Chess Clock Trivia

Rules and Protocols

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Setup

Appoint a person to be the *Questioner*. This person should **not** be in any of the teams that are playing *Chess Clock Trivia*.

The following instructions only apply to the Questioner.

1. The *Questioner* should use two devices.
   - All teams should be able to see the screen of one device (e.g. by connecting that device to a projector screen). This is the *Main Device*.
   - The other device (e.g. mobile phone) should access the *Questioner* site. This is the *Questioner Device*.
2. On the *Main Device*, go to the Session Setup Page. *Skip this step and step 3 if you already have a Session ID.*
3. On the setup page on *Main Device*, there are a few fields. **All fields should be filled in by the Questioner and should not be shown to the teams**.

   - The Session ID is the identification code for the session. The Session ID field currently shows a suggested Session ID. The *Questioner* may enter this ID into the input field, or enter a Session ID of their own choice.
   - The Session Passcode is used to verify that it is the Questioner accessing the Main Page and Questioner page. Enter a suitable passcode. **Do not forget the passcode, or you will need to create a new Session ID**. Also, do not show or disclose the session passcode to any of the teams.
   - The Session Seed is used to seed the question shuffler. Using the same seed across multiple sessions guarantees the same ordering of the trivia questions.
   - Questions of a certain topic or topics can be included/excluded by selecting or deselecting the appropriate checkbox in the Topic Selection section
   - Custom trivia questions can be included. Uploading a valid comma-separated values (CSV) file (`.csv`) file will include your questions in the session. [Read the instructions](#) on how to create such a `.csv` file below.

4. Once the session is created successfully, enter the same Session ID and Session Passcode into the fields on the Main Page on the *Main Device.*

5. Enter the same Session ID and Session Passcode into the fields on the Questioner Page on the *Questioner Device.*

6. On the *Main Device*, enter values for the Number of Teams, Time Limit and Penalty Time.

7. The *Questioner* may change any of the teams' names by clicking on "Team X" and editing the text there.

8. Once all teams are ready, click "Start The Game!" on the *Main Device* and click "Get Next Question" on the *Questioner Device.*

Overview

High-Level Overview

- Each team has a clock. When answering questions, the team's clock will count down.
- Correct answers will **stop the clock** and **start the next team's clock**. Incorrect answers (or a skip) will **result in deduction of time** and **resuming of the clock** (as well as getting a new question to answer)
- The winning team is the **last** team with time remaining on their clock.

More Detailed Overview

The teams' objective in the game is to be the last non-eliminated team left.

Trivia questions will be asked to each team, starting from the first team. A correct answer means that the next team will be the ones answering the next question. An incorrect answer (or a skip) means that the next question is for the same team.

The catch: teams have a certain total amount of time to answer all questions. This time is shown on each team's personal clock. **The objective of the game is <u>not</u> to answer as many questions as possible**. Rather, it is trying to answer questions **as fast as possible** so as to spend the least time answering the questions and hence to **keep as much time as possible remaining on the clock**.

When a team (the *Active Team*) is answering a question, their clock (with the time remaining) will count down. A correct answer stops the *Active Team*'s clock and starts the next team's clock. An incorrect answer (or a skip) will result in (a) a deduction of time from the *Active Team*'s clock, (b) the *Active Team* answering the next question, and (c) the *Active Team*'s clock resuming the countdown. **The time on all teams' clocks never resets**. The clocks can only count down, **never** increasing.

Teams can only be eliminated if their clock counts down to zero. This can be due to them using too much time to answer a question, or due to the deduction of time. In this case, the next team becomes the *Active Team* and (after a short pause) their clock starts with a new question.

The **last** team with time remaining on their clock wins.

Rules and Protocols

Note: in general, the order of the teams goes from **left to right**, with the **first team** being the **left-most** team. **That team will go first**.

For Teams

- Each team is designated a certain amount of time to answer the questions. This is the initial time shown on each team's clock.
  - In the example shown on the right, the initial time is 4 minutes.
- On a team's turn, a question will be shown on the screen. **Only that team should answer that question**.
  - The team that should answer will have their clock counting down.
- If the team wants to answer the question, **signal to the *Questioner*** that you want to answer the trivia question.
  - The team may do this in a number of ways, but **ensure that the *Questioner* is aware of the signal**.
  - The *Questioner* will **stop the clock** for that team to answer the question.
  - The team then has a few seconds to answer the question. **Do NOT answer the question *before* the Questioner has acknowledged that you are answering the question**.
    - If the team takes more than a few seconds (subject to the *Questioner*'s judgement), the team is deemed to have answered that question **incorrectly**.
  - The team may choose to **skip** the question, but that is the same as answering the question **incorrectly**.
- If that team answers the question **correctly**, the clock will start for the next team (once they are ready). If that team answers the question **incorrectly**, time will be deducted from that team's clock and **their clock starts again** (once they are ready) with a new question.
- If a team's clock reaches **0**, the game will **pause**. That team is **eliminated** and, when the next team is ready, that team's clock will start.
  - Eliminated teams' clocks are red in colour. In the example below, team 2 has been eliminated while teams 1 and 3 are not.
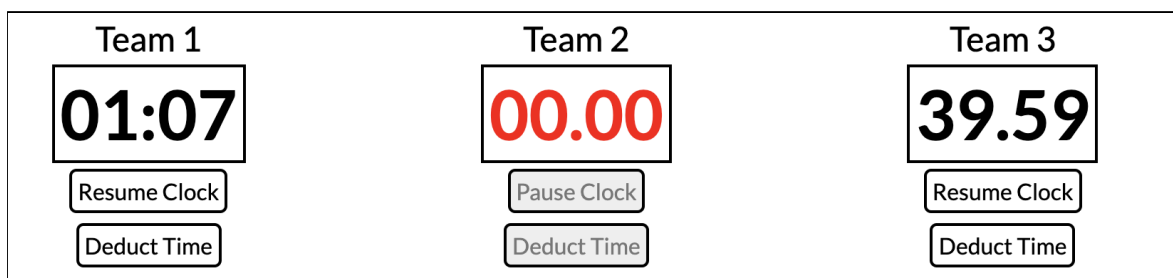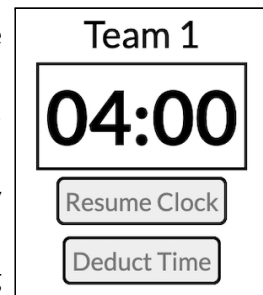
- The **last** non-eliminated team **wins**.

For The *Questioner*

- Before clicking **Start The Game!** on the *Main Device*, ensure both the *Questioner Device* and *Main Device* are working.
- Once the **Start The Game!** button is clicked, the first question will be shown on the *Main Device* (see the first diagram in the section **More Detailed Overview**). On the *Questioner Device*, click on **Get Next Question** to show the first question's question and answer (see the diagram on the right).
- When a team signals to the *Questioner* that they want to answer the question, the *Questioner* should **stop the clock** for that team by clicking on **Pause Clock** on the *Main Device* (see diagram on the right). That team will now have a few seconds to provide an answer.
  - Check that team's answer against the answer shown on the *Questioner Device* (see above diagram). Decide whether the team's answer is **correct** or **incorrect**.
- If that team answers the question **correctly**, start the clock for the next team (once they are ready) by clicking on the **Resume Clock** button under the next team's clock and click on **Get Next Question** on both the *Main Device* and the *Questioner Device*. If that team answers the question **incorrectly**, give a penalty to that team by clicking on **Deduct Time** on the *Main Device*. **Start that team's clock again** (by clicking on **Resume Clock**), and a new question will be shown and click on **Get Next Question** on both the *Main Device* and the *Questioner Device*.
- If any team's clock reaches **0**, the game will **pause** automatically. That team is **eliminated** (see the second diagram in the section **Rules and Protocols - For Teams**) and, when the next team is ready, the *Questioner* should start that team's clock.
  - Eliminated teams' clocks are red in colour.
- The last non-eliminated team **wins**.
- To save the current progress of the session, click on **Update Session on Server** on the *Questioner Device*. The result of the update will be shown. Resetting the progress of the session (i.e. starting from the first question again) is possible by pressing **Reset Session on Server**.
- Increase the session's duration by clicking on **Increase Session Expiry on Server**.

Creating Custom Trivia Questions

Chess Clock Trivia can be played with custom trivia questions of your own creation. **Note that that *Questioner* should be the one handling the creation of the custom trivia questions**.

Sample files (both `.xlsx` and `.csv` files) containing custom questions are provided on the Session Setup page.

There are two ways to create the custom trivia questions: **The Excel Way** and **The Direct Way**.

The Excel Way

Initially, the questions should be written in an Excel file. The first row of the Excel file should contain the words `Topic`, `Question` and `Answer`. That is, cell A1 should be `Topic`, B1 should be `Question` and C1 should be `Answer`.

In the following rows, you can add your own questions. A sample is shown below.

	A	B	C
1	Topic	Question	Answer
2	Custom 1	Add your question here…	…and its answer here.
3	Custom 1	Add another question here…	…and another answer here.
4	Custom 2	You can change topics…	…as much as you want as well!
5	Custom 3	You can put as many questions as you wish…	…as long as each question has an answer.
6	Custom 3	The questions can be of any length…	…as long as each question has an answer.
7	Custom 3	Every question has an answer…	…that can also be of any length.
8	Custom 4	Just don't change the first row's text…	…because that is needed!
9	Custom 4	That is to say, every subsequent row can contain questions…	…but don't modify the first row!
10	Custom 5	The questions can contain 'single quotes' and "double quotes" or a mix of them…	…just make sure there is a pair of them.
11	Custom 6	So enjoy creating questions…	…and answers!

Once you are satisfied with the questions, export the Excel file as a CSV file. You can do this by going to File → Save As. Under "Save As Type" select "CSV (Comma Delimited) (*.csv)" and enter the desired file name.

By doing this process a CSV file with the following content should be generated:

```
CustomTriviaQuestions.csv
1   Topic,Question,Answer
2   Custom 1,Add your question here,and its answer here.
3   Custom 1,Add another question here,and another answer here.
4   Custom 2,You can change topics,as much as you want as well!
5   Custom 3,You can put as many questions as you wish,as long as each question has an answer.
6   Custom 3,The questions can be of any length,as long as each question has an answer.
7   Custom 3,Every question has an answer,that can also be of any length.
8   Custom 4,Just don't change the first row's text,because that is needed!
9   Custom 4,"That is to say, every subsequent row can contain questions",but don't modify the first row!
10  Custom 5,"The questions can contain 'single quotes' and ""double quotes"" or a mix of them",just make sure there is a
    pair of them.
11  Custom 6,So enjoy creating questions,and answers!
```

You can now upload this CSV file onto the setup page to add the custom questions into the session.
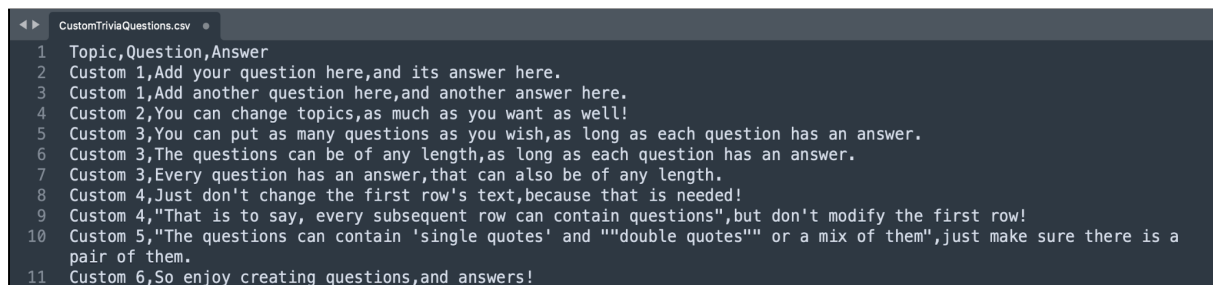
The Direct Way

It is possible to directly create a CSV file using a text editor.

Using a text editor (e.g. Sublime Text, Notepad++), create a new (and blank) CSV file. It should have the file extension `.csv` to indicate that it is a CSV file.

The first line of the CSV file will contain the text "`Topic,Question,Answer`" exactly as written. **Any variation on the capitalisation of this line will not be accepted by the system**.

The lines after that contain the topics, questions, and answers in that order. A sample CSV file is provided on the Session Setup Page, as well as below.


```
   CustomTriviaQuestions.csv
 1  Topic,Question,Answer
 2  Custom 1,Add your question here,and its answer here.
 3  Custom 1,Add another question here,and another answer here.
 4  Custom 2,You can change topics,as much as you want as well!
 5  Custom 3,You can put as many questions as you wish,as long as each question has an answer.
 6  Custom 3,The questions can be of any length,as long as each question has an answer.
 7  Custom 3,Every question has an answer,that can also be of any length.
 8  Custom 4,Just don't change the first row's text,because that is needed!
 9  Custom 4,"That is to say, every subsequent row can contain questions",but don't modify the first row!
10  Custom 5,"The questions can contain 'single quotes' and ""double quotes"" or a mix of them",just make sure there is a pair of them.
11  Custom 6,So enjoy creating questions,and answers!
```

Here are a few pointers when making the CSV file:

- There must be **3 commas** in each line.
- If the topic/question/answer has commas inside it, **wrap the whole topic/question/answer** in <u>double quotes</u> (see line 9).
- If the topic/question/answer has single quotes or double quotes, **wrap the whole topic/question/answer** in double quotes **and surround the double quotes once more with double quotes** (see line 10).
- It is recommended to **leave a blank line** after the last question.

Once the CSV file is created and saved, you can upload the CSV file onto the setup page to add the custom questions into the session.