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## Introduction

Finholm's online trivia is a coping mechanism implemented to provide a brief respite from our current social situation where many of us are restricted to our homes in order to combat the spread of the COVID-19 pandemic.

Typically, friends and family gather in numbers at Finholm's Market and Deli in historic downtown Gig Harbor weekly on Wednesday evenings, partaking in social thirst quenching and interaction with each other. COVID-19 has put a temporary stop to that, but we press on!

## General Information

Following our inaugural online session held on Thursday, April 2<sup>nd</sup>, 2020, the intention will be to play online each Wednesday evening until we have defeated the invisible attacker and are released to our own social discretions.

Online play will consist of two primary methods of interaction. An online meeting using Microsoft Teams will be scheduled for each weekly gathering. Using Microsoft Teams will facilitate players to see and hear others who are joined to the meeting. When connected using MS Team, participants will be able to talk/listen, chat and view video feeds. A dial in option will also be provided for those who do not have/desire to use MS Teams for connectivity. Those who dial in will only be able to participate in 2-way audio, no access to video or chat will be available. The other interaction is in the game itself and is completely independent of the conference in MS Teams.

The online trivia game is facilitated using an application called CrowdPurr. Participants do not need to download/install anything on their device in order to play. CrowdPurr game is accessed using your internet browser. The game can be played on virtually any internet enabled device such as your smart phone, tablet or laptop/computer. The choice is yours. You can play the game online in your browser and not be connected to the MS Teams meeting/dial in option, HOWEVER, you will NOT be privy to the conversation that supports the fluency of play let alone the social interaction that is intended with this effort.

Each week, information, links to join MS Teams meeting and play the game will be provided at <http://trivia.finholms.com> . Dial in information will also be indicated there.

— Welcome To —

# FINHOLM'S

## ONLINE TRIVIA

### Information and Guidelines

Join via [Microsoft Teams](#) for audio and chat or:  
Dial in teleconference: [509-530-1520](tel:509-530-1520)  
Conference ID: Will be posted in advance of game!

6:30 PM - Phone line open  
6:45 PM - Briefing of players, pregame assistance  
7:00 PM - 5 rounds of online trivia begin

Link to join online below as well as the categories for the 5 rounds to be played.

Call in and play on your phone, tablet or computer!  
Please pitch in to support the cost of hosting online trivia, thanks!

 OR ApplePay 253-973-9101

## JOIN THE GAME

### Advice for MS Teams meeting participation

In order to participate in full, it is recommended that you join the MS Teams meeting rather than dial in. You do not have to have an account with Microsoft/Teams in order to participate. Details on how to join from your Desktop/Laptop as well as your mobile device can be seen here:

[Join a meeting without a Teams account](#)

If you prefer or for whatever reason cannot join the MS Teams meeting, dial in is your other option. Each week I will provide a dial in number and conference ID that you can use to connect to the audio portion of the meeting via your telephone.

## Advice for gameplay

Playing the game does not require that you are connected via MS Teams or being dialed in, however, your experience will be diminished if you are not connected to the conference one way or the other.

To join the game each time it is scheduled, players will need to visit <http://trivia.finholms.com> where there will be one or more links to "Join the Game". Generally, the game lobby will be open well in advance of the start of play. Players who join in advance will be prompted to enter their name and to select a team if team play is enabled.

Experience has shown that in order to have the best experience while playing, when using your smart phone to play, it is recommended that you hold the phone upright. Turning it sideways will result in having to scroll in order to see all the game content. Using a tablet will afford players more screen space so use your judgement on device orientation. Gameplay using your laptop or desktop computer will afford you the most screen space, yet unless you have a touch screen, you will be required to use your mouse/touchpad to interact.

## Gameplay basics

Players participate individually under separate player names. Players may opt to participate in proximity to each other while using only one player/device, yet it is recommended that each player participate individually.

When team play is enabled, which is likely to be most/all of the time, players select their team upon connecting/entering their player name.

The image shows a mobile app interface for 'FINHOLM'S'. At the top, there is a logo with three lit light bulbs and the text 'Welcome To FINHOLM'S'. Below the logo, the text 'REAL QUICK... ENTER A NICKNAME!' is displayed. A message states 'We need a nickname to show on the leaderboard.' Below this is a text input field containing 'e.g. Karen M'. Underneath the input field is a dropdown menu labeled 'Select Your Team...' with a double-headed arrow icon. At the bottom of the form is a large blue button with a white arrow and the text 'Go!'. At the very bottom of the screen, there is a small line of text: 'By signing in you accept our [Privacy Policy](#), [Terms & Conditions](#), & [GDPR Compliance Policy](#).'

Players accrue points as individuals even while participating on a team. The average of all players individual scores results in the team score. Winners are based on both individual scores as well as their team average score. Prizes will be awarded to individuals and to teams as determined by the host.

In the run of play, the format will be that the host will display and read aloud the question to the players. Immediately upon completion of reading the question out loud, the host will start the response timer and the multiple-choice list of answers will be displayed on the players device. Players then compete to answer the question correctly as quickly as possible. Typically, players will be afforded 15 seconds in which to select their answer to the question, all the while, the points for a correct response are diminishing until the timer expires and no more responses are allowed and the points available is zero.

Once time and points expire for each question, the host will display the player responses, the correct answer as well as individual and team average scores. After displaying the results for the question, the host will move on to the next question and start the process over again.

## Etiquette during gameplay

Players are encouraged to engage in conversation on the MS Teams meeting/dial in conference prior to and after game play, as well as during breaks, between rounds of play, etc. While engaged in play, players should mute their microphone so as to not create a disturbance to the host while he/she is facilitating the round of play.

If you experience issues during play, you are welcome to attempt to communicate them to the host, however, the host may or may not be able to provide assistance and will use his/her judgement as to the impact on game play in the interest of all players. There is no guarantee of gameplay without issue and players are asked to be respectful of the general intention and not allow their experience to negatively impact that of the greater group of participants.

The entire process of establishing gameplay, conference interaction and hosting the session are works of volunteer(s) and will be developed based on experience and knowledge gained during use of the platforms involved. Please anticipate that there will be problems from time to time and that the host

will do what they are reasonably able in order to resolve issues as they arise and will also endeavor to continually improve processes and the overall experience of the game.

## Hosting online trivia

The effort to host this activity is accomplished by volunteers and carries some expense. Players are asked to contribute a small amount of funds in support of the license(s) for use that are required in order to facilitate conference interaction as well as the game platform itself. The cost to operate is approximately \$75.00/mo. Means to donate in support of this effort are available on our website, <http://trivia.finholms.com> . Thank you.

## Social Media

Be sure to follow us on our website and on FaceBook. Our group page is:

<https://www.facebook.com/groups/404711643558711/>