

eM Play International  
**QUIZZING  
SOLUTIONS**



THE  
**LEADING  
INTERACTIVE  
SOLUTIONS  
PROVIDER IN  
INDIA**

[www.mplayinternational.com](http://www.mplayinternational.com)

# QUIZZING SOLUTIONS



## India's most advanced technology driven quizzing modules

Pioneers in using game show software, eM Play brings its unique flair into the world of quizzing. We combine advanced technology with relevant content and unique representation that is perfect for various platforms including Business, Corporate, Edutainment, Technical and World Championships.

Each team will be given a high tech RF keypad. Quiz questions will be projected on the AV screen. The teams send their responses using the keypads for few rounds.

The scores are revealed after every round or at the appropriate time to hold the audience to the edge of their seats.



Watch our videos to experience the 'wow' factor we bring to the event  
[https://youtu.be/he3\\_1pwW-OY](https://youtu.be/he3_1pwW-OY)

# Quizzing Solutions Modules

**A2E**

**Solve The Phrase**

**Straight Forward  
Q-A Round**

**Connect Round**

**Rapid Fire**

**Double Trouble**

**Buzzer Round**

**Wipe Out Round**

**Gold Series**

**Note:**

Any other quiz rounds other than mentioned above and the scoring pattern will be finalized after we have decided on the final rounds.

# Module 1:

## A2E



A2E is a classic game designed on the element of risk & return. It is a multiple-choice round; teams can choose more than one option. The questions are displayed along with 5 options. Teams send in their responses using the keypads after deliberation.

The game show software will now display each team's response. The right answer is revealed by blocking the wrong ones one after the other. The scores of each team on every question is shown after the answer is revealed.

### Points System:

- 1 choice : 15 points
- 2 choices : 8 points
- 3 choices : 5 points
- 4 choices : 2 points

A screenshot of the A2E game interface. The question is "Which team did India beat in the 1983 World Cup semi finals?". The options are A: England, B: West Indies, C: Pakistan, D: Australia, and E: Sri Lanka. The interface includes a "QUESTION" label, a "COUNT DOWN" timer set to 10 seconds, and a progress bar.

## Module 2:

# Solve the Phrase



An incomplete sentence or phrase is shown with a hint. The letters are filled in progressively on the cue given by Quiz Master.

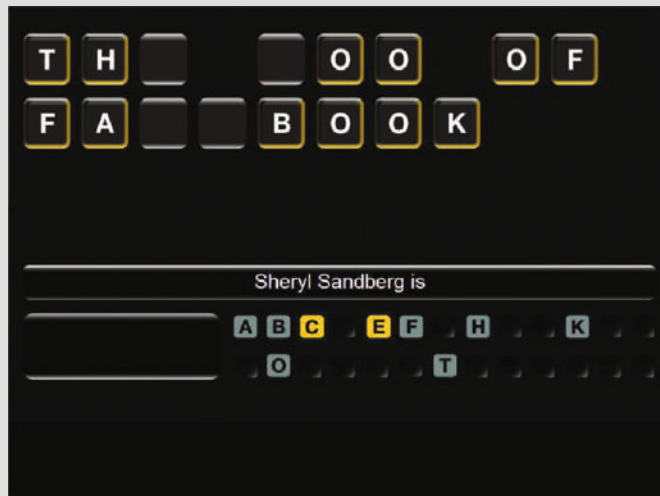
This is a buzzer round and the team to buzz in first gets a chance to crack the answer (the keypads work as hi-tech buzzers as well).

The team to buzz in first gets a go at the answer; the sequence in which the teams have buzzed in is also displayed on the screen. The questions do not pass.

### Points System

Right answer : +10 points.

Wrong answer: -10 points.





## Module 3

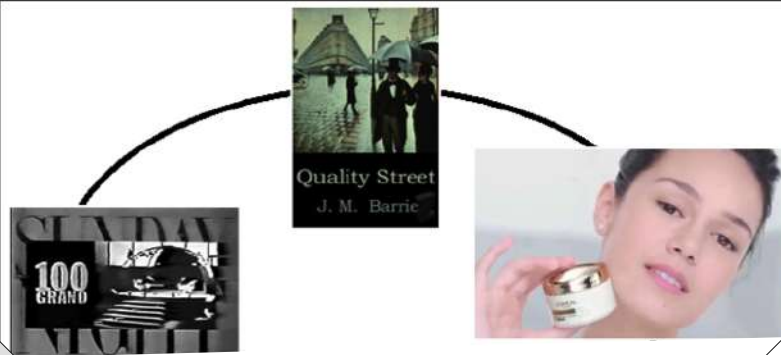
# Straight Forward Round



Each team is asked a question. On answering the question which is meant for the team, the team scores 10 points.  
If the teams answer it on being passed from other teams, the team gets 5 points.

### Points System

- Direct answer : 10 Points
- Pass answer : 5 points
- No negative marks



## Module 4:

# Connect Round



3 - 4 clues lead to one common product / Brand / Personality.

### Points System

1st Clue : 20 points

2nd Clue : 15 points

3rd Clue : 10 points

# Module 5: Rapid Fire



Each team gets 10 questions to answer in 60 seconds.

### Points System

- First Three : +5/0 points
- Next three : +10/0 points
- Last four : +15/-5 points



# DOUBLE TROUBLE

## Module 6: Double Trouble

Each direct question carries 10 points. On pass: 5 points

Here the teams will have an option of doubling the score.  
On getting it right: 20 points; wrong answer: -10

On pass: Doubling 10 points. Wrong answer - 5 points

### **Points System**

Correct answer : 10 points

#### On Doubling:

Correct answer : 20 points

Wrong answer : - 10 points

#### On Passing:

Correct answer : 5 points

#### On Doubling:

Correct answer : 10 points

Wrong answer : - 5 points

## Module 7: Buzzer Round



There can be 8 questions in this round.

Team pressing the buzzer first will be given the chance to answer.

### **Points System**

Correct answer : 15 points

Wrong answer : -5 points

Duration : 60 seconds for each question

## Module 8:

# Wipeout Round



This round will entail a hard copy with 10 questions printed. The same is handed over to the team in the beginning. Teams attempt them during the quiz, between rounds. Teams receive 10 points for every correct answer but any wrong answer the points are all wiped out.

### Points System

Correct Answer : 10 points

Duration : 120 Seconds

### Note:

- ▶ One wrong answer, wipes out the entire score of THIS round
- ▶ Teams have the option of skipping the question

## Module 9: Gold Series



Each team gets a set of 3 questions. Each question carries an increasing point system (Say 10, 15 and 20). The team gets to answer the successive question only on answering the preceding question right.

### Points System

First Question : 10 points

Second Question : 15 points

Third Question : 20 points

Questions do not pass.

# THE CLOSING



The final score is revealed with a lot of buzz and fanfare

The winning team to be invited on to the stage and given the prize

### Note

Client questions can be incorporated.  
All rounds will have the branding of the client / event.

# IDEAL SOLUTION



- ▶ School / College Quizzes
- ▶ Management & Business Quizzes
- ▶ Technical Quizzes
- ▶ World Championship



# WHY eM PLAY?



## Quality Service Experienced Team Fun Solutions

eM Play's team is dedicated to delivering the best-in-class interactive experience to its audience. We are known for being the pioneer in introducing the latest in interactive solutions to India.

### At eM Play you get:

#### One-Stop Shop

for the widest range of interactive solutions in the country

#### International tie-ups

to keep abreast of the latest innovations

#### Internationally trained team

with a history of providing impeccable service to a host of clients

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**eM Play - The Serious Business of Fun**

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# ABOUT US



eM Play International was founded in 2003. It was envisioned to take interactivity in events to the next level. With the advancement of technology have been successful in generating an entire gamut of software and hardware interactive solutions through SMS, Touch screen, Radio Frequency Keypads, Internet & Intranet Quizzes.

The entire spectrum of services includes Interactive Game Shows, Audience Response System, Tour Guide Solution, Mobile Interface Solution, 3D Games, Hi-Tech Gaming Zone, and Quizzing Solutions that is used in events.

Our vision is to add the fizz to every corporate event and create a platform where business sense is instilled with loads of FUN!!.



# CLIENTS





# FOR FURTHER DETAILS

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## Social Presence



eM Play International



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