

FUTURE FACES OF PHYSICS

Physspardy



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Rules & Instructions

Physpardy Rules and Instructions

Running the Game

We suggest having three people administer the game: Host, Scorekeeper, and Game Operator.

Host

The host is responsible for introducing the game, reading the categories at the start of each round, reading the clues, and judging the answers. The answers do not appear on the Physpardy board, they are given only in the *Host Manual*. If no correct response is given to a clue, the host is responsible for reading the correct response. See *Host Manual* for details.

Scorekeeper

The scorekeeper is responsible for keeping score for all of the teams. If a team provides the correct response to a clue, they earn the value of the clue. If they answer incorrectly, the value is subtracted from their score.

The questions range in point value from 100 to 500 in the Physpardy round and from 200 to 1,000 in the Double Physpardy round.

Game Operator

The Game Operator is responsible for running the PowerPoint game board and clearing the buzzer system after the question is read. This is done by pressing the white “Teacher Control Button.” Details on running the game board are given below.

The Board

The Physpardy “board” is a set of Microsoft PowerPoint presentations, one for each round (Physpardy, Double Physpardy, and Final Physpardy). To use the board, open the Physpardy round and view the slide show. The second slide in the presentation is the grid of categories and clue values.

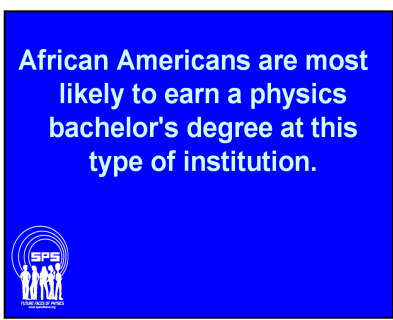
Each clue value is hyperlinked to the corresponding clue in the system. For example, if you click on *Stands for It, 200* in the practice round you will be taken to slide 19, which displays the appropriate clue. **Make sure you select the number on the grid, not the general box area.** Once the clue has been played, click anywhere on the slide to go back to slide 2. You will be able to tell which clues have been played by the change in font color of the values on slide 2. **To use this board properly, you must use a mouse, not the arrow keys.**

When a Daily Double slide comes into play, click on the middle of the slide to go to the corresponding clue after the team has made their wager.

The Double Physpardy round (round 2) is set up identically to the Physpardy round, although there are two Daily Doubles and the point values are doubled. The Final Physpardy round only has one question.

Fabulous Fields	Know the Stats	Name 'em	Stands for it	Pop Culture
100	100	100	100	100
200	200	200	200	200
300	300	300	300	300
400	400	400	400	400
500	500	500	500	500

Slide 2 in each round is the main Physyardy board.



Each value on the board links to a clue. Click anywhere on the slide to return to the main board.



Click on the middle of the slide to go to the Daily Double clue.

The Buzzers

Set your Eggspert buzzer system to “Quiz Show” mode for the game (see directions in the package). The volume and timer options are not necessary, but can be used. We recommend not using the timer, because the only way to turn off the timer is to clear the buzzers (or let time run out). But if you clear the buzzers before the next question is read, chances are high that teams will buzz in before the host has finished reading. This is distracting for the host, players, and audience.

Teams

We suggest 2-4 people per team (more than 4 tends to get crowded), and up to 6 teams can play at a time. Each team should be situated around one of the colored buzzers.

General Play

The team with the pink buzzer begins the game by selecting a category and point value (e.g. "Fabulous Fields for 100"). The host then reads the clue, after which the Game Operator clears the buzzers. Then any player on any team can buzz in by hitting his or her team's button.

**When we allowed teams to buzz in at any time, they tended to buzz in even before the clue was read, under the assumption that they could figure out the answer. Not only is this less fun, but then players and audience members don't really have time to think about the question.*

The host recognizes the first team to buzz in (the corresponding light on the Eggspert system will go on), and calls on that team for a response. As in the similar quiz show on television, contestants must give the response in the form of a question (for example, “Who is Einstein?”).

Teams are allowed to discuss responses prior to buzzing in, but all conversation must stop when someone buzzes in. The person that hits the buzzer must be the same person that gives the response.

A correct response earns the point value of the clue, and gives the answering team the right

to select the next clue. **If the player gives an incorrect response or fails to answer in time, that amount is deducted from the team's score.** Then the Game Operator clears the buzzers and another team may buzz in and respond. If no correct response is given, the host reads the correct response, and the team who originally chose the question maintains control of the board.

-Daily Doubles

There are a total of three Daily Doubles – one in the Physpardy round and two in the Double Physpardy round. Only the team that receives a Daily Double may respond to its clue. The team may wager as much as the maximum amount of a clue on the board (1000 in the Physpardy round and 2000 in the Double Physpardy round) or as much as they have accumulated, whichever is greater, but they must wager at least 100.

When a Daily Double comes up, the scorekeeper should announce the scores of each team. The team that picked the Daily Double should decide how much they want to wager and then announce their wager to the scorekeeper. After the clue is read the team may discuss the answer, but they only have 10 seconds to give a response.

-Double Physpardy

The team with the lowest amount of points at the end of the Physpardy round makes the first selection in Double Physpardy. If there is a tie for this position, the team with the color corresponding to the longest wavelength goes first.

-Final Physpardy

If a team finishes Double Physpardy with either 0 or a negative score, they are eliminated from the game and don't participate in Final Physpardy.

At the start of the Final Physpardy round, the host should pass out the Final Physpardy cards. Then the host should read the category (the second slide in the Final Physpardy round), and give teams 10 seconds to discuss how many points to risk. A team can risk any amount up to the amount they have already won. Teams should write their wager their Final Physpardy card.

Then the clue is revealed and read by the host, and teams have 30 seconds to write their response on their Final Physpardy cards. Teams are allowed to discuss their answers. The host should give warnings at ten, five, and two seconds remaining.

At the end of the 30 seconds, teams display their cards in turn (beginning with team that has the pink buzzer) and final scores are tallied. The team with the highest score wins.