Chess Clock Trivia

Rules and Protocols

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.*

Chess Clock Trivia

Session ID

Enter the session ID here

Session Passcode

Enter the session passcode here

Submit Session ID

Head here to set up the session.
Head to this page to set up the Questioner side.

Go here to find out how to play Chess Clock Trivia.
Go here for the credits.

Updated: YYYY-MM-DD HH:mm +XXXX

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

Chess Clock Trivia - Questioner

Session ID

Enter a session ID here

Session Passcode

Enter the session passcode here

Submit Session ID

Head here to set up the session.

Please go here to obtain the protocols that the *Questioner* should follow.
Go here for the credits.

Updated: YYYY-MM-DD HH:mm +XXXX

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.*

Chess Clock Trivia

Session ID: Sample Session

Team 1 ← **Step 7** → Team 2

01:00 **01:00**

Resume Clock Resume Clock

Deduct Time Deduct Time

Question (XXX left)
Start the game to get the first question.
This is the topic of the current question.

Number of Teams
2

Time Limit (in seconds)
60

Step 6

Penalty Time (in seconds)
10

Step 8 Start The Game!

Chess Clock Trivia - Questioner

Session ID: Sample Session

Question (XXX left)
Click the button below to get the first question.
This will be the answer to the question.

Step 8

Get Next Question

Update Session on Server Reset Session Progress on Server

Extend Session Expiry By 1 Hour

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.

Team 1
04:00
Resume Clock
Deduct Time

- 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.

Team 1
01:07
Resume Clock
Deduct Time

Team 2
00.00
Pause Clock
Deduct Time

Team 3
39.59
Resume Clock
Deduct Time
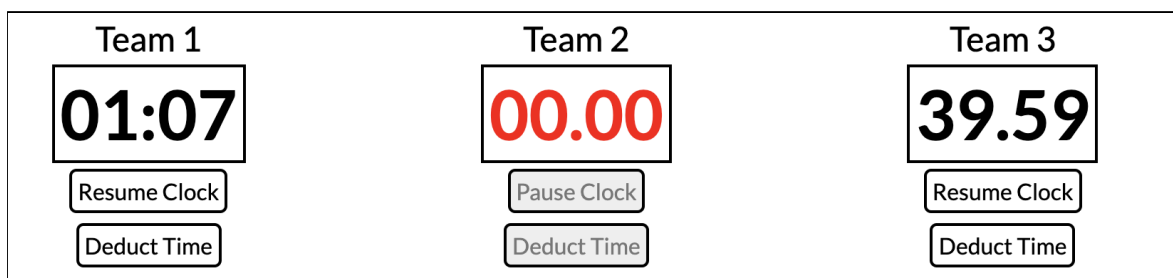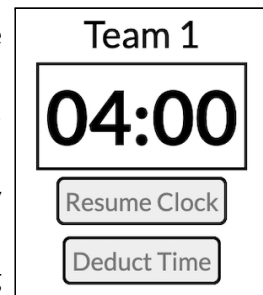
- The <u>last</u> non-eliminated team **wins**.

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. 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.
- 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.
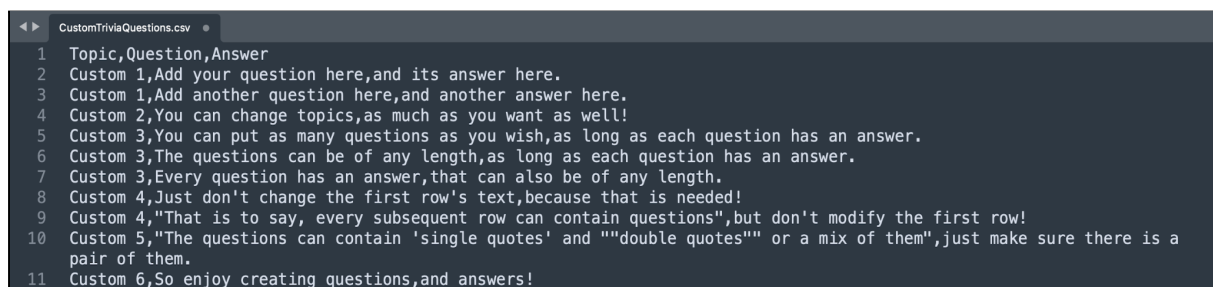
The Direct Way

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.