

Sound Quiz by ENT Media Group

Where to buy Sound Quiz tables and on add-on packs

<https://marketplace.secondlife.com/stores/202726>

For web-based information and/or customer support

<http://soundquiz.webs.com/>

Where to see tables, add-on packs and gifts, in-world

<http://maps.secondlife.com/secondlife/Bounty/218/229/551>

It is highly recommended, when beginning a new game to ask players not to reveal answers during game play, the best course of action is to keep them guessing and NOT reveal correct answers!

Sound Quiz Instructions

Introduction

Congratulations on your purchase of the latest table game to hit Second Life in years!

Sound Quiz is a social, fun, and fast paced trivia game which puts your trivia skills to the test against the table and other players.

A game for both experts and novices alike, with it's unique use of sound clues and multiple choice answers, Sound Quiz is a table game for all players.

Sound Quiz comes in 4 pre-loaded themed tables, containing multi-category sound card sets ready for you to play and a winner's reward gift.

Game Elements

Table- The table is specially designed to accommodate 8 players and provides the following options on the table:

- **Dynamic Score** - Player's scores are dynamically updated after each question.
- **Answer Indicator** - The table contains an answer indicator light which displays RED if answer is incorrect and GREEN when the player selects the correct answer.
- **By Category** - This table button will display a menu which will provide options to select question cards from various categories, you can select up to 3 card sets per game using any mix of category you prefer.

- **Random** - This table button will request that the table select a random combination of any 3 question card sets loaded into table in any 3 categories.
- **Options- This table button will display a menu which provides two options:**
 - **Setup** – This contains predefined game setup options which can be changed by the owner- (refer to Game setup section)
 - **Check Cards** - This will display the different card sets that you have loaded in your table, the details will display in local chat. IMPORTANT – DO NOT LOAD THE SAME CARD SET IN MORE THAN ONCE! ALWAYS USE CHECK CARDS PRIOR TO PURCHASING ADD-ON PACKS TO AVOID DUPLICATIONS!
- **Reset** - This table button is used to reset the table, if this option is used then any categories previously selected and scores displayed, will be deleted in preparation for new game.
- **Start** - This table button will start the game after categories or random play has been selected.

Game Chair - The game chair comes with an animation, placing your avatar in a comfortable pose so you can enjoy the game.

Your camera view is also managed by the chair and will focus your avatar's camera to the appropriate position on the table, just hit ESC key for table auto-focus.

Game HUD - A game HUD is provided to all players upon sitting in the game chair.

A Game HUD message request will appear which will need to be accepted in order to view and use the game HUD. Check to verify all seated players have a green light in front of them prior to proceeding with game play. If not, have player stand, re-sit and accept HUD.

The game HUD displays the following elements:

- **Question area** - this is directly above the answer panels, where the question will be displayed.
- **Answer panels** - There are four answer panels, this is where the multiple choice answers are displayed for each question.
- **HUD Resizer** - The game HUD comes with a **- +** resizer, allowing you to re-size your HUD for easy viewing.
- **Timer window** - The HUD has a timer window which is where the countdown numbers display. These numbers represent the following:
 - Sound clue countdown, which is represented with a RED colored set of countdown numbers.

- Answer countdown which is represented with a GREEN colored set of countdown numbers.
- **Submit button** - This is used to submit your selected answer to the table. Once answer is selected, it can be changed by clicking a new answer, once finalized, players will need to hit SUBMIT for answer to register.

Game Setup – Options Button

NOTE: You must sit and accept HUD to access the owner's options! Click OPTIONS button, sub-menu will be CHECK CARDS and SETUP. Click SETUP button:

- **1- Warning time** - The time applied to this parameter relates to the time taken by the game to count down the start of the next sound clue.
- **2- Question time** - The time applied to this parameter relates to the time taken by the game to count down the time left to select and submit the answer.
- **3- Answer** - Toggle to YES in order to show the players who have answered the question correctly in local chat, toggle to NO to silence this in local chat.
- **4- Winner** - If you want the name of the winner to be announced in local chat, set this to YES, if not, set to NO.
- **5- Score** - If you want the winners score to be displayed in local chat, set this option to YES, if not, set to NO.
- **6- Reward** - If you want a reward or gift to be delivered to the winner of the game, then set this to YES (note, if no reward is present nothing will be delivered to the winner).
- **6- Extra** - This game mode will apply additional points for correct answers based on the speed in which you answer the question, the faster the answer is submitted, the more points you will receive on your score.

Reward items - You have the option to add Reward based items to the table, this can provide a very exciting incentive for players playing your Sound Quiz table and an opportunity to expose products and brands to a captured market.

Sound Quiz offers a number of free reward gifts from market place which you can load into the table or perhaps you would like to load your own free winner gifts.

To load a gift into the table, follow these setup steps:

If the gift has been taken from the Sound Quiz Gift Shop

When supplied by Sound Quiz, your Reward Uploader is ready to upload to the table

1. Rezz your Reward Uploader box onto the top of your table.

2. Click on the Sound Quiz Table logo.
3. A menu will display.
4. Click on the Reward button.
5. The upload process will begin, the table lights will flash.
6. When process finished it will display a message in local chat advising that the process has completed.
7. Your new reward has now been added to the table (Note this will replace any previous reward that had been in the table).
8. You can now discard the used uploader box.

When you are providing a reward gift to the table you will need to follow these steps

(Note* Any Object or Objects to be given as rewards must be full permission and be named Reward and combined into a single object, if multiple gifts)

1. You MUST name any item going into table as Reward (This is case sensitive).
2. Rezz the Reward Uploader Box you received with your table or taken from market place.
3. Click on the reward uploader box and edit.
4. Take the gift reward you wish to give to the table and place inside the reward uploader box you just rezzed.
5. Take the reward uploader box back into inventory.
6. Re-rezz the reward uploader box back into the table top.
7. Click on the Reward button.
8. The upload process will begin, the table lights will flash.
9. When process is complete, it will display a message in local chat advising that the process has finished.
10. Your new reward has now been added to the table. (Note this will replace any previous reward that had been in the table.)
11. You can now discard the used uploader box OR if you will be changing Rewards often, keep and repeat the same process as above, with existing uploader box.

Loading new Question Add-on Packages

The fun doesn't stop with your initial purchase of Sound Quiz, we have many additional question sets available for purchase to load into your table. If you own more than 1 table, you must purchase add-on packs for each table.

By adding new questions and answers add-on packs, the challenge, fun, and excitement continues for you and your friends.

To load a newly purchased Question add-on pack into your table, please follow these instructions:

1. Before loading any packages, you need to check to see what you already have loaded in your table, to do this, simply sit in one of the chairs and click on the Options button.
2. A menu will display, select Check Cards and all cards. All question packs you have loaded will be displayed in local chat. To avoid repeats of questions and answers during game play, avoid loading identical add-on packs to the table! Any add-on pack your purchase will have same naming sequence used for all packages, a duplicate will have identical name if it is a repeat set.

******* Note do not load a card set that you have already loaded*******

3. After purchasing your new add-on pack, search your inventory for the package you wish to load into the table.
4. Rezz the box on to the top of the table.
5. Then click on the Sound Quiz Logo.
6. A menu will appear.
7. Select the upload button.
8. The contents of the box will then be loaded into the table, keep an eye on local chat so you know when the process has completed.
9. Once the process has completed you can then remove the box from the table and delete. Since add-ons are no copy, your add-on box will now be empty.
10. Click on the Options button again on the table to check cards and ensure that the add-on card you have just loaded is now in the table.

Gameplay

Playing Sound Quiz is a fun and exciting experience, socializing with your friends while you play can be a relationship building experience.

Get those competitive juices flowing in a friendly and respectful way!

Your Sound Quiz table comes complete with a quick guide board which provides graphical and written instructions on how to play the game, this can be rezzed next to the table to assist players in understanding what they need to do to play and enjoy Sound Quiz.

This being said however; we have also provided the following written instructions:

Troubleshooting

If for any reason, the table does not function properly, take the table back into inventory and re-rezz it, the table will then re-set and restore functionality.

Re-set button will clear table of any selected categories, you must then re-select your category choices or hit Random button to re-load questions into the table.

SELECTING CATEGORIES FOR A NEW GAME:

If cards are not loading into a new game, make certain you following these steps, in specific order:

Click by category button on table. Blue menu comes up with MUS (music), GKN (general knowledge) and MOV (movies), select desired category.

Sub-menu appears with names of specific categories, i.e., 80's MUS, R&B MUS, etc.

Select 1 card set

Sub-menu appears again, for your 2nd selection, repeat steps above. If you wish to play 3 categories, repeat steps above again. When ALL categories have been selected for that particular game, then HIT DONE button. The game is now ready and loaded with selected question sets.

Hit start button and game play will begin. Make certain that green light shows in front of all seated players prior to beginning game. If a seated player does not have a green light, ask them to stand, re-sit and accept the game HUD. Once game HUD is accepted, green light will appear.

Table autofocus is activated by hitting ESC key and will focus camera on table in front of each player.

FREQUENTLY ASKED QUESTIONS

"I can't hear the sound clues!" In this case, make certain player(s) have music turned OFF and sounds turned ON and volume up. Opening volume mixer on computer tool bar and adjusting SL sound levels may also be required.

"I didn't get a HUD!" If the player has a green indicator light in front of them, it means they have received the HUD. Often it can be hidden behind another window. HUD will appear in upper left hand corner of screen. If they don't have a green light, request they stand, re-sit and accept HUD. At conclusion of game play, when players stand, HUD will auto-detach (no HUD goes to inventory).

"It's not registering my answers!" Make certain that player is clicking on 1 of the 4 available answers, selected answer is high lighted in yellow (they can change answer any time within the allotted countdown time), once satisfied with answer, they must HIT SUBMIT button prior to countdown timer reaching 0.

"What does NO, NO, NO mean?" This means submit button has been pressed and registered an answer. Player is trying to select a new answer, which will not be allowed, or that countdown timer has reached 0 and it is too late to register an answer.

"Why are there 2 countdown timers?" The red countdown timer is to alert players when the next sound clue will play. Since Sound Quiz is such an interactive game, often with multiple players on

voice, singing, commenting and socializing, it can get fairly loud. This timer let's everyone know when it's time to quiet down to hear the next sound clue. There is a defineable time which can be changed in the options menu (default is 10 seconds). It is highly recommended that default time not be changed, however, it can be by accessed on options button and changed.

The green countdown timer is time limit for answer, the default is 15 seconds. It is highly recommended default not be changed, however, it can be accessed on options button and changed. It is set to allow time for players to answer but not long enough for anyone to google the answer!

“How do I know if I got the right answer?” All players with correct answers appear in local chat, in addition to, a green light on table and score registering on table in front of each player. If you disable local chat notification in options menu, then green light and score are player indicators of correct answer.

“What was the right answer?” It is highly recommended, when beginning a new game to ask players not to reveal answers during game play, the best course of action is to keep them guessing and NOT reveal correct answers!

“I have no clue what the answer is!” There are 4 choices for each question. Encourage players to “guess” even if they don't know the answer! They are excited when they guess the correct answer and by guessing, it keeps them engaged in game play! It helps even out the playing field for less than expert trivia players!

“How many questions are there?” Each category card contains 20 questions (with sound files). Depending on how many categories were selected at beginning of game, that will determine total questions. If you want a short game and select a single category, there will be a total of 20 questions for that game (each category takes approximately 8 minutes to play). If 2 categories were selected, 40 questions and 60 questions if all 3 categories were selected. If random play was selected, table will select 3 categories randomly, for a total of 60 questions.

“How do I get more questions for the table?” Easy! Additional questions are available on Market Place called Category Add-on Packs. Each pack (unless labeled super pack) will contain 20 questions in a specific category. For instance, there will be movie, music and general knowledge add-on packs. You can select by genre (i.e., horror movies, pop culture 90s, blues music, etc.). Super add-on packs will contain movie, music and general knowledge with a total of 60 questions, again by specific genre like mixed (random without specific genre or era), era based (80s, 90s, 2000s etc.) or subject related (heros, villians, etc.). Once purchased, simply place box containing new questions on game table and click Sound Quiz logo for automatic download into table.

Be cautious when loading new add-on packs into your table. If you add an add-on pack that is already in your table, it will cause that set of questions/answers to repeat in table. Always use card check (options button > check cards) prior to loading add-on into table and make certain you don't already have that set installed in your table!

“How do I get customer support if I have an issue?”

Please go to website: <http://soundquiz.webs.com/>

Home page, fill in on-line service contact to submit a service ticket. General inquiry is for questions, information about new releases, or suggestions.

DISCLAIMER

As is true with any product within Second Life, lag can have an effect on overall performance. If you experience this issue with your Sound Quiz table, ask players to remove any unnecessary HUDs, talkers, and refrain from using gestures. ENT Media Group is not responsible for issues caused due to lag. Service tickets will be limited to functionality issues only, you are welcome to submit information on typographical errors and/or grammar, however, those items will not be revised on existing game tables.

Return Policy

Please carefully consider your purchase before buying, there are no refunds or exchanges.