

SIGame

User manual

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Game rules

There can be from 2 up to 6 players in a game. Their main goal is to answer the questions and earn as many points as possible. At the beginning of the game each player has 0 points.

Usually a game consists of three rounds and a final. Each round contains 30 questions – 6 themes with 5 questions in each. Questions in a theme have different cost depending on their difficulty. The questions in the first round cost 100, 200, 300, 400 and 500 points. In the second round the cost increases to 200, 400, 600, 800 and 1000 points. Finally, the third round's questions cost 300, 600, 900, 1200 and 1500 points.

There is a possibility to create a game with non-standard rules with different amount of rounds and questions' costs.

At the beginning of the game the host selects a player who chooses one of the questions on the table. After the question is read, any player can press the button and answer it. Players have to press the button after they see a yellow frame on the screen. If a player presses the button before the frame appears, it's considered to be a false start and the button gets blocked for a few seconds. During that time his opponents are allowed to press their buttons and answer the question.

There is also a special game mode without false starts where you are allowed to press the button right after you see the question. In this case it all goes about the speed of reading and the player's speed of thinking.

After the answer is given, the host decides whether it was right or wrong. If the answer is decided to be correct, the score of the player increases by the cost of the question, then the player chooses another question. If the answer is wrong, the score is reduced by the cost of the question. The other players are allowed to give their own answer to the same question.

The thinking time is 5 seconds. If the time is expired, the host tells the correct answer by himself. In this case the next question is selected by the player who selected the previous one.

Besides usual questions, there are three types of special questions. One of them is "Secret question". If a player selects a question with a "Secret question", he is forced to give that question to one of his opponents. The latter must give an answer, otherwise he's considered to give a wrong answer. Questions of this type have different theme and cost unknown to the players. Regardless of the correctness of the answer, the player who was giving it chooses the next question.

There are "Secret questions" which you are allowed to answer yourself or you know their cost and even the ones that you don't have to answer – you just get the points for free.

Another type of special questions is an "Bet question". This question goes to the player making the highest bet on it. The minimal bet is the starting cost of the question (nominal), the maximal is the player's current score. All the bets except of "All-in" should be multiples of 100. The player who selected an "Bet question" starts betting, the next comes one of the rest players who has the least score. If the scores are equal, the host chooses who makes a bet next. A player can increase the bet outbidding the bet of the first player. It's a "Circle system", so after all players make their bets the first player can make another one. Any player except of the first one can go "pass" thus going out of bidding. After another player's bet is more than that player's score, he goes "pass" automatically.

Except of usual bets, you may go “All-in”. It means that the player bets all his points. This bet is stronger than a usual bet and forces all the other players either go “All-in” as well, or go “Pass”.

The bidding is ended when all the players but one go “Pass”. The question goes to the player who didn’t go “Pass” and he is forced to answer it. In case of the correct answer, the amount of the bet is added to the player’s score; otherwise it’s deduced from the score.

Regardless of the answer to an “Bet question”, the player who won in biddings selects the next question.

The third type of special questions is a “No risk question”. Only the player who selected that question is allowed to answer it. The points given for the correct answer are doubled, and you lose no points for the wrong answer.

The amount and the positions of a “Secret question”, “Bet question” and “No risk question” are unknown to the players.

The round is played until all the questions are answered or the time of the round is expired.

The 2nd and the 3rd rounds have the same scheme as the first one. The only difference is that a player having the least score selects the first question in a round. If there are several players having the same score, the host chooses one of them.

After all 3 rounds are done, the players having positive score can take part in the final round. If there are no such players, the final round is skipped. Players are offered 7 potential themes for the final round. They remove the themes they don’t like one by one according to their score. If several players have the same score, the order of removing questions is chosen by the host.

When there’s only 1 theme left, each player makes a bet. The minimum is 1 point; the maximum is all the points on his score. The players make bets independently of each other and don’t know their opponents’ bets. Then the question is asked. Each player writes the answer without knowing the answers of the opponents. Each player giving the right answer gets points according to their bet. The rest lose respective amount of points.

The player having the highest score wins the game. If there are multiple players having the same amount, they play a mini-game. They choose a theme with 5 questions in it without special questions. They play it with a usual theme’s rules, the questions are asked in turn. The costs of the questions are 300, 600, 900, 1200 and 1500 points.

If there’s no winner after the mini-game, they play it again and again, until one of the players wins the game.

Game participants

There are 3 types of participants in the game: a host, players and viewers. The host and players can be AI. Each of these types of participants has his own rights and duties. All participants have rights:

- To talk in chat

The organizer has rights:

- To stop the game;
- To pause the game
- To kick and ban people from the chat

The host has rights:

- To change the players' scores
- To pause the game
- To switch the rounds of the game

The host must:

- Consider the correctness of the answers

The players have rights:

- To press the button to answer questions;
- To appeal for his denied answer
- To appeal for another player's answer if he considers it to be wrong

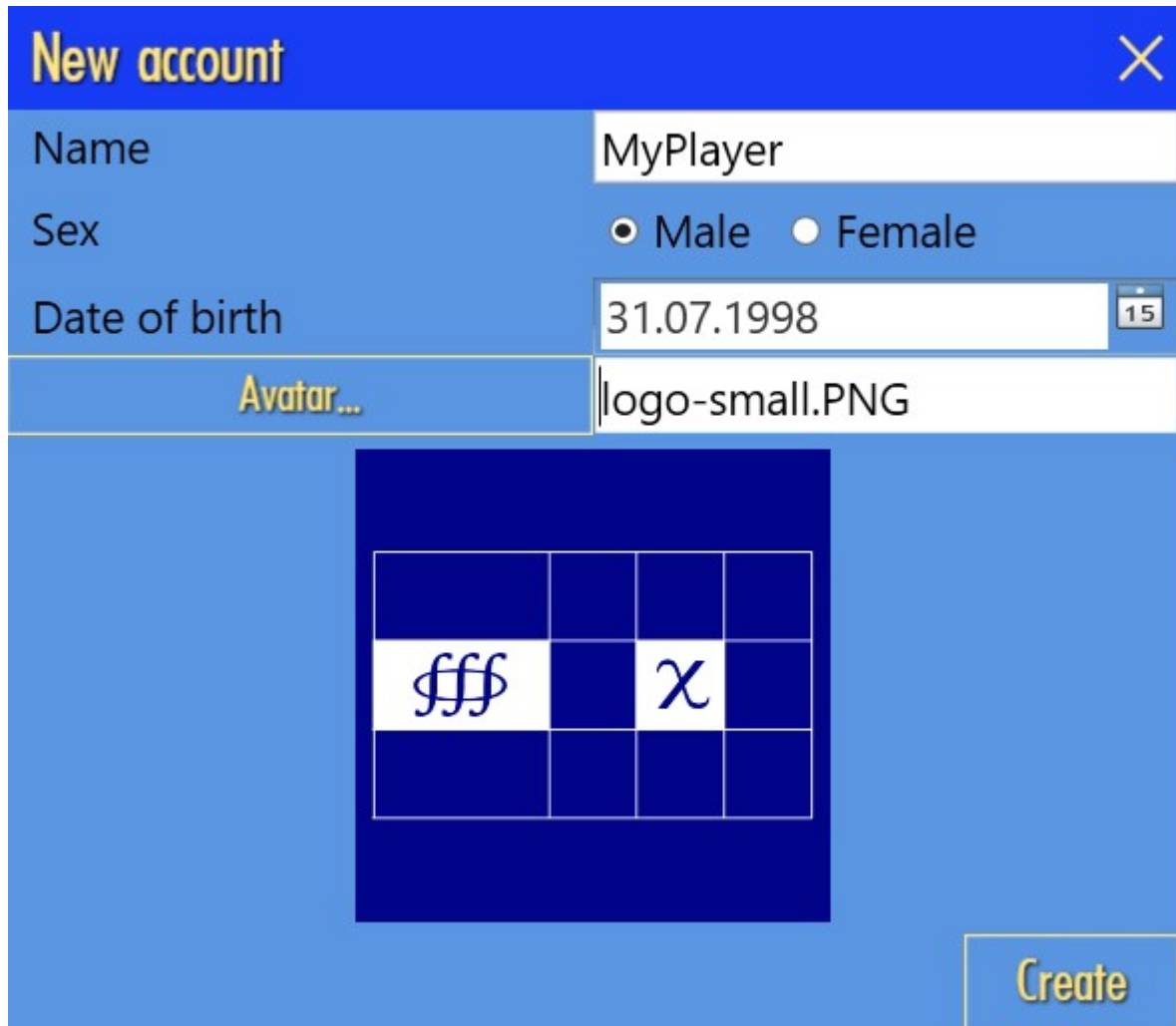
The players must:

- Choose questions
- Give the "Secret question" to another player
- Choose the cost of the "Secret question"
- Make a bet
- Remove final questions
- Give answers

How to play

Game profile

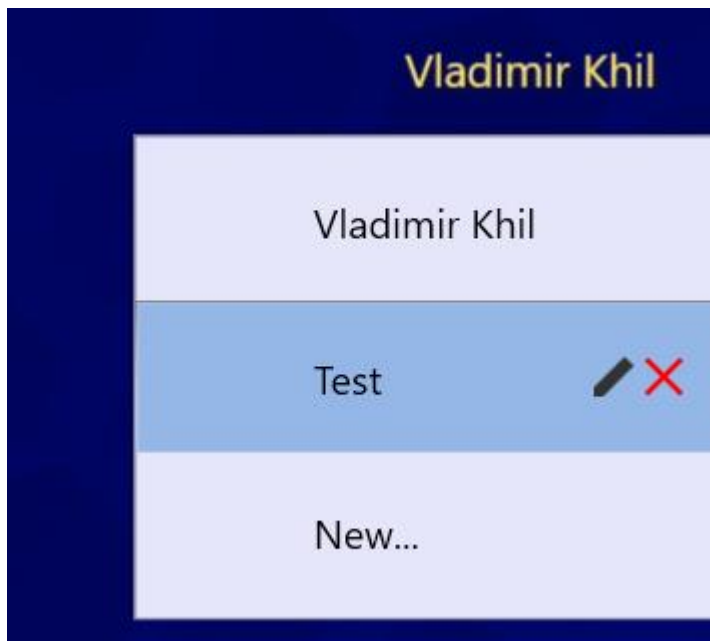
When you enter the game for the first time, you'll need to make a new player's profile and fill it. It contains the player's name, sex and avatar. The picture of the avatar can be located in your computer or in the Internet.



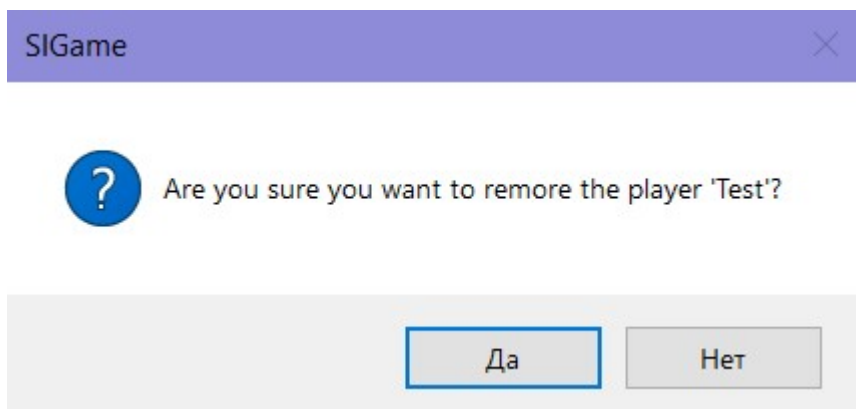
The screenshot shows a 'New account' window with a blue header and a light blue body. The form contains the following fields and options:

- Name:** A text input field containing 'MyPlayer'.
- Sex:** Radio buttons for 'Male' (selected) and 'Female'.
- Date of birth:** A text input field containing '31.07.1998' with a calendar icon on the right.
- Avatar:** A text input field containing 'logo-small.PNG'.
- Avatar Preview:** A 4x4 grid of squares. The square at row 2, column 1 contains the text 'fff'. The square at row 2, column 3 contains the text 'x'.
- Create:** A button in the bottom right corner.

The information about current profile will be displayed on the top right side of the program main menu. You can also change your current profile or create a new player.



There's a button on the right side of each account which can be used to remove the account. Before removing, you'll get the following warning message:



Main menu

You can see the main menu after you run the program.



SINGLE GAME

ONLINE GAME

NETWORK GAME

BEST PLAYERS

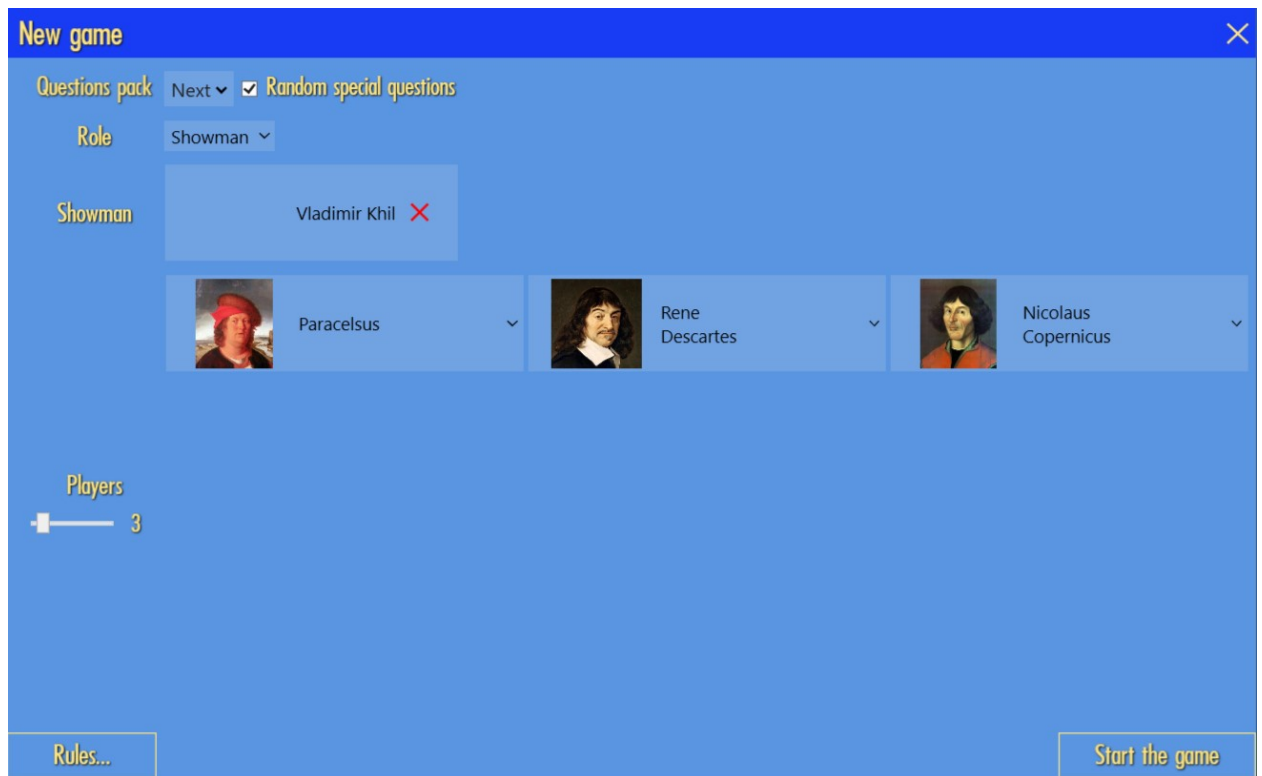
ABOUT

EXIT

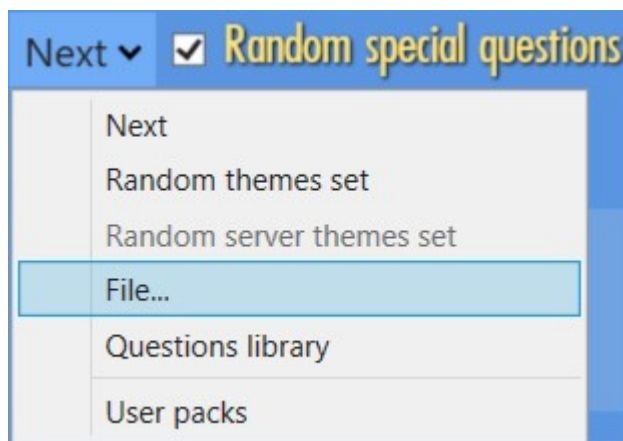
Each of its items gives you the following opportunities:

Single game

It allows you to create a new game for only one person. You should set it up before running.



In “Questions pack” you should choose a pack for the game. You may choose one from the list the game contains. You may also create a pack consisting of random themes from different packs, chose a certain pack from the repository of the game or even choose your own pack from your PC. Finally, you may choose a pack from the game’s online repository.



If you choose “New”, you will see a window allowing you to make your own AI player and set characteristics you want. You may make him even very weak or very strong, forcing him to answer all questions.

← New AI player

Common

Question choice

Logic

Name

Sex

Avatar...

Game style

Player

☒ Male ☐ Female

Agressive

Create

The game style defines the common behavior tactics, which the player will use. An aggressive AI risks more often and makes high stakes. An accurate AI is his polar opposite. A smooth AI is something between these.

← New AI player

Common

Question choice

Logic

Odds: question choice according to the theme number, not the question number

Question choice according to the number of the theme

Odds: the theme is the same and the previous

Odds: a theme according to themes priority

Odds: random theme

Theme priority

Question choice according to the number of the question

Odds: the question is cheaper than the previous

Odds: the question is more expensive than the previous

Odds: question of the same cost

Odds: questions according to priority

Odds: random question

Question priority

42

10

62

28

364512

45

15

24

13

3

15432

Create

An AI player can choose games according to the theme number (it will define the theme first, then the

question itself) and the number of the question (it will define the difficulty of the question, then the theme for it). As a rule, it will choose random tactics for each question. You may set up the odds of choosing each question. The number of the question will be used in the rest cases.

If the question's choice is made according to the number of the theme, there are 3 variants AI may use: choose the same question as before, choose the theme according to priority of themes numbers or choose a random theme.

The priority of themes is edited separately. You may "capture" separate themes numbers with your mouse and move it.

Spreading odds while choosing the question according to the number of questions is made in the same way.

Category	Parameter	Value
Common	Erudition	80
	Bravery	133
	Reaction speed	8
Question choice	Odds: give the Secret question to a player with the lowest score	62
	Odds: passing on a question of the first category	33
	Odds: passing on a question of the fifth category	40
	Odds: All-in in a question of the 1st category	13
	Odds: All-in in a question of the 5th category	44
	Critical questions count for mobilization	5
	Critical sum partition for mobilization	47

Erudition defines the "intelligence" of AI: the higher level it has, the more often he will be giving correct answers. "Courage" defines how often the player will be pressing the button to give the answer. "Reaction speed" defines how quick the AI will try to press the button after the lights turn on.

To set up an AI behavior while making bets during "Bet questions", you may use 4 parameters: 2 for the question of the first category and 2 for the question of the fifth category. These odds may even be negative. This is due to the fact that using these numbers computer calculates odds for the questions of the 2nd, 3rd and 4th categories. So if you need to increase or reduce them, you should use break-off odds below 0 or above 100.

Mobilization is a state when an AI starts to play more active and taking bigger risks. There are 2 conditions necessary for making a critical situation.

1. There are less than set amount of questions remaining
2. The score of a player is a certain percent of the leader's score (or less)

These 2 parameters can be set in settings.

If you did something wrong while setting up a game, you'll see the following warning message:

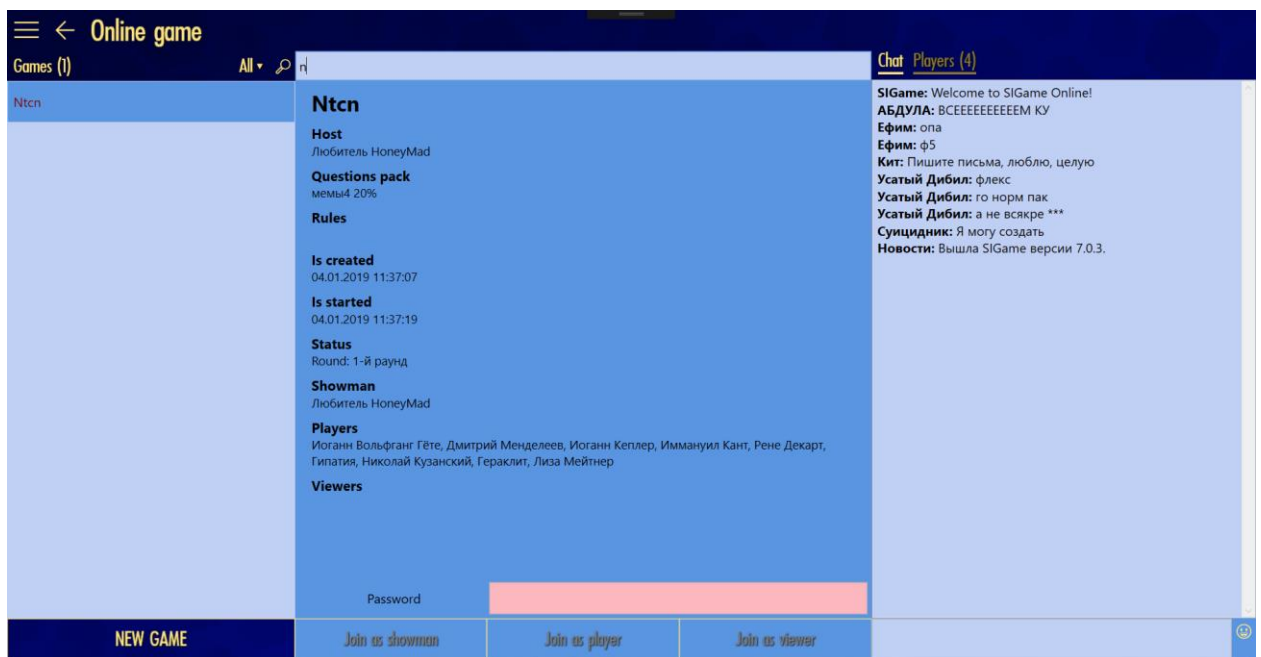
Confucius is found at least twice

Otherwise you may just start the game.

Online game

This menu item allows you to play with other people via Internet. You may join a created game or host a new one.

You may also talk to other players on the server.



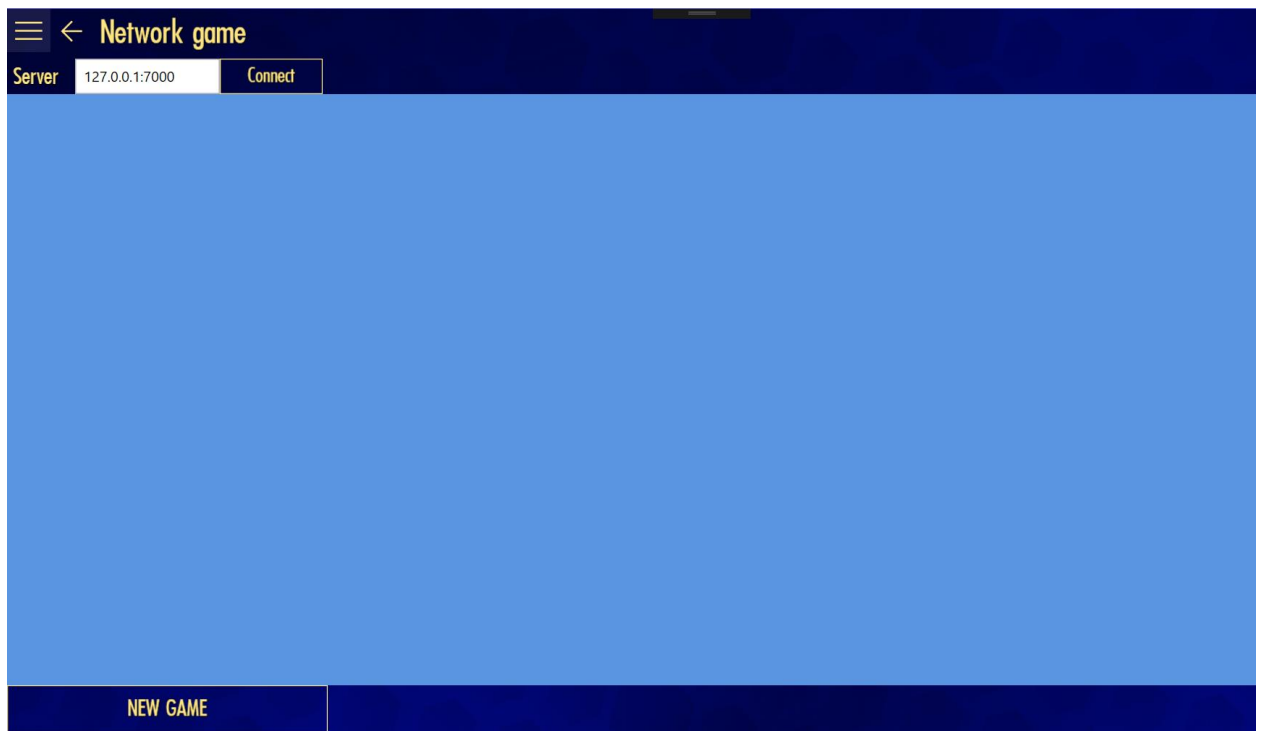
You'll see the list of games available on the server. You may click any of them and you'll see the detailed information about it. There will be buttons to join the game with different roles and (if necessary) to input password on the bottom side of the window.

The form has a blue background. It contains two input fields. The first field is labeled 'Game name' and contains the text 'SIGame'. The second field is labeled 'Password' and contains the text '888'.

You must specify the name of the game on the server and optional password (if you create a game for certain players)

LAN game

This is also a game with other people, but to join another game you have to specify its IP address and port.



You may also make a new game specifying its port

Port number

To creat a Network game you should play in LAN, have a real IP and set up NAT

About the game

This is information about the game.



Exit

You may leave the game using this button.

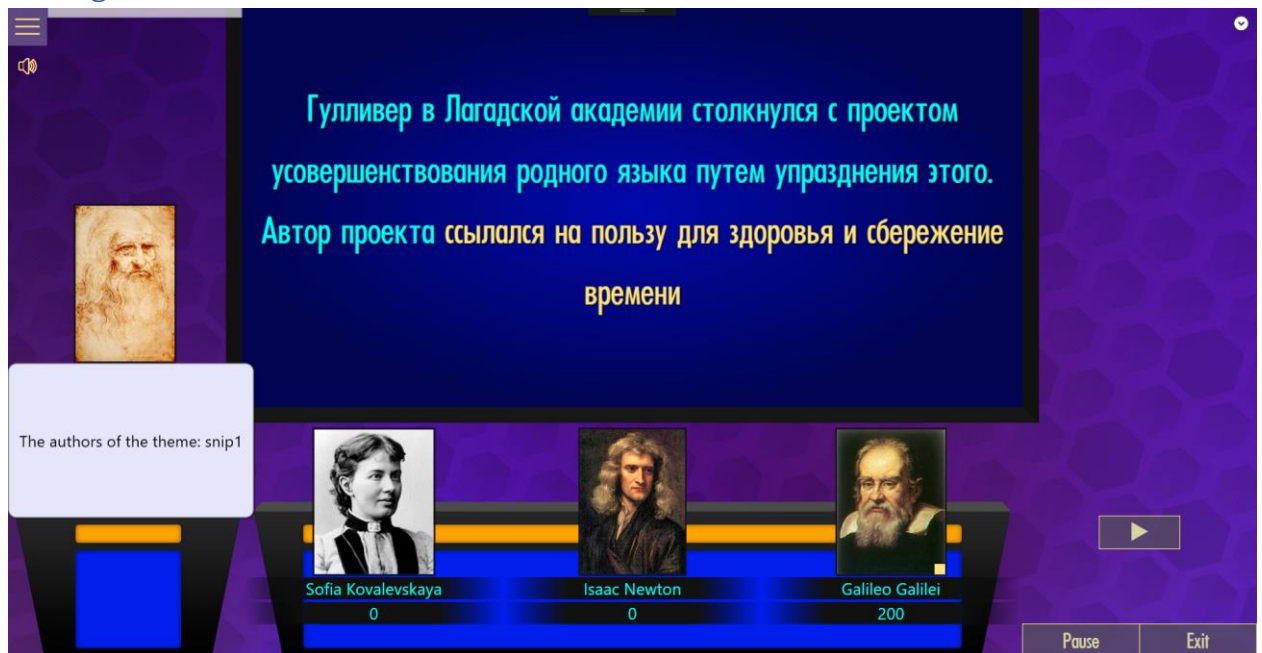
Supporting menu

This is a menu available to you always regardless you're in a game mode or not. It has functions that can be necessary at any time. The menu is located on the top left side of the screen.



You may also set up the keyboard button which will act as a game button on the player's table (a button you should press to answer a question) and the number of multimedia questions port. This port shouldn't be changed unless your firewall blocks it.

Main game



All commands in the game are intuitive. The game table is located at the center of the screen. You will see questions there. On the top left side of the screen you may find a strip indicating the time of round.

On the top right side of the screen you may see the chat containing current participants' list. You may send messages in the chat.

In the middle of the screen you may see the participants of the game. There is a game button on the right bottom side of the screen (visible if you're a player).

Making different decisions (entering the answer, choosing bet, and changing scores of players by the host) is available via supporting dialogs which will appear at the right time. Each dialog of this type will have a strip indicating the amount of the time left for making a decision. You should simply click the participant's avatar to choose him for different things like giving him a "Secret question". The question and the theme of the final round's choice are made directly on the table.

You may press the game button after the appearance of the frame on the screen. You can press it directly within the button on the screen or with a keyboard button set up in the menu. If you press the button before frame appears, the button will be blocked for a short time.

At the end of the game you may send a report about your game (if this option is switched on) and write a comment about the game. Reports helps to make the game better!