



# **BOOM TRIVIA**

**BOOM INDUSTRIES**

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# Trivia

## What is it?

Displayed on your TVs, **Boom Trivia** is an interactive, video-based experience for your customers without the need for expensive DVRs, game boxes or kiosks or having to learn how to use them! They can't be beat as simple, low-cost, effective ways to boost your business **and** keep your customers coming back week after week!

All trivia questions have been researched and written by professional writers, and sources have been verified.

***Should you so choose, no host is required to read the questions and answers. Our Trivia Games can do all the work!***

## Categories

- **I Must Have Played Hooky That Day Trivia**  
(General Knowledge)
- **Theme Trivia**  
Over 100 different topics to choose from \* Multiple games are available for each topic
- **Sports Trivia**  
(Eight different categories of Sports Trivia are available)
- **Why Would I Know That and Why Would I Care?**  
(Useless Information)
- **Special Events Trivia**  
(Holiday Trivia \* Available the month of the appropriate holiday)

Special Sports Events (Super Bowl, World Series, Stanley Cup, March Madness, and more) **Remove** \* Available the month of the appropriate Event)



## **Gameplay**

**Boom Trivia** couldn't be simpler. Just **choose** the **Boom Trivia** of your choice, pass the Game Forms out to the players (individuals or teams), press "Play", and watch them compete!

Each game consists of 40 multiple-choice questions with an Answer Segment at the end. During the Answer Segment, customers score their own Game Forms. High-scoring patrons submit Game Forms to a staff member, who double checks scores and declares a winner.

**Build Your Own Game:** Build Your Own Games! We have 10 and 20 Question Mini-Trivia Games for General Knowledge, Theme, Sports, and Useless Information so you can mix-and-match as many as you'd like to create the game that best suits your needs. Other than the number of questions, these games work exactly like **Boom Trivia**.



## **How It Works**

1. Connect your computer to the internet and to all your TVs. (See "Getting Started")
2. Visit the Boom Industries homepage to view all games available. Choose the game or games of your choice.
3. Using the games' menu, choose the game you wish to play from the games you have downloaded. At that time you can print the Answer Sheet used to double-check the winner's Game Form. Needs Discussion
4. Pass out the two-piece trivia Boom Game Forms to your patrons.
5. Press "Play" and the game will begin. Pausing or stopping the game is not necessary.
6. There are two segments to **Boom Trivia**. The first is the Question Segment, which hosts 40 questions. Each question will appear on the TV screen for 20 seconds, followed by four multiple choice answers, also for 20 seconds. The question and answers will repeat one more time for a total of one minute and 20 seconds for each question. During the Question Segment of the game, patrons choose their answer by circling the proper letter (a, b, c, or d) on their game form.
7. When all 40 questions have been played, the player must answer the Tie-Breaker Question located at the bottom of the Game Form.
8. After the Tie-Breaker Question <Delete>, the video will display

a 10-minute break before the Answer Segment begins. The host does not have to pause or stop the video; the built-in countdown will do all the work. During this 10-minute break, the host collects the Master (white) copies from all the participants and places them in a safe location.

9. The Answer Segment will begin at the conclusion of the 10-minute break. During the Answer Segment of the game, patrons will correct their own paper. (*Players enjoy correcting their own game forms as much as answering the questions!*) The question will appear on the TV screen for 20 seconds followed by all four multiple choice answers. The wrong answers will disappear from the screen one at a time, leaving the correct answer. At the end of the game, participants will enter their score at the top of the game form where indicated and hand-in their answer (yellow) copy to the host.
10. By using the preprinted numbers at the top of the trivia game forms, the host must match the winner's yellow copy with the white master copy. It's best to staple them together. Using the "Answer Sheet", the host must double check the winner's white master copy for any errors the participant might have made. There is no need to check everyone's game form – only the winners.
11. All that is left is to make the announcement of the winner or winners!
12. For added fun and excitement, before revealing the winners, you should announce what the average score was for the event.



## **Promoting the Trivia Game**

Once you've set up your Trivia event, it's time to get people to pack your establishment. Here are some helpful tips for promoting **Boom Trivia**.

- ✓ Allow 3-4 weeks prior to your **first** trivia event for promotion.
- ✓ Post the **FREE FLYERS** supplied by Boom Industries.
- ✓ Contact your local distributors. They will be more than happy to supply you with free vinyl banners and table tent signs.
- ✓ Send flyers to Fire Departments, Police Departments, Grocery Stores, etc. where your one flyer will be exposed to large groups of people who will come to play **Boom Trivia**.
- ✓ Promote your trivia event on Facebook, Twitter, and other social networking sites. This is an easy, **FREE** promotion.
- ✓ Advertise your first showing as a "Special Event" or "Party." Serving free food or appetizers (for your first event only) is highly recommended.
- ✓ The best way to advertise is by word of mouth, beginning with you and your employees! *ALL employees* should approach your customers individually (especially employees working the trivia event) and tell customers about **Boom Trivia**. If you address the people yourself, they will come! And the word will spread!
- ✓ Promote your trivia event via your emailing list. If you don't have one, you should start one.

- ☑ Always post and promote the winner of each *Trivia Event*; post it on a wall, your website, Facebook, Twitter, etc.



## **Playing the Game**

### A. **Our Clients:**

Bars, Clubs, Cafés, Restaurants, Pizzerias, Bowling Centers, Billiard Centers, Fraternal Orders, Veterans Organizations, Hotels, Military Bases, Churches, Colleges and many more!

### B. **Important Facts That You Should Know:**

1. There are **four different trivia categories** available *each and every* week.
2. You can **host an unlimited amount of games** every week if you like, and you can host them any day and at any time!
3. The average running time for each 40 question game is approximately **90 minutes**. This does not include checking the winner's game form and announcing the winner.
4. We intentionally created our games to run approximately 90 minutes. (See items C & D6 for more information.)

### C. **Choosing a Day and Time:**

1. Although we have four different trivia categories available every week, we suggest you **choose a**

**particular day or night** that would be best for your “main” trivia event.

2. Deciding on a time would depend on whether you choose to host one or two games per event.
3. Should you decide to host only **one game**, we recommend you begin at **8:00pm**.
4. We highly recommend hosting **two games** for your “main” trivia event. If you choose to do so, you might want to begin your **first game** at either **7:00pm** or **7:30pm**. At these starting times, you can begin your **second game** at **8:30pm** or **9:00pm**.
5. We suggest you start off with one night of trivia per week. Once you’ve established that night as your “main” trivia night, we recommend hosting a second night of trivia. (See D3 for more information on how to break up your trivia nights.)

#### D. Choosing Your Games:

1. Whether you host one game or more for your “main” trivia event, we HIGHLY recommend you **host a “General Knowledge” game**. With our many years of experience, we have found that most players prefer “General Knowledge Trivia” more than any other category. If you watch game shows on TV, you’ll notice most questions are in the General Knowledge category.
2. Should you decide to host two trivia games in a single event, you will then be able to break up the action. The **first game** should always be **General Knowledge Trivia**. The **second game** can now be one of the other three categories that are available to you: **Theme Trivia, Sports Trivia,** or



**Useless Information Trivia.** We do not suggest that you play a second **General Knowledge** game in case you host a second trivia event in the same week. **Sunday afternoons** are great for a planned trivia event or for a spontaneous game to keep customers in your venue.

3. If you decide to host two nights of trivia, your “main” trivia night should still be **General Knowledge Trivia**. Your second night can then be any combination of **Theme Trivia**, **Sports Trivia**, or **Useless Information Trivia**.
4. You also have the opportunity to mix and match trivia games with our **Build Your Own Game** option. With 10- and 20-question games from all four categories, you can customize the trivia experience to best suit your customers.
5. Another scenario that has been a *huge* success for our venue owners is hosting a **Trivia Tournament** from *time-to-time* on a slow night. (See Item F)
6. Another important reason for the 90-minute running time is as follows:
  - a. We have many clients that are **restaurants** rather than bars. They host a “**Dinner and a Game of Trivia**” event, an awesome idea for those days of the week when the dinner hour is normally slow! The 90 minute running time is perfect for this scenario; not too long, not too short. We also have restaurants that promote another round of trivia shortly **after** the dinner hour to keep customers in the venue spending more money.

- b. Our **Bowling Center** owners also find the 90 minute running time perfect for promoting a **“Night of Bowling and a Game of Trivia”!**
- 7. **Special Events Trivia** will also be available. These games are mostly **Holiday Trivia** and **Special Sports Events Trivia** that will be available the month of the appropriate Holiday or Sporting event. For example, in the month of March, we will have St. Patrick’s Day Trivia and March Madness Trivia available.

E. **Individual-Play:**

- 1. We recommend that you promote your **main trivia events** as **Individual-Play** for two reasons:
  - a. Many people want to play trivia but don’t have a team; Individual-Play events accommodate these people.
  - b. The people that show up in groups will end up working together anyway. It’s a lot more fun when you have your own game form but can still discuss the questions and answers with others.

F. **Team-Play and Tournaments:**

- 1. From *time-to-time*, host a trivia tournament on an off night totally separate from your main trivia event!
- 2. Suggestions:
  - a. Host a Four Week Tournament (one day a week for four weeks).

- b. Create Four-Person teams. For additional fun, have teams come up with a team name. (Note: For added fun, you can even award a special prize to the team with the best name!)
- c. Have participants pay-to-play. We recommend \$5 per person (\$20 per team) per week.
- d. We highly recommend that each player has his or her own **game form** instead of one form per team. Many trivia hosts only allow teams to use one game form. The problem with this is that **less active team members feel left out** and **often quit** the team. It's more fun when everyone has their own game form so they can choose their own answers. Multiple game forms also create different game-playing strategies.
- e. Each team members' game form will earn the standard points as they would in "Individual Play", however, at the end of each night of Tournament-Play, team **members tally their scores collectively** coming up with the team score. For example: Player One has 35 correct answers, Player Two has 28 correct answers, Player Three has 34 correct answers and Player Four has 30 correct answers. The team will then **add all four scores together** coming up with the "Team Score" for that particular game. In this case, the team score is 127 points.
- f. Team members should work together by discussing the question and the four multiple

choice answers, attempting to reach an agreement about which answer is correct. If team members **cannot agree on one correct answer, different strategies can be used**. Let's say a team eliminates two of the wrong answers but cannot agree on the last two. Strategy One: All four team members can choose one of the two answers. If they are correct, they earn four points for the team. However, if they are wrong, they earn zero points. Strategy Two: The team may decide to split their answers. Two members will choose one of the two answers, while the other two team members choose the other answer. Using this strategy, the team will earn at least two points instead of zero. These are just a few examples of different game-play strategies that can occur, especially on the second and third night of Tournament-Play.

- g. In the event a team member or members are absent, **always allow substitutes**. Remember, you always want as many people in your venue as possible. In the off-chance that a substitute cannot be found, that team forfeits a game form for the missing player. For example, if there are only three players on a team, only three game forms are allowed. We highly suggest you do not allow an "average score" for the absent player. This will cause major scoring problems.

3. Game Rules/Guidelines:
  - a. Choose which **category** will be played for each tournament event. If you choose General Knowledge, we suggest you keep that category for all four days/ nights of tournament-play. Another option is to play each of the other three categories that we have available. For example, **Week 1:** Theme Trivia, **Week 2:** Sports Trivia, **Week 3:** Useless Information Trivia. Of course, there are other options for you to choose as well.
  - b. At the end of game play, it will be necessary for you to **double check ALL participants' game forms** in case a player has made an error. This will take more time than your weekly game; however, it will also keep your patrons in your venue that much longer. **Tip:** If you want to speed up the process, you can have a few employees help double check the game forms.
  - c. The "Tie Breaker" question does not come into play for Team-Play Tournaments.
  - d. Each team's nightly score is the total of all four team member's points added collectively. Team score totals will be added every week until the end of the tournament. For example, if a team's score was 120 points for the first week, 132 points for the second week, 145 points for the third, and 128 points for the fourth (and final) week,

their total score is 525 points. The team with the highest total score will win the tournament.

- e. For added fun and excitement, announce the standings (along with the team scores) every night of the tournament. Start from the team that has the lowest to the team that has the highest score. At the end of game-play on the second night, announce the standings of THAT night and then announce the standings of the scores of the two nights added together. On the third night, do the same thing; first announce the standings for that night and then the standings for all four nights collectively.
- f. We recommend awarding prizes to the top two or three teams.
- g. If possible, start another tournament right away. Another option is to wait 3 or 4 weeks and then begin a new tournament.



## **Prize Suggestions**

### A. **Awarding Prizes:**

1. Award prizes for First Place and Second Place. If you're bringing in a large crowd, we suggest a Third Place prize as well.

### B. **Suggestions for First Place prizes:**

1. A Gift Certificate or Gift Card to your establishment.
2. A Cash Prize (Chances are, they'll spend their winnings in your establishment celebrating their win).
3. A "Play-Off of Champions" certificate. (See Item E for more information). A "Play-Off of Champions" certificate should be awarded **along** with the Gift Certificate or the Cash Prize.

### C. **Suggestions for Second Place prizes:**

1. A Gift Certificate or Gift Card to your establishment; however, the value should be less than the First Place Gift Certificate.
2. A Cash Prize; however, the amount should be less than the Cash Prize for First Place (Again, they'll

probably spend their winnings in your establishment celebrating their win).

3. **Possibly** a "Play-Off of Champions" certificate. (See Item E for more information).

**Note:** Award Second Place winners a "Play-Off of Champions" certificate only if you are drawing a large crowd.

D. **Suggestions for Third Place Prizes:**

1. Your Establishment's custom T-Shirt.
2. A custom "Trivia" T-Shirt.
3. A coupon for a **Free Pizza** or a food item of similar value.
4. Do NOT give away a "Play-Off of Champions" certificate for third place.
5. **Special Note:** Unfortunately, there are many people who come to play trivia but never do well enough to make it to First Place or Second Place thus losing any opportunity to win a prize. We have come up with a phenomenal solution for that problem. For the Third Place Prize, we recommend that you host a raffle by using the **yellow copy** of the trivia game form as a raffle ticket. By doing so **everyone** has a chance to win! This method has been extremely successful!

E. **A "Play-Off of Champions" event:**

1. Host a special Play-Off event every few months for all past winners.
2. People love bragging rights! You will find out that your winners will talk more about earning a



*"Play-Off of Champions"* certificate than winning any other prize!

3. Award First Place Winners (and possibly Second Place Winners) a certificate to participate in the *"Play-Off of Champions"*.
4. Many of our venue owners host their *"Play-Off of Champions"* event on the same day/night as their main trivia event and others host on a different night entirely.
5. **Special Note:** Chances are, you may have the same person win multiple times, especially if you're giving away *"Play-Off of Champions"* certificates for second place as well. We highly recommend that you allow them to earn multiple certificates. If you do not, you'll lose them as a regular player. There are two options available regarding multiple wins by the same player.  
**Option one:** Allow the winning player to give away his *"Play-Off of Champions"* certificate to others. Although we do have venue owners who do this, we do **not** condone this method and believe it's unfair to others. **Option Two:** Put the name of the winner on their winning certificates to assure that only that person uses the certificates. You will then award the player one game form for each certificate they present.
6. We suggest that you definitely award prizes for First Place and Second Place. Depending on how many participants you have, you may want to award a Third Place Prize as well.
7. Cash Prizes is always best for the *"Play-Off of Champions"* and the amount should be greater than what you awarded during regular game-play.

F. **SPECIAL BONUS IDEA:**

1. Promote and **award a special prize** to any player who gets a **perfect score**. It is *extremely* difficult for a player to get all 40 questions correct.

G. **Miscellaneous Notes:**

1. If you are utilizing our **Boom Bucks**, you can also incorporate your Boom Bucks with the prizes.
2. Talk to your distributors! You should be able to get plenty of *FREE* merchandise from them. We're not big fans of using a vendor's lower end merchandise as prizes. However, if the merchandise is higher end (sweatshirts, jackets, etc.), that would be suitable. You may also use the vendor's T-Shirts as prizes. **But they should only be used if the name of your establishment is printed somewhere on the shirt**; then they become more unique. However, we only recommend using these T-Shirts as Third Place Prizes.

