

**Contact us to
discuss your
specific game
show event!**



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Have fun while learning!



*Interactive Game Shows
with wInquiry Software*



**Entertain while you train,
with a familiar game show
experience that reinforces
knowledge as it promotes
team spirit!**

Checklist of Game Elements

Team Definition

Number of teams: _____

Method of team assignment: _____ team poll or
_____ assigned seating

Non-responding keypads scored? _____ Yes _____ No

Team names and Color for each team:

Individual Play

Will individual participants be scored? _____ Yes _____ No

Will individual identification be by keypad address number or name?
_____ number _____ name

Round Play

Will there be more than one round of game play? _____ Yes _____ No

If Yes: _____ # of Rounds Do you want point values to vary from round to round? _____ Yes _____ No Decide on # points per round.

Additional Scoring

Will there be any additional scoring, such as round bonuses, starting scores, or other special scoring needs? _____ Yes _____ No

Audio (Music and Sound Effects)

Do you want any special style, or theme for time clock music? ___Y___ N

Do you want sound effects to be used with polling events? ___Y___ N

Question presentation

Correct answer Highlight ___Y___ N

If Yes, ___ Before Graph ___ After Graph

Graph presentation ___Y___ N Standing screens ___Y___ N

Other _____

Custom Graphic Elements

Do you want to supply a background image or color scheme for use in the Game Show? _____ Yes _____ No

Do you have any other custom graphic elements you wish to incorporate in the Game? _____ Yes _____ No

Game Show Planning

Score Displays

Correct by Team – Shows the teams' percentage of correct responses to the last polled question.

Team Standings – Shows the teams' accumulated points for the entire game. Average Percent correct of all individuals can also be displayed as opposed to the cumulative score.

Top 10 Individual Scorers – Lists the top X (1-35) scoring individuals in the game.

Fastest Fingers – Lists the individuals that answered the last question correctly and fastest.

Round Scores – Shows the team or individual points scored in the current round.

Client Provides:

Question Content: The content basis of the questions to be asked may be product knowledge, popular trivia, or any other appropriate source of material that can be presented in a multiple choice question format with 2 to 10 choices, and have at least one correct answer.

Game Title: ARS can customize the “ARS” Add-on Module game show and background to reflect the theme of the meeting or your company, or product.

Team Names: Teams may be identified by name. Team names may relate to demographics (regions, department, etc.) or may be thematic.

Custom Audio & Graphic Elements: We are happy to work with you to accept custom audio and graphic files to incorporate in your event.

Master of Ceremonies: A host for the game show is assigned. The MC must be comfortable speaking in front of an audience, working from a script, and be a good motivator with a sense of humor.

Staging and Audio Visual: ARS can help make arrangements for staging or audio-visual elements as requested.

Table of Contents

WInquiry Software—Flexible Gaming Package	4
Audio Elements	4
Custom Graphic Elements	5
Other Game Elements and Accessories	5
WInquiry Standard Game Show	6
ARS Challenge Add-On Module	6
ARS Winner Add-On Module	6
ARS Squares Add-On Module	7
ARS Concentration Add-On Module	7
ARS Feud Add-On Module	7
Game Show Planning—Team Play	8
Game Show Planning—Individual Play	8
Game Show Planning—Scoring	9
Game Show Planning—Score Displays	10
Game Show Planning—Client Provides	10
Checklist of Game Elements	11

Interactive Game Shows

Audience Response Systems, Inc. has been involved in many meetings which utilized a game show atmosphere. Game shows are a wonderful method of knowledge assessment with groups because it allows the audience to have fun while learning while at the same time providing a level of evaluation.



Flexible Gaming Package

ARS WInquiry software is designed to be flexible for developing a multitude of games by allowing flexible tracking, scoring and display options. ARS standard game shows are essentially trivia quiz competitions. The quiz questions can be interspersed within a broader program of presentations, or can be concentrated into a single dedicated game segment. In either case, the game can optionally be divided into up to 10 'Rounds' of play. A round can contain any number of questions. Round divisions can be denoted with title slides, and accentuated with variations in background coloring and/or audio accompaniment.

Use WInquiry's add-on modules to add more variety with a familiar format.

Promote Team Spirit at your next event!

Audio Elements

The excitement and fun of ARS Game shows can be tremendously enhanced by the use of CD quality audio line output sound effects for question displays, time clocks, correct answer highlights and score displays.

ARS has a variety of sound effects which can accentuate the display of questions, correct answer highlights, response graphs and score displays. We also have a large selection of music clips in a variety of categories, and will be happy to work with you to incorporate any requests you may have for specific titles or categories.

Game Show Planning

Scoring

Team Scoring – Teams score points based on the percentage of correct responses to a questions. Each question can be worth from 100 to 900 points.

Individual Scoring – individual participants score points for each question they answer correctly. Each question can be worth from 1 to 9 points for an individual. Individuals can also have a starting score.

Round Scoring – If play is divided into rounds, the team and individual scores within each round are tallied separately from the overall tallies, and can be displayed at any time during the round. If desired, the point value of questions can vary from round to round.

End of Round Bonus – Optional bonus points can be awarded at the end of a round of play to the Team and Individual that scored the highest in the round. Bonus points can be from 100-900 points for teams, and 10-90 points for individuals.

Additional Team Scoring – In addition to the automatic scoring of keypad responses by the computer, manual adjustments (plus or minus) to the team scores can be made by the ARS operator. This can be used to give team a starting score, e.g. points earned in competitive events prior to the ARS game, or to score non-ARS game elements such as physical challenges or other activities that will be added to the team's score.

Scoring of Non-responses – Non-responding keypads can either be ignored or counted as incorrect.

Wagering – Teams can wager a percentage of their points against their team's ability to get the next question correct. Teams must gain a pre-determined percentage of their points to win the wager. For example, 75% of the team must answer the question correct to win the wager, otherwise they lose the wager and the points.

Game Show Planning

Team Play

ARS lets you divide your audience into teams, which compete to correctly answer trivia questions and accrue points. Teams can reflect internal divisions (such as department or region), or can be arbitrarily assigned. As many as 20 teams can be supported by the standard software; however, typical game shows work best with from 2 to 5 teams. (**ARS can provide team play for as many teams as needed with our full service offering. When you have more than 20 teams, scores are displayed in a text only format.**) Following are several considerations when planning team competitive play:

Team Assignment – individual participants can indicate which team they are playing for by responding to a special 'Team Poll' using the keypads. This allows open (unassigned) seating, but is limited to 10 teams when using the standard reply wireless response system. Teams can also be assigned according to seating sections, with individual seating within a team's area still being open.

Team Sizes - Teams *do not* need to be of equal sizes, as teams are scored based on the percentage of correct answers within the team.

Team Names – Each team can be given a name of up to 24 characters, though shorter names are recommended. Names can be strictly descriptive of the group divisions, or can be fun and fanciful.

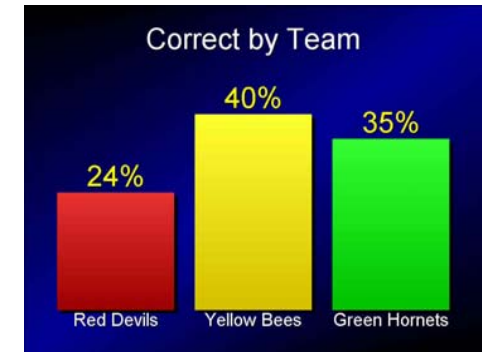
Team Colors – Each team can be assigned a specific color, to help identify it in the graphic display of scores. Team colors can be coordinated with other elements of the game, such as seating section assignments or team clothing (hats, t-shirts, etc.).

Individual Play

Individual participant responses can be tracked and scored at the same time as the team scores are tallied. Individuals scores can be displayed using only the keypad address number, or can be tagged to the individual's name. If tracking and display by name is desired, ARS will need to receive a complete list of expected participants prior to the event. When using the EZ or standard reply wireless response system, individual seating *must* be pre-assigned; with the Data-Back II wired system or the Reply IQ Wireless, seating can be unassigned and a participant can log into any keypad with any unique ID number.

Your next
event can be
FUN!

Point values can vary by question. See what percentage of the team answered the question correctly after each question and award that percent of the possible score to the team's cumulative points.

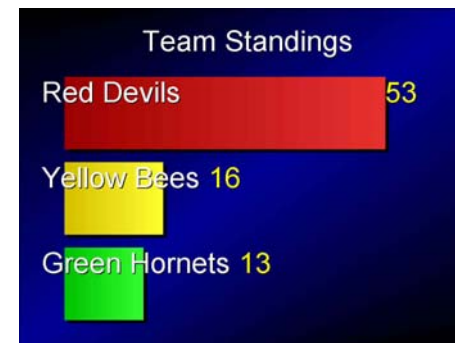


Custom Graphic Elements

ARS can incorporate client-supplied images as backgrounds for questions and score displays. We can also create custom graphic backgrounds and elements to your specification.

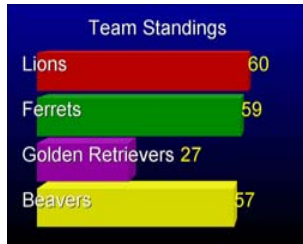
Other Game Elements and Accessories

ARS can work with you to add additional fun and challenging elements to your game show: between-round 'breakers', team identifying clothing or accessories, special signage, and prize awards.



Cumulative Points are kept throughout the game and can be reviewed at any time.

WInquiry Standard Trivia Game Show



WInquiry is designed for flexible gaming. You can track team and individual scores.

All WInquiry games allow for up to 10 rounds of unique play. Scoring, graphics and audio can be customized per round.

Teams Scoring may be tracked by percentage of correct response to each question being multiplied by the question's point value, or providing the total question's points to the highest scoring team. Individuals are given points for answering correctly.

Display of audience and team results is available for each question polled and accumulated team point standings are available on demand, by round or overall standing. Individual cumulative results are available for displaying the top x (1-35) scoring participants, by round or overall standing.

ARS Challenge Add-On Module



ARS Challenge is a fun game show format. Two to seven categories may be identified with variable number of point values. Game boards can be as small as 2x2 or as large as 7x7.

Final Challenge question rounds lets teams wager some or all of their accumulated points against their team's ability to answer the wager question correctly.

Category and point values chosen verbally by team captains, buzz-in system (staging elements not provided by ARS) or lottery.

ARS Winner Add-On Module



ARS Winner is a game played with the goal of producing a winning individual from a larger group of contestants, while still involving the entire audience.

Fastest and most accurate responses are tracked for advancing into the "Hot Seat Round" of play.

"Hot Seat Round" features questions with increasing levels of difficulty and "help line" options to build suspense and excitement.

Audience participates by voting on all questions, while "Hot Seat" Contestant answers verbally.

Full service events only

ARS Squares Add-On Module



Full service events only

ARS Squares is based on the classic tic-tac-toe games, teams or individuals use their knowledge to compete to get three squares in a row. Each square contains a multiple-choice question, which can be "won" by the controlling team or player with a correct answer.

The entire audience plays along, answering questions and accumulating scores throughout the game.

Multiple options for controlling game play— Manual Control, Team "Head-to-Head" control, Team Control or Individual control.

ARS Concentration Add-On Module



Full service events only

ARS Concentration is modeled after the popular card game. Teams compete for the chance to select "matches" by answering product knowledge or other quiz questions.

Teams receive points for each percent correct they score on a quiz question. The team that achieves the highest percent correct, receives a change to guess a match from a grid of graphic images and earn bonus points. A player from the team is chosen to select "matches" for their team.

A "rebus" puzzle, such as the one shown, can be placed in the image and revealed as matches are made giving a team the chance to solve the puzzle, adding extra points or winning the game.

ARS Feud Add-On Module



Full service events only

ARS Feud allows two teams to compete for points by trying to guess the most popular answer to survey questions.

Survey questions are tailored to your area of expertise. The program gathers and sorts answers based on response level and creates a game board per survey question.

The game has multiple rounds of play and a bonus round for awarding of final prizes.