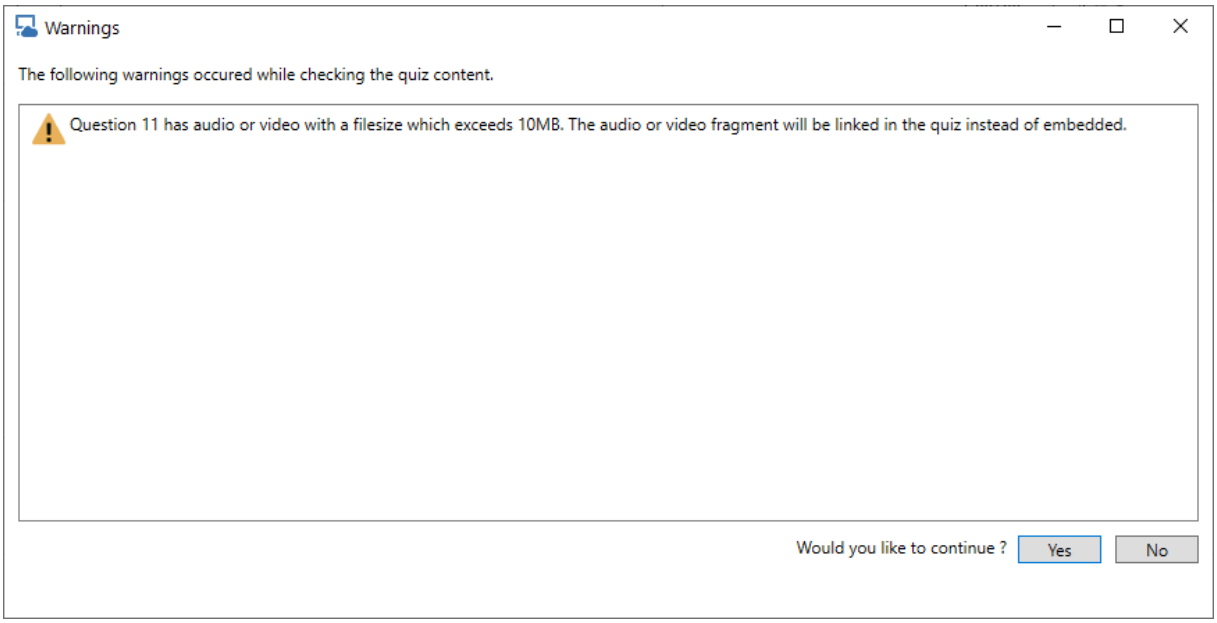
If you edit a quiz that was created and audio, video or picture files that are referred to are no longer present, you will see the following warnings:



Choosing ‘Yes’ will open Quiz Creator anyway. It will show warnings though at the locations where the referred file can no longer be found. By pressing the buttons with the ‘+’ behind the warnings, you can reselect any missing files.



If the default setting is to embed audio and video (please refer to section 2.10.9 for more information) and the size of audio or video files referred to exceeds 10MB, the following warning dialog will appear. Files that exceed 10MB will be linked into the quiz to prevent them from becoming too large.

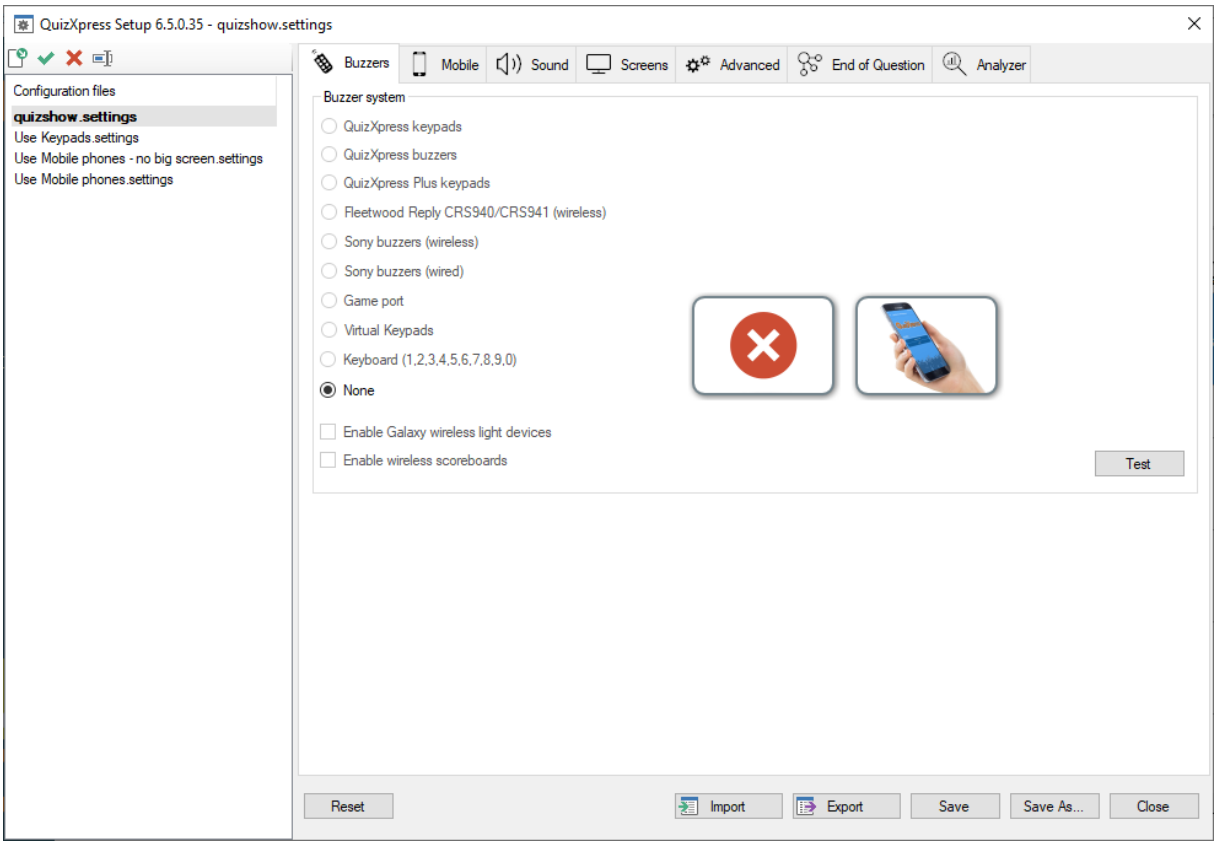


2.11 Settings

Press the 'Settings' button on the 'Quizzes' tab to open the settings for the quiz player.

By default, all settings are preconfigured so it is not necessary to change anything. There are some aspects of the game show that you may want to change though. Some examples of this are: The welcome screen captions, the slideshow pictures, sounds used for bonus points and the sound pad, etc.

Quiz Setup allows you to manage multiple settings files. In the list on the left you can see the available configurations. The one in **bold** is the active configuration meaning that these settings will be used when running a quiz. You can change the active file by right clicking it and selection 'Activate' from the context menu. To load a specific settings file for editing, double-click it or select 'Load' from the context menu.



By clicking ‘Reset’, the system reverts to the default configuration.

By clicking the 'Save' button the current settings file is saved.

By clicking the 'Save As…' button, the current settings file can be saved using a different name.

There are several tab pages on which the various settings can be changed. The following sections will outline all pages and their settings.

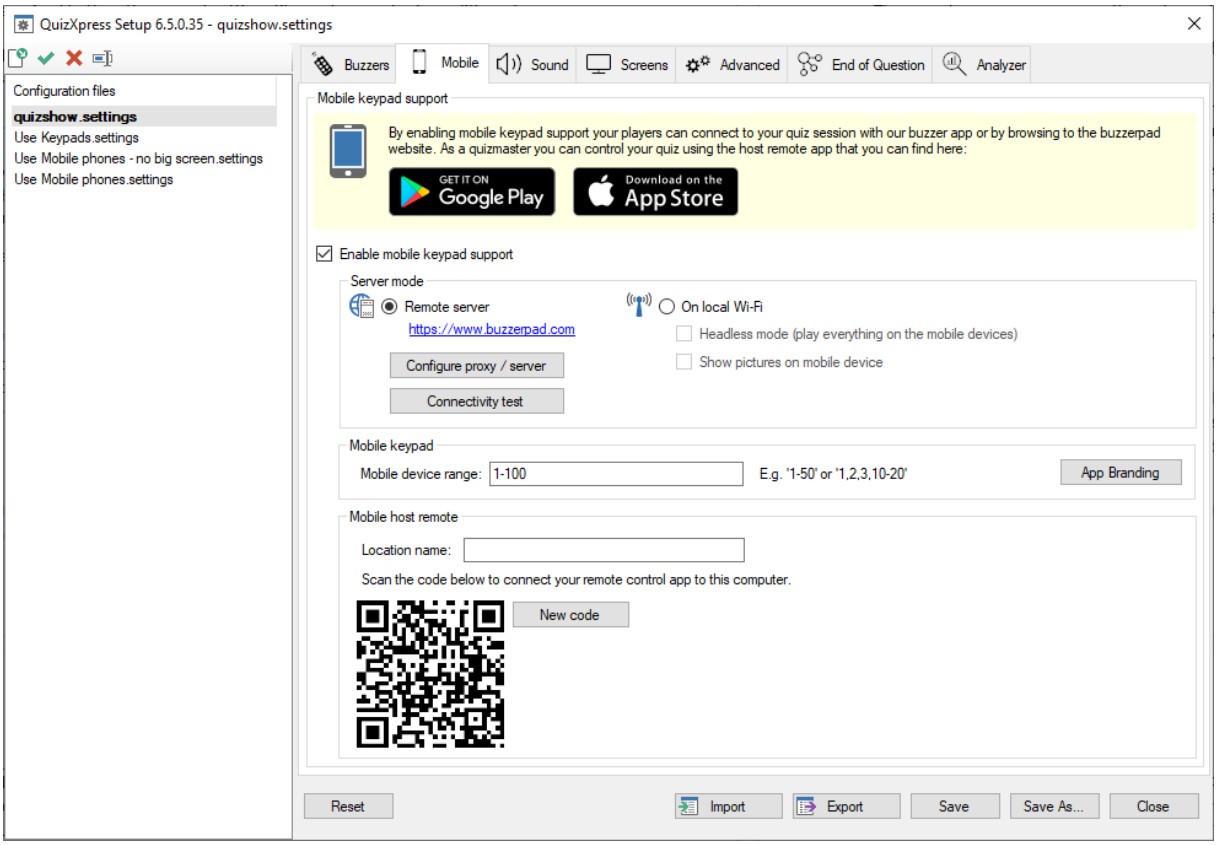
2.11.1 Configuring your hardware – the ‘Buzzers’ tab page

On this page you indicate which hardware the players will be using to play along with the quiz. This can be keypads or buzzers. For Redtooth SmartQuiz ‘None’ is selected as the buzzer system used as players will use their mobile phone to play along with the quiz. As such no settings are necessary on this page for SmartQuiz.

When you do use keypads, in the field ‘device number’ fill in the keypads that you are going to use for the quiz. If you have 20 keypads for example, please enter 1-20. If you would like to know more about using keypads for the quiz please do not hesitate to contact us.

2.11.2 Configuring Mobile phone usage – the ‘Mobile’ tab page

On this page you can configure the SmartQuiz Mobile phone options. SmartQuiz supports remote play, local WiFi play. Games can be played in local WiFi with or without an external screen (‘Headless’ mode).



In order to enable mobile keypad support, first set a tick in the *Enable mobile keypad support* checkbox. You see three sections to be configured:

Server mode section

There are two ways you can run the system with mobile keypads:

1) Using one of our servers (internet required for you and your players that can participate from all over the world)

2) Using a local Wi-Fi router connected to your laptop (no internet required but all players must be in one physical location to connect to your router). Please refer to Appendix A for more information about how to use the SmartQuiz wireless router.

When using local WiFi there are two additional options:

- Play in 'Headless' mode – Use this when no external\projector screen is available and you want players to play on their mobile only. Please note that in this case using mini games as well as video questions is not supported. When playing in headless mode the Director screen will be shown on the laptop with an integrated quiz player (please refer to section 4 for more information about Director).
- Show pictures on mobile device – Indicates whether pictures are also sent to the phones.

When using *Remote server* mode, you can select the server that is used to host your quiz session by clicking the *Configure proxy / server* button. The default server is www.buzzerpad.com. This server is situated in the South-Central US. If you are based in Europe you may want to switch to www.buzzerpad.eu for lower latency.

Mobile keypad section

Here you configure the range of the mobile phones that can connect to your quiz. By default, when you enable mobile keypad support, the 'Mobile device range' field is filled with id 1 to the maximum number of players that is allowed by your license.

Clicking the 'App Branding…' button allows you to setup your own branding for the SmartQuiz app. With the Branding Designer you can change the colors, logo and welcome image for the app (which is presented while players are waiting for the quiz to start):

Mobile host remote section

In this section the QR code used to connect the remote-control app with your computer is presented.

The app to control the running quiz is available for Android and iOS. You can find them at:

Mobile Director for Android	https://play.google.com/store/apps/details?id=com.gameshowcrew.quizxpressdirector
Mobile Director for iOS	https://apps.apple.com/us/app/quizxpress-director/id1493187163

In the SmartHost app, you can have multiple computers registered which you can control. These computers are displayed by their ‘Location name’. The ‘Location name’ can be filled in in the Mobile remote section. The default name is the name of the computer.

In order to connect the Mobile presenter remote with the computer, open the Virtual remote app and click on the ‘plus button’. A QR code scanner will be opened on your mobile. Now scan the QR code shown in the Mobile remote section and the name entered in the ‘Location name’ field will be added to the list of computers in the Mobile remote app.

Important: Please note that the app has a server setting that must correspond to the server you have selected in Quiz Setup. Also, if you use Wi-Fi, you must switch the app’s setting to ‘Wi-Fi’

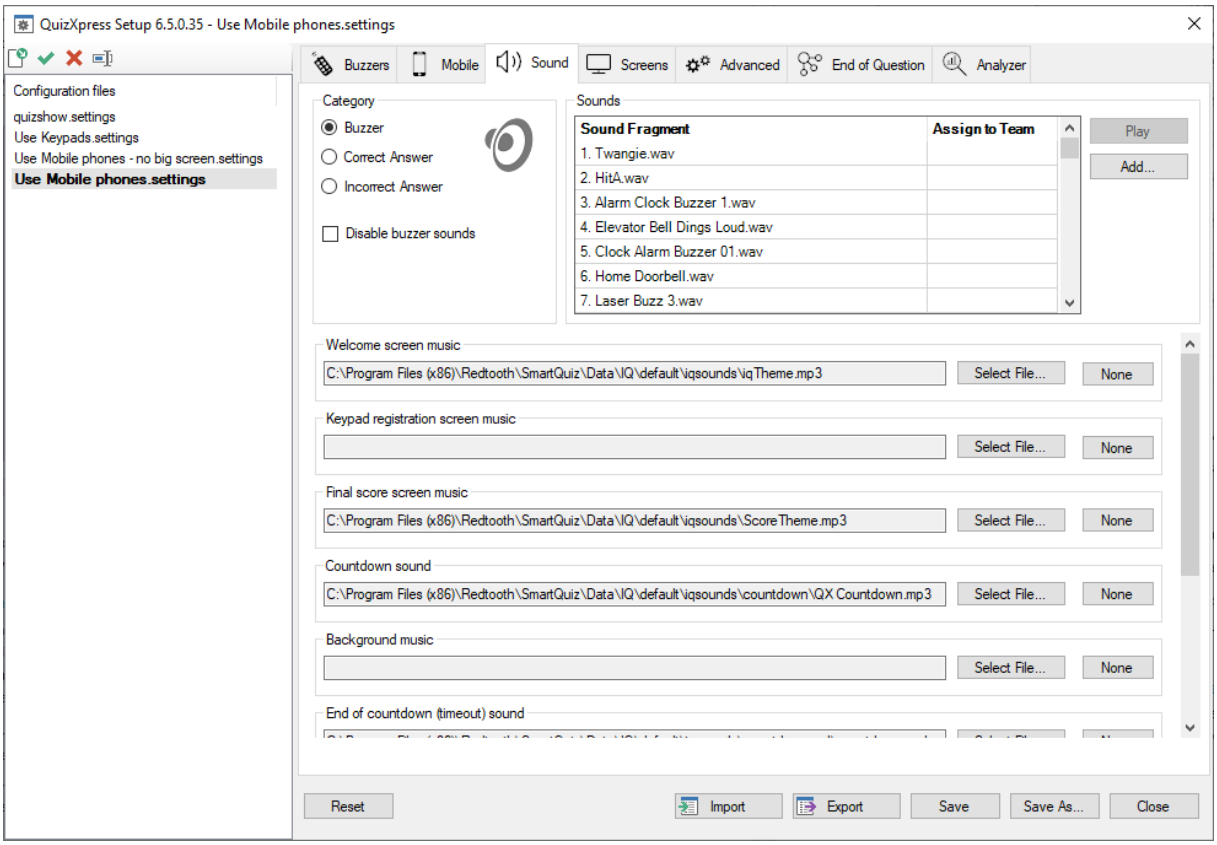
Please refer to section 3.2 for more information about the SmartHost app.

2.11.3 Configuring sounds – the ‘Sounds’ tab page

On the sound settings page you can enter various settings applicable to the sounds played during a quiz.

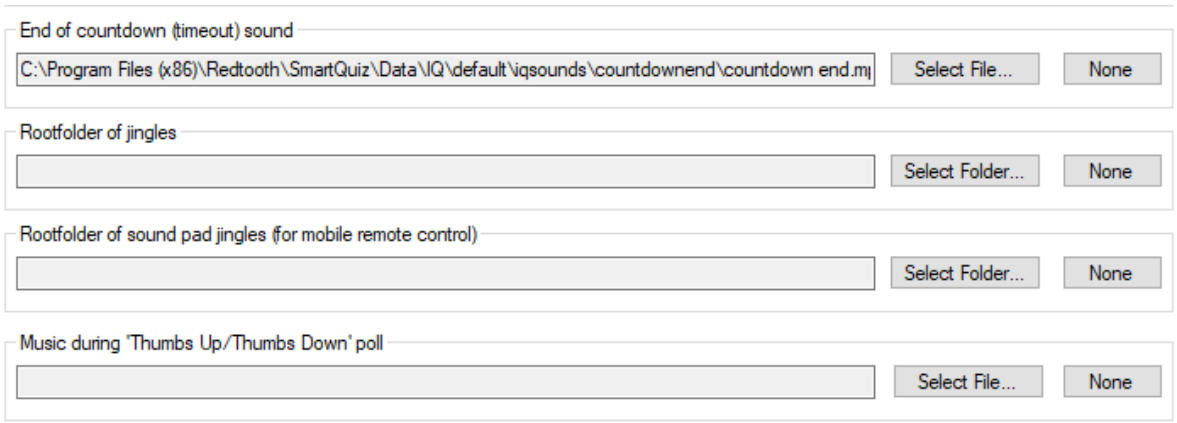
On the left-hand side in the group box 'Category' you first choose a category of sounds which you want to change. Next, the 'sounds-list' on the right-hand side will be filled with the sounds from the category chosen. The sounds in this category apply to ‘fastest finger’ questions. The Correct and Incorrect answer sections contain the collection of sounds played when player that pressed was respectively correct or incorrect.

The Buzzer category can be used to assign buzzer sounds to the players upfront before starting a quiz. This does not apply when using Mobile phones though. For this the ‘jingles’ mechanism applies, which will be explained shortly.



The following sounds/music can be set:

- *Welcome screen music* - the music played when the quiz starts
- *Keypad registration screen music* – the music played when the keypad registration screen is shown (this screen is not shown by default when mobile phones are used)
- *Final score screen music* - the music played when the final scores are shown
- *Countdown sound* – the sound played during countdown
- *Background music* – the music to fill all otherwise silent moments



- *End of countdown music* – the sound played when countdown finishes

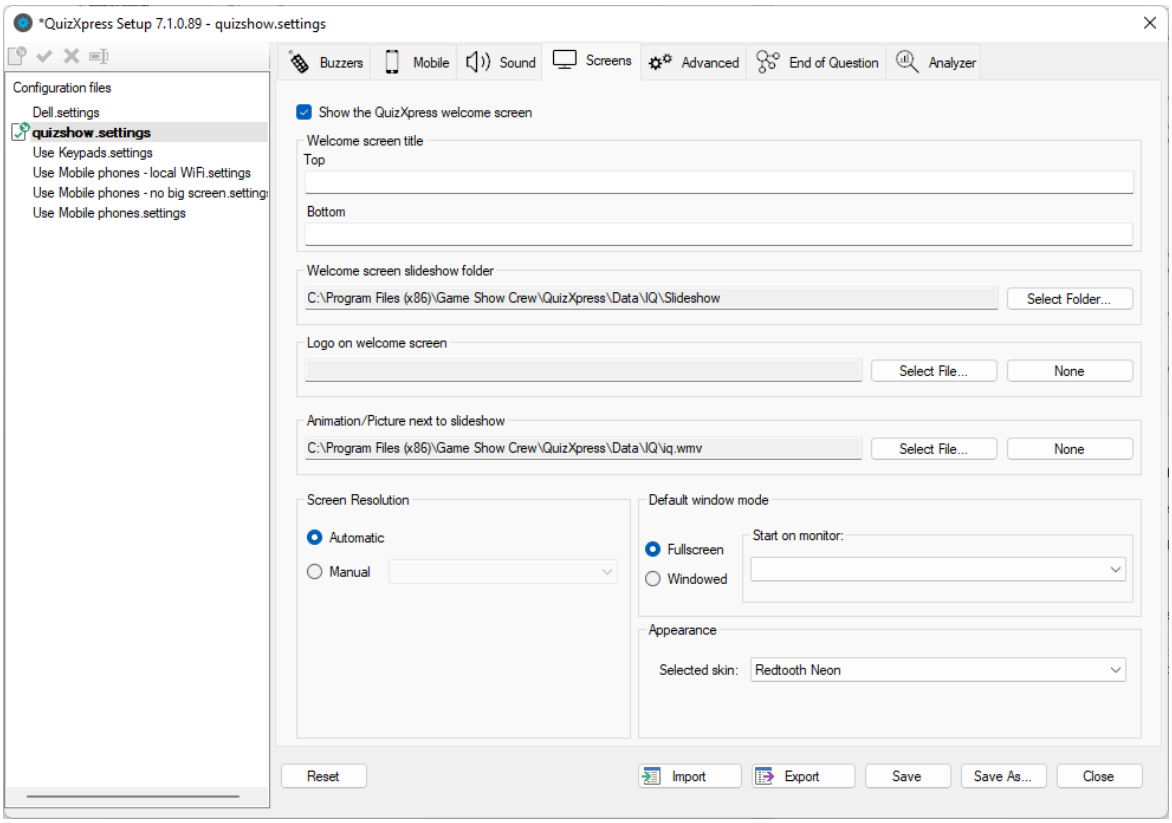
- *Root folder of jingles* – points to a folder containing sound bits that can be selected by players once they connect to the quiz, resulting in each player having its own 'jingle'. Jingles are used for:
    - Bonus points - the sound of the player who was first to give the correct answer is played when the bonus points screen is shown
    - Fastest finger – The sound of the player who pressed first is played, along with the player name appearing onscreen in the quiz player.
    - Intermediate score overviews – The sound of the player who is ranked first is played when showing the leaderboard.
- *Root folder of sound pad jingles (for mobile remote control)* – point to a folder containing music or sound bits which will be showed on the 'Soundboard' tab in the SmartHost remote. This allows for the host to play music or sound fragments at any preferred moment
- *Music during "Thumbs Up/Thumbs Down' poll* – After a player answered first to a fastest finger question, the host can ask the other players whether they agree or disagree with the answer given, giving them a chance to also win (or lose) 50% of the question points. The sound that is chosen is played while the "Thumbs Up/ Thumbs Down' poll is running. A poll can be started from the SmartHost remote or from Director.

For more information about the SmartHost remote please refer to section 3.2 .

Each of these sounds can be 'cleared' by pressing the 'None' button. In this case no sound will be played.

2.11.4 Customizing the look – the 'Screens' tab page

The 'Screens' tab page contains various settings used to customize the welcome screen. It also contains settings related to the various display resolutions\modes of the quiz player.



The following settings apply to the welcome screen:

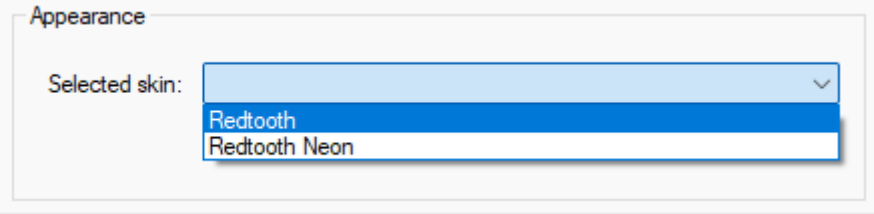
- Welcome screen title, Top and Bottom: text to be displayed on top of the screen and at the bottom of the screen.
- Welcome screen slideshow folder: folder containing the pictures that will be shown in the slideshow played on the welcome screen.
- Logo on welcome screen: logo that is shown on top of the screen. This logo is shown next to the welcome screen 'Top text' (optional; pressing 'Clear' shows no logo).
- Animation (movie)/picture shown next to the slideshow (optional; pressing 'Clear' shows no movie/picture next to the slideshow).

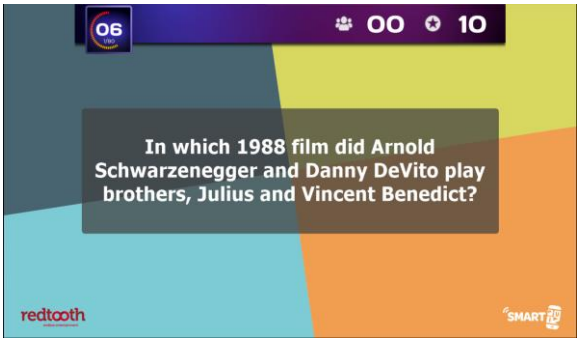
The 'Screen Resolution' section lets you choose the resolution for the (external)screen that is used to display the quiz. You can set it to either 'Automatic' or 'Manual'. For the 'Manual' setting, all possible resolutions the quiz player supports are displayed. Depending on the resolution of the external display connected to the laptop that will display the quiz, choose one of these ratios and resolutions. Resolutions up to 4K are supported.

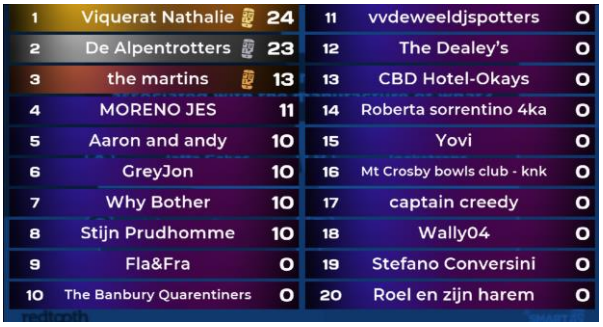
As for the window mode, *Full screen* is the default selected mode. This makes the quiz player run full screen. If you select *Windowed*, the quiz will run in a window (non full screen). When you connect an external display to the computer, it is also possible to select the screen on which the quiz show will be started (default will be the external screen).

Note: you can switch between a Full screen (maximized) quiz and a windowed quiz by pressing the *M* or the *F* key on the keyboard.

The ‘Appearance’ section let’s you choose from two different quiz player styles, ‘Redtooth’ and ‘Redtooth Neon’. Each of these give the quiz player a different appearance.

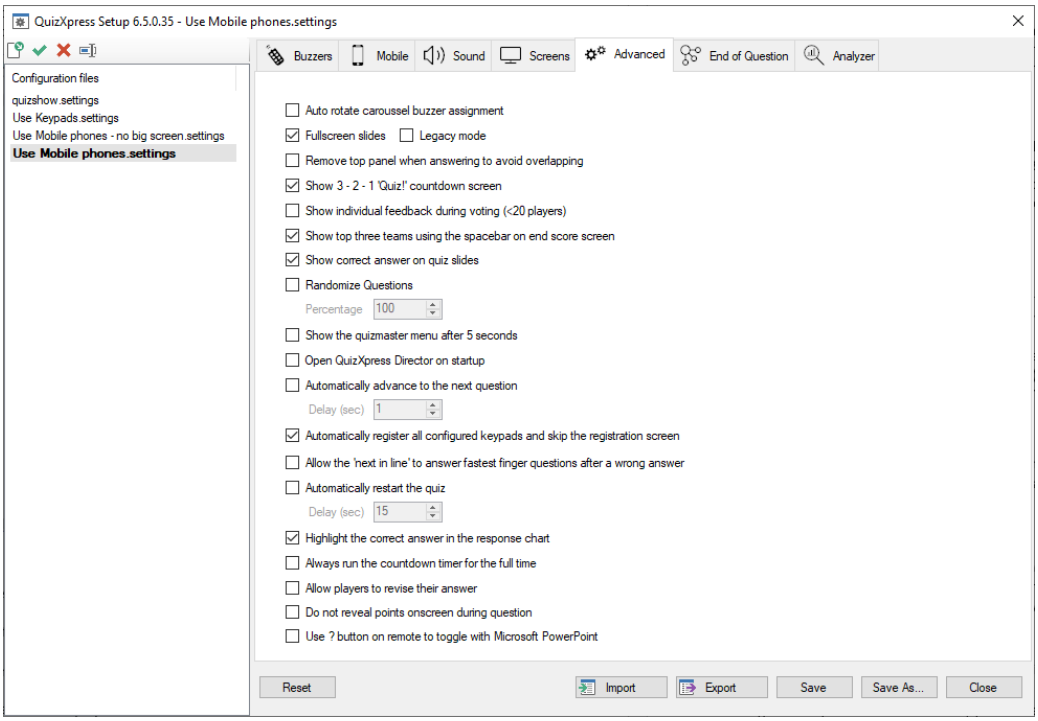






2.11.5 Other settings – the ‘Advanced’ tab page

The advanced tab page contains several advanced settings. The settings that can be changed for SmartQuiz are described below (please keep the other settings on their default value).



Show 3-2-1 Quiz countdown screen

Indicates whether a countdown animation is shown before the quiz start

Show individual feedback during voting (<20 players)

When this option is checked, each individual vote will be shown for questions. If this option is not checked, only a counter will be shown with the total number of votes received. This only applies when there are less than 20 players.

Show top three teams using space on end score screen:

When set, the final score screen does not show the top 3 players automatically but waits for the spacebar to be pressed. Pressing 'Next' on the SmartQuiz remote or the spacebar subsequently shows the 3rd, 2nd and 1st place. After this the full ranking scrolls down on the screen.

Show correct answer

If checked (default), the correct answer (indicated by a green checkmark) is shown when a multiple choice question is evaluated. If not checked, the correct answer is not shown. This enables you to tell the audience yourself what the correct answer is.

Enable Director

When this option is checked, Director will open immediately when the quiz show starts. If this setting is not switched on, you can still open Director at any time with the 'D' key. You can read more about QuizXpress Director in chapter4.

Automatically register all keypads

If you do not select this option, the 'sign on' screen will be displayed before the quiz starts. In this case players need to register themselves by pressing their mobile phone. The screen shows a grid with all mobile keypad numbers that turn around when the corresponding mobile phone is pressed (less than 100 players) or a counter will be shown onscreen (more than 100 players).

Automatically restart the quiz

This option lets the quiz automatically restart once it's on the final score screen after a certain amount of seconds. This enables you to create a standalone quiz that does not need any attendance by a quizmaster.

Highlight the correct answer in the response chart

When you do not want the correct answer to be highlighted in the chart with responses, switch off this setting. This can be used for example when you want to first check with the audience how many responses there were to each answer without highlighting the correct one.

Always run the countdown timer for the full time

When you want to let the clock run for the full specified time, regardless if everyone already answered, tick this option (when the option is off, the clock stops as soon as everybody answered). If you prefer a consistent countdown time, put a checkmark before this option.

Allow players to revise their answer

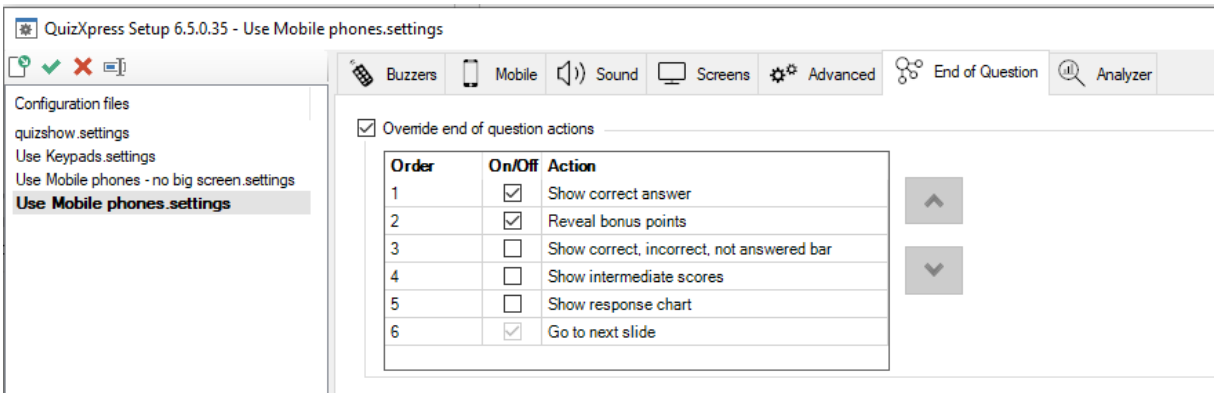
When you tick this option, players are allowed to revise their answer as long as the countdown clock is running.

Do not reveal points onscreen during question

By default, for fastest finger questions, the new total score for the player is shown onscreen. If you do not want to reveal points during the game show (other than the score overviews) enable this setting.

2.11.6 End of Question actions

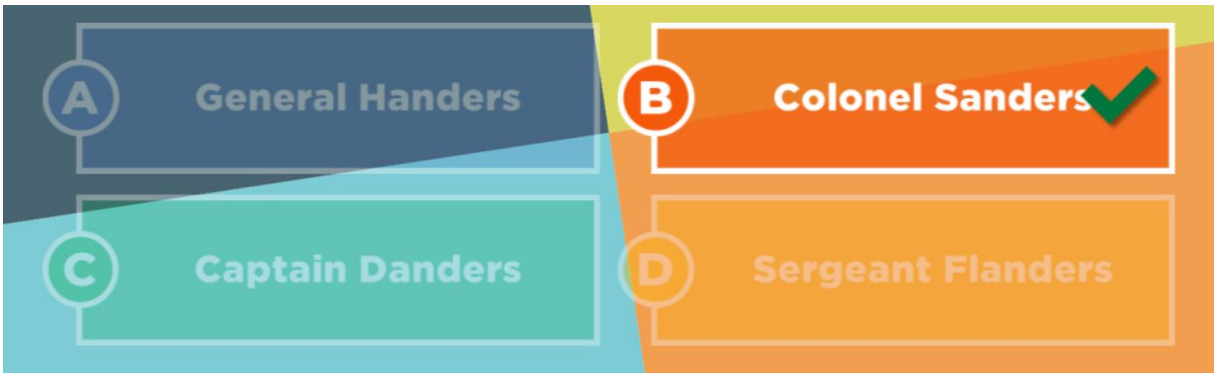
On this tab you can define the actions that are executed (and in which order) once a question finishes (all responses have been received or countdown ended).



Normally, if the actions are not overridden, a standard sequence of actions is immediately executed such as highlighting the correct answer, revealing bonus points and show statistics in the info panel. When overriding the standard actions, the configured actions are executed one by one in the set order whenever you press 'Next' on the SmartHost remote, press the spacebar or click the 'Next' button in Director.

The following actions are available for you to configure:

Show correct answer



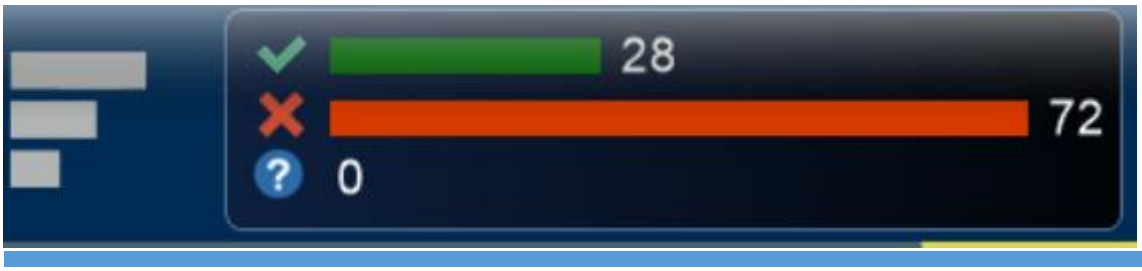
This action highlights the correct answer on the slide and shows an indicator next to the correct answer. You can skip this action if you do not want to show the correct answer.

Reveal bonus points

This action shows the bonus points won for the current question.

Show correct, incorrect, not answered bar

Shows the response chart in the top info bar.



Show intermediate scores

Opens the leaderboard (top 22 scores, normally opened with ‘S’ key or by using the SmartHost remote).

Show response chart

Shows a chart with the response percentages for each answer.

Go to next slide

Advance to the next slide, this action is always on and is always executed last.

2.12 BINGO

SmartQuiz 7 introduces BINGO! Play oldschool number BINGO, Music Bingo or Trivia BINGO. Players see the BINGO card on their SmartQuiz app and check the boxes while watching the big screen. A BINGO claim can be made by pressing the BINGO button after which the evaluation will take place automatically and will be shown on the big screen.

No manual checks are necessary, but in case of doubt by the player the specific player’s card along with the cells that should have been ticked can always be opened in SmartQuiz Director.

For SmartQuiz subcribers, the regular number as well as Emoji Bingo game is made available as a free game. It can always be played on the day when there is a subscription for a SmartQuiz. We will soon be offering other (Music) Bingo games for purchase. These games can be played outside of your regular Smart Quiz subscription and are credit based (you can play them a predetermined amount of times).

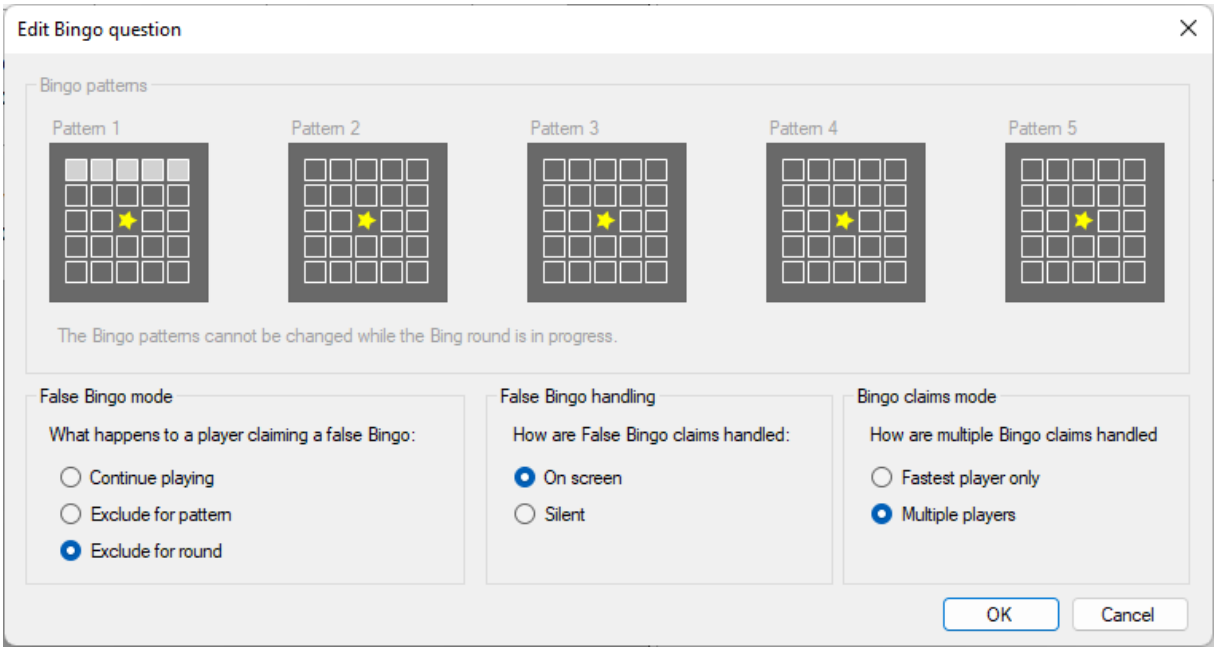
SmartQuiz Pro users can create a Bingo round as part of a quiz. As it’s possible to define blank cells, it’s not necessary to have a full card (and consequently, as many questions). As such, a quick Bingo game can also be played.

2.12.1 Number Bingo

Play old school number Bingo where the numbers are shown one by one on the big screen. Balls already played are displayed along with the current Bingo pattern.

Players tick the numbers on their phones and press the Bingo button to claim their Bingo. Once a player claims Bingo, the players name is displayed on the Big screen and the Bingo is evaluated.

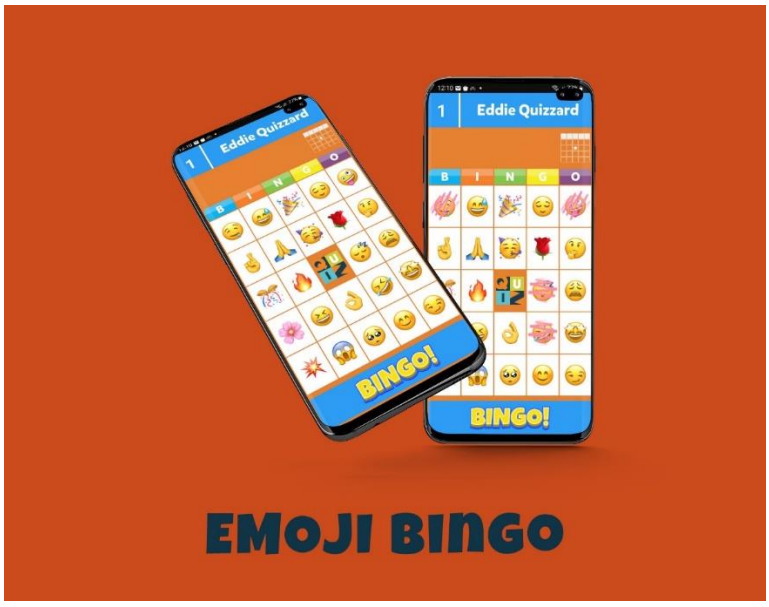
In SmartQuiz Director, it is possible to change the patterns being played for along with other settings, while a Bingo game is running.



2.12.2 EMOJI Bingo

Old school number Bingo for a new generation! As a host, call out the Emoji's appearing onscreen. Use your own descriptions to describe them. Hilarity guaranteed!

The Emoji's are displayed on the phone. Tick them, watch the current pattern and make a Bingo claim when you've got it covered.



2.12.3 Music Bingo

Combine a disco party playing your favourite tunes with Bingo! Songs are played, the pub is dancing and players tick the songs they hear on their phone. The cells on the phone show text or an image (for example of an artist or album).

2.12.4 Trivia Bingo

Play a quiz in the form of Bingo. The correct answers are on the phone while the questions appear on the big screen. The current pattern that is played for is shown on screen.

2.12.5 Evaluating a Bingo claim

Once one or more players press Bingo, the name of the player appears onscreen (if you configured that more than one player can claim Bingo, multiple names will appear). A countdown sequence will now appear while the system evaluates the claim and builds some suspense.

Depending on whether the claim was valid or not, a thumb up or thumb down will appear on the big screen.

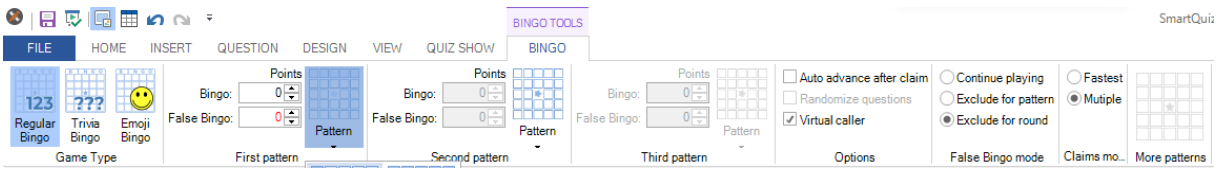
The player that claimed Bingo, will see either a thumb down (invalid claim) or BINGO animation on the phone along with a sound being played. In case of a valid claim, the pattern that lead to the Bingo is indicated with green ticks.

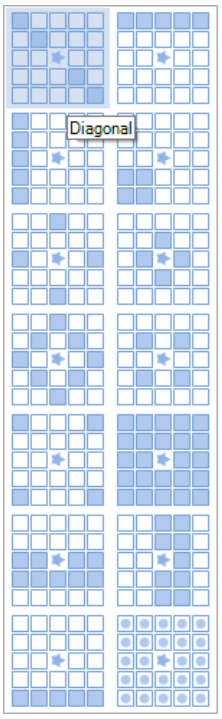
It is possible to switch off false Bingo claims being shown on the big screen. In this case, only when there is a valid Bingo, the player is shown onscreen along with the evaluation.

2.12.6 Bingo in SmartQuiz Pro

When creating a Bingo game or Bingo round as part of a quiz, the Quiz Wizard helps you to generate the content quickly.

SmartQuiz Studio offers a lot of configuration options for the round. Along with the type of Bingo, you can define points to win/lose for valid/invalid claims, the sequence of patterns that are going to be played as well as what needs to happen when a claim is made.

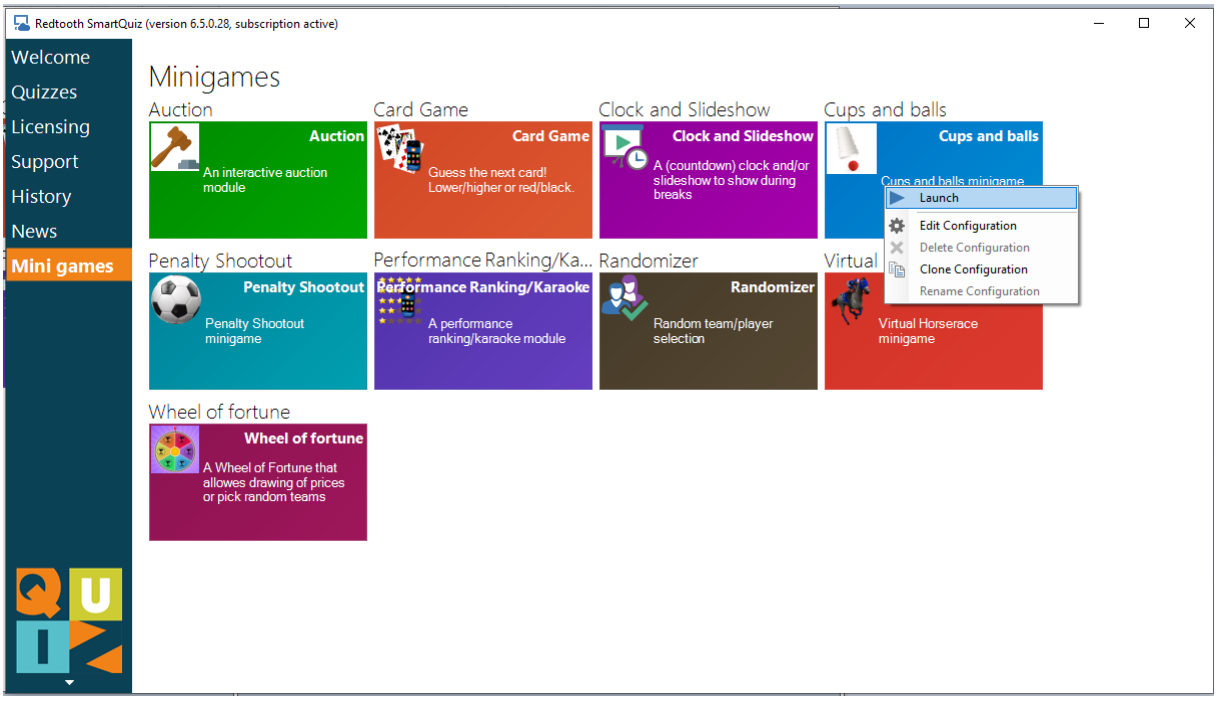




SmartQuiz Studio offers 13 predefined well-known Bingo patterns that can be used. But, it is also possible to define your own custom patterns!

On the quiz slides, you can use a picture along with the question shown, which is then shown on the phone in a cell as one of the answers to be ticked. In this case, do indicate that the picture should not be shown on the big screen too (otherwise the question will be very simple to answer!).

2.13 Mini Games



In the Mini games section you can launch and configure mini games. Mini games are games that you can use as part of your game show. You can play them separately or add them to a playlist as described in section 2.9. They are also referred to as ‘plugins’.

On the mini games tab you can configure the games as well as create new configurations \ variations of a game that you can use in a playlist.

If you want to run a mini game you can do so by left clicking on it. The game will be started and projected onto the same screen as the quiz (on the laptop or external display if connected; please note that the mini games themselves will not be displayed on the phone, so you cannot use them in ‘Headless’ mode without a projector screen).

The tiles you see each represent a mini game with a certain configuration.

Right clicking on a mini game gives you the following options:

- Launch – start the mini game
- Edit Configuration – edit the settings of the mini game
- Delete Configuration – delete the configuration (tile). The last tile of a game cannot be deleted, in this case the option is greyed out
- Clone Configuration – create a duplicate of the configuration. A window is shown in which you can enter the title of the new configuration
- Rename Configuration – change the name of the configuration

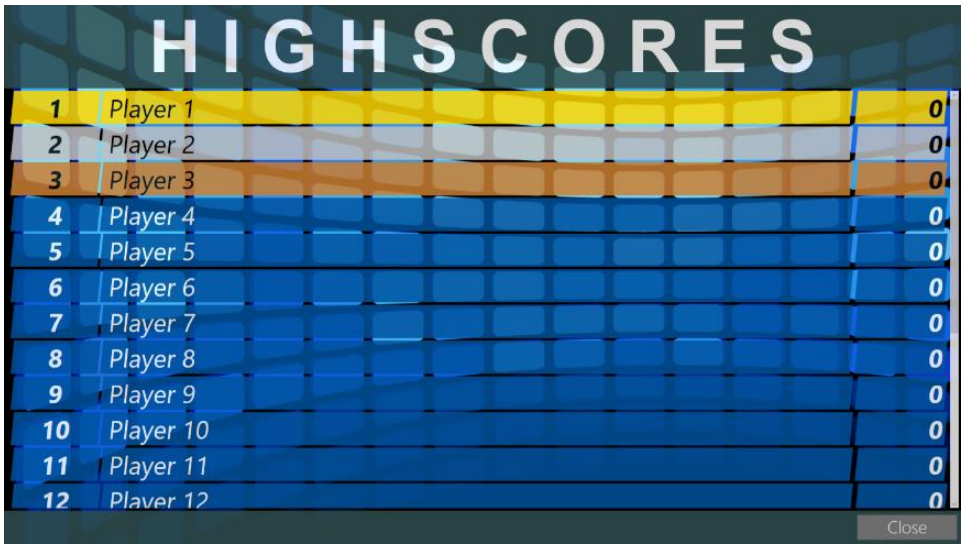
When creating a playlist, you will see all available mini game configurations, ready to be added.

For example, let’s say you have a red\black cards game with 4 cards where the players have to guess whether the next card will be red or black. This game has been configured with 4 cards, a certain background image and a certain background music. Let’s say you want to create a configuration with 5 cards. In order to do this, right click on the 4 cards game and choose ‘Clone Configuration’. Now

you enter (for example) *5 cards red black* as the configuration name. This will result in a new tile with *5 cards red black* as the title. This will have the exact same configuration as the 4 cards game (4 cards, modified background and background music). Now let's change the number of cards to 5. Right click on the *5 cards red black* tile and choose *Edit Configuration*. In the configuration that appears, change the number of cards to 5.

In this way you can create any number of mini games with configurations that can be started by just left clicking them, or can be added to a playlist.

When you run a mini game 'standalone' from this tab by clicking it, the scores are displayed on screen once the game has finished.



Currently, 9 mini games are available:

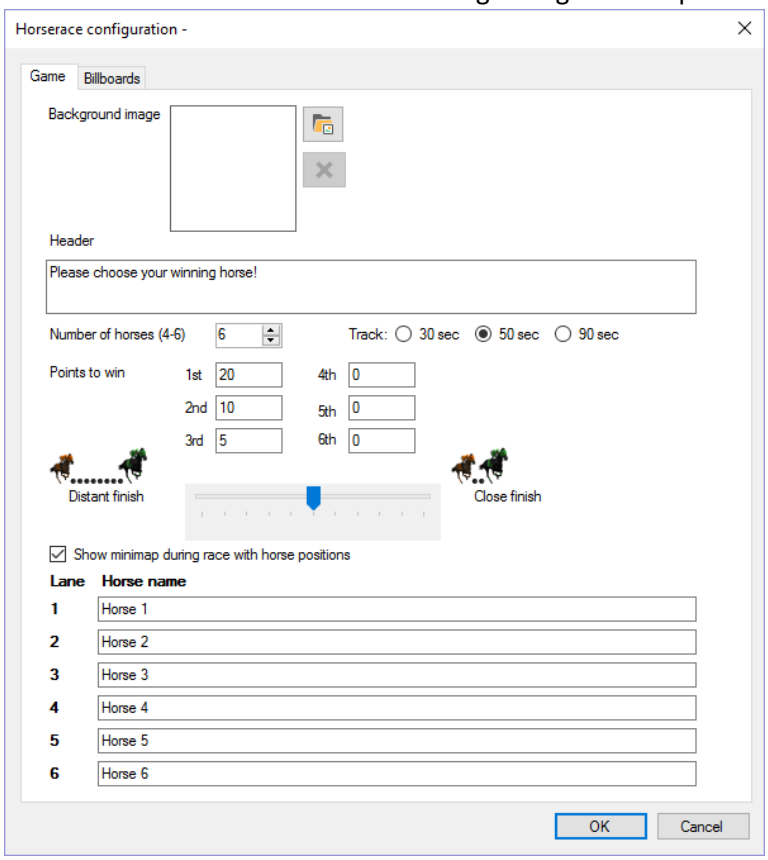
- *Horserace* where the audience can bet on a particular horse using their wireless keypads after which a race will run with a random outcome. Points will be added based on the outcome of the race.
- The *card game* where the audience needs to survive several cards by correctly predicting the next card (red/black or higher/lower) to gain points.
- The *cups-and-ball* game (also known as the shell game) where the audience needs to guess under which cup a ball is located after shuffling the cups. Points or prizes can be won with this game.
- The *penalty shootout* game which takes place in a fully loaded, cheering stadium. Guess if the ball is scored (and at which position), if the goalie stops the ball or whether it misses fully.
- A *Wheel of Fortune*. Spin the wheel and give away a prize or points!
- An *Auction* module. Use this for your fundraiser trivia events to auction items.
- A *performance ranking* module where players can rank a performance of one of the other players.
- A *clock/slideshow* module that shows the current time or a countdown timer optionally mixed with a picture slideshow (e.g. for advertising purposes). To be used during breaks of the quiz.
- The *Randomizer* can be used to randomly draw one or more players/teams from the audience, for example to raffle a price, have a karaoke competition or play a game.

Please note that mini games can also be started from Director or from the SmartHost remote. For more information on director please refer to section. For more information on the SmartHost remote please refer to section 3.2.

The following sections will explain more about the configuration options of the currently available mini games. It will show the configuration window for each plugin along with a description of the options.

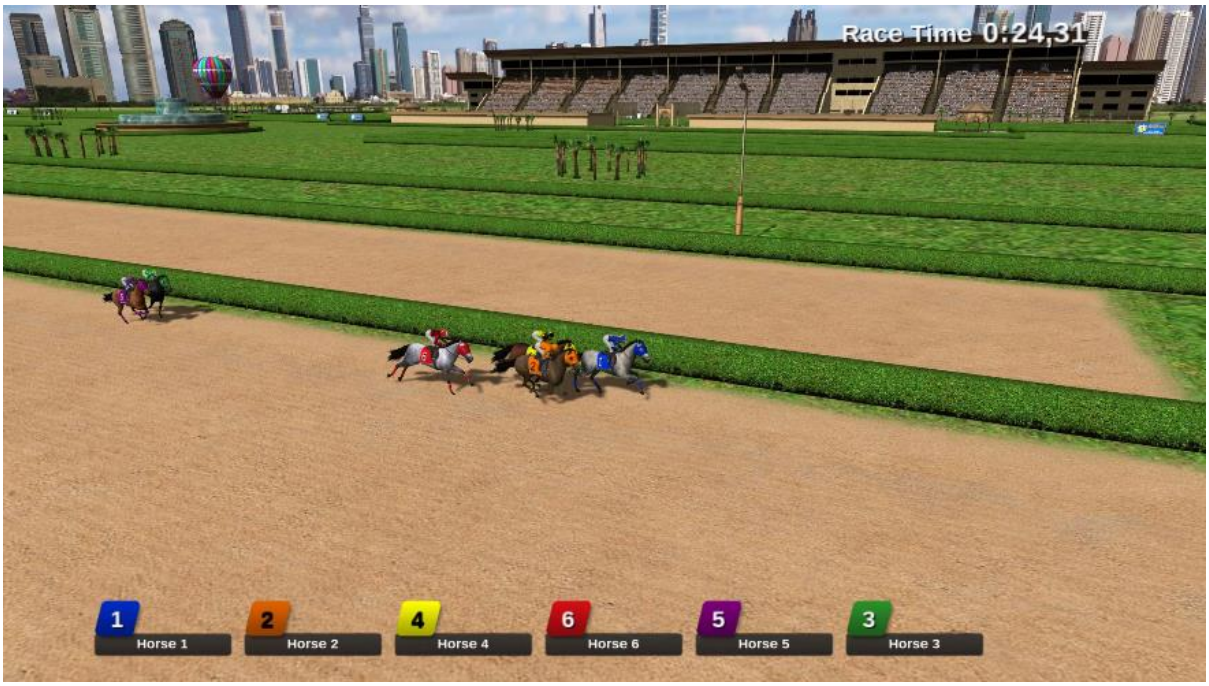
2.13.1 Virtual horse race

The Horserace module has the following configuration options:



- Background image: select the background image shown on the screen where the players pick the winning horse
- Header: text that is shown on the screen where the players pick the winning horse Number of horses: pick the number of horses that participate in the race
- Track: choose different track lengths which last approximately 30, 50 or 90 seconds
- Points to win: points that can be won for the different rankings
- Distant finish – close finish : choose here if horses should finish closely or distant
- Show a (mini) map during the race with horse positions: shows a little overview in the top right corner during a horse race outlining the positions of the horses
- Horse names : you can enter the names of the horses here
- Billboards tab: there are four billboard signs next to the race track. You can choose your own images to be displayed in the billboards shown alongside the track

Please find below a picture of the horse race game in action.

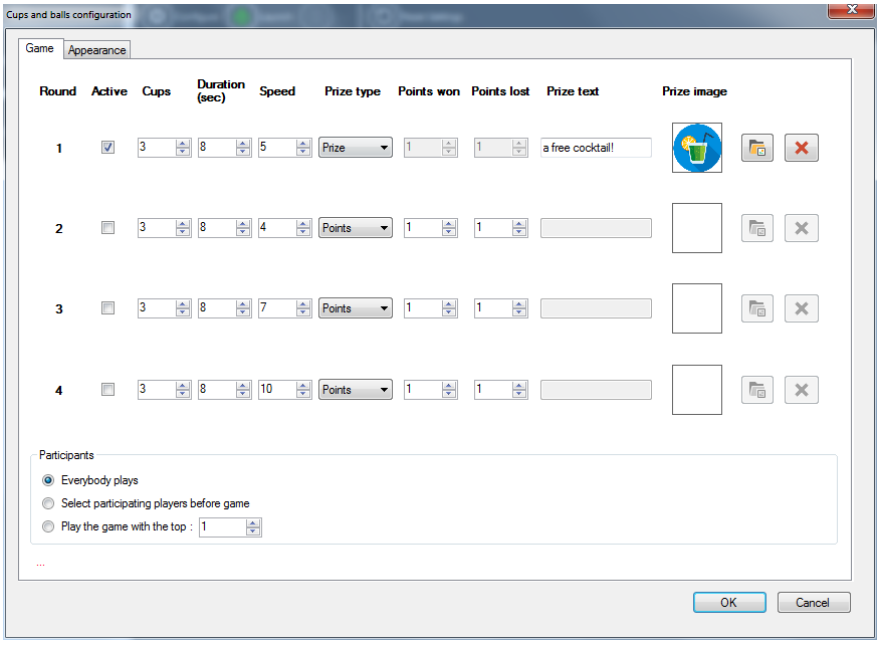


In order to go through the various steps of the horserace (players chose horse, go to the start, start the race) just press the 'Next' button on the SmartHost remote, press 'Next' in Director or press the spacebar on the keyboard.

2.13.2 Cups and Balls

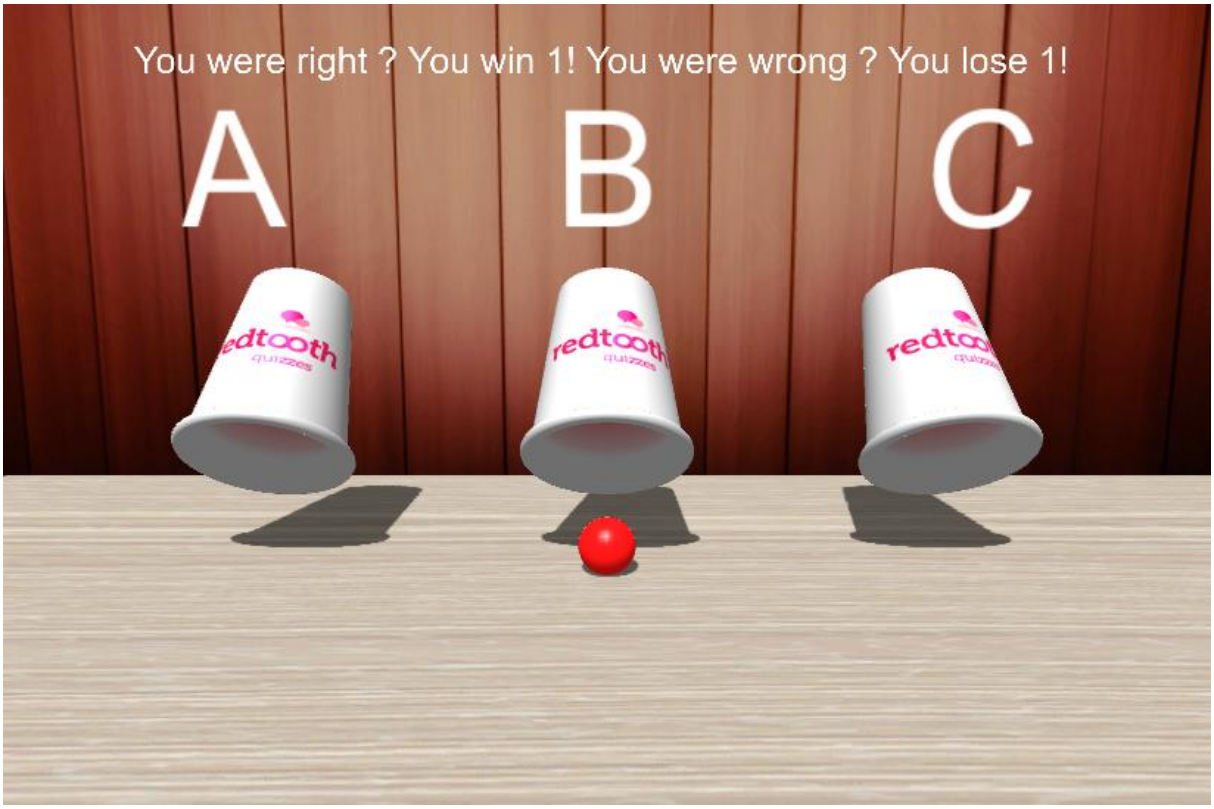
With the *cups-and-ball* game (also known as the shell game) the audience needs to guess under which cup a ball is located after shuffling the cups. Various difficulty levels are available.

Available configuration options for the Cups and Balls game are:



- Round: you can define up to four games that will run one after another (for example with increasing speed/number of cups).
- Active: indicates whether a round is active (if not active, it will be skipped)
- Cups : the number of cups that will be played with
- Duration: the duration of the shuffling of the cups
- Speed : the speed of the shuffling
- Prize type: indicate of a prize can be won or if points can be won
- Points won: the amount of points a player wins if he or she is correct (if the 'Prize type' is 'Points')
- Points won: the amount of points a player loses if he or she is incorrect (if the 'Prize type' is 'Points')
- Prize text : text shown when a prize is won
- Prize image: image of the prize won. Images can be selected or deleted using the two buttons next to the image.
- Participants: all players can play along, only top ranked players can play along or selected players can play along (selection is done before the game starts, on the director screen).
- Appearance tab: here you can select images to be shown on the cups (for example a company logo), a background image as well as the texture of the table that the cups are on. Also, you can select an alternative background music which plays once the cups are shuffling

Please find below a picture of the cups and balls game in action.

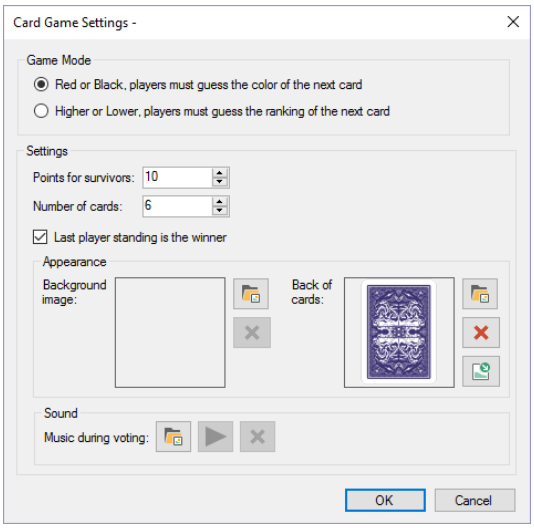


In order to go through the various steps of the game (cups are loaded, ball is shown, cups are shuffled, players choose a cup, ball is revealed) just press the 'Next' button on the SmartHost remote, press 'Next' in Director or press the spacebar on the keyboard.

2.13.3 Card game

In the *card game* players needs to correctly predict whether the next card shown will be red/black or higher/lower. If a (configurable) amount of cards is predicted correctly, points are won.

The available configuration options are:



- Game mode: choose between red\black or higher\lower guessing
- Points for survivors: how many points do the players win when they survived up to the end
- Number of cards: how many cards are on the table
- Last player standing is the winner: with this option, the player who survived last wins, even when not all cards have been turned
- Background image: choose a background image shown during the game
- Music during voting: choose the music that is played while all players make their bets
- Back of cards: the image to be used at the back of the card (use 357x500 pixels). Use this to brand the game for your own purpose.

Please find below a picture of the card game in action.

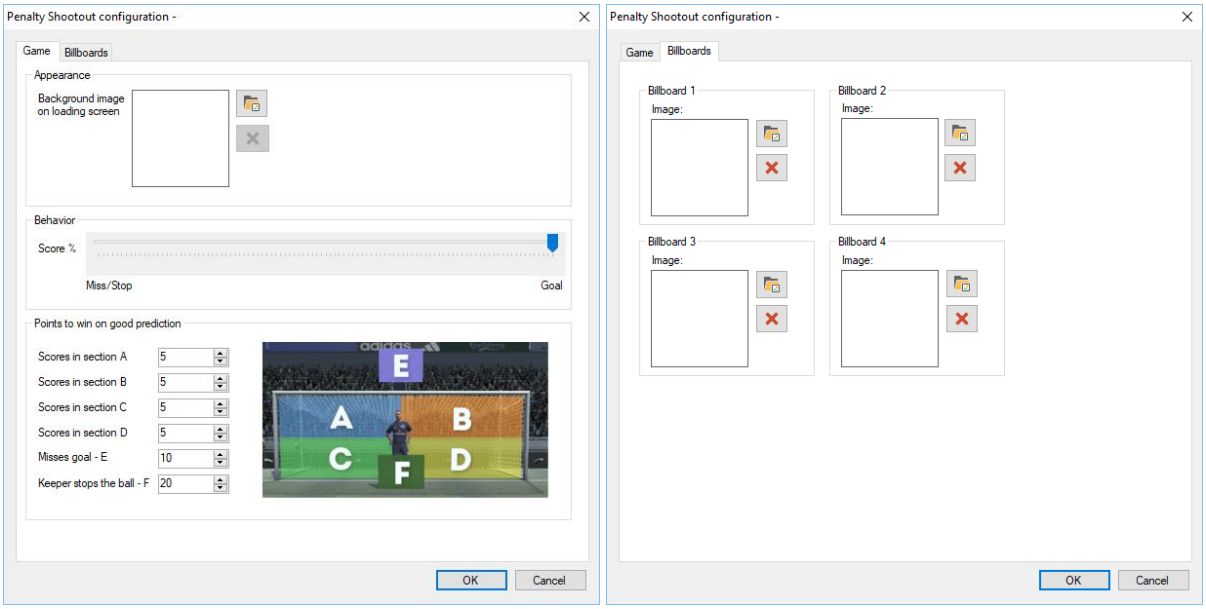
In order to go through the various steps of the cards game (show message to the players to make a choice, reveal the next card, next card)) just press the 'Next' button on the SmartHost remote , press 'Next' in Director or press the spacebar of the keyboard.

2.13.4 Penalty Shootout

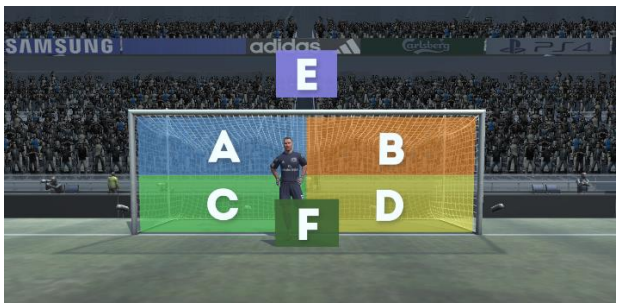
The purpose of the Penalty Shootout mini game is to predict if the football player is going to score (and in which section of the goal), if the penalty will be missed or if the goalie will stop the penalty.

The available configuration options are:

- Background image on loading screen: sets the image that is shown while the game is loading
- Score%: set the chance of scoring or missing
- Points to win on good predication: assign points to the possible outcomes of the game:
    - Player scores in section A
    - Player scores in section B
    - Player scores in section C
    - Player scores in section D
    - Player misses (E)
    - Keeper stops the ball (F)
- Billboards tab: allows you to choose your own billboard designs to be shown in the stadium!



Below you can see two pictures of the penalty shootout game in action.

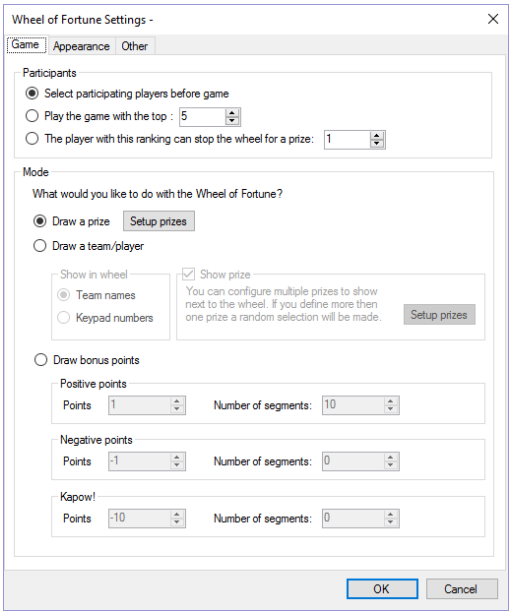


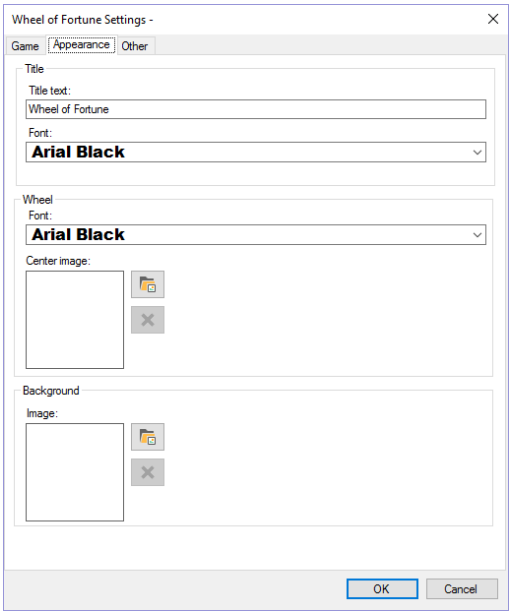
In order to go through the various steps of the penalty shootout game just press the ‘Next’ button on the SmartHost remote , press ‘Next’ in Director or press the spacebar of the keyboard.

2.13.5 Wheel of Fortune module

The wheel of fortune allows you to spin a wheel in order to draw a prize or points for a player, or just draw a specific player.

The configuration options for the game are as follows:





- Participants: selected players play the wheel (selection is done before the wheel starts, on the laptop screen), the top ranked players play the wheel or a single player of a certain rank can stop the wheel with his or her keypad.
- Draw a prize: prizes (which can also be positive or negative points) are shown in the wheel. By pressing the ‘Setup prizes’ button the prizes can be configured.
- Draw a team/player: the selected players are distributed across the wheel. The number of segments on the wheel can be chosen by selecting a value for ‘Number of segments’. If the checkmark is checked before ‘Show prize’, prizes which can be won (or lost) are shown next to the wheel. While the wheel spins, the prizes highlight one after another. When the wheel stops on a player\team, the highlighted prize is won (\lost in the case of negative points). Prizes (or points) can be defined by pressing the ‘Setup prizes’ button. This mode does not work in combination with the ‘stop the wheel’ option in the ‘participants’ section, as for the stop the wheel game prizes are required in the wheel.
- Draw bonus points: the positive, negative and Kapow! points are distributed across the wheel in the number of segments indicated. For positive and negative points, each segment increases resp. decreases in value (for example: positive points 1 and number of segments 5 results in the values 1,2,3,4 and 5 ; negative points -2 and number of segments 4 results in the values -2,-4,-6,-8). Kapow! points are negative points which are fixed in the number of sections specified. The Kapow! segments are the ones players do not want to land on! The total number of segments for the ‘Draw bonus points’ section cannot exceed 30.
- Appearance tab: set the title text of the game and the fonts used. Choose a background image as well as the image shown at the center of the wheel.

- Other tab: Set the wheel spinning speed as well as the spinning time.

Please find below a picture of the wheel of fortune game in action.

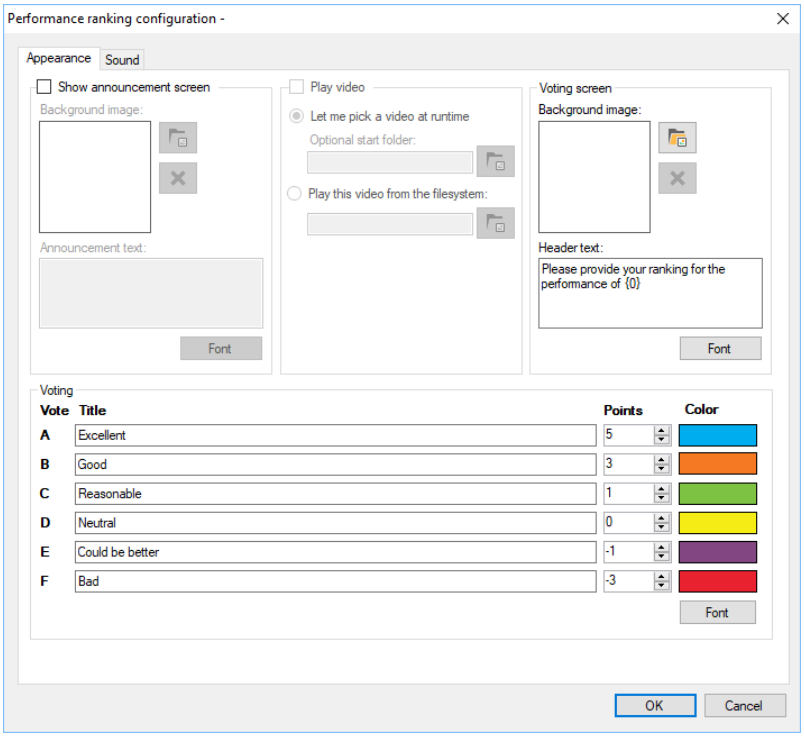
In order to spin the wheel, press the 'Next' button on the SmartHost remote, press 'Next' in Director or press the spacebar on the keyboard.

When the 'Stop the wheel' setting is on, the player that can stop the wheel with his or her keypad is indicated in the 'Teams' panel in the game.

2.13.6 Performance ranking

With the performance ranking module, you can hold talent and karaoke competitions. The audience\players can rank a performance of one of the other players.

The available configuration options are:



- Show announcement screen: enable this option to show an announcement screen before the performance.
- Background image (announcement screen section): select a background for the announcement screen.
- Announcement text: Announcement text to show. When you want to incorporate the name of the player that is going to perform add {0} which will be replaced with the name of the selected player.
- Play video section: enable this option to show a video during the performance or select a video from the file system which will then be played during the performance. Typically used to show a karaoke video.
- Background image (voting screen section): choose the background picture shown on the voting screen
- Header text: choose the text shown on the voting screen. When you want to incorporate the name of the player that has performed add {0} which will be replaced with the name of the selected player.
- Title\Points\Color fields: enter labels shown on the voting screen indicating performance quality. Each label has a number of points attached as well as a color.
- Sound tab: on the sound tab you can configure the music played before the voting starts, the music played during the voting and the music played after the voting.

Please find below a picture of the different screens of the performance ranking module in action.

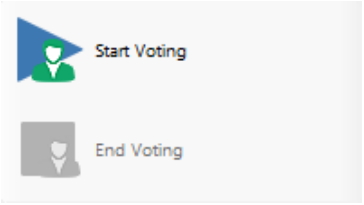
When the performance ranking plugin is started, a window is shown in which one of the players must be selected being the player who is going to be judged by the other players.

When the ‘Start Voting’ button is pressed in the left-hand panel of QuizXpress Director, performance starts, and players can start giving their opinion on the performance. On the voting screen, at the bottom left the time is shown that passed since the beginning of the performance as well as the number of players that voted so far.

When the ‘End Voting’ button is pressed in the left-hand panel, players can no longer vote, and the final score is shown on the screen.

Alternatively, when the ‘Play video’ setting is enabled, the button initially reads ‘Start Video’. Pressing it shows a video or lets you select one depending on the settings. After this the button changes to ‘Start Voting’.

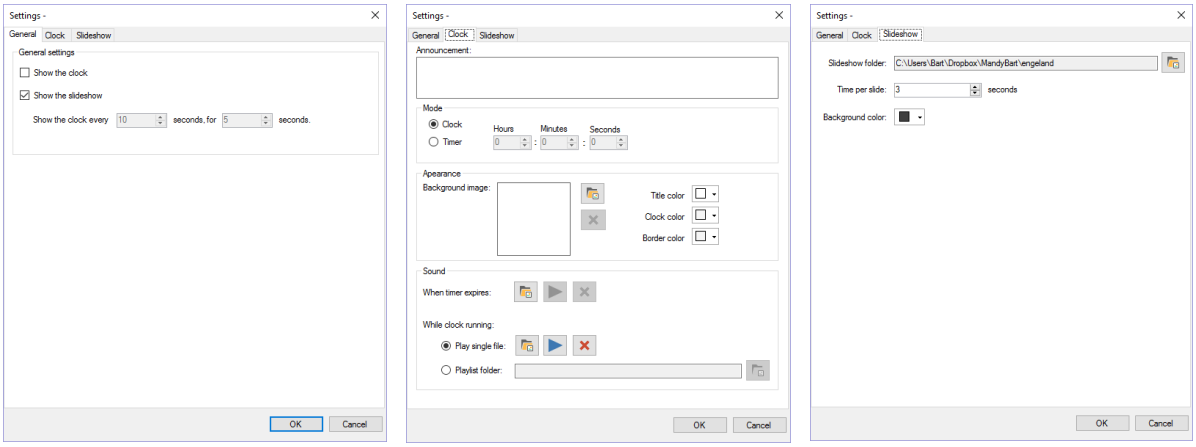
After the voting process has ended, pressing the ‘Start Voting’ button repeats the whole process. Another player can now go on stage and give his or her best performance!



2.13.7 Clock and slideshow module

This module can either show a digital (countdown) clock, a picture slideshow with cool transition effects or a mix of both.

Configuration options:



On the first page you can configure if you want to show the clock, the slide show or both (in which case the clock will show at a configurable interval for a certain amount of time)

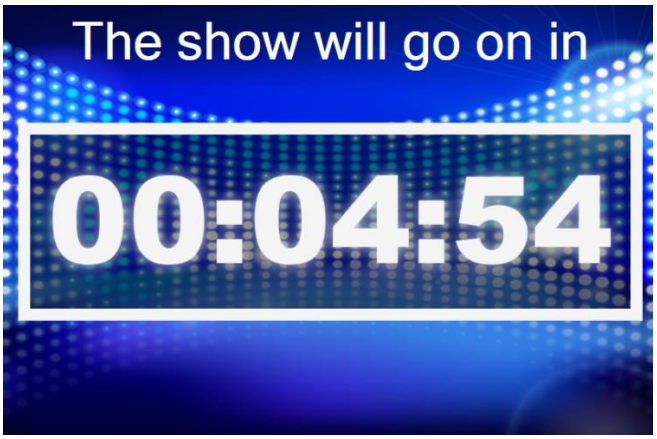
For the clock you can configure the following options:

- Announcement : text which is displayed on screen above the clock
- Mode – Clock: the time is shown on screen
- Mode – Timer: a time counts down from the specified time to 00:00:00
- Background Image: image which is shown in the background
- Timer expires sound: played when the timer expires
- Clock ticking sound: played while the clock is ticking or,

- A playlist folder: the folder from which the module will randomly play MP3 files while the clock is ticking. (note that when you use the clock *embedded in* the quiz that this folder also exists on PC where you run your quiz)

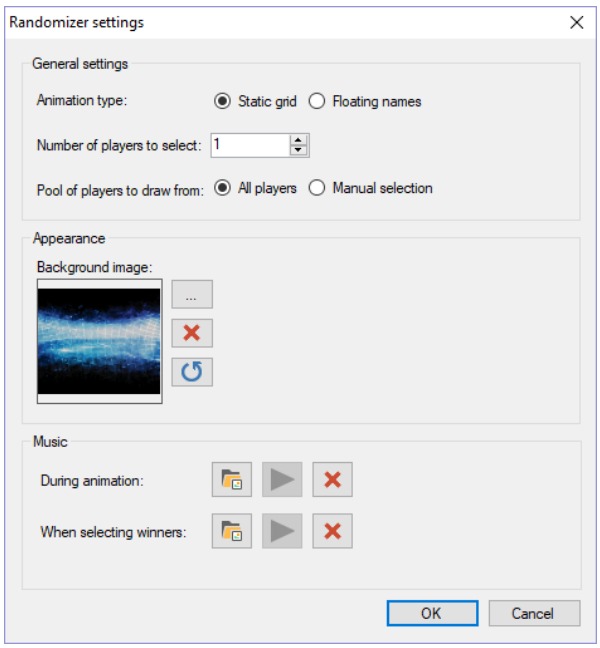
On the last page you can configure the slideshow by selecting a folder from which the slideshow selects pictures and some timing information.

Please find below a picture of the clock in action (default settings).

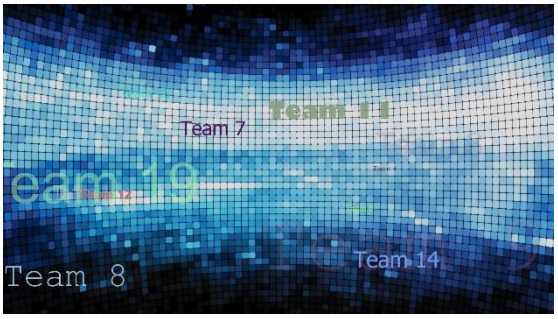


2.13.8 Randomizer

The randomizer can be used to randomly draw one or more players/teams from the audience, for example to raffle a price, have a karaoke competition or play a game outside of the quiz. This module first shows an animation (two configurable different flavors) of all the player names and at the command of the quizmaster (who presses 'Next' on the SmartHost remote or spacebar) draws and presents the results. The following configuration options are available:



For the animation you can choose between a colorful grid or a floating team names animation:



You can choose to draw from a subset of the entire audience (by means of a selection dialog appearing before the start of the randomizer onscreen) or include the whole audience (no manual selection needed).

In the 'Appearance' section you can configure the background picture to show. The 'Music' section allows you to specify different audio files used during the animation and once a player has been chosen.

2.13.9 Auction

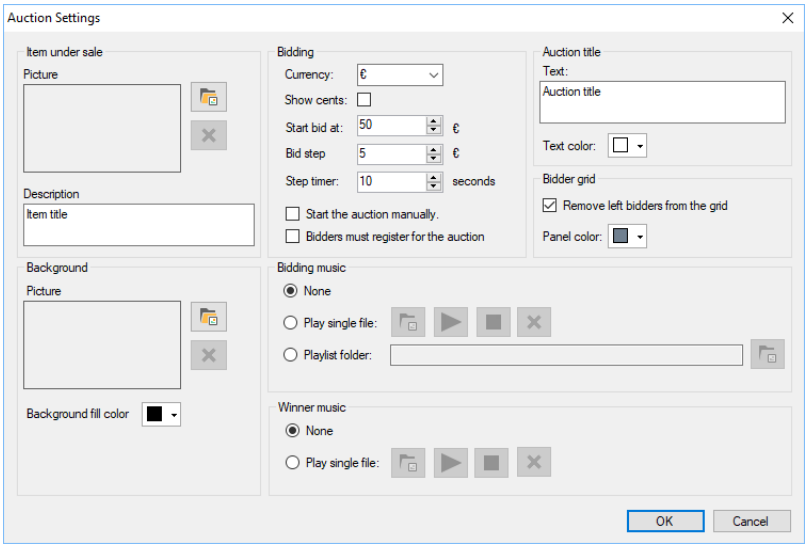
With this plugin you can auction items during a quiz where the audience bids on their phones. Ideal to use for fundraisers!

During the auction, while the amount increases, players opt out when they are no longer interested.

The available configuration options are:

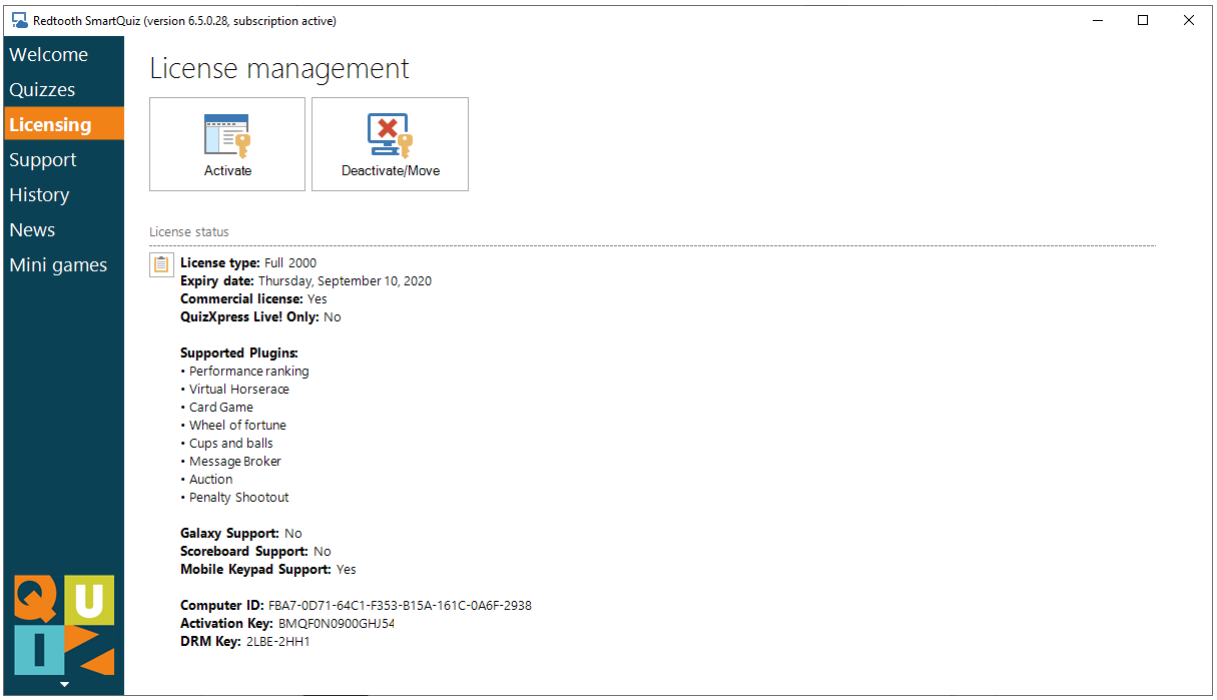
- Item under sale: picture of the item that is auctioned
- Description: description of the item that is auctioned. The description is displayed at the top of the auction screen.
- Background: background image of the auction screen.
- Background fill color: alternatively, a solid background color can be set for the auction screen.
- Currency: currency displayed before the current auction money amount
- Show cents: incorporate cents in the auction money amount
- Start bid at: set the start price of the item auctioned
- Bid step: set the step at which the auction price will be incremented
- Step timer: set the timeframe after which the auction amount will be raised
- Start the auction manually: start the auction manually by pressing Next (otherwise it will start immediately)
- Bidders must register for the auction: bidders opt out when they are no longer interested in the item auctioned. By default, everybody participates. If you want each bidder to first explicitly indicate whether he or she wants to participate in the auction, put a check before this setting.
- Bidding music: music played during the auction (no music, select one music file or select a folder containing music files)
- Winner music: Set the music played when the auctioned item is sold
- Auction title text: the auction title will be displayed over the picture of the auctioned item picture (or only the text if there is no picture set).
- Auction title text color: the color of the auction title text.

- Remove left bidders from the grid: With this setting checked, players that opted out of an auction are removed from the bidder's panel.
- Bidder grid panel color: set the color of the bidder grid panels.



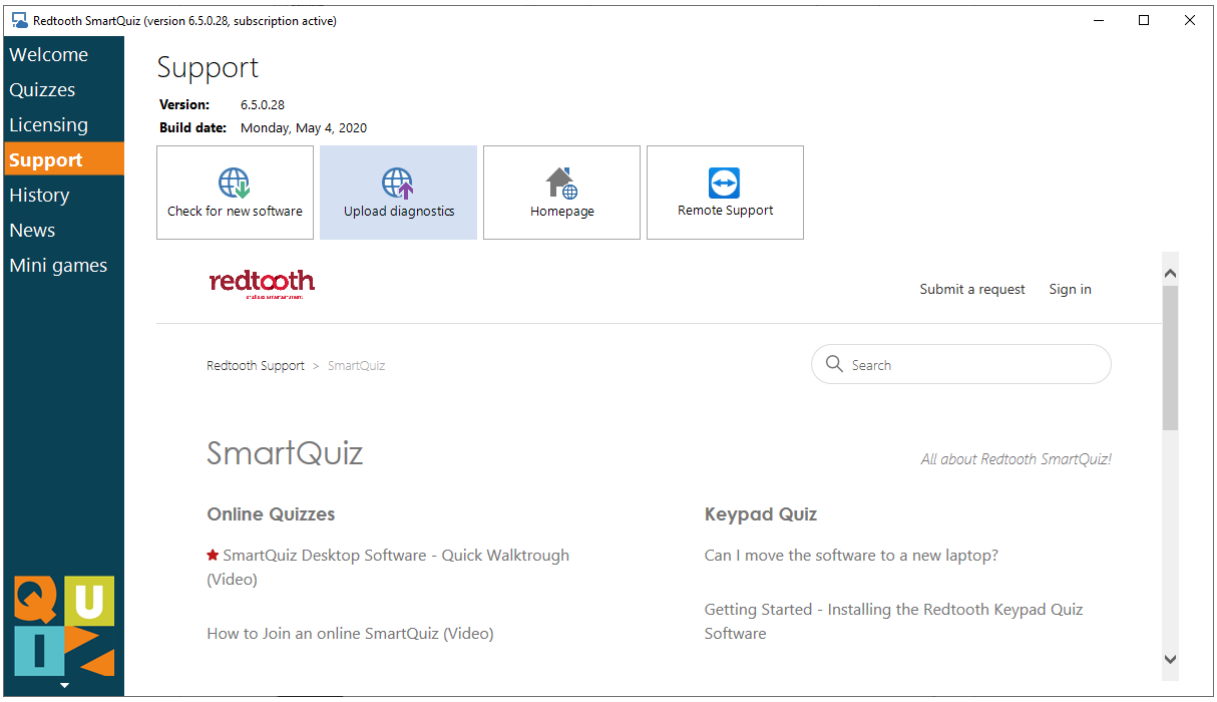
Below you can see a picture of an auction in action:

2.14 Licensing



This section handles license management. Here you can see your license information as well as deactivate your license in order to transfer it to another computer.

2.15 SUPPORT

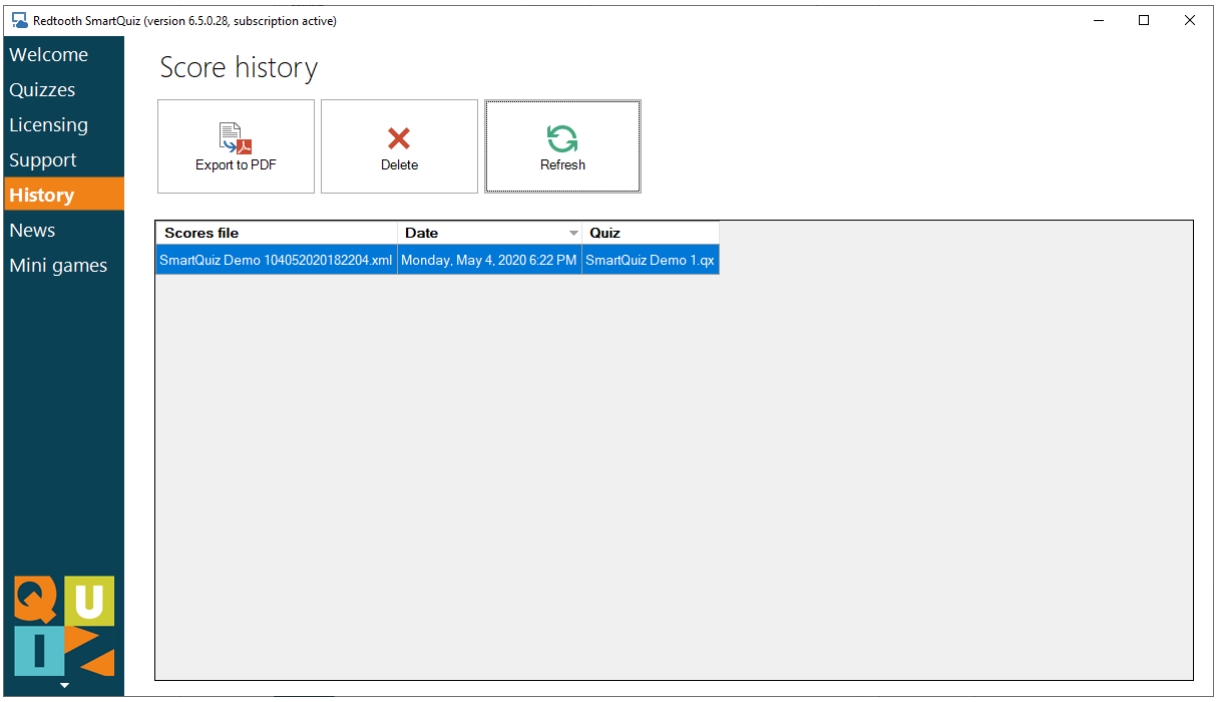


In the support section you can:

- Check for new updates of the software (note: Quiz Center will also tell you automatically if a newer version is available).
- Upload diagnostics. Should a problem occur we might ask you to send diagnostics to us, containing information about Redtooth interactive quiz that enables us to help you further.
- Visit the homepage of Redtooth SmartQuiz
- Request Remote Support. Clicking the *Remote Support* button downloads TeamViewer. Use this if you require remote assistance on your computer.

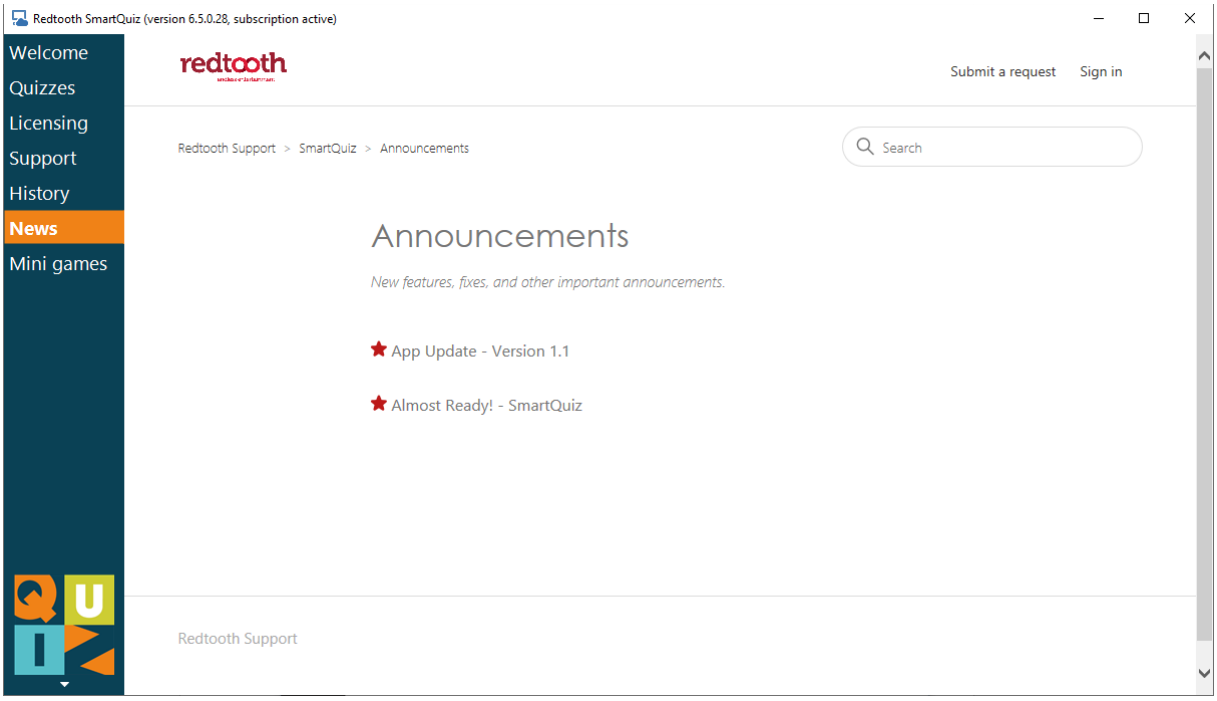
The support section also shows the SmartQuiz Support site, where you can submit a request and find more articles about Redtooth SmartQuiz. Please also make sure to subscribe to the SmartQuiz Facebook support group. The link to this group can be found on the Welcome page.

2.16 HISTORY



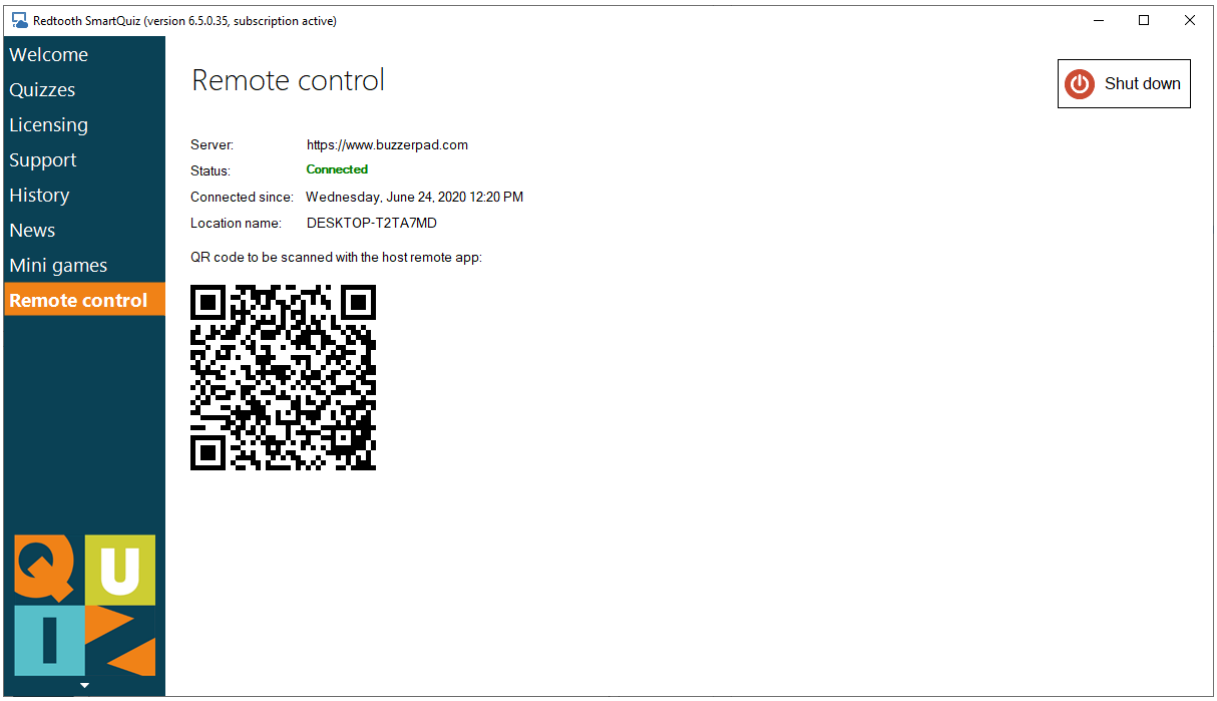
The history section shows a list of the results of all quizzes that have been played. You can export the scores to a PDF document which you can for example publish to your site or send to the players.

2.17 News



The news section shows further announcements regarding Redtooth SmartQuiz.

2.18 Remote control



On this tab you find the QR code which can be used to pair your SmartHost remote with the computer. With the SmartHost remote you can either connect to a running quiz or launch one of the quizzes when Quiz Center is active but no quiz is running.

3 SMARTQUIZ APPS

SmartQuiz has two apps, both available for Android and iOS.

Redtooth SmartQuiz

This is the app used by the players of the quiz. Before launching your first quiz, please instruct your players to download the free SmartQuiz app from your favourite App Store. Just search for *Redtooth SmartQuiz*, install and they are good to go.

Redtooth SmartHost

For the host\presenter of the quiz, we have a separate app available called *Redtooth SmartHost*. This app allows the host to control the quiz (show next question, reveal answer, show intermediate scores or charts), manage teams (change scores or team names), start mini games, play sounds through a soundboard and do many other things!

The following sections will describe the apps in more detail.

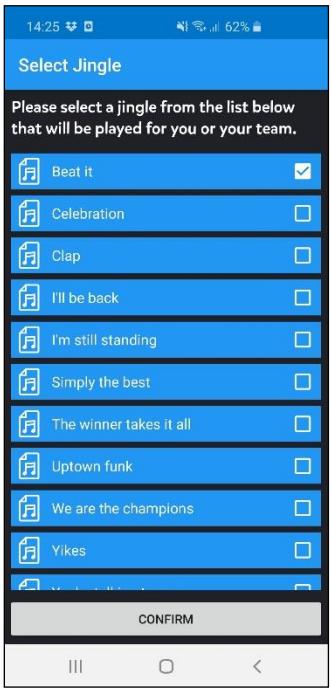
3.1 REDTOOTH SMARTQUIZ

When starting the app, players see the option to join a game by local WiFi or by pin.

When running the game with a SmartQuiz WiFi router connected to the computer (please refer to section 2.11.2 for more information), the 'JOIN WI-FI GAME' button lights up. Pressing the button will connect the mobile to the game.

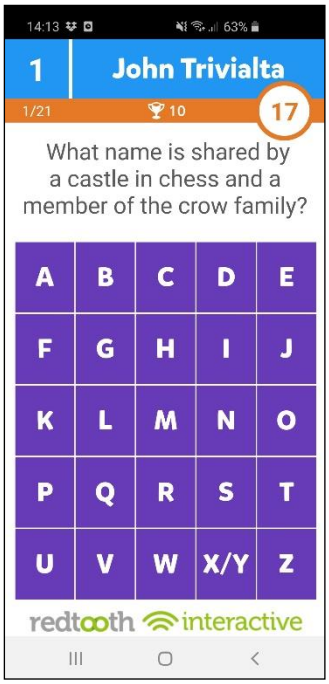
When playing without the SmartQuiz WiFi router and hence connecting remotely/through the internet, the quiz player will show a pin code onscreen. The players can enter this pin code by pressing 'JOIN GAME VIA PIN' which takes them to the next screen where they can enter the PIN followed by clicking 'LOGIN WITH PIN'.

Once logged in, the welcome screen as configured in the Branding section of the settings is displayed (please refer to section 2.11.2).



If you configured to use Jingles by setting the Jingles folder in the settings (please refer to section 2.11.2), players will be shown a list of all available sound fragments. Each player can choose a jingle that will be used during the game in the following situations:

- Bonus points - the sound of the player who was first to give the correct answer is played when the bonus points screen is shown
- Fastest finger – The sound of the player who pressed first is played, along with the player name appearing onscreen in the quiz player.
- Intermediate score overviews – The sound of the player who is ranked first is played when showing the leaderboard.



On the left you see an example of a 'first letter' type question.

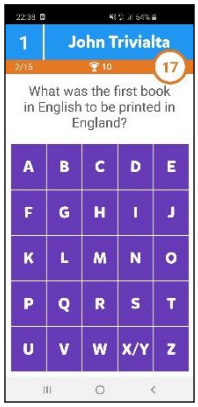
You see several elements onscreen:

- On the top left you see the number that has been assigned to your mobile buzzer.
- The top right displays your player name
- The orange bar contains:
    - The index of the current question (in this case first question out of 21)
    - A trophy with the number of points that can be won. If points go down over time, this will be reflected here.
    - A clock counting down, displaying the number of seconds left. The last 5 seconds the clock will blink to show time is running out
- The letter grid used to answer the question

SmartQuiz supports a range of different question types:

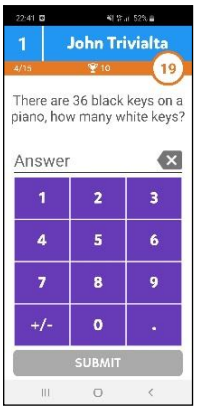
Fastest finger

Multiple Choice regular/ordered/ multiple answer/eliminator

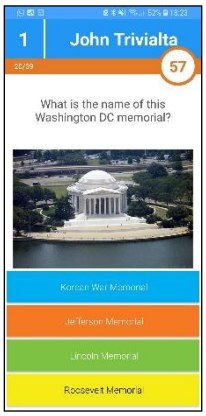


First Letter

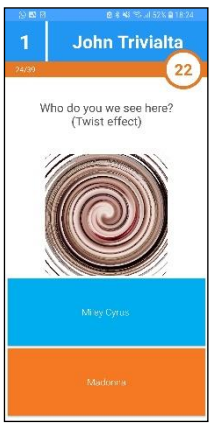
Full text



Numeric



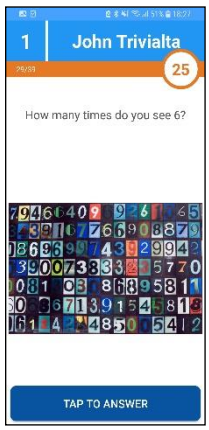
Multiple Choice with picture



Multiple Choice with picture effect

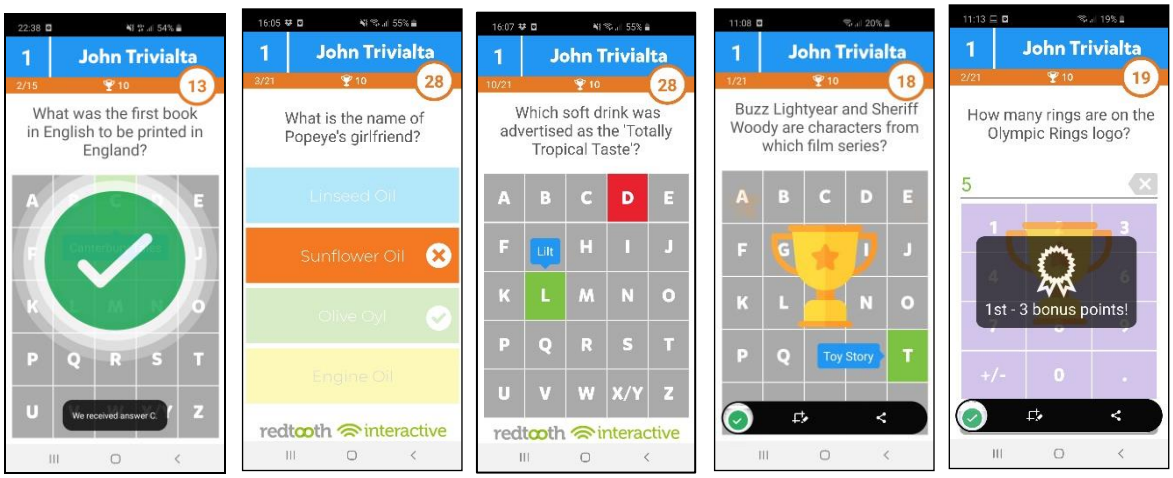
Fastest finger with picture

Multiple Choice pictures regular/ordered



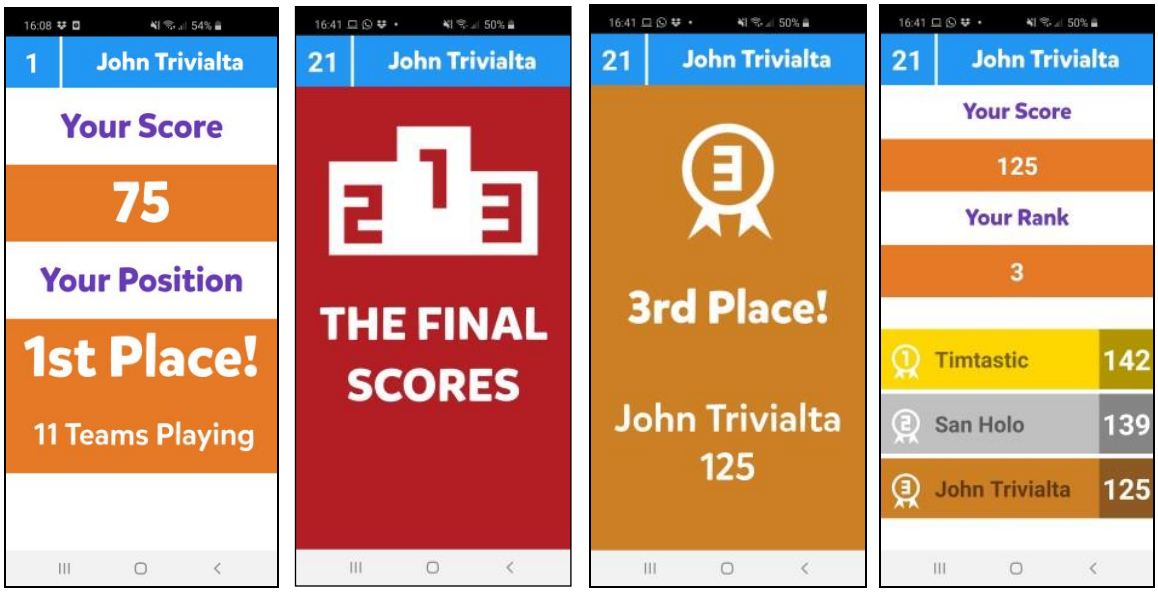
Numeric/First letter with picture

SmartQuiz gives feedback each question on whether you were right or wrong and whether you received any bonus points:



Correct answer *Incorrect answer* *Incorrect answer letter* *Bonus points won* *Bonus points won*

Scores are shown on the phone to. The final scores are shown in two or three steps: first an announcement, then your top 3 ranking (if you're in the top 3) and finally your individual score and rank.

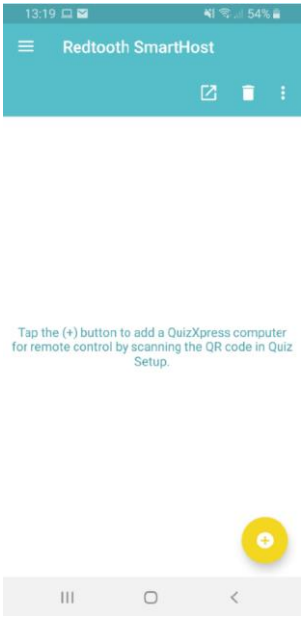


Intermediate scores *Announcing the final scores* *Individual final score top 3* *Individual score, rank and top 3*

3.2 Redtooth SmartHost Remote

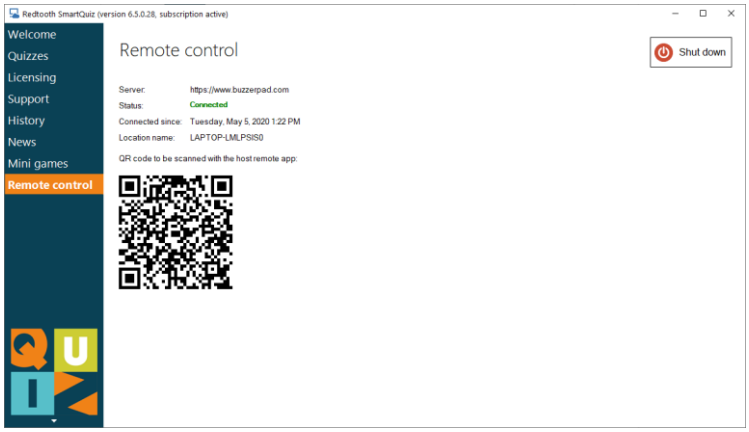
In order to control the quiz, you can use the Redtooth SmartHost remote app. Before we are going to launch your first quiz, we need to setup the remote to connect to it.

After installation and start-up of the app, you will see the following screen:

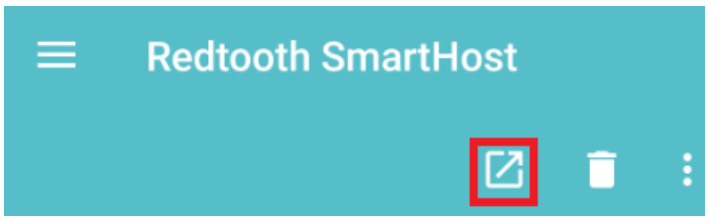


You can register the computer that you want to control by the SmartHost remote by pressing the yellow 'plus' button in the lower right hand side of your mobile screen.

Once you press the button, a QR code scanner will be show. The QR code that you need to scan is displayed on the *Remote Control* tab of Quiz Center. Scan the code displayed here and the computer name will be shown in the SmartHost app. You only have to follow this procedure once to register your computer in the app. Alternatively you can scan the QR code in SmartQuiz Settings (please refer to section 2.11.2).



You can either connect the SmartHost app to a running quiz or start a quiz from the SmartHost app.



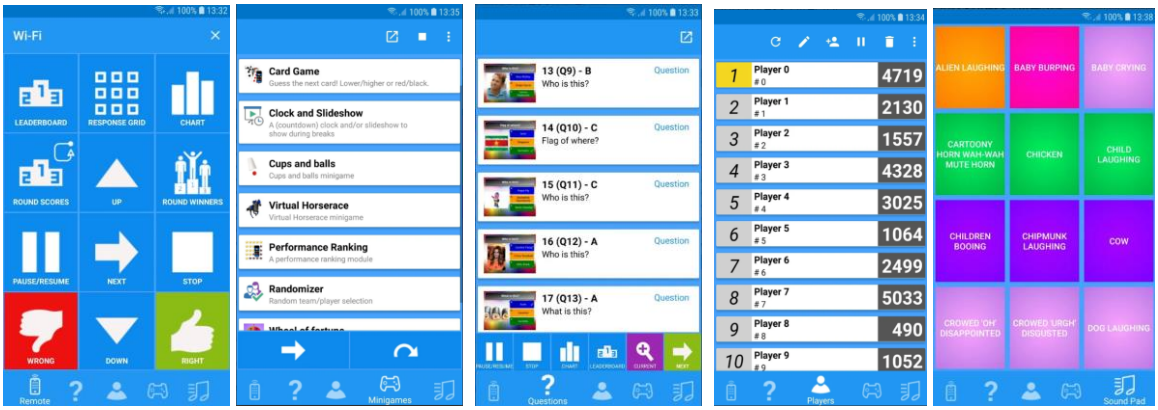
When the 'Launch' button is clicked the remote either connects to a running quiz or, when no quiz is running but SmartQuiz Quiz Center is started, shows a list of all available quizzes.

In this case, select one of the quizzes from the list and press the launch button again in order to start the quiz. Please refer to section **Fout! Verwijzingsbron niet gevonden.** for more information about the SmartQuiz player.

Note: Please make sure that the server selected in the SmartQuiz Host remote is the same as the server selected in SmartQuiz Settings. Click the menu button on the top left of the app. Click 'Settings' and check the 'Mobile server to connect to' setting. This setting should match the setting as set in SmartQuiz settings (please refer to section 2.11.2 about information how to set the server (or local WiFi) used by the quiz player).

Mobile server to connect to	Settings server
Central US	www.buzzerpad.com
Western Europe	www.buzzerpad.eu
Local WiFi	Local Wi-Fi___33

After connecting to the running quiz, you will see the SmartHost remote which has 5 tabs:



Remote control | Start/stop and control mini games | Navigate the questions in the quiz | Overview of players and scores | Sound Pad to play random sound effects

1. The remote-control tab allows you to control the quiz. The following buttons are available:
    - Leaderboard – shows the current ranking. The top 22 is shown initially. Pressing the Up and Down buttons scrolls through the scores
    - Response Grid – shows a grid indicating for each player if the player was right/wrong or did not answer for the current multiple choice question
    - Chart – shows a chart with the number of votes for each answer
    - Round Scores – shows the scores for the current round
    - Round Winners – shows the winner for each round
    - Pause/Resume – pauses / resumes countdown
    - Stop – ends the current question when the clock is paused
    - Up/Down – scrolls the ranking up / down when there are more than 22 players
    - Next – go to the next slide/ to the next step of a mini game / go to next step of end of question actions (for end of question actions please refer to section 2.11.6)

- Right / Wrong – judge the answer that was verbally given to a fastest finger question.

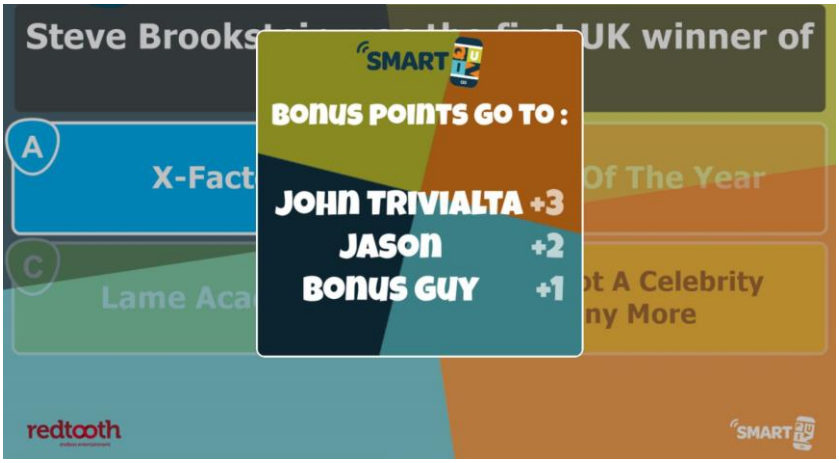
2. The mini games tab allows you to start mini games on the fly. Select a mini game and press the button. Advance through the mini game by clicking the arrow key.
3. The questions tab shows all questions, correct answers, notes and a thumbnail of the slides. At the bottom the following buttons are available:
    - pause button - pause and resume countdown
    - stop button - ends a question when the timer is paused.
    - chart button – shows a response chart for the current question
    - leaderboard button – shows the current intermediate scores
    - current button – shows the details of the current question full screen on the SmartHost.
    - an arrow button - advance to the next slide

    Slides that have been visited are colored yellow, the current question is colored in green.

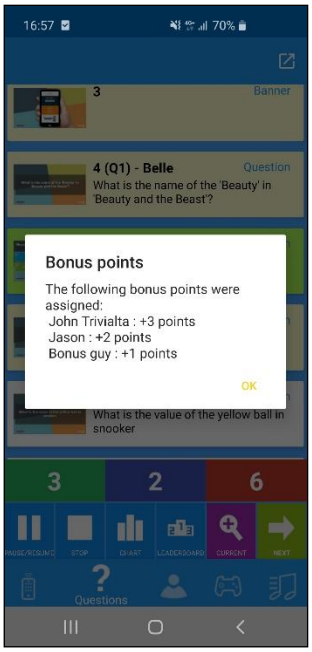
4. The players tab shows all players and their scores. The following buttons are available at the top:
    - refresh the page
    - edit a player - change name, score, keypad number (in case of a physical keypad)
    - add a player - name, score, keypad number (in case of a physical keypad)
    - disable a player
    - delete a player
5. The Sound Pad tab allows you to play up to 12 different sound effects in the quiz player. The sound effects are loaded from a user defined folder that you can configure in SmartQuiz settings (please refer to section 2.11.3 for more information).

Bonus Points

At the end of a question where all players could answer, bonus points are revealed in the SmartQuiz player (that is, if bonus points were set for the question). The jingle of the number one bonus point winner is played (if jingles are configured, otherwise a generic winner sound is played).

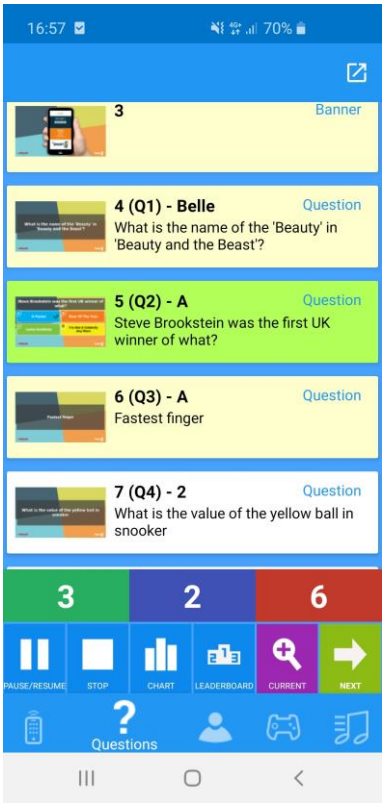


At the same time, the SmartHost remote shows who won bonus points too.



Response statistics

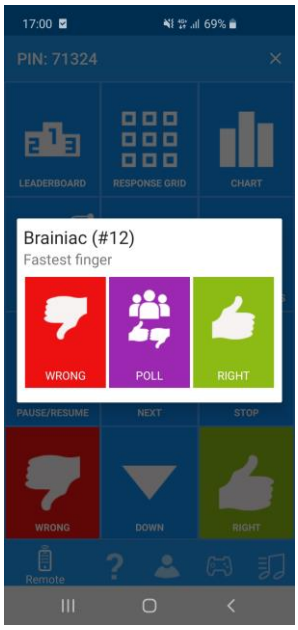
After each 'everyone answers' question the SmartHost remote will show the number of players that answered correctly (in green), the number of players that answered incorrectly (in red) and the number of players that did not respond at all (in blue).



Thumbs Up/Thumbs Down

With this game mode, players can earn extra points by giving their vote about the correctness of a verbally given answer for an open question by another player. This is applicable for situations where direct interaction with the players is possible (so not for a streaming setup). It works as follows:

- A fastest finger question is presented to the players. Buzzers appear on all the Smart Buzzer apps
- One player thinks to know the answer and hits the buzzer, all others are locked out
- On the Director screen or app, a right/wrong judgment popup appears with *Thumbs Down/Poll/Thumbs Up* buttons



- The quizmaster engages with the player to hear the verbal answer and can now either judge the answer right or wrong, or poll the rest of the players to see whether *they* think the given answer was right or wrong, by tapping the *Poll* button on the SmartQuiz Host.
- On the other player devices, a Thumbs Up/Thumbs Down poll popup appears for 10 seconds and the players can give their vote (or abstain in which there is no risk to lose points).

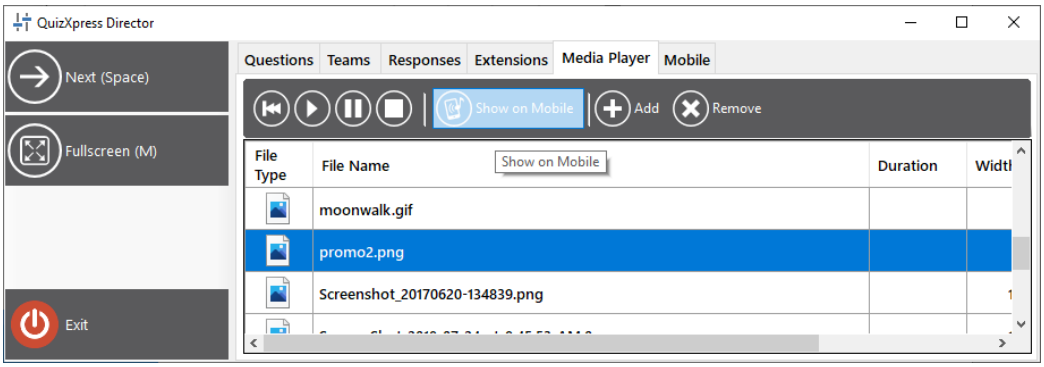
- The quizmaster now judges the question that was given by the fastest finger player by pressing the ‘Right’ or ‘Wrong’ button on the SmartHost remote. As a result the fastest presser wins or loses points (depending on the settings of the question). The other players win or lose 50% of the question points depending on whether they were correct in their judgment of the answer given by the fastest presser.

This new mode keeps all players engaged in a fastest finger round as not only the single fastest player can win points but there is a chance to win points for everyone participating.

3.3 OTHER APP FUNCTIONALITY

Promotions

The Smart Buzzer app supports displaying ‘promotional’ images during the quiz or during a break. The images can be sent from the Quiz Director *Media Player* screen. Your image first needs to be added to the list of available media. To present the image on the Smart Buzzer app, select the image from the list and click *Show on Mobile* from the toolbar. For more information about Quiz Director please refer to section 4.



4 QUIZ DIRECTOR

The SmartQuiz quiz player contains another advanced quizmaster management console called *Director*, which you can (optionally) run during a quiz on the laptop screen (while the quiz runs on a\multiple (big) screen(s)). Most functionality of QuizXpress Director is also available in the SmartHost remote.

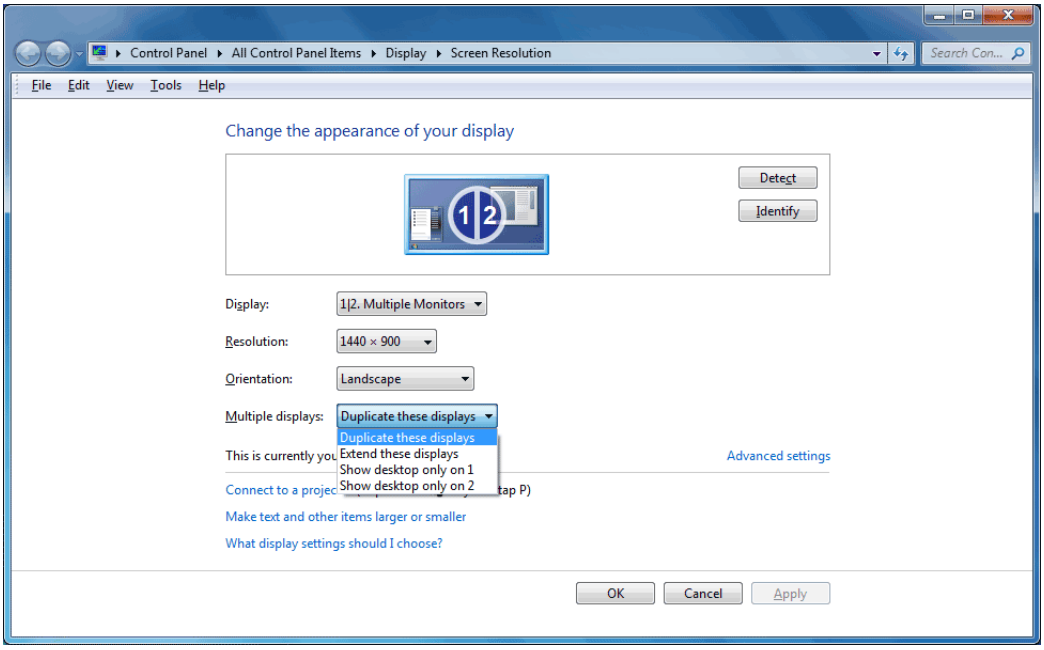
So what can you do with Director? You can:

- See all questions and answers
- See all players and their scores
- Deactivate players \ modify points of players
- See live responses of the players
- Start mini games at any given moment during a quiz
- Configure Mobile settings
- Play on the fly videos or audio during a quiz (for example during breaks)

You can perfectly run a quiz without Director as you can also use the SmartHost remote. When you want to use it though, you can start it as follows:

- Press the 'D' key after a quiz has started. It will now pop up on the laptop screen.
- By opening the settings (*Quizzes* section, press the button *Settings*). In the settings windows, click on the tab *Advanced* and put a tick mark before *Enable Director*.

In order for Director to be shown on the laptop screen while the quiz is running on an external screen, make sure to extend the desktop in Windows (in the Windows display settings choose 'Extend these displays'.



For multi-screen configurations, Director will open on the opposite screen of where the quiz show is running. So if your quiz show runs on the beamer and you have extended your desktop in Windows, Director will open on your laptop screen. You can also explicitly set the target screen for the quiz show. In order to do this, click the 'Settings' button, go to the 'Screens' tab and select the target screen for the quiz show from the dropdown (please note that you can only make this selection once an additional screen is attached).

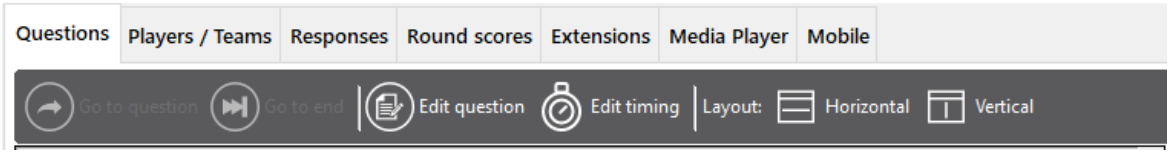
You can always close Director if you don't need it anymore and come back to it with the 'D' key at any time *(note: if you started a minigame from within Director you first need to end that game or you'd lose control over that game).*

On the left hand side, Director shows all commands that are possible at a given moment (which can also be executed by the Director mobile remote or computer keyboard). Examples of this are: show scores, show round scores, go to the next question or swap screens (of Director and SmartQuiz quiz player).

The following sections will explain the Director sections in more detail.

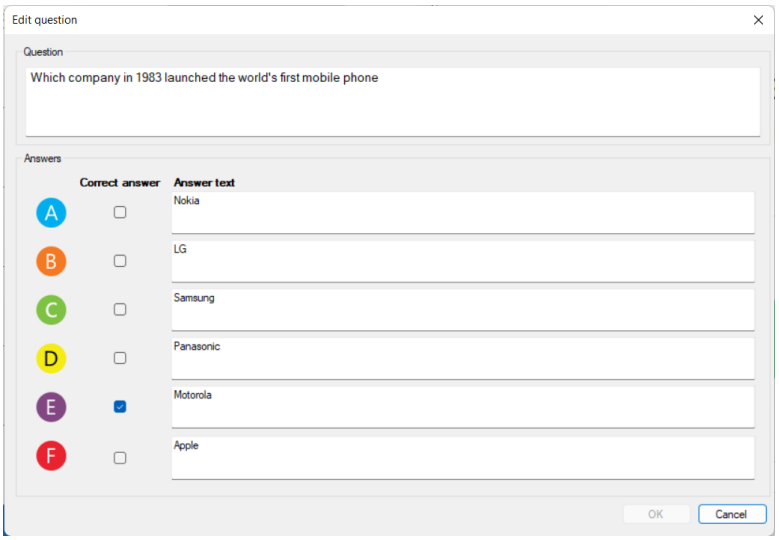
4.1 'Questions'

The 'Questions' tab provides you an overview of all the questions in the current quiz. You can see thumbnails of all the slides and if you select a question, the question, answers as well as documentation will be shown in the right hand pane.

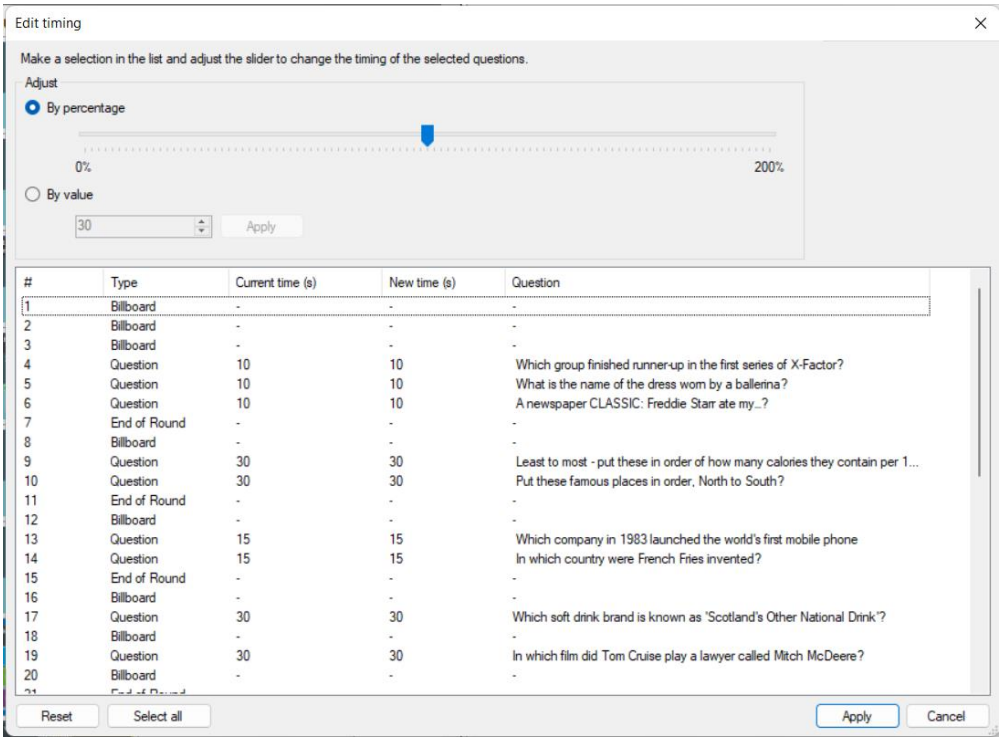


The toolbar shows offers the following:

- **Go to question**: jump to a particular question (this is only possible when there is no question counting down). In order to do this, click on another question in the list followed by a click on ‘Go to question’.
- **Go to end**: jump to the end of the quiz (this is only possible when there is no question counting down). When clicking this button, the final score overview is shown
- **Edit question**: just in time editing of the selected question (correct spelling, change the correct answer etc.). In order to edit the question, double click it.



- **Edit timing**: adjust the timing of your questions if you’re in need for a longer countdown time.



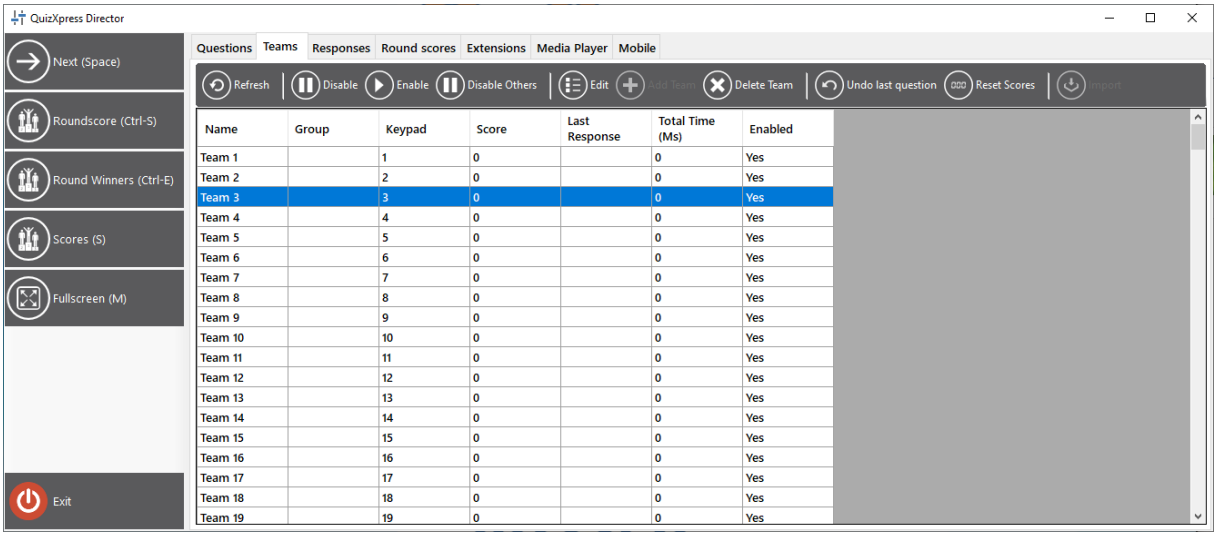
- **Layout Horizontal/Vertical**: Switch between a horizontal or a vertical layout

The list of questions shows a visual indication of questions that have been visited (green) as well as the current question which is yellow.

When the selected slide is a minigame slide, you can double click that entry to change the stored configuration 'on-the-fly'. An example where you could use this is when you have a quiz with several Wheel of Fortune minigames used to give away a set of prizes to round winners. When one prize has been given away you may want to remove it from the next Wheel of Fortune if you only have one instance of that price.

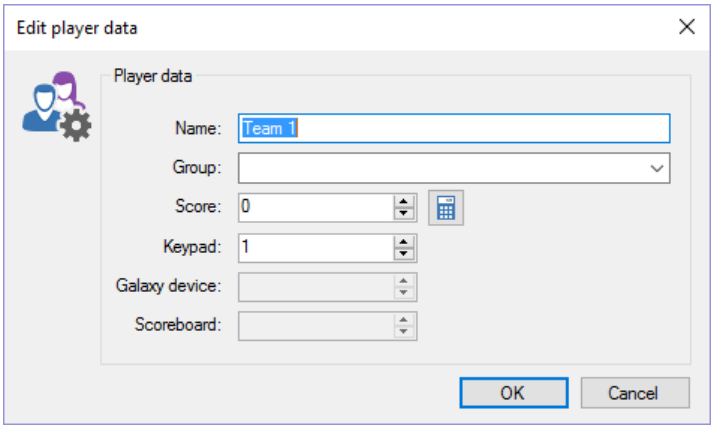
4.2 'Teams'

The 'Teams' view provides you with an overview of all the players/teams currently active on the system. You can see their Name, the (optional) group they're in, assigned keypad, score, the last recorded response, the total time spent answering (ranking of teams is based on score and if scores are equal, the total amount of time spent during all questions is taken into consideration) and whether a player is enabled.

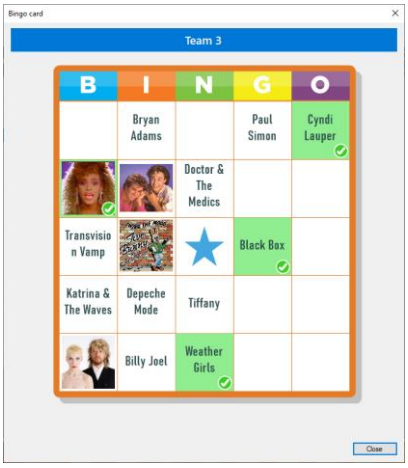


With the toolbar you can perform the following actions:

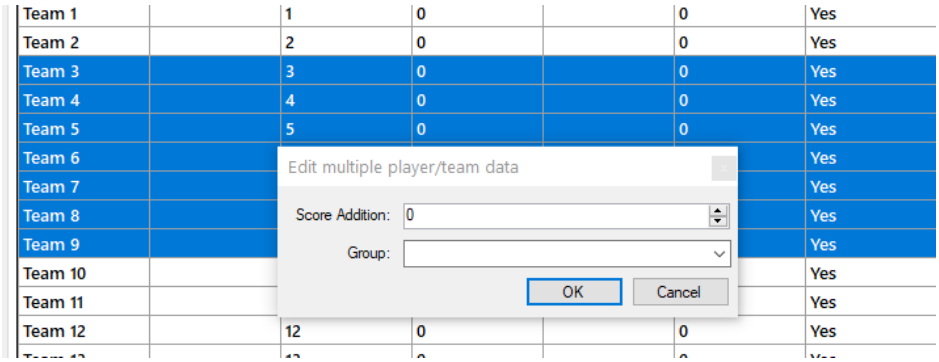
- Disable/Enable a player
- Edit the details of a player: shows a window enabling you to modify team name, group (if applicable), keypad and score. Double clicking on the list will also show the same window



- Add a new player/team during a quiz: shows the same window as when you would edit a team\player. Adding a player may come in handy if a new player needs to be added while the quiz show is already in progress. If the assigned keypad is not in range for the current configuration of the receiver (for example you cannot add keypad 105 if your keypad configuration states “1-100”) the keypad will be added to the configuration and the receiver will reinitialize.
- Delete team: deletes a player\team. In contrary to the disabling\enabling of teams, this really removes the team. It will no longer be shown in score overviews.
- **Show Bingo card**, when playing a Bingo round you can request the Bingo card for the selected player. The cells that have been played are marked green.



- Undo the score changes made during the last question. This can help to undo the points if for example the quiz has an error.
- Reset scores: resets all scores and the total time spent to 0.
- Import: import the results (points and keypad assignment) from a previous quiz.
- Add/subtract points for multiple teams or group teams dynamically. Select multiple rows using shift and/or CTRL click, then click the Edit button in the toolbar to open the following form:



Enter a group name (or select an existing group from the list), or change the Score Addition field to modify the points of all the selected teams.

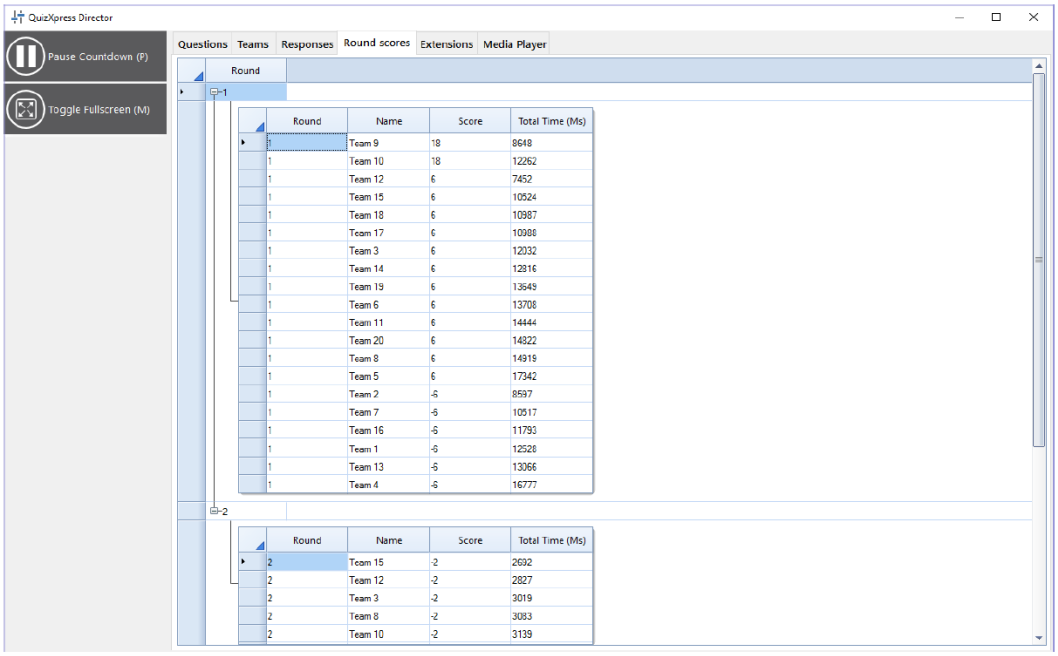
4.3 'Responses'

The 'Responses' view provides you with a 'real-time' overview of the responses being received by the system. You can see the keypad number, team\player name, the response given and at what time (if screen space permits). This is a read-only view and there is nothing to configure and helps you during the quiz show for example to see which response is still missing. When playing a mini game, you can also see here which choice players made during a game (or which players did not make a choice yet).

4.4 'Round scores'

If your quiz uses rounds (meaning there is an end-of-round slide somewhere), the 'Round scores' tab will be visible in Director.

The round scores tab shows the score total per round. You can show\hide the scores for each round by expanding\collapsing the round nodes.


QuizXpress Director
Pause Countdown (P)
Toggle Fullscreen (M)
Questions
Teams
Responses
Round scores
Extensions
Media Player
Round
1
Round Name Score Total Time (Ms)
1 Team 9 18 8648
1 Team 10 18 12262
1 Team 12 6 7452
1 Team 15 6 10524
1 Team 18 6 10987
1 Team 17 6 10988
1 Team 3 6 12032
1 Team 14 6 12816
1 Team 19 6 13649
1 Team 6 6 13708
1 Team 11 6 14444
1 Team 20 6 14822
1 Team 8 6 14919
1 Team 5 6 17342
1 Team 2 -6 8597
1 Team 7 -6 10517
1 Team 16 -6 11793
1 Team 1 -6 12528
1 Team 13 -6 13066
1 Team 4 -6 16777
2
Round Name Score Total Time (Ms)
2 Team 15 -2 2692
2 Team 12 -2 2827
2 Team 3 -2 3019
2 Team 8 -2 3083
2 Team 10 -2 3139

4.5 The 'Extensions' tab

The 'Extensions' view is your access point to start mini games on the fly. As explained before, you can play standalone mini games from Quiz Center or add mini games/mini game configurations to a playlist. If you would like to spontaneously start a mini game during the quiz you can do so from the SmartHost remote app or from the Director 'Extensions' tab.

There are three actions you can perform on an installed mini game; configure, launch and end. 'Configure' opens a window to change settings for the plugin. 'Launch' starts the plugin on the main quiz screen for the contestants and with the 'End' button you terminate a plugin and return to the normal quiz screen.

Once running, the plugin may present additional buttons in the left side panel to allow you to access specific functions of the plugin.

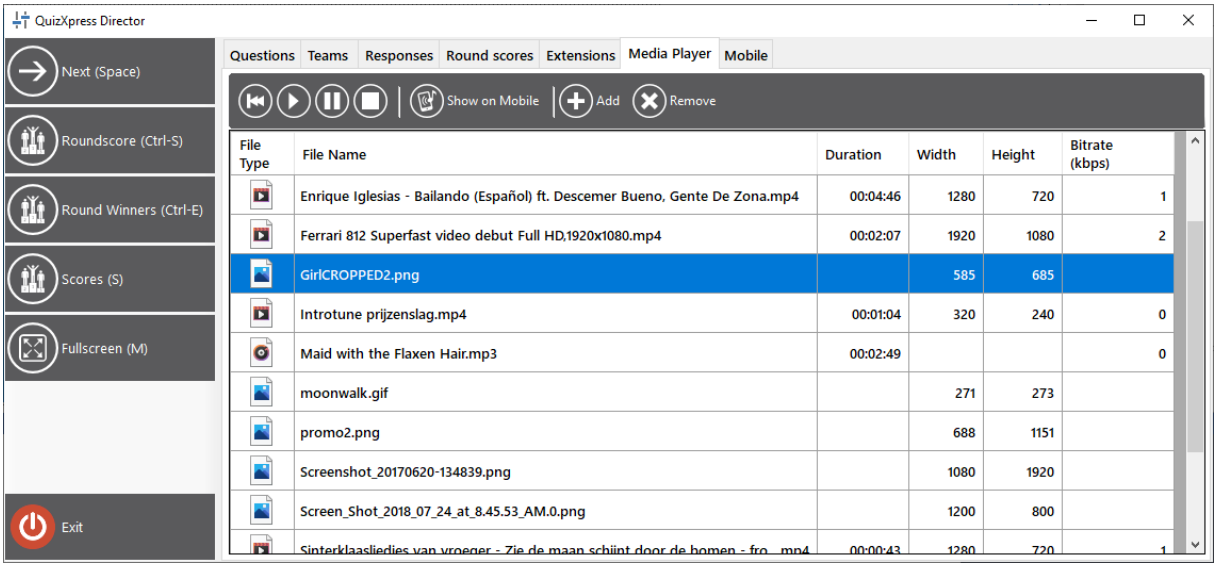
Typically, there is a Next button in the left-hand panel which advances you through the game. Alternatively you can use the next button on the SmartHost remote or the spacebar to advance through the game.

Please refer to sections 2.13.1 - 2.13.9 from more information on the configuration settings of each mini game.

4.6 The 'Media Player' tab

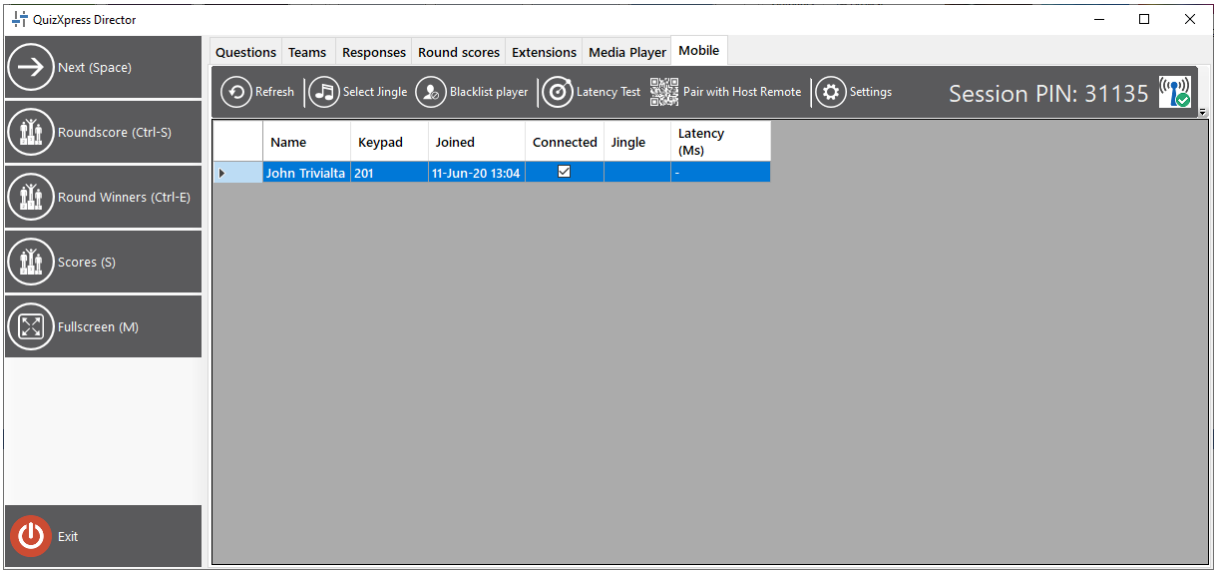
The Media Player tab in Director shows the SmartQuiz media player. Using the media player, you can:

- Launch a full screen video on the main screen
- Start playing an MP3 file
- Present a promo image on the Smart Buzzer app
- Replay/resume the video on the current slide
- Replay/resume the sound on the current slide
- Maintain a list of media files



4.7 'MOBILE'

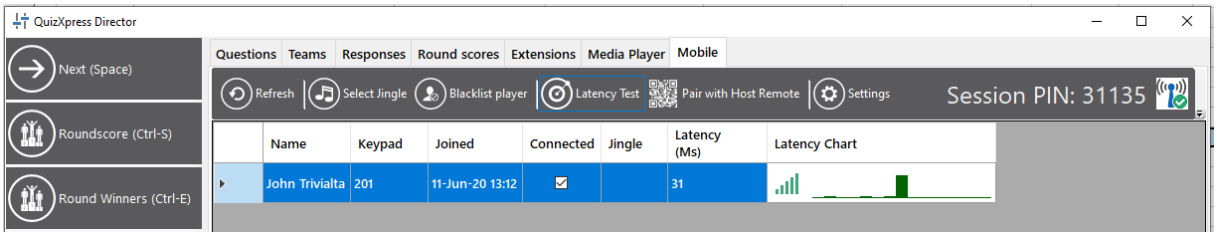
The *Mobile* tab shows all currently connected mobile devices.



From here you can:

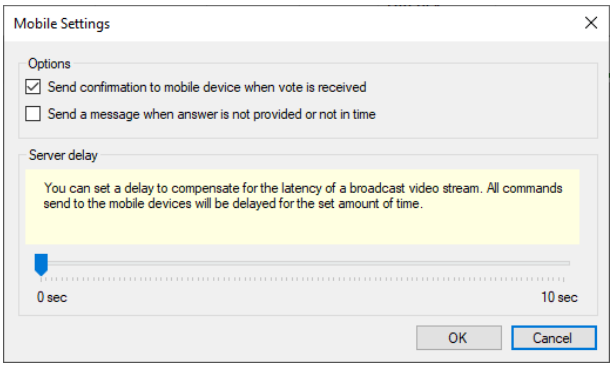
- Force jingle selection on the Smart Buzzer app
- Blacklist the selected player permanently so that this player can no longer rejoin your quiz
- Perform a latency test to all devices
- Show the QR code to be scanned by the Director app to pair with the computer
- Open the real-time mobile settings dialog
- See the current PIN (when running in server mode)

The latency test is mostly used when running on local Wi-Fi mode to test if all your players have a solid connection to your router. It basically sends a ping to all devices and measures the time it takes to receive a response. This is plotted in a chart like:



When de device is very slow or disconnected the chart will turn red and as a quiz master you could warn the player to move closer to the access point. Do not let the latency test running during your quiz as the test is using Wi-Fi bandwidth.

There are a few advanced settings that you can find under the *Settings* button:



The two top checkboxes control optional confirmation messages being send back to the connected devices. The *Server delay* slider can be used to delay all actions being send to the mobile devices to create a better synchronization with you broadcast stream. Keep this value to 0 when not streaming. For example, when the latency on your YouTube stream is ~3 sec you can set the delay to 3 sec. This means when the countdown starts on the players YouTube stream, it will also start on their device. Without the delay the device countdown would start 3 seconds before the timer starts on YouTube which can be confusing.

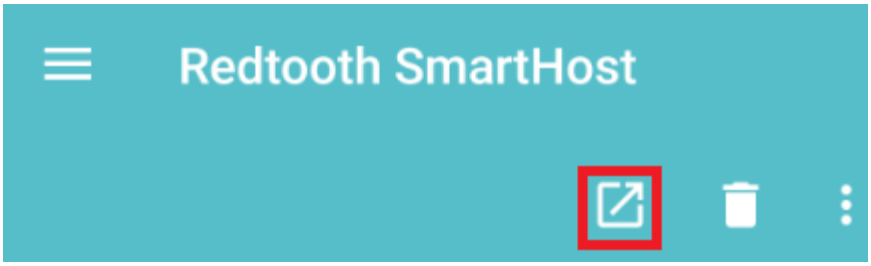
5 Launching a quiz

We are now going to launch a quiz in the SmartQuiz Player!

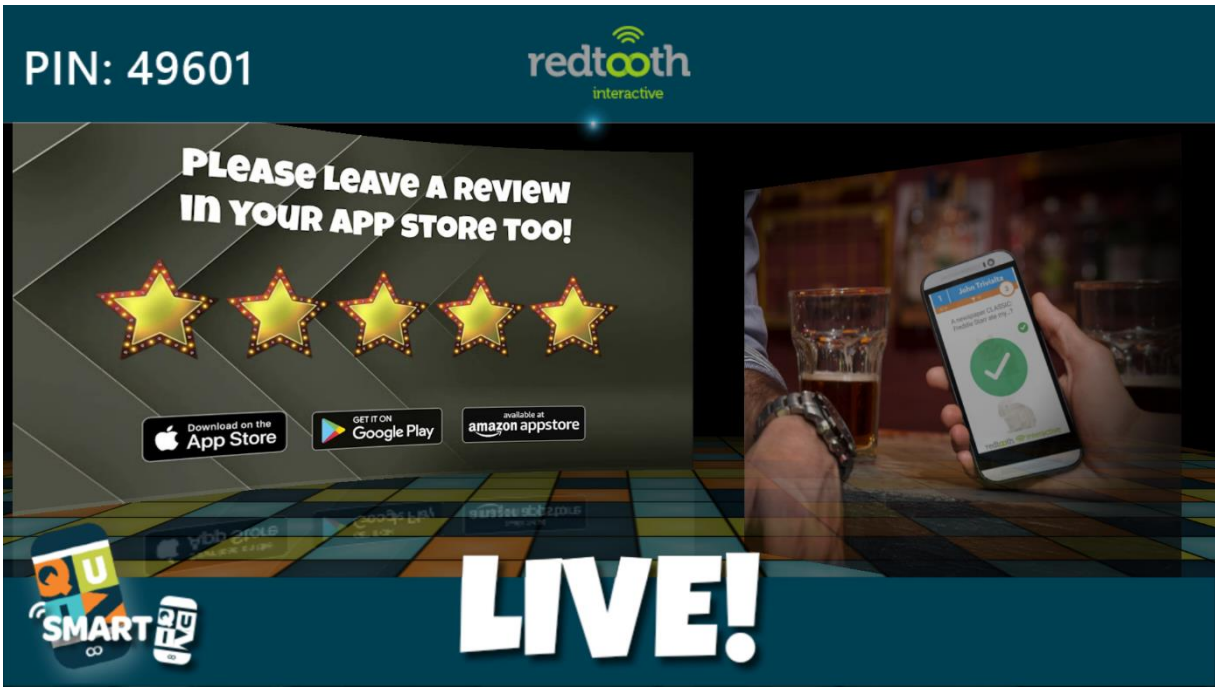
5.1 The SmartQuiz player

You can launch a quiz in multiple ways:

1) Click on the *Quizzes* tab in Quiz Center on the left hand side, select a quiz from the list and click on the '*Play*' button. The SmartQuiz quiz player will now be started.
2) Use the SmartHost app to start a quiz by clicking on the 'launch' button (outlined in red below).



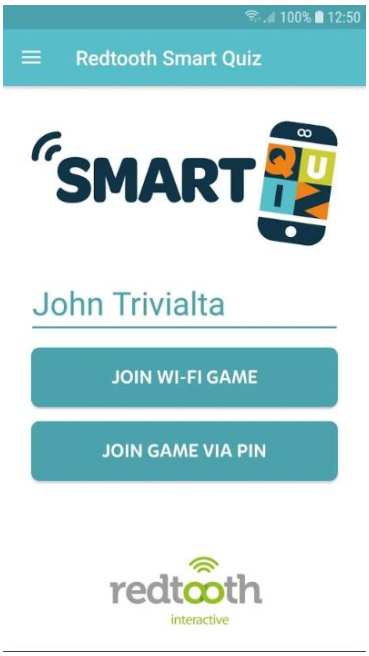
Once you click the launch button a list of available quizzes will be shown.
Select one of the quizzes and press the launch button again in order to start the quiz.



If you chose method 1) above to launch the quiz, you can connect your SmartHost remote to the running quiz by pressing the Launch button in the app as explained above. The list of quizzes will not be shown but instead the remote will automatically connect to the running quiz.

The players that will be playing along in the quiz now also need to connect to it.

On the top left of the screen you see a PIN code. This is the PIN that players need in order to enter the quiz with the SmartQuiz app. In order to do so, players need to take the following steps:



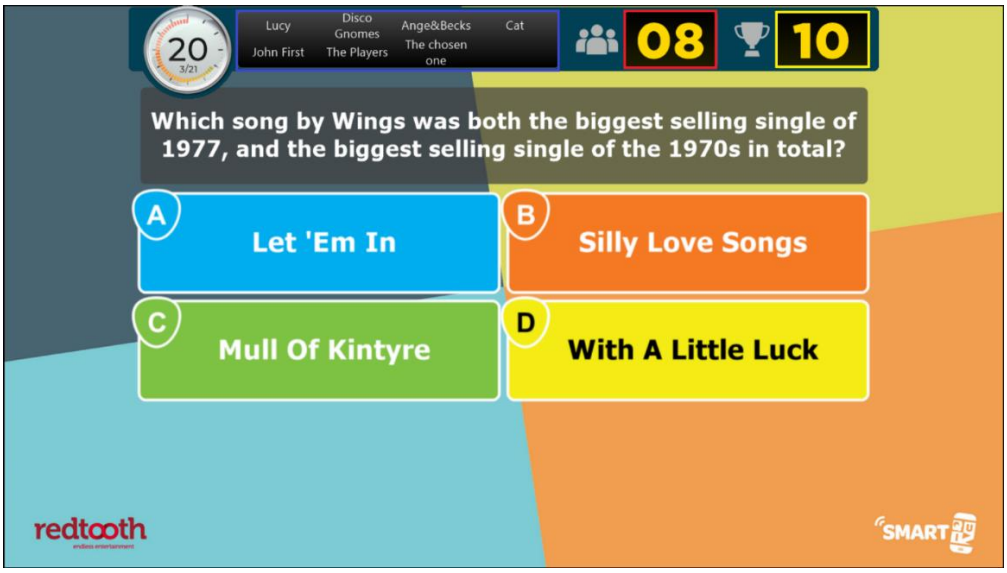
- Enter a player name
- Press *JOIN GAME VIA PIN*
- fill in the PIN displayed on screen in the quiz player
- press *LOGIN WITH PIN*.

Now a welcome message will be shown in the app.

The JOIN WI-FI GAME option allows players to connect to a quiz player running on a computer with a local WiFi network connection in a pub or venue.

In order to advance to the next slide of the quiz, which will be the 'countdown for quiz' video, press the 'next button' on the SmartQuiz host remote. Alternatively, you can also press the spacebar on the computer keyboard. There are keyboard shortcuts available for most of the commands too which will be described later in this document.

Now, the first slide of the quiz will be shown. A quiz consists of slides containing messages where no interaction with the audience takes place (such as round announcements or intermediate scores) and of quiz questions. A typical question in the quiz looks as depicted below.



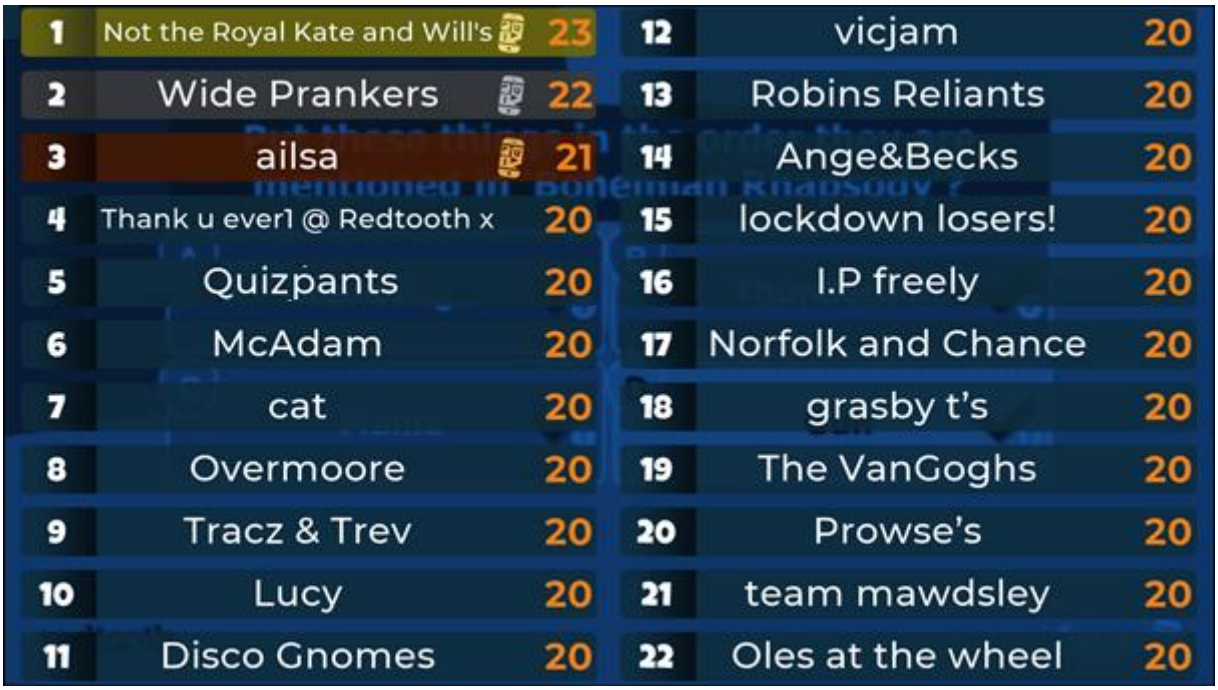
The quiz screen contains various elements:

- The countdown timer. This timer counts down to zero. It also shows how far the quiz has progressed (in this case slide 3 of 21)
- The players that still need to submit an answer, as shown in the blue outlined box above. You can use this to urge participants that did not answer yet to submit a choice while time is running out.
- The number of players who gave an answer so far, shown in the red outlined box.
- The number of points that can be won by answering the question correctly, shown in the yellow outlined box. Please note that points can go down over time, rewarding faster answering.

Once everybody answered, countdown will stop (although when playing with larger groups this is pretty unlikely). By pressing *Next* on the SmartHost remote (or the spacebar on the computer), the correct answer is shown and points are administered for all participants.

On each slide, intermediate scores can be shown by pressing the *Leaderboard* button on the SmartHost remote as shown above. This is also possible on a question slide once the timer ran down. Alternatively, you can use the ‘S key on the keyboard of the computer.

The intermediate scoreboard looks as follows. It is possible to scroll to the players ranked below the top 20 by pressing the *Down* button on the remote (and the *Up* button to go up again). Alternatively, you can use the up and down buttons on the computer keyboard or Page Up/Page Down to scroll a full page down/up.



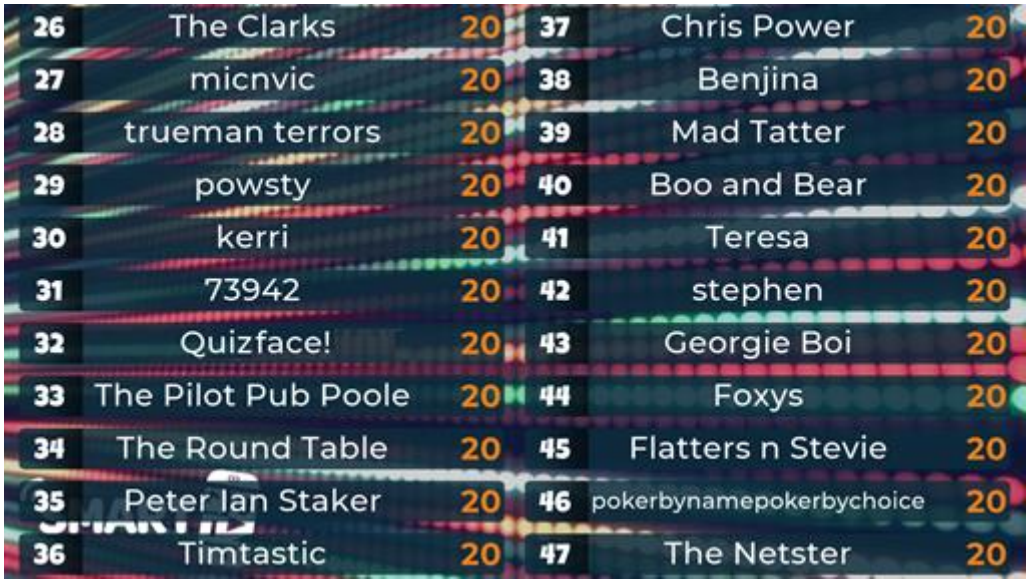
The quiz player offers more advances options like:

- showing who was right and who was wrong (*Response Grid* button on SmartHost remote)
- showing a chart of the distribution of the answers given (*Chart* button on SmartHost remote)

For more detailed information on the SmartQuiz remote please refer to section 3.2.

Once the final question has been played, the final score screen will be shown. By subsequently pressing *Next* on the SmartQuiz remote (or the spacebar), the top three will be shown in the order 3 – 2 – 1.

After the top 3 is shown, pressing *Next* on the SmartQuiz remote (or the spacebar) reveals the further ranking, automatically scrolling to the next page every 5 seconds.



5.2 CLOSING A QUIZ

You can close a quiz using one of the following methods:

- When using the SmartHost remote, click the little cross on the top right corner of your mobile screen
- When hovering the mouse to the top right of the quiz player, a 'Close' button will appear which you can click
- Use the computer keyboard : press the Alt key on the keyboard, keep it pressed and them press the F4 key (this is the standard way for closing a Windows application)
- On the computer keyboard, press the M or F key to show the quiz in a window instead of full screen. Now click the cross in the upper right hand corner of the window

If you close a quiz when it's not finished for whatever reason (or if a quiz is abruptly halted due to a power failure\computer crash) you can always restart it. When starting a quiz that has not been

finished properly a window will appear asking whether you would like to continue where you left off. Scores of all players will be restored in this case.

5.3 Keyboard shortcuts

During a quiz, the following keyboard commands\shortcuts are available

Show actual score	S
Show right/wrong grid	A or F6
Show chart with answers given on last question	C
Next question/slide	Space
Pause the timer (question)	P
Stop with the quiz before the end is reached	Press F1. Then choose menu item 'Skip to End'
Close the quiz	Press F1. Then choose Exit [Alt+F4]
Use QuizXpress Director (for more information, please refer to the SmartQuiz user manual)	D

Appendix A : Using the SmartQuiz wireless router

This section will contain more information about the SmartQuiz wireless router which can be used to play quizzes through a locally created WiFi network. Coming soon!

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