



OUTSMARTED

QUICK START INSTRUCTIONS

(FOR APP VERSION 1.3)



Download on the
App Store

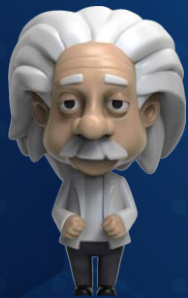


GET IT ON
Google Play





QUICK START INSTRUCTIONS



The LIVE QUIZ SHOW !! BOARD GAME

Feel the pressure... Rack your brains... Beat the clock! As you try not to be... Outsmarted!

Get ready for the ultimate test of knowledge, mental agility, logic and strategy as a contestant in the Live Quiz Show that's hosted by Outsmarted. It's a race against time AND your fellow contestants as your chosen miniature genius makes their way around the Outsmarted board to attain the six IQ rings.

Collect all six IQ rings to make it into the dramatic Final Round, where victory is yours for the taking!

Outsmarted!



QUICK START INSTRUCTIONS

STEP 1 - GETTING STARTED

THE GAME BOARD

Start out by selecting a genius miniature to represent each player or team. Then place all participating miniatures in the yellow start circle, ready to begin.



THE OUTSMARTED APP

Next you'll need to register your board's license key in the Outsmarted app. It is essential to ensure you are correctly registered, particularly if you are using an Apple device. Failure to register correctly will lead to you getting repeat questions. For assistance with the registration process, please visit our support website: www.outsmarted.app



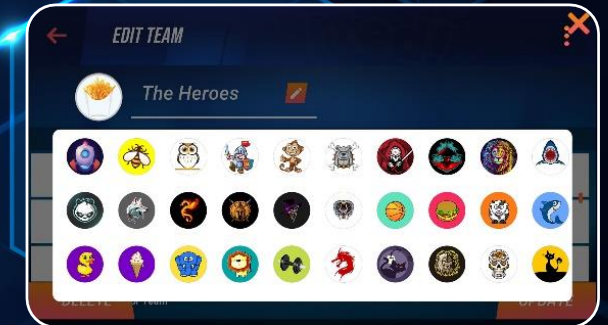
STEP 2 – CREATE PLAYERS

Once the app is registered, your next step will be to create individual player profiles. Be sure to select the correct age band for each new player, as this is how Outsmarted ensures players receive age-appropriate questions.



STEP 3 – CREATE TEAMS (OPTIONAL)

If you decide to play in teams, you'll also need to create team profiles. Teams require a minimum of two, and a maximum of four players per team. Competing teams do not need to have the same number of players.



**** Surname field requires at least one character, i.e. an initial. It cannot be left blank.**

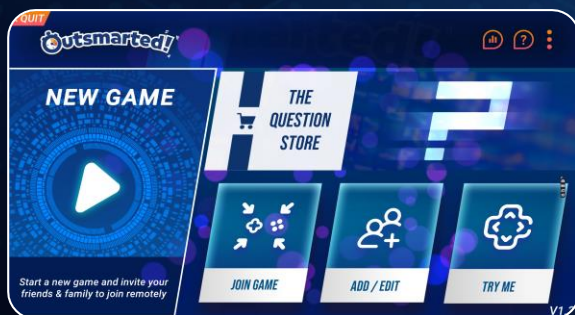
**** 10 MB is the maximum file size for player profile photos.**



QUICK START INSTRUCTIONS

STEP 4 – START A NEW GAME

Game setup only takes a minute, but it's important to first understand the various game options available to you when creating a new game.



Select NEW GAME from the Home Screen to initiate a new game. If you're playing in teams, you'll need to select one of the four TEAM PLAY options, if playing as individuals, you'll need to select one of the four SOLO PLAY options. You can either play a full game with no time limit, or a timed game that lasts for 30, 60 or 90 minutes.



**** If there's no outright winner in a timed-game, the player or team with the most IQ rings will win. In the event of a tie, the player or team with the most remaining assists will be the winner.**

SELECT PARTICIPANTS



Next, select all participating players or teams, and assign them their chosen genius character in the app, to match the physical miniature they chose in Step 1.

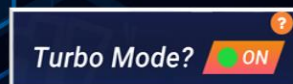
ALLOCATE ASSISTS



Allocate assists to each player or team. We recommend allocating no more than 2 of each of the three assists, as a starting point (six assists total).

**** You don't need to add more assists for Juniors or Teens, as they will be given questions relevant to their age.**

TURBO MODE – ON OR OFF?



When set to "on" (it's on by default), Turbo Mode will activate once a player or team answers 4 to 6 consecutive questions correctly. Once activated, assists become inactive for the remainder of that turn and the time allocated to answer drops by five seconds with each subsequent question.

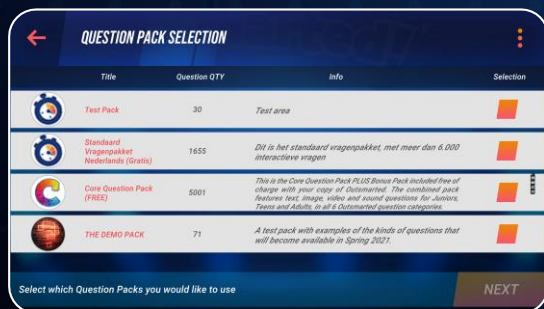
**** Enabling Turbo Mode is a great way to inject even more excitement into the game, ensuring no one player or team can monopolize play!**



QUICK START INSTRUCTIONS

STEP 4 – START A NEW GAME CONT..

Finally, select the question pack(s) you'd like to use for your game. At present, the choice of question packs is limited to just the Core Pack included with Outsmarted. Once the in-app Question Store is open, you'll be able to purchase additional question packs and cherry-pick which question packs to include in your game.



STEP 5 – CONNECTING DEVICES

You have now arrived at the leaderboard for the first time. At this point, you have the option to connect additional devices to the game, either as handheld controllers, specifically for answering questions (not viewing them) or you can add Full

View devices, which are required for remote players or teams joining the game. If you do not wish to add additional devices and want to continue with just the main (Host) device, then please proceed to Step 6.



**** Note - In the top right you will now see a signal meter which shows the strength of your connection to the Outsmarted game servers. This is important. We recommend ensuring you have sufficient bandwidth and have a strong and consistent signal to ensure that the app runs smoothly. Signal strength is crucial if you intend to connect further local or remote devices to the game!**

Connecting a local controller - On the device you wish to connect, ensure you have downloaded the Outsmarted app. You do not need to register the app. Just select 'Join Game' and then select 'Controller View'. At this point you'll need to enter



the Join Game code that is currently being displayed on the main (host) device (bottom left). You will then be shown all available players or teams, select only those you wish to allocate to that controller.

At this point the host device will indicate that the controller has been successfully connected to the game and to which players or teams it's been allocated.

Repeat the above process for all the devices you wish to connect. Once all joining devices are connected, tap **Start Now** on the main (host) device to start the game.

**** Tip – You can easily share the Join Game code from the host device to all joining devices by tapping the share icon, adjacent to the code. This feature is only available on iOS (Apple) and Android devices, and is not supported in the Windows 10 version of the Outsmarted app.**

**** Tip – Joining devices can also join as a Full View device, which will show the full question (including images and videos) display that's shown on the main device. Any Remote players or teams have to join as Full View devices. Controller View provides an optimized handheld screen layout, ideal for just being able to select an answer.**



QUICK START INSTRUCTIONS

STEP 6 – PLAYING THE GAME

Outsmarted determines the order of play, and who gets to roll first at random. Each player/ team must roll the dice when it is their turn (the virtual dice in the bottom right of the question selection screen can also be used) and proceed from the Start Circle in their chosen direction, moving the exact number of spaces they rolled on the dice. The player/ team must then select the corresponding question category in the Outsmarted app.

Landing on an IQ Ring – You must throw the exact number required to land on an IQ ring space. It is important to note that you are only allowed to enter a ring space from one entry point, and exit from the opposing exit point, as shown in the diagram.

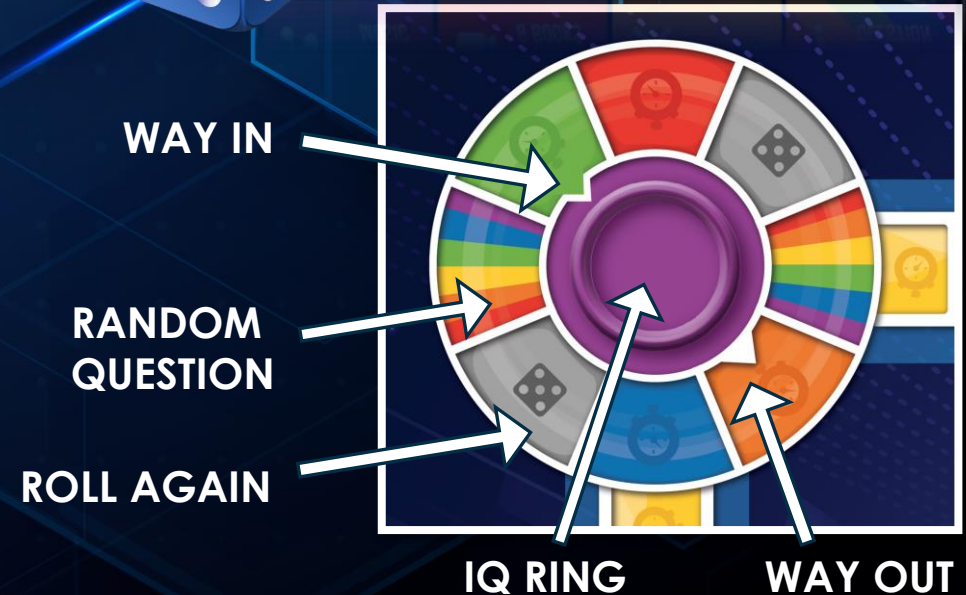
When a player lands on an IQ ring they must select 'RING QUESTION' in the Outsmarted app and then the category that corresponds to the ring they have landed on. Once you have landed on a ring space you do not need to move until you have secured that ring. The Outsmarted app will automatically offer you a ring question on your following turn, until you secure that ring.

The multicoloured spaces are random question spaces. When you land on one of these Outsmarted selects a question from a category at random.

The grey "roll again" spaces allow the in-play player or team to continue their turn and roll again.

If a player accidentally chooses the wrong question category, they have the option to go back to the question selection screen using the back arrow.

Note - Players / teams can only collect one of each category of IQ ring



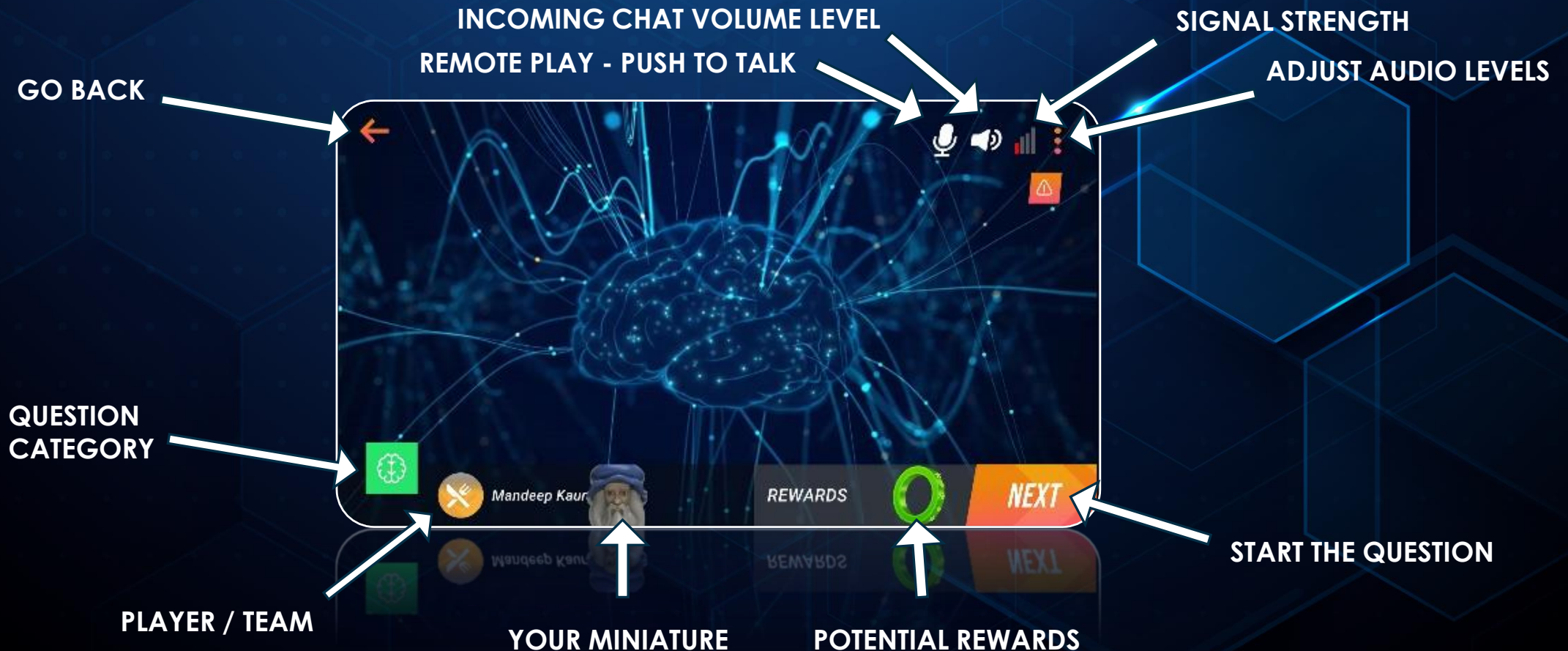


QUICK START INSTRUCTIONS



STEP 8 – THE PRE-QUESTION SCREEN

The pre-question screen is shown immediately before every question served by the Outsmarted app. It shows information about the category of the upcoming question, the player or team's details, and also any information about possible bonuses or assists that will be awarded for a correct answer.





QUICK START INSTRUCTIONS



STEP 9 – THE QUESTION SCREEN

The question screen is the most important screen in the game! It contains a lot of important information, and of course, the question itself!

QUESTION IMAGE OR
VIDEO CLIP WINDOW

CATEGORY

COUNTDOWN TIMER

What is the middle layer of earth called ?

A Crust C Mantle

B Inner Core D Outer Core

IQ RING STATUS

AVAILABLE ASSISTS

THE QUESTION

SELECTABLE ANSWERS

4



+ 30 S

Get an additional 30
seconds on the clock

1



SKIP

Avoid the question completely
and skip to the next!

6

50/50

Take away two of the
wrong answers

** Only one of each assist can be used per individual question



QUICK START INSTRUCTIONS

The Leaderboard

At the end of each round (once each player or team has had a turn), the app reverts to the leaderboard screen which shows the relative positions of all players/ teams. The leaderboard screen also shows individual player/ team statistics by tapping the dropdown arrow adjacent to the character thumbnails.

The leaderboard screen also provides an opportunity to reconnect a local controller or remote device that may have been disconnected during a round of turns, due to connection or device issues. To reconnect a device, just navigate back to the Home Screen on the disconnected device, reselect Join Game and re-enter the Join Game code, which is always displayed on the leaderboard screen. This ensures game continuity, should a device get disconnected during a round of turns.

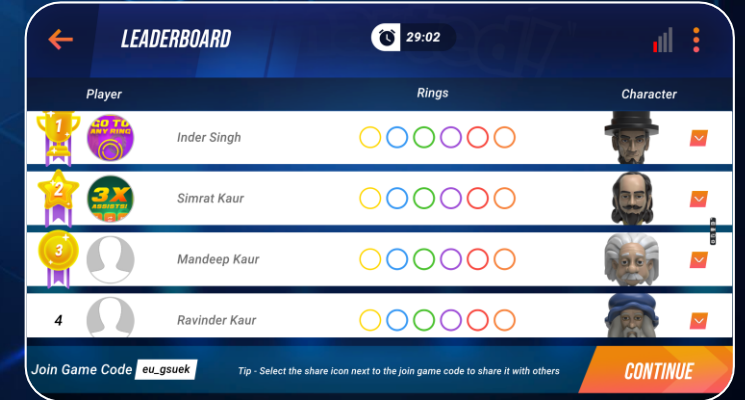
The Final Round

Once a player/ team has collected all six IQ Rings, the game is not yet over. At that point, they'll enter the Final Round. If they then successfully complete the Final Round, they will win the game. In fixed-time games (30, 60 or 90-minute games), the game will also end once any player/ team has completed the Final Round.

To complete the Final Round, the competing player/ team must select and answer 3 consecutive questions correctly, within 60 seconds. All Final Round questions are text-based questions and do not feature images, videos or sound.

If the player / team fails to complete the Final Round on their first attempt, they'll have another chance to complete it on their next turn. Any questions answered correctly in previous Final Round attempt count towards the requirement to achieve 3 correct answers. For example, if a player / team answers one question correctly in their first attempt at the Final Round, on their next attempt, they will only need 2 correct answers within 60-seconds to win the game.

Once a player/ team has won the game, the app proceeds to the victory screen, which shows a podium with the final positions of the top 3 players/ teams and the option to view the game's statistics.





QUICK START INSTRUCTIONS

The Wheel Spin – Try your luck!

Occasionally at random throughout gameplay, players/ teams will be given a wheel spin, either at the start of their turn or as a reward for a correct answer. If a player/ team is lucky, they can win 3 x assists (one of each), or even head straight to a ring of their choice.

The Help Button

Outsmarted was designed to be very straightforward and intuitive, but if you need assistance at any time, just tap on the Help button on the app's Home screen. This will open the Outsmarted support website (www.outsmarted.app) which includes a knowledgebase, tutorials, game updates and app download links. We also provide a technical support / contact form for assistance and / or to make suggestions and give us feedback.

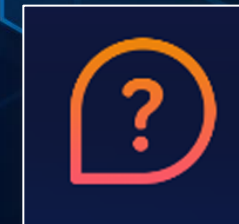
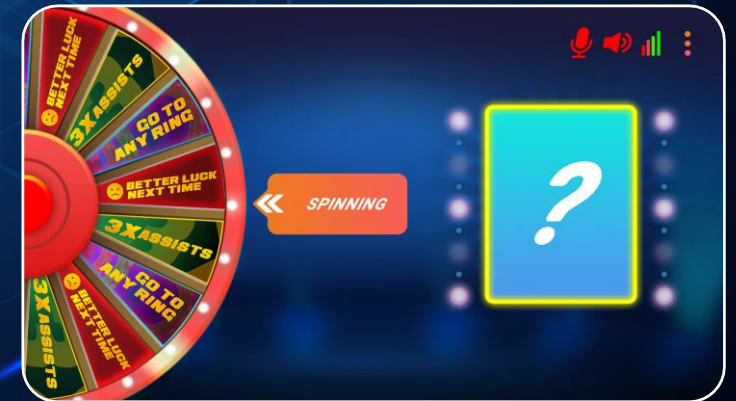
Game Statistics

Player and team statistics, including number of wins and percentage of correct answers are shown on the Statistics screen. There are separate tabs for player and team statistics.

How, when & where to use the Autosave function

The Autosave feature is available on the Home screen. It enables a game to be resumed that was prematurely terminated by the Host device. If the Host device exits the app mid-game, either intentionally, due to a crash or lost internet connection, the game can be resumed at the exact point connection was lost or the app terminated, by opening the Autosaved game from the Home screen. If the Host device exits the game first by selecting the back arrow in the game, the game will end and it can not be resumed.

When the Host device re-opens the autosaved game, any device (local or remote) that wishes to rejoin the game, should re-join using the instructions in Step 5.



HELP



STATISTICS

⚠ Open Autosaved Game



CONTROLLER OR FULL VIEW?



Remote players/ teams should ALWAYS connect to a game using FULL VIEW. If Controller view is selected by a remote player/ team, they will not be able to view images & videos pertaining to questions, which are integral to the questions. For any game owners wishing to connect additional devices locally, they can either select CONTROLLER VIEW or FULL VIEW for each additional device. Below we explain the difference between the two options:



VS



CONTROLLER VIEW

Ideal when using as a handheld device (e.g. small mobile phone), using it only to answer questions, assuming you have sight of the host device to view any images or videos pertaining to the question.

- ** Does not display question images & videos clips
- ** Has larger answer fields and a central countdown clock
- ** Has immersive haptic / vibrating feedback on supported devices
- ** Plays only selected sound effects

FULL VIEW

Ideal when connecting locally, where the host device has a small(er) screen, and/ or you'd like to view question images and video clips on the connected device itself.

- ** Displays all question images and videos clips
- ** Has smaller buttons with a non-optimised view
- ** Has no haptic/ vibrating feedback
- ** Plays ALL selected sound effects



REMOTE PLAY GUIDE



REMOTE PLAY – HOST DEVICE

Initiating Game with Remote Players/ Teams - Anyone can download the Outsmarted app and join a game, they don't need to own the game themselves. Only the game owner who has registered the app with their license key can add players and teams, and initiate new games! So in order for players or teams to join a game remotely, the game owner must add those players / teams to the app using their host (main) device, the same way they would, for local players/ teams in the same room. Remote players / teams cannot join a game until their profiles have first been created on the boardgame owner's host device. Once the joining remote players / teams have been created, the host device should provide remote players & teams the 'Join Game' code to enable them to join the game (see Step 5).

Join Game Code `eu_dumlt` 

Sharing the 'Join Game' code - The share icon adjacent to the 'Join Game' code allows the host to share it with remote players/ teams via WhatsApp / SMS / email and more. This feature is not available in the Windows 10 version of the app. If the host is inviting remote players / teams using a Windows device, the code will need to be shared manually.

Important next steps:

**** After providing remote players / teams with the 'Join Game' code, it's essential that the host remains inside the Outsmarted app whilst the remote players / teams join the game. Navigating away to any other app whilst remote players / teams are connecting will inactivate the multiplayer room that's created for a remote play game, and force the host to go back to the Home Screen and repeat the entire game setup process.**

**** Each time a remote player / team successfully joins a game, the host device will receive confirmation of this in a popup, and then an icon will be shown next to the player's / team's profile image on the leaderboard.**

**** The host must wait until ALL remote players/ teams are connected before pressing TAP TO START. Once that button is pressed, the game begins.**



REMOTE PLAY GUIDE



REMOTE PLAY – JOINING DEVICE (S)

Download the app - Any player/ team wishing to join the host's game must first download and install the free Outsmarted app. Links to the latest version of the app can be found here: www.outsmarted.app/downloads, or directly on the Apple or Google app stores.

Join Game Code

Enter JOIN GAME Code

CONNECT

Join the game using the provided Join Game Code - Once the app is installed, the remote player / team must open the app and select 'Join Game' and then enter the 'Join Game' code sent to them by the host. If the remote devices connecting to the game cannot see their player or team profile when joining please ensure that you as the host has correctly created their player / team profile on your host device and selected them as participants in the game during game setup.

Important!!

**** Remote players/ teams should not attempt to register their devices with the host's license key. This is not only unnecessary, it will cause future issues with repeat questions for the host / game owner..**

**** Remote players/ teams must ensure they ONLY select the players / teams that their joining device will be answering questions for, and should not assign competing players/ teams to their device.**



REMOTE PLAY GUIDE



IN-APP VOICE CHAT

Once a remote device has successfully connected to the host's game, a microphone and speaker icon will appear in the top right of the leaderboard screen, allowing all connected devices to use the in-app voice chat. The in-app voice chat is 'push to talk', and works just like a walkie talkie, only by Pressing on + holding the microphone icon, can players / teams speak with other players/ team. When pressed and held, the icon will turn red and activate the mic (if not activated it remains white). When the microphone is activated, all other players/ teams connected to the game will be able to hear you, unless they decided to mute incoming audio communication.

Pressing on the speaker icon adjacent to the microphone allows you to adjust the volume level of all incoming voice-chat, if this volume level is set to zero then all incoming voice-chat is muted on that device.

REMOTE DEVICE – AFTER JOINING GAME

Once a remote device has joined the game they are taken to the leaderboard screen and must wait for the host to begin the game.

HOST DEVICE – ONCE EVERYONE HAS JOINED GAME

Once all devices are connected, the host should tap 'TAP TO START' to move to the question selection screen and begin the game.

IMPORTANT!!!

**** All connected devices can hear all voice chat initiated from all other connected devices.**

**** Once all remote devices are connected, we'd recommend all players / teams test the microphone button and in-app voice chat, to become familiar with how it works and adjust the voice-chat volume level to suit, before proceeding with the game.**



REMOTE PLAY GUIDE



THREE WAYS TO PLAY REMOTELY

There are three possible scenarios when playing remotely.

OPTION 1 (MULTIPLE GAME OWNERS) - The remote player(s)/ team(s) also own Outsmarted. In this case, the simplest solution is for any remote player / team who owns the game, to use their own physical board and only the genius miniatures that represent them as players / teams.

OPTION 2 (USING ZOOM) - If remote player(s)/ team(s) do not own the game and board, they can ask the board owner and host to use a separate device to Zoom (or any equivalent video conferencing software) the board, so that they're able to see the board and the position of the physical miniatures. In this instance, the remote player(s)/ team(s) will need to dictate to the host where to move their physical miniature on the board after each dice roll. Remote players can roll the dice virtually, from within the app, or ask the host to physically roll it for them, and provide them with options of where they can move.

****RECOMMENDED** OPTION 3 (USING IN-APP VIRTUAL BOARD)** – The Outsmarted app has both a built-in virtual board and in-app voice chat for remote players / teams to use. Anyone joining the game remotely will be able to roll the dice virtually and move their miniature from within the app on their own virtual board. Additionally, the “push to talk” in-app voice chat is all that is needed for a fun & immersive remote play experience, without having to involve additional devices and Zoom. We recommend this method of play to keep it simple! With this Option there is no need for remote players / teams to be physically represented on the hosts game board by a genius miniature.

In summary, with this recommended option, once it's a remote player's / team's turn, they will do the following:

- STEP 1 – Roll the virtual dice from within the app
- STEP 2 – Select the virtual board, decide where to move their genius miniature based on the roll, and then tap that space to move to it within the app
- STEP 3 – Select the question category from within the app

**** Note – For any player(s)/ team(s) who prefer to have all physical miniatures on the board, remote players can still use the virtual board function but will need to use the in-app voice feature to relay to the host where to place their genius miniature.**



REMOTE PLAY GUIDE



TROUBLE SHOOTING

MULTIPLAYER GAMES & LATENCY

Typically, online multiplayer games (where latency and a reliable + consistent internet connection are crucial), are played with PC's or laptops with either a wired-ethernet connection or fast Wi-Fi connection, to ensure reliability.

Outsmarted, similarly requires a good low latency, reliable connection. However, it is typically played using mobile devices, which have inherently less reliable connection consistency and available bandwidth. So it's important to note, that connection issues may occur and affect the overall experience. The potential for latency and connectivity issues increases with each additional joining device, so we recommend using additional devices sparingly. We also recommend that any devices joining in a local game (all devices in the same physical space as the board) connect using the home Wi-Fi connection, and not mobile data, which is typically less reliable and not as fast & consistent as Wi-Fi.

ENSURING THE BEST GAMEPLAY EXPERIENCE

There are a few simple measures which can greatly improve multiplayer game reliability, and make recovery from a connection issue simple. We recommend the following measures to ensure smooth gameplay, free from connection issues:

- Play the game in the room of your house which has the strongest WiFi or mobile data signal. The connection signal bars within the app will help guide you
- Where possible, connect using your Wi-Fi connection, which is typically more stable and reliable than mobile data
- Keep connected devices to the minimum necessary for the number of players/ teams, i.e. don't connect more local controllers than you need, unnecessarily
- If each team connects using a device, we highly recommend only using one device per team
- Don't move around into other rooms with connected devices, to ensure signal strength continuity
- Make sure all connected devices always remain in the Outsmarted app during a game. Even leaving the app momentarily to read a message may cause the app to get disconnected from the game server



REMOTE PLAY GUIDE



TROUBLE SHOOTING (CONTINUED)

- Make sure any connected devices have sufficient battery to play what might be a 2-hour game. This is particularly important for the host device

WHAT TO DO IF YOU GET DISCONNECTED

If connection issues are persistent in remote-play games, or a device loses connection, we recommend the following steps:

- If a remotely connected device momentarily disconnects from the game, the app will likely automatically resolve the issue, and reconnect once the following question loads. At that point, you can resume as normal. No action is necessary.
- If a disconnected device doesn't automatically reconnect to the game on the next question, the remote device will need to wait until the full round of turns is complete, and join the game again at the leaderboard screen. They can join the game using the original code they were sent at the start of the game, or request that the host resends the Join Game Code, which the host will see every time the leaderboard screen loads.
- If the Host device disconnects from the game, or a remote device is unable to reconnect on the leaderboard screen as described above, we recommend the host closes the Outsmarted app natively from within Android, iOS or Windows (do not exit the game from within the app), and then restarts the app. At that point the host will be able to select the OPEN AUTOSAVED GAME button from the Home screen, which will resume the game at the point it was disconnected. Remote devices will then also be able to join the game by requesting and entering the 'Join Game' code from the host.

ENJOY THE GAME!!!