

# **Trivia Crack Game (Honors College History Trivia)**

## **Created by Marshall Altringer and Joy Flourney**

### **How to Play:**

The game's questions are based on six categories:

- Curriculum
- Fun Facts
- Student Life
- Dates and Events
- People
- Boise State History

The game has 5 characters, one to represent each category and the Bronco head to represent the Boise State History category. The objective of regular play is to answer questions correctly and in doing so, be the first to acquire all six characters. In the Regular and Challenge modes, the time limit to answer the given question is 10 seconds.

The team spins the wheel and is then asked a multiple choice question determined by the category the wheel lands on. Each time the team answers a question correctly, one slot in the Buster Bronco gauge is filled. The team has a chance to obtain a character anytime the 3-slot Buster Bronco gauge is filled by either landing on categories and answering questions correctly 3 times, or by landing on the "Bronco" slot, which automatically fills the Buster Bronco gauge and immediately grants the opportunity to obtain a character.

Each time a team gains the opportunity to obtain a character, they are asked which way they wish to try for it: the "Bronco" method or the "challenge" method. If the team chooses the Bronco method, they are asked to choose which category-based character to try for from a list of characters they have not yet obtained. The team will be presented with a question from the category associated with the character. If the question is answered correctly, the team wins that character and either continues trying for the remaining unattained characters, or wins the game after obtaining all 6 characters. The team can also choose the "challenge" method, which gives them an opportunity to steal a character from their opponents, but in doing so must bet one of their own characters. Challenge mode can only be done if both teams have at least one character. In challenge mode, the team is given 3 questions in a row to answer (correctly or incorrectly), then their opponent is given the same questions. If the challenger answers more questions correctly, they are able to steal a character from their opponent. If the challenger loses the challenge, they also lose the character they bet. If there is a tie, the defending player receives an extra question, in which the winner of the challenge is dependent on whether the defender answers the question correctly.

A game is over after either one of the teams obtains all 4 characters, making them the winner, or a total of 10 rounds have been played. A round is completed each time both players play their turns until they answer a question incorrectly. If 10 rounds are played and neither team has obtained all the characters, the team with the most characters will be the winner. If both teams have the same number of characters, a 4-question challenge will be presented to each team, and the winner will be the one that answers the most questions. If both teams tie the challenge, the team that initially started the game will be the winner.

### **Sportsmanship Rules**

- The use of technology during game play is prohibited.
- No trash talk or foul language - your characters are subjected to being taken away by game proctors!
- No talking while the other team is answering a question.
- If the team doesn't answer the question within the allotted time then neither team receives the point.