

MindBridge Quiz

A competition quiz platform for schools

User manual for the quiz host

What this is	A quiz for two or more teams, played on two screens: a control panel for the host and a full-screen display for the audience.
Four games	Wall of Knowledge · Closest Guess · Describe It · Mystery Person
What you need	A computer with Chrome or Edge and a second screen or projector. No internet connection is required during the quiz.
Where to find it	https://dibs.pr.ac.rs/quiz

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1. How the quiz is set up

The quiz runs in a single browser window on the host computer, plus a second window that you drag onto the projector or the second screen. The host window is the **control panel** — it shows the questions, the answers and all the buttons. The second window is the **audience screen** — it shows only what the audience is meant to see.

Before you start

- Connect the projector or second screen and set Windows to **Extend** (Windows key + P).
- Open the quiz in Chrome or Edge.
- Click **AUDIENCE SCREEN** in the top right corner. A new window opens.
- Drag that window onto the projector and press **F11** for full screen.

The audience picture always fills the window, whatever the resolution — it looks the same on HD, Full HD, 2K and 4K. There is no need to zoom or resize anything.

The sound comes from the host computer, not from the audience screen. If the projector has the speakers, either move the sound output to it or use separate speakers connected to the host computer.



The welcome screen, as the audience sees it.

The control panel

The panel is split into tabs on the left: one for the database and settings, one for each of the four games, one for sound and screens, and one for the final. The permanent column on the left shows the score, which team is playing and the undo button.

OVERALL SCORE

Team A - 0 +

Team B - 0 +

+/- goes to: Game 4 — Mystery Person

↩ Nothing to undo

CURRENTLY PLAYING:

Team A ▼

- ☒ Move to the next team automatically
- ☒ Timer starts with the question
- ☒ Tick every second

Autosave is on

The score column: manual +/- buttons, the undo button and the team currently playing.

The + and – buttons make a manual correction. The step follows the settings of the game you currently have open: in Game 1 it is the value of the first row, in Game 2 the points per question, in Game 3 the points per word, and in Game 4 the points per tile. The correction is booked to that same game, so the report stays correct.

Undo reverses the last action completely — points, opened tiles and used attempts all go back.

2. Entering your own questions

Everything you type goes into the memory of the browser you are using, and is saved automatically as you go. Open the tab **Database & Sets**.

Teams

Team settings

Number of competing teams:

2 teams

Team 1 — name:

Team A

Team 2 — name:

Team B

How many teams compete, and what they are called.

Choose how many teams are competing (2 to 6) and type their names. The names appear everywhere: on the audience screen, on the buttons and in the report.

Timer length

Each game has its own countdown, in seconds. **Game 1 — steal** is the shorter time the second team gets when the first team answers wrongly; set it to **0** and the second team answers immediately, with no countdown at all.

⌚ Timer length for each game

Game 1 (sec):
20

Game 1 — steal (sec):
5

Game 2 (sec):
20

Game 3 (sec):
120

Game 4 (sec):
20

Game 3 uses this value as the suggested length of a round. A steal time of 0 means the second team answers immediately, with no countdown.

One countdown per game, in seconds.

Points

Set what each game is worth. The game intros and the boards rewrite themselves from these numbers, so you never have to edit any text after changing them.

Points awarded in each game

Game 1 — row 1:

Game 1 — row 2:

Game 1 — row 3:

Game 2 — per question:

Game 3 — per word:

Game 4 — per tile:

Game 4 — person:

The game intros and the boards rewrite themselves from these values.

When does the timer start?

- ☒ **Automatic** — as soon as the question appears on the audience screen
- ☐ **Manual** — I start it with the ► Start button, once I have read the question out

Manual mode is better if you read the questions aloud — no time is lost while you read.

Developed by V. Maksimov

What each game is worth.

Setting	What it controls
Game 1 — rows 1, 2, 3	The value of each row on the wall. The intro screen and the board follow these numbers.
Game 2 — per question	What the closest team wins on each estimate question.
Game 3 — per word	What each correctly guessed word is worth.
Game 4 — per tile	What one opened tile is worth.
Game 4 — person	The fixed bonus for guessing the person. On top of it the guessing team also takes the points of every tile still closed.

When the timer starts

Automatic starts the countdown the moment the question appears on the audience screen. **Manual** waits for you to press Start. Choose manual if you read the questions aloud — no time is lost while you read.

After you type anything into the database, press **SAVE ALL CHANGES AND UPDATE THE QUIZ** at the bottom of the page. Nothing reaches the games until you do.

Questions for each game

Use the small tabs at the top of the page: *Teams*, *Game 1*, *Game 2*, *Game 3*, *Game 4*.

Game	What you enter
Game 1 — Wall of Knowledge	Four category names and twelve questions: three per category, one for each row. You can keep several sets and switch between them with the dropdown at the top.
Game 2 — Closest Guess	Questions that ask for a number, each with the true answer and an optional fun fact. The fun fact appears on the audience screen under the answer.
Game 3 — Describe It	One word set per team, separated by commas. Each team gets its own set so the others do not hear the words in advance.
Game 4 — Mystery Person	Two rounds, each with its own picture and its own sixteen questions.

The picture for Game 4

Use **Picture from this computer** and choose an image file. It is embedded into the quiz, so it keeps working without an internet connection. The board is square, so a square picture (around 1000 × 1000 pixels) gives the best result — anything else gets cropped at the edges.

Keeping and moving your questions

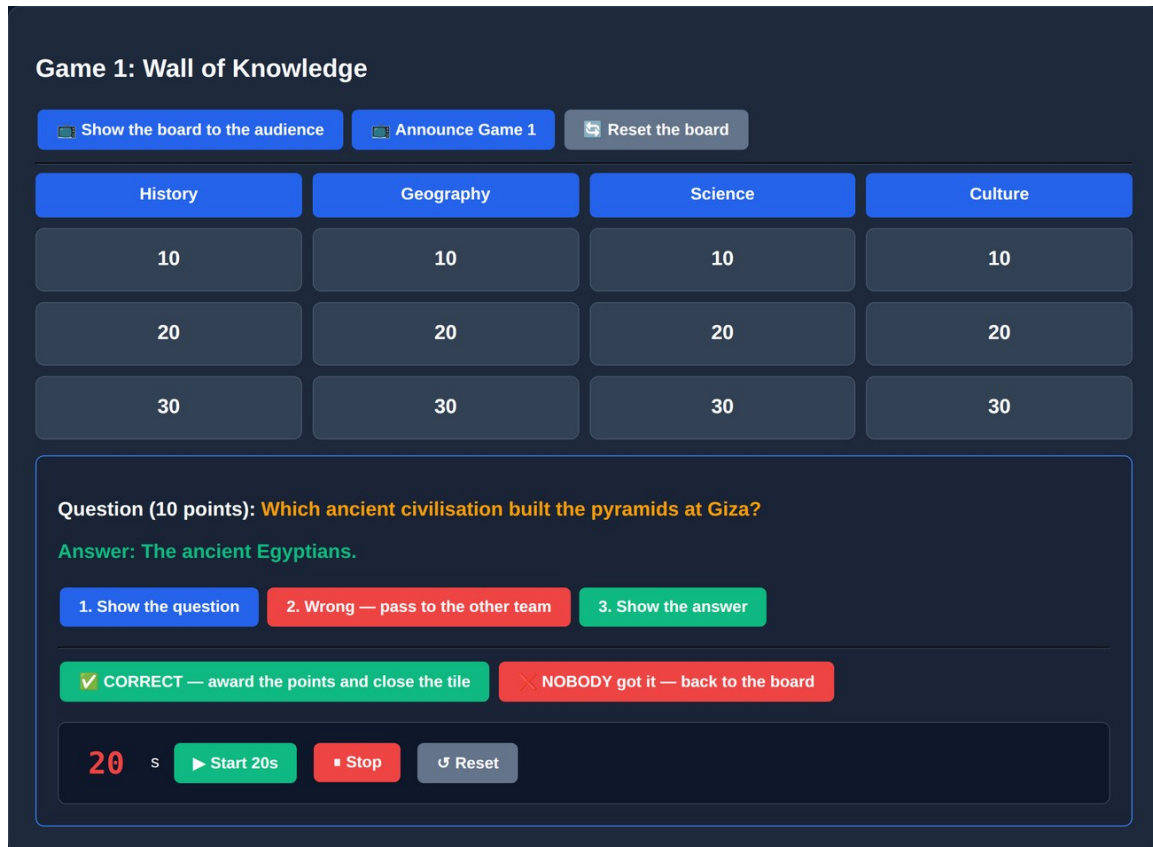
Your questions live in this browser on this computer. To keep a copy, or to move them to another computer, use **Export quiz** — you get a small *.kviz* file with everything in it. On the other computer open the quiz and use **Import quiz**.

Export a *.kviz* file before every event. It is your backup, it is small enough to email, and it takes two seconds.

3. Running the four games

Game 1 — Wall of Knowledge

A grid of four categories by three rows. A team chooses a category and a value; the harder the row, the more points it is worth.



Game 1: the question, the answer and the buttons that decide it.

How a question is played

- Press **Show the board to the audience** and let the team choose a tile.
- Click that tile in the panel. You see the question and the answer; the audience sees only the question.
- Press **1. Show the question**. Read it out.
- If the answer is right, press **CORRECT**. If it is wrong, press **2. Wrong — pass to the other team**: the question moves on and the shorter steal countdown starts.
- If the second team is right too, use **CORRECT — award the points to the other team**. If nobody gets it, press **NOBODY got it**.
- **3. Show the answer** reveals the answer to the audience at any point.

The timer stops the moment you decide the question, and it is reset for every new question.

Game 2 — Closest Guess

Every question asks for a number. All teams write their estimate on paper at the same time, and the team closest to the true value wins the points.

Game 2: Closest Guess

Announce Game 2

Question 1:
How many bones are there in th...

Question 2:
How tall is the Eiffel Tower i...

Question 3:
How many languages are spoken ...

Question 4:
What is the average distance f...

Question 5:
How many countries are members...

Question 1. How many bones are there in the body of an adult human?
Correct answer: 206 bones.
💡 A newborn baby has about 300 bones; many of them fuse together as the child grows.

1. Show the question (timer starts) **2. Reveal the correct answer**

Teams write their estimate on paper. The points go to the closest team:

Points to: Team A (+20) **Points to: Team B (+20)** **Nobody / draw**

Next question

20 s **Start 20s** **Stop** **Reset**

Game 2: the question, the answer and one button per team.

- Press **1. Show the question** and read it out. Give the teams time to write.
- Collect the papers, then press **2. Reveal the correct answer**.
- Press the button of the team that was closest. If two teams are equally close, or nobody is, press **Nobody / draw**.
- **Next question** moves on.

If you entered a fun fact for the question, it appears on the audience screen under the answer — useful while you collect the papers.

Game 3 — Describe It

One member of a team describes words from their own set, and the rest of the team guesses. The whole round is on a clock, and the teams play one after another.

Game 3: Describe It

Team A: 🕒 waiting · Team B: 🕒 waiting

 Clear the played rounds

 Announce Game 3

New round — teams play one at a time

Team playing:

Team A ▼

Its word set:

Word set 1 — Team A (12 word ▼

Time (sec):

120

 Show the game

▶ Start the round

Each team has its own word set so the others do not hear the words in advance. The points go to the team whose round it is.

Game 3: one round per team, with counters for guessed and skipped words.

- Choose the team that is playing. Its word set is selected automatically.
- **Show the game** puts the screen up without starting the clock — use it while the team gets ready.
- **Start the round** starts the countdown.
- During the round press **GUESSED** or **SKIP** for each word.
- **END THE ROUND** stops it early; otherwise it ends on its own when the time runs out.

The audience never sees the words — only the clock and the counters. The words stay with the team, on paper.

Game 4 — Mystery Person

A picture of a person is hidden behind sixteen tiles. Every tile holds a question; a correct answer opens the tile and uncovers a part of the picture. At any moment a team may try to name the person.



The board as the audience sees it, with all sixteen tiles still closed.

How the scoring works

An opened tile is worth the **points per tile** you set. Guessing the person is worth the **fixed bonus** *plus* the points of every tile that is still closed. The earlier a team guesses, the more it takes:

Situation	What guessing the person is worth
No tile opened yet	$30 + 16 \times 10 = 190$ points
Three tiles opened	$30 + 13 \times 10 = 160$ points
Nine tiles opened	$30 + 7 \times 10 = 100$ points
All sixteen opened	30 points — only the bonus is left

(The example uses the default settings: 10 points per tile and a 30-point bonus. The panel always shows the current value on screen, so you never have to work it out yourself.)

Playing the round

- Choose the round. **Round 1** is started by the first team, **round 2** by the second; teams then take turns opening tiles.
- Click a tile, read the question, then press **CORRECT** or **WRONG**.
- When a team wants to name the person, press the green button with that team's name. Confirm whether the guess was right.
- WRONG** is a shortcut that only shows WRONG to the audience — no points are lost and no attempt is used.

Each team has **two attempts** per round. When the sixteenth tile is opened and the picture is complete, the attempts are renewed: both teams get two fresh attempts with the whole picture in front of them.

4. The final and the winner

Open the tab **Final & Winner**. The table is filled in automatically during the quiz — you do not have to add anything up.



TEAM	GAME 1 WALL OF KNOWLEDGE	GAME 2 CLOSEST GUESS	GAME 3 DESCRIBE IT	GAME 4 MYSTERY PERSON	TOTAL
 Team A	40	20	30	30	120
 Team B	30	25	20	20	95

MINDBRIDGE QUIZ

The final table on the audience screen, before the winner is revealed.

- **1. Show the table to the audience** puts the score of every team, game by game, on the screen.
- Let the tension build, then press **2. Reveal the winner** — with a drum roll, a fanfare and confetti.
- **Clear the final from the screen** takes it back down.

If two teams end level, the screen announces a draw and names both.

5. Saving the results

Two buttons in the top right corner save the result of the event.

Button	What you get
Save Excel	A spreadsheet with five sheets: the score table, and all the questions used in games 1, 2, 3 and 4.
Save report	A printable page with the final table game by game, and a list of the sets that were used. Open it and choose “Save as PDF” in the print dialog to get a PDF.

By default both files go to your Downloads folder. If you want them somewhere specific, use **Choose a folder for results** in the database tab once — after that both buttons write straight into that folder, with no dialog.

Choosing a folder works in Chrome and Edge only, and only over **https**. In any other browser the files simply go to Downloads, which works just as well.

6. Before the event, and what to do if

A short checklist

- Enter your questions and press **SAVE ALL CHANGES**.
- Export a .kviz file as a backup.
- Set the number of teams and their names.
- Check the timer lengths and the points for each game.
- Open the audience screen, drag it to the projector, press F11.
- Play one question of each game as a rehearsal, then press **NEW EVENT** to clear the scores. Your questions stay.

If something goes wrong

Situation	What to do
The audience window was closed by accident	Press AUDIENCE SCREEN again. Nothing is lost — the scores and the opened tiles are kept.
You awarded points to the wrong team	Press Undo in the left column. It reverses the whole action.
A question is missing or wrong	Open Database & Sets, fix it, press SAVE ALL CHANGES . The game picks it up immediately.
The browser was closed or the page reloaded	Open the quiz again. It offers to carry on where you left off.
You want to run a second event	Press NEW EVENT . It clears the scores, the opened tiles and the played rounds, and keeps every question and setting.
Saving does not seem to work	You are probably in a private or incognito window. Close it and open the quiz in a normal window.

The quiz needs no internet connection while it is running. Only the Excel export uses an online library, so run that on a connected computer — or use the report instead.

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