



# Factile User Doc

1 — Last update: Apr 04, 2024

Solis Creative, LLC

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# 1. Getting Started

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[Learn more at www.playfactile.com](http://www.playfactile.com)

Thank you for using Factile – the #1 Jeopardy-style learning platform!

We are committed to providing a fun and engaging learning experience. The number of uses of Factile constantly amazes us and we love to hear about each and every one of them. We've heard about uses in the classroom, government, businesses, and even social occasions. We've seen review games on world geography, state capitals, languages, books, multiplication tables, calculus and much, much more. You can also use Factile to play guess to the song, guess the movie or other fun games for your classroom, parties and other occasions. What you can do is totally up to your own creativity.

There are three account levels in Factile: (1) Free, (2) Home/School Pro and (3) Business Pro. Learn more about the features included in each [here](#).

Be sure to learn about [creating a game](#), and how to [play and score a game](#).

Learn more about [what's new](#)!

If you have questions at any time please email us at [team@playfactile.com](mailto:team@playfactile.com)

Here is a detailed video overview (18 minutes), including some of the new remote learning features. Enjoy!



<https://www.youtube.com/embed/HGjIHcAOaZs?rel=0>

Here is a brief video tutorial – Enjoy!



<https://www.youtube.com/embed/005gG6UqA68?rel=0>

Here is a brief overview of creating and editing games!



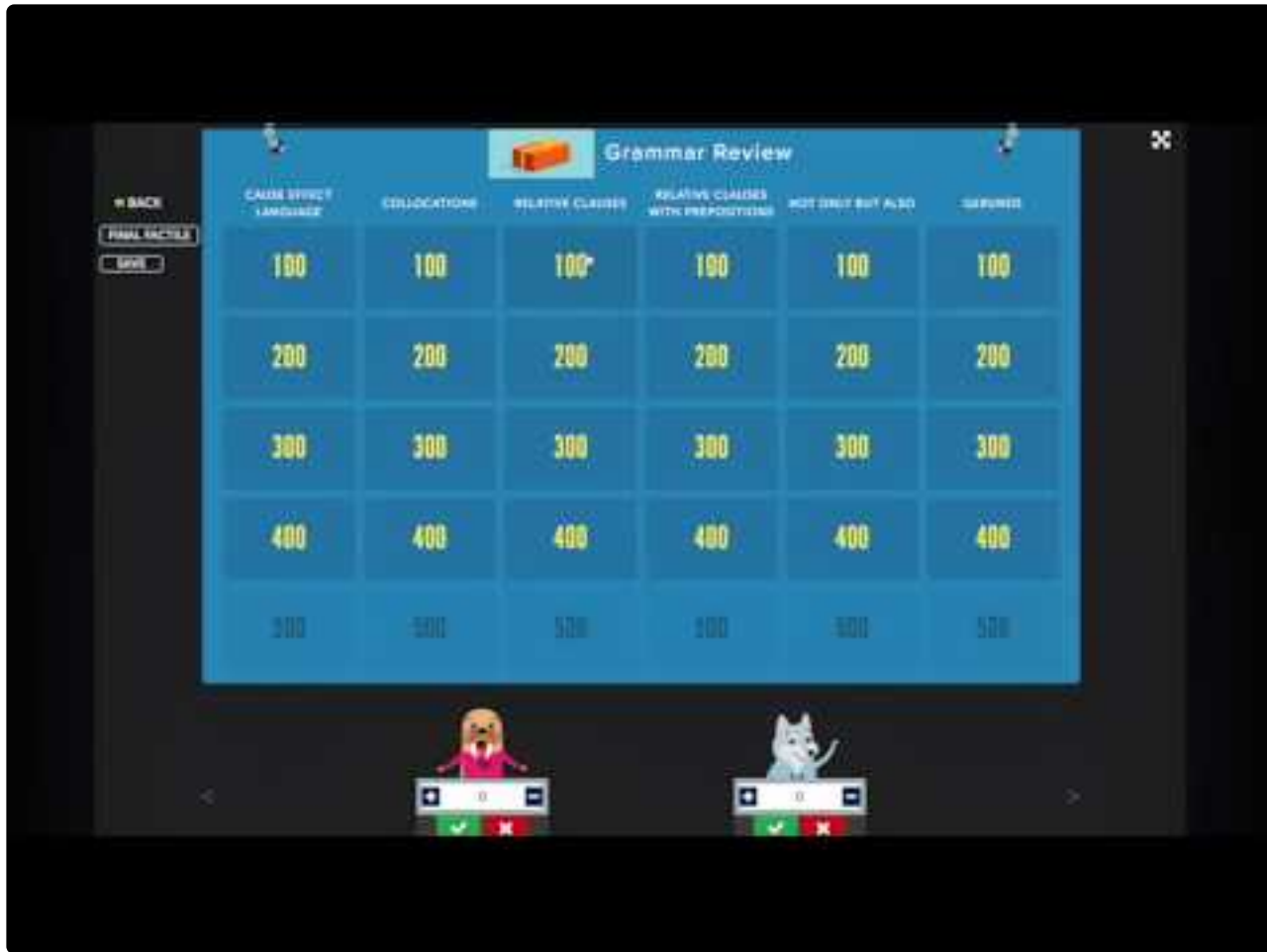
<https://www.youtube.com/embed/gfOcklh63no?rel=0>

Here's a brief video tutorial on using Flashcards – Enjoy!

# Flashcard Mode on Mobile Devices

<https://www.youtube.com/embed/EwPAf4AD5Yo?rel=0>

Here's a brief video tutorial on customizing your Factile game – Enjoy!



[https://www.youtube.com/embed/I5kj8\\_y6Y-s?rel=0](https://www.youtube.com/embed/I5kj8_y6Y-s?rel=0)

Here's a brief video tutorial on playing the new Factile Memory classroom review game – Enjoy!



[https://www.youtube.com/embed/KKGn4i\\_PdJ8?rel=0](https://www.youtube.com/embed/KKGn4i_PdJ8?rel=0)



# 1.1. What's New

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[Learn more at www.playfactile.com](https://www.playfactile.com)

5-February-2024

We are happy to announce another update with new features, improved performance and bug fixes. We are really excited about the new AutoGen feature as it can vastly simplify game creation using AI. Let us know what you think and enjoy!

- **AutoGen** – Driven by cutting-edge Generative Artificial Intelligence (AI), AutoGen automatically generates questions / answers for you based on topics and subtopics you provide. You can use AutoGen to generate partial or entire games, and then edit as needed. AutoGen uses the AI engine from [OpenAI](#). Learn more [here](#).
- Support for up to 5 Daily Doubles per game (this was a highly requested feature).
- Upload images or audio for questions / answers using copy & paste when creating or editing games.
- Preview content of all tiles at once. Just select Preview on any game, and on the left menu choose what to display.
- Display the name of the specific player who answered in multi-member buzzer mode.
- Question Bank UI improvements.
- New UI for transactions history on Account page.

19-October-2023

Enjoy our latest update with new features, improved performance and bug fixes. Enjoy!

- Question bank improvements for ease of use
- All-new Buzzer Mode “practice mode”. This allows the moderator to simulate a buzzer mode game with one player to practice moderating the game while seeing what the players see. This is accessed from the “Edit” page for the game you want to practice.
- New option to allow the moderator to view the answers in a separate window. Select “Moderator Only Display Answer Button” on your Customize page under Game Play Settings.
- Added support for youtube shorts.
- Improvements for managing mascots on your Customize page. Can add / change standard mascot names and change the sequence in which the mascot groups are displayed.
- Added QR code for Interactive Choice games
- Further UI improvements

20-August-2023

Enjoy our latest update with new features, improved performance and bug fixes. Enjoy!

- Live Leaderboard for Factile, Choice, Memory, and Quiz Bowl. Now you can display the Leaderboard while the game is in progress.
- Added Preview and Leaderboard for saved in-process games. You can check where you left the game off prior to resuming.
- Player-accessible Leaderboard for Interactive Choice mode

- New button to toggle the question/answer on the active tile.
- New QR Code option to easily join any screen (player/remote-view/team-mgmt/answer/leaderboard)
- Enter custom names for public mascots and rearrange the categories
- Option to report public game
- Mark any public game as a Favorite
- New Home/School-Plus Plan: Adds all new Question Bank, Multi-Member teams up to 3 players per team and more. [playfactile.com/accountfeatures](https://playfactile.com/accountfeatures)
- All new Question Bank. Create a “bank” of up to 300 questions and automatically generate games from that “bank”
- New payment options for Pro plans (Link, Apple Pay, and Google Pay)
- Automatic scoring for memory+buzzer mode
- Added option on Interactive Choice game section to get an email when near to the participants limit for IC game

10-March-2023

More great updates for our outstanding teachers and users :)

- Display the specific team member who buzzes in on multi-member teams
- Fixed an issue with printing the answer key
- Additional improvements to multi-member team play
- New “moderator hint” mode. You can turn this on during playing the game to get hints on how to use Factile while moderating a game
- New option for the moderator to privately display the answer during playing the game so they can more easily score the players
- Improvements for resuming saved games in progress
- New display of QR code when starting the game that players can use to more easily join the game
- Improved formatting for iOS devices
- Bug fixes and performance enhancements

16-January-2023

We’ve made some fun updates, improved the Customize UI and further improved reliability and performance. Enjoy!

**The key updates are:**

- Improved the Buzzer Mode join process
- Improved sorting for custom mascots
- Updates to Interactive Choice mode
- Multi-Member teams improvements
- Plus many reliability, and performance improvements

1-August-2022

Super excited to **launch the all new Factile V3!** This new version of Factile is our biggest upgrade ever :). We’ve rebuilt Factile from the ground up to improve reliability, performance, provide a new user interface and of course add many new features! Enjoy!

**The key new features are:**

- All new My Games page with tabs for all games, favorites, saved games, and Interactive Choice. Improved sort options and search capability for your games.
- Improved Customization page with tabs for “global customization” that applies to all games and for “local customization” that applies to only a specific game.
- New Preview on the Customization page so you can easily see the effect of different customization options
- Question and Answer formatting improvements, particularly for images, and videos
- Increased the maximum number of teams from 50 to 100
- Improved mascot management: ability to activate/deactivate custom mascots, and ability to activate categories of default mascots
- Added new customization “Display Question on Gameboard Tile” that shows the question on the gameboard after playing that tile
- Additional timer music options for whether to play during the game or during Final Factile or both
- Printing improvements – the menu and formatting have been improved.
- Added a search bar on the “customization” and “MyGames” page
- Added “Preview Board” button on the customization page to preview customizations
- Added new customization “Custom Points for Quiz Bowl Question”
- Added new option “Game Title Font Size”.

**Buzzer mode improvements:**

- Option for players to add their name (in addition to the mascot name). This is helpful when finalizing scores at the end of the game to know which players are at the top of the leader board.
- New ability to name players on multi-member teams so the moderator can see specifically which player on multi-member teams buzzed in
- New option “Automatically Display Team’s Answer”
- New option “Only Allow the Team Member who Buzzes In to Answer”
- New customization “Arrange buzzed-in team on the left”
- New member-players approval for mid-join
- All new team joining interface enables the moderator to see which teams have joined as they join
- New option for the moderator to “Manually enable/disable ” buzzer (rather than using the timer)
- New option for players to see other their other team members on multi-member teams
- Multi-Member teams improvement: members are now displayed in the Leaderboard
- Multi-Member teams improvement: moderator can manage the joined teams by clicking on the gear icon on the team’s podium, including changing the team captain, adding a player to a team, and removing a player from a team.

## 1.2. Logging in

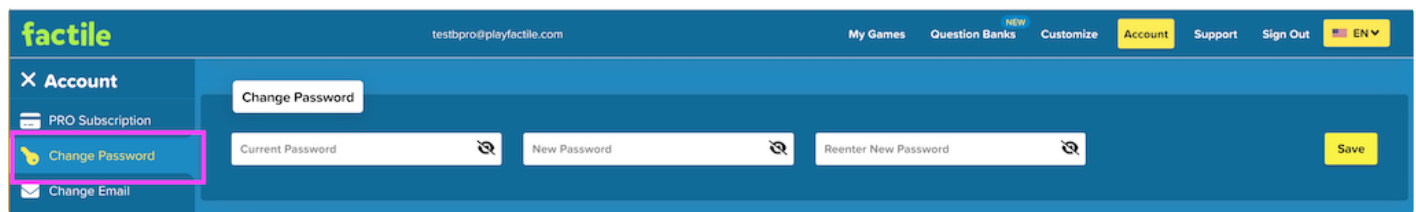
You can log into your account using the email address as your username on the [sign-in page](#)

Please note that **your login username is case-insensitive**. You can register with any case and use the same login credentials using any case.

From the “Sign In” page, you can also **reset your password** (or go to <https://www.playfactile.com/forgotpassword>). Upon resetting it, you will receive an email with a link to click to reset your password.

### How do I Change my Password?

You can change your password on the **Account** page. Hover down to the **Change Password** section of the page.

A screenshot of the Factile website's Account page. The top navigation bar includes the Factile logo, a user email (testbpro@playfactile.com), and links for My Games, Question Banks, Customize, Account, Support, Sign Out, and a language dropdown (EN). The left sidebar shows the Account menu with options: PRO Subscription, Change Password (highlighted with a pink box), and Change Email. The main content area is titled 'Change Password' and contains three input fields: 'Current Password', 'New Password', and 'Reenter New Password', each with an eye icon for toggling visibility. A yellow 'Save' button is located at the bottom right of the form.

To change your password, you need to enter your current password and then enter a new one. Click **Save** to confirm the changes.

### Can I Change my Login Email?

You can change the email address used to log in to Factile. You can access the “Change My Email” settings from the “Accounts” page.

Enter the new email address and click **Save** to confirm.

A screenshot of the Factile website's Account page, showing the 'Change Email' section. The top navigation bar is identical to the previous screenshot. The left sidebar shows the Account menu with options: PRO Subscription, Change Password, Change Email (highlighted with a pink box), Content Author, and Authentication. The main content area is titled 'Change Email' and features a single input field labeled 'Enter the email'. A yellow 'Save' button is positioned at the bottom right of the form. A pink arrow points from the 'Change Email' menu item in the sidebar to the 'Change Email' section header in the main content area.

## 1.3. Browser support

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Supported browsers: **Chrome** (on any Chromebook, PC or Mac platform), Netscape, and **Safari** on the Mac. Microsoft Internet Explorer is not supported.

## 2. Creating and Editing a Game

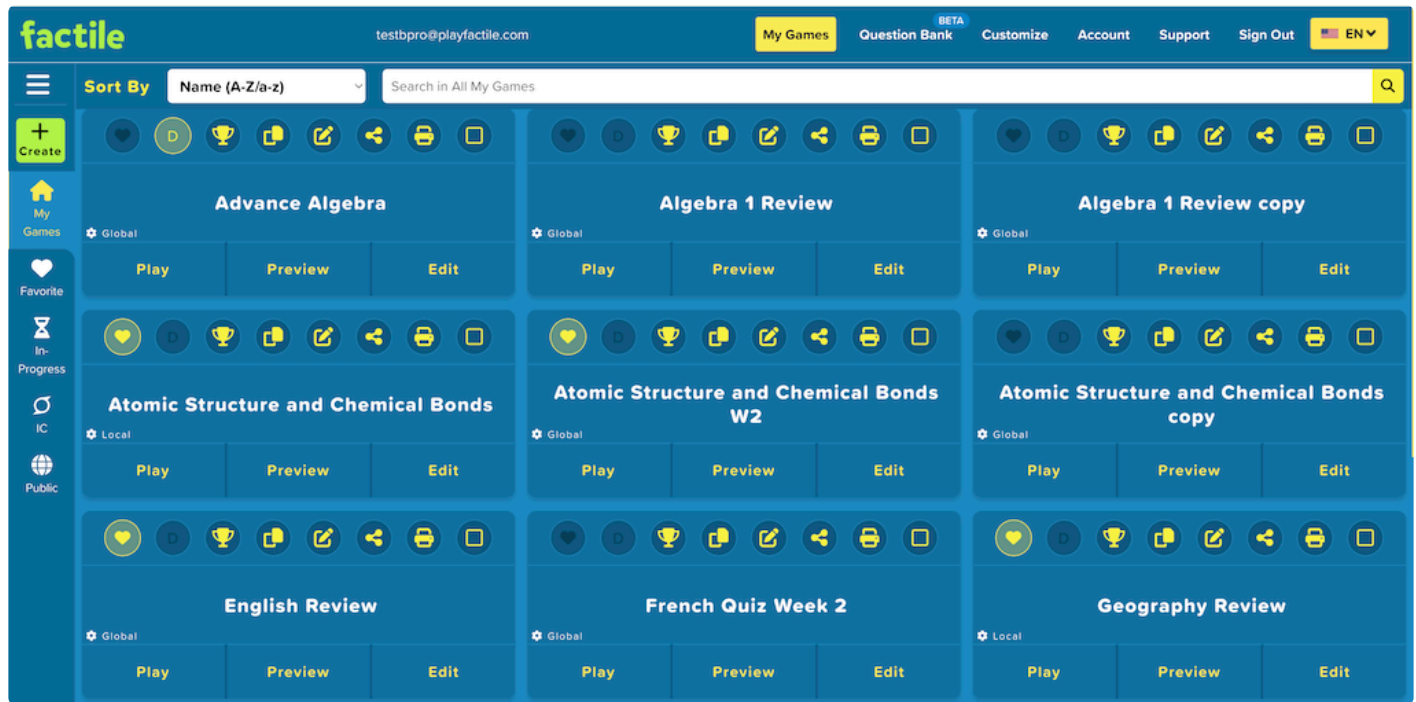
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
This section teaches you how to create, edit, and organize your Factile games. You will also learn about adding math equations, printing and copying games.

- [Organizing Games](#)
- [Adding Images and Videos](#)
- [Using Math Equations](#)
- [Printing an Answer Key](#)
- [Copying a game](#)

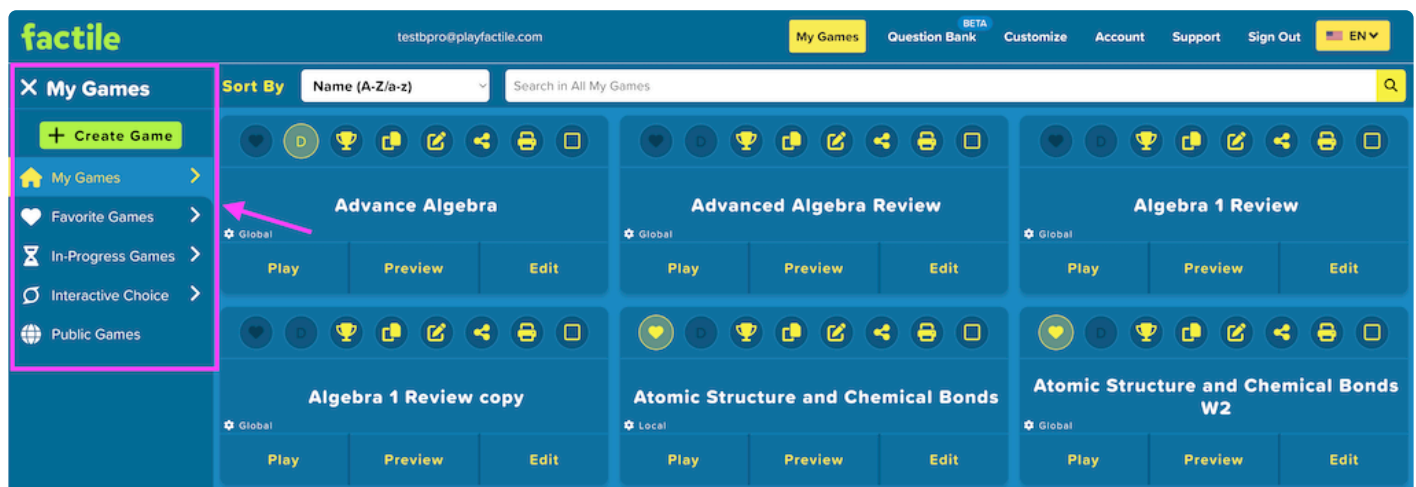
### My Games Dashboard

As you sign in to playfactile.com, you will be directed to your **My Games** dashboard. The **My Games** dashboard allows you to do different things such as preview the games you have created, create or edit a game or copy a game and make it your own (**available for Pro accounts**). You can also go through all your games by sorting them or searching a list using keywords.



Your dashboard also features a menu bar. You can click the hamburger icon  found on the left corner of the My Games page to expand the menu bar. The menu bar features the following options:

- **My Games.** This is where you can access all the games you have created
- **Favorite Games.** This folder contains all the games you tagged as your favorite.
- **In-Progress Games.** This option lets you access all the games you're currently working on.
- **Interactive Choice (IC).** This allows you to track your participants' progress as they play these games on their own.
- **Public Games.** This option allows you to view all publicly available Factile game.

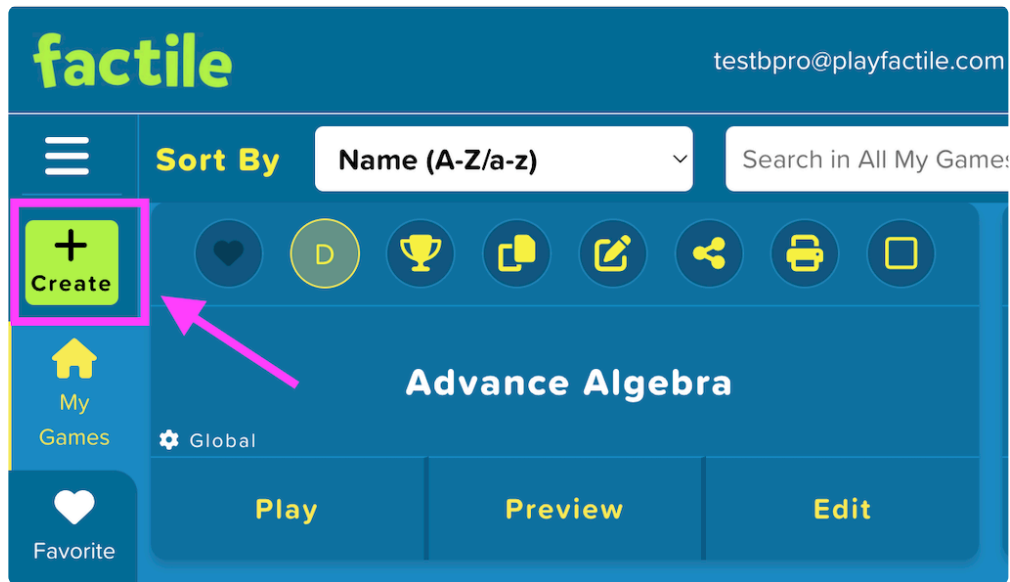


You can learn how to organize your games into folders [here](#).

## How do I create a game?

With Factile, you can create your own game from scratch and share it with your participants to play. Here's how you can make a new game from the **My Games** dashboard:

1. Click the **Create** button found on the upper left side of the page.



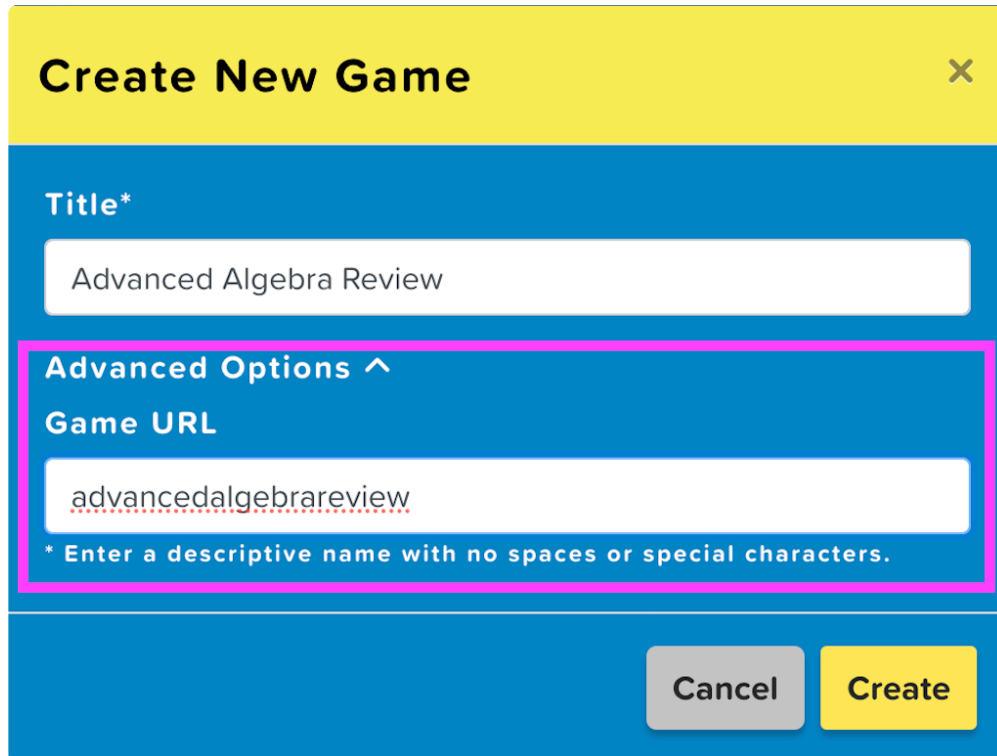
2. Enter a unique name for your game by typing it in the box.

A screenshot of the 'Create New Game' modal form. The modal has a yellow header with the title 'Create New Game' and a close button (an 'x' icon). The main content area is blue. It starts with a 'Title\*' label followed by a text input box with the placeholder text 'Enter Game Title'. Below this is an 'Advanced Options ^' section header. Under this header is a 'Game URL' label followed by a text input box with the placeholder text 'Enter Game URL (optional)'. Below the input boxes is a note: '\* Enter a descriptive name with no spaces or special characters.' At the bottom of the modal are two buttons: a grey 'Cancel' button and a yellow 'Create' button.

3. You may also enter a unique URL for your game. This URL can be used to identify your game and you can share the link with others to play. Click the **Advanced Option** to display the text box and enter a unique



URL for your game. *Note: When creating your unique URL, you need to enter a descriptive name with no spaces or special characters.*



**Create New Game** ✕

**Title\***

Advanced Algebra Review

**Advanced Options** ^

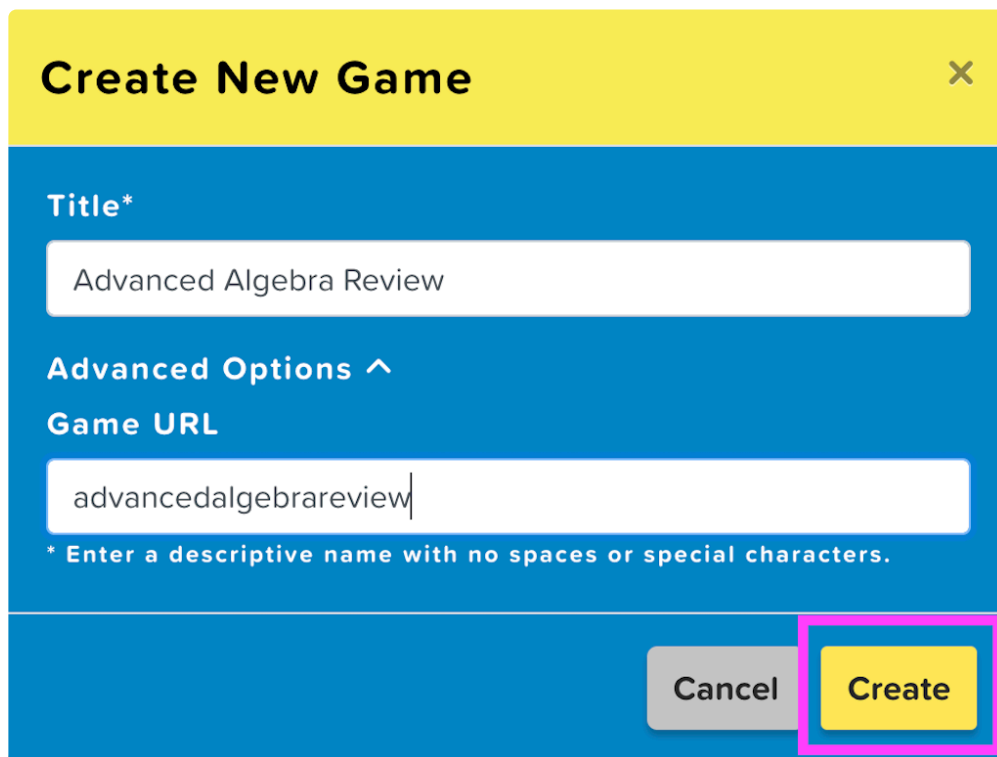
**Game URL**

advancedalgebrareview

\* Enter a descriptive name with no spaces or special characters.

Cancel Create

4. Click the **Create Game** button.



**Create New Game** ✕

**Title\***

Advanced Algebra Review

**Advanced Options** ^

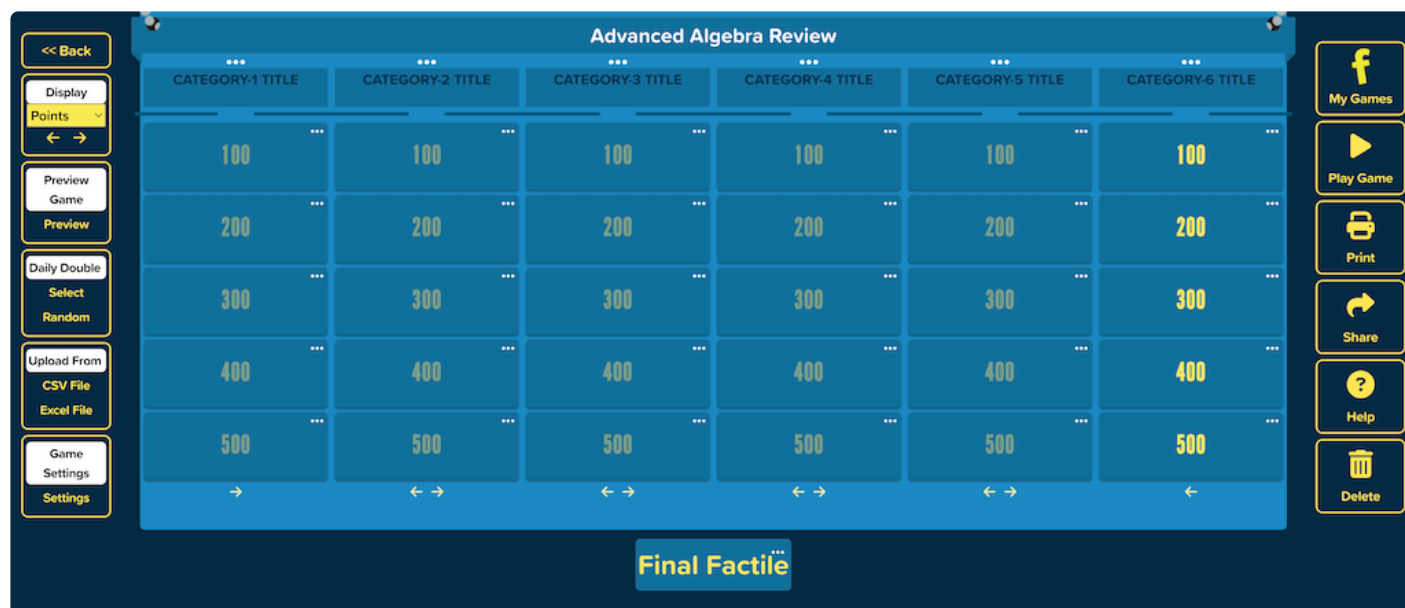
**Game URL**

advancedalgebrareview

\* Enter a descriptive name with no spaces or special characters.

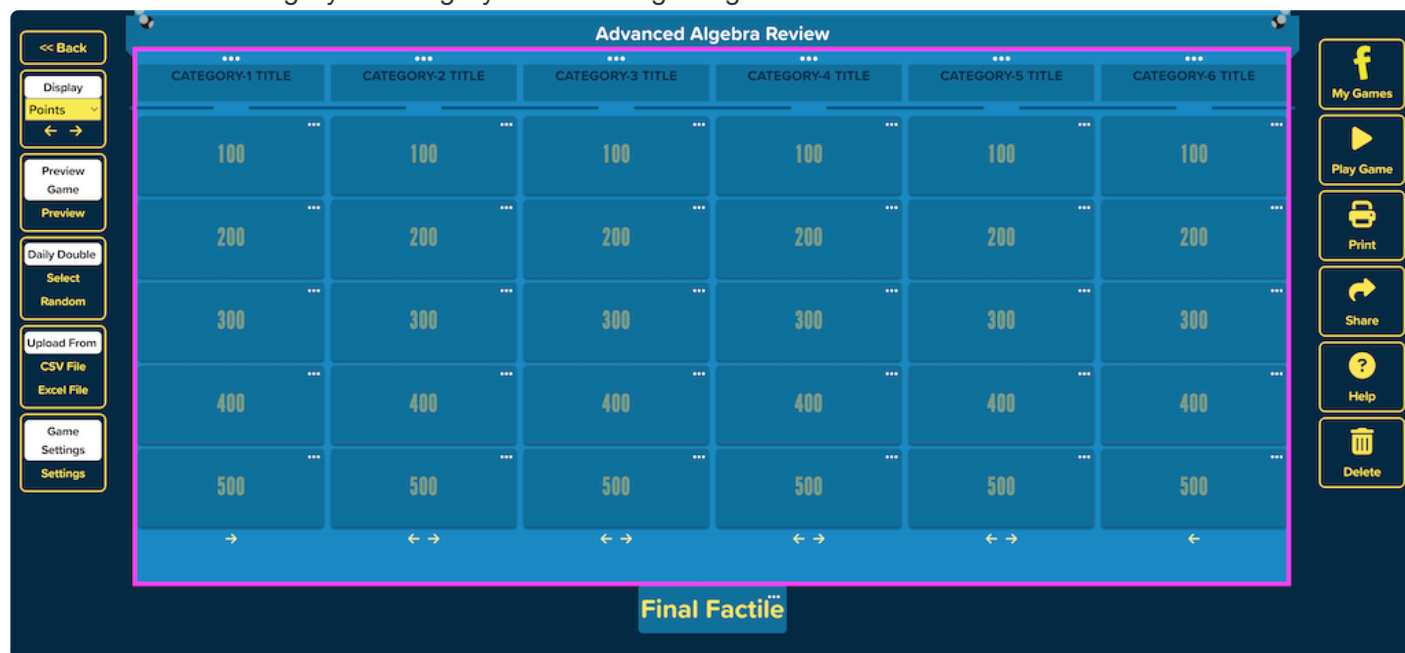
Cancel Create

After the game is created successfully, you will be redirected to your Factile board. In this board, you will see empty categories and tiles. You can now start adding categories, questions and answers on the tiles per category.



## Categories

You can have up to six categories per game. If you don't want to use all of the categories, leave them blank. Any unused categories will not show during the game. Each category can have up to five tiles. Any unused tiles in an active category will be grayed out during the game.



## Naming a Category

Provide a name to all your active categories. To do this, click on the category title and enter the name for that category. *Note: If you don't want to use all the categories, you can leave them blank. These unused categories will not be displayed during the game.*

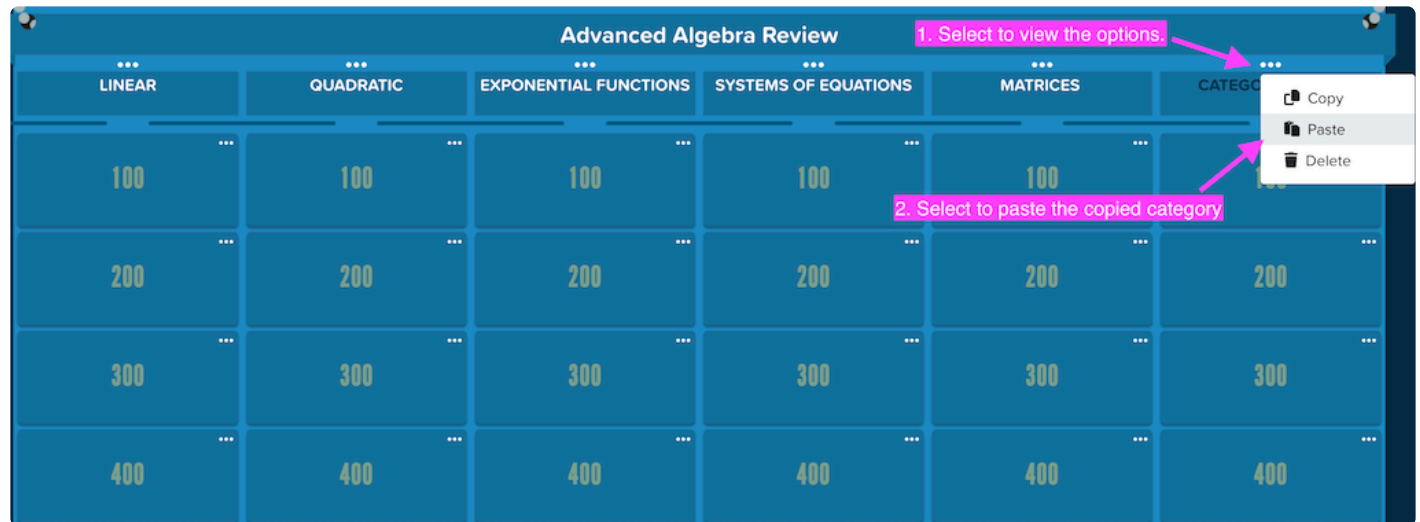
...	...	...	...	...	...
LINEAR	QUADRATIC	EXPONENTIAL FUNCTIONS	SYSTEMS OF EQUATIONS	MATRICES	CATEGORY-6 TITLE
100	100	100	100	100	100
200	200	200	200	200	200
300	300	300	300	300	300
400	400	400	400	400	400
500	500	500	500	500	500
→	← →	← →	← →	← →	←

## Copying a Category

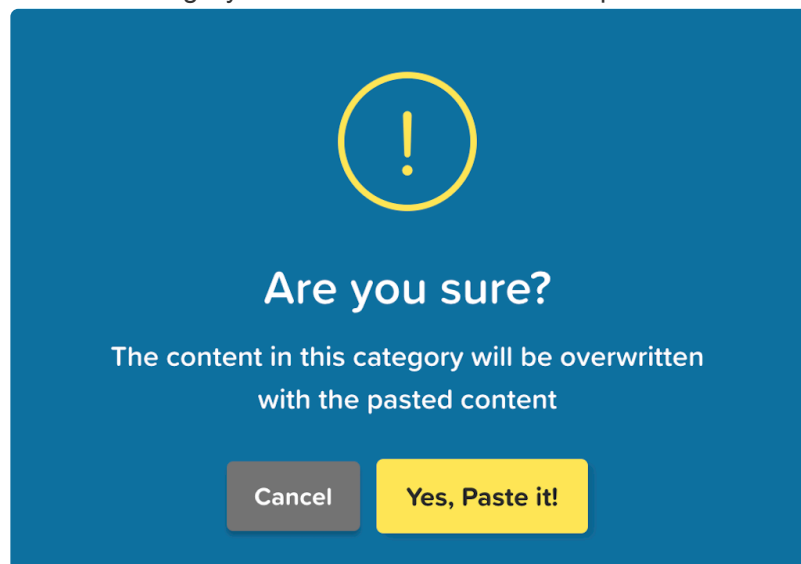
You can also “Copy” a category from another game and use in your own game. To do this, you have to open the game where you want to copy a category and select the category. When copying a category, all the questions and answers of that category will be copied to your game as well.

Algebra 1 Review copy					
...	...	...	...	...	...
BA	DESCRIBE THE FUNCTION/RELATION	INDEPENDENT OR DEPENDENT	SOLVE THE EQUATION/INEQUALITY	MATCH THE GRAPH	FUNCTION FAMILIES
100	100	100	100	100	100
200	200	200	200	200	200
300	300	300	300	300	300
400	400	400	400	400	400
500	500	500	500	500	500
→	← →	← →	← →	← →	←

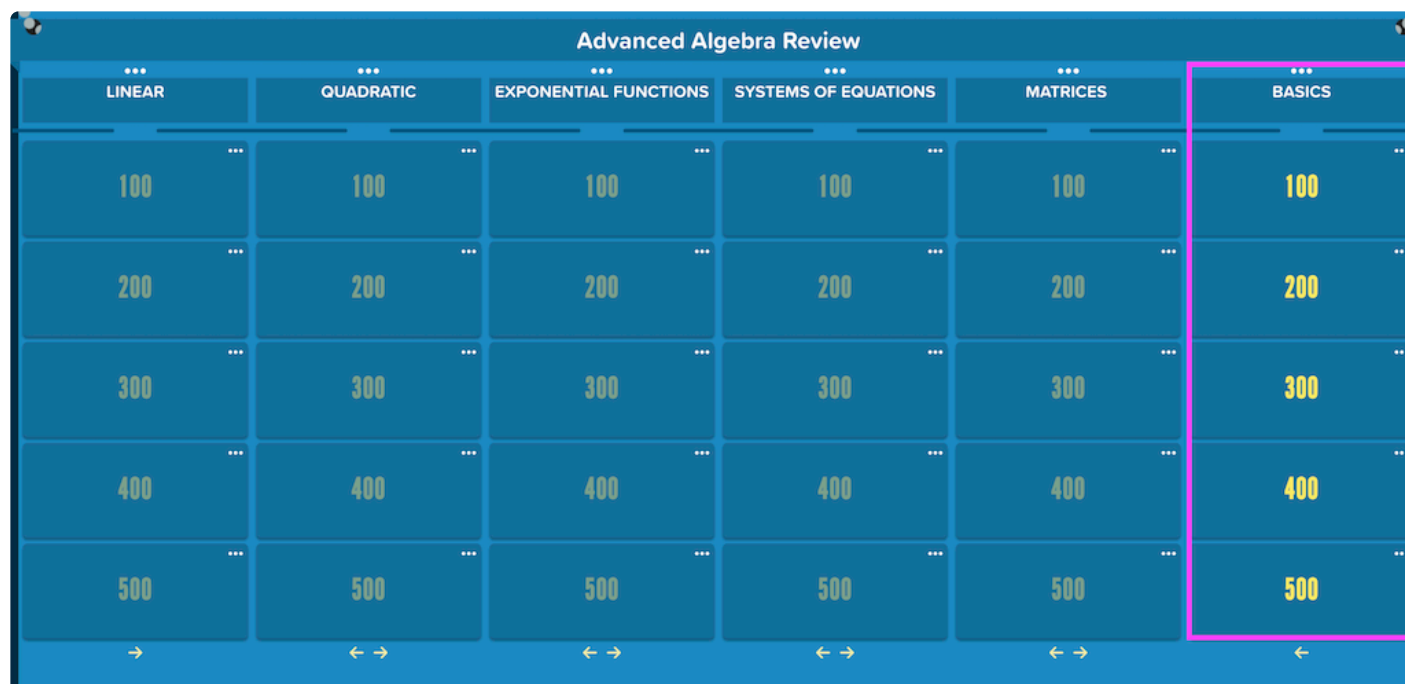
Going back to your own game, paste the category you just copied.



You will be asked if you wish to confirm pasting the copied category. Please note that the content of the selected category will be overwritten with the pasted content. Select **Yes, paste it!** to confirm the action.



You will now see the pasted category in your board and all the questions that come with this category.



## Deleting a Category

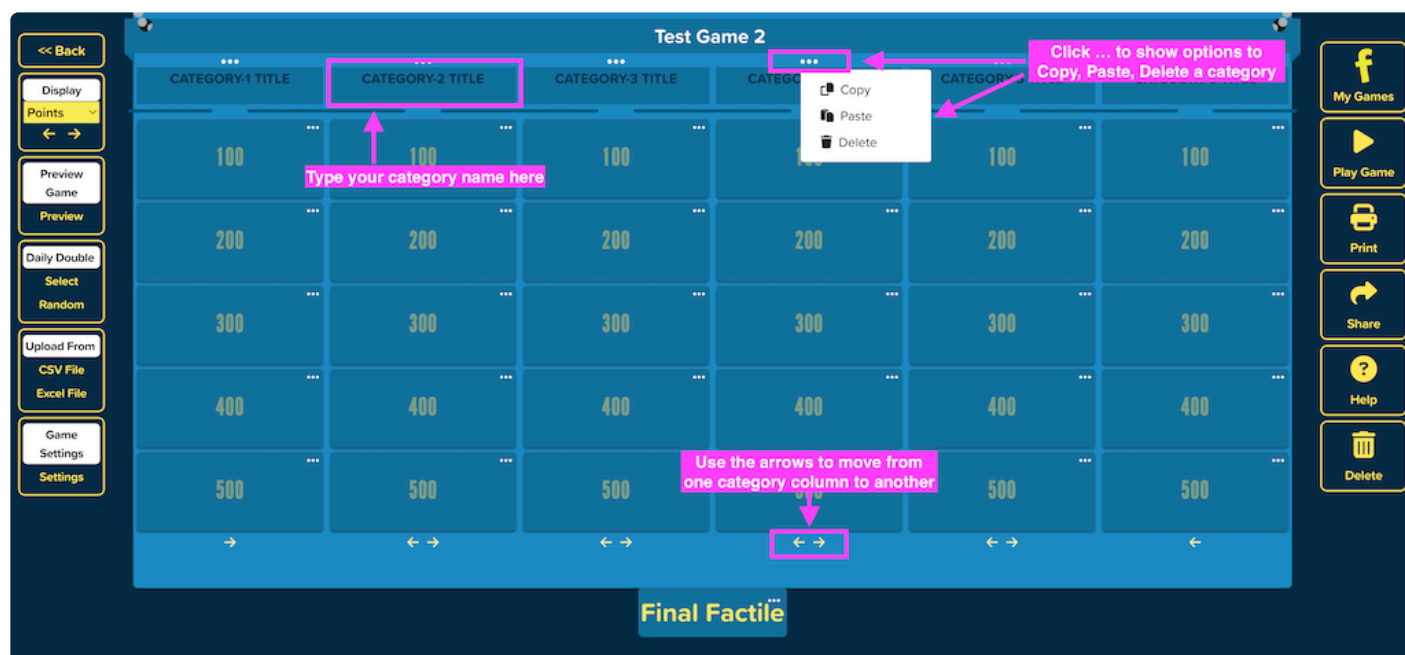
You can remove a category from your board by selecting **Delete** from the options. Please note that when you delete a category, all the tiles that come with it will be deleted as well.



## Tips for Categories

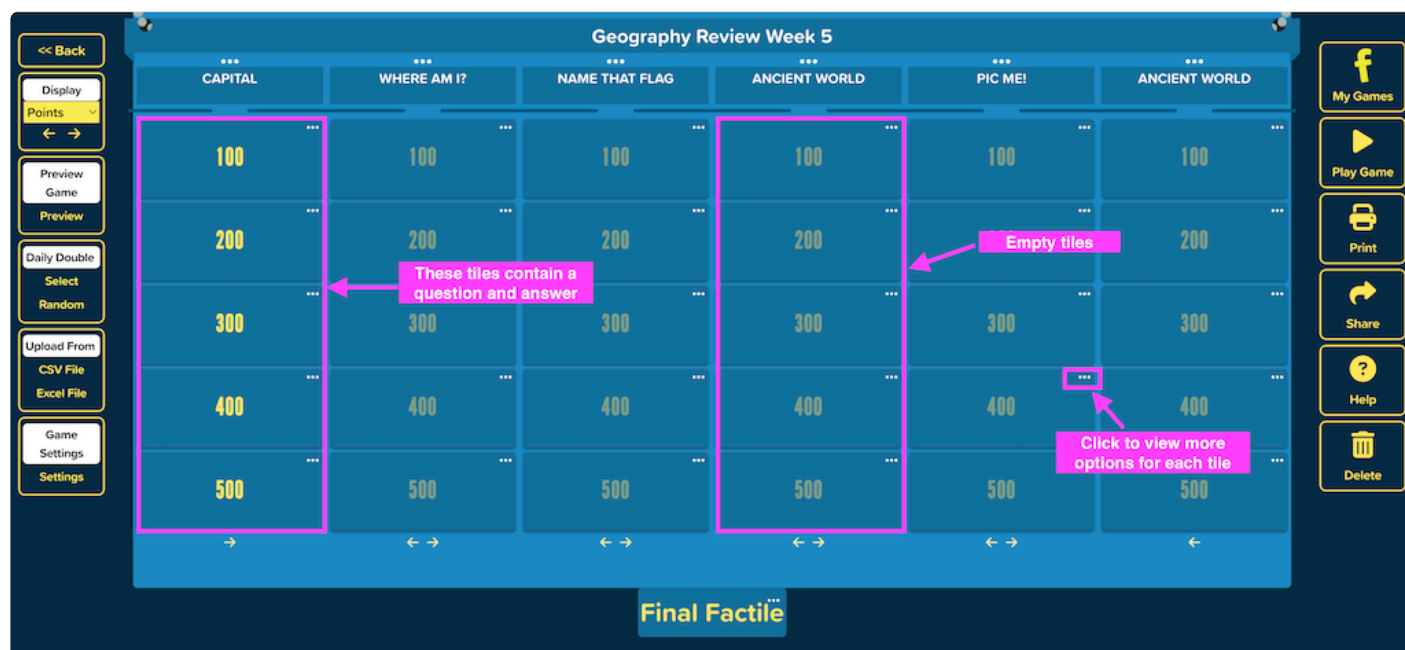
- *Move Categories* from one column to another by using the arrows at the bottom of each Category column on your Factile board.
- *Copy/Paste Categories* from one game to another. Just click on the 3 dots at the top of each Category column to copy or paste categories on your board.

- *Delete* a category. Just click on the 3 dots at the top of each Category column to delete a category.



## Q & A Tiles

You need to enter a Question and Answer for a tile for that tile to display during the game. When a Question and Answer are both entered successfully for a tile, the points value will turn yellow on your Factile board (You can type a space in any Question or Answer that you want to display blank during the game).



## Adding a Question and Answer on a tile

1. Click on an empty tile.

2. Enter the content for your tile in the pop-up that appears. You can type in your question and the correct answer in the space provided.

**Editing Tile: Label That! for 100**

**Question** (ex. Who was the first American President?)

Which Continents Does the Prime Meridian Cross?

Type your question here.

**Answer** (ex. George Washington)

Europe, Africa, and Antarctica

Type your answer here.

Click arrows to save and advance

**Tip:** Upgrade your account to **Pro** to have advanced formatting features and to make your game more interactive by [adding images, videos, and sounds on your question and answers](#).

3. Once you've entered your question and answer, click **Save**. *Tip:* When adding questions and answers on your tiles, you can use the arrows to save and advance to the next tile on the board.

**Editing Tile: Label That! for 100**

**Question** (ex. Who was the first American President?)

Which Continents Does the Prime Meridian Cross?

Type your question here.

**Answer** (ex. George Washington)

Europe, Africa, and Antarctica

Type your answer here.

Click to save the contents for the tile

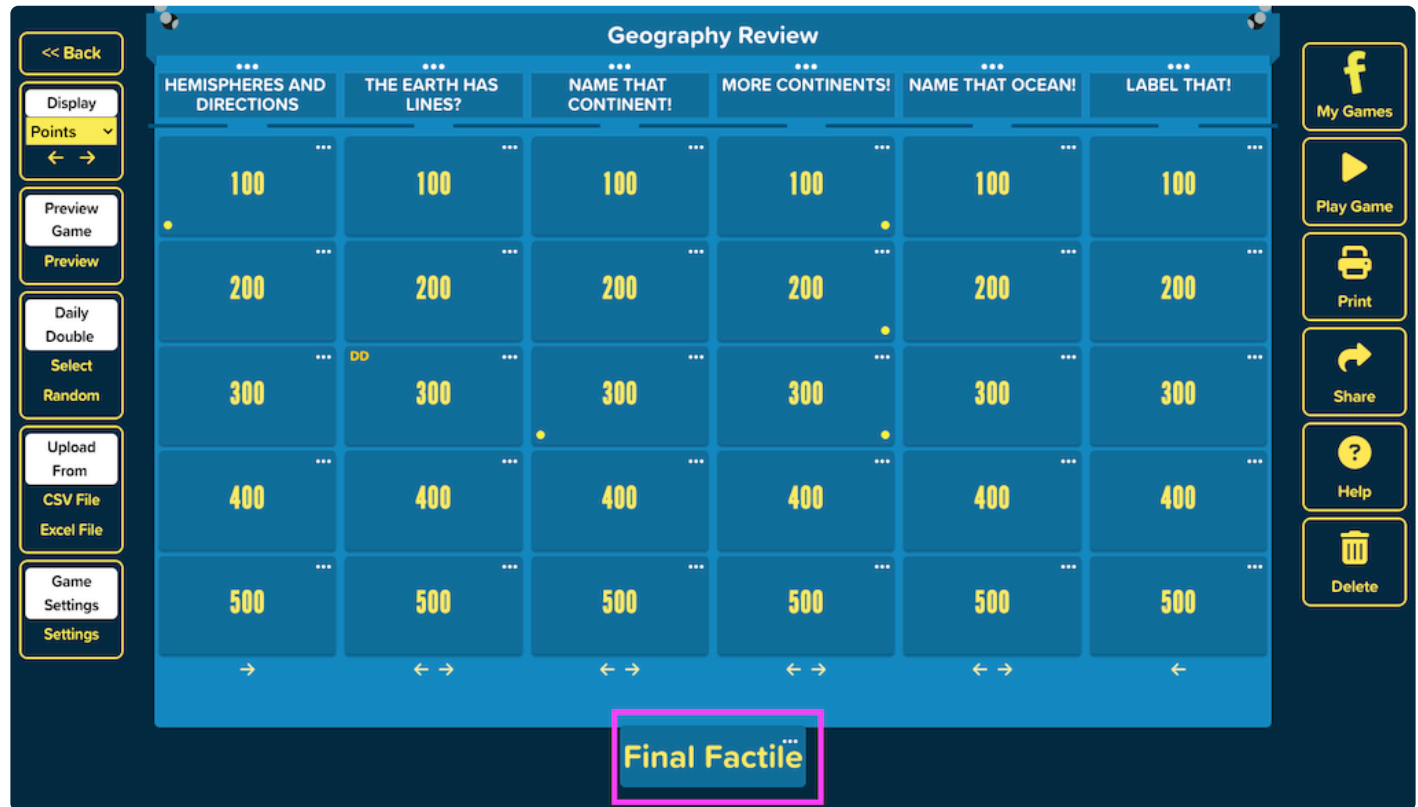
Click on the arrows to save the tile content and move to the next tiles

Click arrows to save and advance

## Final Factile

After completing all of the game tiles, the game moves on to **Final Factile**. This is the last question of the game. Here's how you can set up your Final Factile:

1. Click the **Final Factile** button to enter its contents.



2. (Optional) Select a category from the dropdown menu to add your Final Factile category.



3. Enter your Final Factile question and answer in the space provided.

Editing Tile: Final Factile Category:

**Question** (ex. Who was the first American President?)

To which continent does the North Pole belong? Type your Final Factile question here.

**Answer** (ex. George Washington)

Arctic Ocean Type your Final Factile answer here.

Upgrade to PRO for advanced formatting, images, video and equations

Upload Image Upload Video Enter Equation Upload Sound

Upload Image Upload Video Enter Equation Upload Sound

4. Click Save.

**Tip:** Upgrade your account to **Pro** to have advanced formatting features and to make your game more interactive by [adding images, videos, and sounds on your question and answers](#).

## Uploading from a File

For **Pro** accounts, you can upload a comma-separated value (CSV) or Excel file instead of manually entering content into each tile. Here's how you can do this:

1. Use the **Upload from File** option on the left side of the Factile board and choose the corresponding format of your file.

Advanced Algebra Review

CAPITAL	WHERE AM I?	NAME THAT FLAG	ANCIENT WORLD	PIC ME!	ANCIENT WORLD
100	100	100	100	100	100
200	200	200	200	200	200
300	300	300	300	300	300
400	400	400	400	400	400
500	500	500	500	500	500

Use this feature to upload tile contents from either a CSV or Excel file

Final Factile

Left sidebar options: << Back, Display Points, Preview Game, Preview, Daily Double, Select Random, Upload From (CSV File, Excel File), Game Settings, Settings

Right sidebar options: My Games, Play Game, Print, Share, Help, Delete



### Upload From Local Excel File

Upload questions and answers from an Excel file

Click on **example.xlsx** to download a template

Choose Excel File To Upload

Choose File

geographyQ.xlsx

Select Sheet Name

Questions

Note:- Questions and Answers are limited to 300 characters each

Upload

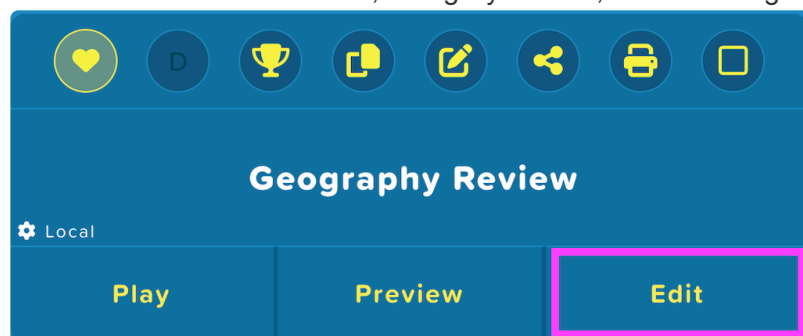
Close

## How do I edit a game?

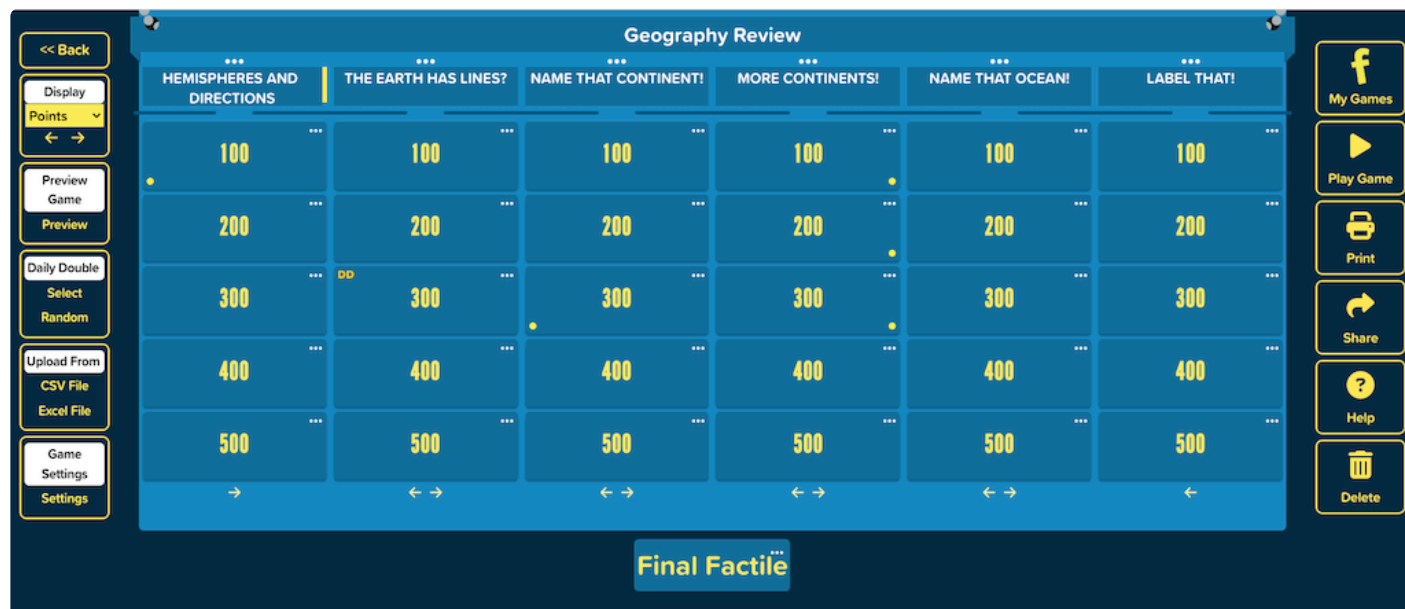
The **Edit** function lets you make changes to your games easily. Here's how you can do it:

Go to **My Games** page and find a game you wish to edit. *Note:* You can only edit games you have created or tagged as favorite.

Select a game you want to edit and click the **Edit** button. When editing a game, you can make changes to the tiles' contents and order, category names, or the arrangement of the categories on the board.



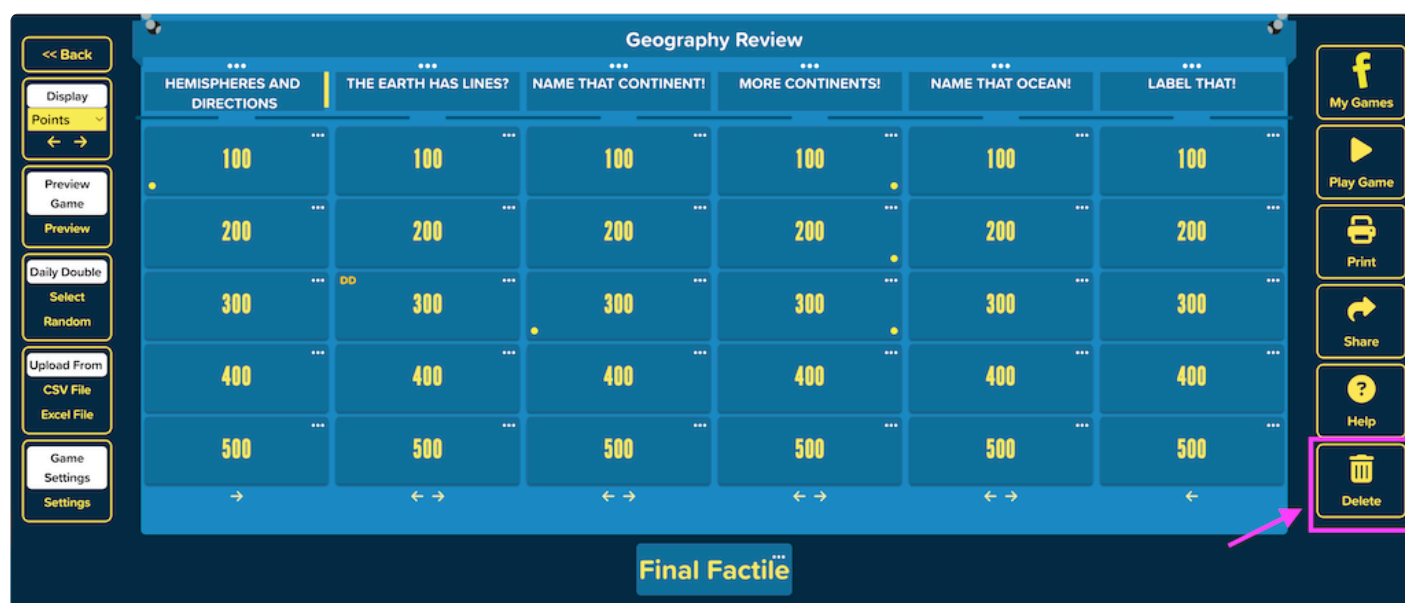
Click a tile if you wish to make any changes to its contents. You can change a tile's question or answer. Make sure to click the **Save** button to apply the changes made.



You can also drag and drop Question / Answer tiles on the edit screen. This is a useful way to move Questions / Answers from one category to another or from one tile point value to another. Changes will save automatically.

## How do I delete a Game?

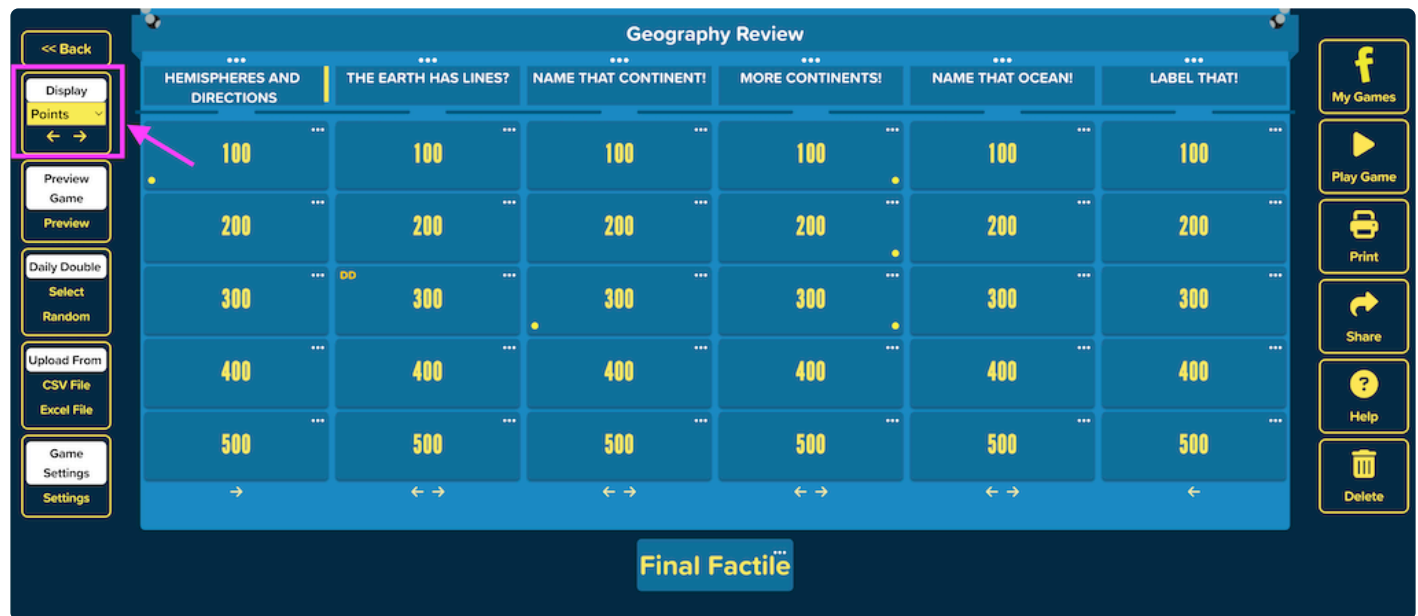
To delete your game, click on the trash can icon in the side toolbar.



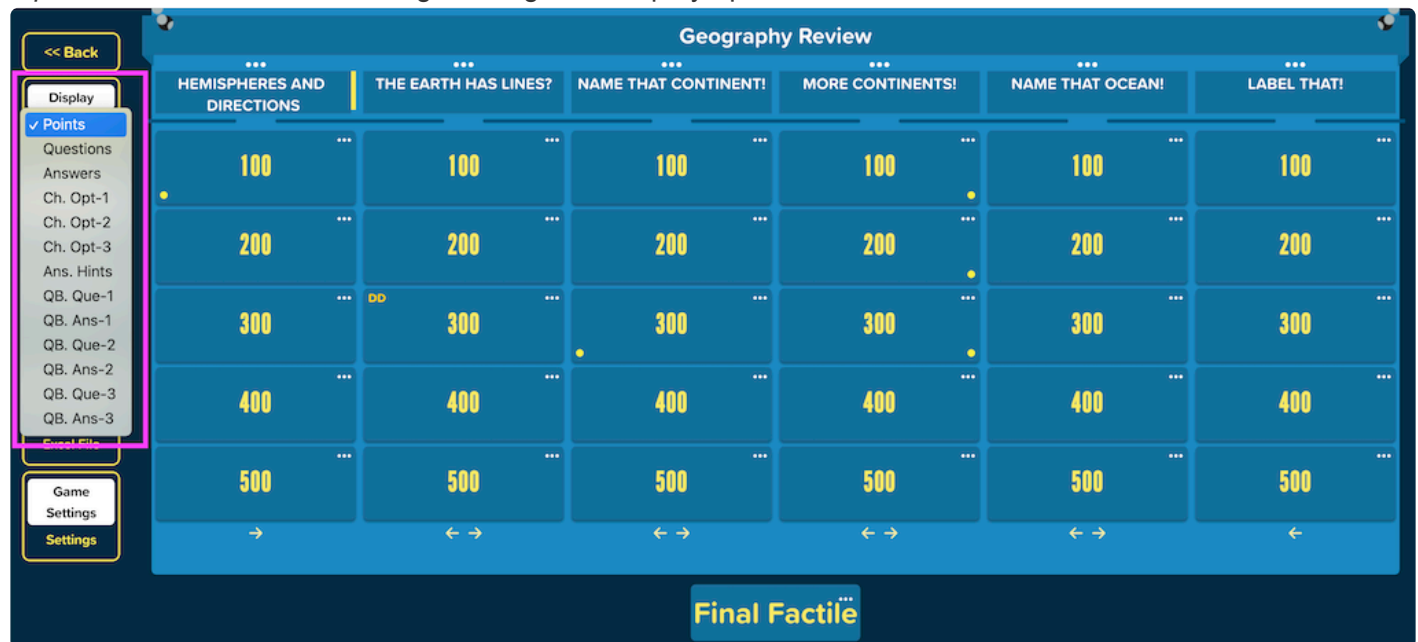
## Display Options (Pro option only)

When editing, you can choose to see the point value, Questions, or Answers of the Tiles. You can also select to display tiles with multiple choices, hints, and bonus questions. This can be useful for seeing what

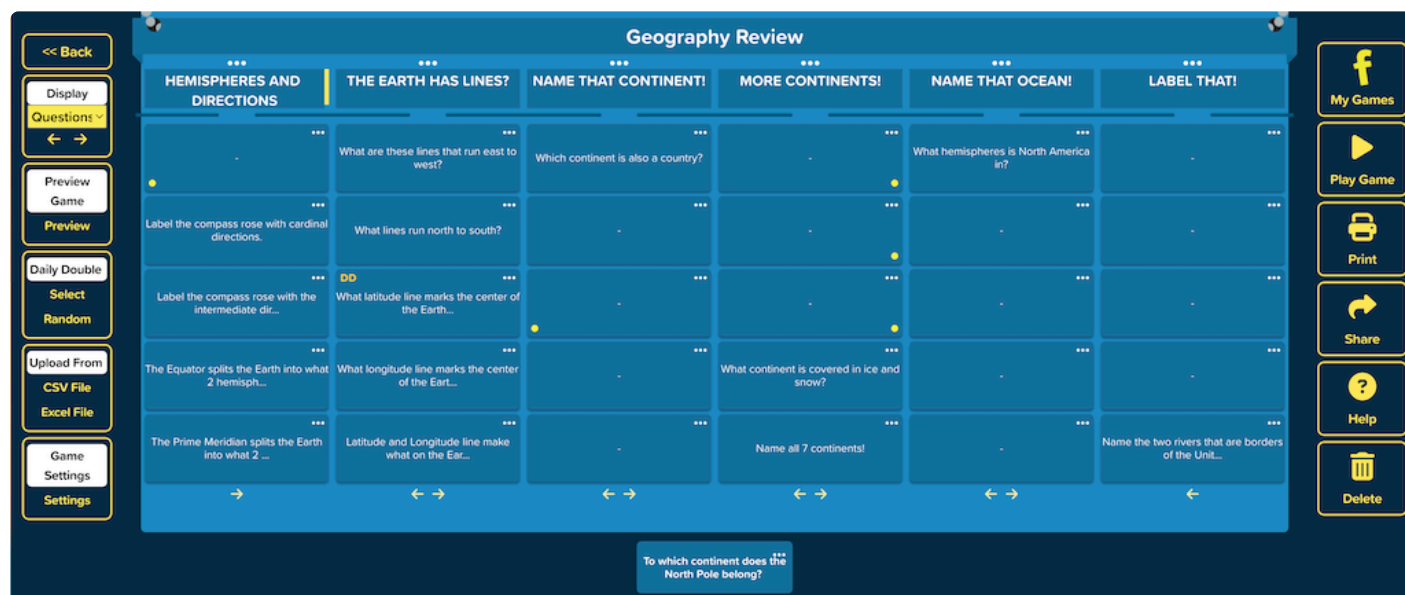
content is in your game, or for easily finding the content you wish to update or change.



*Tip:* You can use the arrows to go through the display options.



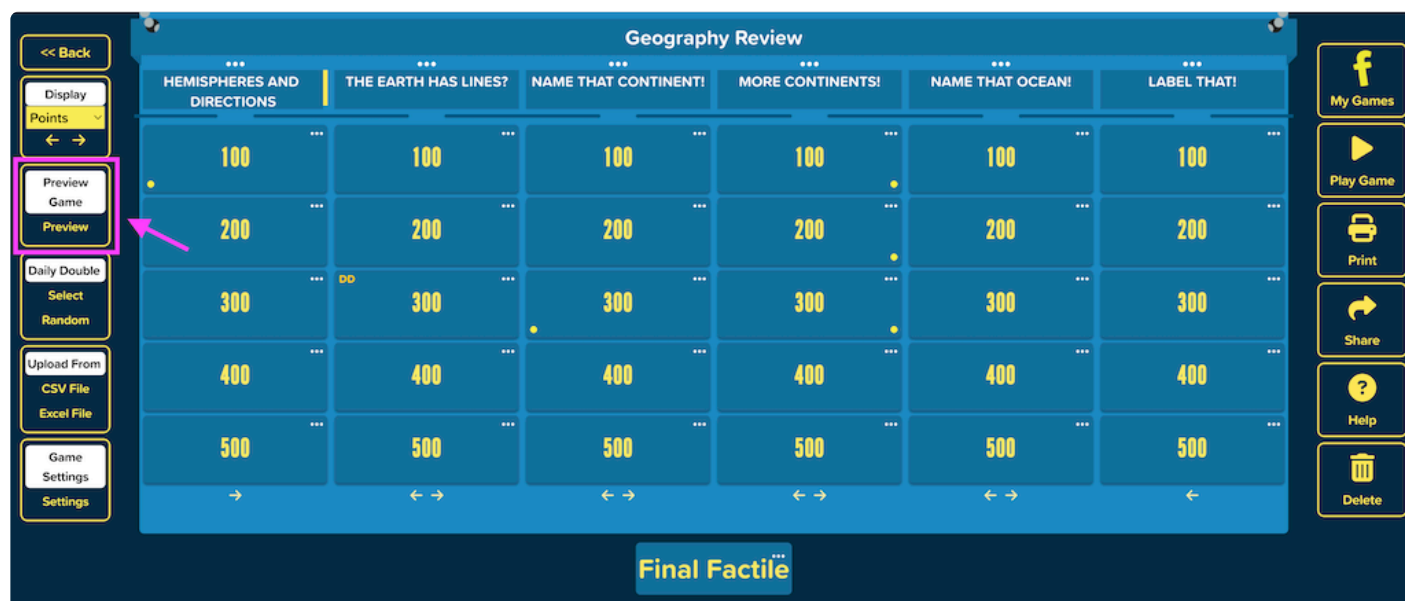
**Questions** will show a preview of all the Questions you've entered into your Tiles and **Answers** will show the Answers.



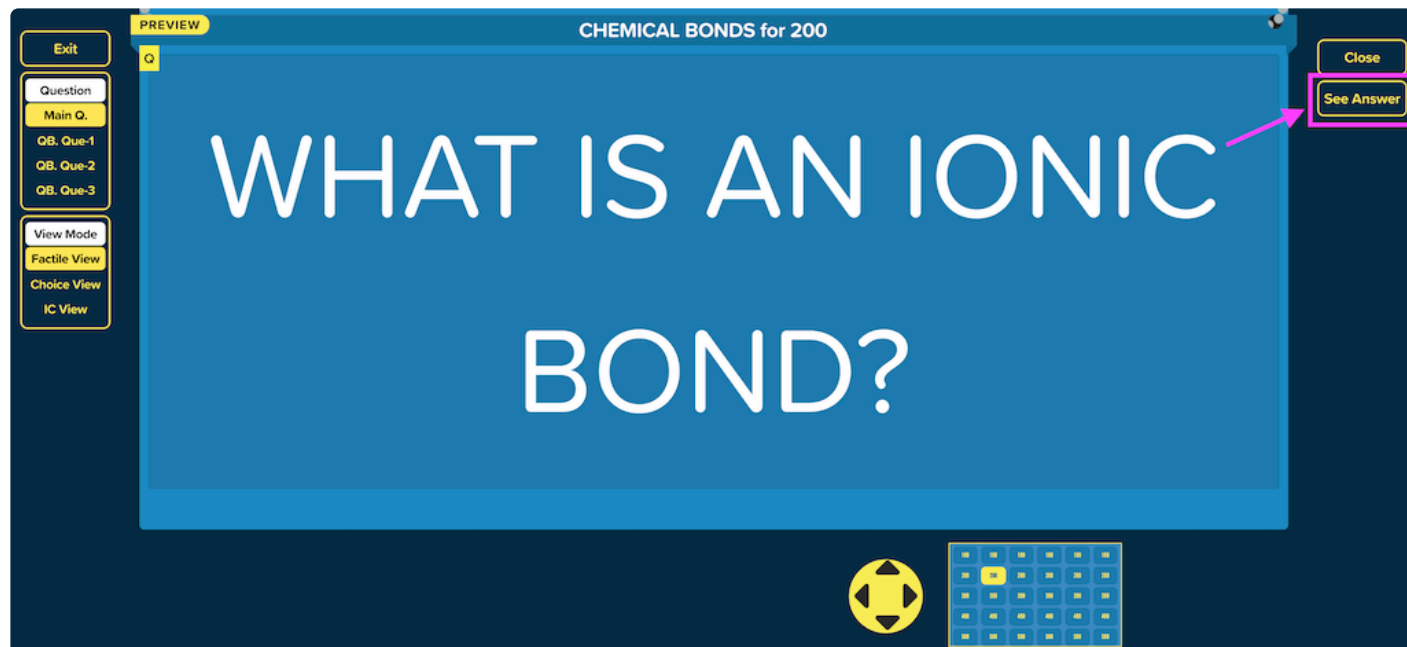
**Tip:** Only text will appear when using the **Questions** or **Answers** display option. To view any pictures you've uploaded, you'll need to open the individual Tile.

## Preview

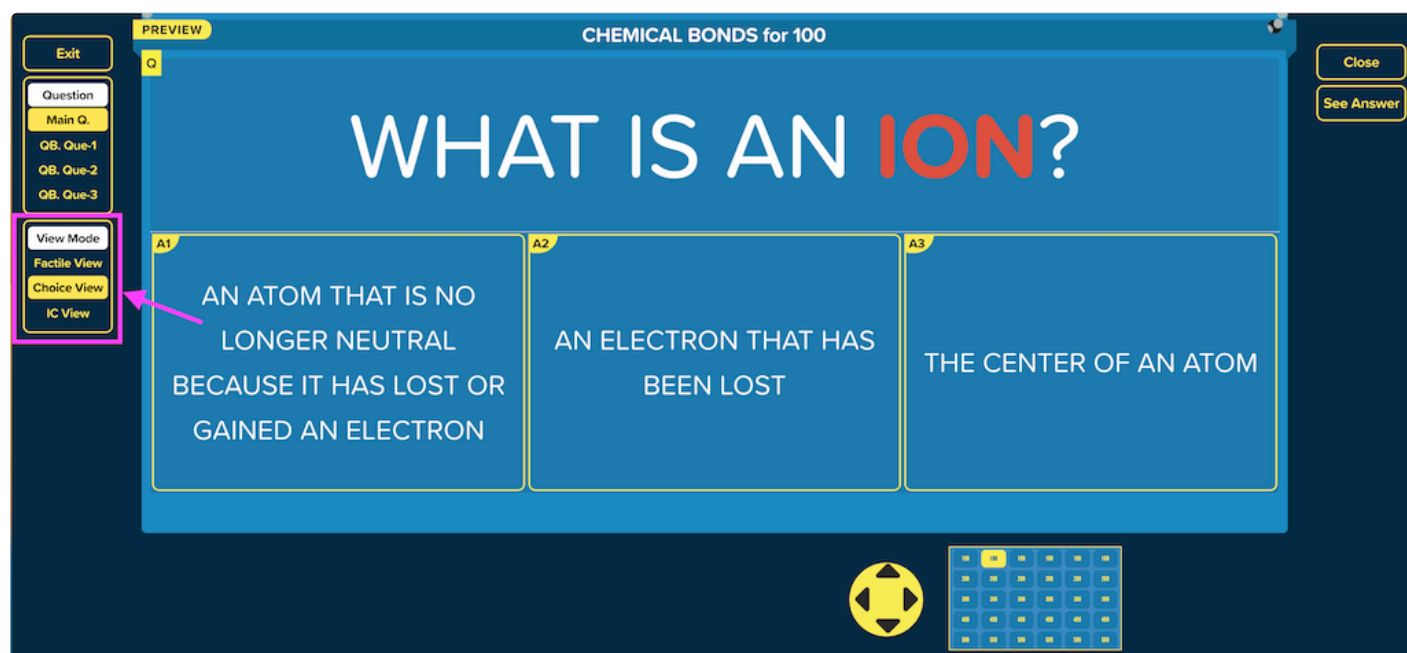
When editing, you can use the **Preview** function to check the way your Tile and Factile Board will look.



Once the board opens, you can select any tile to view the contents. Click **See Answer** to display the answer to the question.



You can preview the tile for a standard game, choice options and interactive choice options using the options on the left side of the board.



Press "Close" to return to editing mode.

## Pro Subscriptions

Pro subscriptions can use [Choice](#) mode, which allows for multiple-choice options, or enter bonus questions for the [Quiz Bowl](#).



Editing Tile: CHEMICAL BONDS for 200

CANCEL SAVE

Factile Choice Quiz Bowl

**Question** (ex. Who was the first American President?)

What is an ionic bond?

Characters : 22/300

Upload Image Upload Video Enter Equation Upload Sound

**Answer** (ex. George Washington)

an attraction that holds a negative ion and a positive ion together

Characters : 67/300

Upload Image Upload Video Enter Equation Upload Sound

Click arrows to save and advance

## Choice

Editing Tile: CHEMICAL BONDS for 200

CANCEL SAVE

Factile Choice Quiz Bowl

**Incorrect Answer #1** (ex. Thomas Jefferson) Marked as correct answer

Type Something...

Characters : 0/300

Upload Image Upload Video Enter Equation Upload Sound

**Incorrect Answer #2** (ex. Ben Franklin) Marked as correct answer

Type Something...

Characters : 0/300

Upload Image Upload Video Enter Equation Upload Sound

Click arrows to save and advance

Once you enter the Question and Answer under **Factile**, you can choose to show multiple-choice options. Click on **Choice** to enter up to three **Incorrect Answer** options. This will display multiple-choice options on your Tile during gameplay.

Click **Save** when you've entered your options.

Learn more about [playing as Choice here](#).

## Quiz Bowl

The Quiz Bowl tab lets you add bonus questions that will be used when the game is played in **Quiz Bowl**



mode. The bonus questions will be displayed only when the **Quiz Bowl/Toss-up** format is selected. You can add up to 3 bonus questions per tile.

The screenshot shows the 'Editing Tile' interface for a game titled 'CHEMICAL BONDS for 200'. At the top, there are three tabs: 'Factile', 'Choice', and 'Quiz Bowl'. The 'Quiz Bowl' tab is selected and highlighted with a red rectangle. Below the tabs, there are two sections for editing questions and answers. Each section has a text input field with a rich text editor toolbar (including bold, italic, underline, link, unlink, list, and table icons) and a character count (0/300). Below the text input, there are buttons for 'Upload Image', 'Upload Video', 'Enter Equation', and 'Upload Sound'. On the right side of the interface, there is a vertical sidebar with a yellow button that says 'Click arrows to save and advance', a yellow circular button with four arrows pointing outwards, and a 4x4 grid of blue buttons with white symbols.

Check out [Quiz Bowl](#) to find out more about this mode.

## Content Authors (Pro subscription)

With your pro subscription, you can allow other people to create and edit your games. Allow up to 3 people with your Home/School pro subscription and up to 10 with your Business pro subscription. You can control which games they have access to and control whether they can create, edit, print, and/or delete games.

Manage Content Authors from the **Accounts** page. Read more [here!](#)

## 2.1. Make Jeopardy Games with AutoGen (Artificial Intelligence)

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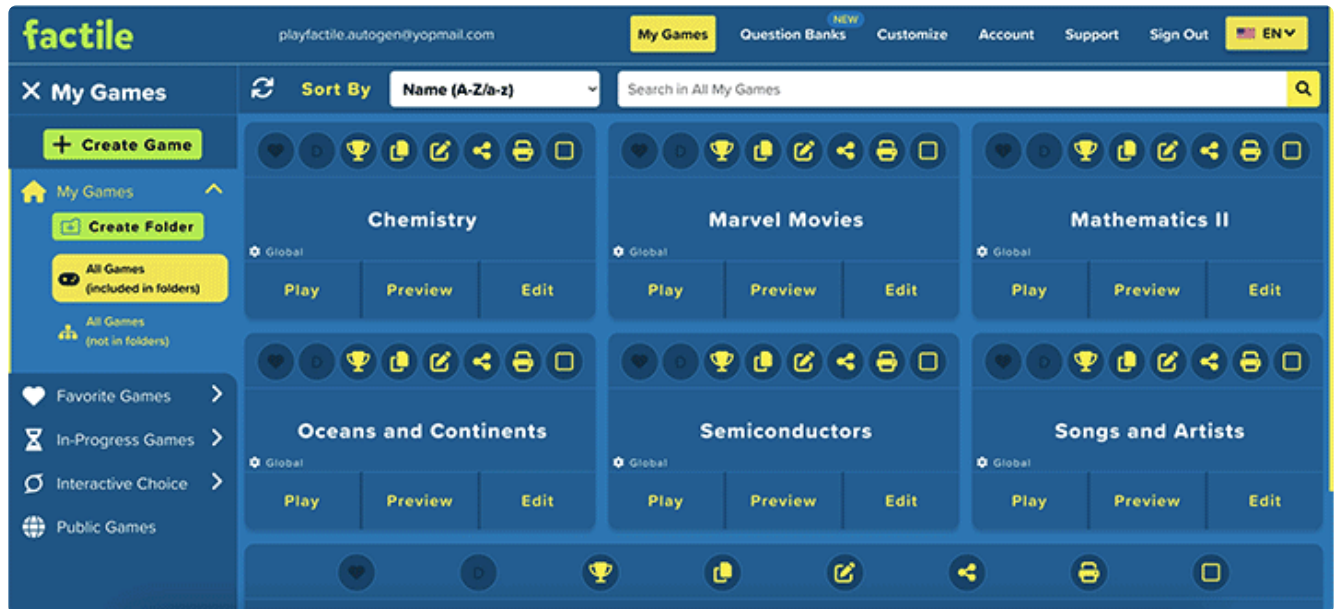
Welcome to AutoGen! Driven by cutting-edge Generative Artificial Intelligence (AI), AutoGen automatically generates questions/answers for you based on topics and subtopics you provide. You can use AutoGen to generate partial or entire games, and then edit as needed. AutoGen can help you quickly create your Factile games while providing you with a broad range of questions you choose from specific to your topic.

To use AutoGen, you purchase “tokens” based on the number and complexity of the questions generated. AutoGen uses the generative AI engine from [OpenAI](#) and the tokens pay for that service. As a special welcome and for a limited time, we’ve credited your account with **1,000 free tokens**, which should generate between 30 – 50 Factile questions. Additional tokens can be purchased by clicking on the Buy Tokens button in \$5 increments (\$5 buys 25,000 tokens).

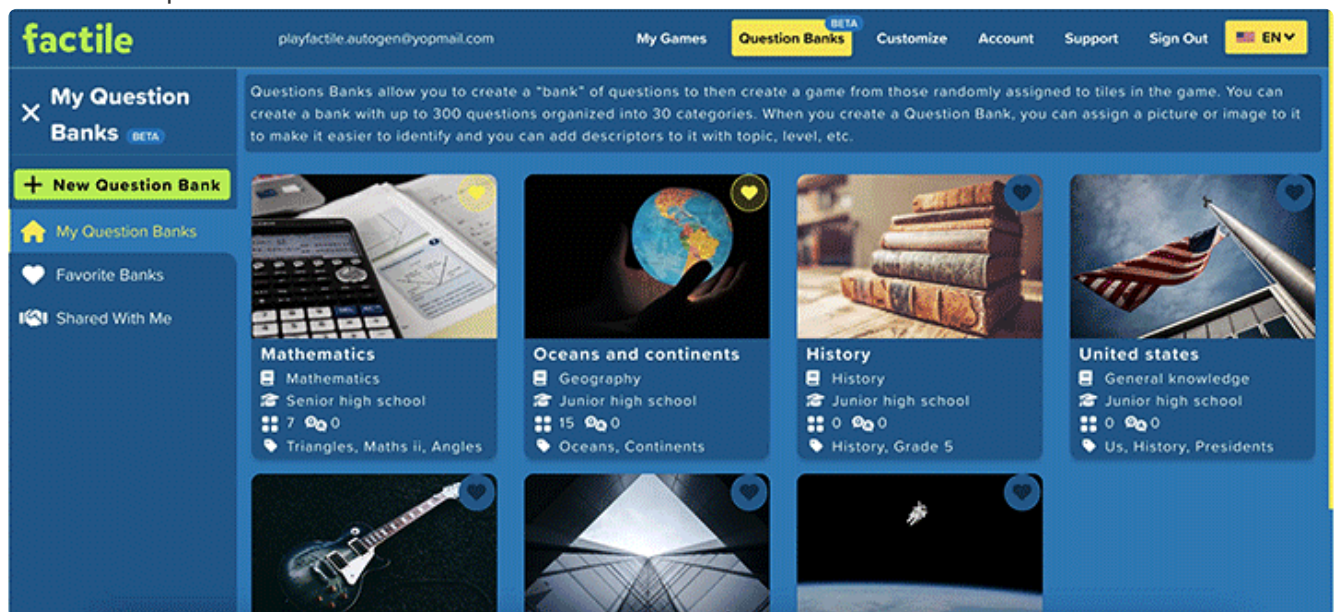
## 2.1.1. How to generate questions using AutoGen

1 . You can use AutoGen to either help create a game or to add questions to a Question Bank.

- To help create an individual game, create or edit a game, and then on the game edit screen, click the AutoGen button in the left panel.



- To add questions to a [Question Bank](#), go to Question Banks and you will find the AutoGen button next to the “add question” button.



2 . We recommend you have at least 500 tokens before using AutoGen.

**AutoGen** Learn More

**Question-Answer Preview**

CAT-1	CAT-2	CAT-3	CAT-4	CAT-5	CAT-6
100	100	100	100	100	100
200	200	200	200	200	200
300	300	300	300	300	300
400	400	400	400	400	400
500	500	500	500	500	500

Grade (optional): Enter Grade  
No. of Questions: 4  
Question Type: Factile

Type or select the topic and subtopics, ex. US history, presidents  
separate topics and subtopics by commas. Ex. biology, heart or US history, presidents 0/50

**Generate**

Welcome to **AutoGen**, your ultimate solution for seamless question generation, driven by cutting-edge generative **Artificial Intelligence**. As a special welcome, we've credited your account with **1000 free tokens**, granting you a taste of the powerful capabilities AutoGen has to offer. Whether you're an individual, educator, or professional seeking swift and effortless Jeopardy-style quiz games creation, AutoGen is your gateway to an unparalleled experience. Unlock the full potential by purchasing additional tokens, enabling you to effortlessly generate questions and craft engaging Jeopardy-style quiz games within a minute.

**AutoGen FAQs & Guidelines**

AutoGen modes  
Define the concept of 'token'

Tokens Left: 164 Tokens Consumed: 0

**View History** **Buy Tokens**

3. Optionally select a grade level, and specify the number of questions to generate and the question type. Then enter the Topic and Subtopic for which you'd like to generate questions. The Topic should be broad and the Subtopic more specific. For example, Geography, Oceans as the Topic, Subtopic. Experiment with different phrasing for Topic and Subtopic to create more options from which to choose. For ex. Geography, Ocean sea creatures. For broad questions, you can use only a Topic without a Subtopic. For ex. Continents.

4. Click on the "Generate" button and the AI goes to work.

**AutoGen** Learn More

Effortlessly generate questions using AutoGen driven by cutting-edge generative Artificial Intelligence and start adding those questions to your question bank categories.

Title: oceans and continents Category: Asia Questions: 0/10

1	6	11
2	7	12
3	8	13
4	9	14
5	10	15

Grade (optional): Elementary school  
No. of Questions: 4  
Question Type: Choice

separate topics and subtopics by commas. Ex. biology, heart or US history, presidents 1/50

**Generate**

Welcome to **AutoGen**, your ultimate solution for seamless question generation, driven by cutting-edge generative **Artificial Intelligence**. As a special welcome, we've credited your account with **1000 free tokens**, granting you a taste of the powerful capabilities AutoGen has to offer. Whether you're an individual, educator, or professional seeking swift and effortless Jeopardy-style quiz games creation, AutoGen is your gateway to an unparalleled experience. Unlock the full potential by purchasing additional tokens, enabling you to effortlessly generate questions and craft engaging Jeopardy-style quiz games within a minute.

**AutoGen FAQs & Guidelines**

AutoGen modes  
Define the concept of 'token'

Tokens Left: 25164 Tokens Consumed: 0

**View History** **Buy Tokens**

5. Review the list of generated questions displayed on the screen.

6. Add AutoGen'd questions into your game or question bank by either dragging and dropping them on a specific tile or by selecting a tile from the left side board and clicking the + icon button on the generated



question tile. Click “Generate” again to generate additional questions. The most recent questions generated remain on the top of the list and the previously generated questions can be viewed by scrolling.

**Question-Answer Preview**

Grade (optional): Enter Grade | No. of Questions: 4 | Question Type: Choice

Topics: Movies, marvel | 14/50

Drag and drop AutoGen'd questions onto the tile desired or select a tile from the side board and then click on + button to add the question to that tile. **Clear All**

Q8) In Guardians of the Galaxy, what is the name of Star-Lord's ship?  
Death Blossom

Q7) Which actress played Black Widow in the MCU?  
Natalie Portman, Brie Larson, Elizabeth Olsen  
Answer: Scarlett Johansson

Q6) What year was the first Avengers movie released?  
2010

Tokens Left: 24449 | Tokens Consumed: 249 | **View History** | **Buy Tokens**

7. Ensure the quality of questions by thoroughly reviewing and editing them before adding to your quiz game. AutoGen is based on leading-edge AI and can sometimes make a mistake.

**No Content**

Effortlessly generate questions using AutoGen driven by cutting-edge generative Artificial Intelligence and start adding those questions to your game tiles.

Grade (optional): Enter Grade | No. of Questions: 4 | Question Type: Choice

Topics: continents | 10/50

Drag and drop AutoGen'd questions onto the tile desired or select a tile from the side board and then click on + button to add the question to that tile. **Clear All**

Q12) Which continent is known for having the most countries?  
Asia, Europe, South America  
Answer: Australia

Q11) Which continent is home to the Great Barrier Reef?  
Africa, Europe, Antarctica  
Answer: Australia

Q10) Which continent is the largest by land area?  
Africa, North America

Tokens Left: 24230 | Tokens Consumed: 219 | **View History** | **Buy Tokens**

8. Explore the content of a particular tile by clicking on it from the left side board to view its existing questions.

9. Click <<Back when done and continue editing your game or Question Bank.

10. You can edit both the question and answer during the review process and after adding them to the game or Question Bank. While reviewing, you can edit the generated question and answer by simply clicking on

the edit button. For more extensive changes such as adding formatting or adding images, videos, hints, and other elements, you should edit the question after saving it to the game or Question Bank.

## 2.1.2. Here's an example to get you started

**Topic:** Geography, Oceans

**Grade:** Elementary School

**Question Type:** Factile

**No of Questions:** 4

Q4) Which ocean surrounds Antarctica?

Answer: Southern Ocean



Q3) What is the deepest ocean in the world?

Answer: Pacific Ocean



Q2) What is the smallest ocean in the world?

Answer: Arctic Ocean



Q1) What is the largest ocean in the world?

Answer: Pacific Ocean



## 2.1.3. AutoGen FAQs & and Guidelines

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### To use tokens more efficiently

Each time you click “Generate”, tokens are consumed. It is generally more efficient in token usage to generate more than one question when clicking “Generate”. We recommend generating 3-5 questions at a time while learning how to use AutoGen and generating 8-10 at a time when proficient.

### Types of questions that can be generated

As of now, AutoGen can generate Factile and Choice questions (text only). However, you have the option to edit your questions and to add images, videos, and audio content as usual by using the edit feature after adding the question.

### Input parameters

#### Topic

You can select the Topic from the provided list or type in your own. We recommend adding a subtopic (separated by a comma after the topic) to help generate more specific questions. For example, to generate questions about the biology of a heart, type the broader topic (“biology”) followed by the more specific topic (“heart”): biology, heart. Or as another example that would generate questions about the history of presidents in the US: US history, presidents.

#### Grade (optional)

You can optionally select a grade level to help generate questions aligned with the level desired.

#### No. of Questions

No. of Questions defines how many questions are generated each time you click “Generate”. Each time you click “Generate”, tokens are consumed as described above. It is generally more efficient in token usage to generate more than one questions when clicking “Generate”. We recommend generating 3-5 questions at a time while learning how to use AutoGen and generating 8-10 at a time when proficient.

#### Question Type

The Question Type defines the format of the questions and answers. “Factile” will generate a question and associated answer for use in one tile to be played in Factile mode. Choice will generate a question, a correct answer and three incorrect answers for use in one tile to be played in Choice mode.



## Limited knowledge of the world after 2021

The Artificial Intelligence model used in AutoGen was trained on information through September 2021 so there is limited knowledge of the world after that.

## 2.1.4. Do's and Don'ts

---

### Do's

- **Provide clear and specific topics:** Input well-defined and specific topics to receive more accurate and relevant question-answers. For example, "History, US Presidents" will provide relevant questions related to the history of US presidents.
- **Check and edit generated content:** Review and edit the generated questions and answers to ensure clarity, accuracy, and coherence. AutoGen is AI based and will sometimes make mistakes and generate unclear questions.
- **Experiment with different phrasing:** Try different ways of phrasing your input to provide you with more options from which to choose. For example, "History, US presidents" and "History years 1800-1900, US presidents".
- **Understand model limitations:** The AI model has limitations and does not have real-time knowledge. Be prepared to review and edit questions.

### Don'ts

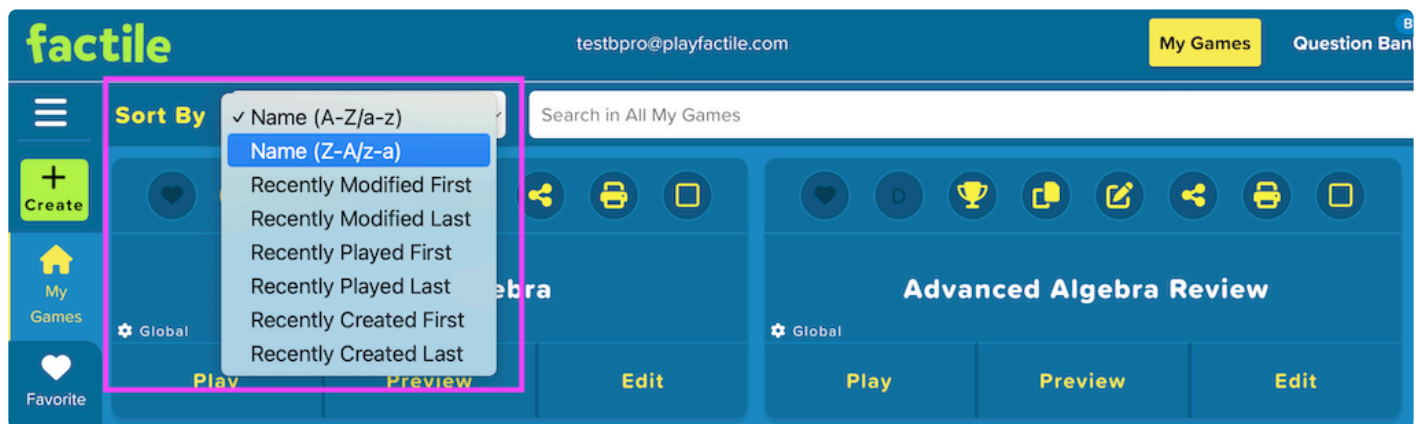
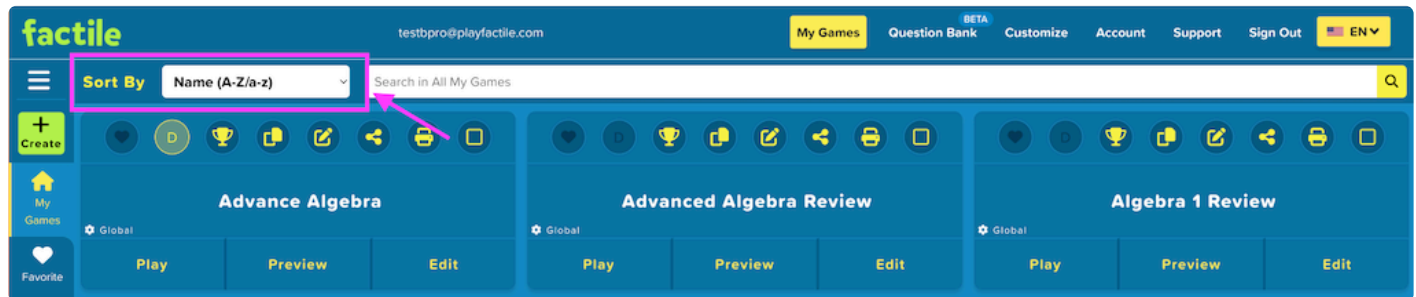
- **Avoid ambiguous topics:** Don't use vague or ambiguous topics, as they may lead to unclear or irrelevant results. For example "presidents" will result in unclear results compared to "history, US presidents".
- **Don't rely solely on AutoGen content:** AutoGen is based on new generative AI models and can make mistakes. The AI models will not always provide accurate or complete answers.
- **Do not use offensive or inappropriate language:** The AI model is designed to adhere to ethical guidelines and violating the terms by inputting inappropriate language can lead to account termination.
- **Avoid misleading or trick questions:** Don't intentionally use misleading or trick questions, as this will confuse the AI model and produce inaccurate results.

Have more questions? [Submit a request](#) and we'll be happy to help.

## 2.2. Organizing Games

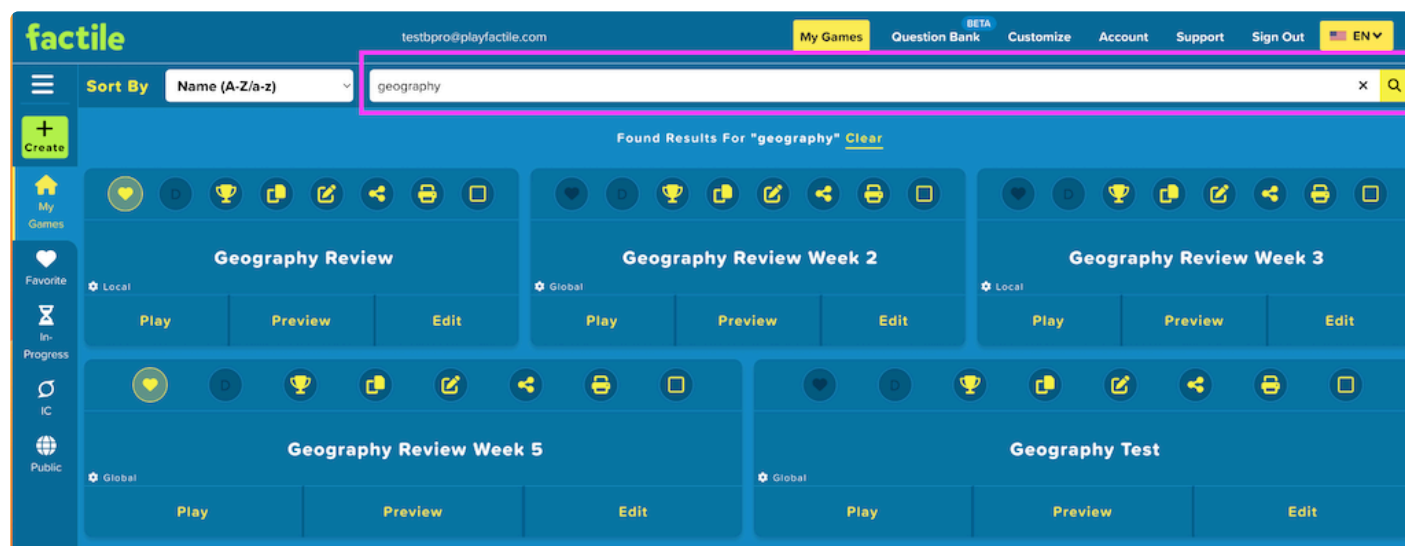
### Sorting Games

You have the flexibility to organize your entire game collection to suit your preferences. The **Sort by** feature lets you arrange your games based on various criteria, including name, date modified, date played, or date created.



### Searching a Game

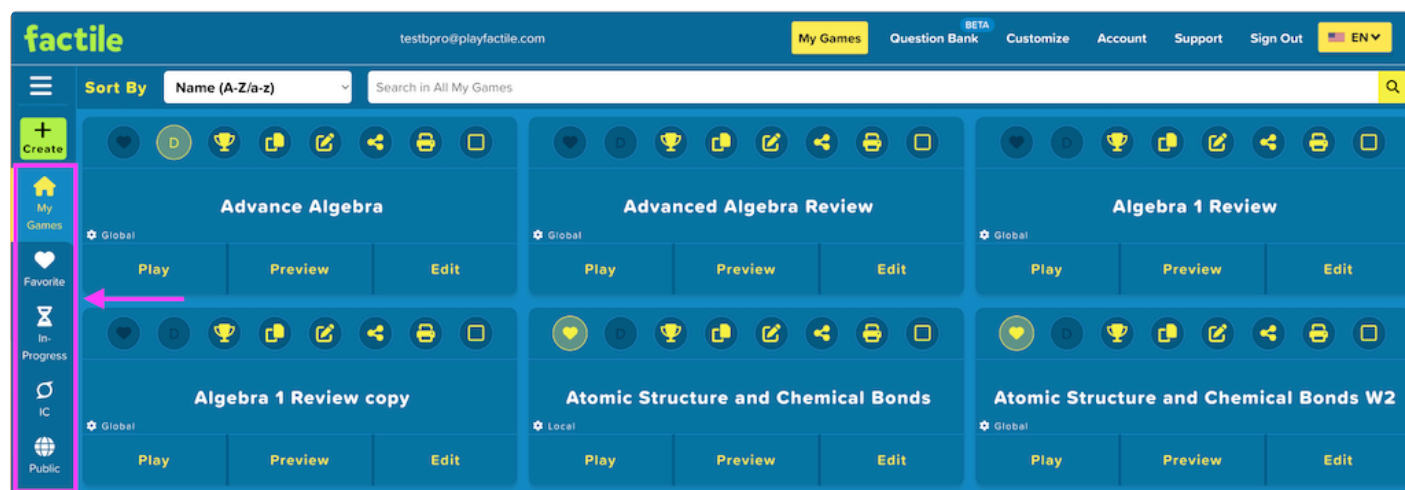
You can use the **Search** function to easily find and display a game. Simply type in a keyword in the search box and all the game titles that match your keyword will be displayed on the **My Games** tab.



## Organizing Games

You can easily organize your games by keeping them in folders or categorizing them in tabs. The **My Games** dashboard features five different tabs that categorize all the games in your Factile account:

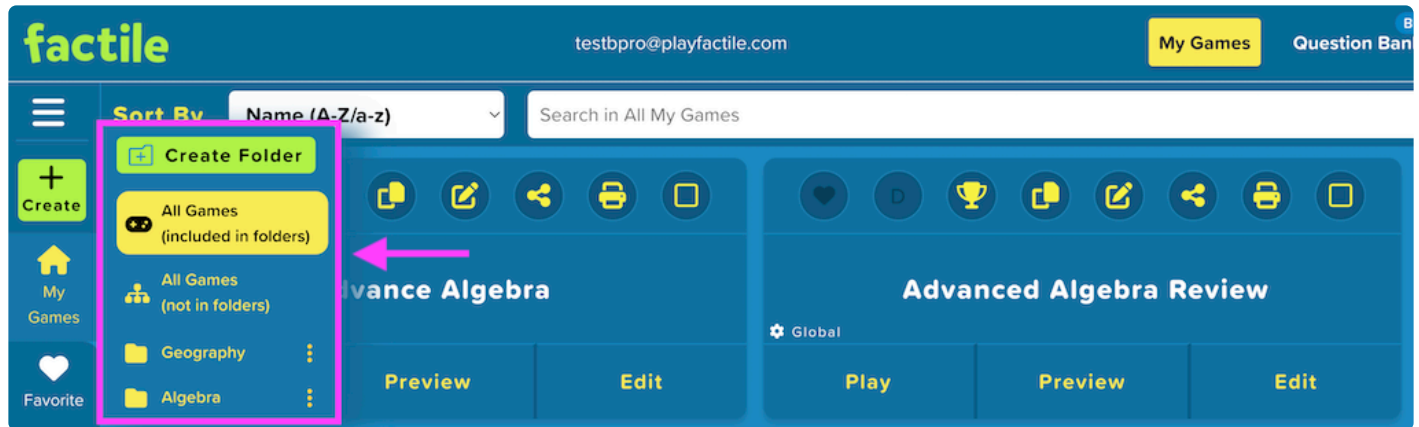
- **My Games:** This displays all the games you have created.
- **Favorite Games:** This displays all the games you have tagged as your favorite
- **In-Progress Games:** This displays the list of all games which are in progress or saved in between.
- **Interactive Choice Dashboard:** This allows you to track your participants' progress as they play the games on their own.
- **Public Games:** This allows you to view all publicly available Factile games which you can copy and customize as your own.



## My Games

The **My Games** tab showcases your entire collection of games, whether they are works in progress or completed projects. You can efficiently manage your games by categorizing and organizing them into

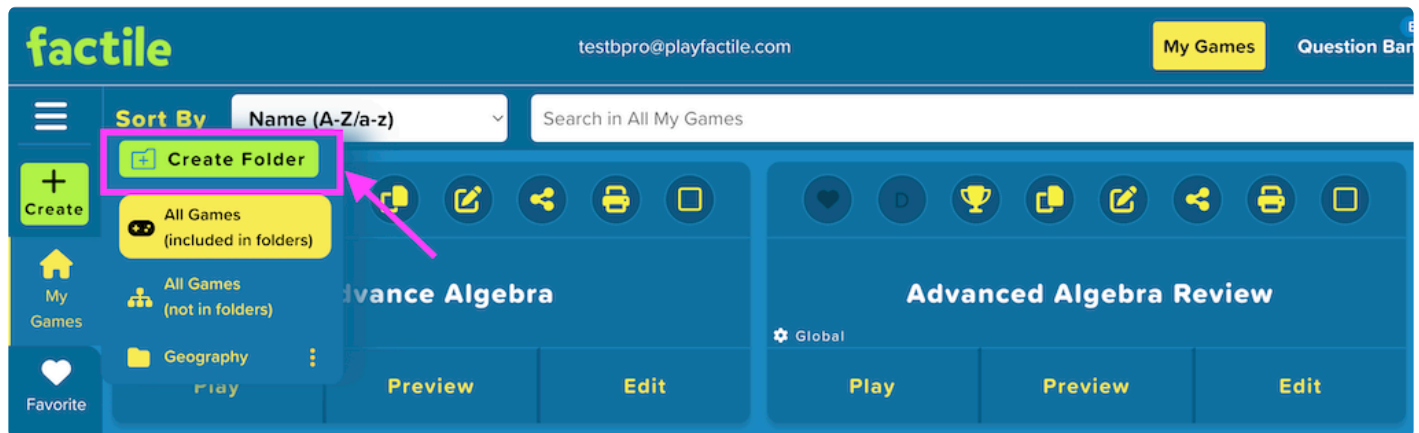
folders, all of which are conveniently accessible within the 'My Games' tab. Additionally, you have two viewing options: *All Games (included in folders)* displays your complete game library, including those stored within folders, while *All Games (not in folders)* presents all your games except those within folders.



## Creating a Folder

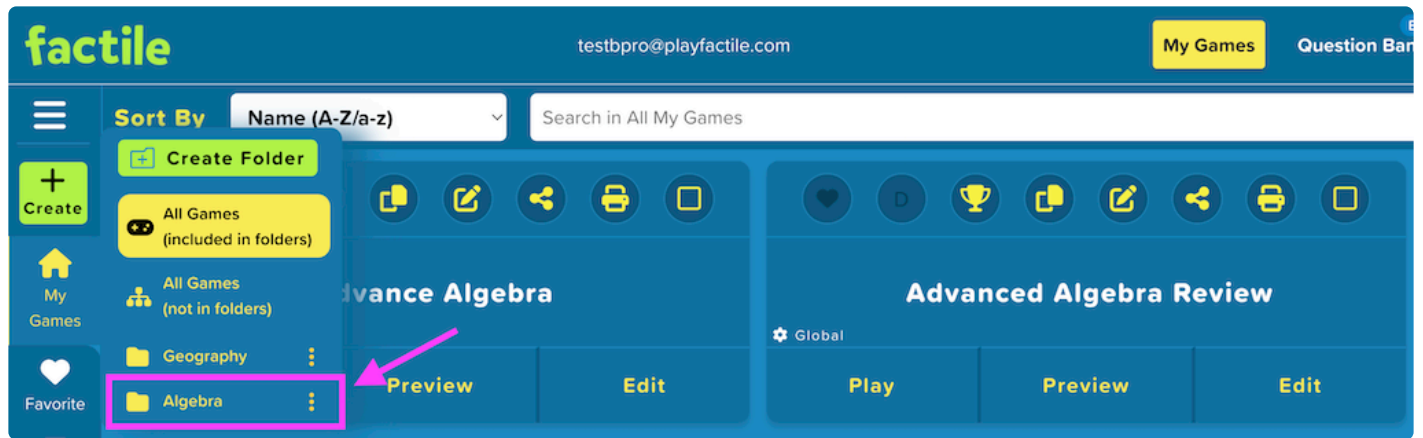
You can keep your games organized by categorizing and placing them in folders. You can create as many folders as you want and move your games inside them for better organization of all your games. Here's how you can create new folders.

1. In the **My Games** tab, click the **Create Folder** button.



2. Type in your folder name. *Tip:* Use a name that best describes all the games that will be inside that folder. For example, we will create a new folder named "Algebra".
3. Click **Save** to create the folder.

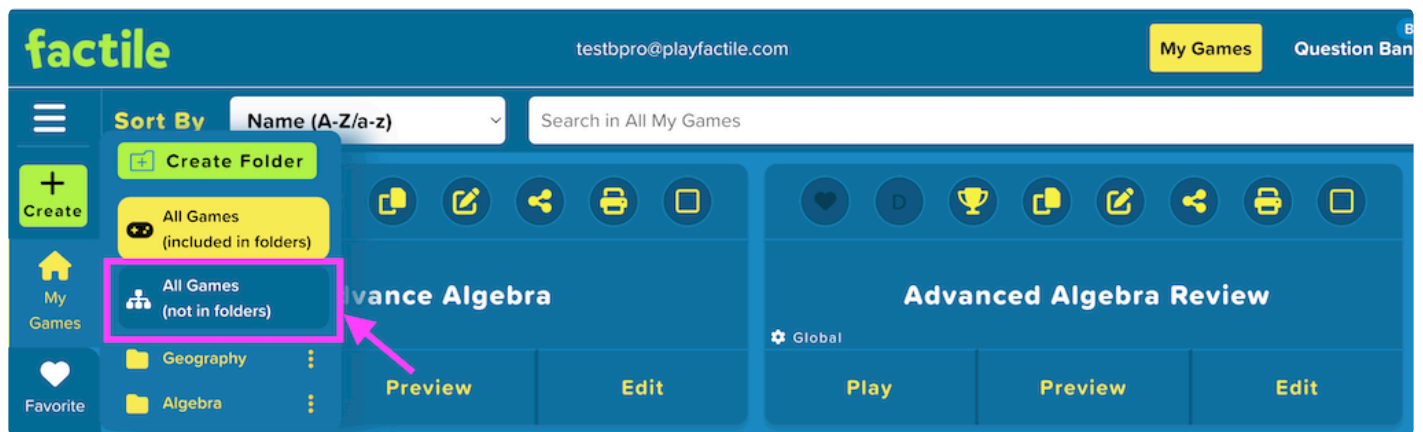
The new folder will be displayed in the **My Games** tab.



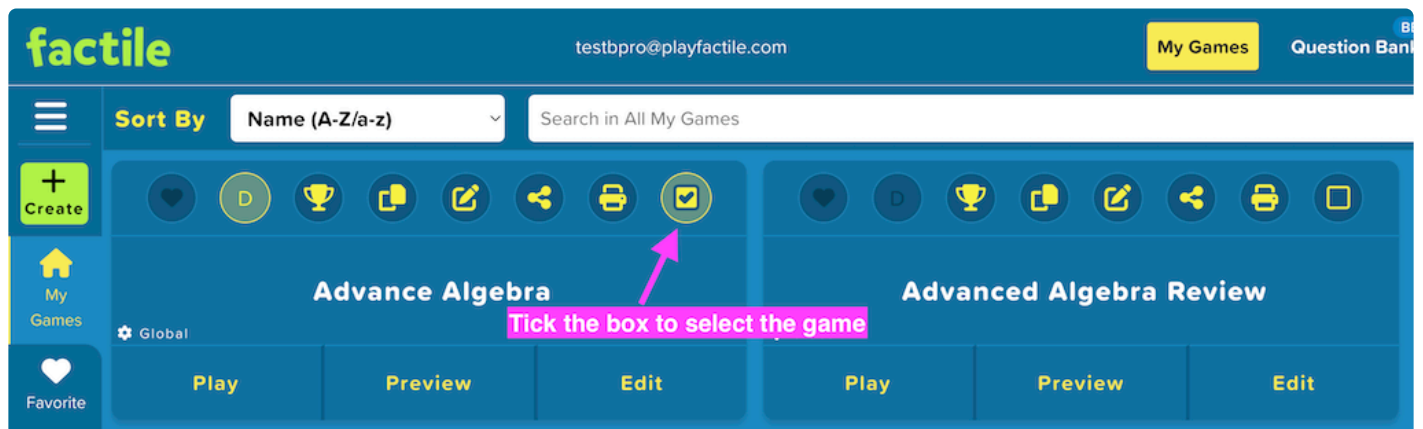
## Adding a Game to a Folder


After creating a folder, you can select and add games you want to place inside these folders.

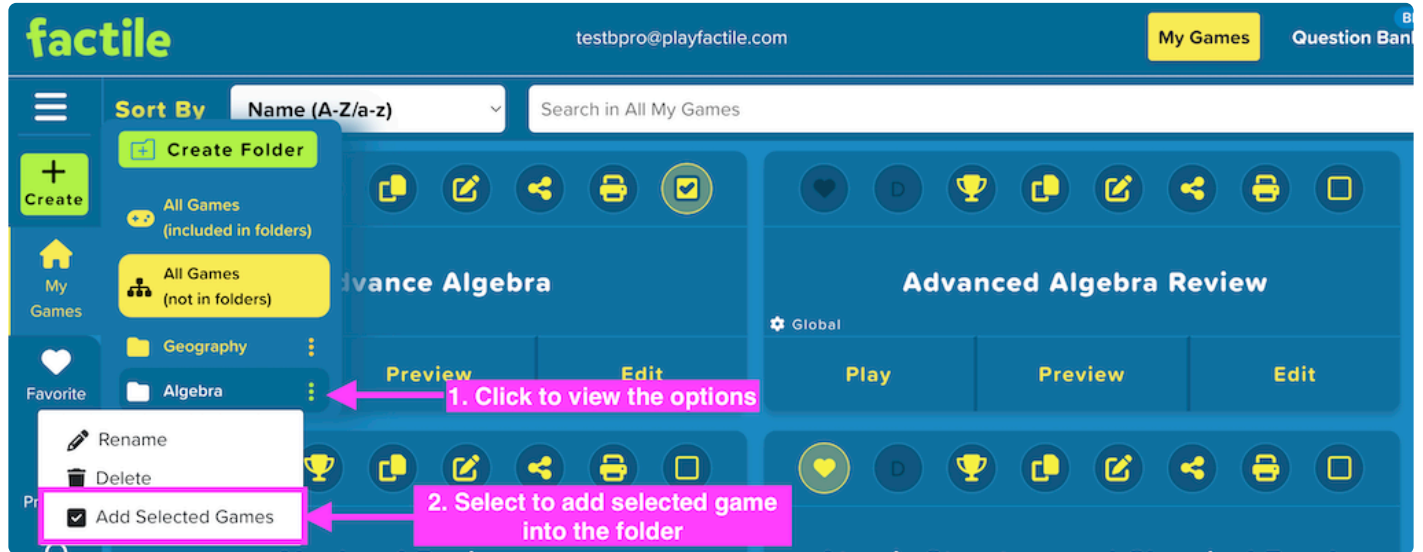
1. In the **My Games** tab, select **All Games (not in folders)** to display all the games that are not yet placed in folders.



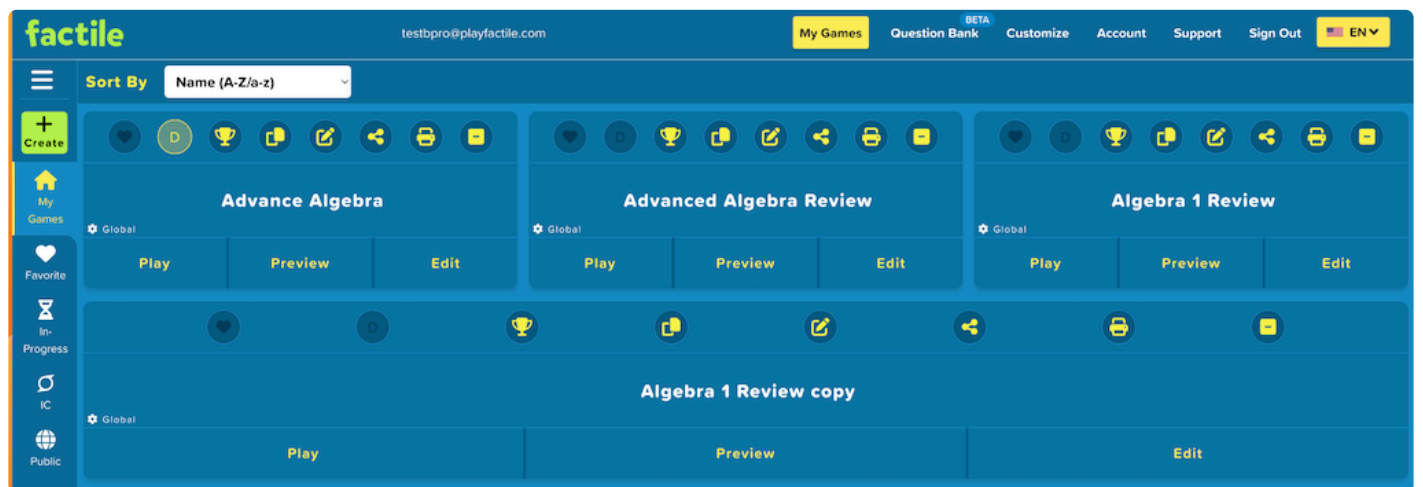
2. Select the games you want to move by ticking the checkbox next to the game title.




3. To move the selected items into the desired folder, click the  icon next to the folder and choose 'Add Selected Games' from the available options.



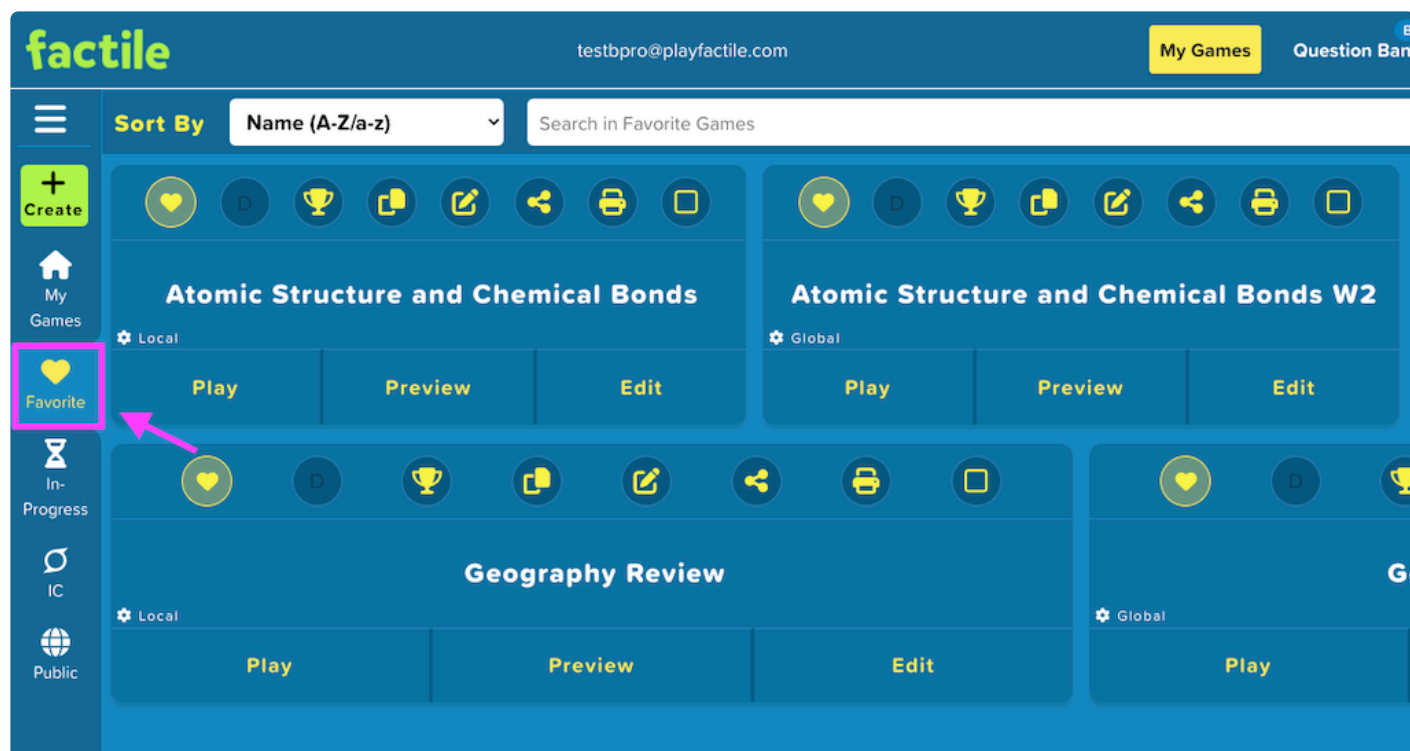
When you open a folder from the **My Games** tab, you will see all the games you've added to it. For example, we moved some games to the "Algebra" folder. We can click "Algebra" from the **My Games** tab and all the games inside it will be displayed.



## Favorite Games

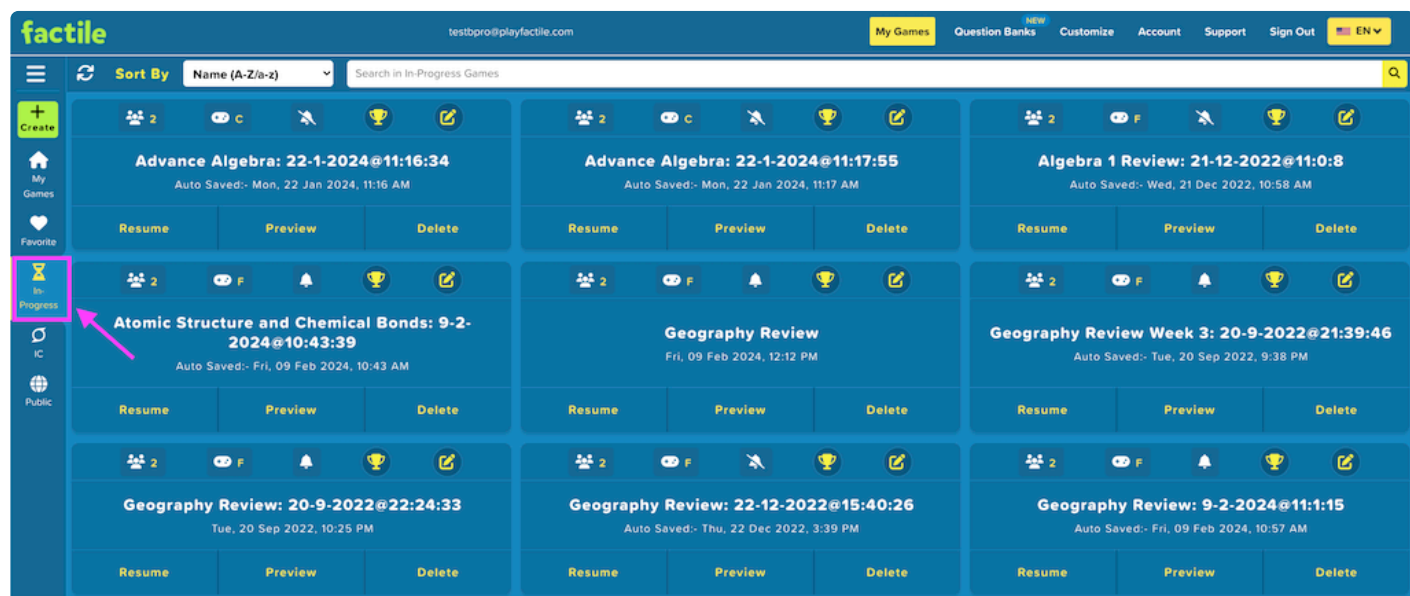
The **Favorite Games** tab displays all the games that have been tagged as favorites. You can mark your frequently used or accessed game as a favorite by clicking on the  icon. You will notice that all games that have been tagged as favorite has the heart icon activated.





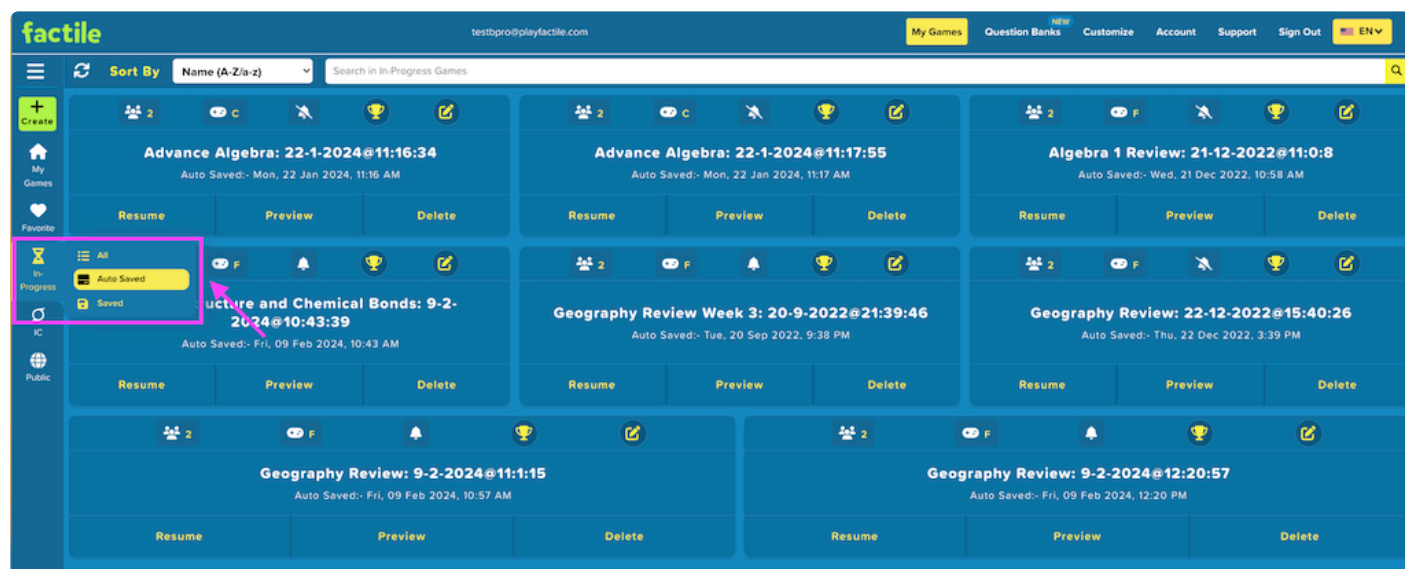
## In-Progress Games

The **In-Progress Games** tab displays all games that are in progress or saved in between. In-progress games are identified through their title, the date, and the time the game was last played.



Games can be manually or automatically saved. Each game is autosaved during each step in play so you can restart it wherever you left off if your game is interrupted. To view all your auto-saved games, click **Autosaved**.

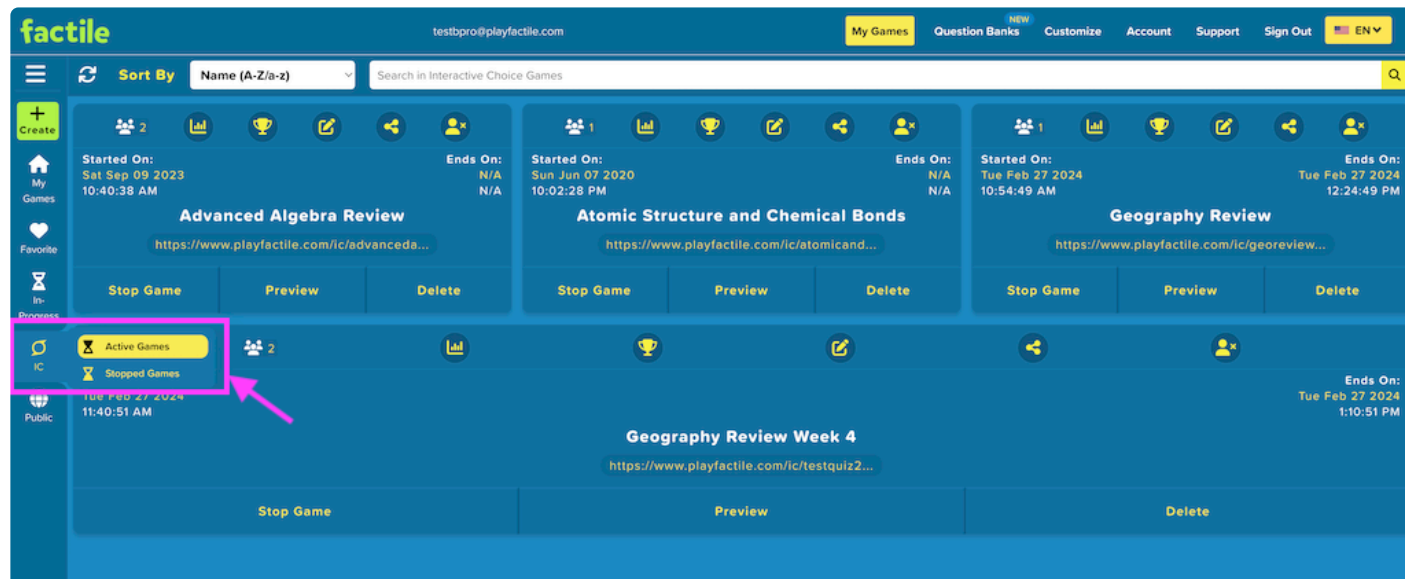




You can also start playing a game, manually save your progress and go back to play it again later. All games that have been manually saved are displayed under the **Saved** category. Learn how to save a game [here](#).

## h2. Interactive Choice Dashboard

The **Interactive Choice Dashboard** lets you manage all your Interactive Choice games. It also allows you to track your participants' progress as they play these games on their own.




You can click **All Active Games** to view all active and ongoing Interactive Choice mode games. These games are still open for your participants to join and play. You can do different things to manage these games, such as:


1. **Leaderboard**: Use the leaderboard to see how individual participants are doing and how they are ranking.

The screenshot shows the Factile dashboard with the user 'testbpro@playfactile.com'. The 'Sort By' dropdown is set to 'Name (A-Z/a-z)'. A search bar is present for 'Interactive Choice Games'. On the left sidebar, there are icons for 'Create', 'My Games', 'Favorite', 'In-Progress', and 'IC'. The main area displays a list of games. The game 'Atomic Structure and Chemical Bonds W2' is highlighted, and a pink arrow points to the 'LeaderBoard' icon (trophy) in its header.

2. **Analytics:** Use this function to access a detailed breakdown of the gameplay, including player responses and the time allocated to each question.

The screenshot shows the Factile dashboard with the user 'testbpro@playfactile.com'. The 'Sort By' dropdown is set to 'Name (A-Z/a-z)'. A search bar is present for 'Interactive Choice Games'. On the left sidebar, there are icons for 'Create', 'My Games', 'Favorite', 'In-Progress', and 'IC'. The main area displays a list of games. The game 'Advanced Algebra Review' is highlighted, and a pink box highlights the 'Analytics' icon (bar chart) in its header, with a pink arrow pointing to it.

3. **Rename.** Click the  button to rename your Interactive Choice game.

4. **Share.** Use the  icon to share the game link with your participants.

You can share your game link in different ways. You can copy the game link and share it with your participants, send the link via email, or share it via social media platforms (i.e. Twitter, Facebook, Pinterest), Google Classroom or Remind.

### Share Join Link With Others

Link sharing on

Anyone with the 'Link' can join

Copy Link

https://www.playfactile.com/ic/georeviewtest\_lsn1w192

Send join link to me

testbpro@playfactile.com

Share

Share link via

X

f

p

Share via Google Classroom

Share via Remind

Close

5. **Stop Game:** Use this to deactivate a game. Note that once a game has been deactivated, the participants can no longer continue playing it. You can click **Stopped Games** to view Interactive Choice Games that have been deactivated. Here, you can still access certain features such as the Leaderboard and Analytics report.

factile

testbpro@playfactile.com

My Games

Question Bank

Sort By

Name (A-Z/a-z)

Search in Interactive Choice Games

off

Notify me when close to the participant limit.

0

Started On:

Sat Sep 09 2023

10:40:38 AM

Ends On:

Sat Sep 09 2023

11:10:38 AM

Advanced Algebra Review

https://www.playfactile.com/ic/advanceda...

Restart

Preview

Delete

0

Started On:

Tue Jun 02 2020

8:30:31 PM

Ends On:

Thu Oct 15 2020

12:20:46 PM

Atomic Structure and Chemical Bonds

https://www.playfactile.com/ic/atomicand...

Restart

Preview

Delete

Active Games

Stopped Games

1

Started On:

Mon Jun 15 2020

1:45:25 PM

Ends On:

Sat Oct 17 2020

2:41:08 PM

Started On:

Sat Oct 17 2020

12:52:00 PM

Ends On:

Thu Dec 22 2022

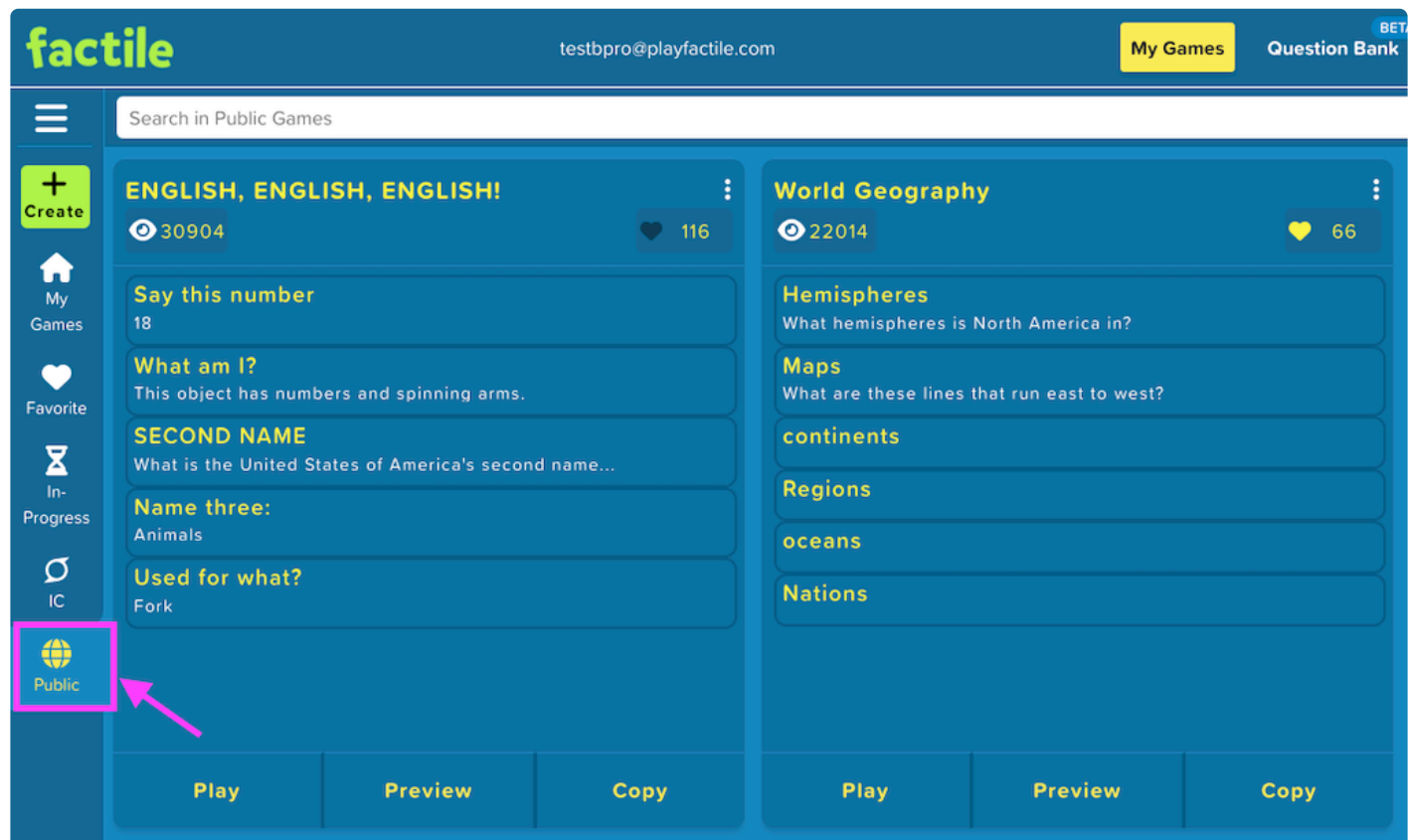
3:34:28 PM

6. **Delete:** Use this to permanently remove an Interactive Choice game from your account.

7. **Restart.** You can also re-activate the game and share it with your participants to play. Once a game is restarted, it will be moved back to the **All Active Games** section.

## Public Games


The **Public Games** tab displays all publicly available Factile games which you can view, play, copy and make as your own (**available for Pro subscribers**).




You can do different things with a public game, such as:

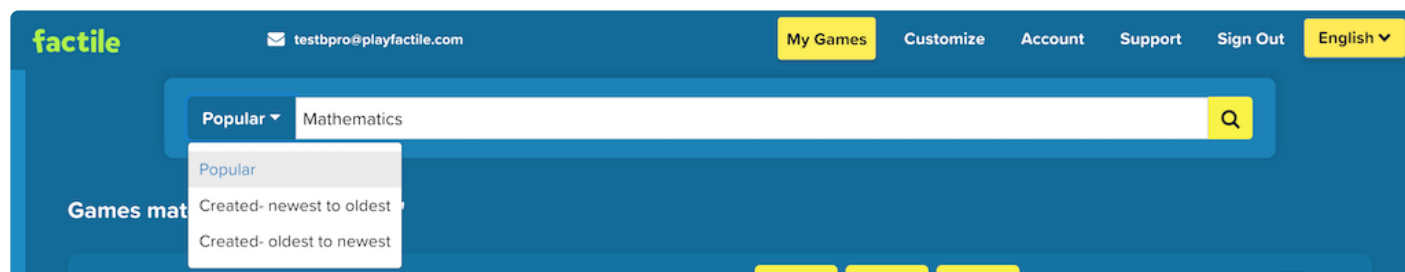
- **Play** – clicking the **Play** button will let you play the actual game.
- **View** – shows you the game board, including the questions and answers.
- **Copy** (Pro Subscription) – allows you to copy and add the game to your own **My Games** list.

### Searching and Sorting Public Games

The Public Games tab features several free games from different topics, themes, or categories. You can use the **Search** feature to find a specific game under a particular category or theme. Simply type in a keyword in the search box and press Enter or click the  icon. All the games that match the keyword will be displayed.



When searching, you can sort the search results according to their popularity or the date they were created. By default, games are sorted by popularity. But you can also sort these games from newest to oldest or oldest to newest. Click the  icon and select how you want the list to be sorted.

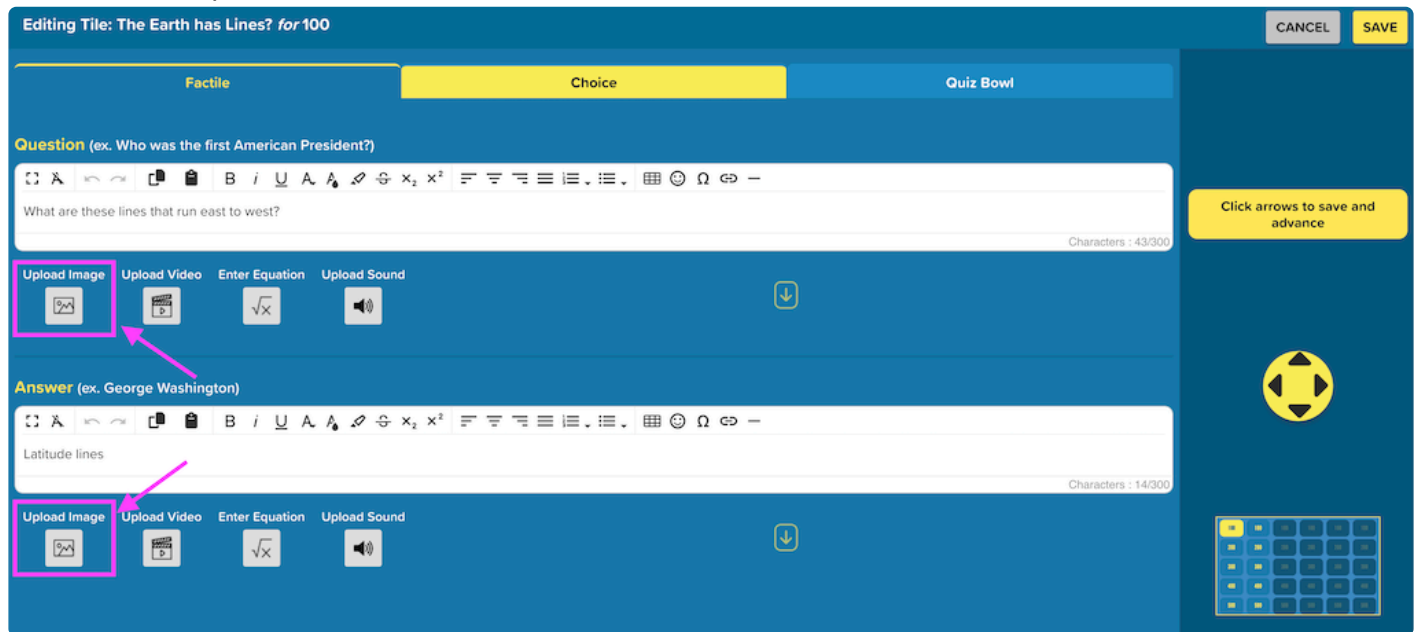



## 2.2.1. Adding Images, Videos and Sounds-Pro

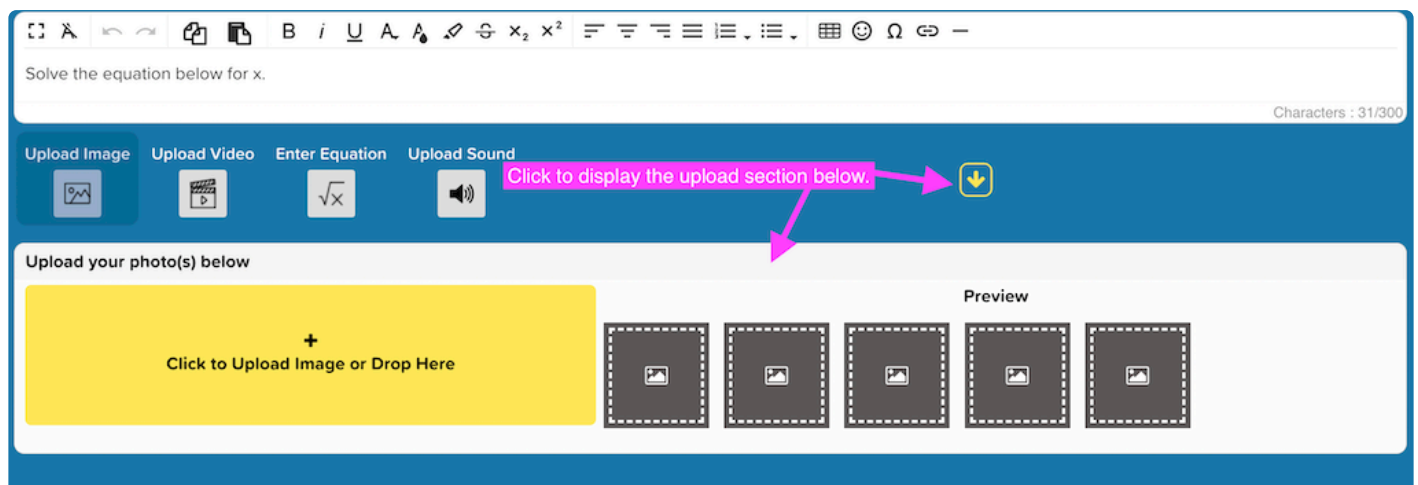
When creating or editing a game, you have the option to incorporate images, videos, and sounds.

### Adding Images to a Question Tile

1. Select a tile where you want to insert an image.
2. You can include an image in either the question or the answer. Simply click the **Upload Image** icon beneath the respective “Question” or “Answer” fields.



**Note:** You will notice  next to the *Upload* buttons. This arrow button will display/hide the Upload section for images, videos, and sound clips.



3. Click the picture button to upload an image. You can drag and drop pictures from your computer.

**Important Note:** Files can only be uploaded using the Upload option. Images cannot be copied and pasted into your Question/Answer! When adding images, filenames must only include letters and numbers.

Editing Title: The Earth has Lines? for 100

CANCEL SAVE

Factile Choice Quiz Bowl

Question (ex. Who was the first American President?)

What are these lines that run east to west?

Characters : 43/300

Upload Image Upload Video Enter Equation Upload Sound

Upload your photo(s) below

Click to Upload Image or Drop Here

Preview

Click arrows to save and advance

When the file uploads successfully, you'll be able to see a preview of your image. You can remove an uploaded image by clicking the delete button.

Editing Title: The Earth has Lines? for 100

CANCEL SAVE

Factile Choice Quiz Bowl

Question (ex. Who was the first American President?)

What are these lines that run east to west?

Characters : 43/300

Upload Image Upload Video Enter Equation Upload Sound

Upload your photo(s) below

Click to Upload Image or Drop Here

Click to remove the uploaded image

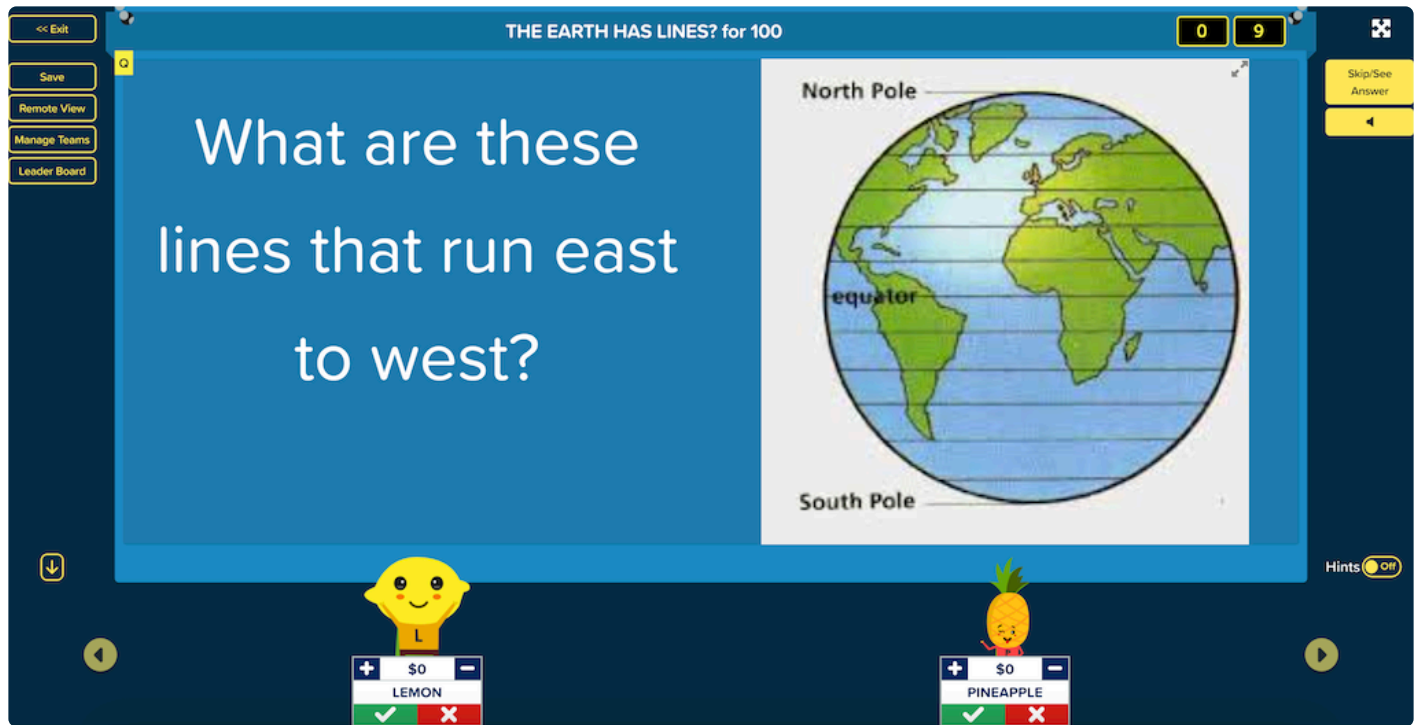
Preview

Note: Please remove the existing image before adding a new one

Click arrows to save and advance

The image will appear when the tile is chosen.



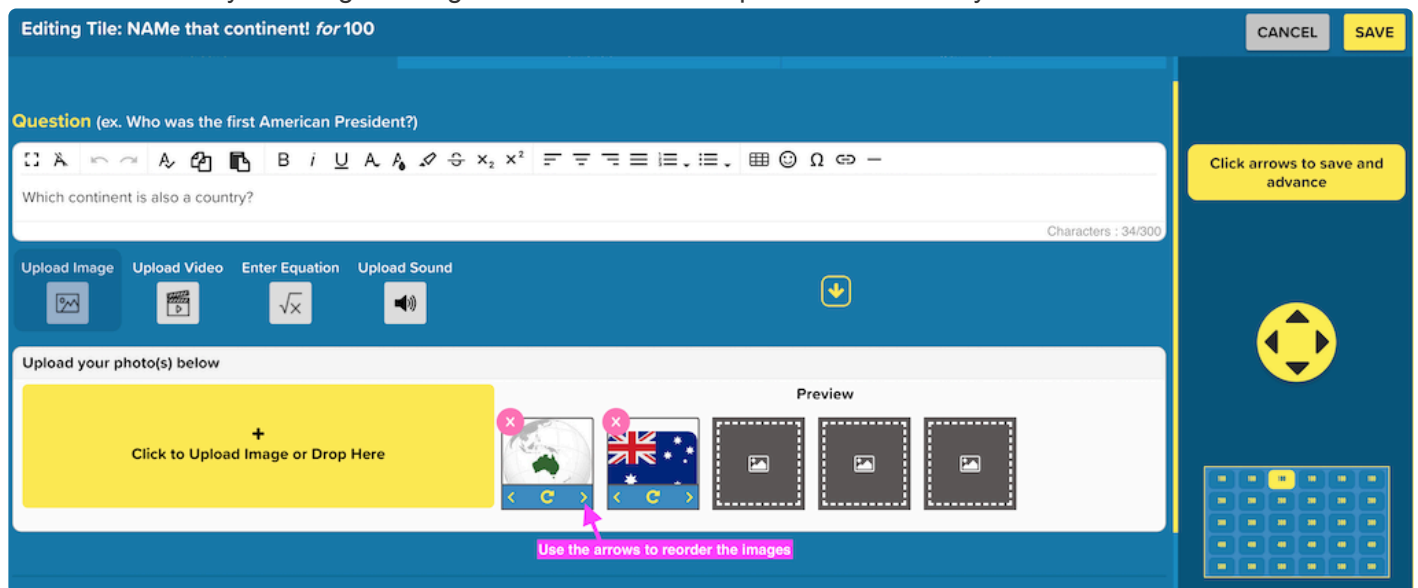


## Adding Multiple Images (Business Pro only)

This feature enables you to include multiple images in a Tile, whether in the Question, Answer, or both. To add more than one image to a Tile, open the Tile you want to edit, where you'll find a thumbnail of the currently uploaded image.

Upload your image files or drag and drop them from your computer. You'll see a preview of your additional images after you've uploaded each one.

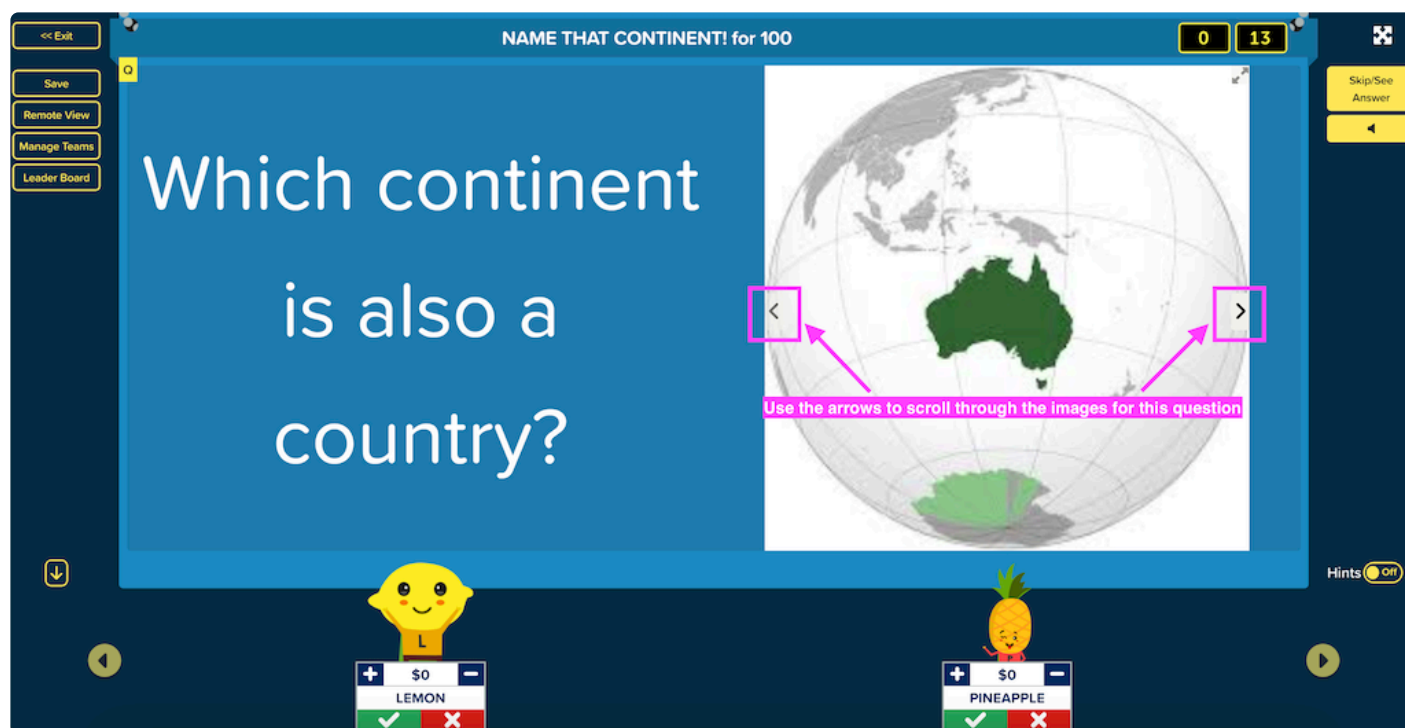
You can reorder your images using the arrows and then press **Save** when you've finished.



When multiple images are added to a question tile, you'll notice arrow buttons that allow you to easily scroll

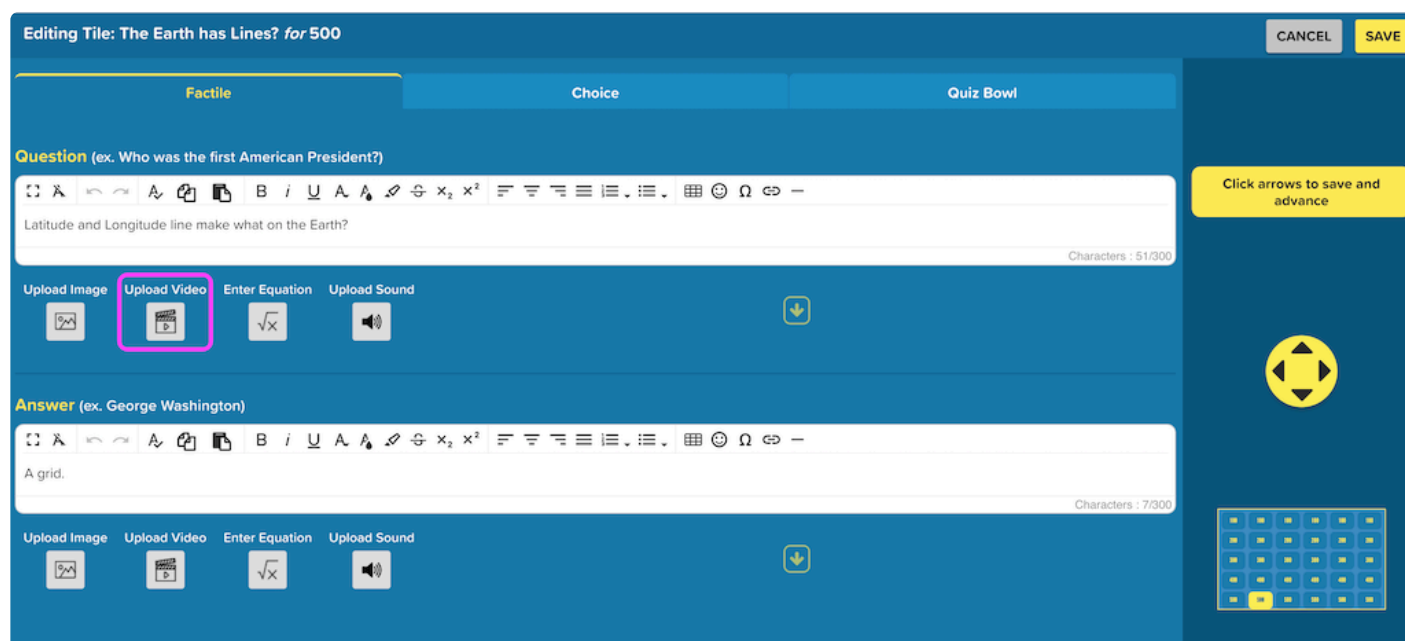


through the uploaded images.



## Adding Video Links

You can enhance your tiles by including videos in either the Question, Answer, or both. **Tip:** Videos should be uploaded onto YouTube or Vimeo first.



If you're using a YouTube video, you can check the box to hide the title of the video when playing the game. This will display just the video.

Editing Tile: The Earth has Lines? for 500

CANCEL SAVE

Factile Choice Quiz Bowl

Question (ex. Who was the first American President?)

Latitude and Longitude line make what on the Earth?

Characters : 51/300

Upload Image Upload Video Enter Equation Upload Sound

Enter your youtube or vimeo link below

☒ Hide youtube name during play

[https://www.youtube.com/watch?v=tX3Y5bzNDiU&ab\\_channel=EarthRocks%21](https://www.youtube.com/watch?v=tX3Y5bzNDiU&ab_channel=EarthRocks%21)

Remove

Preview

Seasons

Click arrows to save and advance

Click arrows to save and advance

Click arrows to save and advance

Once you've added your video link, click **Save**.

## Adding a Sound Clip

You can also add an audio file to your Tile.

Editing Tile: Name that ocean! for 300

CANCEL SAVE

Factile Choice Quiz Bowl

Question (ex. Who was the first American President?)

Type Something...

Characters : 0/300

Upload Image Upload Video Enter Equation Upload Sound

Upload your sound below (mp3 Only)

Click to Upload sound or Drop Here

Preview

Click arrows to save and advance

Click arrows to save and advance

Click arrows to save and advance

Answer (ex. George Washington)

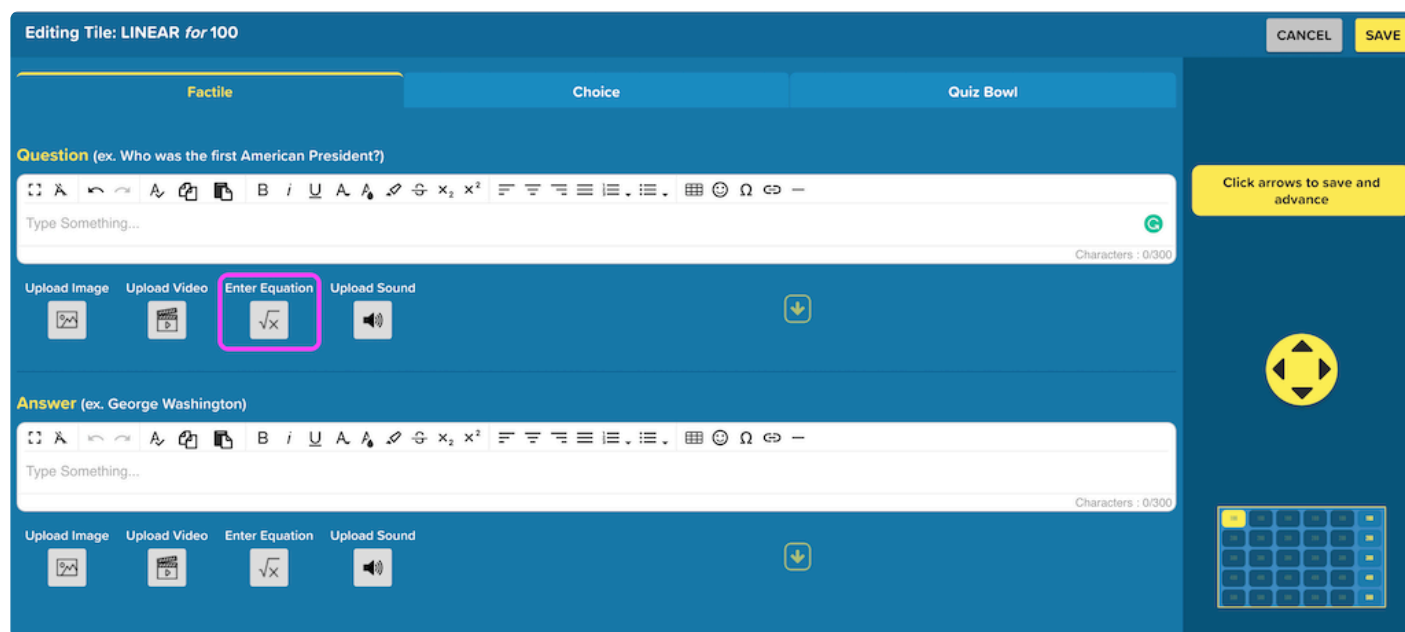
## 2.3. Using Math Equations-Pro

### Entering Math Equations

For questions involving mathematical equations, you can incorporate the equation in either the Question or Answer box. You have the option to utilize the equation button beneath these boxes or directly input the equation, bearing in mind that LaTeX syntax is required for equation formatting. Click this [link](#) for LaTeX reference.

### Entering Equations into the Equation Editor

Equations should be entered in the correct format to display properly in the equation editor. You'll be able to preview how your equation will appear in your game as you type it.



Editing Tile: LINEAR for 100

CANCEL SAVE

Factile Choice Quiz Bowl

Question (ex. Who was the first American President?)

Solve for the value of x

Characters : 24/300

Upload Image Upload Video Enter Equation Upload Sound

Enter your equation below (Equation Help)

$4x = 120$

Preview  
 $4x = 120$

Answer (ex. George Washington)

$x = 3$

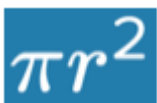
Characters : 5/300

Click arrows to save and advance

Press **Save** when you've finished adding or editing your equations.

## Adding Equations Directly into Question/Answer boxes

Add equations directly into the Question and Answer boxes by using LaTeX between  $$$$$  delimiters (eg  $$$$ \pi r^2 $$$$ ).



Editing Tile: LINEAR for 200

CANCEL SAVE

Factile Choice Quiz Bowl

Question (ex. Who was the first American President?)

Pi times the radius squared is  $\pi r^2$

Characters : 44/300

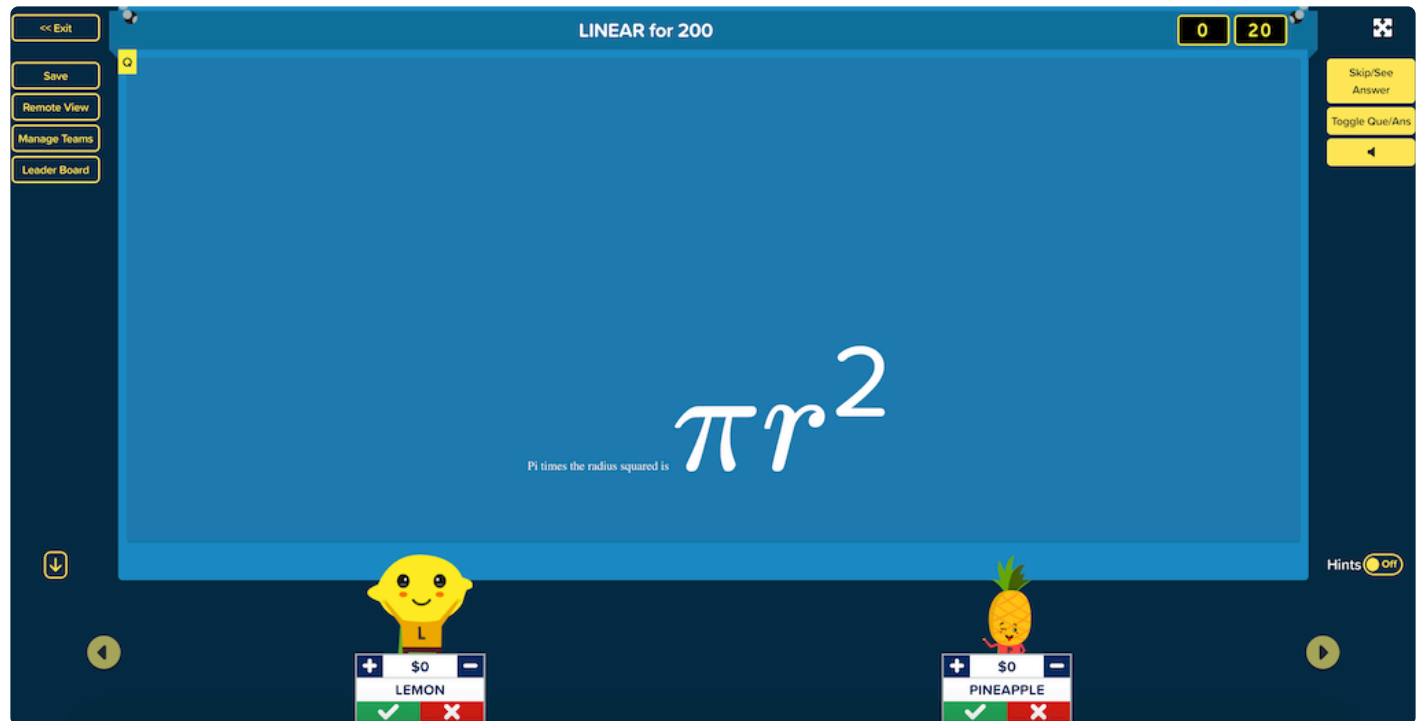
Upload Image Upload Video Enter Equation Upload Sound

Answer (ex. George Washington)

Area of a circle

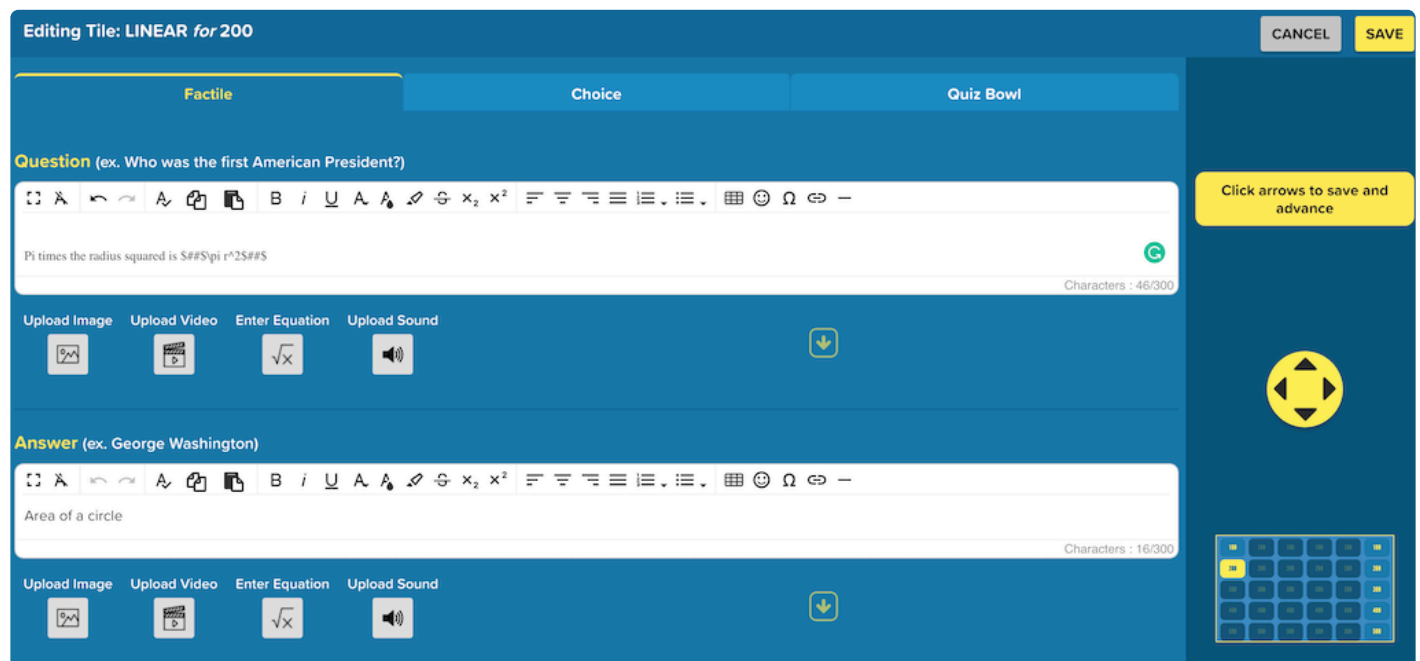
Characters : 16/300

Click arrows to save and advance



Use **\$\$\$** delimiters to put equations on its own line.

Ex: Your question might be “Pi times the radius squared is **\$\$\$** $\pi r^2$ **\$\$\$**”. Using **\$\$\$** instead of **\$\$** will move the equation to the next line.



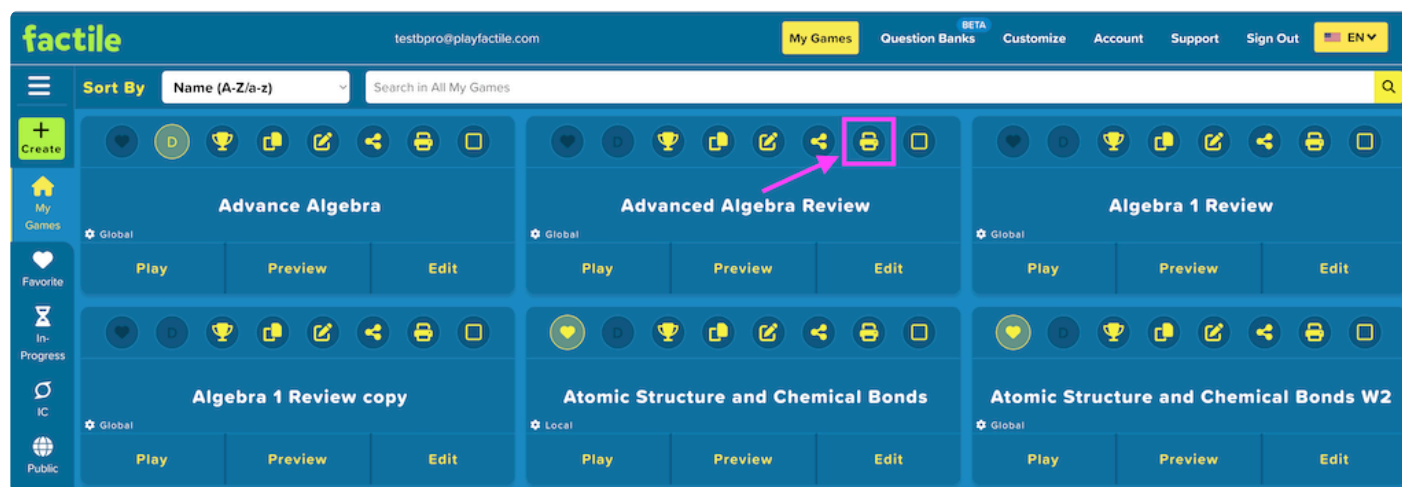


**Tip:** To display chemical formulas or biology diagrams, enter the formula or diagram into your favorite editor (eg: Microsoft Word) and then take a screenshot or photo and upload the image as the Question or Answer.

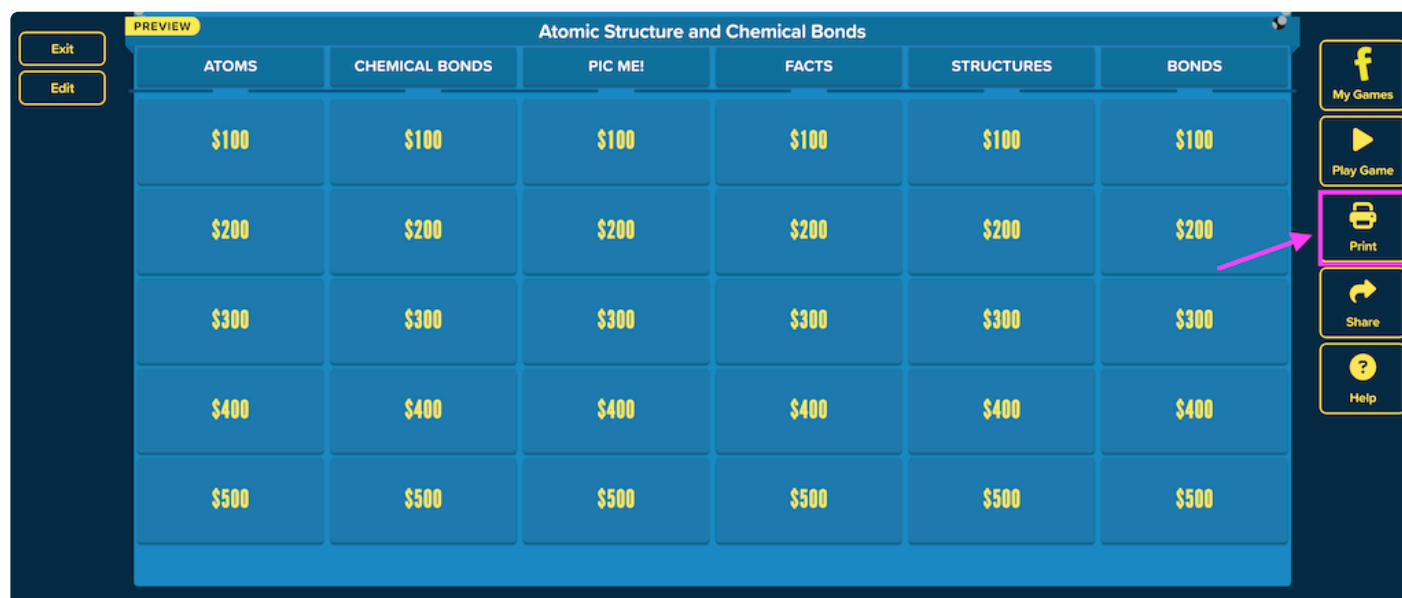
For more info on the syntax, please visit [here!](#)

## 2.4. Printing an Answer Key – Pro

You can generate an answer key for your game or print it as a quiz directly from the My Games page.

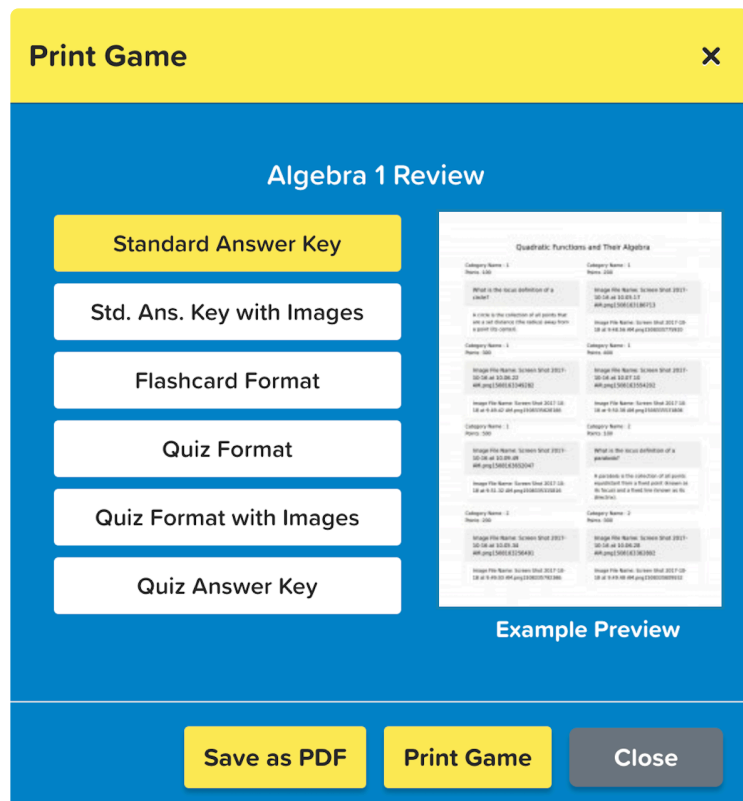


You can also find the **Print** button while previewing or editing your game.



### Printing an Answer Key

You can print your answer key in multiple formats or save it as a PDF.



**Standard:** print all Tile information including the category name, tile value, Question and Answer. Will not include images.

**With Images:** print all Tile information including pictures.

**Flashcard Format:** print game content as flashcards.

**Quiz Format:** print your game as a quiz.

**Quiz Format with Images:** print a quiz with pictures.

**Quiz Answer Key:** print only the Answers.

The game will open in another tab and prompt you with the print menu. If this menu doesn't appear, right-click the page and select "Print Page".

If you choose the PDF option, the .pdf will automatically download to your device. You can then open the .pdf in whichever pdf viewer you have.



## Algebra 1 Review copy

Category : BASICS

Points : 100

**Q1:** Pi times the radius squared is  
 $\pi r^2$

**A:** Area of a circle

Category : BASICS

Points : 300

**Q3:** Which graph below represents an exponential function?

**A:**

Category : BASICS

Points : 500

**Q5:** This function always has a variable squared. What is it?

**A:** Quadratic function

Category : BASICS

Points : 200

**Q2:** What function family does the function graphed below belong to?

**A:** (Linear) Absolute value function

Category : BASICS

Points : 400

**Q4:** What function family does the function below represent?

**A:** Linear piecewise function

Category : DESCRIBE THE  
FUNCTION/RELATION

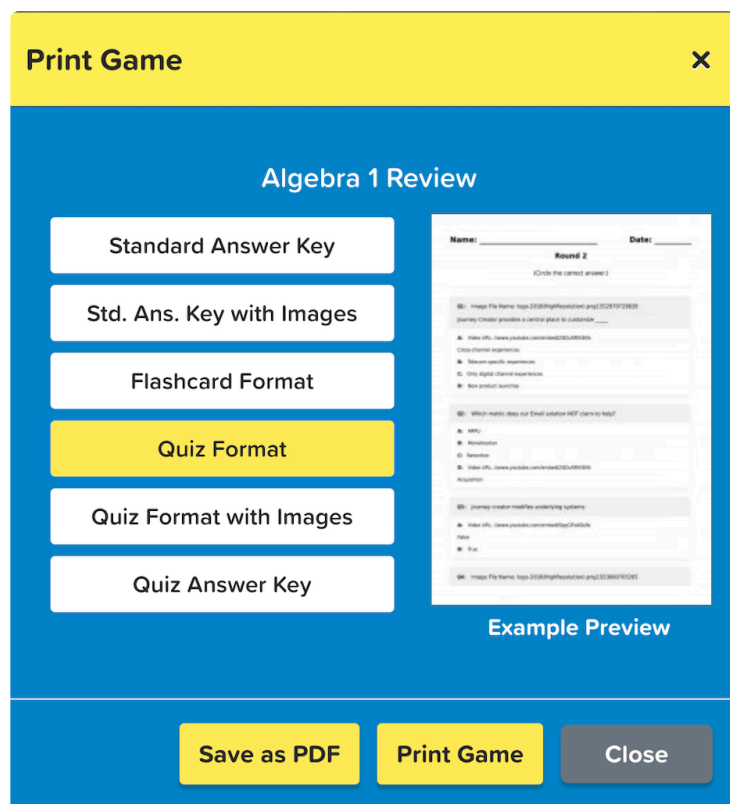
Points : 100

**Q6:** Is the function below increasing, decreasing, constant or a combination? If a combination, in what order?

**A:** decreasing

## Printing a Quiz

Use this option to print your game in quiz form.



## Algebra 1 Review copy

(Circle the correct answer)

**Q1:** Pi times the radius squared is

$$\pi r^2$$

**A:** Area of a circle

**Q2:** What function family does the function graphed below belong to?

**A:** (Linear) Absolute value function

**Q3:** Which graph below represents an exponential function?

**A:**

**Q4:** What function family does the function below represent?

**A:** Linear piecewise function

## 2.5. Copying a Game – Pro

You can use existing games as a template to create your own games. These can be public games you have found or games that have been shared with you. The duplicate game will be saved in your account and you can modify portions of the game or play the game as it is. You can also copy your own games to create different versions of your game or to recycle content.

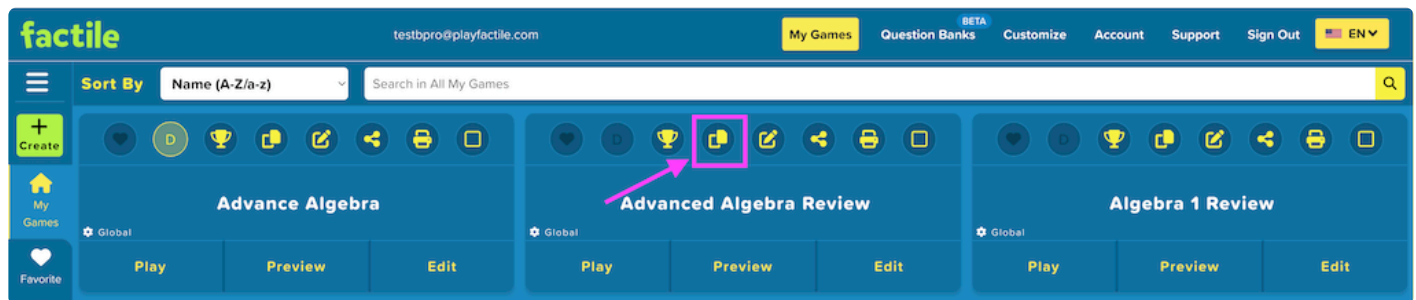
You can copy a game in different ways:

- *Copy your own game.* This option is helpful if you want to create a duplicate version of your game and modify it while keeping the original version intact.
- *Copy a category from your game.* This option allows you to recycle the content of your games without modifying the original.
- *Copy a public game.* This option lets you copy a game from the “Public Games” repository.

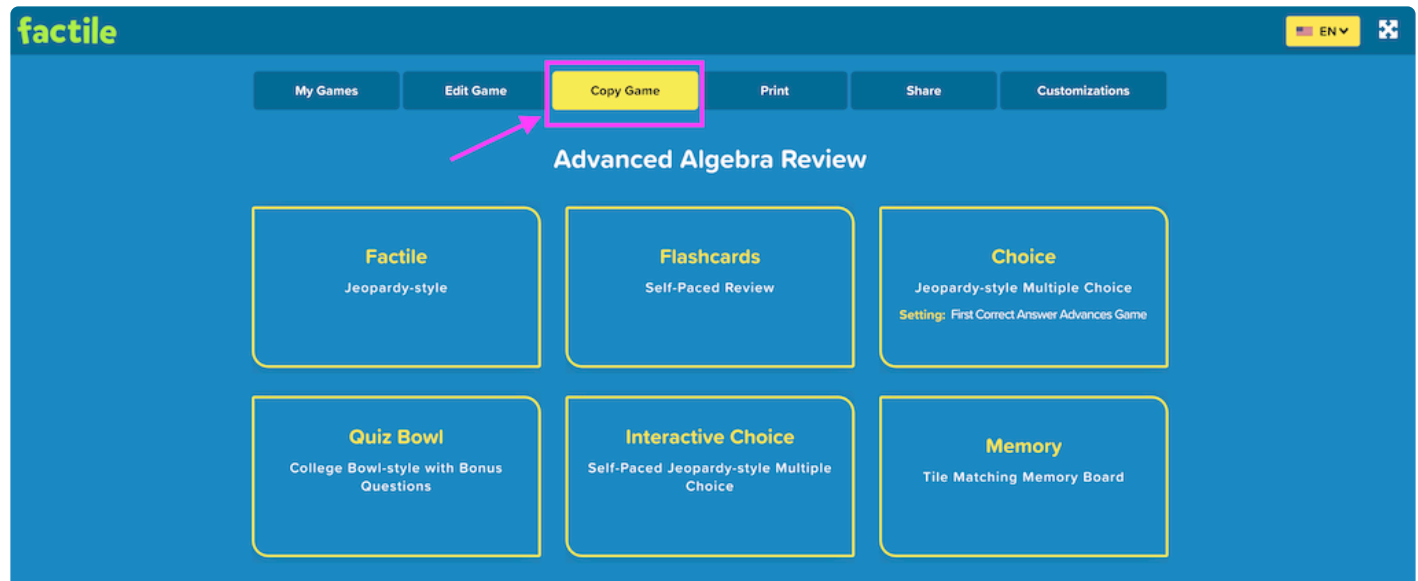
### How do I Copy my Own Game?

This section provides instructions on duplicating your existing game to create a new one. This is particularly useful when you wish to make modifications while keeping the original game unchanged.

1. Select a game from your **My Games** tab and use the  to copy a game.



Alternatively, you can launch your game and click the **Copy Game** button from the dashboard.



2. Enter a unique name for the new game and click **Save & Continue**. \_Tip:\_\*= Rename your game to avoid confusing it with your original game.

The 'Copy Game' dialog box is shown. It has a yellow header with the title 'Copy Game' and a close button 'X'. Below the header is a text input field containing 'Algebra 1 Review copy'. Underneath the input field is a dropdown menu labeled 'Advanced Option' with a downward arrow. At the bottom of the dialog are two buttons: 'Save & Continue' (yellow) and 'Cancel' (grey).

You can also create a custom URL for the new game under the **Advanced Option**. If you don't enter a custom URL, the system will generate the URL automatically.

Copy Game

Algebra 1 Review copy

Advanced Option

Enter custom url

\* Enter a descriptive name with no spaces or special characters.

Save & Continue

Cancel

Once completed, you'll find your new game on the **My Games** page. You can then edit the game to fit your needs.

**Tip:** Use the “Display” function to easily find the content you want to change. You can choose to display the Questions or Answers of the Tiles.

<< Back

Display

Points

← →

Preview Game

Preview

Daily Double

Select Random

Upload From

CSV File

Excel File

Game Settings

Settings

Algebra 1 Review copy

BASICS	DESCRIBE THE FUNCTION/RELATION	INDEPENDENT OR DEPENDENT	SOLVE THE EQUATION/INEQUALITY	MATCH THE GRAPH	FUNCTION FAMILIES
100	100	100	100	100	100
200	200	200	200	200	200
300	300	300	300	300	300
400	400	400	400	400	400
500	500	500	500	500	500

→ ← → ← → ← → ←

My Games

Play Game

Print

Share

Help

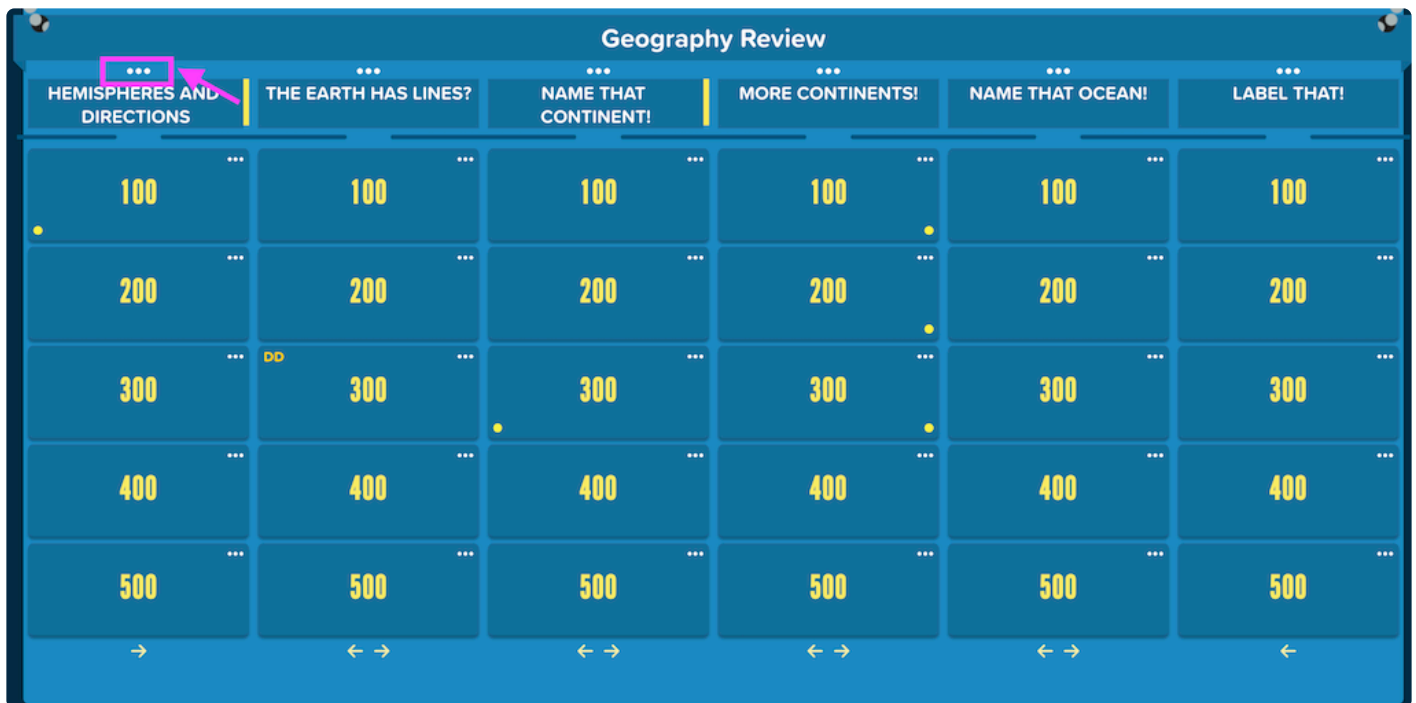
Delete

Final Factile

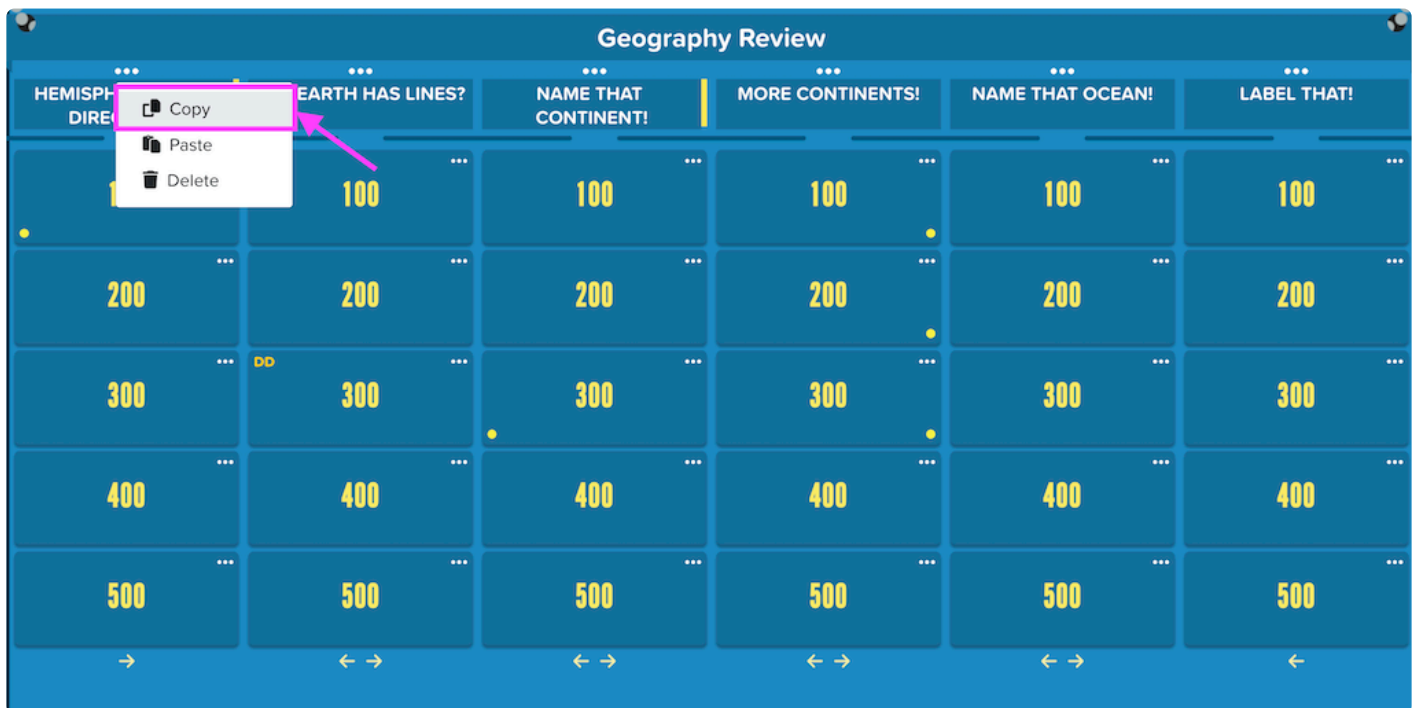
## How do I Copy Parts of my Own Games?

You may want to recycle some of your game content without modifying your original game. You might do this if you want to create a series of games with similar content, or if you want to create different versions of the same game. For example, you can copy single categories from one game and paste them into another. This option is most useful if you just want to add content to a different game.

1. Start by clicking “Edit” on the game you want to copy content from. Once the game board is launched, you’ll see the three dots above each category.

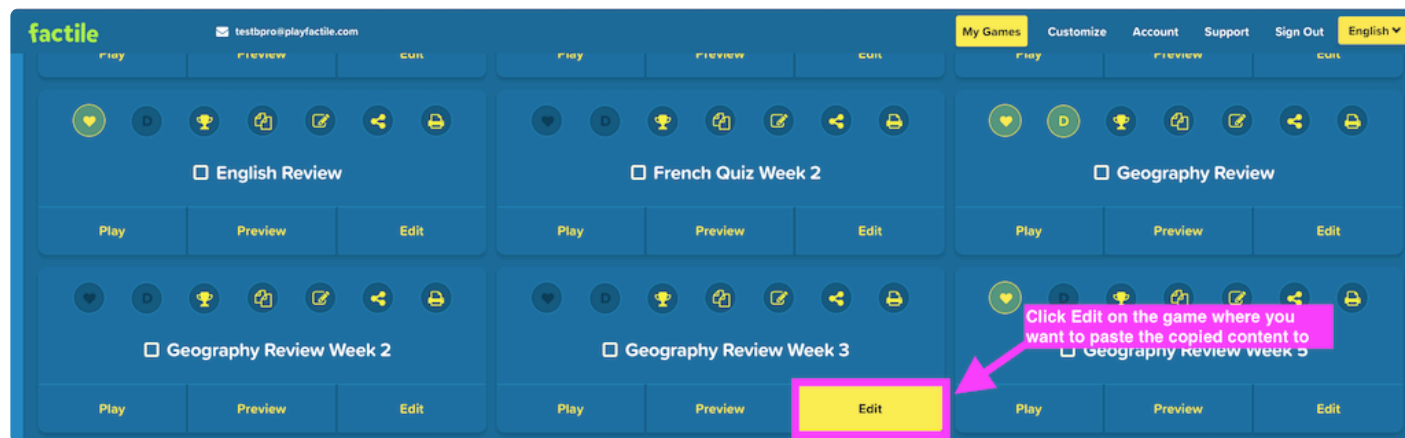


2. Click on the three dots and press “Copy” from the drop-down menu.

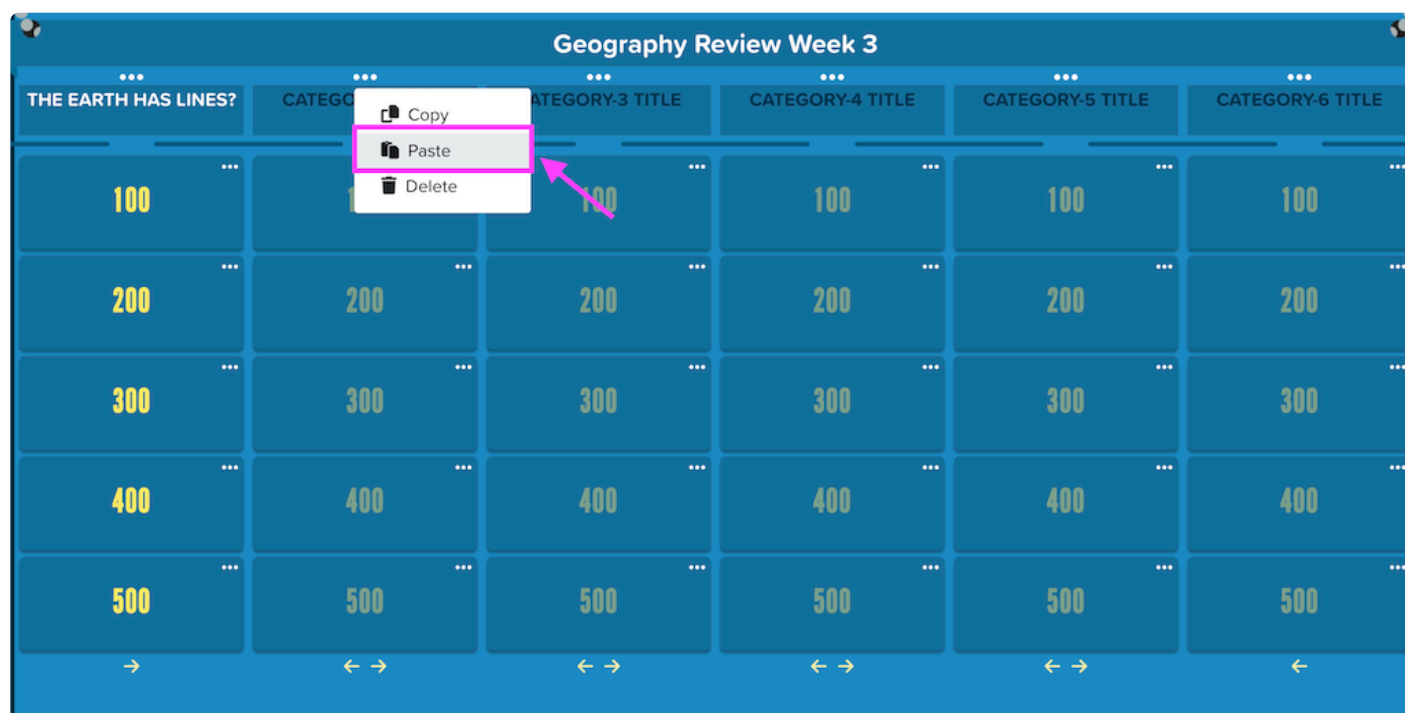


3. Close your game and return to the **My Games** page.

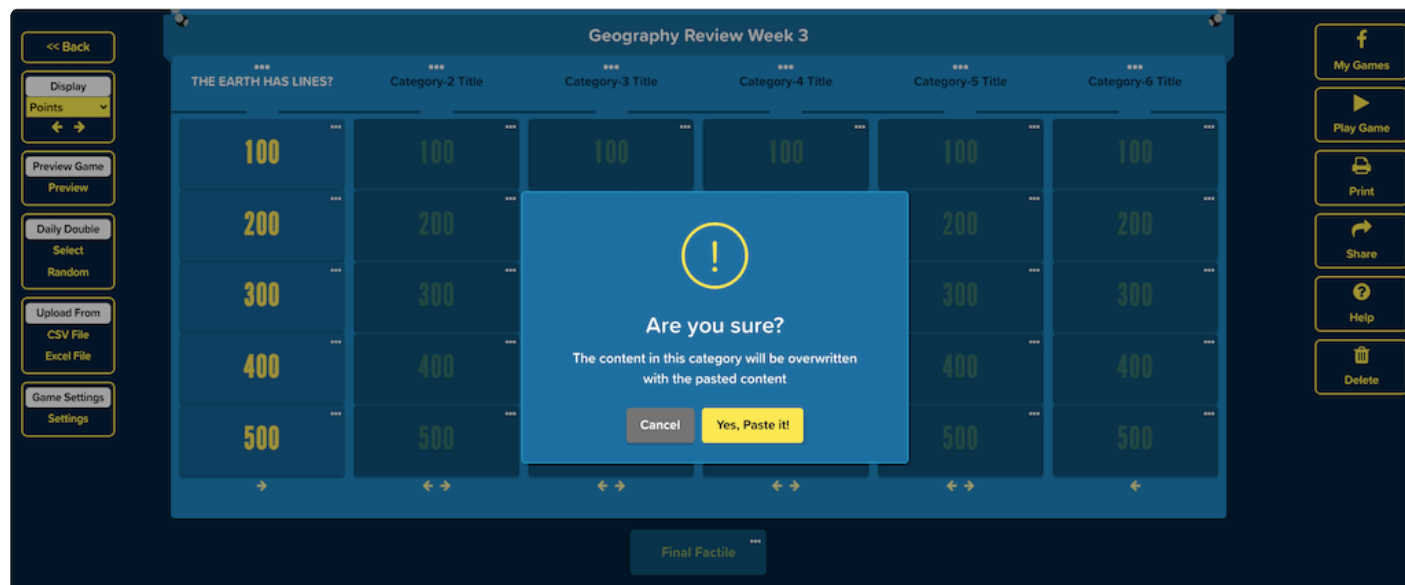
4. Press “Edit” under the game you want to copy the content to.



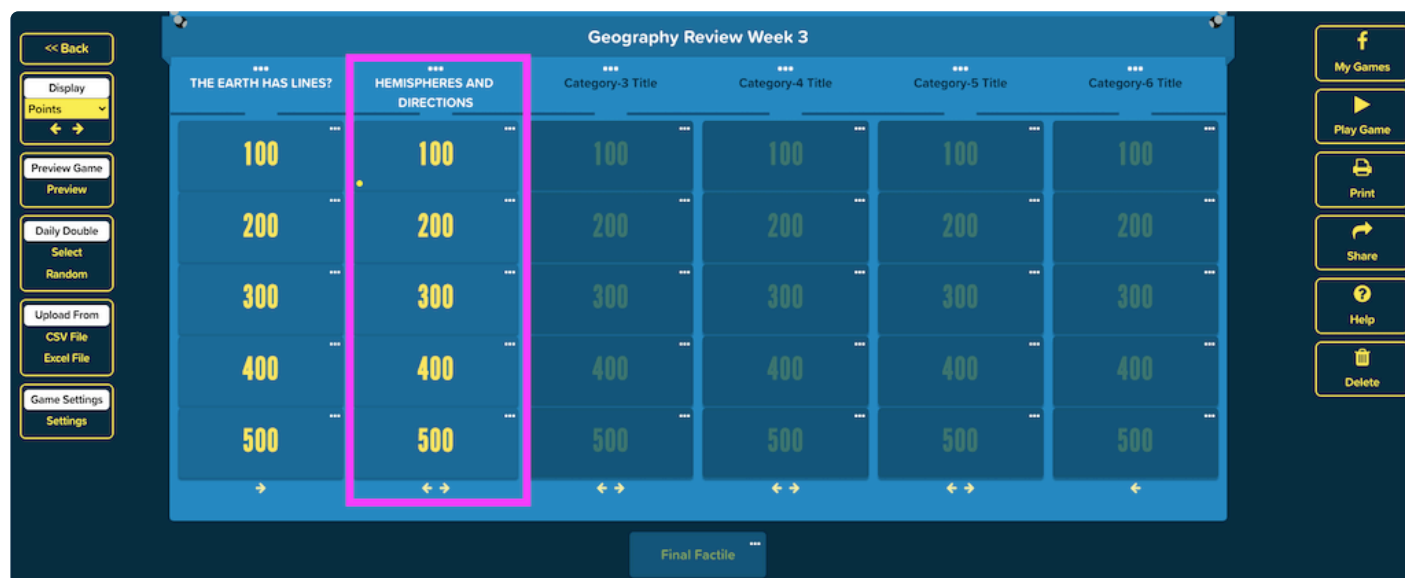
5. Click on the three dots above the category that you want to paste the category from the other game to. Select “Paste”.



6. After you select “Paste”, press “Yes, Paste it” to confirm you want to paste the category into the spot you’ve selected. If you do this to a category with content already in it, the new category will replace the current one. A pop up will confirm that you’ve pasted your category successfully.



7. Press "OK" to return to your Factile board and you'll see your new category.



You can launch your game for play or return to the **My Games** page.

## How do I Copy a Public Game?

This option is helpful when you want to copy the contents of an existing game on our website. **Note:** Some games may be public but a game creator may not allow you to copy its contents.

Here's how you can start copying public games and make them your own:

1. Go to **Public Games** tab.

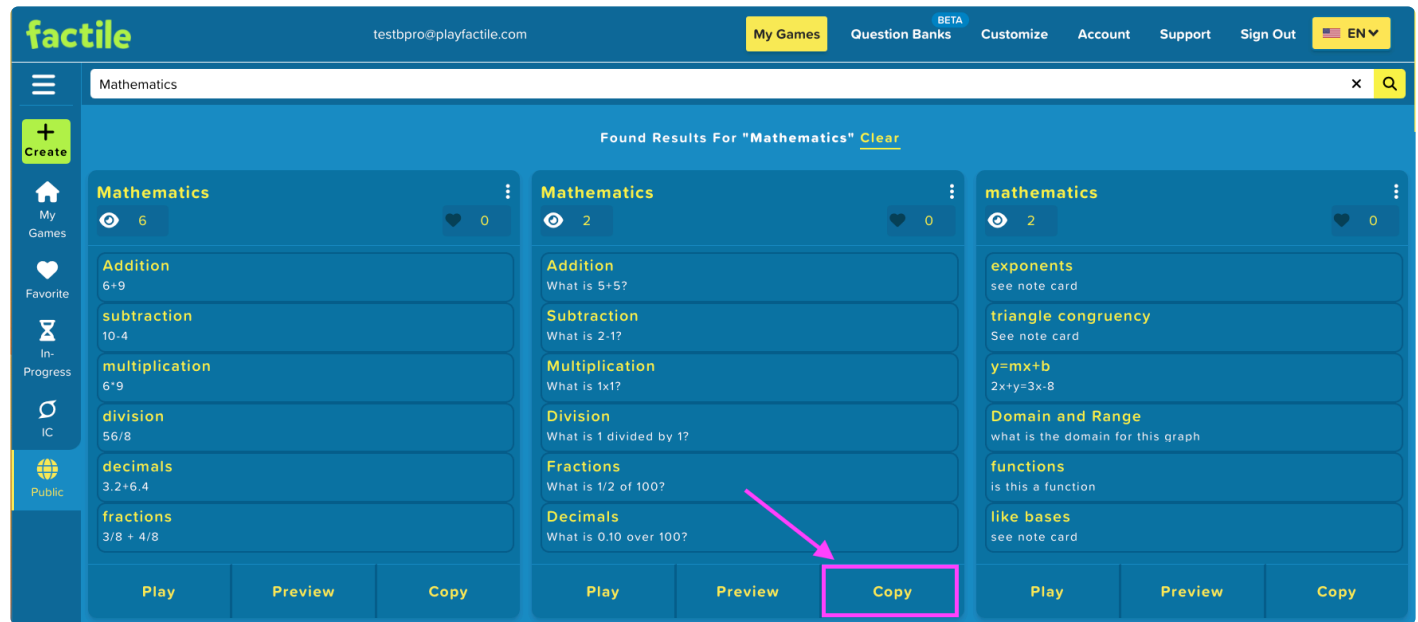


The screenshot shows the Factile homepage with a dark blue header. The header includes the Factile logo, a user email (testbpro@playfactile.com), and navigation links: My Games, Question Banks, Customize, Account, Support, Sign Out, and a language dropdown (EN). A search bar is located at the top right. On the left, a sidebar contains icons for Create, My Games, Favorite, In-Progress, and IC. The 'Public' button, represented by a globe icon, is highlighted with a pink box and a pink arrow. The main content area displays a grid of public games. The first game is 'ENGLISH, ENGLISH, ENGLISH!' with 30904 plays and 123 likes. The second is 'World Geography' with 22014 plays and 68 likes. The third is 'MATH MATH MATH MATH MATH MATH MATH' with 19175 plays and 52 likes. Each game card lists several topics and has 'Play', 'Preview', and 'Copy' buttons at the bottom.

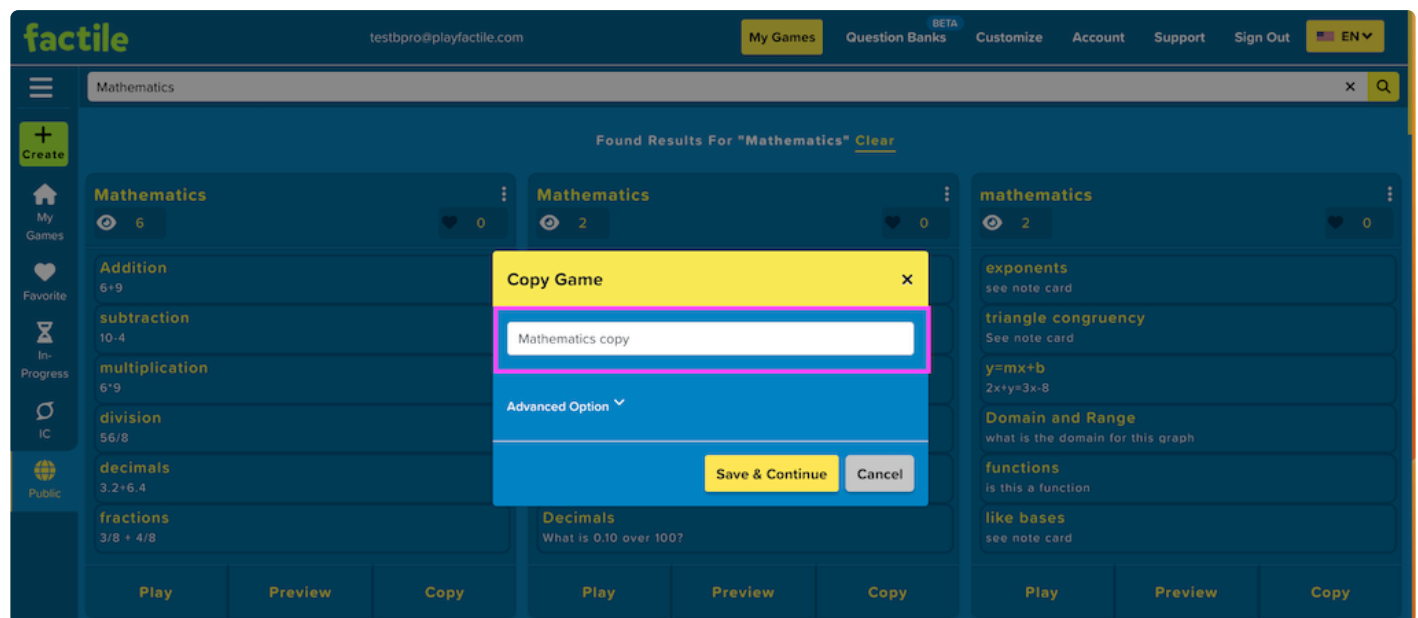
2. You can go through the list of Public Games or find a game by typing a keyword in the search box.

The screenshot shows the Factile search results page. The search bar at the top contains the keyword 'Mathematics'. Below the search bar, it says 'Found Results For "Mathematics" Clear'. The results are displayed in a grid of three game cards. The first card is titled 'Mathematics' and has 6 plays and 0 likes. It lists topics: Addition (6+9), subtraction (10-4), multiplication (6\*9), division (56/8), decimals (3.2+6.4), and fractions (3/8 + 4/8). The second card is also titled 'Mathematics' and has 2 plays and 0 likes. It lists topics: Addition (What is 5+5?), Subtraction (What is 2-1?), Multiplication (What is 1x1?), Division (What is 1 divided by 1?), Fractions (What is 1/2 of 100?), and Decimals (What is 0.10 over 100?). The third card is titled 'mathematics' and has 2 plays and 0 likes. It lists topics: exponents (see note card), triangle congruency (See note card), y=mx+b (2x+y=3x-8), Domain and Range (what is the domain for this graph), functions (is this a function), and like bases (see note card). Each card has 'Play', 'Preview', and 'Copy' buttons at the bottom.

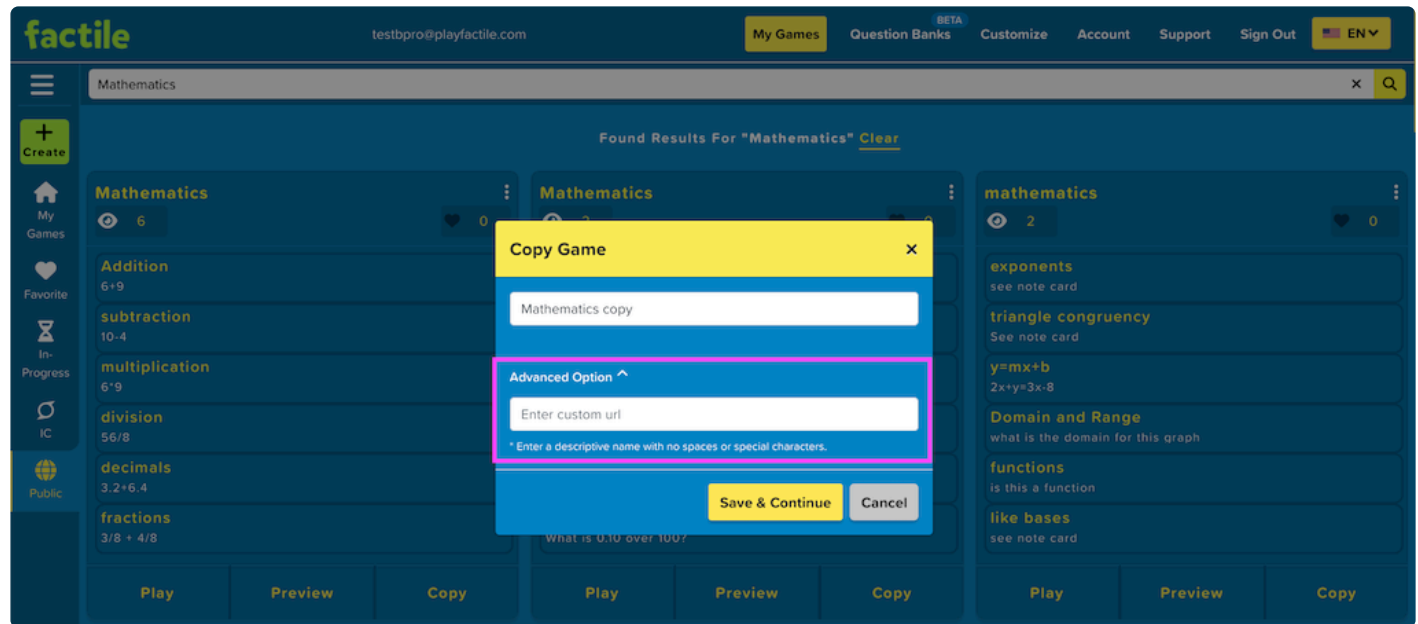
3. On the Search Results page, click on the "Copy" button of the game you want to copy.



4. You can change the title of the game by entering a new name into the box.



You can also create a unique URL for the new game under the **Advanced Option**. If you don't assign a custom URL to your game, the system will generate this for you.

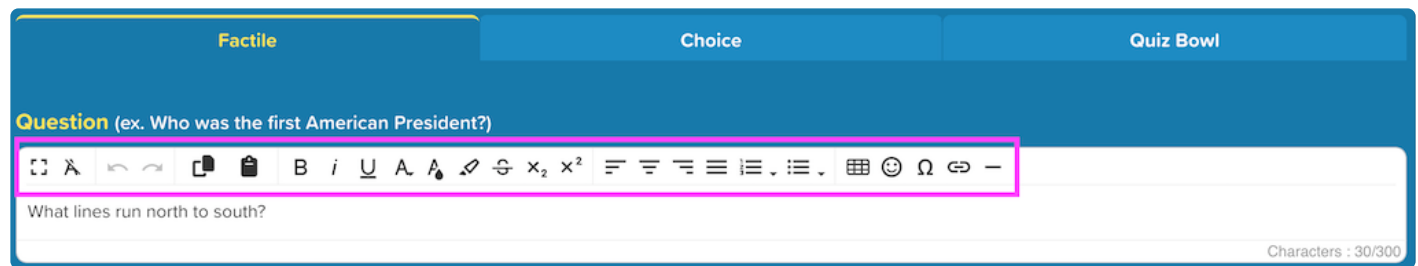


5. Click “Save & Continue”.

Once completed, you’ll find your new game on the **My Games** page. You can then edit the game to fit your needs.

## 2.6. Advanced Editor – Pro

The advanced editor allows you more options to modify your text and add to your Question/Answer.



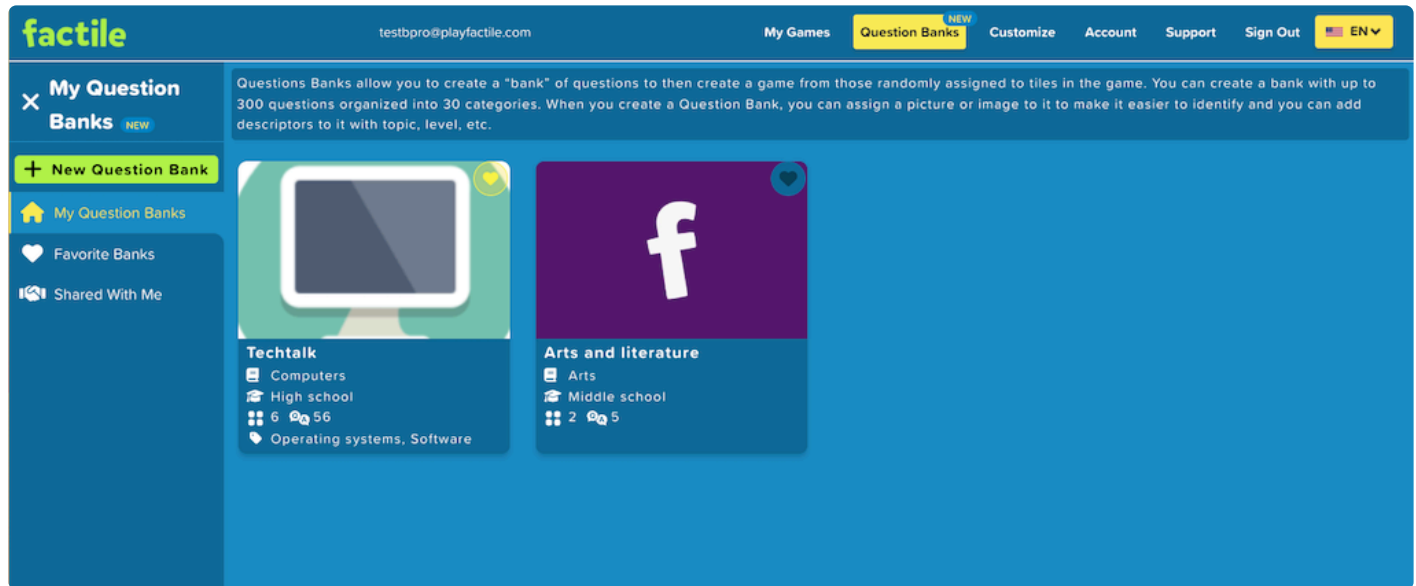
Things you can do with the editor:

- Full-screen mode: Open the Question or Answer field to edit in full-screen
- Clear Formatting: Clears the currently applied text formatting.
- Undo
- Redo
- Copy
- Paste
- Bold, italic, underline text
- Font Family
- Text Color
- Highlighter
- Strikethrough text
- Superscript and Subscript text
- Align text left, center, right or justified
- Order the text with numbers or other ordering systems like Greek or Roman numerals
- Add bullet points or other shapes to order text
- Add a table
- Add emoticons to your text
- Add special characters like accents to letters. This is useful when creating a game in a non-English language and you need to add accents to letters.
- Add a link
- Add a horizontal line. This can be helpful if you need to separate text

**Tip:** To add accent marks for non-English languages, you can use the keyboard commands described here: [Spanish](#), [French](#) or here is a great [general purpose tool](#) for typing non-English accents.

## 2.7. Question Banks

Question Banks allow you to create a “bank” of questions that can be randomly assigned to tiles within a game. You can create a bank with up to 300 questions organized into 30 categories. When you create a Question Bank, you can assign a picture or image to help identify it easily. Plus, you can include descriptors like topic and level to organize your questions.

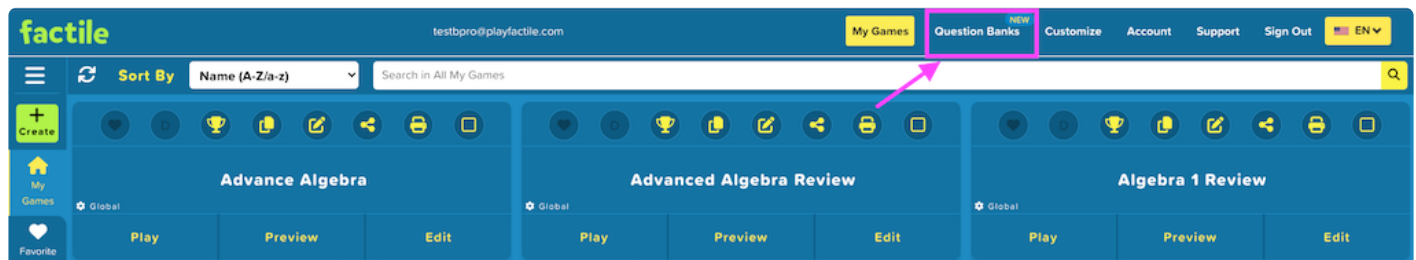


The Question Banks page is your hub for creating, organizing and managing your question banks.

1. **My Question Banks** tab shows all the question banks you have created, including those you have marked as favorites.
2. **Favorite Banks** tab shows all the question banks you have marked as favorites. You'll notice your favorites with the yellow heart activated.
3. **Shared With Me** tab shows all the question banks that have been shared with you.

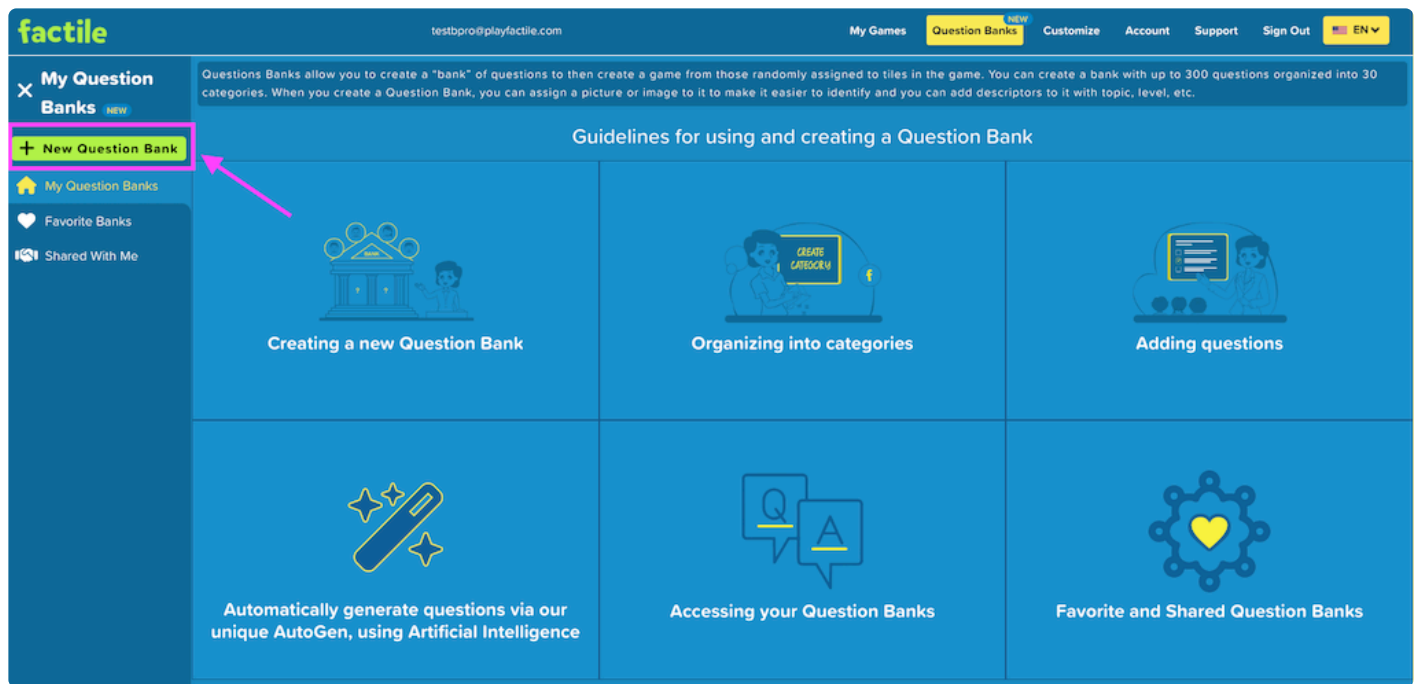
### How to create a Question Bank

1. Select the Question Bank option from the menu. This will take you to the My Question Bank page where you can create, edit, and organize your question banks.

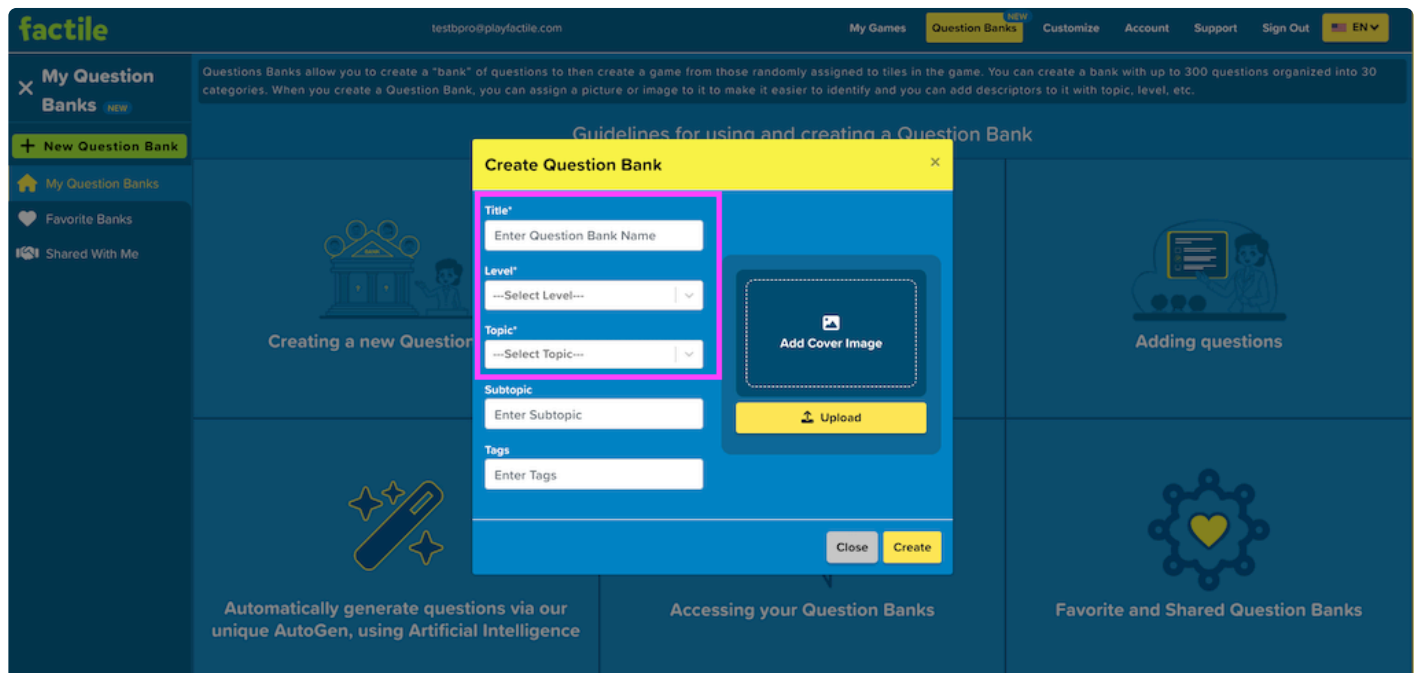


2. Click the New Question Bank button to begin creating a new question bank. This action will prompt a

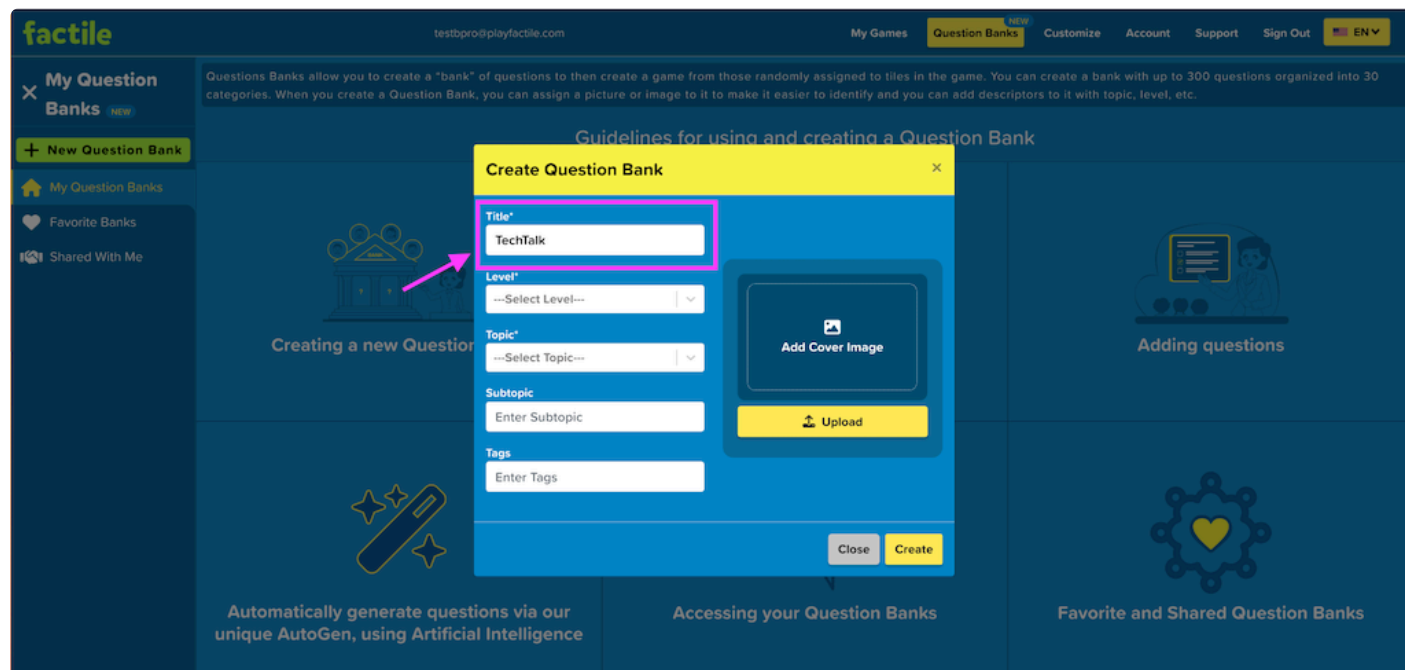
window to appear, allowing you to input details like the title, level, topic, image, and more for your question bank.



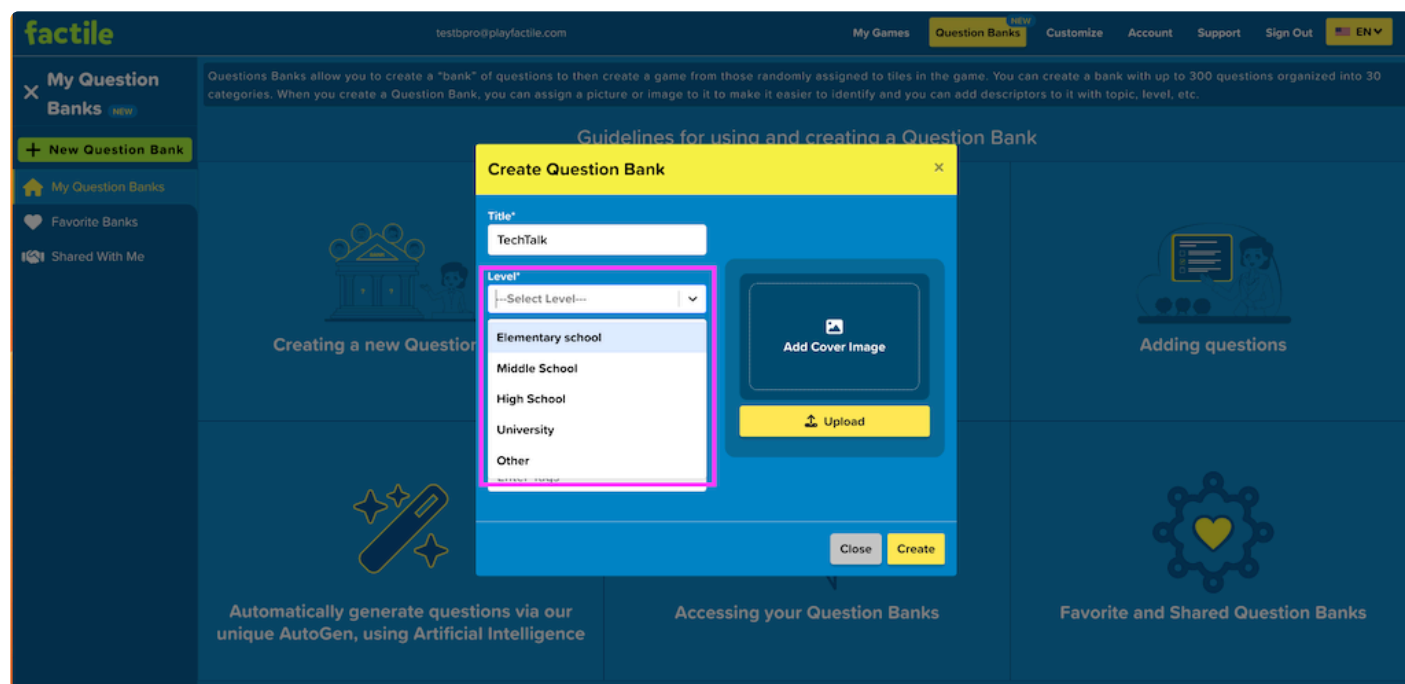
Keep in mind that the Title, Level, and Topic fields are mandatory; they cannot be left blank.



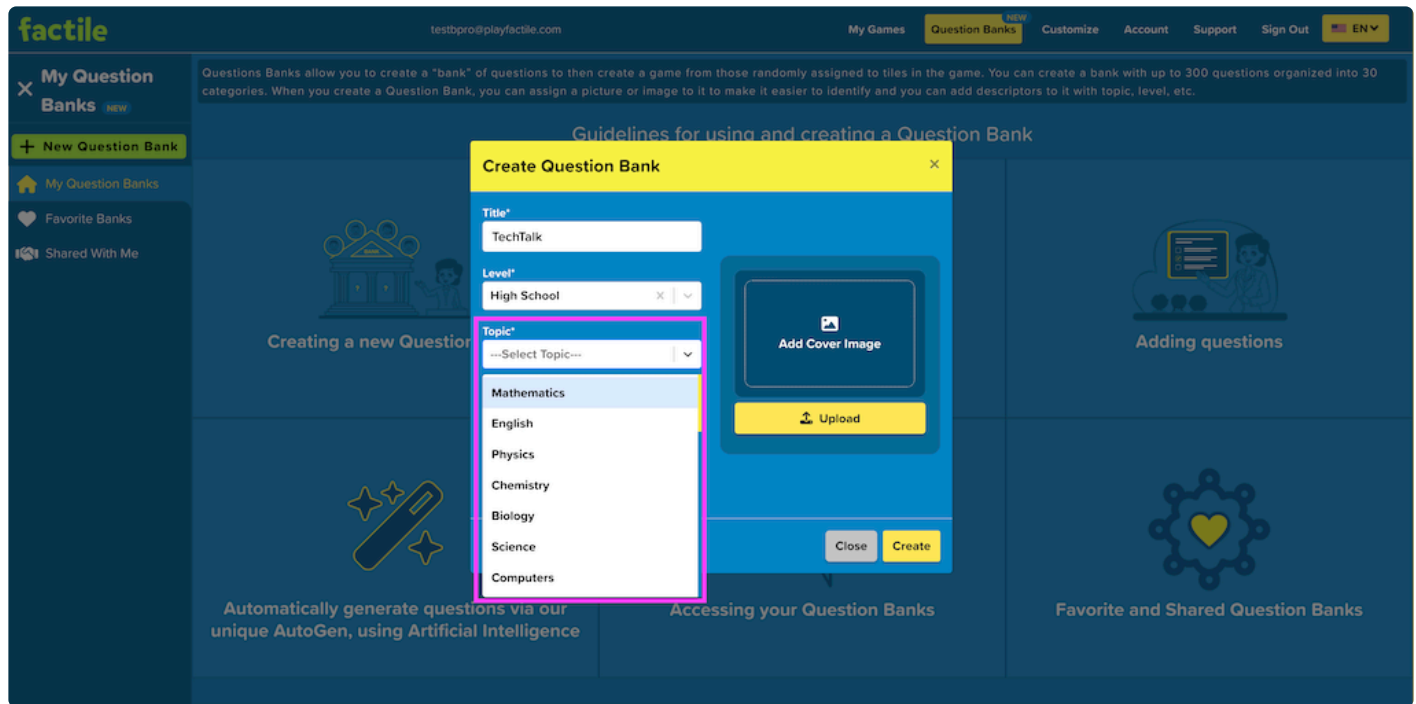
3. Enter the title for your question bank. The title should be unique and will assist you in promptly identifying your question bank among others.



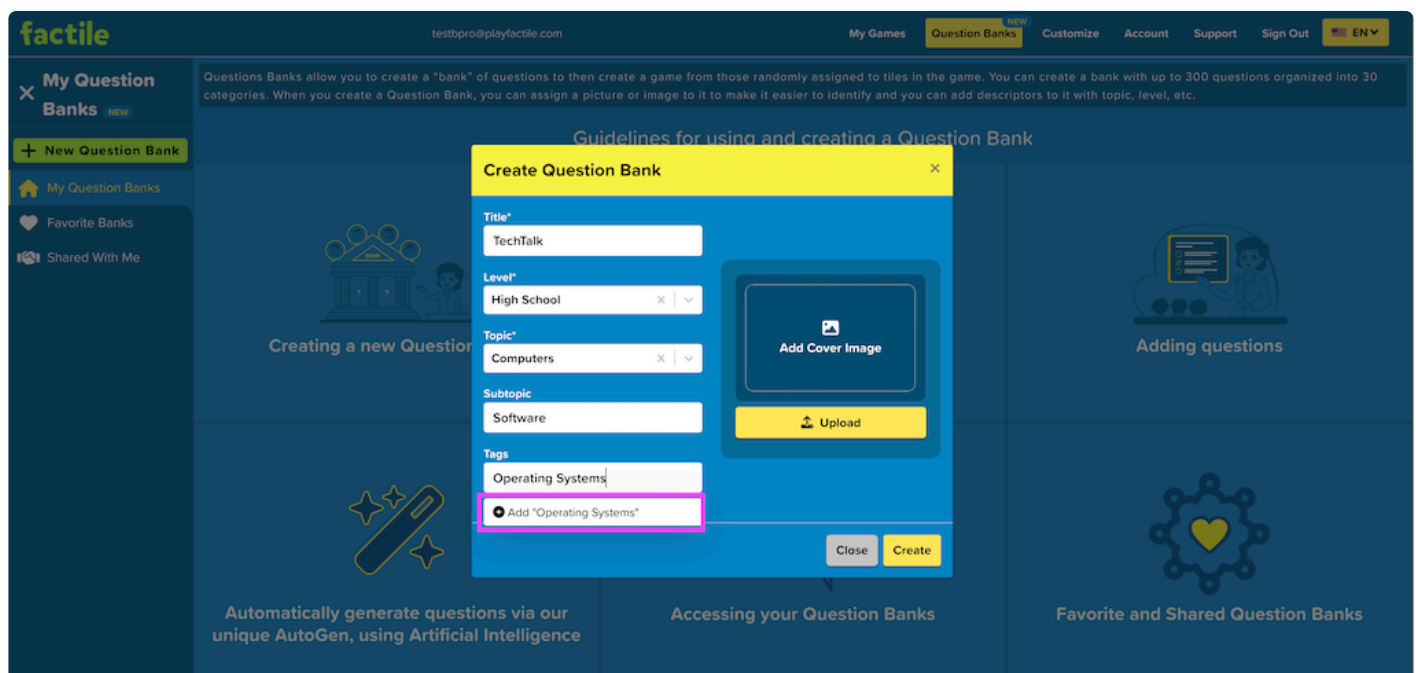
4. Pick the Level for your question bank. This tells you how hard the questions are. You can choose from options like Elementary School, Middle School, High School, University, and Others.



5. Pick a Topic for your question bank. You can choose from subjects like Mathematics, English, Physics, Chemistry, Biology, and more. You can also add subtopics to your question bank to further refine the selection of questions.

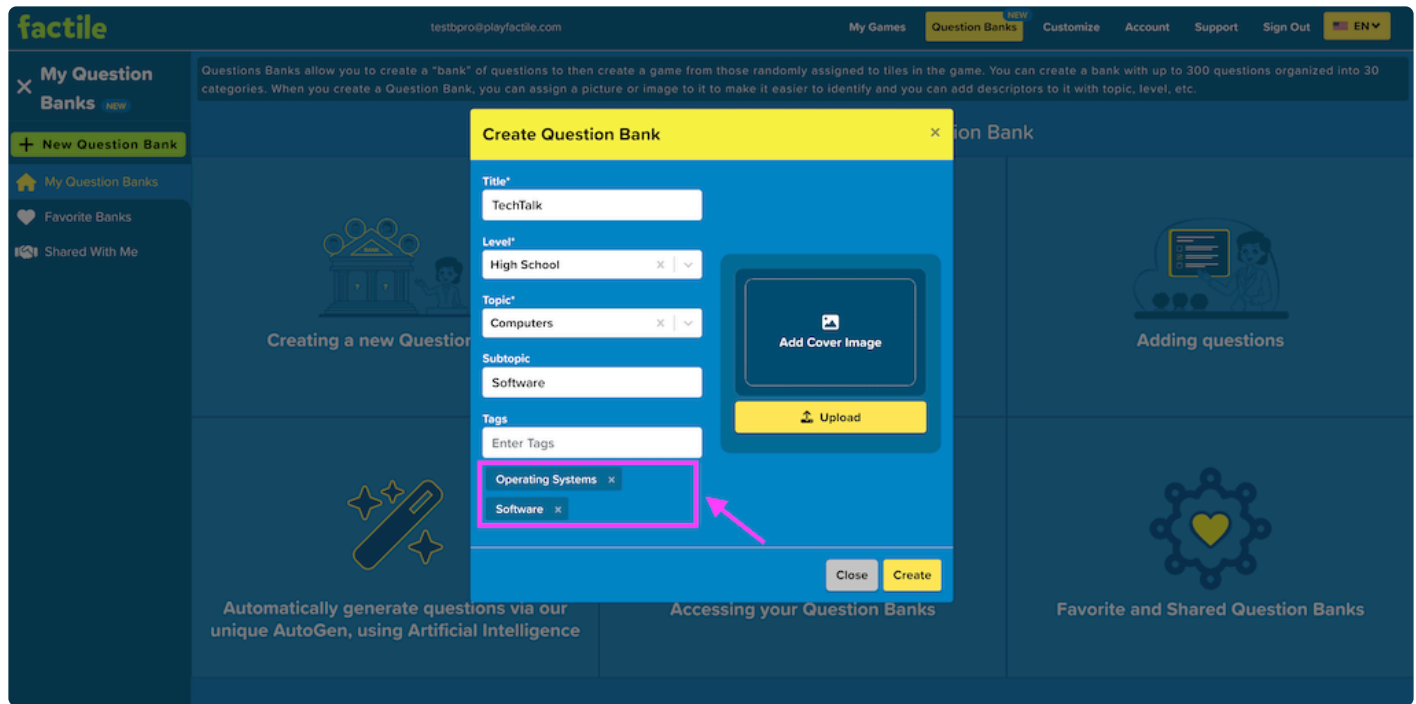


6. You can also tag your question bank to organize and categorize them efficiently. Simply type the tag for your question bank, then click the “+” or press Enter to add it to the system. Once added, you can select this tag from the options.

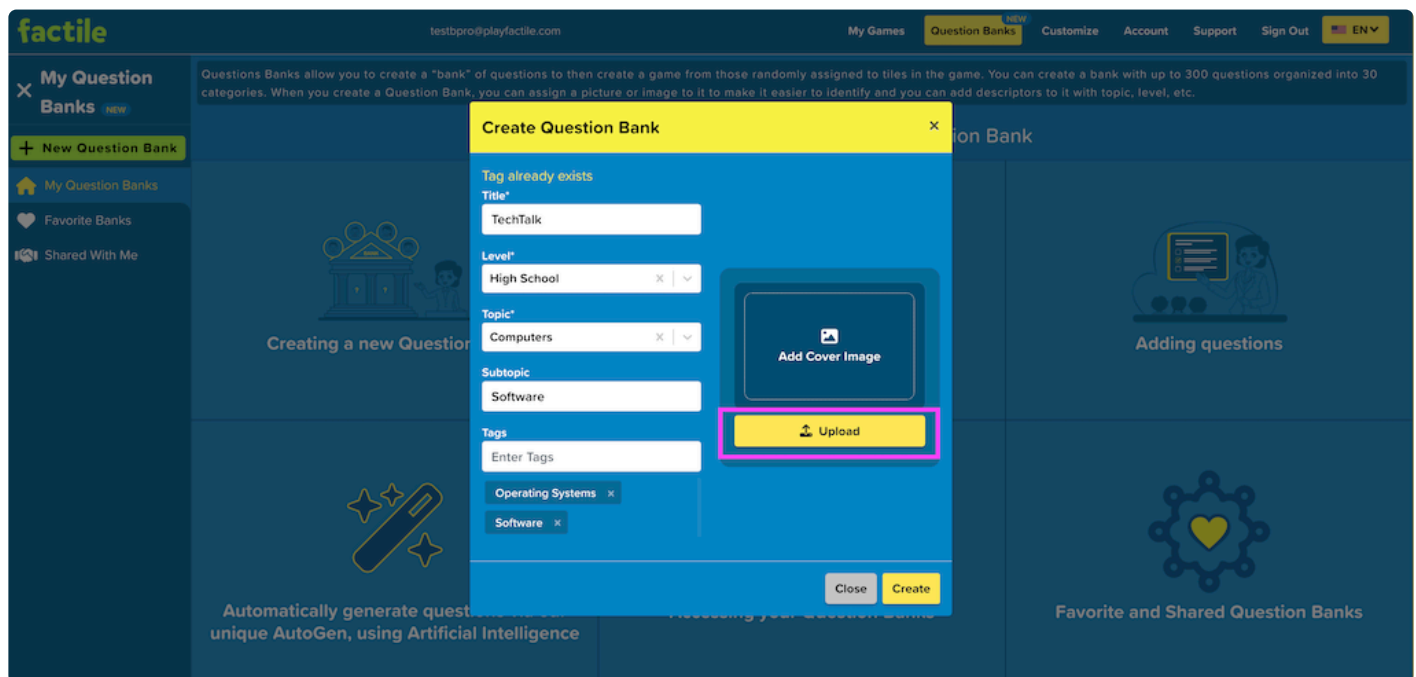


After adding the tags, you'll find them listed under the tags field. You're free to add as many tags as you'd like. Should you want to remove a tag, just click the x button next to it.

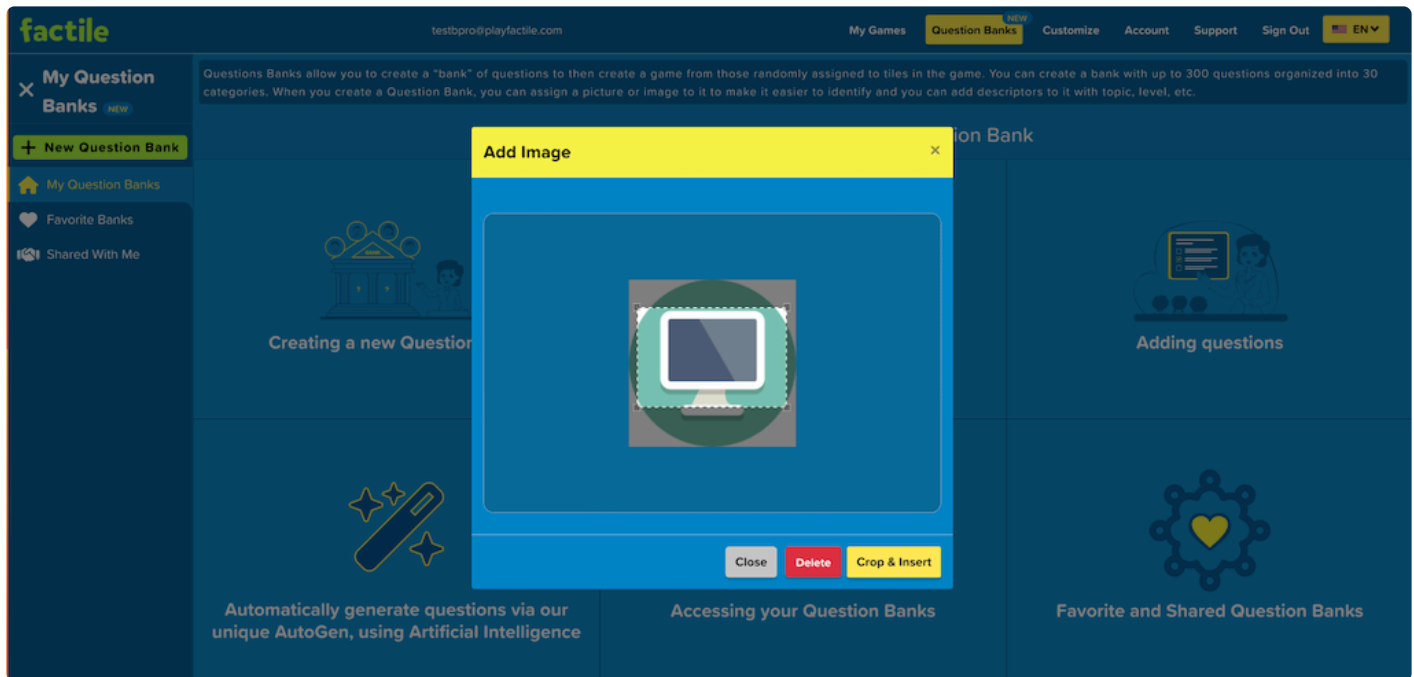




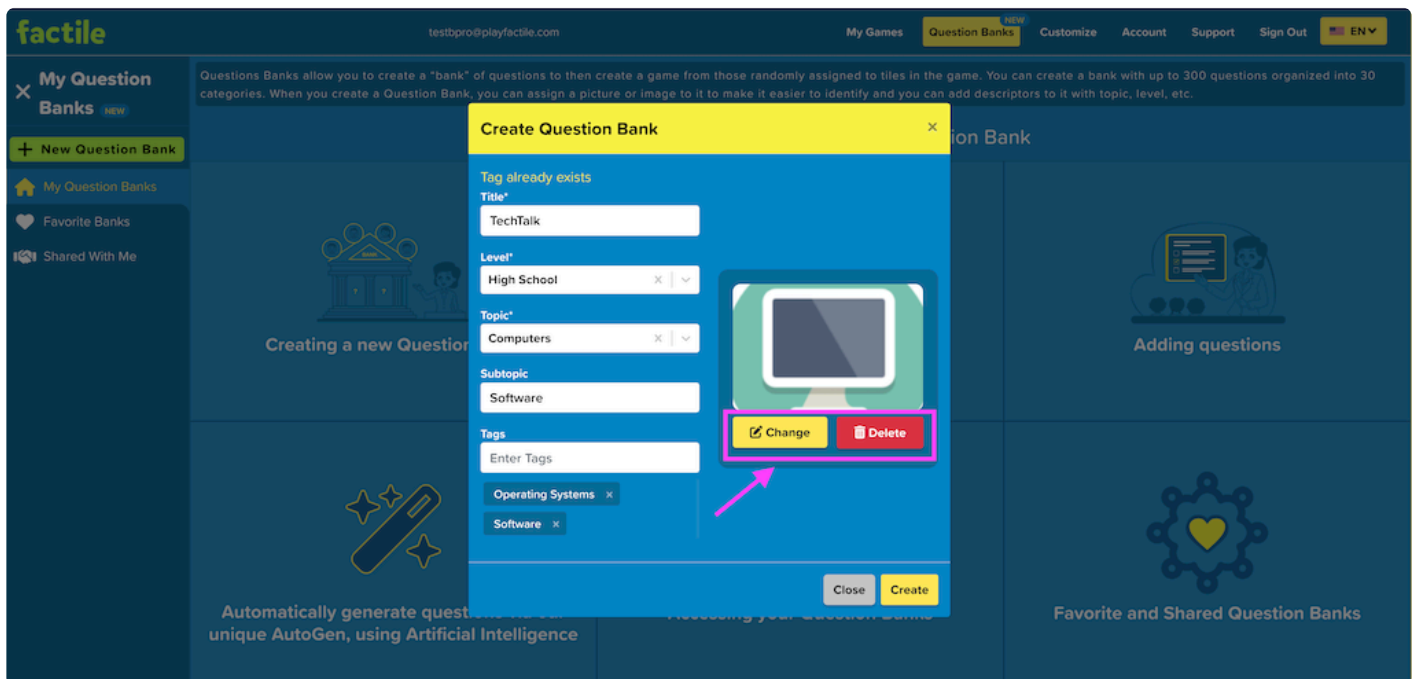
7. You can also add a cover image to your question bank to easily identify it. To do this, click the **Upload** button and select the image file from your device.



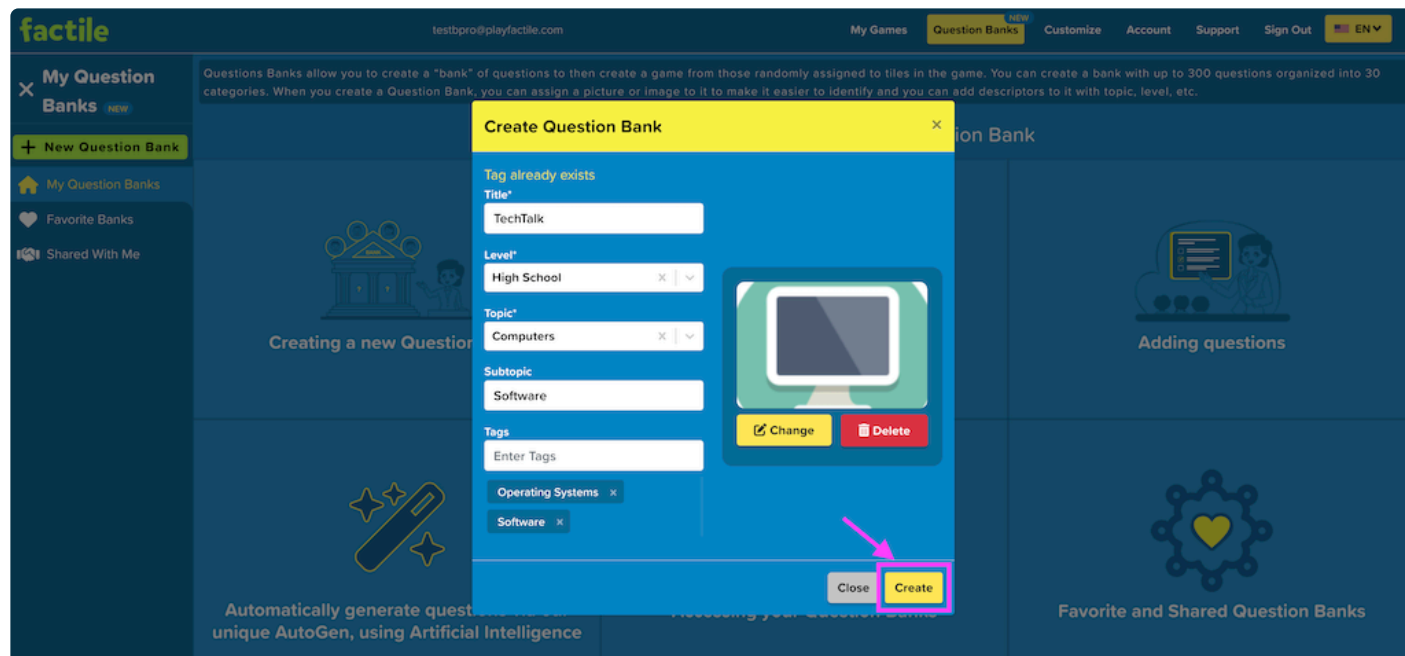
PlayFactile allows you to adjust the position of your cover image when you upload a new picture. After selecting a new photo, you'll be prompted to crop it. You can drag the photo within the cropping frame to center it as desired.



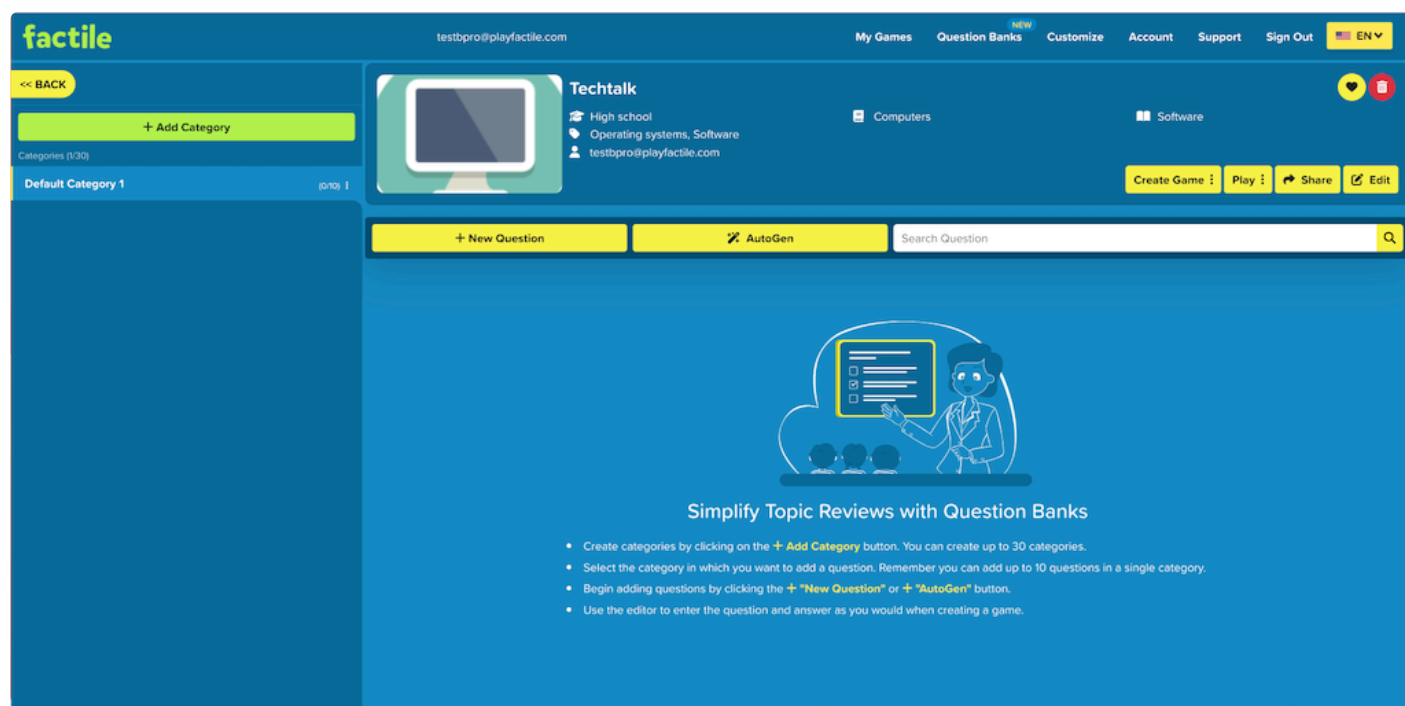
7. After you've finished cropping the image, simply click the Crop & Insert button to complete the upload. If you want to make changes to your cover image later, you can use the Change button, or you can remove it using the Delete button.



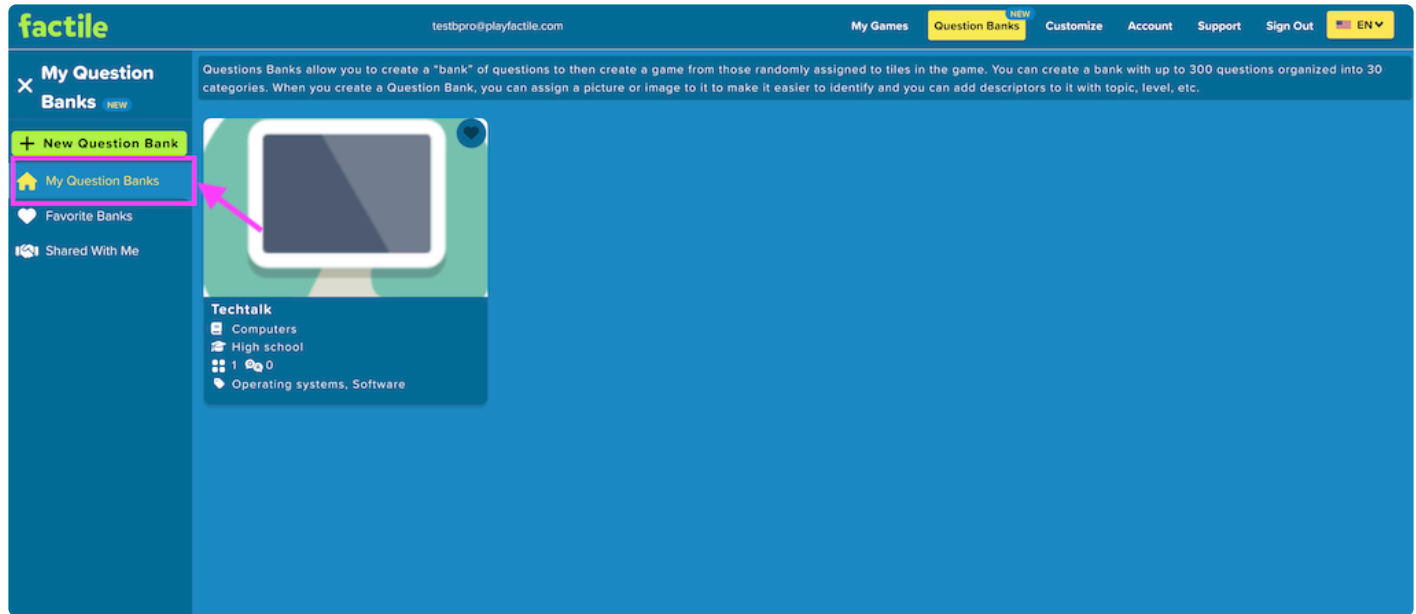
8. Click **Create** to finalize your question bank.



After creating your question bank, you'll be redirected to the dashboard where you can add categories and questions, create a game using the question bank, play, or share it.



You can also access your Question Bank from the **My Question Bank** page as shown below.



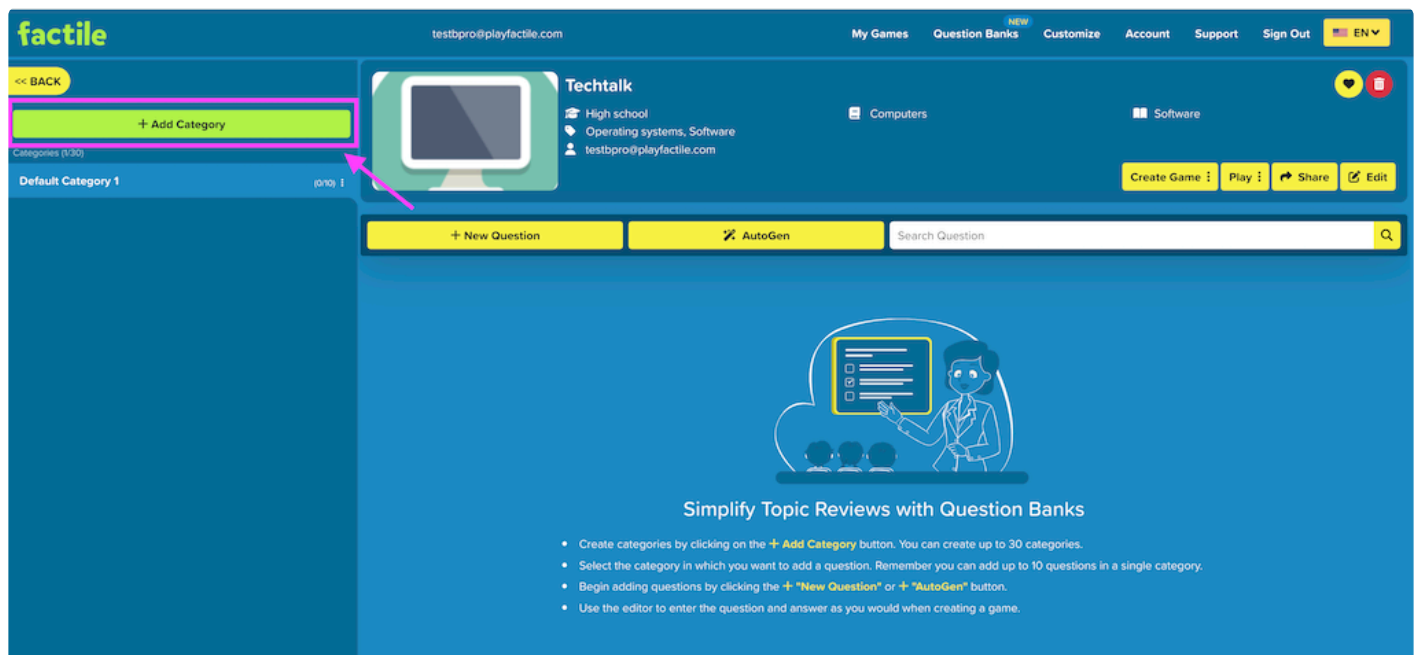
The next section will guide you through creating categories for your question bank and adding questions.

## How to add categories

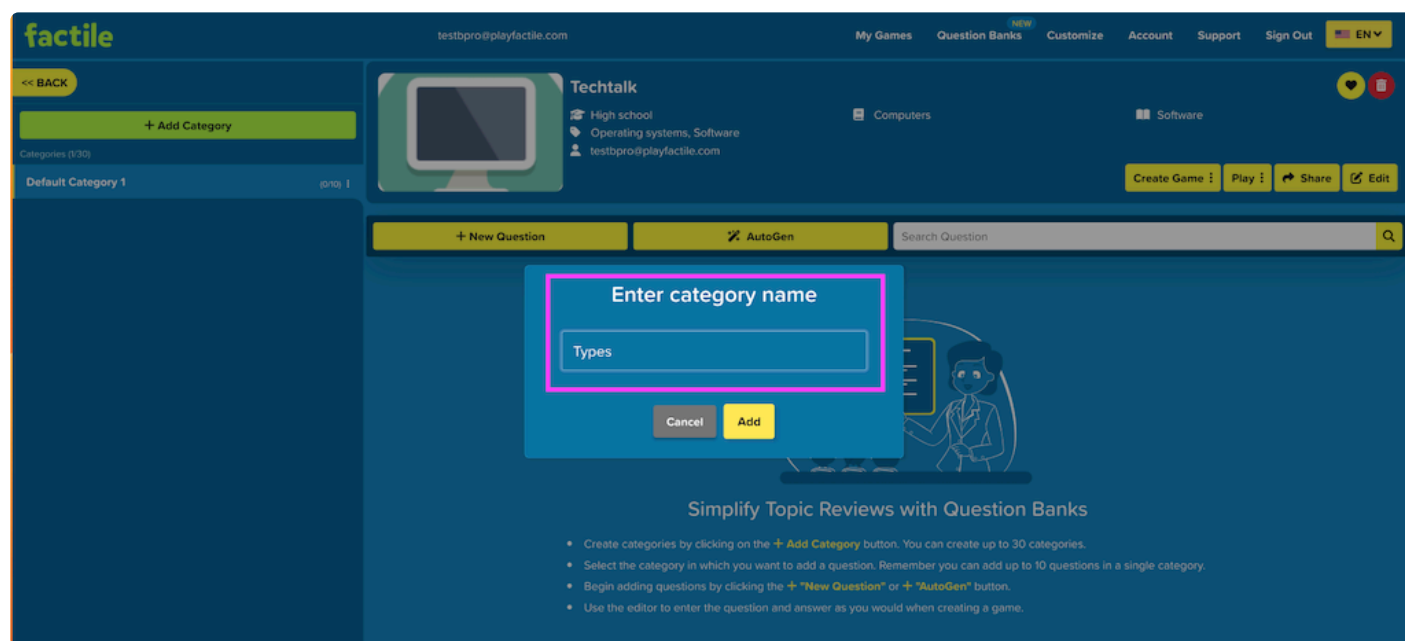
Before adding questions to your Question Bank, it's a good idea to set up categories. You can create up to 30 categories per Question Bank, which are essential for organizing and managing your questions. Plus, you can reuse these categories across different games.

Here's how you can create categories for your Question Bank:

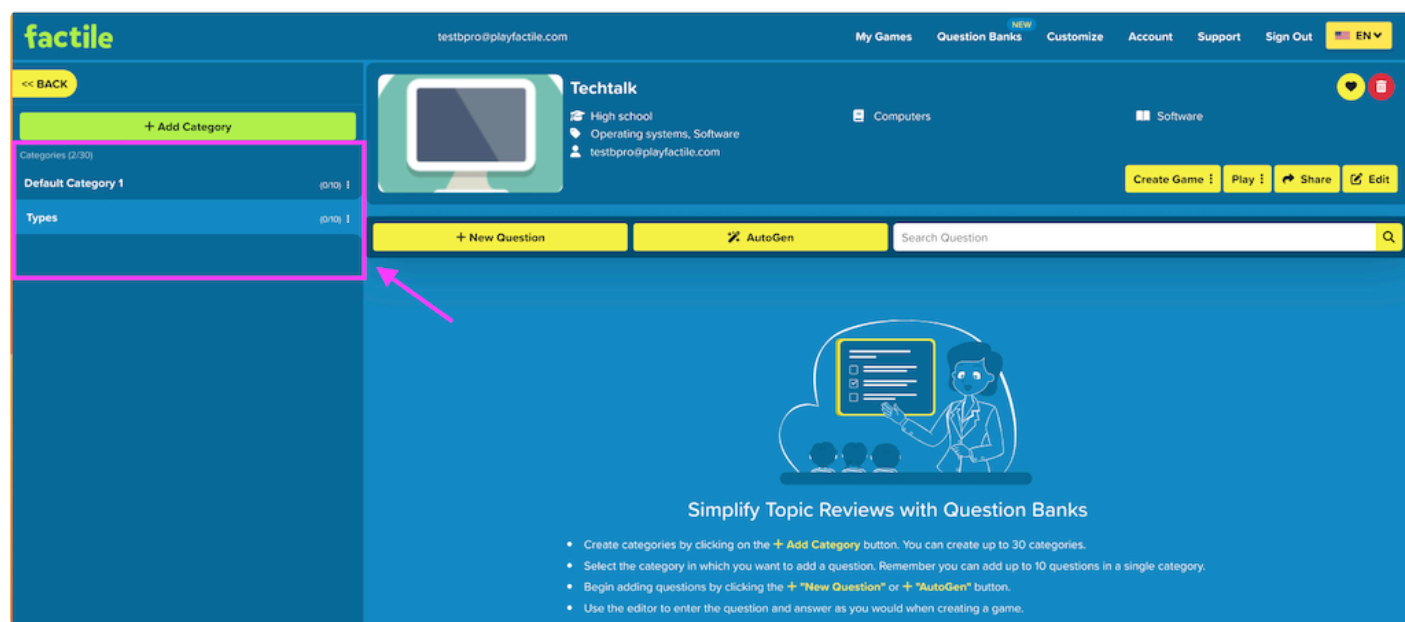
1. Click on "Add Category" to create a new category.



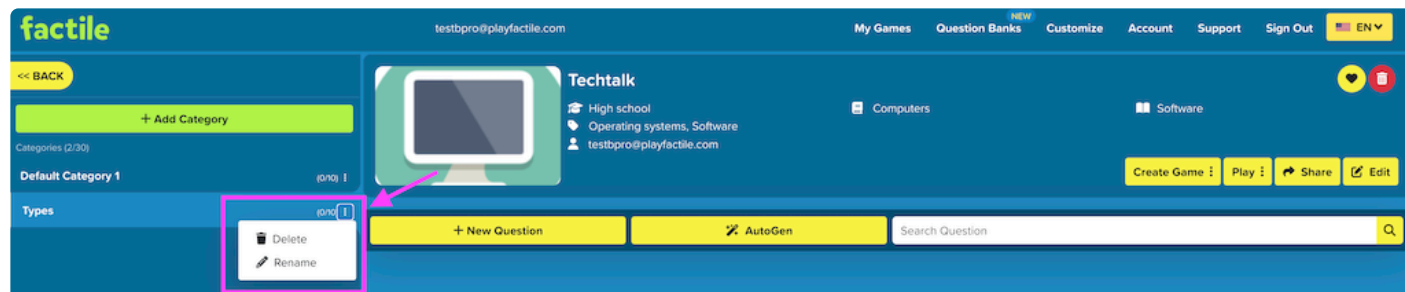
2. Enter the name of the category.



3. Click Add to create and save the new category. You'll then see your new category listed on the left-hand side of the Question Bank dashboard.



If you wish to remove or rename the selected category, simply click on the  icon next to the category.

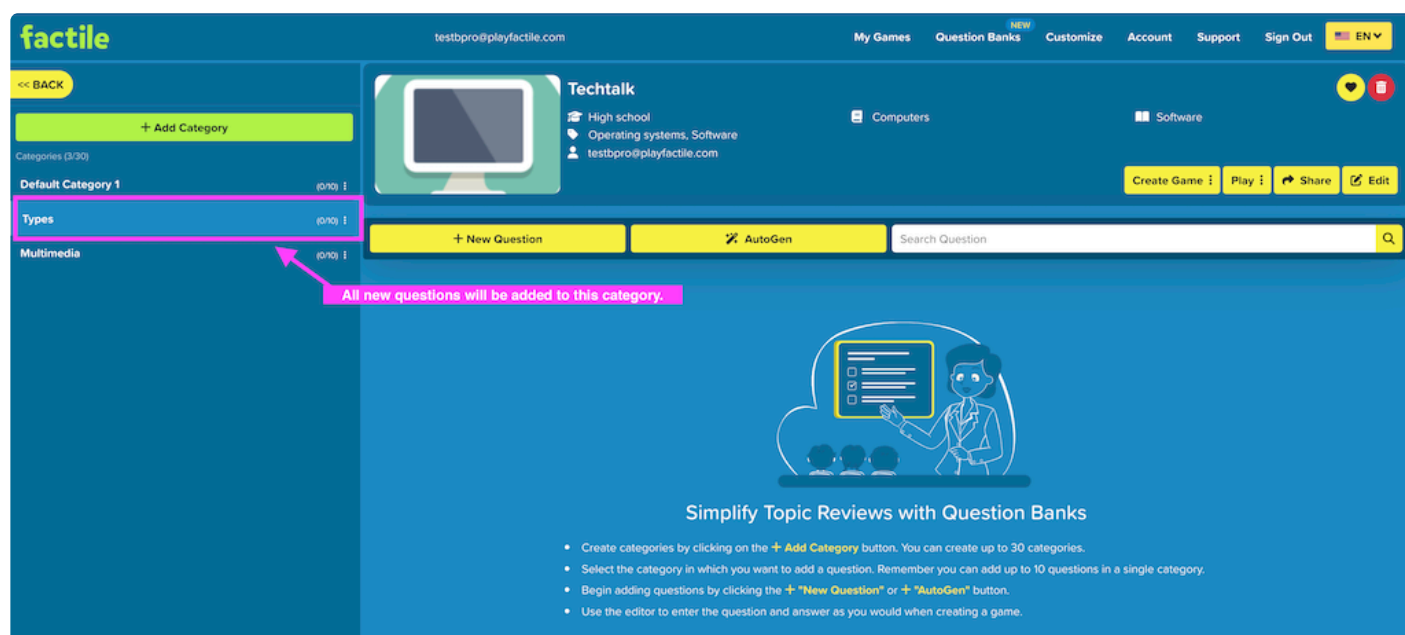


## How to add questions

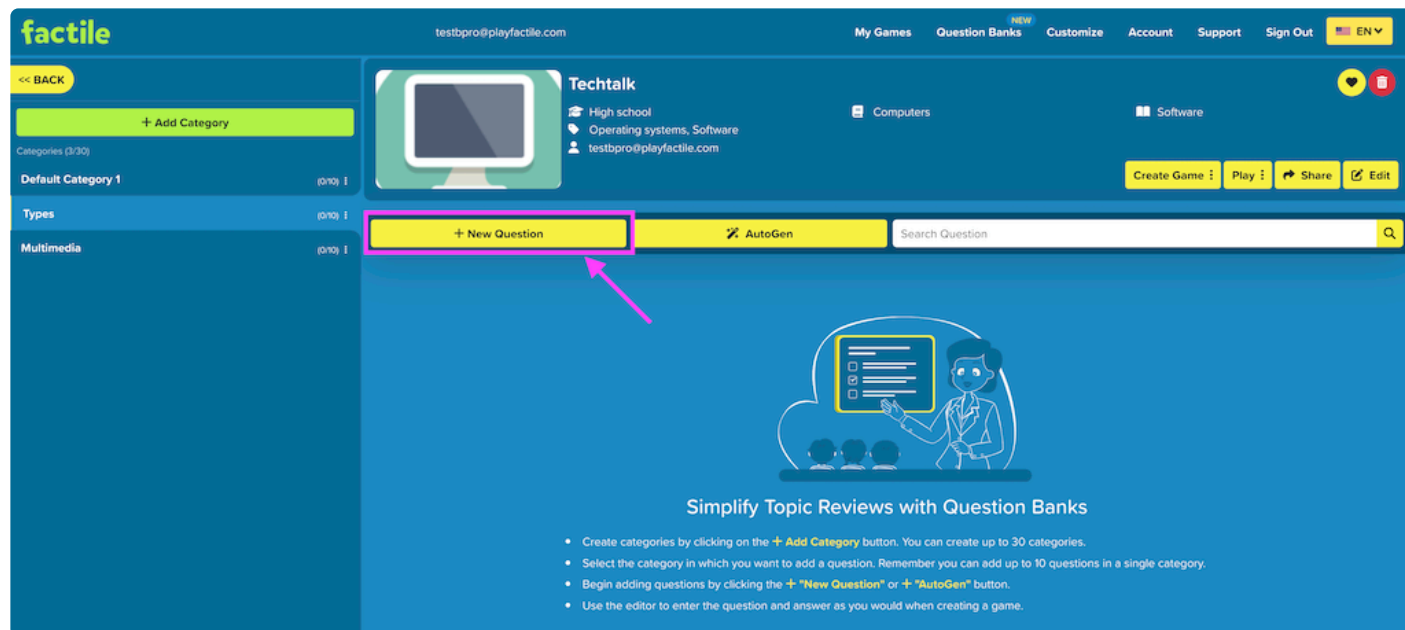
Now that you've added your categories, you can proceed to create questions within each category. Keep in mind that you can add up to 10 questions in a single category.

Here's how you can start adding questions to your Question Bank:

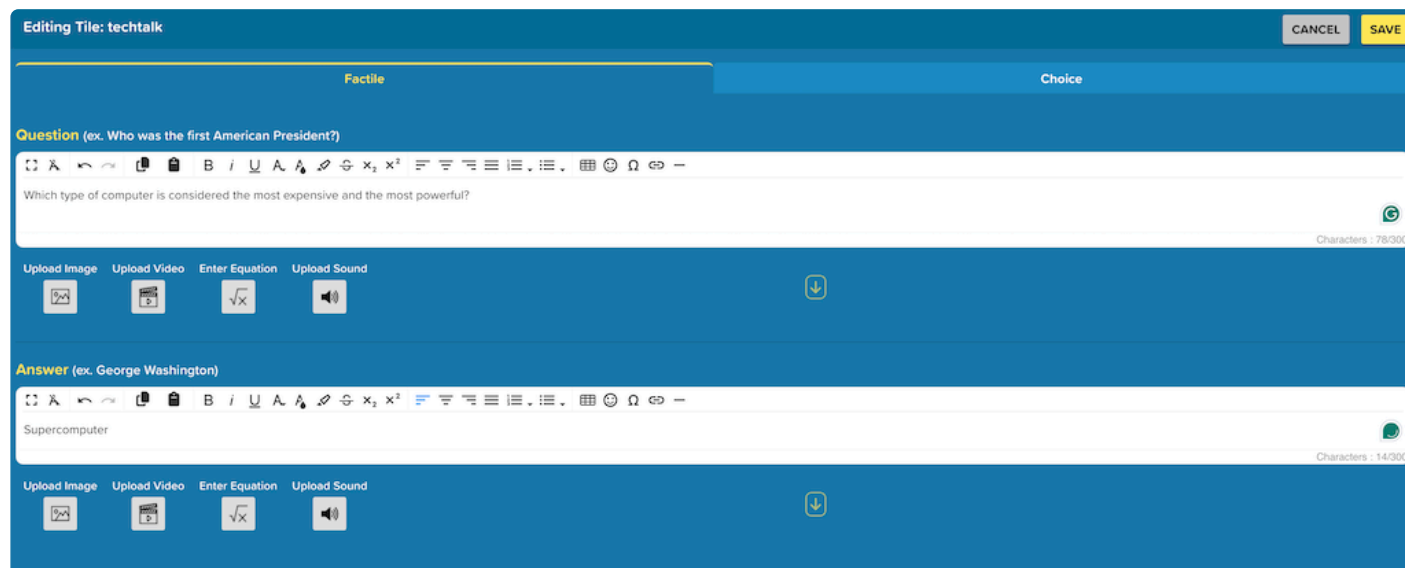
1. Choose a category from your list. The selected category will be highlighted, and any new questions you create will be added to it.



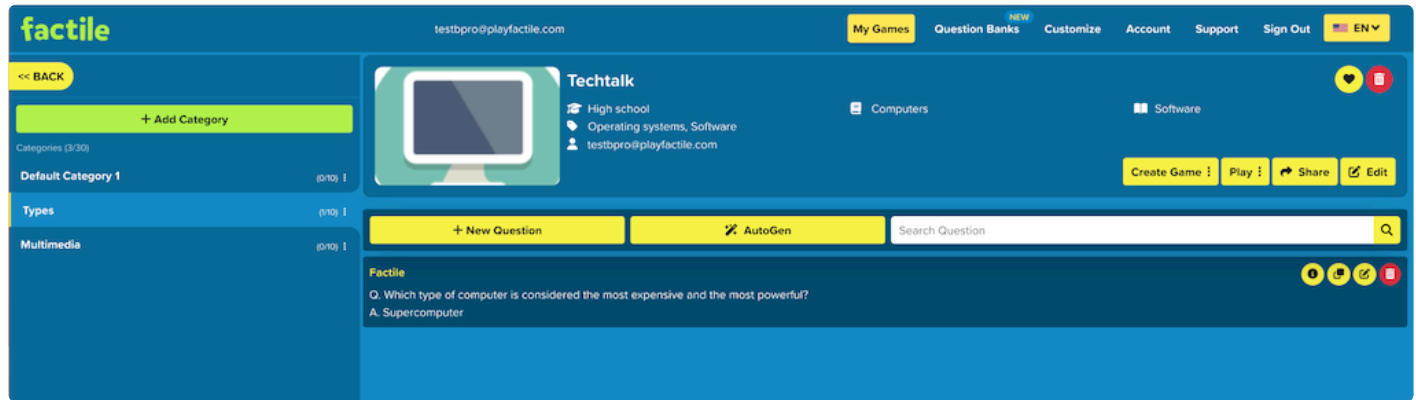
2. Click the **New Question** button to create a new question.



3. Enter your question and answer in the corresponding fields. You can also add more answer options if you wish to play in Choice mode. You can learn more about creating questions [here](#).

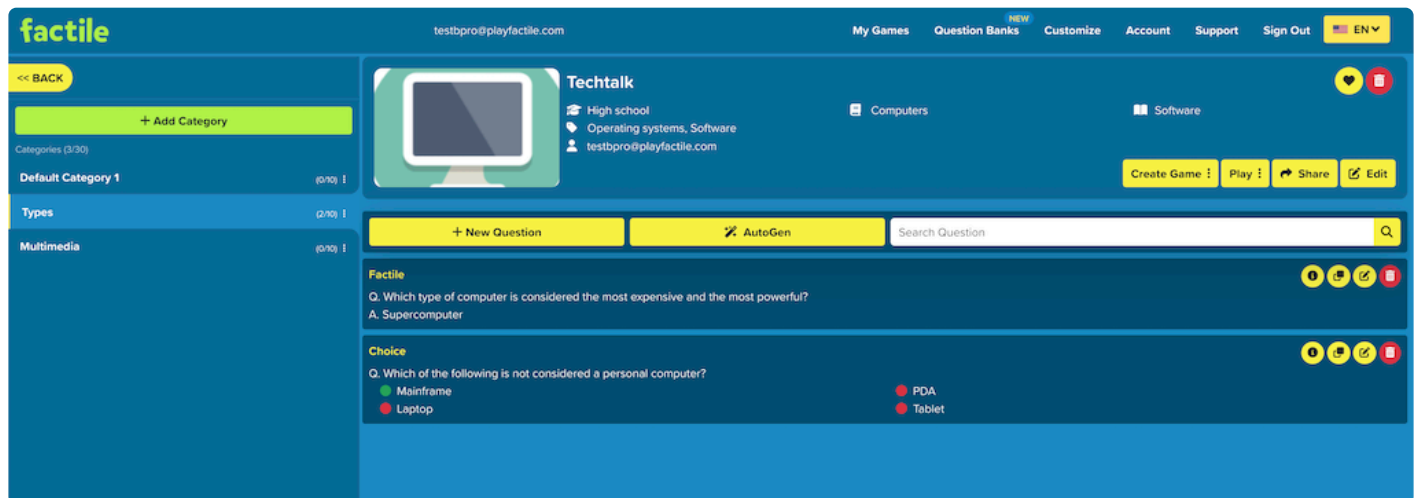


4. Click Save to complete and save the question. You will then see your newly created question listed in the questions list under the selected category.

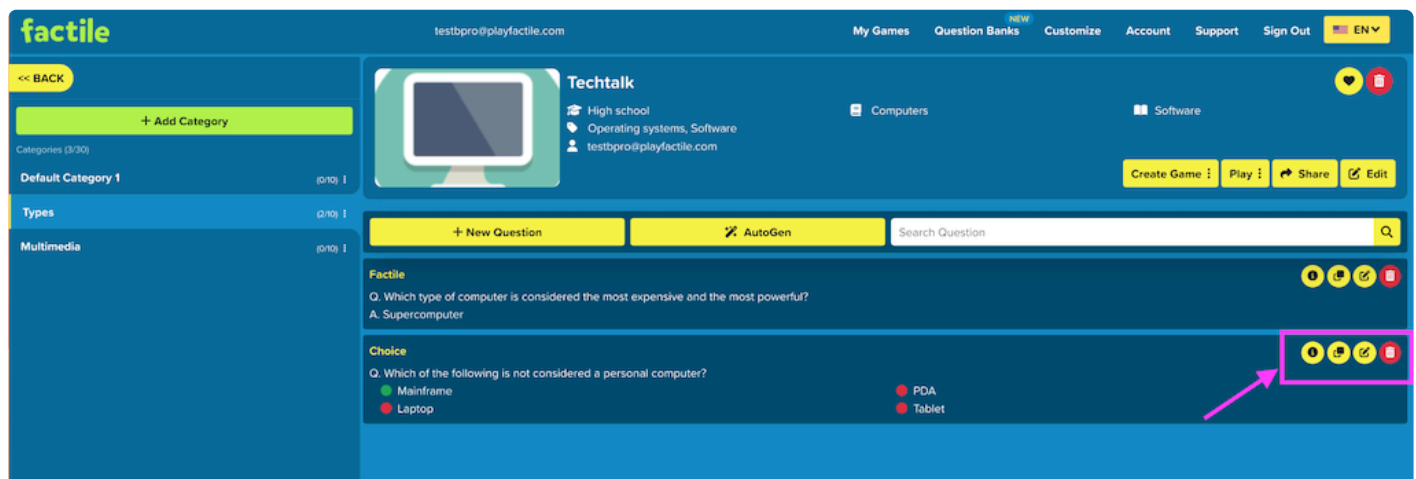


## Question settings


In the screenshot below, you'll find the list of questions for the selected category. Here, you can see two question types displayed: a Factile question and a Choice question. For the Choice question, the correct answer is highlighted with a green dot, while incorrect options are marked with red dots.

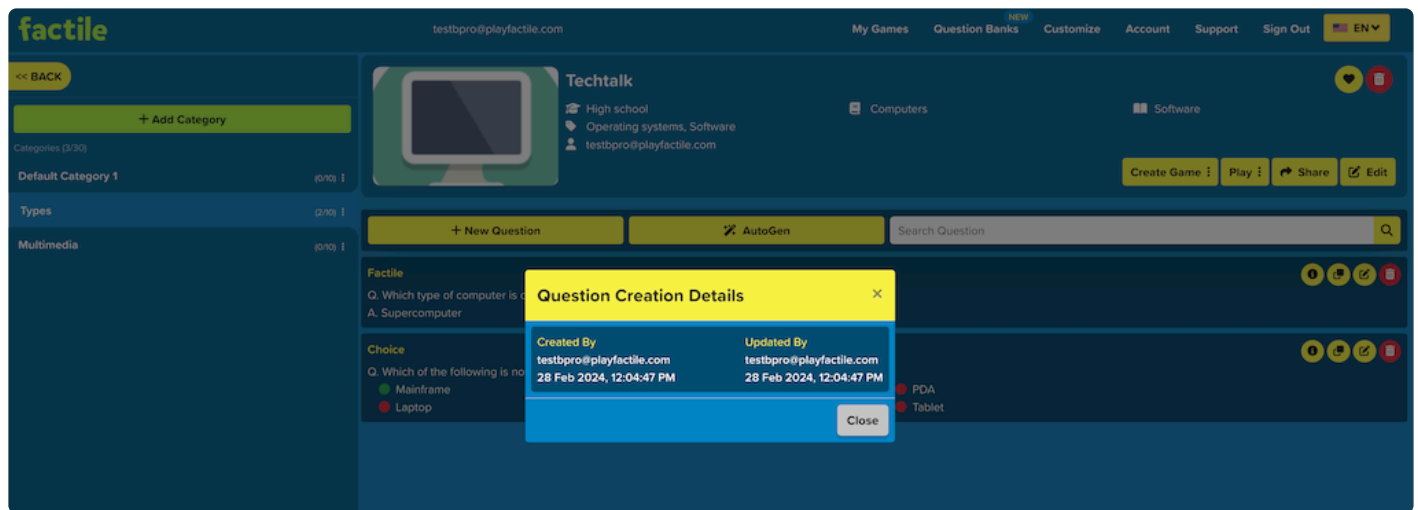



You'll also notice various settings and actions available for each question.







1. **View creation details:** Click the  icon to view the creation details of each question, including the date it was created or last updated, as well as the account responsible for these actions.



2. **Duplicate:** Click the  icon to automatically duplicate the question. The duplicate question will be added to the selected category.

3. **Edit:** Click the  icon to edit the question. This action will redirect you to a page where you can modify both the question and its answers. Make sure to click the **Save** button to save the changes.

4. **Delete:** Click the  icon to remove the question from the list. A prompt will appear to confirm the action. Click “Yes, Delete it!” if you wish to proceed with the action, otherwise click “Cancel”.

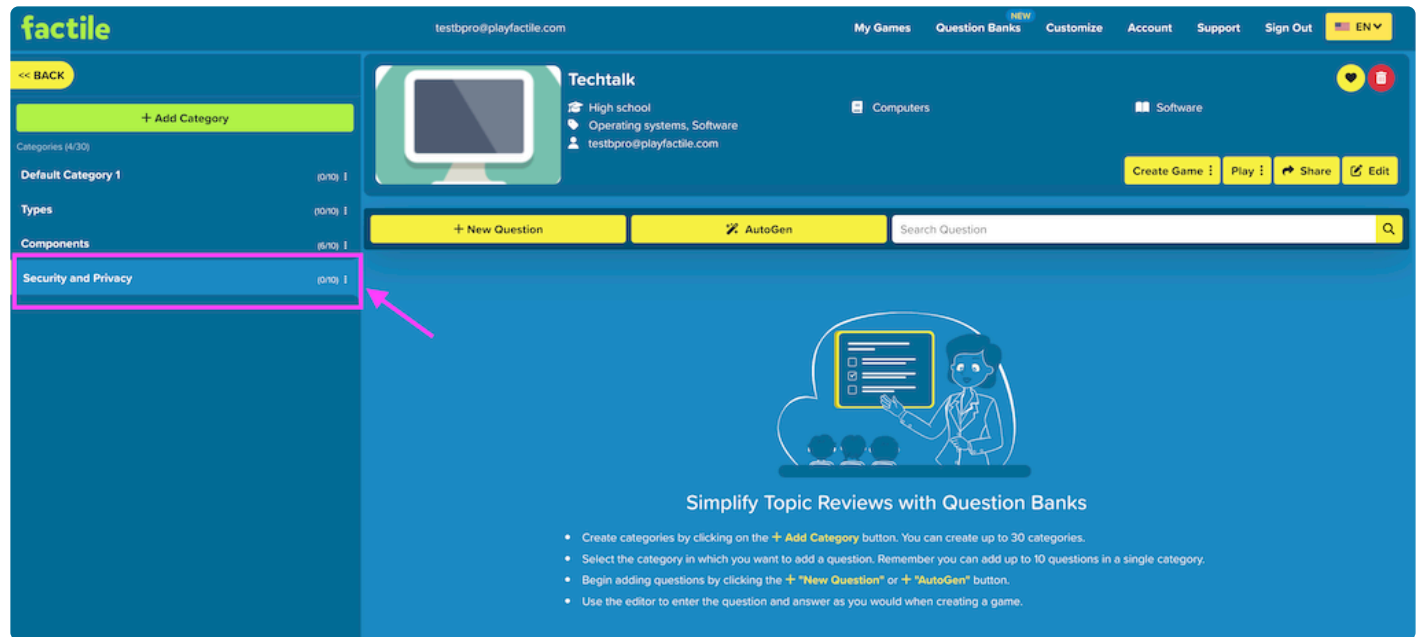
## How to generate questions using the AutoGen feature

Simplify your game creation process with the AutoGen feature. Powered by advanced generative Artificial Intelligence, this tool enables you to automatically generate questions and answers based on topics and subtopics you provide.

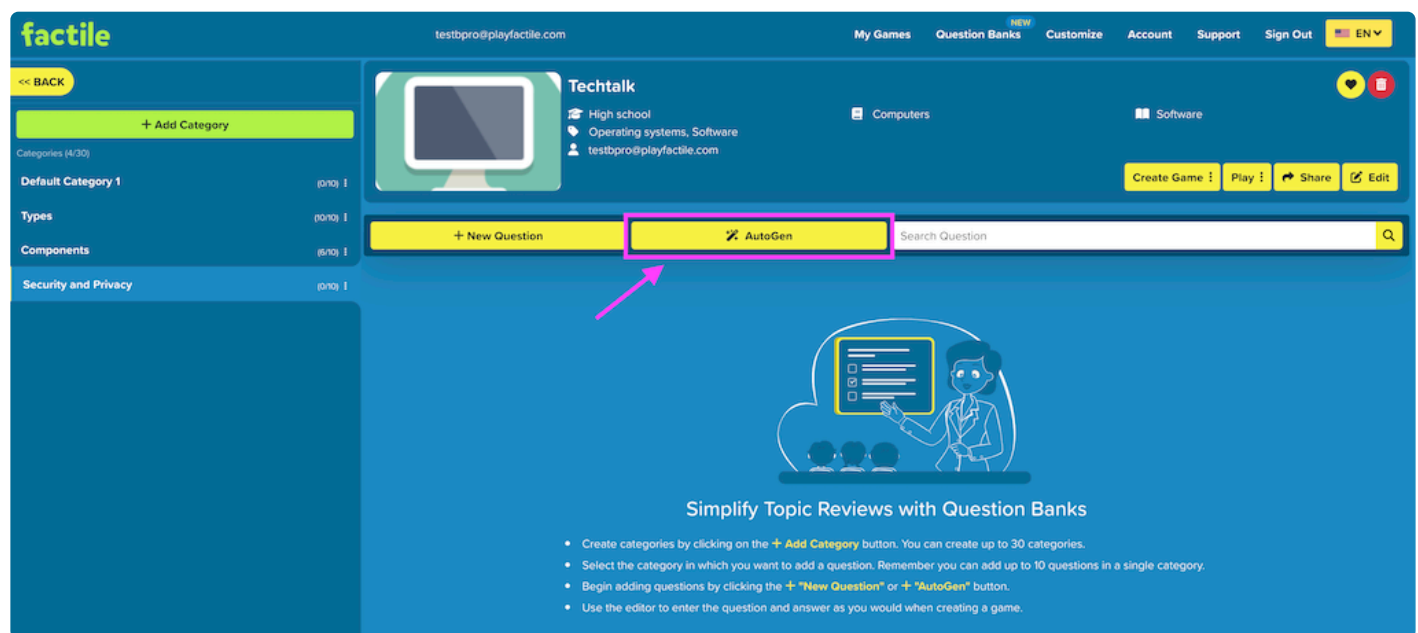
To use AutoGen, you purchase “tokens” based on the number and complexity of the questions generated. AutoGen uses the generative AI from OpenAI and the tokens pay for that service.

Here’s how you can generate new questions using the **AutoGen** feature:

1. Select a category from your dashboard.



2. Click the **AutoGen** button to start generating new questions.



This will open the AutoGen dashboard where you can start generating new questions.

Generate questions using AutoGen, driven by cutting-edge generative Artificial Intelligence and start adding those questions to your question bank categories.

Title	Category	Questions
techtalk	Security and Privacy	0/10
	1	
	2	
	3	
	4	

**AutoGen**

Topic: Computers ×  
Type topic, subtopic (optional). Examples: biology, heart or US history, presidents 9/50

Question Type: Factile

Grade (optional): High School × No. of Questions: 10

**Generate**

Welcome to **AutoGen!** Driven by cutting-edge Generative **Artificial Intelligence (AI)**, AutoGen automatically generates questions / answers for you based on topics and subtopics you provide. You can use AutoGen to generate partial or entire games, and then edit as needed. AutoGen can help you quickly create your Factile games while providing you with a broad range of questions you choose from specific to your topic.

To use AutoGen, you purchase "tokens" based on the number and complexity of the questions generated. AutoGen uses the generative AI engine from OpenAI [🔗](#) and the tokens pay for that service. As a special welcome and for a limited time, we've credited your account with **1,000 free tokens**, which should generate between 30 - 50 Factile questions. Additional tokens can be purchased by clicking on the Buy Tokens button below in \$5 increments (\$5 buys 25,000 tokens). [Learn how to use AutoGen](#) [🔗](#)

**Here's an example to get you started**

Topic: Geography, Oceans Question Type: Factile  
Grade: Elementary School No. of Questions: 4

Q4) Which ocean surrounds Antarctica?  
Answer: Southern Ocean

Q3) What is the deepest ocean in the world?  
Answer: Pacific Ocean

Q2) What is the smallest ocean in the world?

Tokens Left: 228 Tokens Consumed: 0

[View History](#) [Buy Tokens](#)

3. On the left side of the dashboard, choose the category where you'd like to add the new questions. Once you choose a category, it will be highlighted and details such as the category name and the number of questions created for that category will be displayed, as shown below.

Generate questions using AutoGen, driven by cutting-edge generative Artificial Intelligence and start adding those questions to your question bank categories.

Title	Category	Questions
techtalk	Security and Privacy	0/10
	1	
	2	
	3	
	4	

**AutoGen**

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Question Type: Factile

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Answer: Southern Ocean

Q3) What is the deepest ocean in the world?  
Answer: Pacific Ocean

Q2) What is the smallest ocean in the world?

Tokens Left: 228 Tokens Consumed: 0

[View History](#) [Buy Tokens](#)

4. On the right side of the dashboard, you can configure the options to generate your new questions. These options include the topic, question type, grade level, and the number of questions you wish to generate. For example, the topic 'Computers' and the grade level were pre-selected based on the settings of your question bank. Regarding the question type, you can choose either 'Factile' or 'Choice'. Additionally, you can specify the number of questions you want to generate.

[<< BACK](#)

Generate questions using AutoGen, driven by cutting-edge generative Artificial Intelligence and start adding those questions to your question bank categories.

### AutoGen

Topic

Question Type

Type topic, subtopic (optional). Examples: biology, heart or US history, presidents

9/50

Grade (optional)

No. of Questions

Generate

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Here's an example to get you started

Topic: Geography, Oceans

Grade: Elementary School

Question Type: Factile

No of Questions: 4

Q4) Which ocean surrounds Antarctica?

Answer: Southern Ocean

Q3) What is the deepest ocean in the world?

Answer: Pacific Ocean

Q2) What is the smallest ocean in the world?

Answer: Arctic Ocean

Tokens Left: 228

Tokens Consumed: 0

View History

Buy Tokens

5. Once you have configured the options, click the **Generate** button to create new questions.

[<< BACK](#)

Generate questions using AutoGen, driven by cutting-edge generative Artificial Intelligence and start adding those questions to your question bank categories.

### AutoGen

Topic

Question Type

Type topic, subtopic (optional). Examples: biology, heart or US history, presidents

9/50

Grade (optional)

No. of Questions

Generate

Welcome to **AutoGen!** Driven by cutting-edge Generative **Artificial Intelligence (AI)**, AutoGen automatically generates questions / answers for you based on topics and subtopics you provide. You can use AutoGen to generate partial or entire games, and then edit as needed. AutoGen can help you quickly create your Factile games while providing you with a broad range of questions you choose from specific to your topic.

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Here's an example to get you started

Topic: Geography, Oceans

Grade: Elementary School

Question Type: Factile

No of Questions: 4

Q4) Which ocean surrounds Antarctica?

Answer: Southern Ocean

Q3) What is the deepest ocean in the world?

Answer: Pacific Ocean

Q2) What is the smallest ocean in the world?

Answer: Arctic Ocean

Tokens Left: 24772

Tokens Consumed: 0

View History

Buy Tokens

The auto-generated questions and their corresponding answers will be displayed.

Generate questions using AutoGen, driven by cutting-edge generative Artificial Intelligence and start adding those questions to your question bank categories.

Topic: Computers (9/50)  
Grade (optional): High School  
No. of Questions: 4  
Question Type: Choice  
Generate

Drag and drop AutoGen'd questions onto the tile desired or select a tile from the side board and then click on + button to add the question to that tile. Clear All

Title	Category	Questions
techtalk	Security and Privacy	0/10
	1	
	2	
	3	
	4	

Q4) What is the function of a modem?  
To store and process data  
To display images on a screen  
To connect to a wireless network  
Answer: To convert digital signals to analog signals and vice versa

Q3) Which programming language is used for creating websites?  
Java  
Python  
C++  
Answer: HTML

Q2) What is the smallest unit of digital data?  
Byte  
Gigabyte  
Kilobyte  
Answer: Bit

Q1) What does CPU stand for?  
Computer Processing Unit  
Control Processing Unit  
Central Power Unit  
Answer: Central Processing Unit

Tokens Left: 24558 Tokens Consumed: 214 View History Buy Tokens

## How to add and edit Auto-generated questions

You have two options when adding auto-generated questions to your Question Bank category. First, you can simply click and drag the auto-generated questions into the desired category to add them.

Generate questions using AutoGen, driven by cutting-edge generative Artificial Intelligence and start adding those questions to your question bank categories.

Topic: Computers (9/50)  
Grade (optional): High School  
No. of Questions: 4  
Question Type: Choice  
Generate

Drag and drop AutoGen'd questions onto the tile desired or select a tile from the side board and then click on + button to add the question to that tile. Clear All

Title	Category	Questions
techtalk	Security and Privacy	0/10
	1	
	2	
	3	
	4	

Q4) What is the function of a modem?  
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Python  
C++  
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Byte  
Gigabyte  
Kilobyte  
Answer: Bit

Q1) What does CPU stand for?  
Computer Processing Unit  
Control Processing Unit  
Central Power Unit  
Answer: Central Processing Unit

Tokens Left: 24558 Tokens Consumed: 214 View History Buy Tokens

Click and drag the question tile to the desired category to add it

Another way is to select a category tile on the left sidebar and then click the  button next to the question you want to add. After adding the question to a category, you'll see it displayed on the question tile, indicating where the question was added.

[<< BACK](#)

Generate questions using AutoGen, driven by cutting-edge generative Artificial Intelligence and start adding those questions to your question bank categories.

Title	Category	Questions
techtalk	Security and Privacy	1/10
	1	
	2	
	3	
	4	

Topic

Computers

Type topic, subtopic (optional). Examples: biology, heart or US history, presidents

9/50

Grade (optional)

High School

No. of Questions

4

Question Type

Choice

Generate

Drag and drop AutoGen'd questions onto the tile desired or select a tile from the side board and then click on + button to add the question to that tile.

Clear All

Q4) What is the function of a modem?

To store and process data

To display images on a screen

To connect to a wireless network

To convert digital signals to analog signals and vice versa

Answer: To convert digital signals to analog signals and vice versa

Added to: 4 (Security and Privacy)

Q3) Which programming language is used for creating websites?

Java

Python

C++

Answer: HTML

Q2) What is the smallest unit of digital data?

Byte

Gigabyte

Kilobyte

Answer: Bit

Q1) What does CPU stand for?

Computer Processing Unit


Control Processing Unit

Central Power Unit

Answer: Central Processing Unit

Tokens Left:24558 Tokens Consumed:214

View History Buy Tokens

You can also edit the questions before adding them. Click the  button and the editor will be activated. You can then edit the question and answer directly on the tile. Note that the last line is reserved for the correct answer to the question. You'll notice that this line is colored yellow, indicating it as the correct answer.

[<< BACK](#)

Generate questions using AutoGen, driven by cutting-edge generative Artificial Intelligence and start adding those questions to your question bank categories.

Title	Category	Questions
techtalk	Security and Privacy	1/10
	1	
	2	
	3	
	4	

Topic

Computers

Type topic, subtopic (optional). Examples: biology, heart or US history, presidents

9/50

Grade (optional)

High School

No. of Questions

4

Question Type

Choice

Generate

Drag and drop AutoGen'd questions onto the tile desired or select a tile from the side board and then click on + button to add the question to that tile.

Clear All

What is the function of a modem?

To store and process data

To display images on a screen

To connect to a wireless network

To convert digital signals to analog signals and vice versa

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Kilobyte

Answer: Bit

Q1) What does CPU stand for?

Computer Processing Unit


Control Processing Unit

Central Power Unit

Answer: Central Processing Unit

Tokens Left:24558 Tokens Consumed:214

View History Buy Tokens

Click the  icon to save the changes you've made.

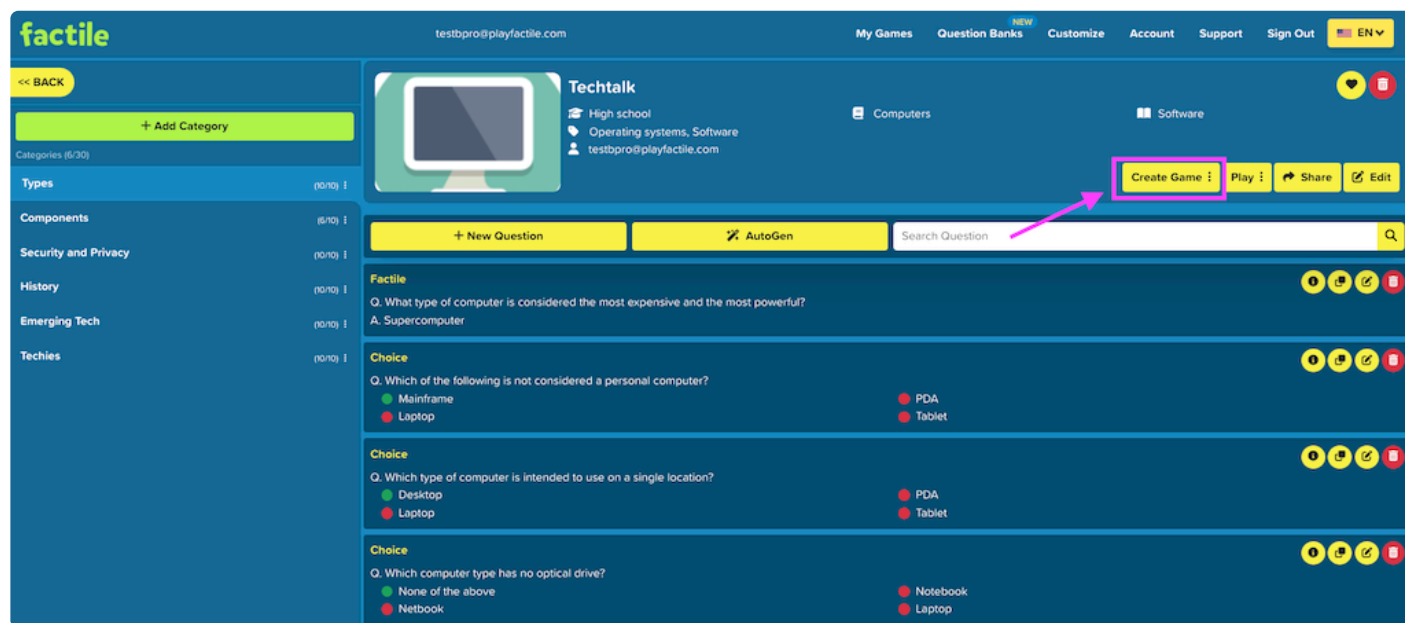


## How to create a game using your Question Bank

Using Question Banks in Factile games makes creating games easier. They store questions in one place, sorted by topic or difficulty. This helps quickly choose questions, manage them better, and reuse them in different games. It also lets educators work together, making game creation more efficient and fun.

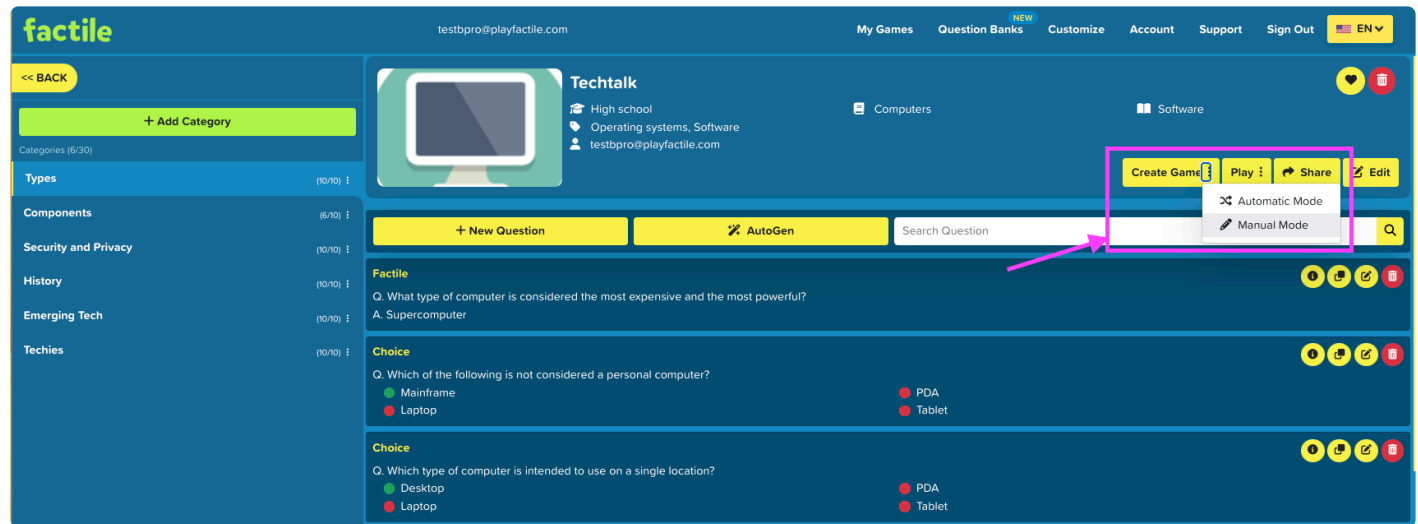
Here's how you can create a game using a Question Bank.

1. From a Question Bank dashboard, click **Create Game**.



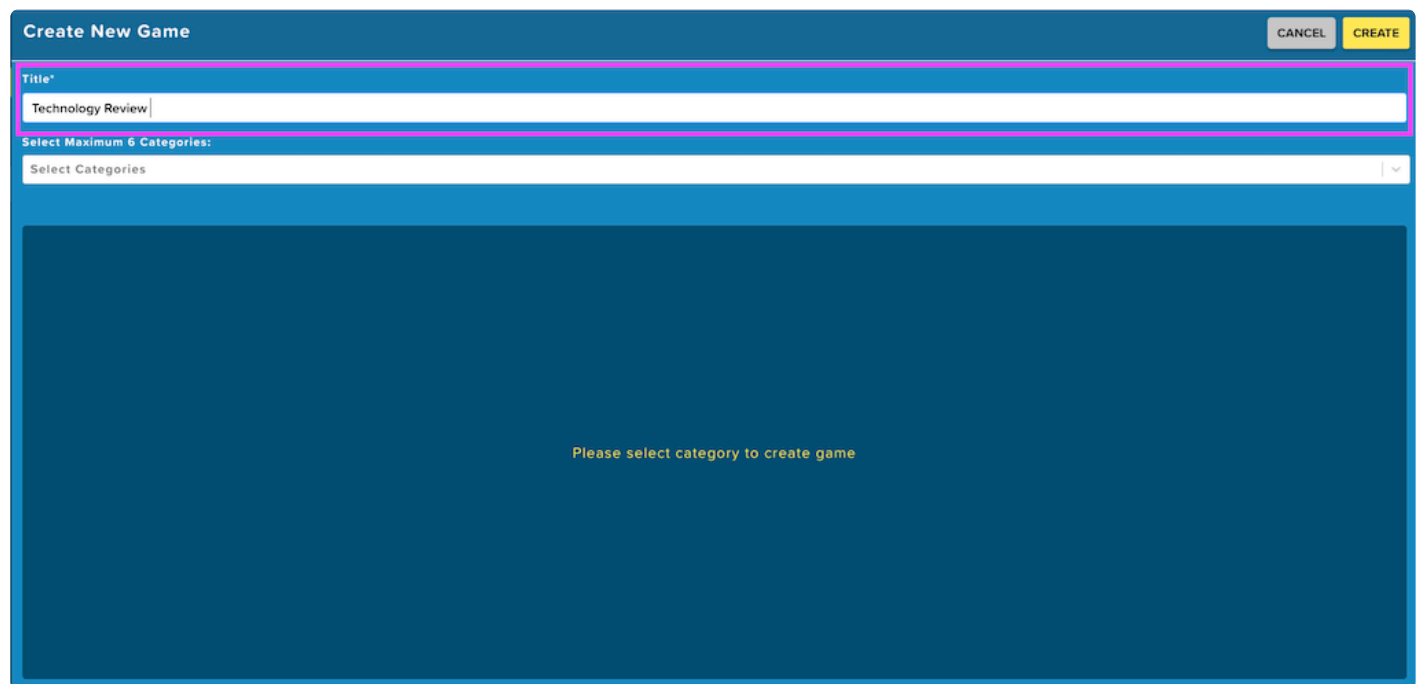
2. Choose a mode to create your game: "Automatic Mode" or "Manual Mode". The "Automatic Mode" allows you to create a game with categories and questions automatically assigned to each category. When you select "Automatic Mode," you'll be redirected to the "My Games" page, and your game will be ready with categories and questions pre-assigned.

In "Manual Mode," you can select the categories and questions you want to include in the game.



\*For this guide, select “Manual Mode”. \*

3. Enter the name of your game.



4. Choose the categories for your game. You can select up to a maximum of six (6) categories per game.



**Create New Game** CANCEL CREATE

Title\*  
Technology Review

Select Maximum 6 Categories:

Types (10) x Security and Privacy (10) x Components (6) x Emerging Tech (10) x Techies (10) x History (10) x

Category	Action
Types (10)	Random
Security and Privacy (10)	Random
Components (6)	Random
Emerging Tech (10)	Random
Techies (10)	Random
History (10)	Random

5. When adding questions to each category, you have the option to let the system randomly assign questions from your question bank. If you prefer to select questions manually, simply click on the “Random” button to view the available questions for each category.

**Create New Game** CANCEL CREATE

Title\*  
Technology Review

Select Maximum 6 Categories:

Types (10) x Security and Privacy (10) x Components (6) x Emerging Tech (10) x Techies (10) x History (10) x

Category	Action
Types (10)	Random

**Types (10)**

**Factile**  
Q. What does 'URL' stand for and what is it used for?  
A. URL stands for 'Uniform Resource Locator' and it is used to identify a specific webpage or resource on the internet. ☒

**Factile**  
Q. What are some good internet safety practices?  
A. Good internet safety practices include using strong and unique passwords, being cautious about clicking on unknown links or downloading files, and not sharing personal information online. ☒

**Factile**  
Q. What is a virus and how can it affect a computer?  
A. A virus is a type of malicious software that can damage a computer and steal personal information. It can be transmitted through the internet, email, or external storage devices. ☒

**Choice**  
Q. Which of the following is not considered a personal computer?  
☒ Mainframe ☐ PDA  
☐ Laptop ☐ Tablet ☒

**Factile**  
Q. What is the difference between a laptop and a desktop computer?  
A. A laptop is a compact, portable computer that can be used on-the-go, while a desktop computer is larger and typically stays in one place. ☒

**Factile**  
Q. What is a web browser?  
A. A web browser is a software application used to access and view content on the internet. ☐

**Choice**  
Q. Which computer type has no optical drive? ☐

*Click to open the questions list per category*

6. Choose the questions by checking the box next to each question. Keep in mind that you can only select up to five (5) questions to fill the tiles in each category.

**Create New Game** CANCEL CREATE

Title\*  
Technology Review

Select Maximum 6 Categories:  
Types (10) x Security and Privacy (10) x Components (6) x Emerging Tech (10) x Techies (10) x History (10) x

**Types (10)** Random

<b>Factile</b> Q. What does 'URL' stand for and what is it used for? A. URL stands for 'Uniform Resource Locator' and it is used to identify a specific webpage or resource on the internet.	<input checked="" type="checkbox"/>
<b>Factile</b> Q. What are some good internet safety practices? A. Good internet safety practices include using strong and unique passwords, being cautious about clicking on unknown links or downloading files, and not sharing personal information online.	<input checked="" type="checkbox"/>
<b>Factile</b> Q. What is a virus and how can it affect a computer? A. A virus is a type of malicious software that can damage a computer and steal personal information. It can be transmitted through the internet, email, or external storage devices.	<input checked="" type="checkbox"/>
<b>Choice</b> Q. Which of the following is not considered a personal computer? Mainframe PDA Laptop Tablet	<input type="checkbox"/>
<b>Factile</b> Q. What is the difference between a laptop and a desktop computer? A. A laptop is a compact, portable computer that can be used on-the-go, while a desktop computer is larger and typically stays in one place.	<input checked="" type="checkbox"/>
<b>Factile</b> Q. What is a web browser? A. A web browser is a software application used to access and view content on the internet.	<input checked="" type="checkbox"/>
<b>Choice</b> Q. Which computer type has no optical drive?	<input type="checkbox"/>

7. Once you've selected questions for all categories, click "Create" to generate the game.

**Create New Game** CANCEL CREATE

Title\*  
Technology Review

Select Maximum 6 Categories:  
Types (10) x Security and Privacy (10) x Components (6) x Emerging Tech (10) x Techies (10) x History (10) x

Types (10)	Random
Security and Privacy (10)	Random
Components (6)	Random
Emerging Tech (10)	Random
Techies (10)	Random
History (10)	Random

8. A popup will appear asking if you want to create the game without the Final Factile question. Click the "Add Final Factile" button to include it. Alternatively, click cancel.

**Create New Game** CANCEL CREATE

Title\*  
Technology Review

Select Maximum 6 Categories:

Types (10) x Security and Privacy (10) x Components (6) x Emerging Tech (10) x Techies (10) x History (10) x

Types (10)	Random
Security and Privacy (10)	Random
Components (6)	Random
Emerging Tech (10)	Random
Techies (10)	Random
History (10)	Random

!

**Are you sure?**

You are going to create game without Final Factile

Add Final Factile Yes

9. When adding a Final Factile question, you can choose a category from those in your Question Bank. Alternatively, you can select any of the remaining questions to serve as your final Factile question.

**Final Factile Question** CANCEL CREATE

Select Category For Final Factile:

Emerging Tech (5) x

**Emerging Tech (5)**

<b>Choice</b> Q. What is the term used for a set of instructions that a computer follows? ● Algorithm ● Encryption	● Binary ● Firewall	<input type="checkbox"/>
<b>Choice</b> Q. Which company released the first personal computer? ● IBM ● Dell	● Apple ● HP	<input checked="" type="checkbox"/>
<b>Choice</b> Q. What was the first computer programming language? ● Fortran ● Java	● C++ ● Python	<input type="checkbox"/>
<b>Choice</b> Q. What was the first commercial computer called? ● UNIVAC I ● EDVAC	● ENIAC ● SSEC	<input type="checkbox"/>
<b>Choice</b> Q. Who is credited with inventing the first mechanical computer? ● Charles Babbage ● Thomas Edison	● Alexander Graham Bell ● Leonardo da Vinci	<input type="checkbox"/>

10. Click “Create” to complete the game generation process. You will then be redirected to the “My Games” page, where you can find your newly generated game.

**Final Factile Question**

CANCEL CREATE

Select Category For Final Factile:

Emerging Tech (5) x

**Emerging Tech (5)**

**Choice**  
Q. What is the term used for a set of instructions that a computer follows?  
☐ Algorithm  
☒ Encryption  
☐ Binary  
☐ Firewall

**Choice**  
Q. Which company released the first personal computer?  
☒ IBM  
☐ Dell  
☐ Apple  
☐ HP

**Choice**  
Q. What was the first computer programming language?  
☐ Fortran  
☐ Java  
☐ C++  
☐ Python

**Choice**  
Q. What was the first commercial computer called?  
☐ UNIVAC I  
☐ EDVAC  
☐ ENIAC  
☐ SSEC

**Choice**  
Q. Who is credited with inventing the first mechanical computer?  
☐ Charles Babbage  
☐ Thomas Edison  
☐ Alexander Graham Bell  
☐ Leonardo da Vinci

## How to Share Your Question Banks

Now, you can share your question banks easily. You can do this to collaborate with your colleagues, friends or anyone you would like to build your question banks and use them as a shared resource for creating games.

To begin sharing your question banks, navigate to the Question Banks page and choose the one you want to share. This action will open the specific question bank window, where you can then click the “Share” button.

**factile** testbpro@playfactile.com My Games Question Banks NEW Customize Account Support Sign Out EN

<< BACK + Add Category

Categories (6/30)

Types (10/10) Components (6/10) Security and Privacy (10/10) History (10/10) Emerging Tech (10/10) Techies (10/10)

**Techtalk**  
 High school  
 Operating systems, Software  
 testbpro@playfactile.com

Computers Software

Create Game Play **Share** Edit

+ New Question AutoGen Search Question

**Factile**

Q. What type of computer is considered the most expensive and the most powerful?  
 A. Supercomputer

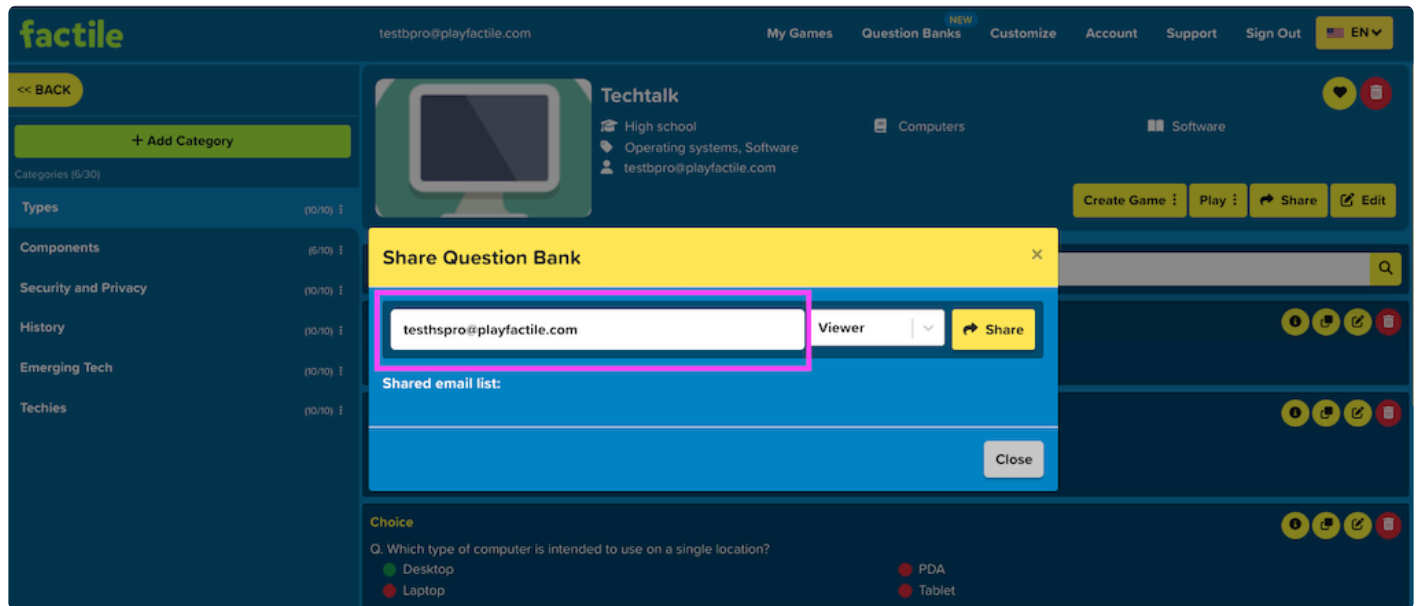
**Choice**  
 Q. Which of the following is not considered a personal computer?  
☒ Mainframe  
☐ Laptop  
☐ PDA  
☐ Tablet

**Choice**  
 Q. Which type of computer is intended to use on a single location?  
☒ Desktop  
☐ Laptop  
☐ PDA  
☐ Tablet

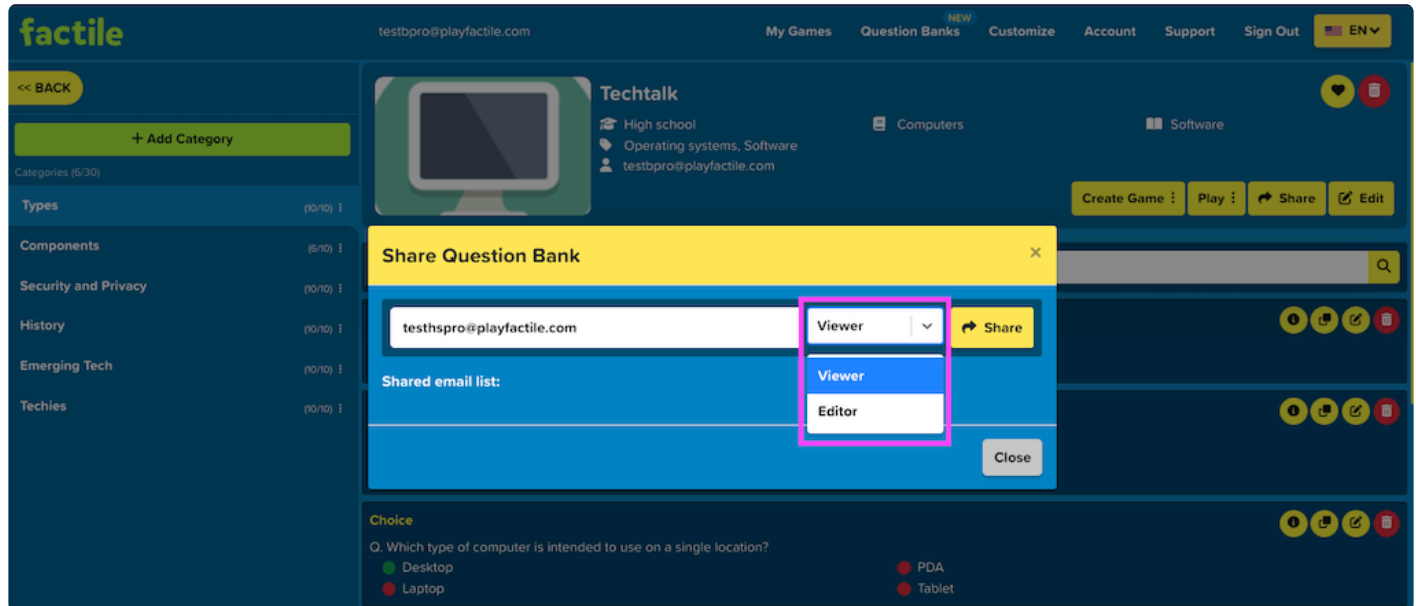
**Choice**  
 Q. Which computer type has no optical drive?  
☒ None of the above  
☐ Netbook  
☐ Notebook  
☐ Laptop


Enter the email address of the recipient. Note that you can only share question banks with Home/School

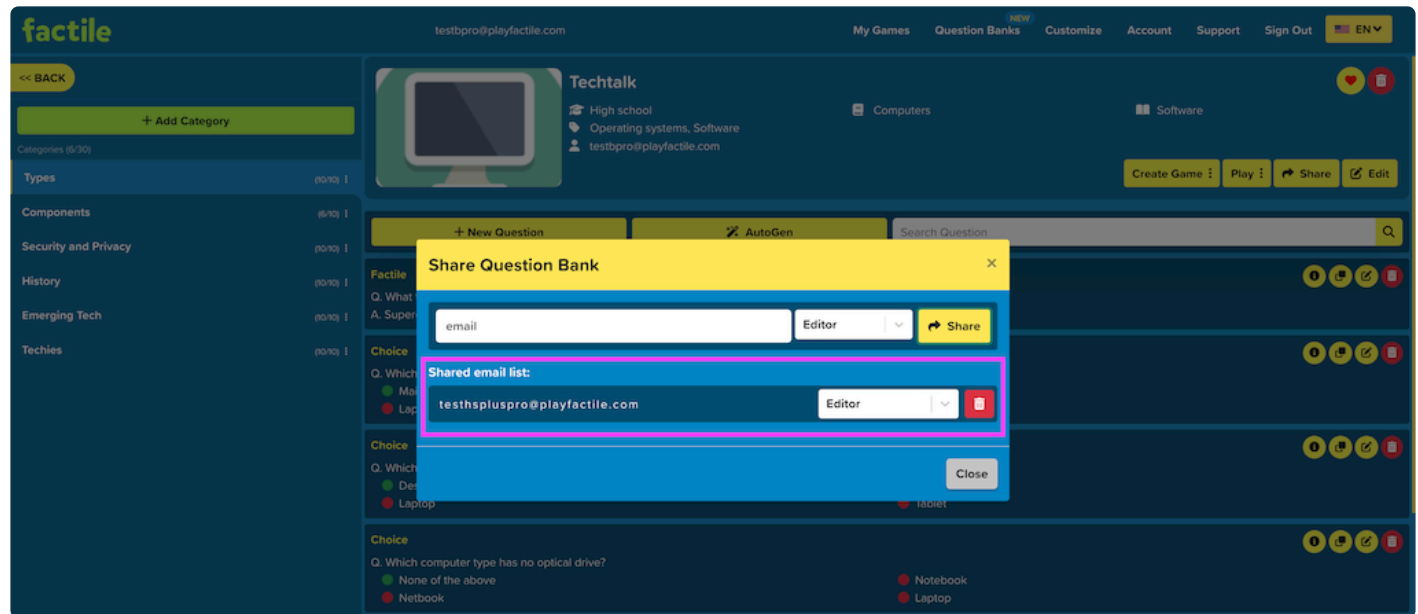
Plus or Business users.



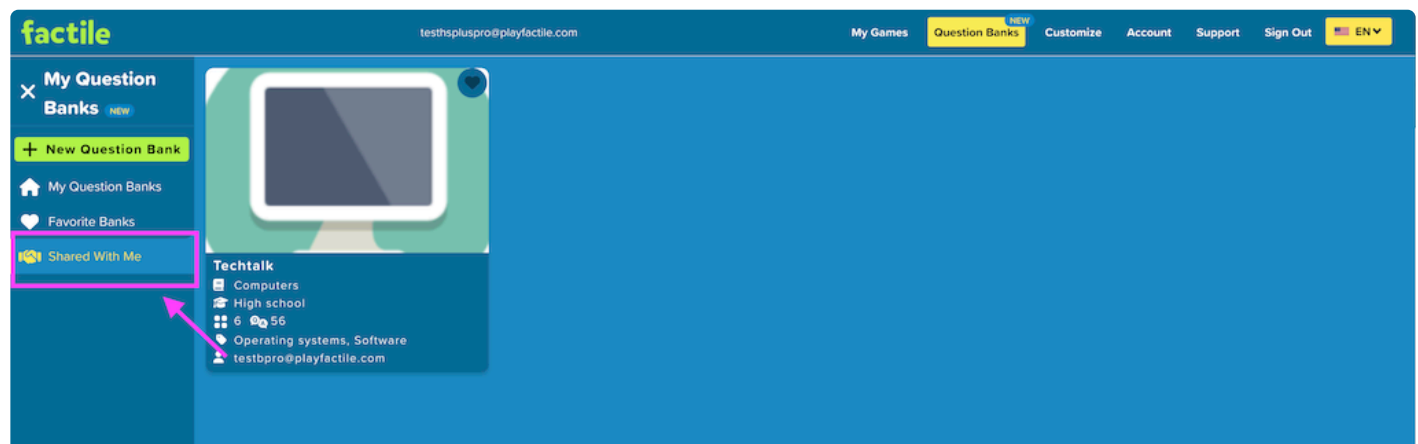
When sharing your Question Banks, you can specify the level of access you grant. With the “Viewer” setting, the other account can only view the question bank and its contents, without the ability to make any modifications. On the other hand, the “Editor” setting grants viewing and editing capabilities, allowing them to make changes to categories, questions, and answers as needed.



After entering the recipient’s details and access level, you’ll see the “Shared email list” updated. Here, you can view the email addresses of those you’ve shared your question bank with, along with their respective access levels. You can also use this section to edit their access level or remove them from the share list by clicking the  button.



Click the “Share” button to finalize the process. Once the sharing is successful, the recipient can access the Question Bank from their “Shared With Me” page.



## 3. Playing and Scoring a Game

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Learn about playing and scoring your game!

Also learn about:

- [Playing Factile- Jeopardy style game](#)
- [Buzzer Mode](#)
- [Final Factile](#)
- [Double Factile](#)
- [Playing as Classic Memory](#)
- [Playing as Choice](#)
- [Playing as Interactive Choice](#)
- [Using Flashcards](#)
- [Daily Double](#)
- [Saving a Game](#)
- [Presetting and Saving Teams](#)

### Play Overview:

This is a jeopardy-style game. Check out the following video tutorial for playing Factile!

### There are two key roles in Factile:

- *Moderator* – this person manages the gameplay.
- *Teams* – there can be up to 5 teams in a game (up to 100 teams in Pro). Each team may have as many team members as desired.

1. The game will show the Factile board with all the Tiles.
2. Click on the Tile you want to play to open the question. Ex: Presidents for \$200

3. The Moderator monitors which Team raises their hand first (or play in “Buzzer Mode” if you have a Pro subscription and each team can “hit the buzzer” when ready to answer).

**Tip:** You can allow anyone on the team to answer or elect a team leader to raise their hand.

4. The selected Team answers the question.

5. The Moderator determines whether the Team answer is correct or incorrect. If correct, the Moderator clicks on the “Check Mark”. If incorrect, the Moderator clicks on the “X”.

5. If the team answers incorrectly, the **Question** is open for other teams to provide the **Answer**.

6. After clicking the “Check Mark” for a correct **Answer** or all teams have provided an incorrect answer (Moderator has clicked “X” for all teams), the game will show the answer and adjust the team score based on the Tile amount.

Alternatively, the Moderator can click “Skip / “See Answer” to not score that particular question and advance the game to show the answer.

7. Once all the tiles have been played, the Final Factile will appear.

8. After all teams offer their answer, click the “Check Mark” or “X” on all teams’ podium.

9. The team with the most points wins.

With your Pro subscription, you can play in Buzzer Mode, play additional game types, play flashcards, share games and flashcards, and use many additional Factile features such as Daily Double, music, images, videos, equations and more.

### **Game Types**

- [Play as Flashcards](#)
- [Choice](#)
- [Interactive Choice](#)
- [Quiz Bowl](#)
- [Memory](#)

### **Pro Playing and Scoring Features**

- [Buzzer Mode](#)
- [Daily Double](#)
- Show Answer before Score
- Display Answer before Question
- Answer before Timer (if On) Expires for Choice Devices (CHOICE)
- Show Final Factile Category Hint at Wager Time
- Positive Score Mode
- Play Memory Game with 100 Points
- [Double Factile](#)

With your Business Pro Subscription, you can play with additional Features such as Event Mode.

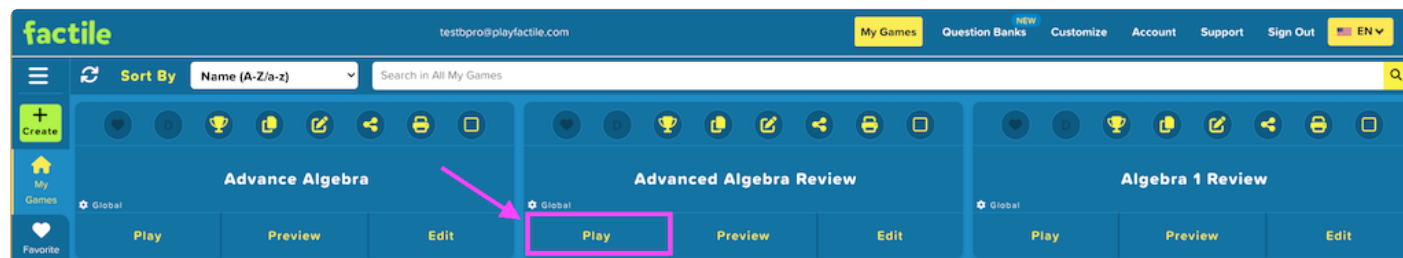


## 3.1. Overview

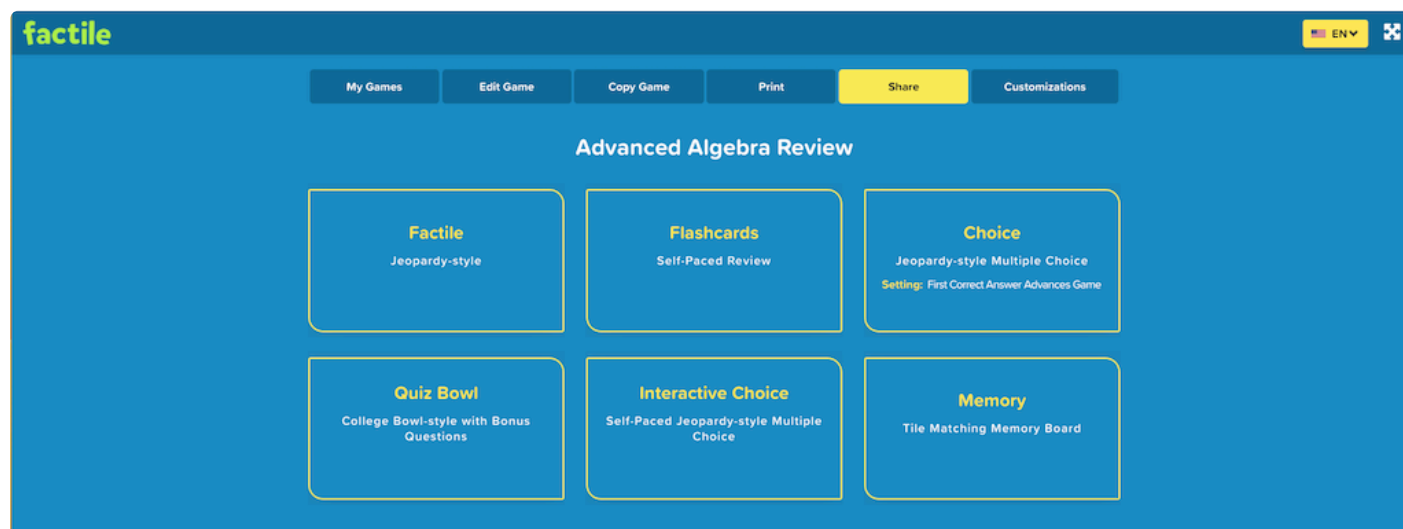
### How to Start a Factile Game?

To access your created games, simply go to 'My Games' page. From this page, you can browse your game collection and pick the one you wish to play.

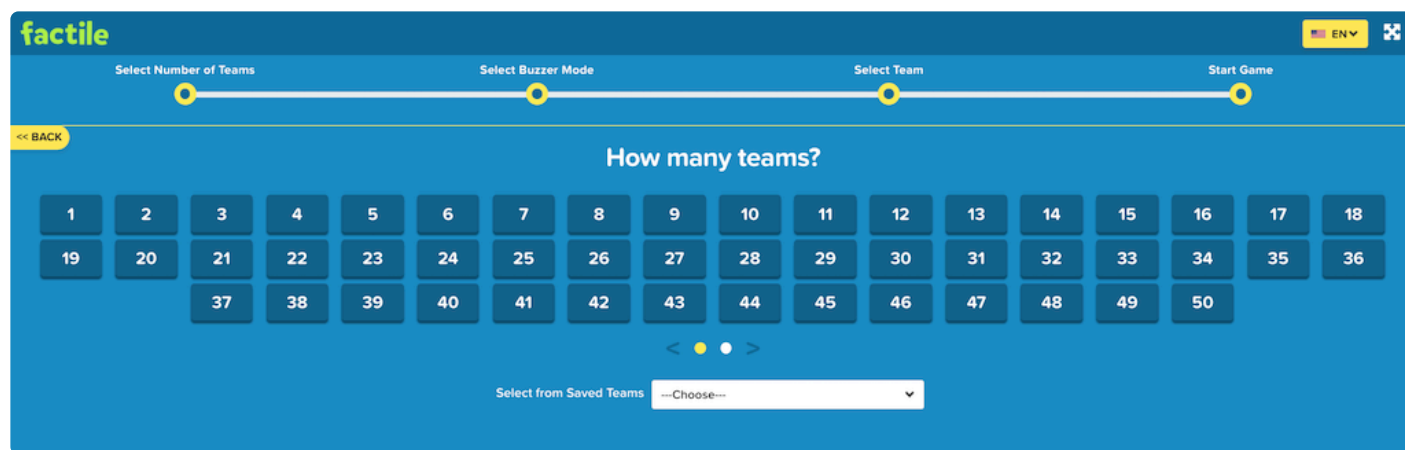
1. Locate the game you want to play and click the "Play" button.



2. Choose the game style. **Note:** If you have a Free account, your game choices are restricted to the Factile Jeopardy-style game. But by upgrading to a Pro account, you can unlock access to various game styles, including Flashcards, Choice, Quiz Bowl, Interactive Choice, and Memory.

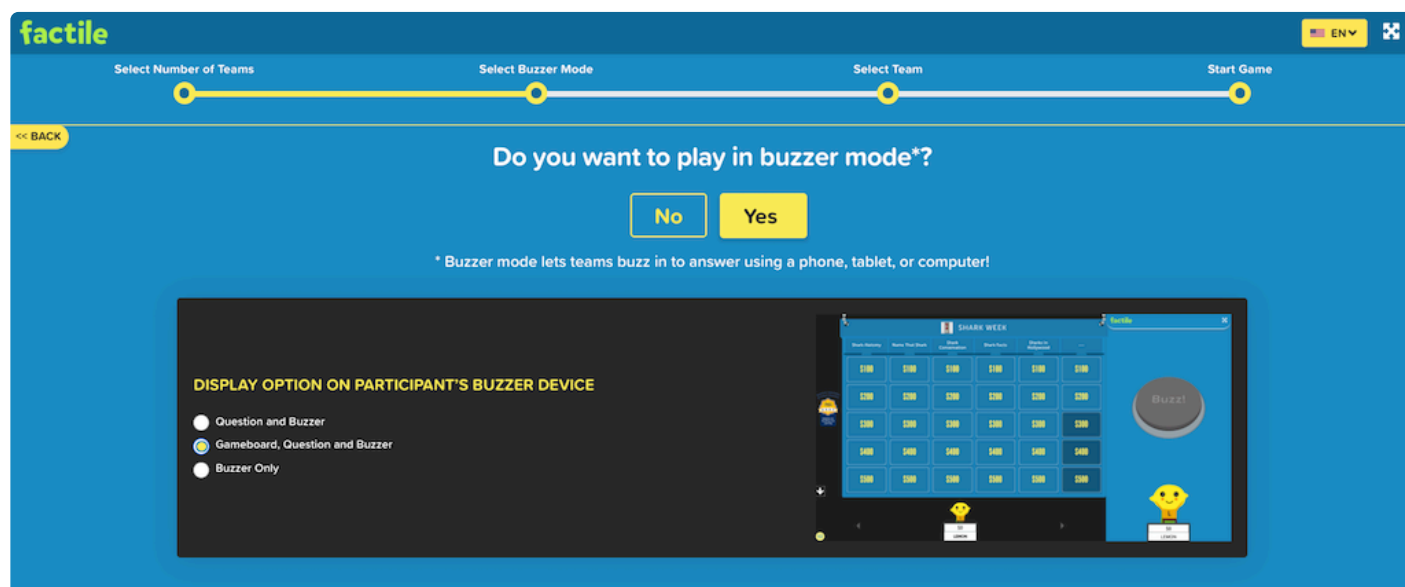


3. Choose the number of teams playing. For Basic accounts, you can concurrently have a maximum of five (5) teams in play. Upgrade to a Pro account to enable up to 50 teams within each game.



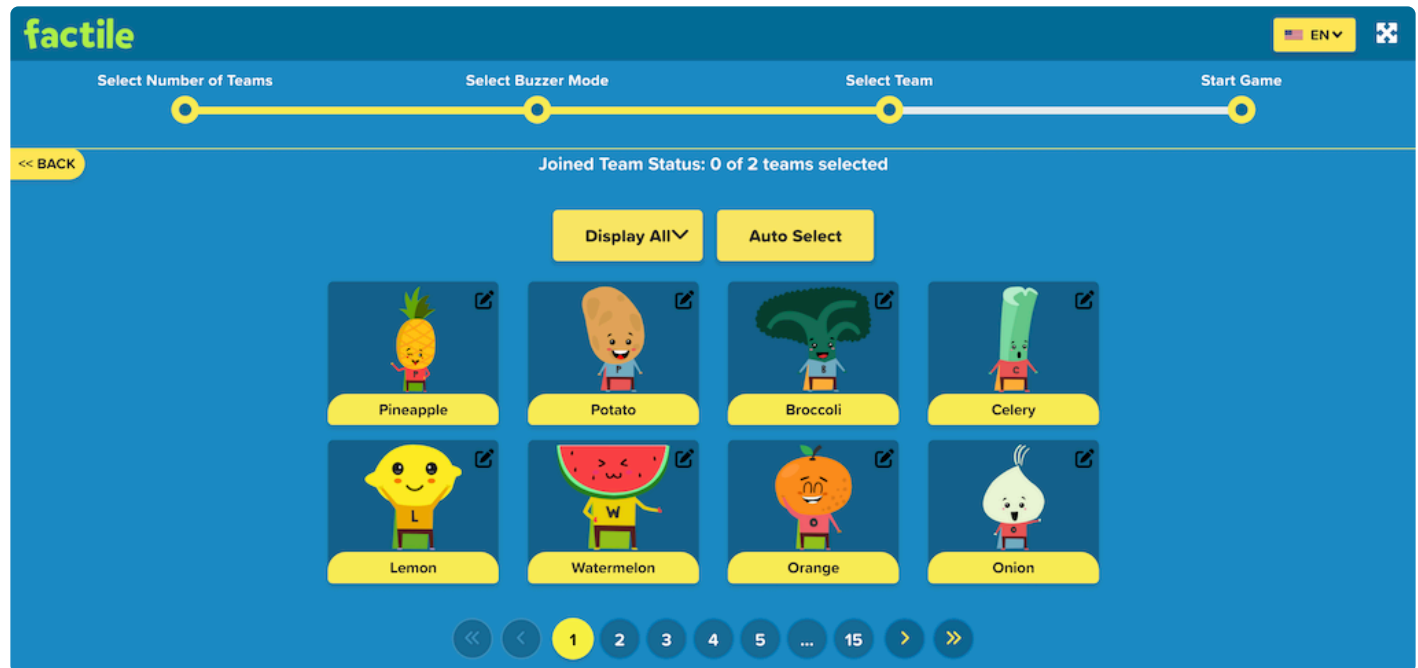
The screenshot shows the Factile setup interface. At the top, a progress bar has four steps: 'Select Number of Teams' (active), 'Select Buzzer Mode', 'Select Team', and 'Start Game'. A 'BACK' button is on the left. The main heading is 'How many teams?'. Below it is a grid of 50 numbered buttons (1-50) arranged in three rows: 1-18, 19-36, and 37-50. At the bottom, there is a 'Select from Saved Teams' dropdown menu with a 'Choose...' button.

For users with a Pro account, the option to use Buzzer Mode is available. By selecting “Yes” or “No,” you can enable or disable the feature that allows participants to “Buzz in” using a mobile device or computer.

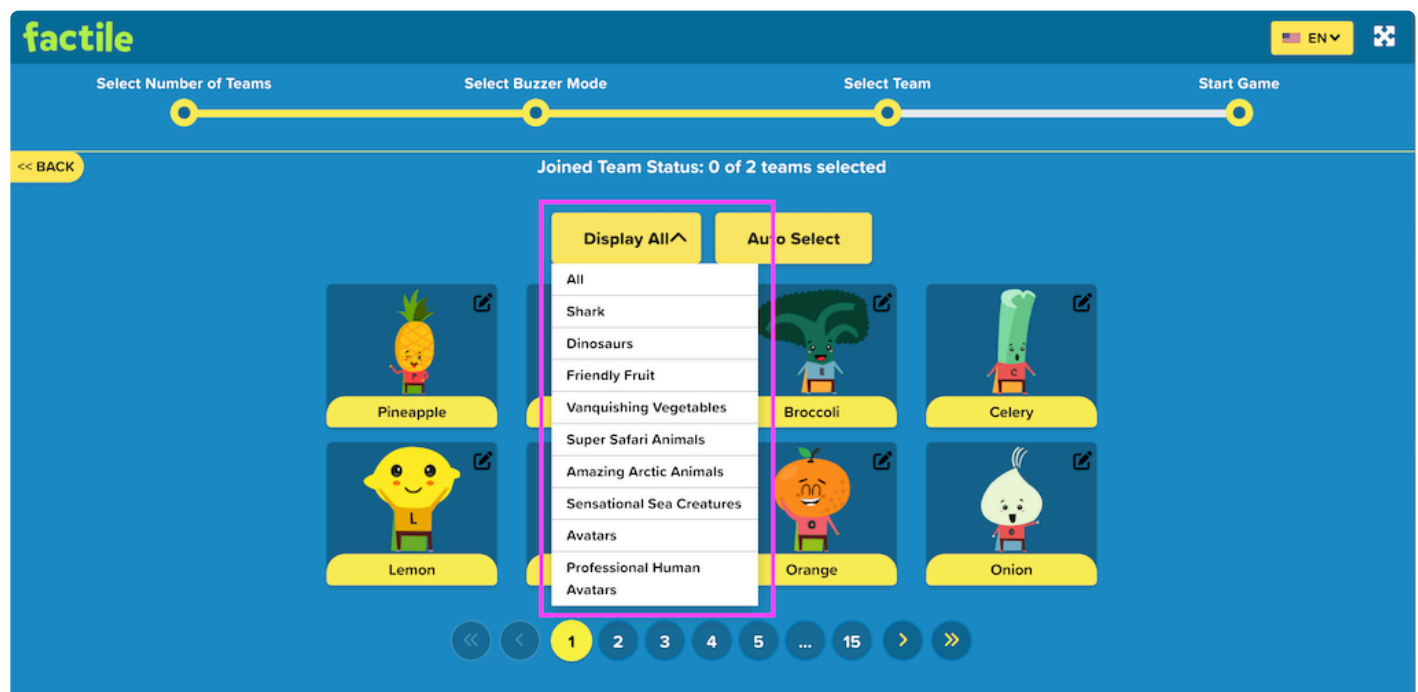


The screenshot shows the Factile setup interface for Buzzer Mode. The progress bar is at the 'Select Buzzer Mode' step. The main heading is 'Do you want to play in buzzer mode\*?'. Below it are two buttons: 'No' and 'Yes'. A note below the buttons states: '\* Buzzer mode lets teams buzz in to answer using a phone, tablet, or computer!'. At the bottom, there is a section titled 'DISPLAY OPTION ON PARTICIPANT'S BUZZER DEVICE' with three radio button options: 'Question and Buzzer' (selected), 'Gameboard, Question and Buzzer', and 'Buzzer Only'. To the right of the text is a preview image of a participant's buzzer device screen showing a gameboard and a 'Buzz!' button.

3. Choose a mascot to represent each team. Alternatively, you can use the **Auto Select** feature to let the system automatically assign mascots to each team.



**Tip:** If you want to see all the available mascot categories, simply click on the **Display All** button to explore and choose the one that best fits your game.



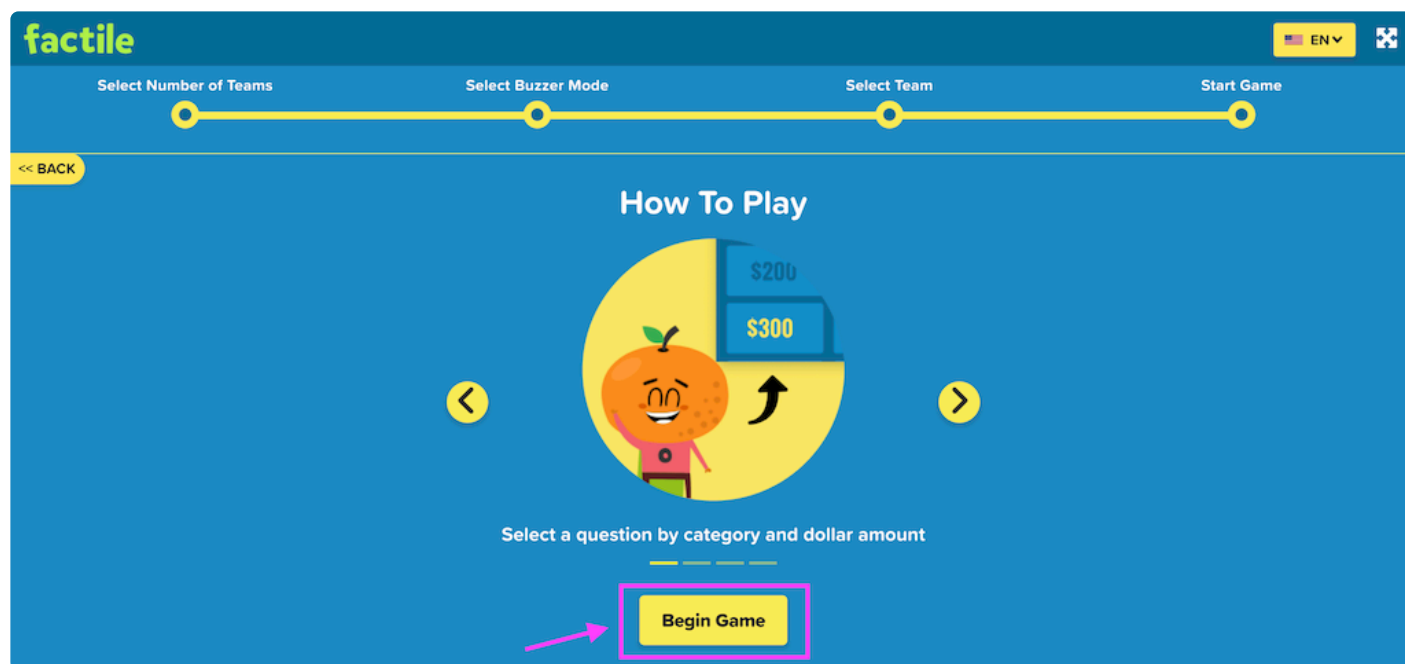
Mascot Categories:

- Shark
- Dinosaurs
- Friendly Fruit
- Vanquishing Vegetables
- Super Safari Animals

- Amazing Arctic Animals
- Sensational Sea Creatures
- Avatars
- Professional Human Avatars

**Tip:** For a more personalized experience, you can change the mascot names to French, German, or Spanish names.

4. When you're ready, press "Begin Game".

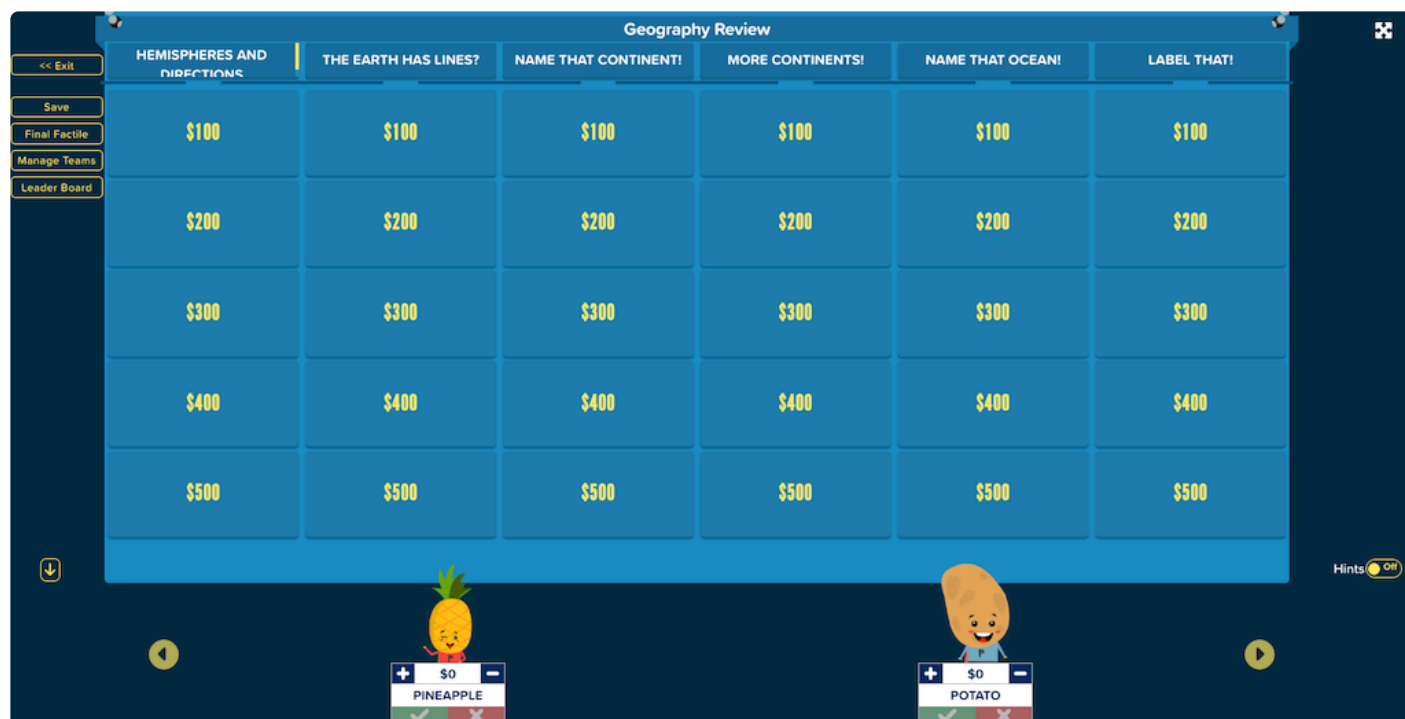



## How to play and moderate a game?

As soon as the game begins, you will gain access to the Factile board which displays your game categories and the corresponding question tiles. You will also notice the team podiums and scoring buttons for each team.

Upgrade your Basic account to Pro to enjoy more features such as the following:

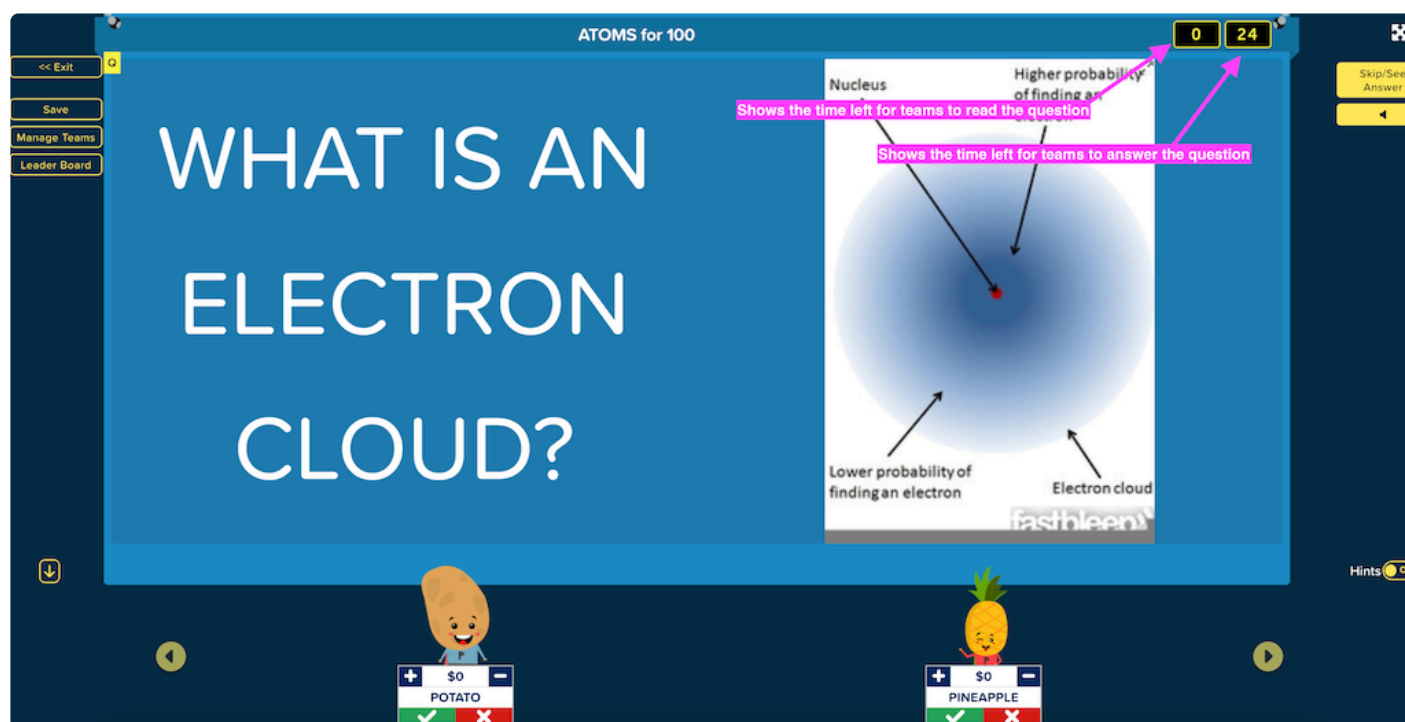
- Display Answer Button
- Display Answer before Question
- Skip Question without Showing the Answer
- Show Final Factile Category Hint at Wager Time
- Positive Score Mode
- Play Memory Game with 100 Points
- Leader Board



**Tip:** Click the  button in the top right corner to expand into full-screen mode.

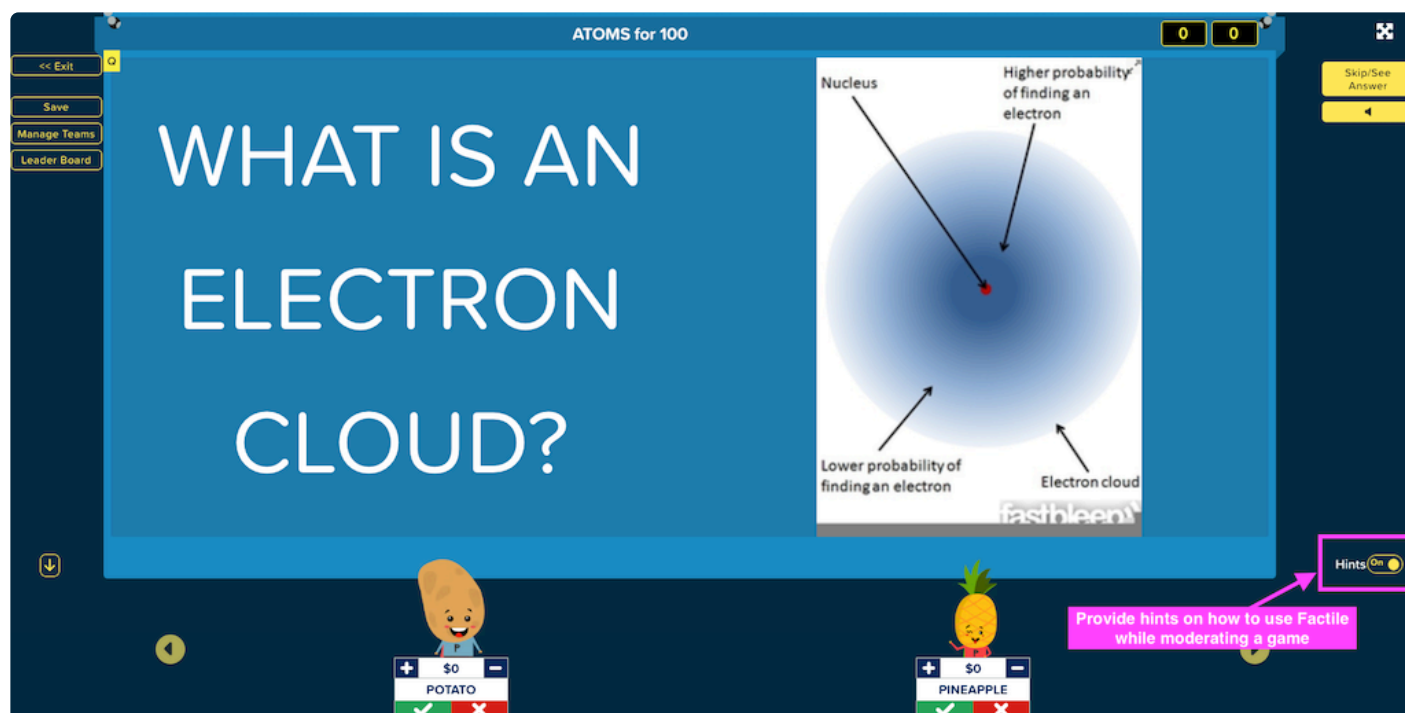
Here are the steps to begin playing and moderating the game:

1. Click on a tile to select it. Once selected, the question will be displayed on the screen and the timer will begin counting down. If you prefer not to use the timer, you can choose to turn it off before starting the game.

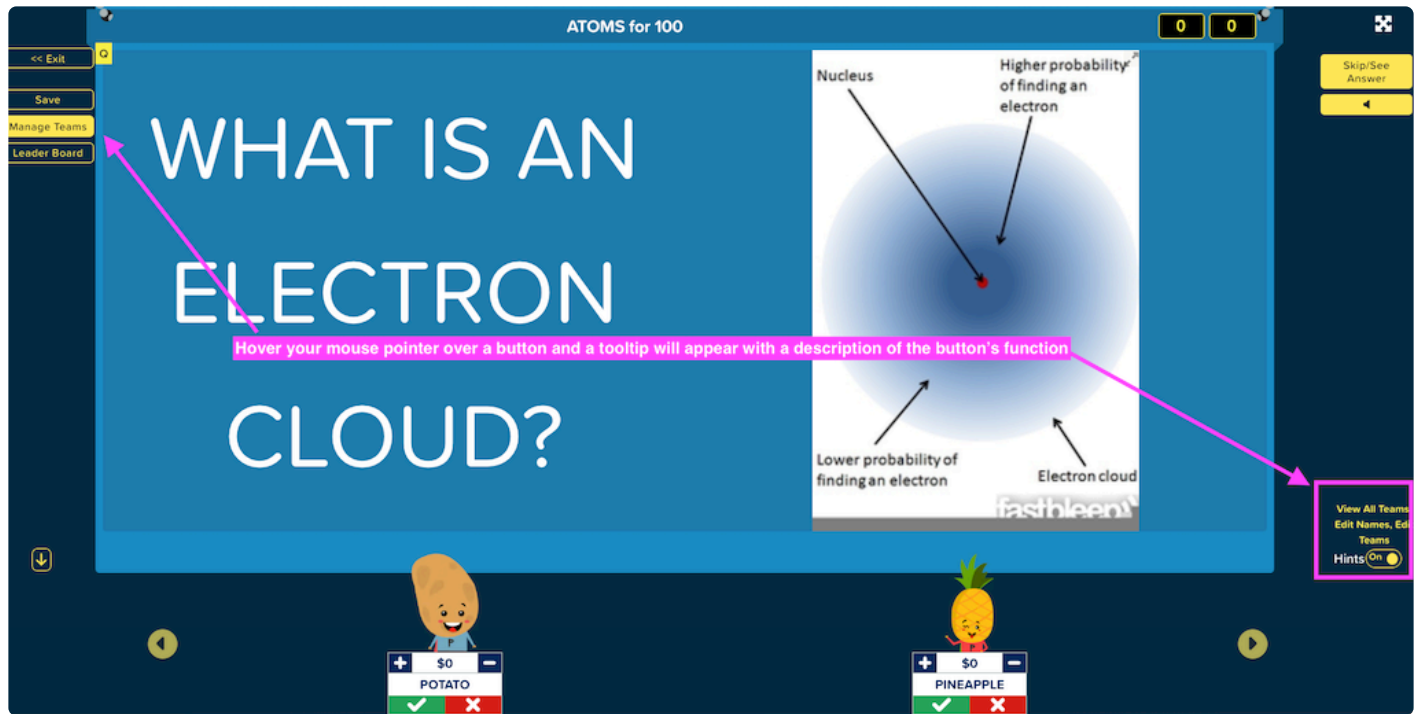


**Tip:** If an image is included in a question or answer, you can view it in full-screen mode by clicking on it. To return the image to its original size, click on it again.



**Tip:** The **Hint** mode, activated by the Moderator, offers valuable insights into each button's functionality.

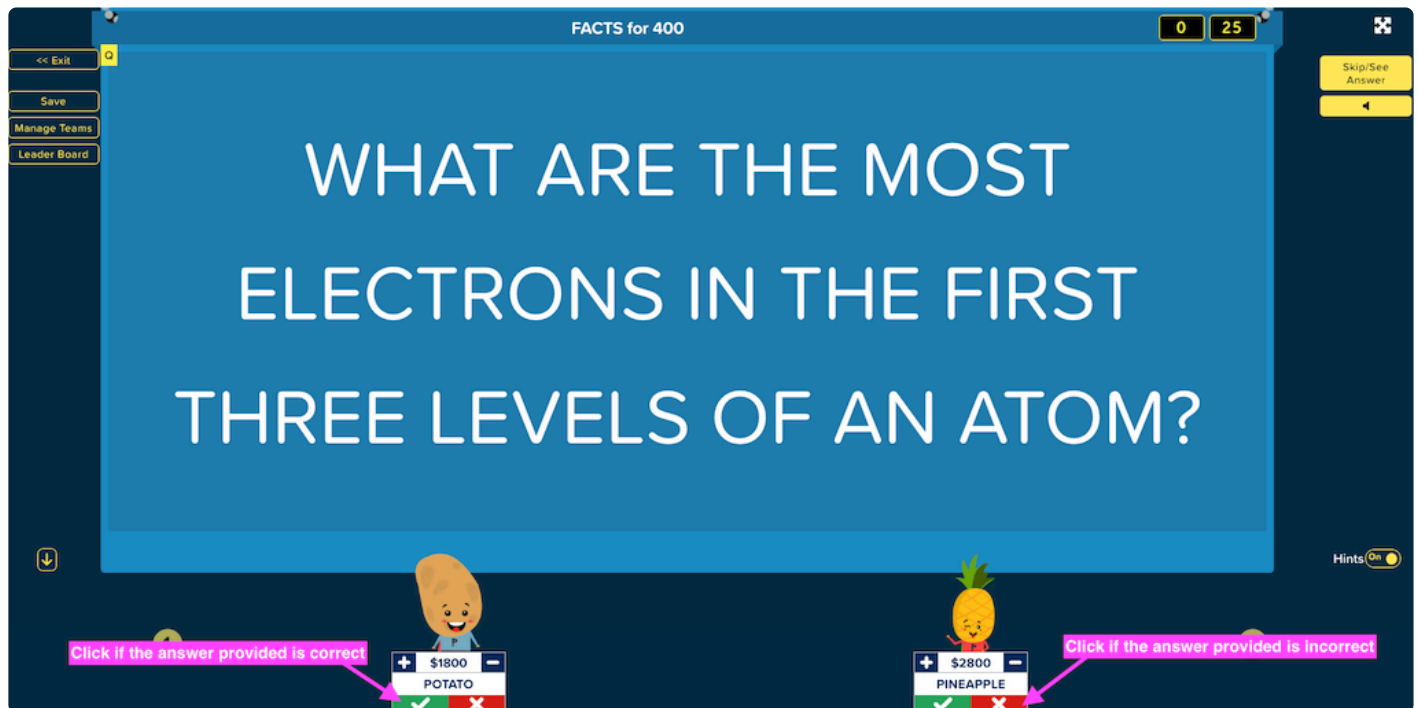


In the screenshot below, you can see an example of how to view more information about a button. Simply hover your mouse pointer over the button and a description of its function will appear in a tooltip. In this example, the moderator hovers over the "Manage Teams" button and its description appears above the Hints button.



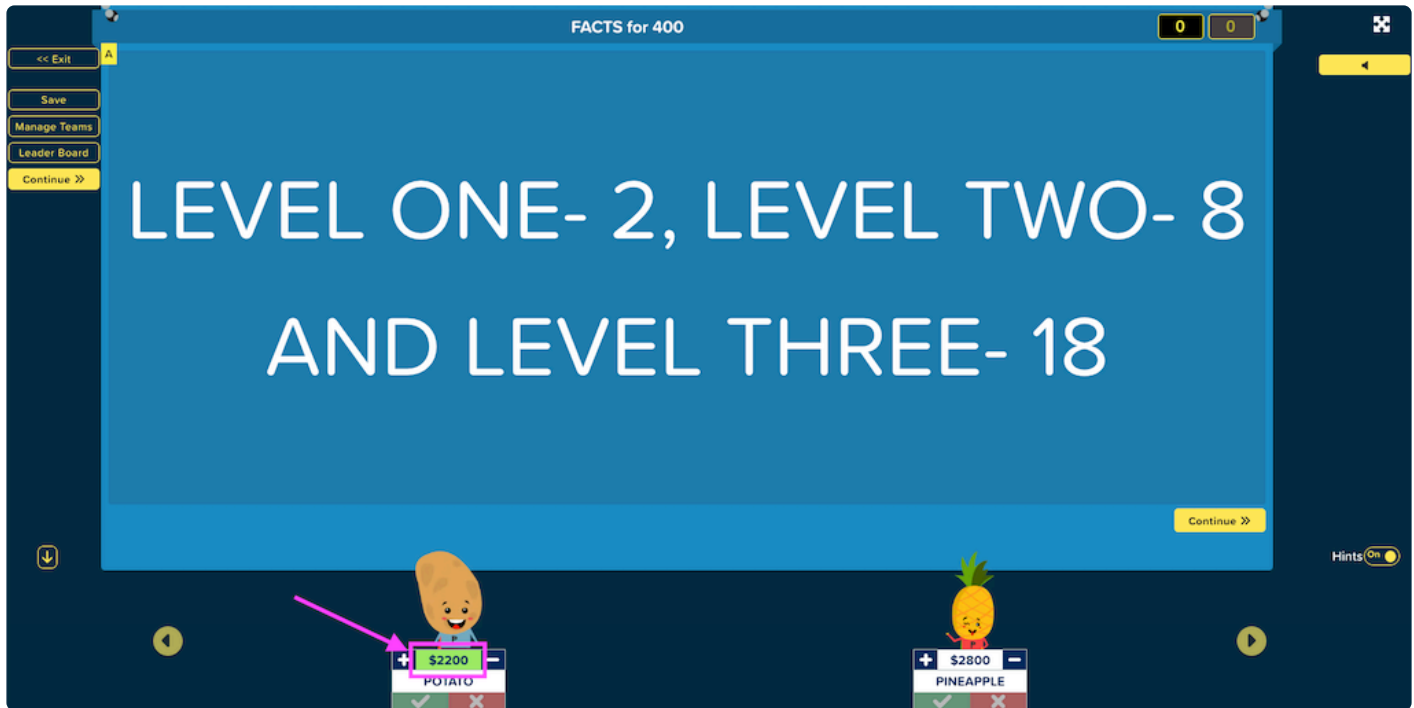
2. Once a question is displayed, teams will be given the chance to provide their answer. The first team to raise their hand (or press the buzzer in a “Buzzer Mode” game) will have the opportunity to respond.

3. After a team answers, the Moderator will assess whether their response is correct or incorrect. If the team’s answer is correct, the Moderator can click on the  located on the team podium. If the answer is incorrect, the Moderator can click on the  instead.



If a team’s answer is correct, the value of the tile will be added automatically to their score. In the event of

an incorrect answer, the value of the tile will be deducted from the team's score.

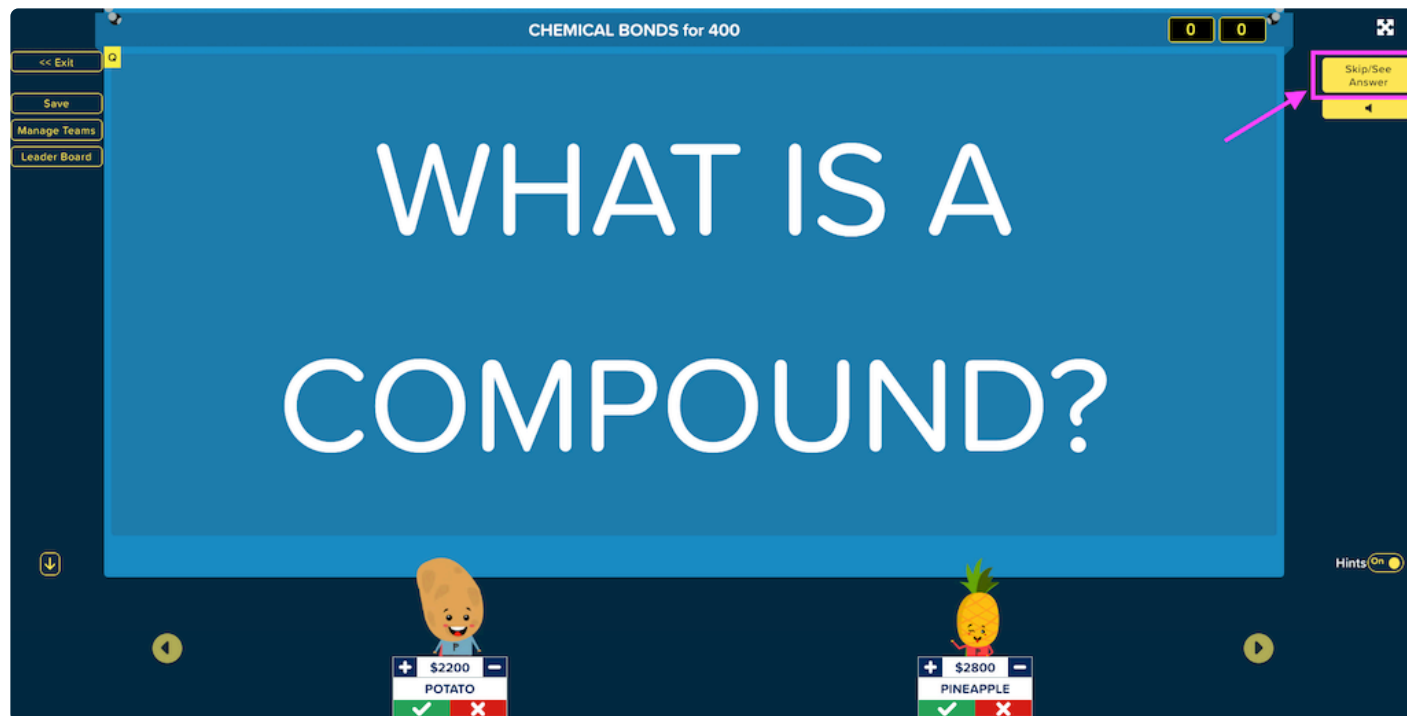


4. After the moderator selects either the  or , the game will show the answer.



**Tip:** If no team responds to a question, you can choose to skip scoring by clicking on “Skip/See Answer” displayed in the top right corner of the screen. This will reveal the answer to the question.





5. Once all the Tiles have been opened, the Final Factile question will be displayed. All teams will have an opportunity to provide their answer, and the winning team will be automatically displayed.

## Adjusting Scores

Team scores are automatically awarded when the moderator scores a question, but you also have the option to adjust scores manually using the **+** and **-** buttons.

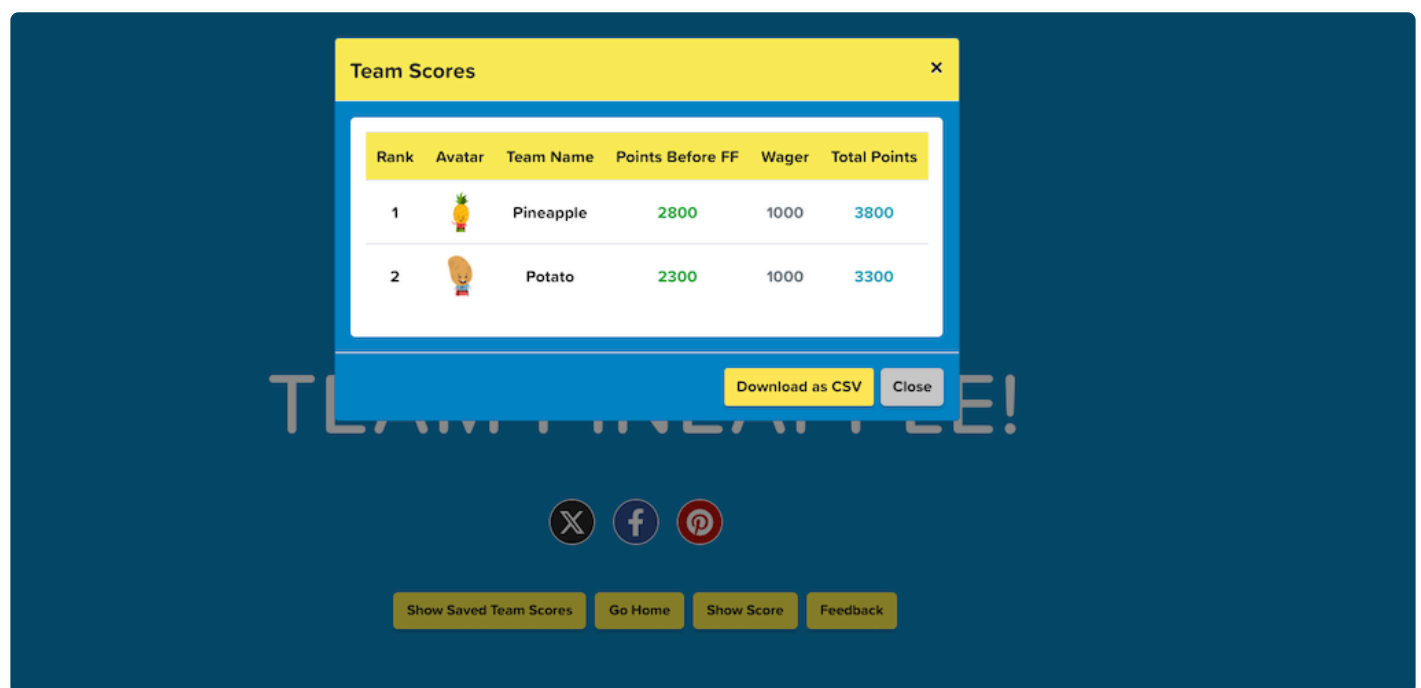


## Show the Score at the End of the Game

Once the game is over, you can view the final scores of each team by clicking on the “Show Scores” button.

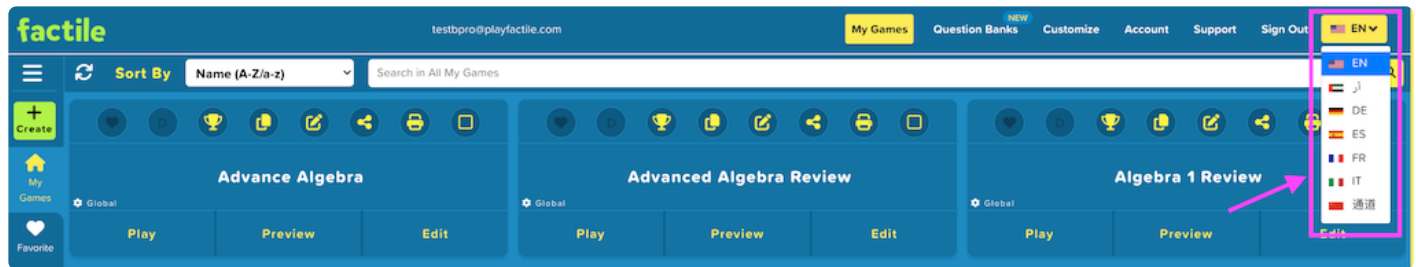


When you click on the “Show Scores” button, you can view each team’s base score, Final Factile wager, and final score. Additionally, you can download a .csv file to keep track of your team scores.



## Languages

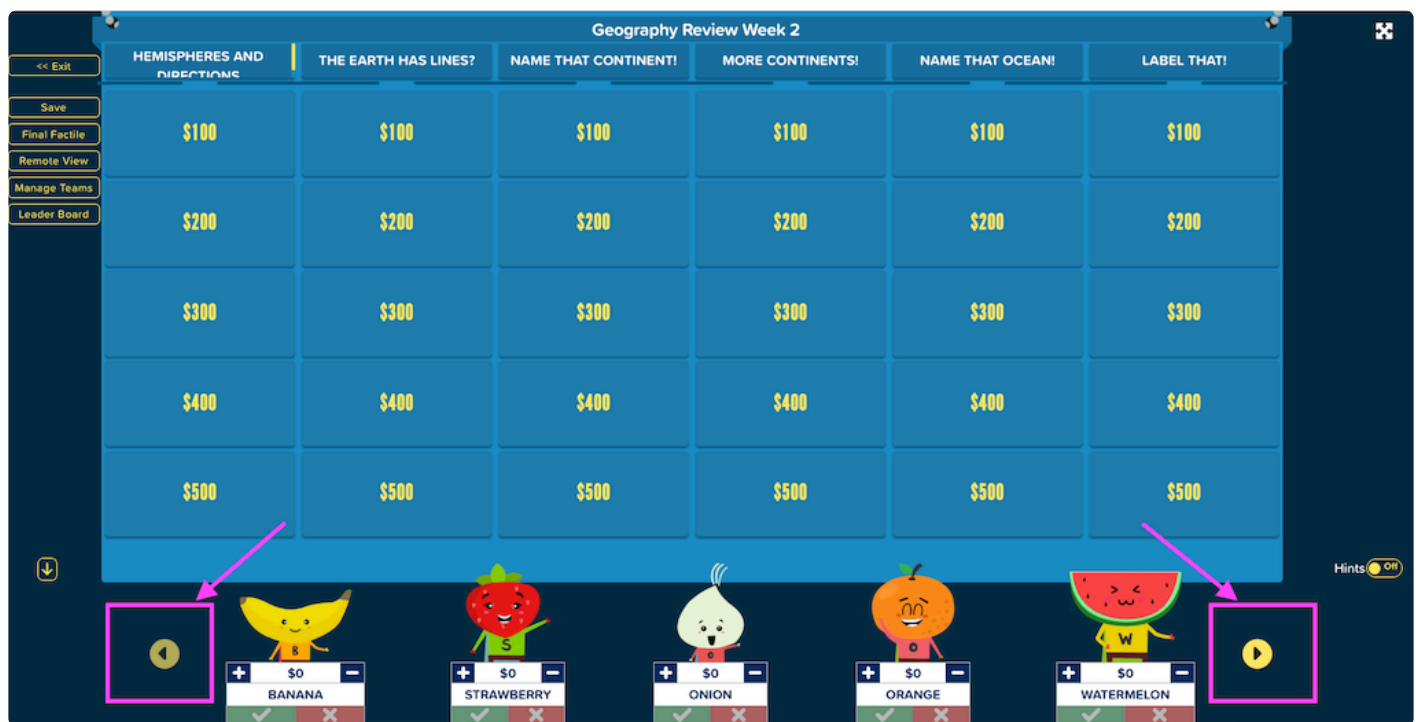
If you want to change the language of your games, go to the top right corner of the My Games page and choose the language you prefer.



Supported languages include English, Arabic, German, Spanish, French, Italian and Mandarin.



## Playing with More than 5 Teams

If you have more than five teams playing a game, don't worry! Your game will display five teams at a time. You can easily navigate through the other teams using the arrows at the bottom of the screen. *Please note that this feature is exclusively available to Home/School Pro, Home/School Plus, and Business Pro accounts. Up to 100 teams can play at a time.*



## Positive Scoring Mode

With the Positive Scoring mode, players won't lose points for incorrect answers. This is helpful if you want to encourage participation without worrying about penalizing mistakes.

1. Once the Moderator clicks on the , the game will move forward to reveal the answer and adjust the score if points are awarded. In the event of an incorrect answer, the moderator will still click on the , but the team's score will remain the same.
2. Once the correct answer has been given, or if all teams have provided incorrect answers and their scores

have been updated, the answer will be revealed, and the game will proceed.

### What is the difference between Skip/See Answer and Toggle Question/Answer?



The “Skip/See Answer” button displays the answer without scoring the question. This is helpful when no player or team has buzzed in or raised their hand to answer the question. The “Toggle Question/Answer” allows you to toggle between the question and answer tile.

### Global and Game-Specific Settings

There are two ways you can customize your games.

1. **Global Customization.** You can customize the game settings to suit your preferences and apply them to all your games, unless a specific game has “Game Specific” settings turned on. This feature allows you to streamline the game setup process and ensure that all games adhere to your preferred settings.
2. **Game-Specific Customization.** When “Use Game Specific settings for this Game” is turned ON, it means that the settings applied to the game will be specific to that game, and “Global Customizations” will not affect this game. This allows you to customize settings for individual games and override any global settings that may have been set.

Read more about customizing settings for your games [here](#).

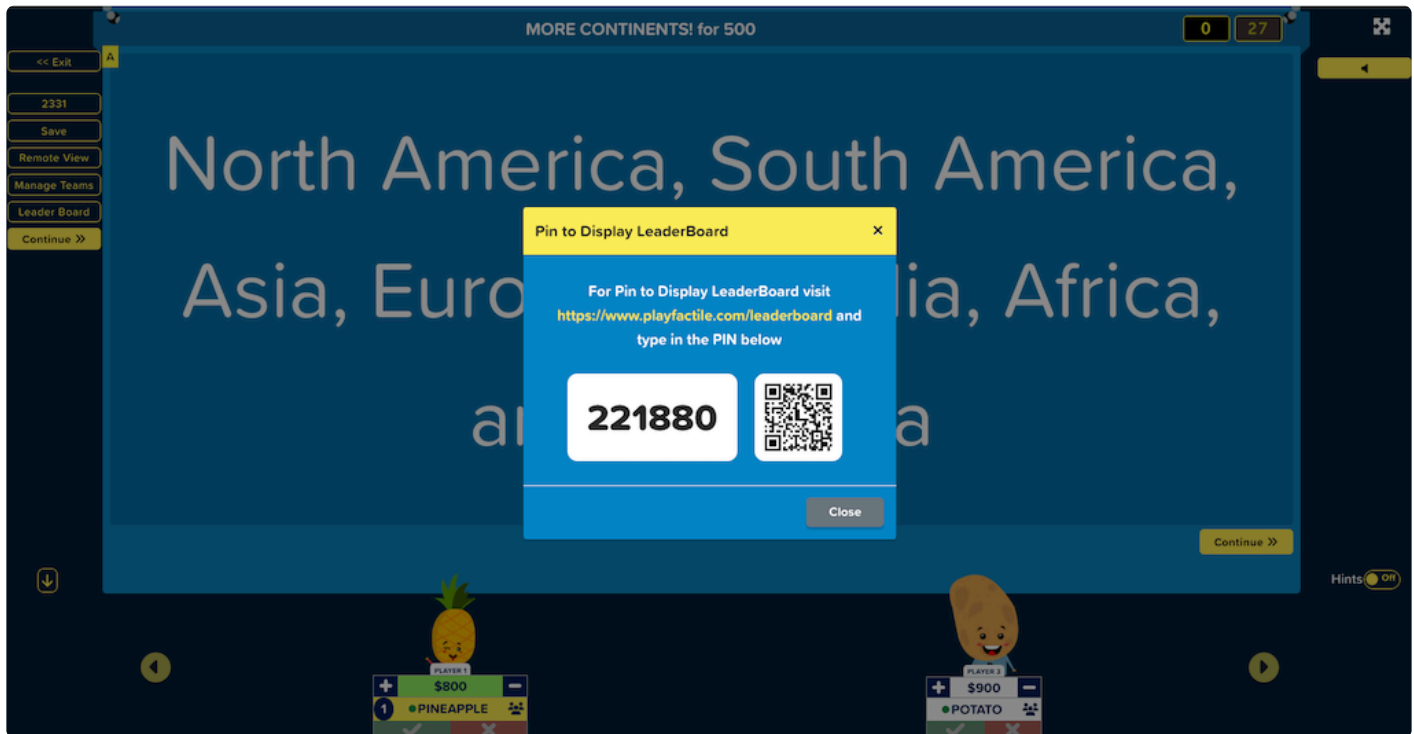
### Live Leaderboard

The Live Leaderboard is an exciting new feature that enables your players to monitor scores in real time as the game unfolds. This feature enhances excitement during gameplay. The Live Leaderboard is available

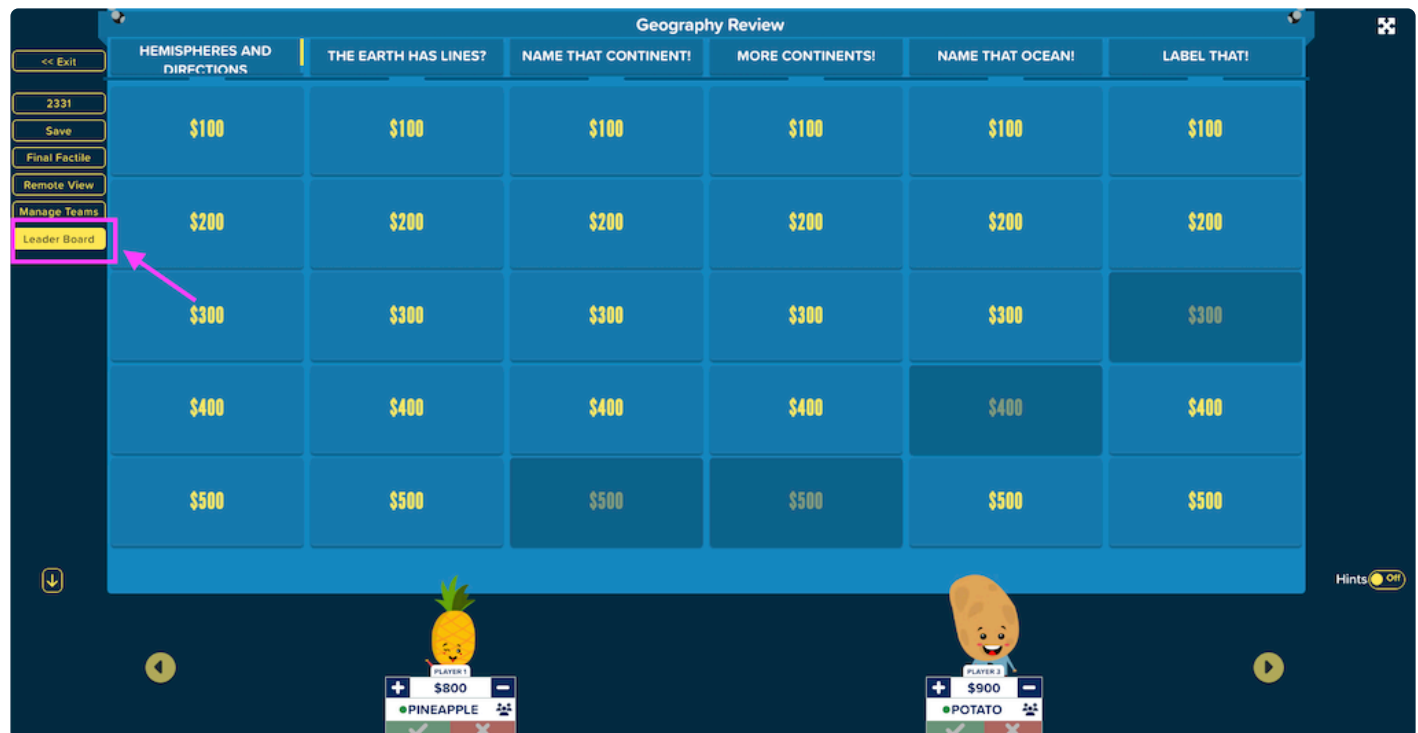
when you play your game in Factile, Choice, Memory and Quiz Bowl modes.

Here's how you can grant access to the game leaderboard:

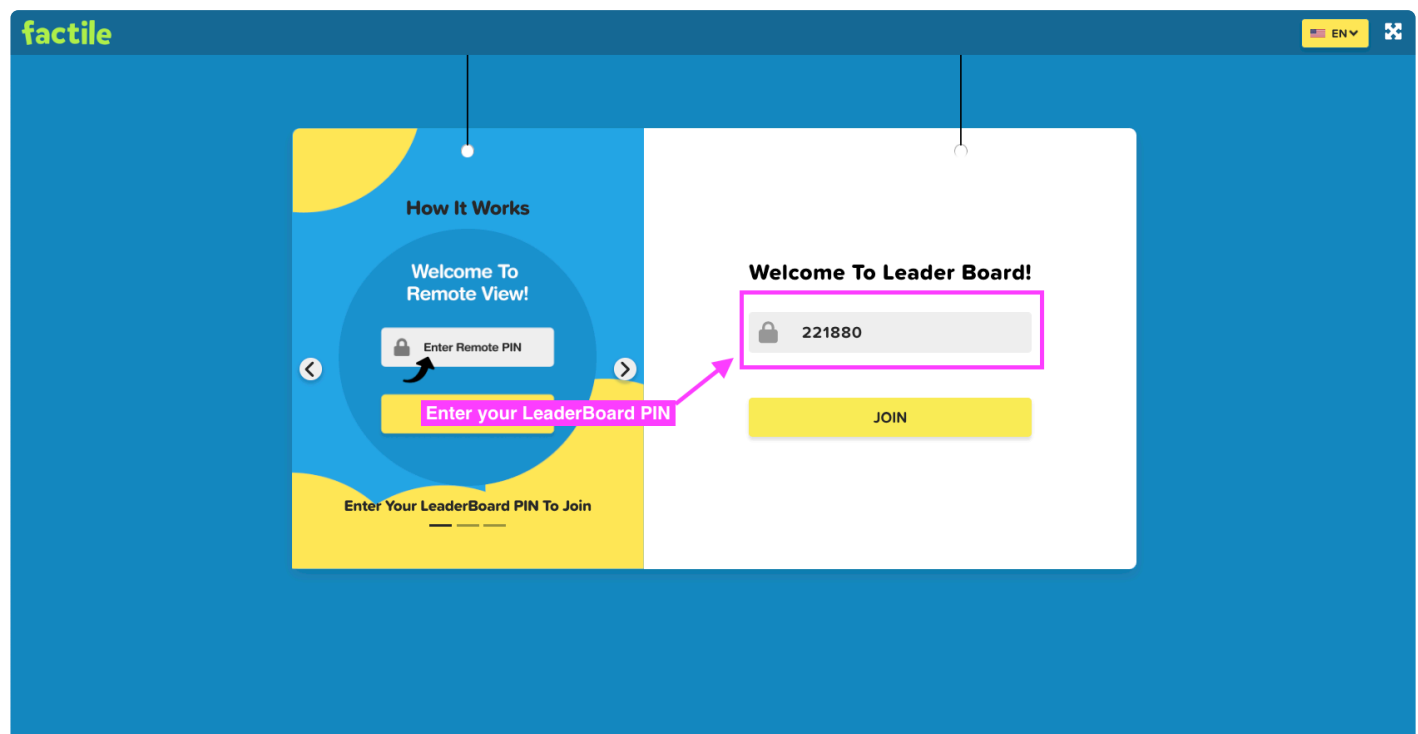
1. On the moderator screen, click on **Leaderboard**.



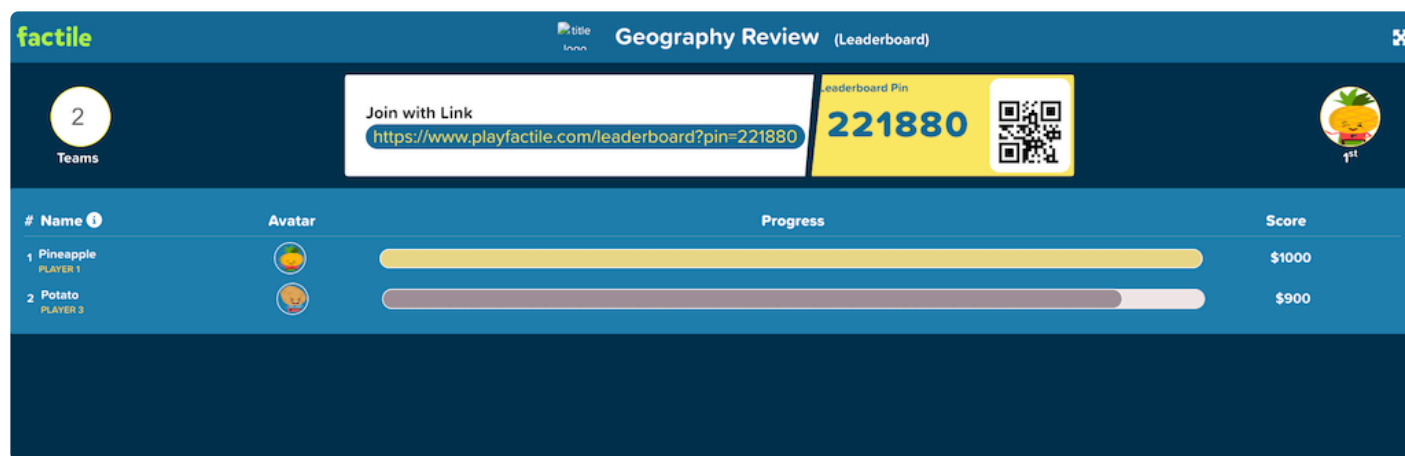
2. Share this link to your players <https://www.playfactile.com/leaderboard> or have them scan the provided QR code to open the link.



3. Instruct your players to enter the provided PIN and click Join.



By following these steps, your players and other audience members can monitor the game scores in real-time.

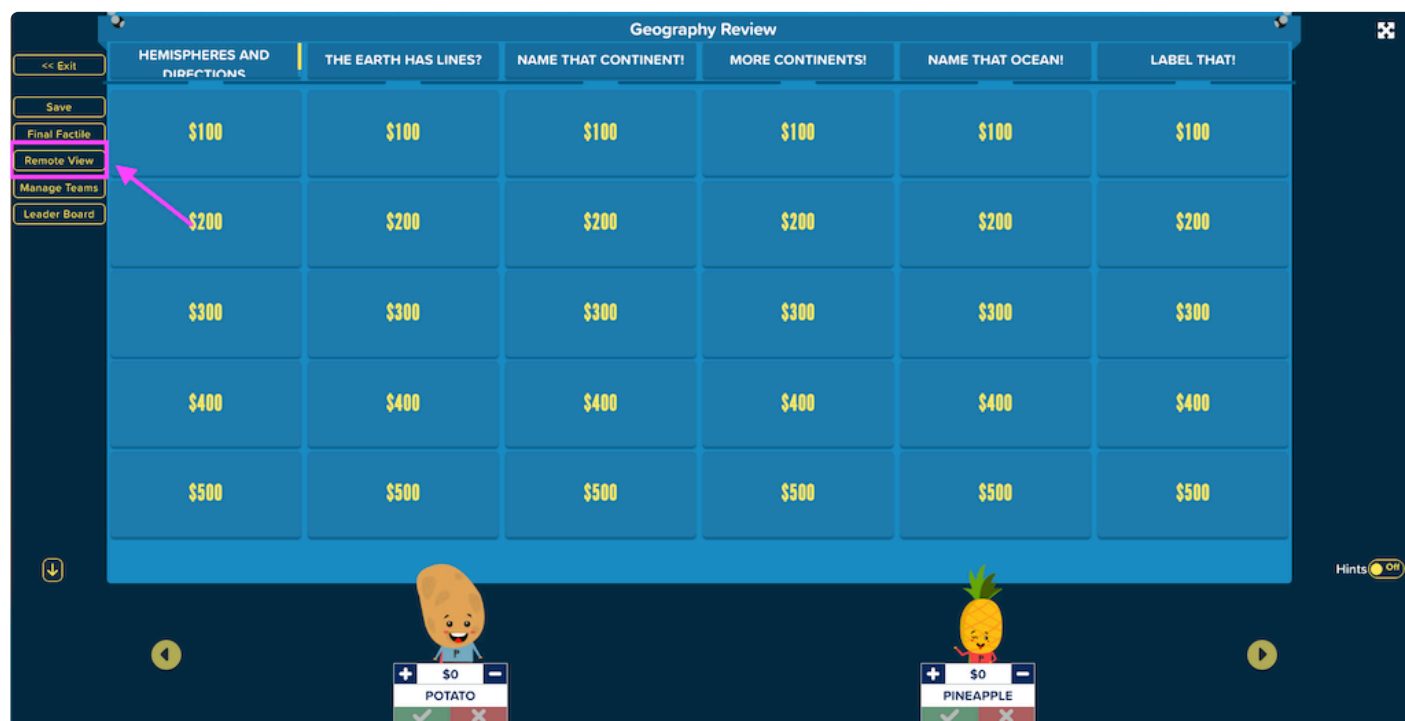


## Remote View

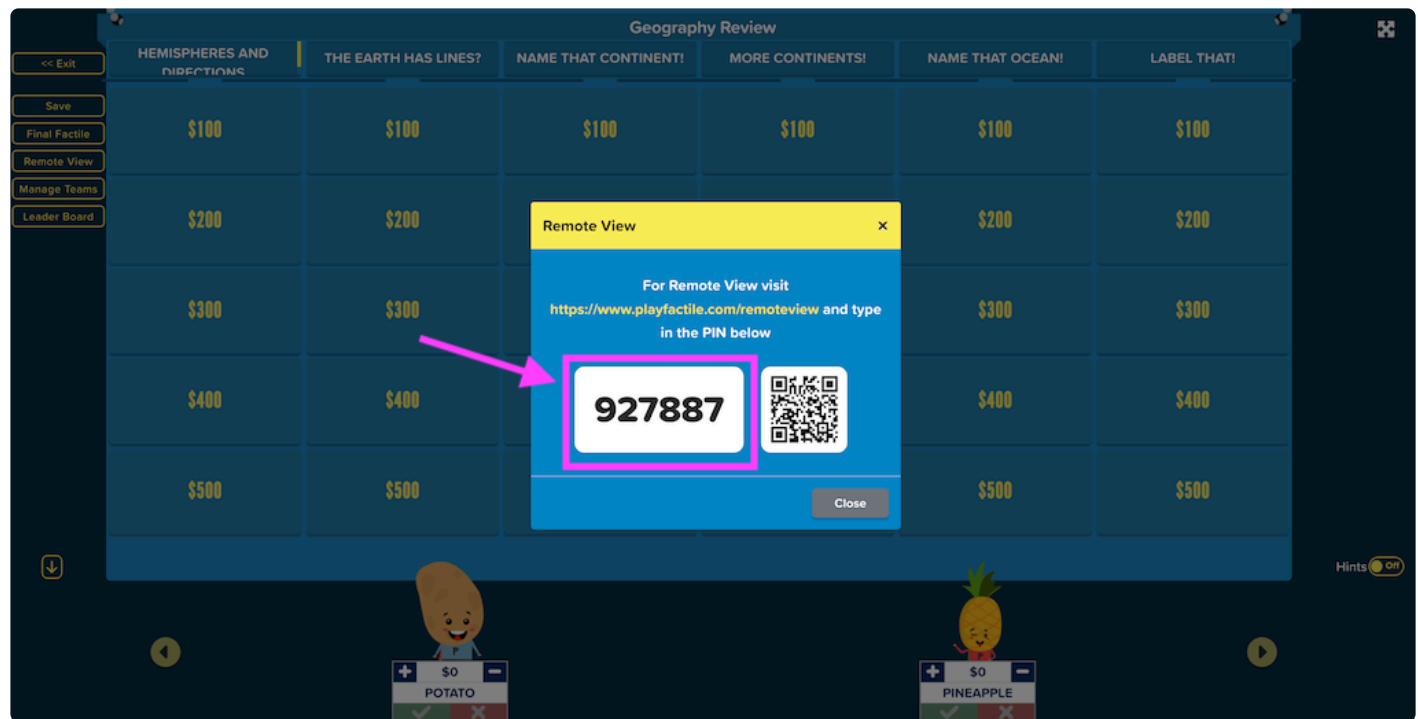
Remote view allows other players or audience members to observe the current game in real-time using their own devices. This feature enables convenient access to the game online, promoting inclusivity and engagement regardless of physical location. *Please note that the **Remote View** feature is only available for the Business Pro account.*

Here's how you can use the Remote View feature:

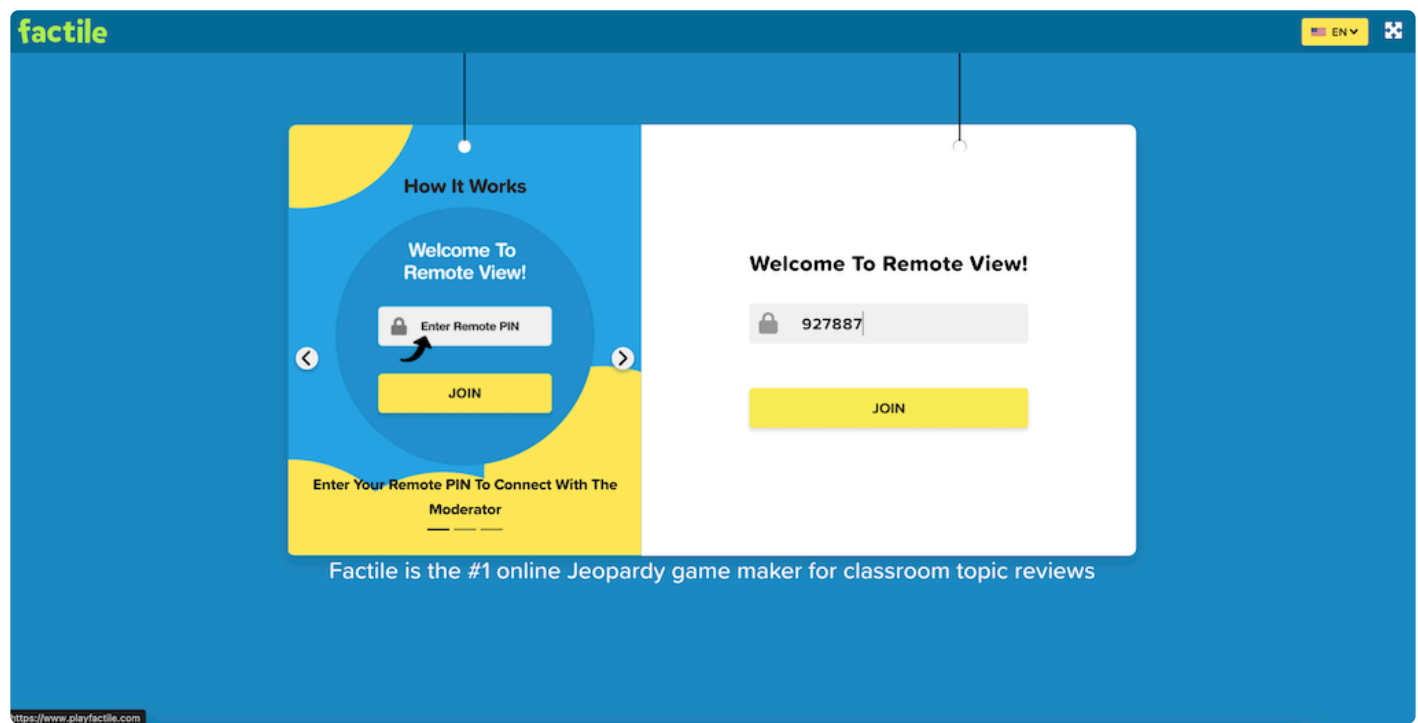
On the Factile board, click the **Remote View** button. This action will open a pop-up window showing the PIN and QR code for the remote view.



There are two ways to access the Factile board through remote view. First, share the link with your viewers and instruct them to enter the provided PIN.



Once they enter the PIN, they can click Join to view the Factile Board.

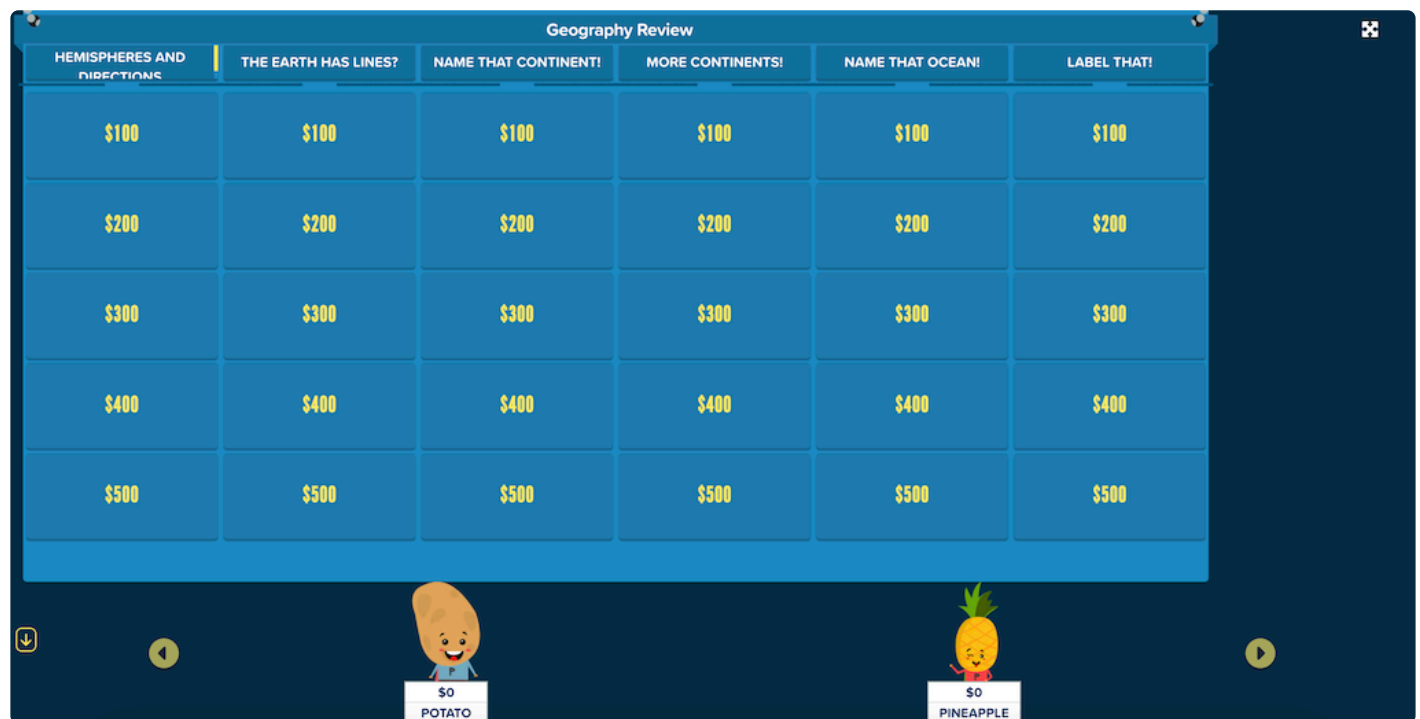


Alternatively, they can scan the provided QR code on their devices to access the board.





Please note that viewers will only have access to the Factile Board and the team scores. They can watch the game in real-time through this view and keep track of the scores and tiles.



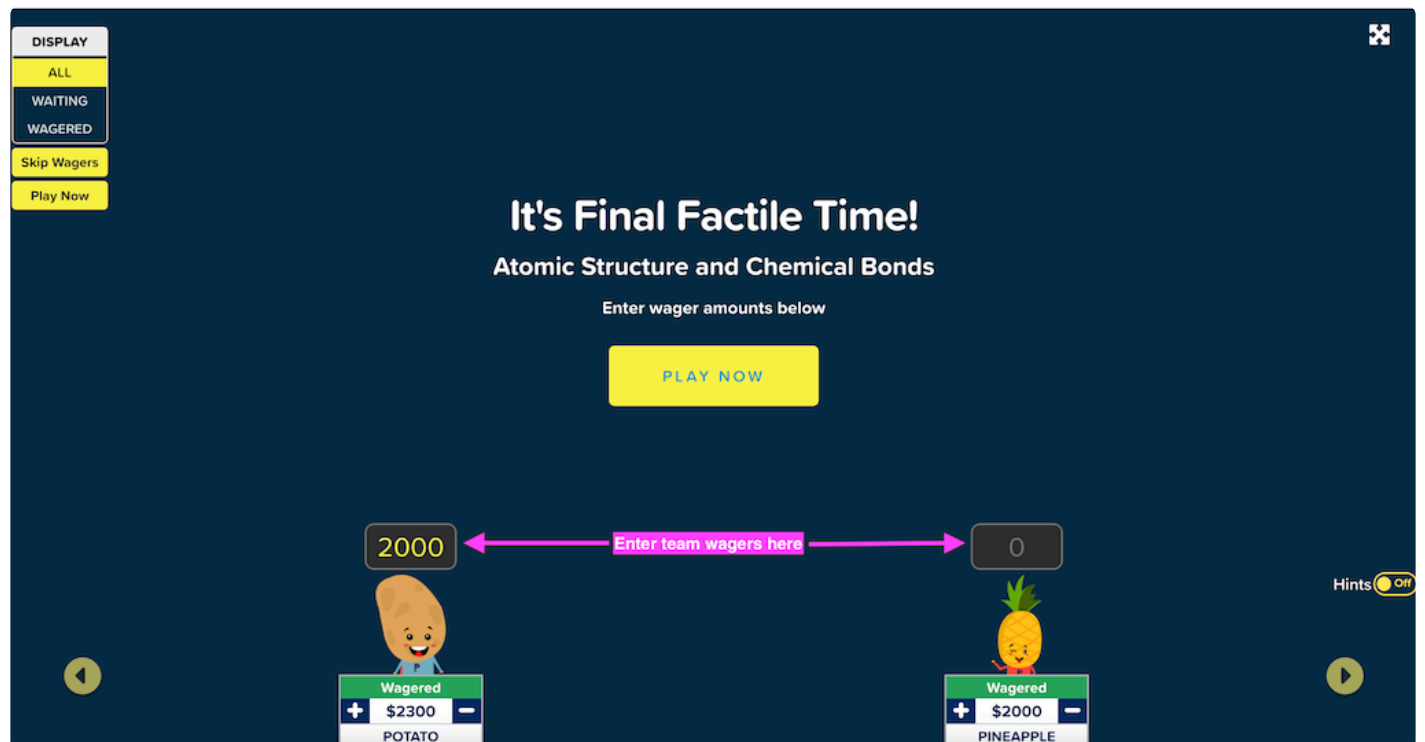
## 3.2. Final Factile

Upon completing all of the game tiles, the game will advance to the Final Factile round, which serves as the last question of the game. If you're short on time, you can use the Final Factile button located on the side of your game board to skip ahead to this round and play the question.

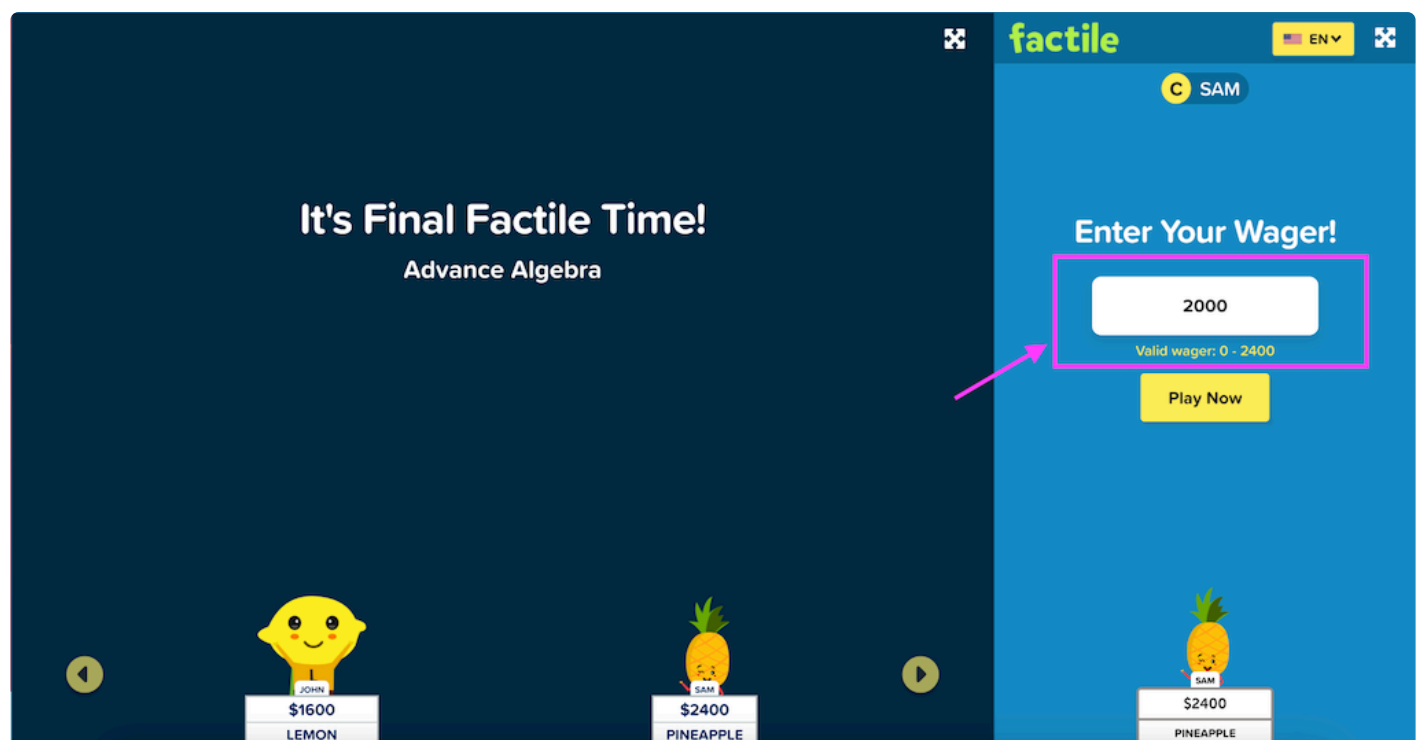
**Tip:** Before starting a game, make sure that you have entered a Final Factile question. You can find instructions on how to create one by clicking [here](#).



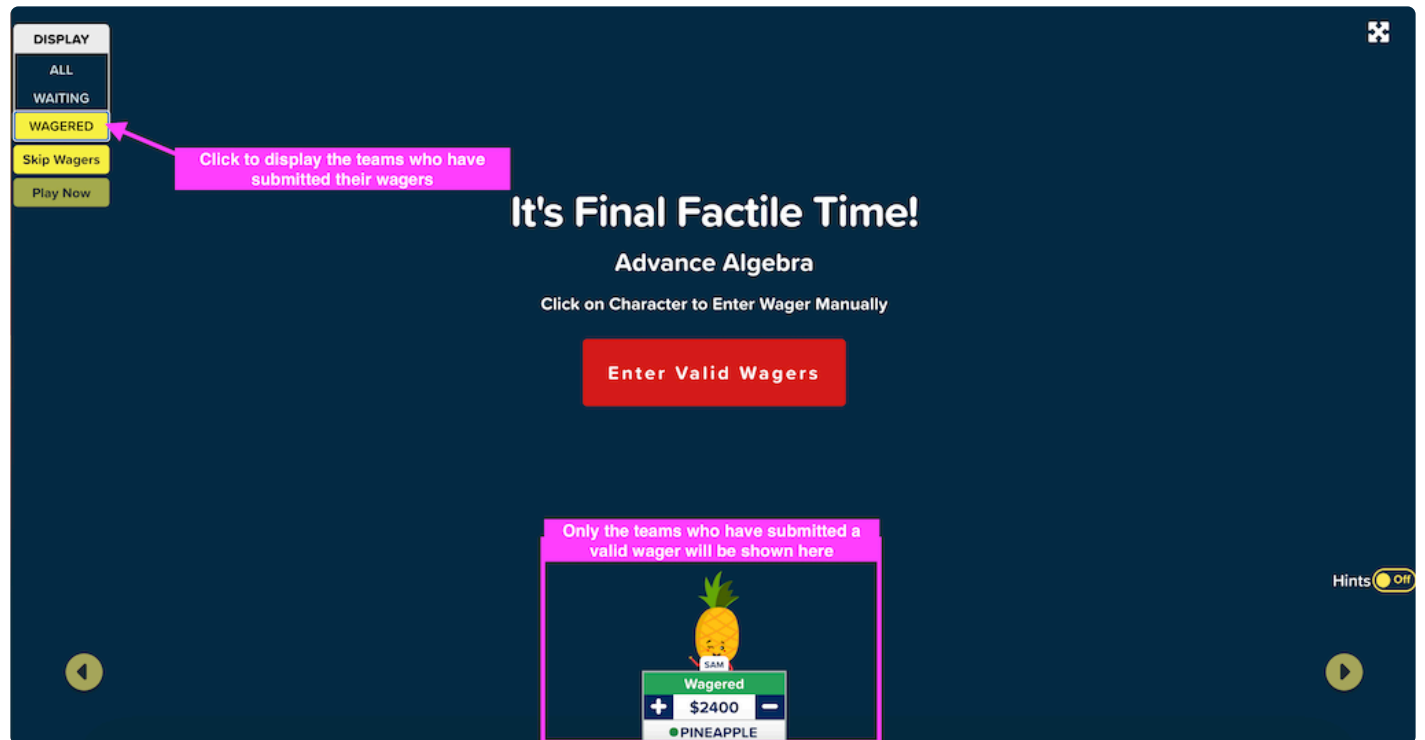
For the Final Factile question, each team can wager a certain number of points, ranging from zero up to the maximum number of points the team has earned thus far.



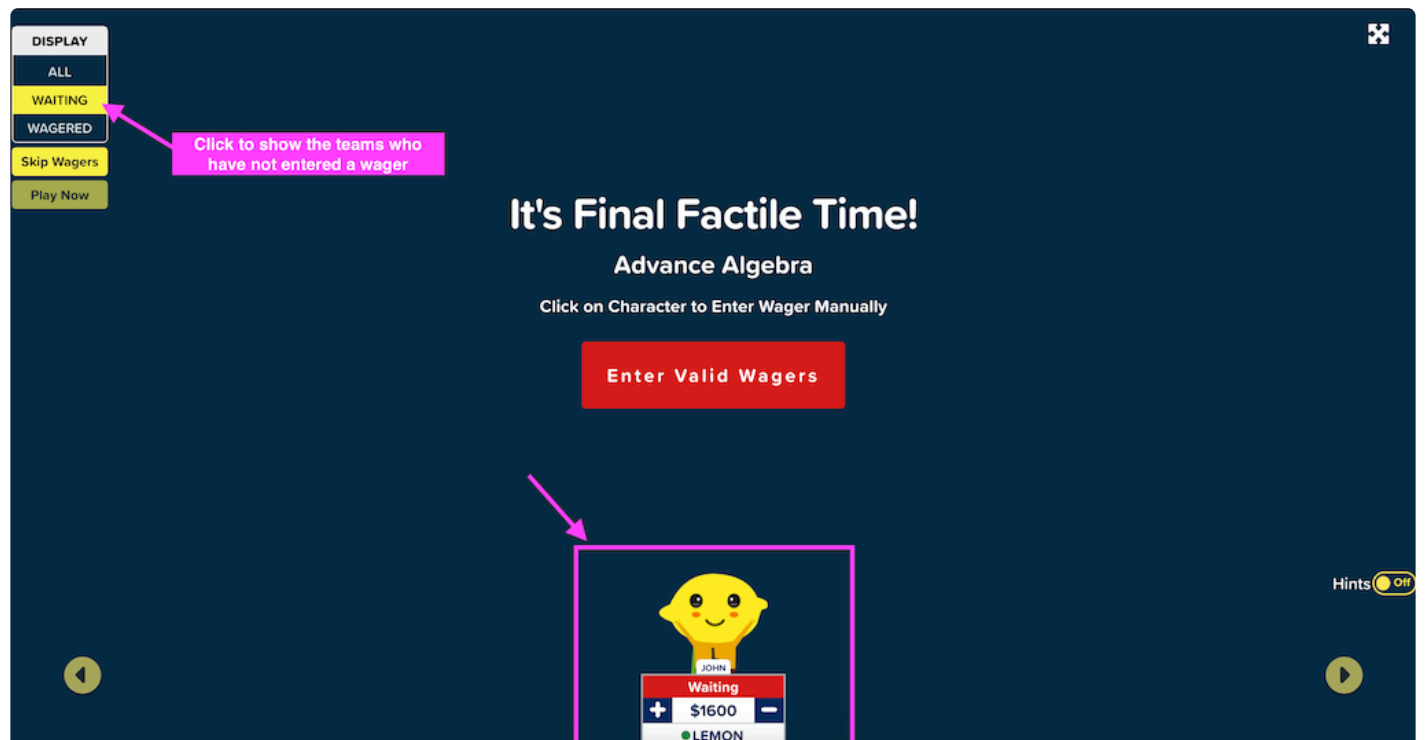
1. Players can enter the wager from their join screens. If they are not entering the wager then the moderator can also enter the wager from his screen.



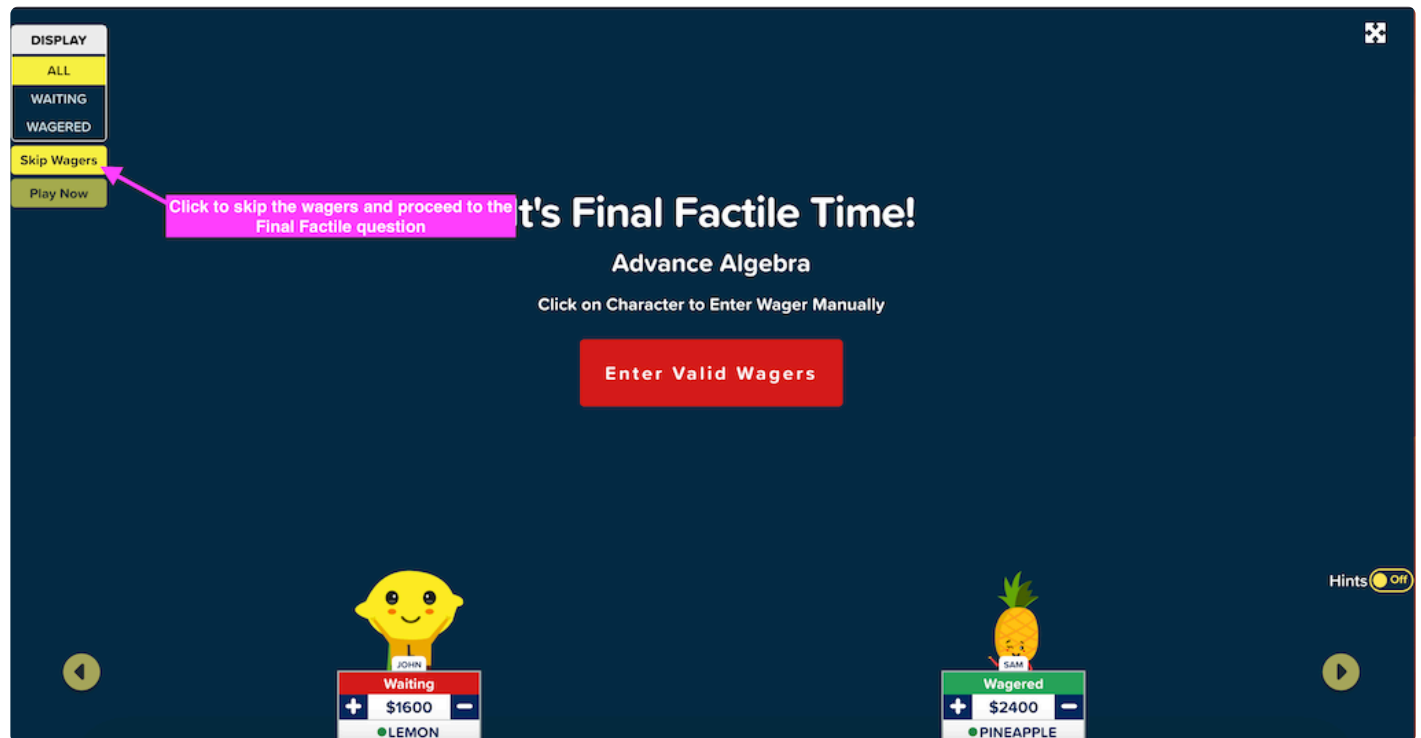
To easily determine which teams have submitted a valid wager for the Final Factile question, you can use the Display option. This feature can be particularly useful if you have multiple teams playing the game. For example, you can click on the “Wagered” option to view the teams that have submitted their wagers.



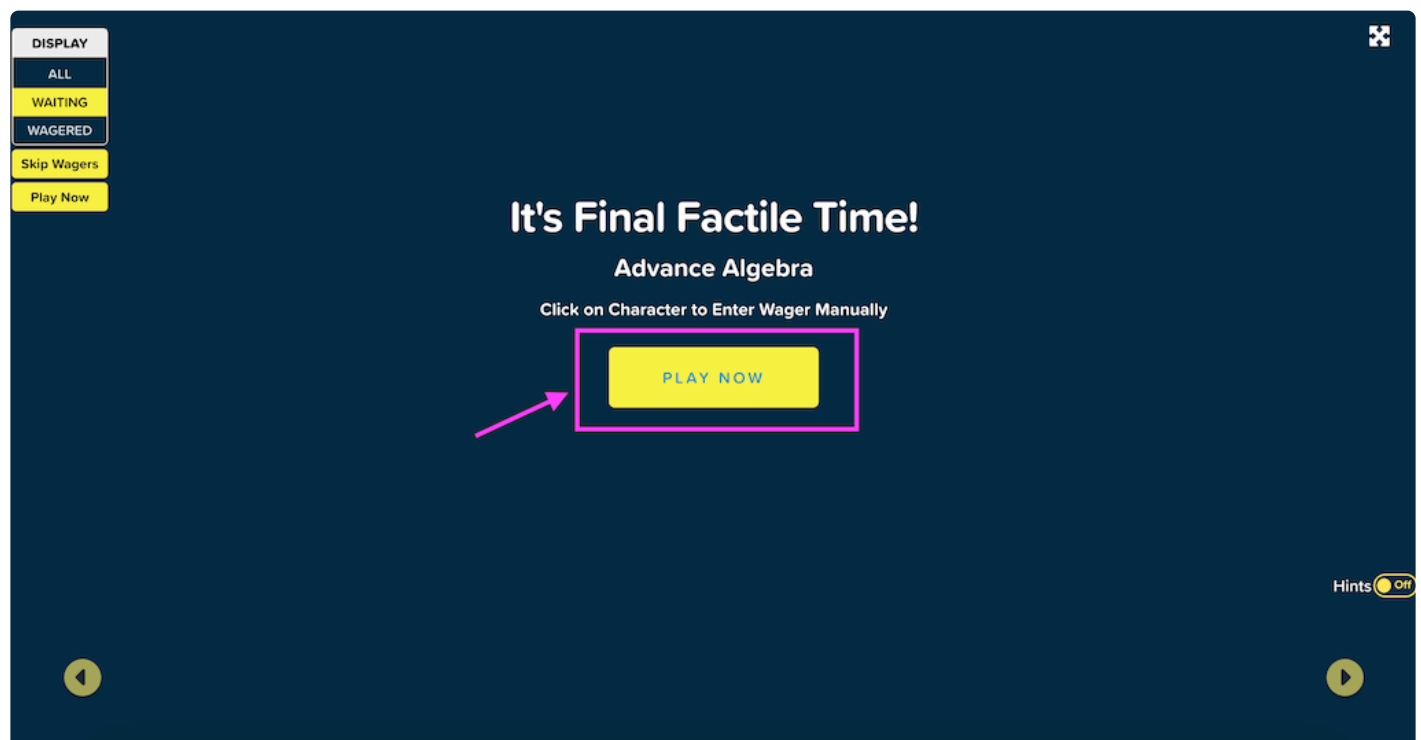
Click the **Waiting** option to display the teams who have not entered a valid wager.



If desired, the moderator can choose to skip the wagering portion of the Final Factile question by clicking on the **Skip Wagers** button.





2. Once all wagers are in, the **Play Now** button will appear. Press “Play Now” to show the Final Factile Question.





**Tip:** It helps to have each team write down their Final Factile answer that they will show when their turn is called. If you're playing in Buzzer Mode, teams can write in their Answers from their devices.

**Tip:** If a team is disconnected while in Buzzer Mode, you can click on the mascot on your screen and enter a wager for the team.



3. After answers have been given, the moderator will click on the  or  on all teams' podium.
4. The winner will be displayed.

## Show Score at the End of the Game

At the end of the game, there is a "Show Scores" button that will display the final scores of each team.



You can see the base score, the Final Factile wager and the final score. You can also download the .csv file to track your team scores.

Team Scores								X
Rank	Avatar	Team Name	Captain Name	Points Before FF	Wager	Total Points	Members	
1		Pineapple	SAM	2400	2000	4400	0 Member	
2		Lemon	JOHN	1600	1500	3100	0 Member	

[Download as CSV](#)[Close](#)

## 3.3. Double Factile

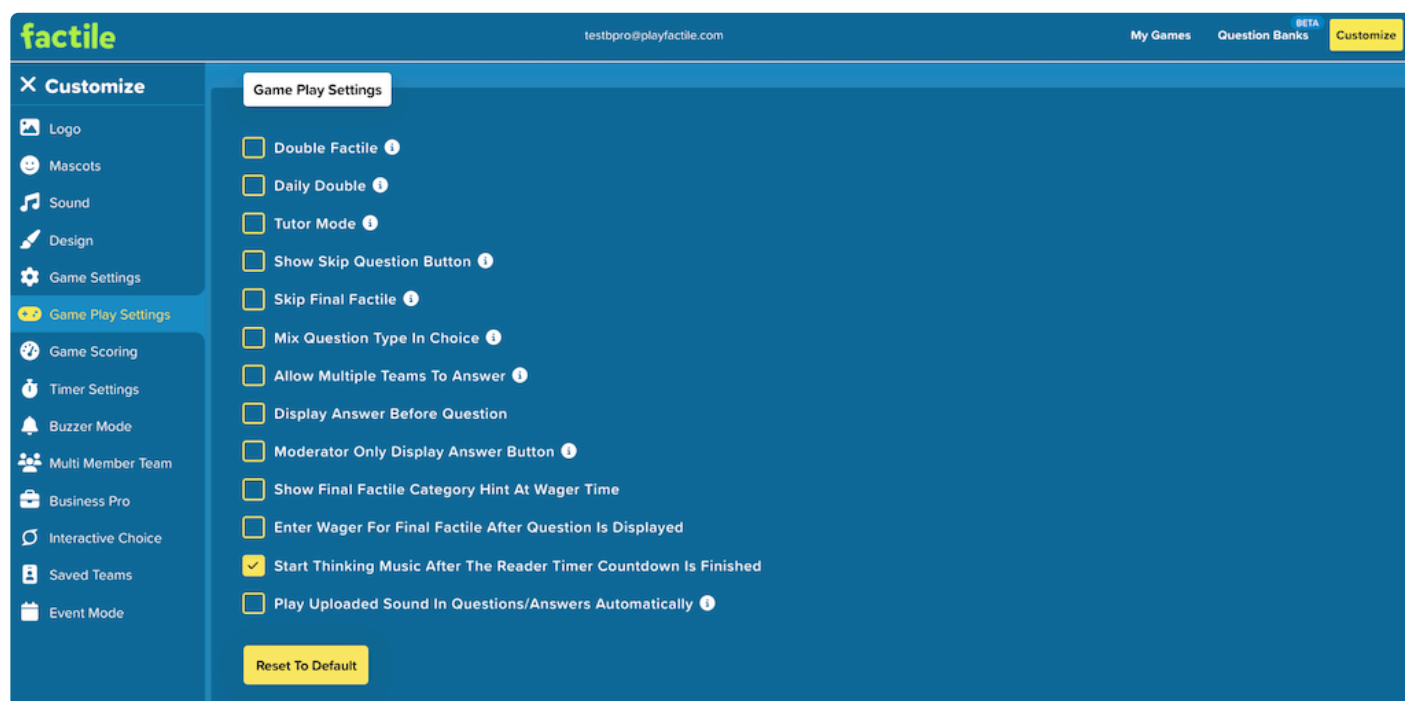
You can use the Double Factile feature when you want to play two consecutive games. This feature is helpful when you want to play back-to-back games without the need to set up teams or game mechanics again.

You can choose any of your games as your Double Factile and this game will launch as soon as the first game is finished. Double Factile will play the second game at 2x the points after the first game. When you're done playing, you can choose the same game or any other game and set it up as your Double Factile.

**Tip:** Make sure to enable **Double Factile** on your Game Settings. Turn this setting off to disable Double Factile or if you want to automatically skip playing the Double Factile game.

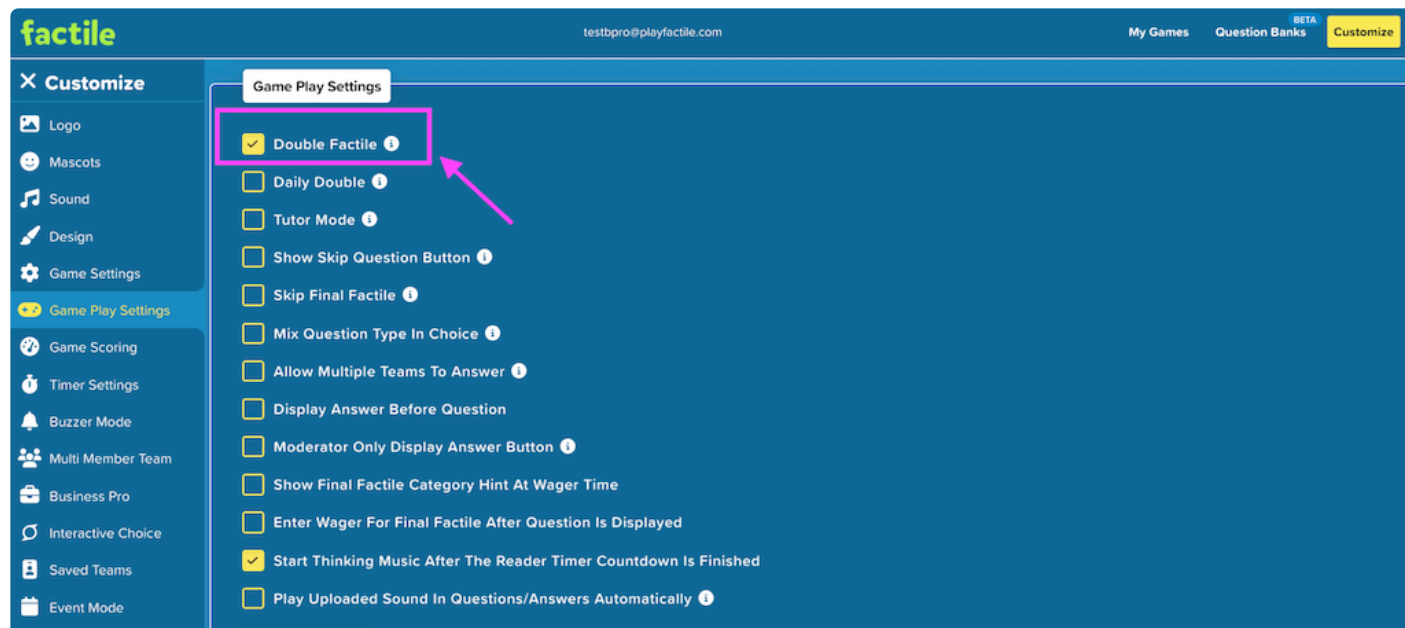
## How to enable Double Factile

1. Go to **Customize** page and scroll down to "Game Play Settings".




2. Enable **Double Factile**. **Note:** Make sure to enable this setting to play Double Factile games.





3. Go back to **My Games** page.

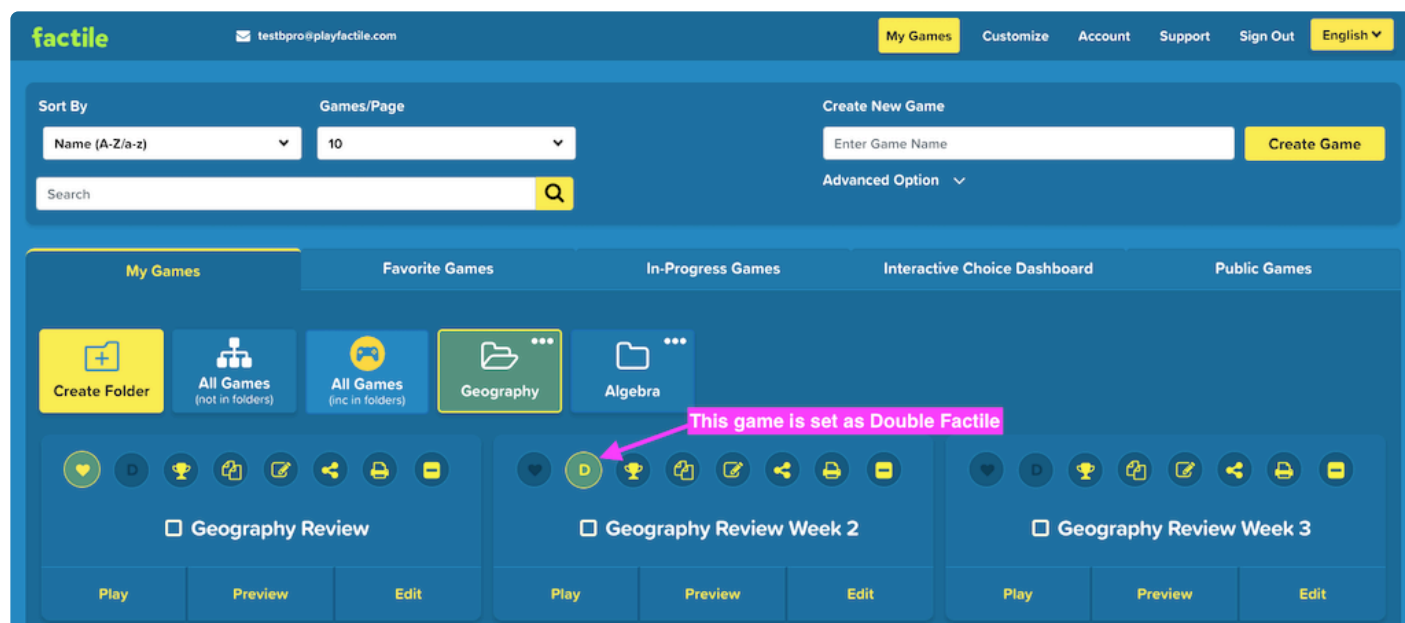
4. Click on the  icon, and you will notice the “D” turning yellow, indicating that it is enabled. This action designates the selected game as a Double Factile. Make sure you perform this step only for the game you intend to play as the second game at twice the points.



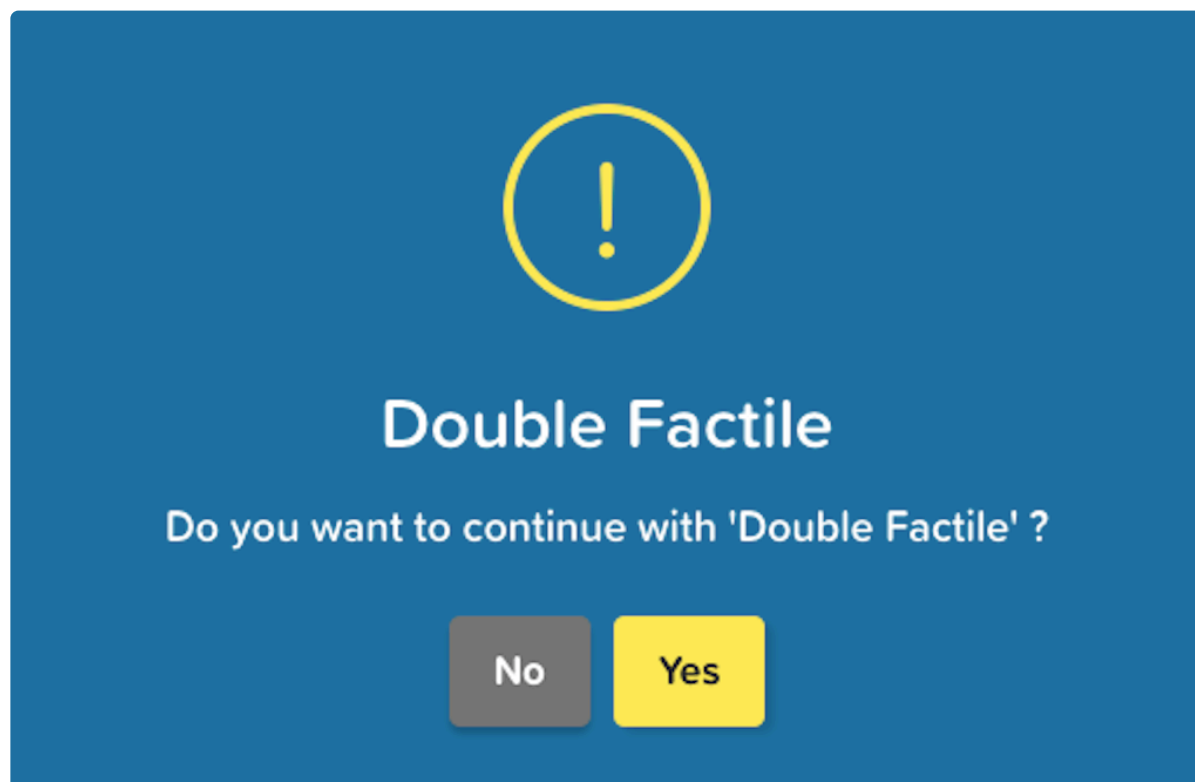
*Tip:* You can only choose a single Double Factile game at any given time. If you want to designate a different game as the Double Factile, just click on the “D” icon for that game. The system will automatically deactivate the “D” icon on the previous Double Factile game.

## How to Play Double Factile

Navigate to the **My Games** page and choose any game you would like to play first. *Tip:* Make sure that the selected game is not configured as a Double Factile game.



At the end of your first game, a prompt will appear asking whether you wish to proceed with Double Factile. Select “Yes” to skip the Final Factile question for the first game and initiate the second game.



As the second game is launched, all teams' points will carry over into this game. In the Double Factile game, each correct answer will earn double the points.

<< Exit

Save

Final Factile

Manage Teams

Geography Review Week 2

HEMISPHERES AND DIRECTIONS

THE EARTH HAS LINES?

NAME THAT CONTINENT!

MORE CONTINENTS!

NAME THAT OCEAN!

LABEL THAT!

\$200	\$200	\$200	\$200	\$200	\$200
\$400	\$400	\$400	\$400	\$400	\$400
\$600	\$600	\$600	\$600	\$600	\$600
\$800	\$800	\$800	\$800	\$800	\$800
\$1000	\$1000	\$1000	\$1000	\$1000	\$1000

+ \$500 -

PINEAPPLE

✓

✗

+ \$1300 -

POTATO

✓

✗

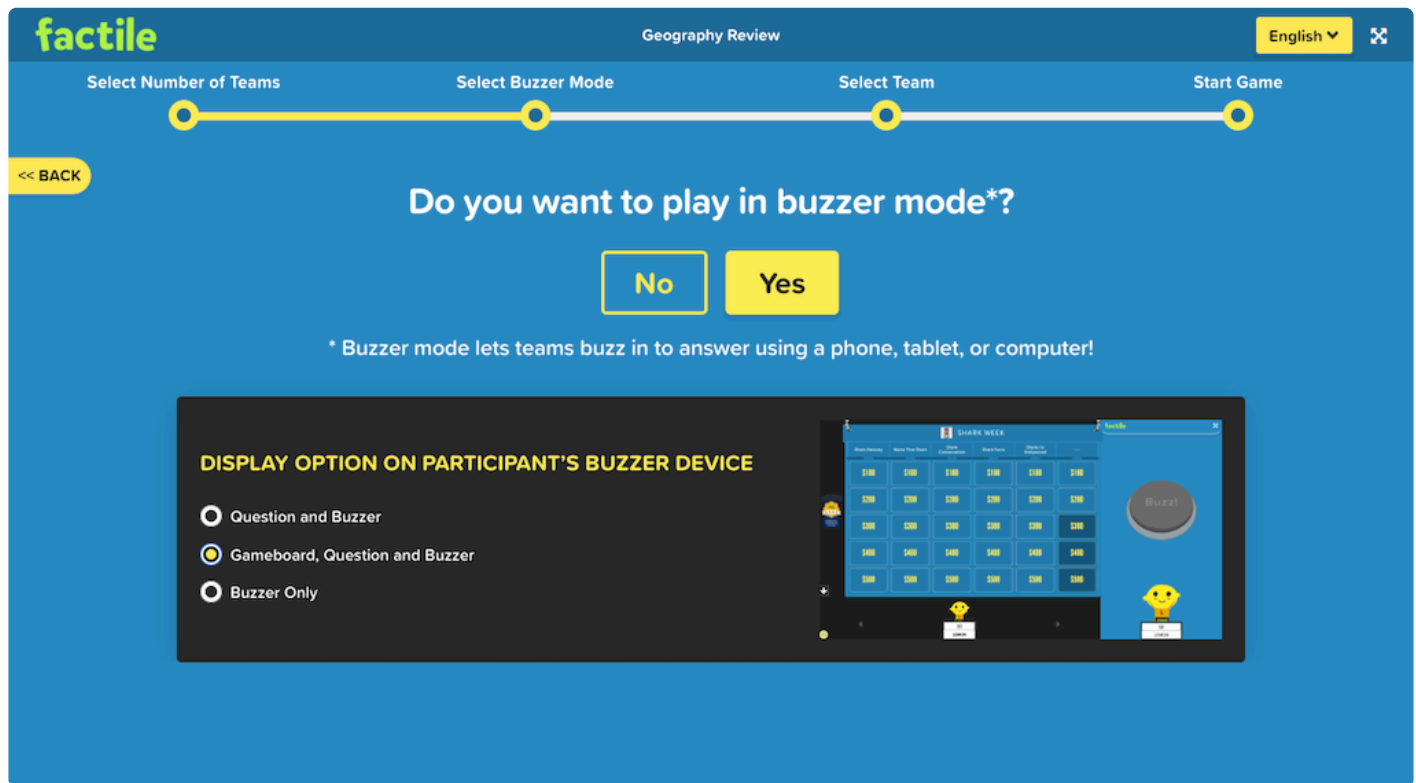
Page 133 of 300

## 3.4. Play in Buzzer Mode

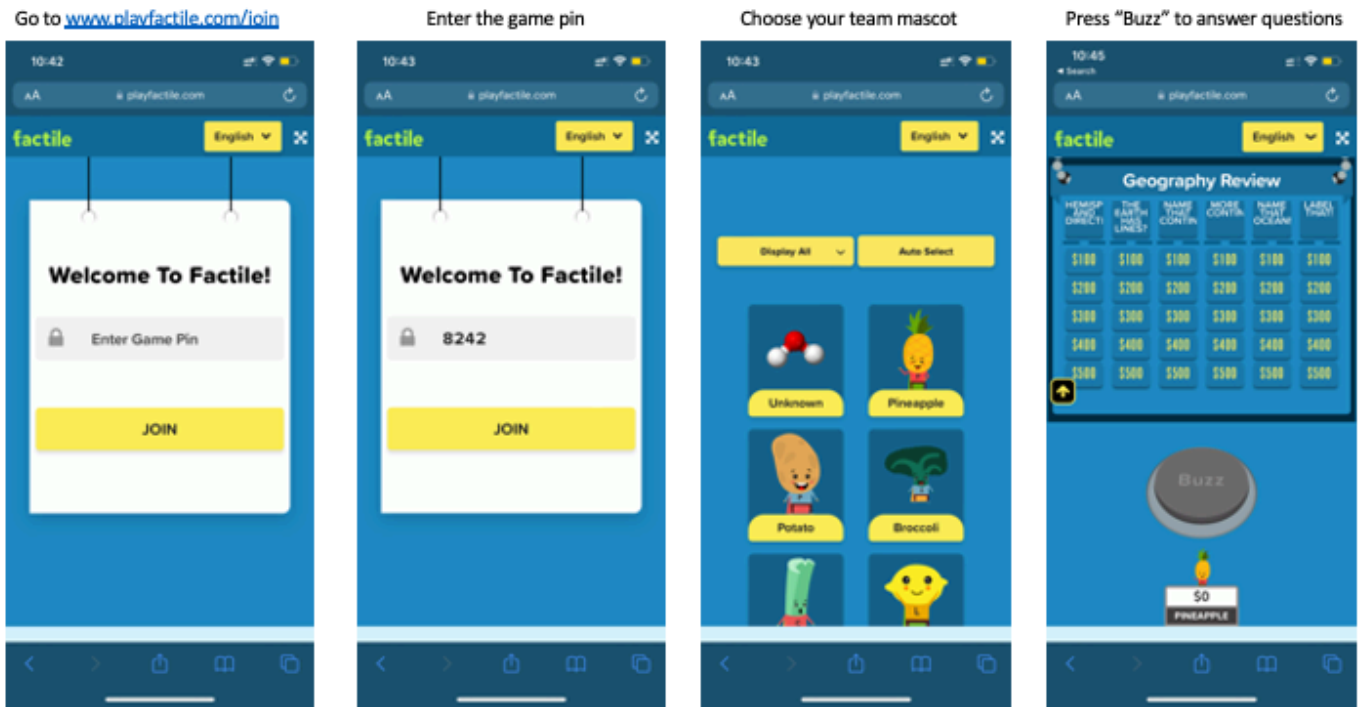
“[Buzzer Mode](#)” is a feature that enhances user interaction during gameplay. This functionality allows players to “buzz” into a game from their mobile device or computer. It can be used in all play modes and event mode. This feature makes it easy for players to keep track of which team or player buzzes in to answer a question first. This adds an element of competition to the game and makes it more engaging. With Buzzer Mode, players can elect to answer a question by simply buzzing in from their device, instead of shouting out their answers. This feature also allows moderators to easily keep track of which team or player buzzed in first and helps to ensure a fair game.

### How Buzzer Mode Works

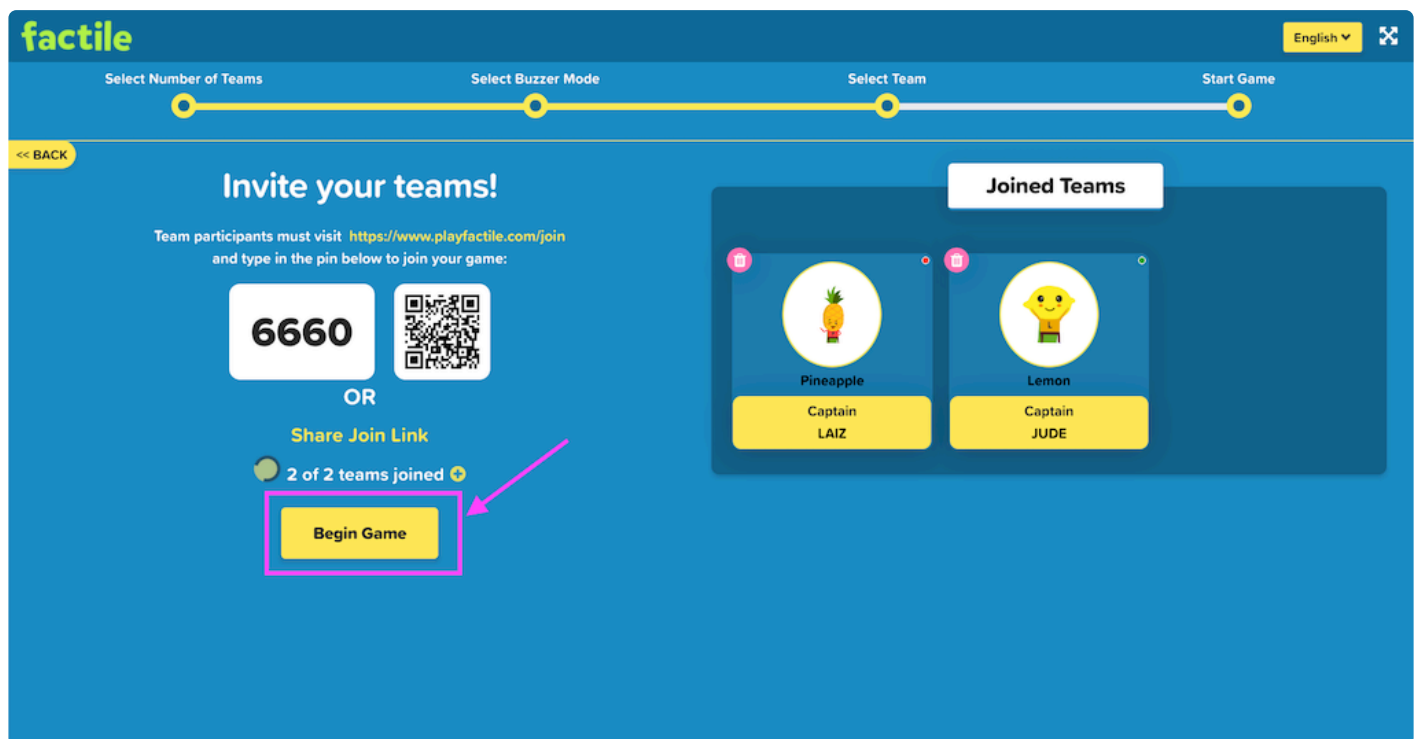
1. To initiate Buzzer Mode in your game, go to the **My Games** page and choose the game you wish to play. Once the game is loaded, a prompt will appear, asking if you want to activate Buzzer Mode. Click **Yes** to enable Buzzer Mode for the selected game.



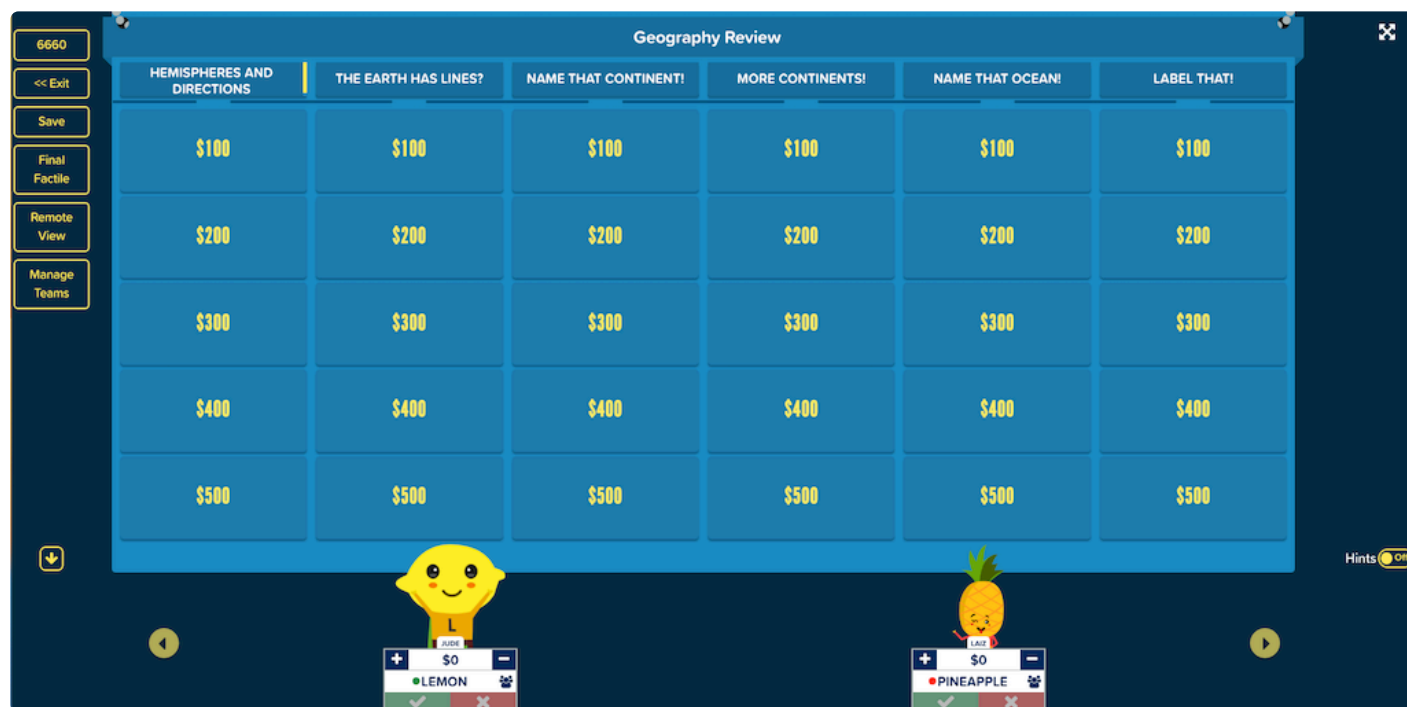
2. To join the game, players should go to [www.playfactile.com/join](http://www.playfactile.com/join) or you can have them scan the QR code provided to open the link. They can use the game’s PIN on their devices.



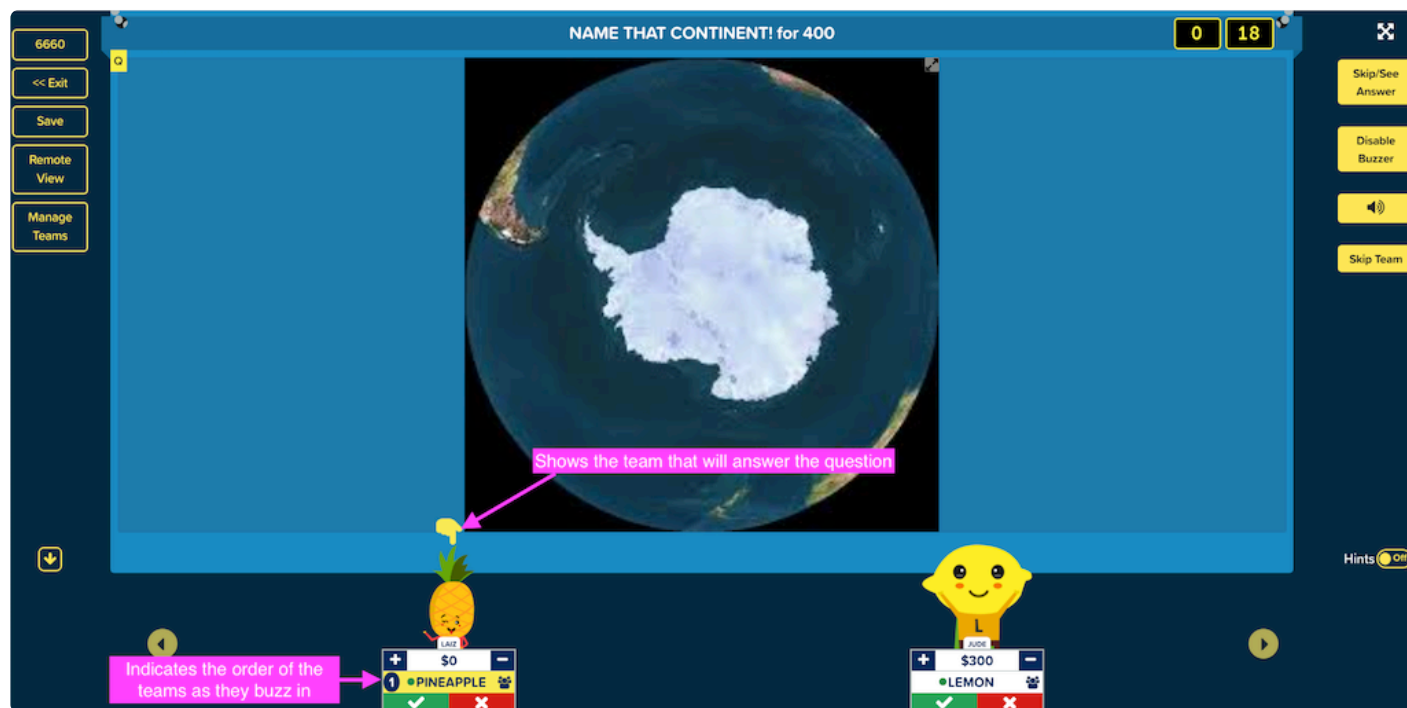
3. Once all teams have joined, click on the “Begin Game” button to initiate the game.



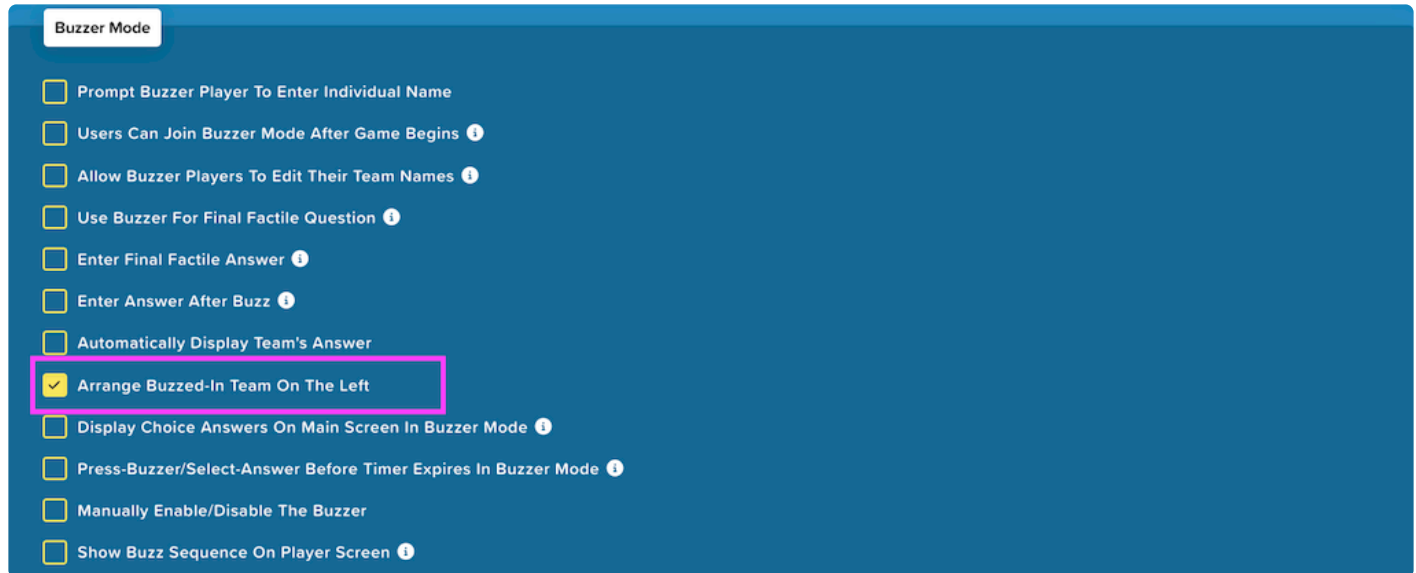
4. Play the game as usual by opening the tiles. The question will appear on the moderator's screen, and the teams will see their buzzer on their devices. When a team knows the answer, they can “buzz in” by tapping the buzzer on their device. The moderator will see the team's name appear on their screen in the order that they buzz in. The first team to buzz in will have the first opportunity to answer the question.



After a team has buzzed in, a number will be displayed on their team podium on the moderator's screen, accompanied by a visual indicator (yellow finger) pointing to the team that buzzed in first. This team will have the chance to answer the question. If they provide an incorrect answer, the next team in sequential order will have the opportunity to provide their answer.



You can enable the “Arrange buzzed-in team on the left” to automatically place the team who buzzed in first on the left side of the board. This feature helps to quickly identify which team has buzzed in first during gameplay.

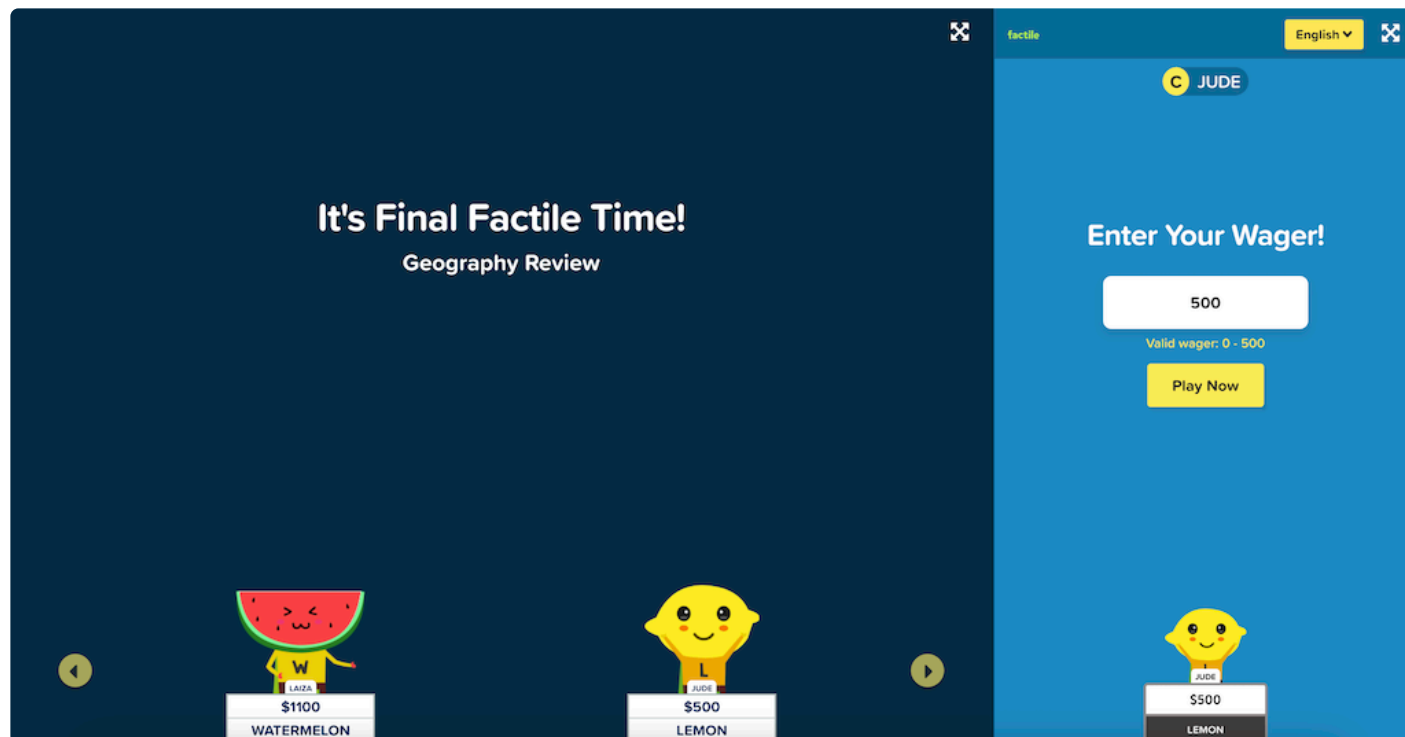


The moderator will score answers using the “check mark” or “X mark” on each team’s podium. The check mark will be used to indicate a correct answer, while the X mark will be used to indicate an incorrect answer. The order in which the teams buzz in and answer questions will be displayed on the moderator’s screen, allowing everyone to keep track of the game’s progress.

If a team provides the correct answer, the game will advance to the next question. If the team provides an incorrect answer, the finger will shift to the next team in line that buzzed in, granting them an opportunity to answer the question.



5. Once all the tiles are cleared, the game will advance to Final Factile Mode. Teams will enter their wagers directly from their device.



6. Once all wagers are successfully entered, the Final Factile question will appear. Learn about Final Factile [here](#).

In Final Factile mode, teams can input their wager and final answer directly from their device. When playing with Multi-member Mode, only the team captains will input their wager and final answer from their device, while the remainder of the team can collaborate on the answer.

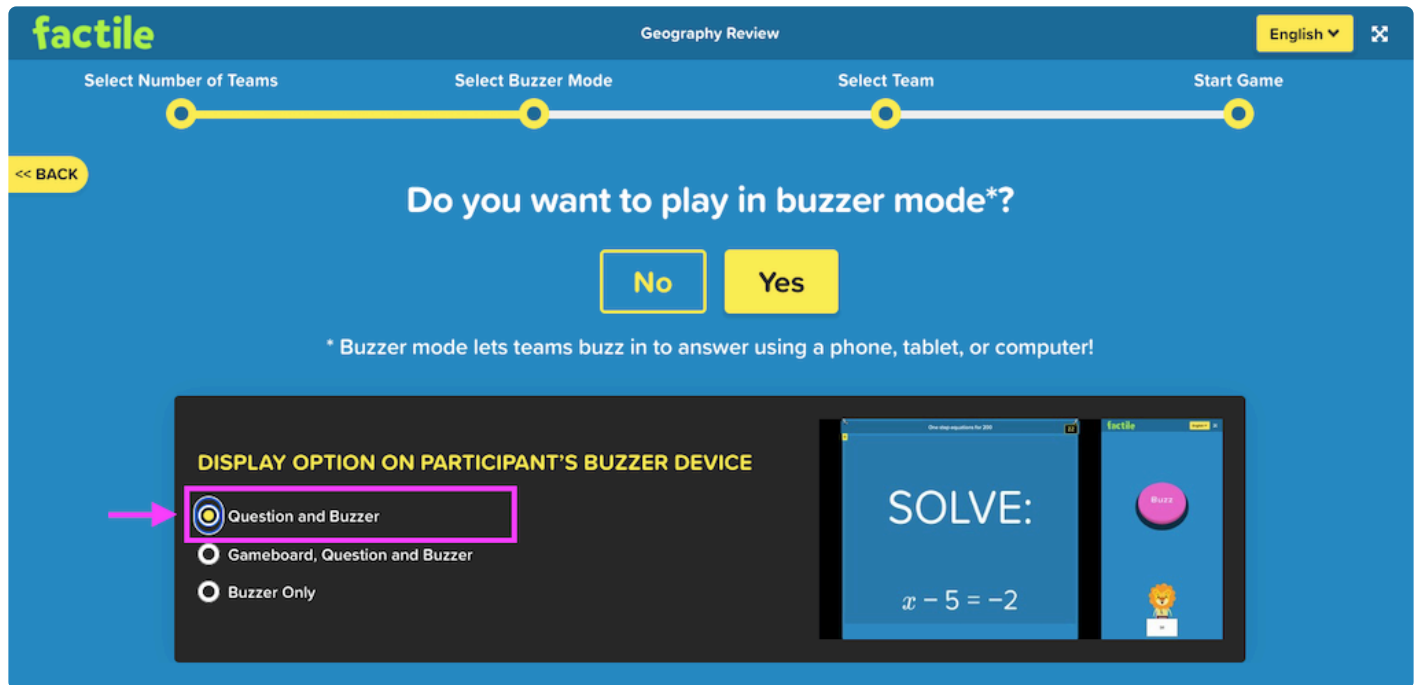
8. After the Final Factile round, the moderator will score the answers and the game will display the final scores and the winning team or player.

## Display Settings for Buzzer Mode

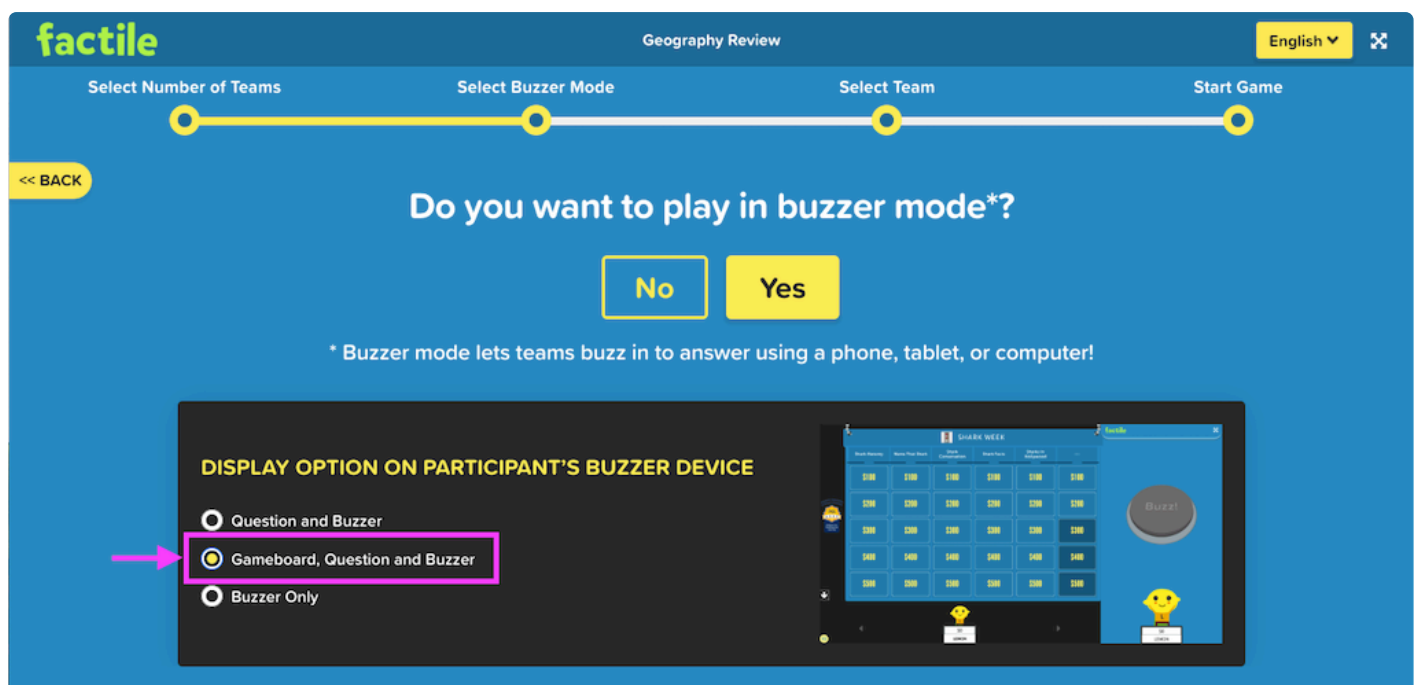
Several display options can be set before you can begin a Buzzer game:

**“Question and Buzzer” mode is best if the \*students are playing from small devices like their smartphones.**





- “Gameboard, Question and Buzzer” is best if the **students are playing from Chromebooks, tablets or computers**. This option displays the game board on the left side of the screen and the buzzer on the right side. They can view the game board on their computer or tablet while participating in Buzzer Mode, ensuring an engaging and interactive experience from the comfort of their homes.



- “Buzzer Only” is best if you are playing in a classroom set-up where you have the gameboard and the questions displayed on a big screen. This way, only the buzzer is displayed on the players’ devices.

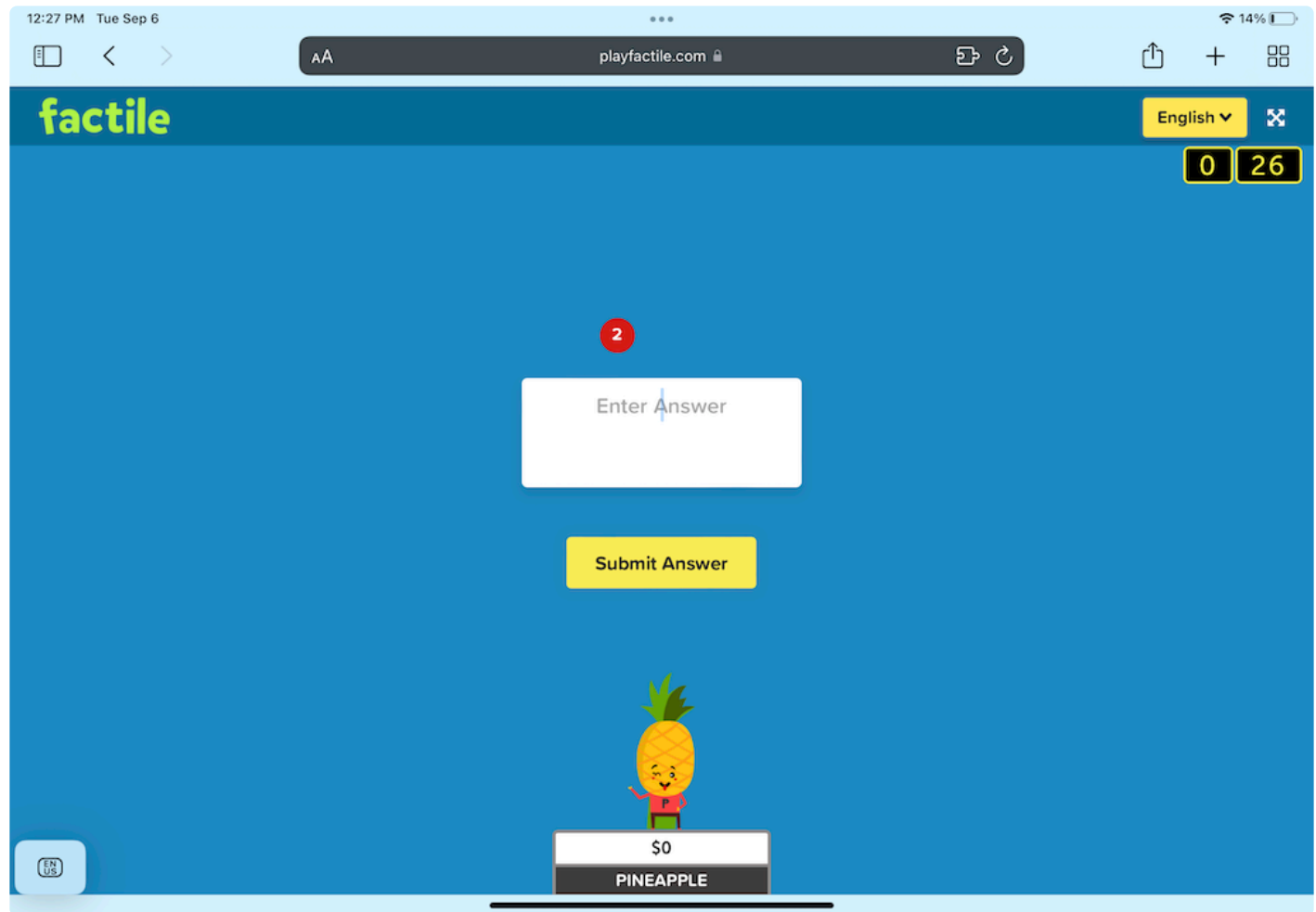
The image shows the Factile 'Geography Review' setup screen. At the top, there's a progress bar with four steps: 'Select Number of Teams', 'Select Buzzer Mode', 'Select Team', and 'Start Game'. The 'Select Buzzer Mode' step is currently active. Below the progress bar, there's a '<< BACK' button. The main heading asks 'Do you want to play in buzzer mode\*?'. There are two buttons: 'No' and 'Yes'. Below these buttons, a note states: '\* Buzzer mode lets teams buzz in to answer using a phone, tablet, or computer!'. A section titled 'DISPLAY OPTION ON PARTICIPANT'S BUZZER DEVICE' contains three radio button options: 'Question and Buzzer', 'Gameboard, Question and Buzzer', and 'Buzzer Only'. A pink arrow points to the 'Buzzer Only' option, which is also highlighted with a pink box. To the right of these options is a preview window showing a mobile device screen with a 'Buzz' button and a trophy icon.

## Entering and Viewing Answers in Buzzer Mode

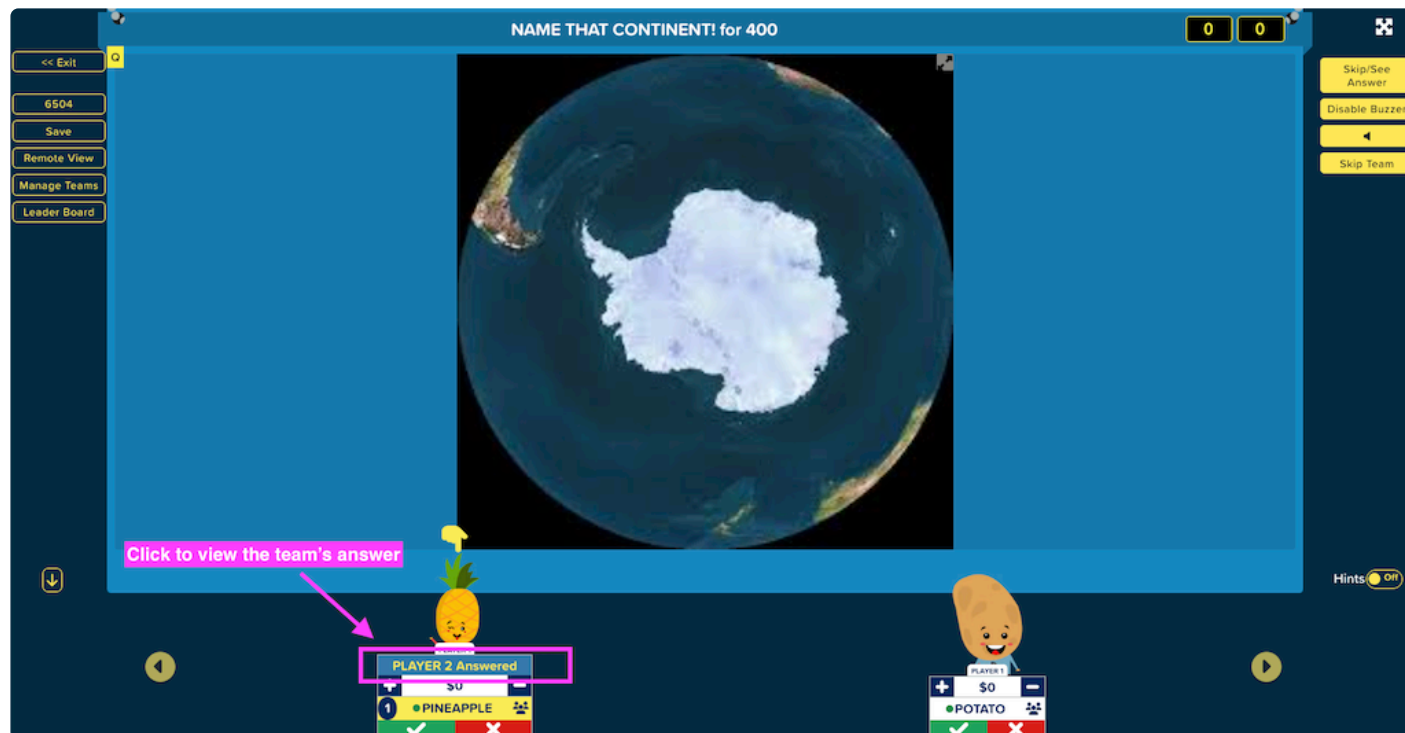
To set how players enter their answers in a Buzzer game, navigate to the Customize page and scroll down to the Buzzer Mode section. The “Enter Answer after Buzz” option allows the player who buzzed in first to input their answer directly from their own device. When players are in the same room and need to communicate their answers verbally, you can disable this option. This allows a player from the first team to buzz in to provide their answer verbally.

The image shows the 'Buzzer Mode' settings screen. It has a title 'Buzzer Mode' in a white box on a blue background. Below the title is a list of settings, each with a checkbox and an information icon (i). The settings are: 'Prompt Buzzer Player To Enter Individual Name', 'Users Can Join Buzzer Mode After Game Begins', 'Allow Buzzer Players To Edit Their Team Names', 'Use Buzzer For Final Factile Question', 'Enter Final Factile Answer', 'Enter Answer After Buzz' (which is checked and highlighted with a pink box), 'Automatically Display Team's Answer', 'Arrange Buzzed-In Team On The Left', 'Display Choice Answers On Main Screen In Buzzer Mode', and 'Press-Buzzer/Select-Answer Before Timer Expires In Buzzer Mode'.

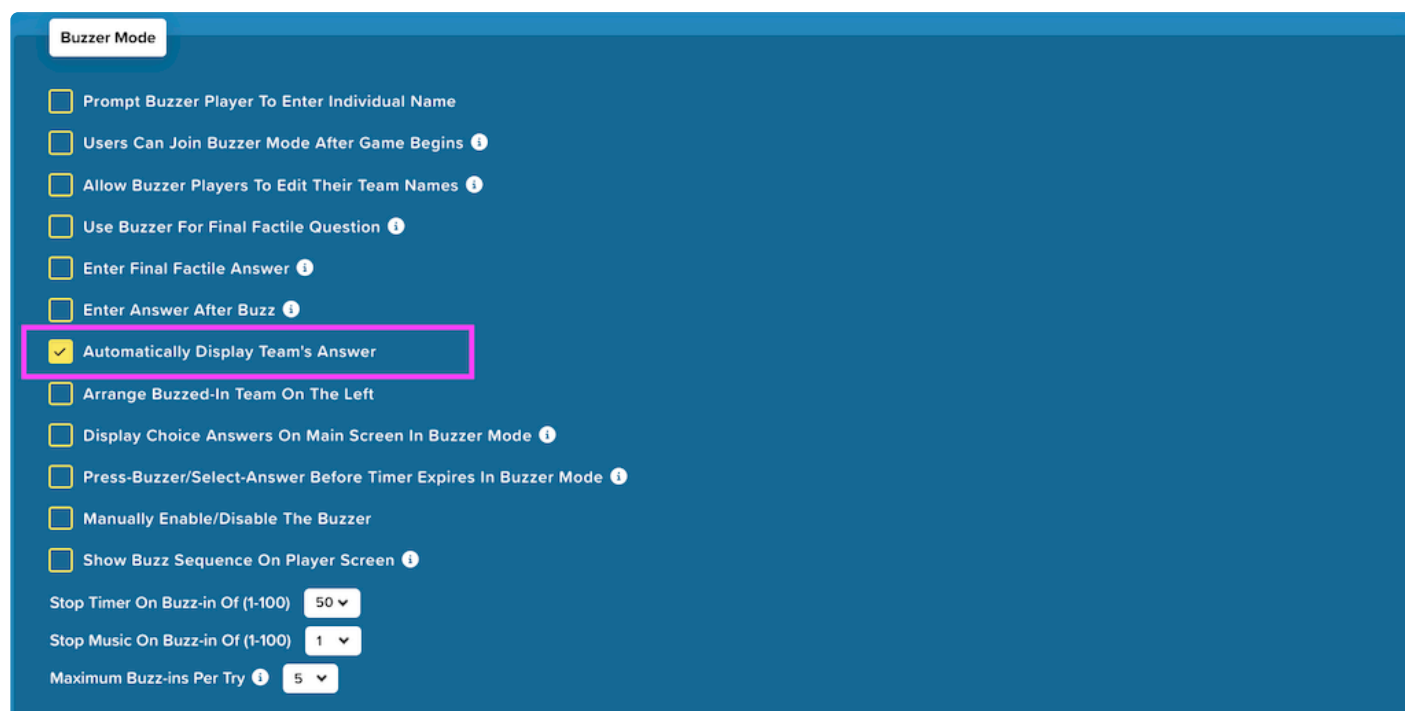
This is an example of a Student's display when “Enter Answer after Buzz” has been set:



Once a team has submitted their answer, the moderator can view it by clicking on the respective team's podium.

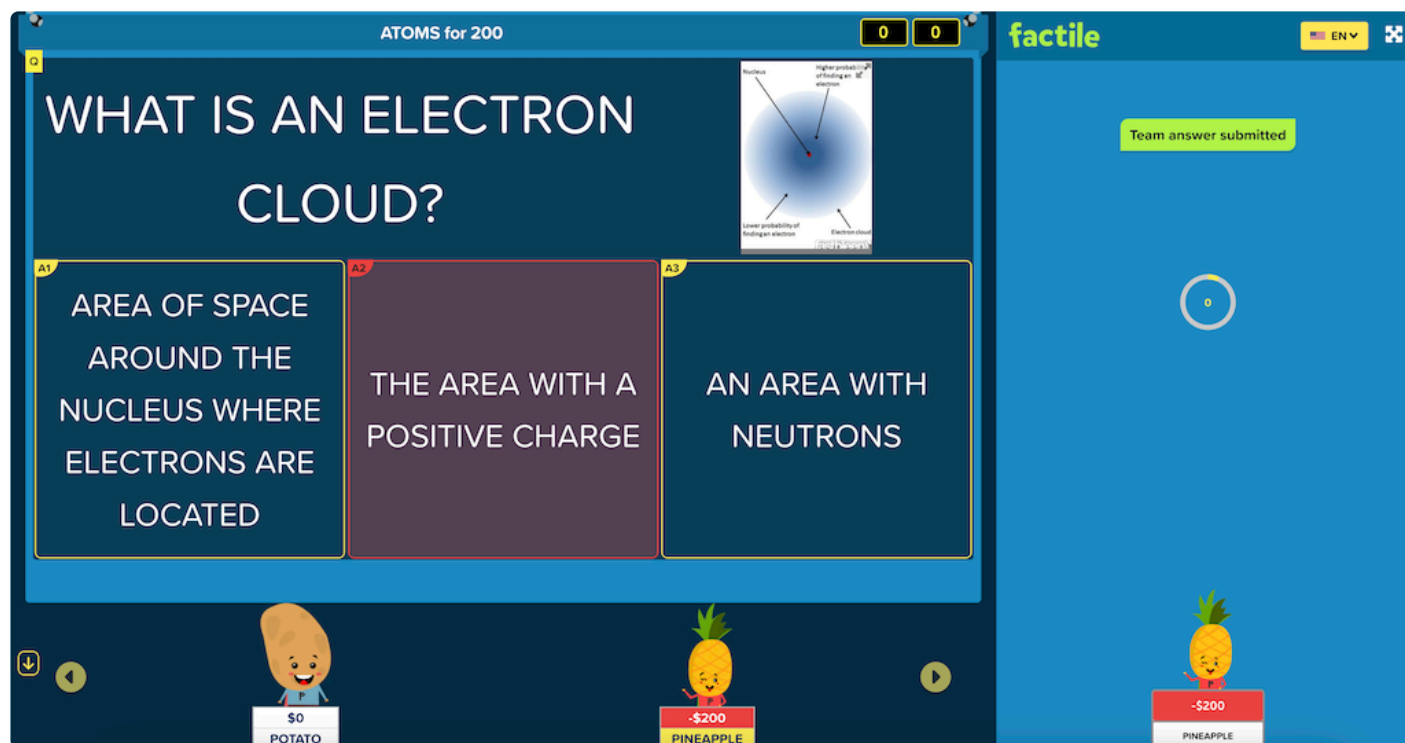


Alternatively, you can customize your settings to automatically display the team's answer after they have buzzed in.



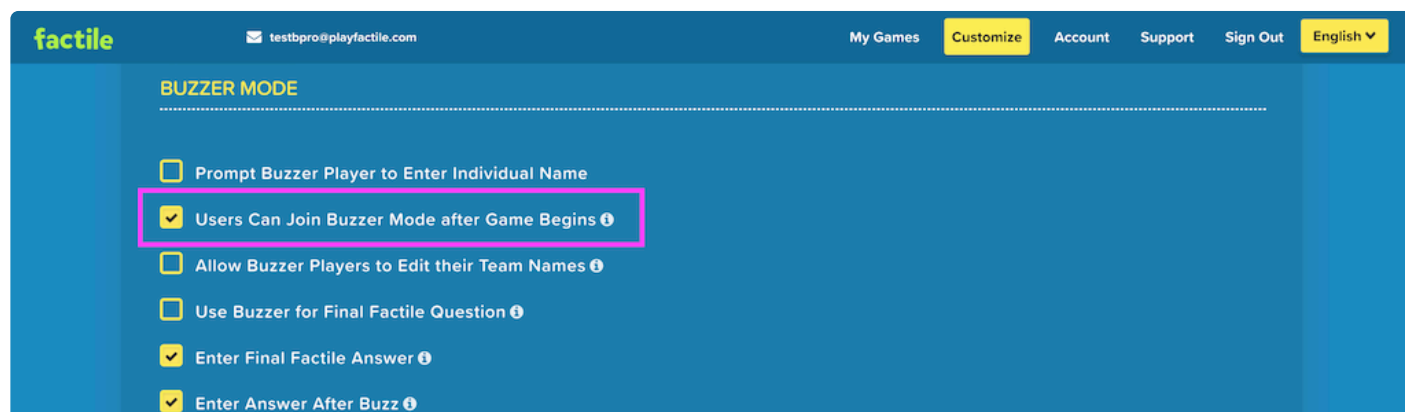
## Buzzer Mode with Choice

When playing a Choice game, teams have the option to select their answer directly from their device. All teams are allowed to provide an answer and the order in which they answer does not matter. Points will be awarded to all teams that provide the correct answer.

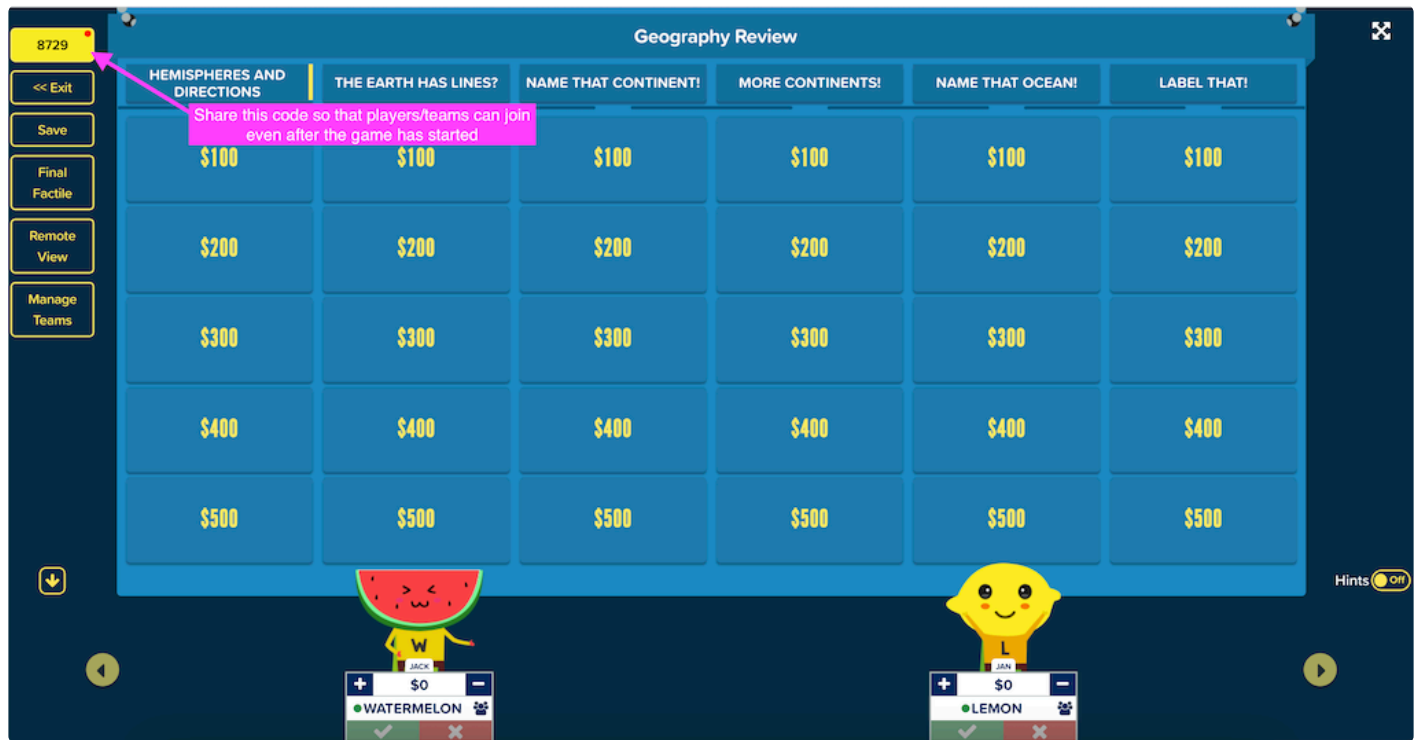


## Allowing a User to Join Buzzer Mode After the Game Begins

As the moderator, you can allow a player to join the game after it begins. To do this, scroll down to the **Buzzer Mode** section on the **Customize** page before launching the game and enable **Users Can Join Buzzer Mode After Game Begins**.



If a new player wants to join, direct them to [playfactile.com/join](https://playfactile.com/join) and have them enter the unique PIN located in the top left corner of the game board.



Once a request to join has been made, the PIN box will turn yellow, allowing you to easily identify and click on it to admit or reject the new player. The moderator can decide what to do with the request by clicking the appropriate button:

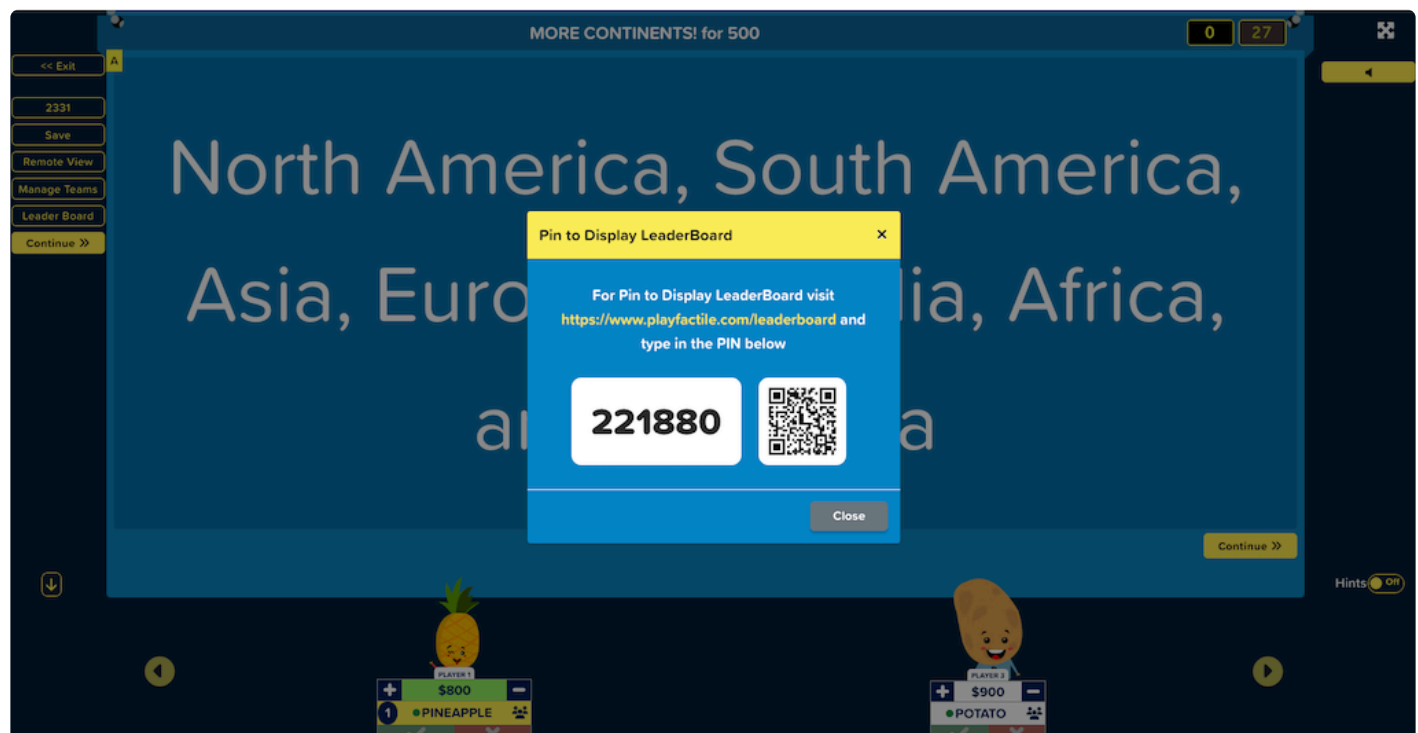
- **Cancel:** If the moderator clicks on 'Cancel,' it means they do not wish to accept or reject new players at that time. The PIN box will remain the same color, and players who attempt to join will be notified that the moderator is not currently admitting new players.
- **Done:** In the waiting teams section, each mascot has two icons next to it. The icon on the left is a "delete" button and the one on the right is a "plus" button. If the moderator clicks on the "delete" button and then clicks "done," it means that the user has been rejected and won't be able to join the game. If the moderator clicks on the "plus" button and then clicks "done," it means that the user has been accepted and will be able to join the game.
- **Admit all:** Clicking on the "Admit all" button will accept all waiting players to the game at once.
- **Delete all:** If the moderator clicks on the 'Delete all' button, all waiting players will be removed from the waiting list.



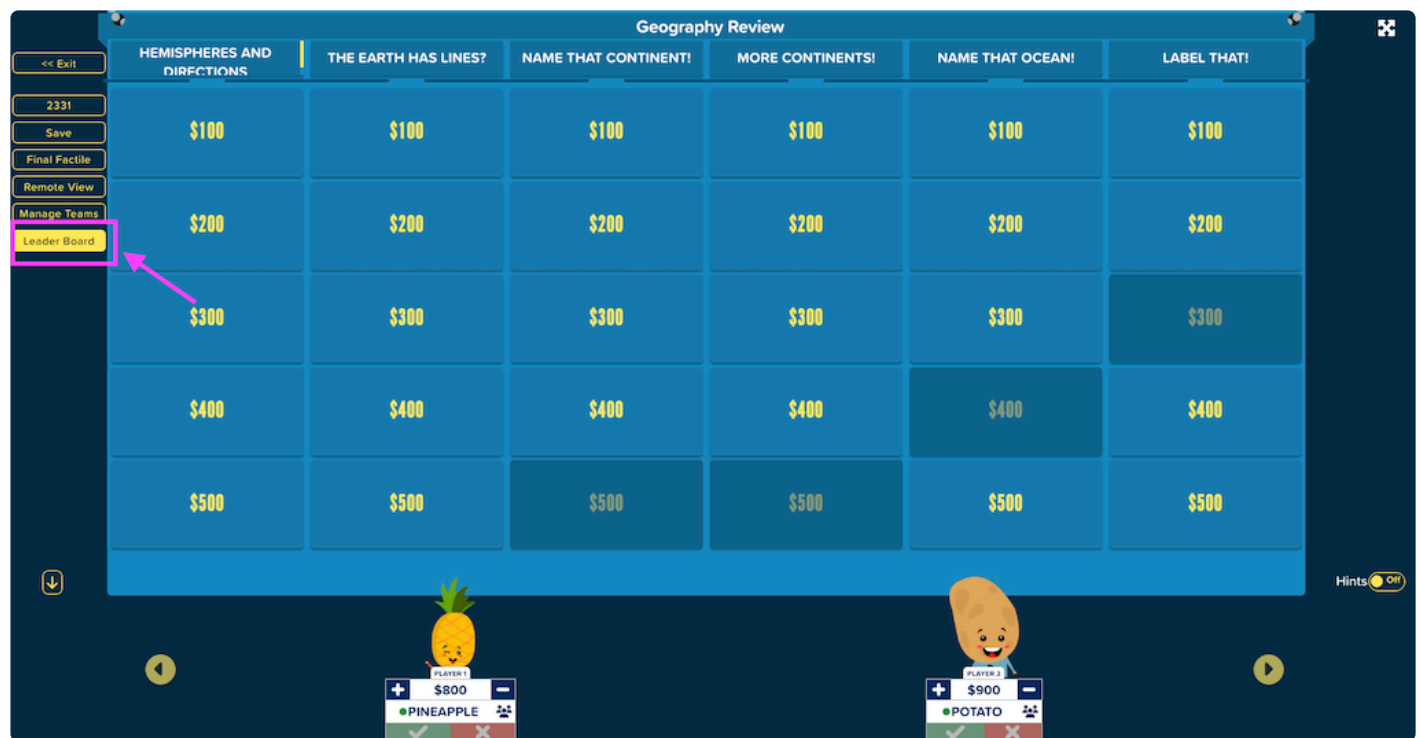
## Game Leaderboard

To enhance excitement and interaction, you can grant your players access to the game's leaderboard. Here's how:

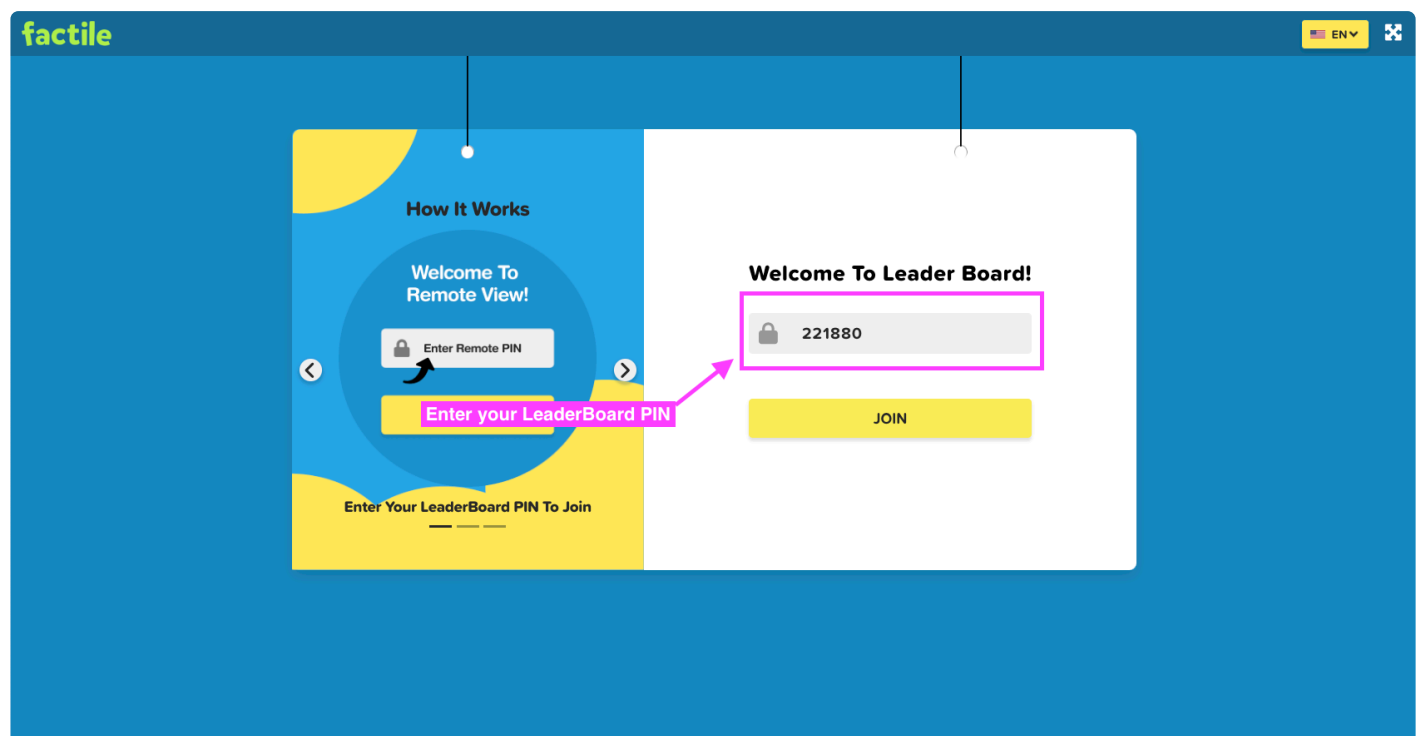
1. On the moderator screen, click on **Leaderboard**.



2. Share this link to your players <https://www.playfactile.com/leaderboard> or have them scan the provided QR code.



3. Instruct your players to enter the provided PIN and click Join.



By following these steps, your players and other audience members can monitor the game scores in real-time.



factile

title

Geography Review (Leaderboard)

2


Teams


Join with Link

<https://www.playfactile.com/leaderboard?pin=221880>



leaderboard Pin

221880





1<sup>st</sup>

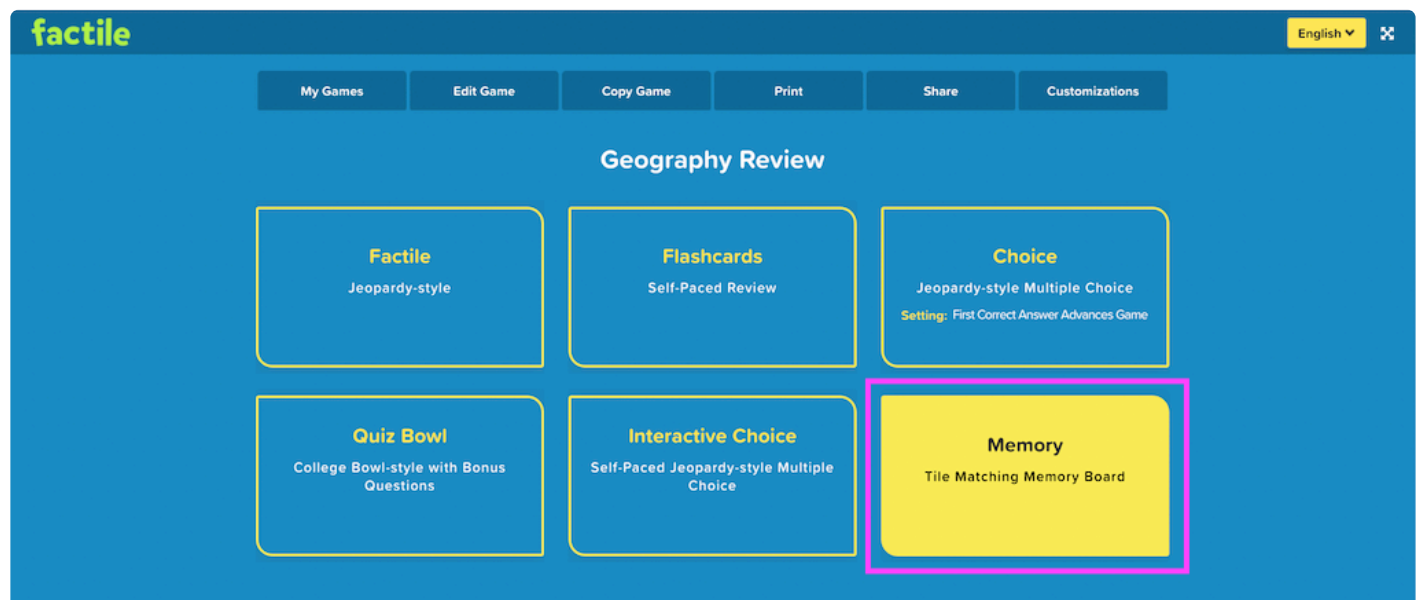
#	Name	Avatar	Progress	Score
1	Pineapple PLAYER 1		<div></div>	\$1000
2	Potato PLAYER 3		<div></div>	\$900

## 3.5. Play as Classic Memory

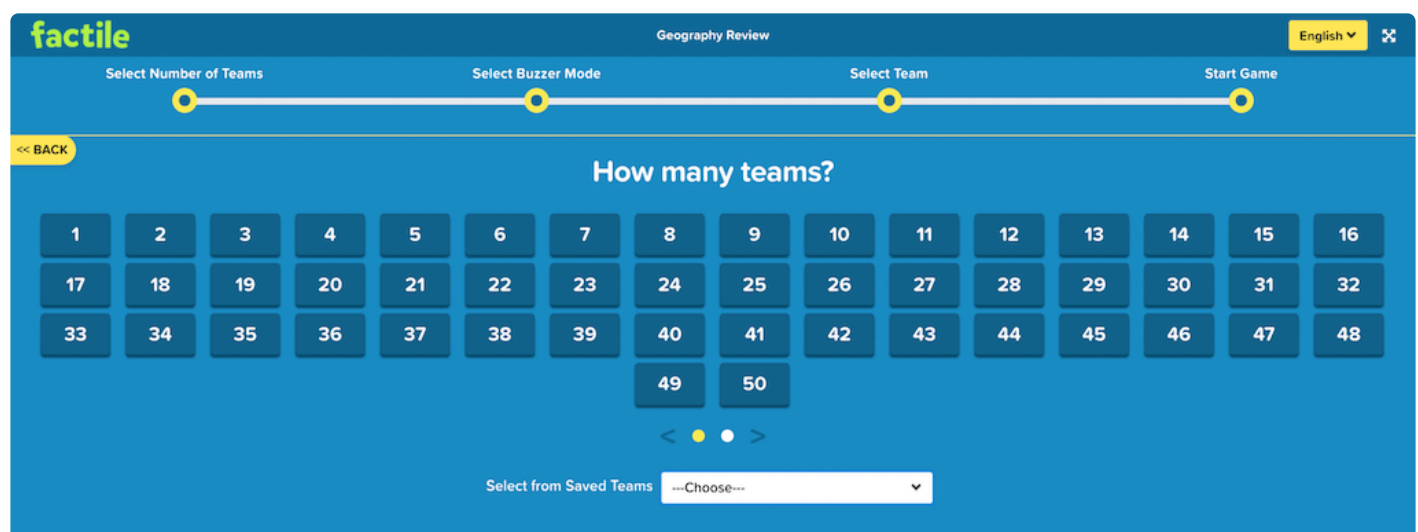
With Playfactile, you can play a Classic Memory game format, where players match questions and answer tiles. The game board features numbered tiles, and players can select which tiles to flip over. Each tile contains either a question or an answer. By flipping over tiles and matching them, players can earn points and advance in the game.

### How to launch a Memory game

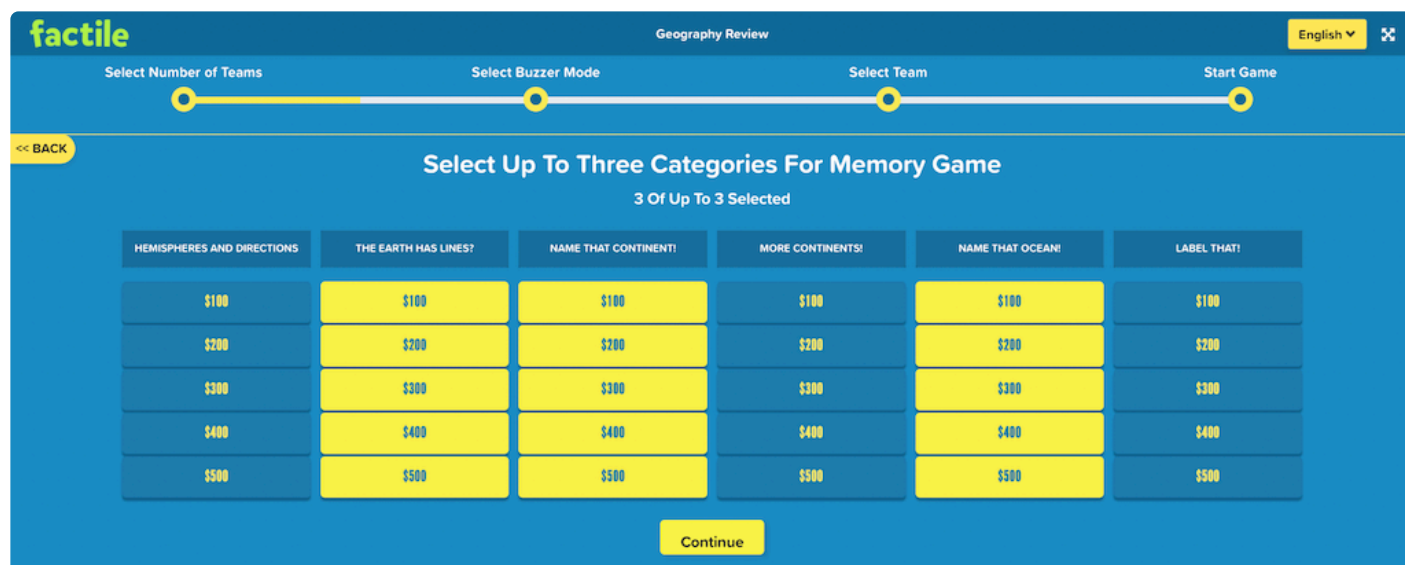
1. To play a Memory game, start by opening the game and then clicking on the Memory option.



2. Choose the number of teams that will participate in the game.

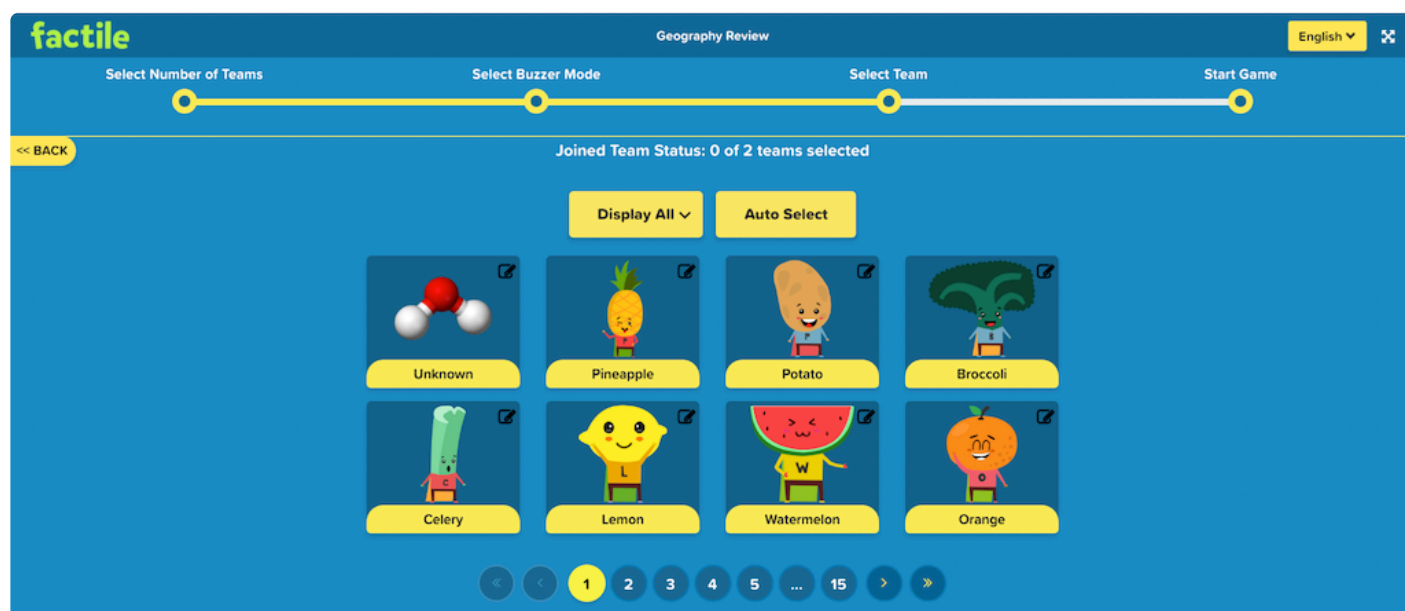


3. Choose up to three 3 categories to use during the game and click “Continue”.



4. You can opt to play on Buzzer mode for this memory game. Click 'Yes' if you want to use buzzers to play the Memory game. Tip: Check out Buzzer Mode options [here](#).

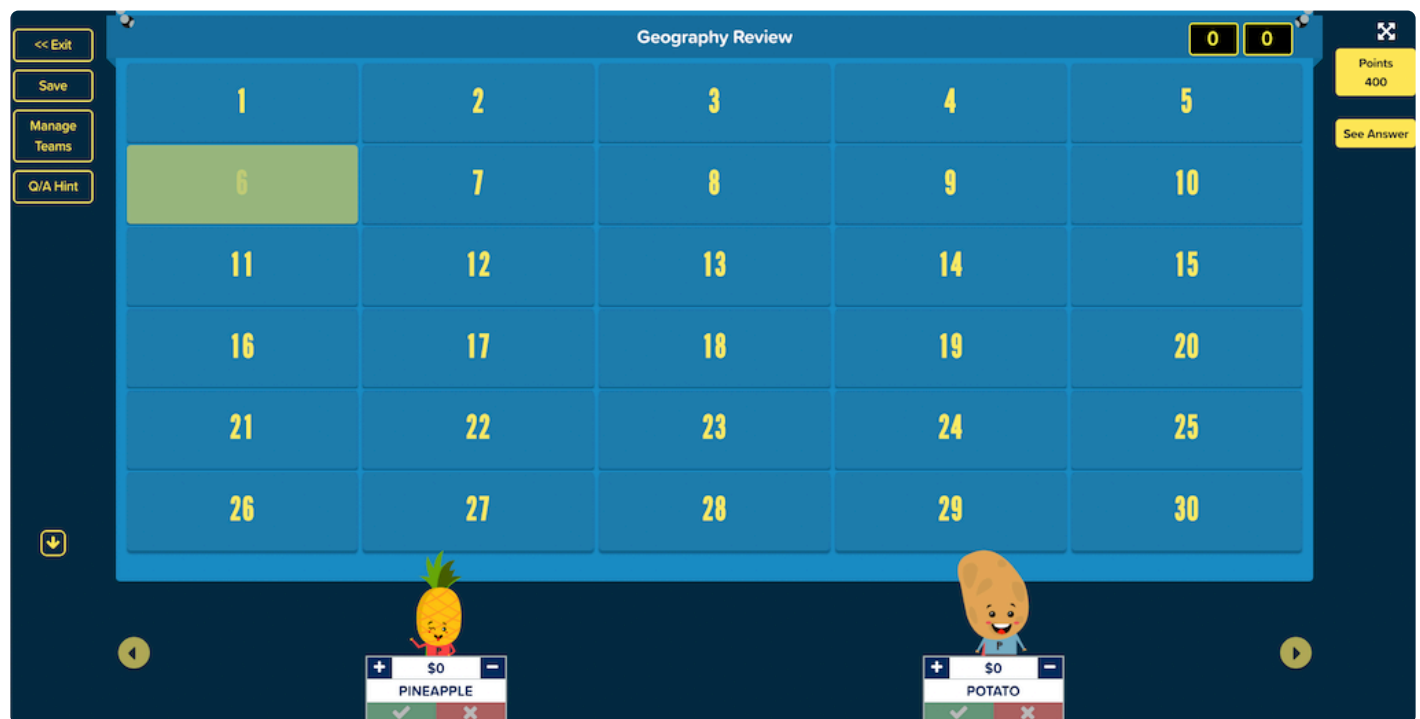
5. Select your team mascots and click 'Begin Game' to start playing.



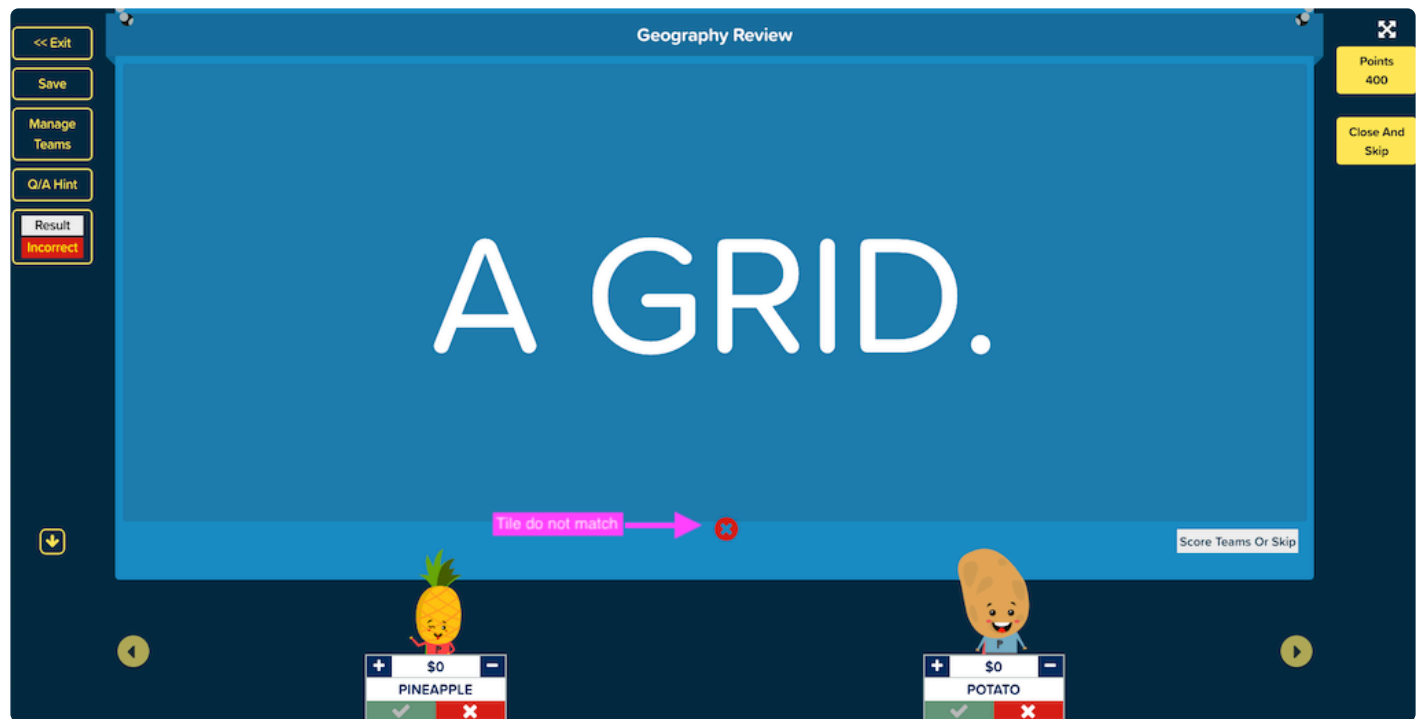
Once the game begins, the Factile board will be displayed, featuring a grid of numbered tiles that are initially face down. Players take turns selecting a tile, revealing either a question or answer tile. The objective of the game is to match questions with their corresponding answers, or vice versa, by selecting the correct tile. If a correct match is made, the tile will remain face-up, and the team that made the match will earn points. If a match is not made, the tiles will automatically flip face down again, and the game continues until all tiles have been matched.



The tile will turn yellow after it has been flipped and its content has been displayed. The player can then choose another tile to match.



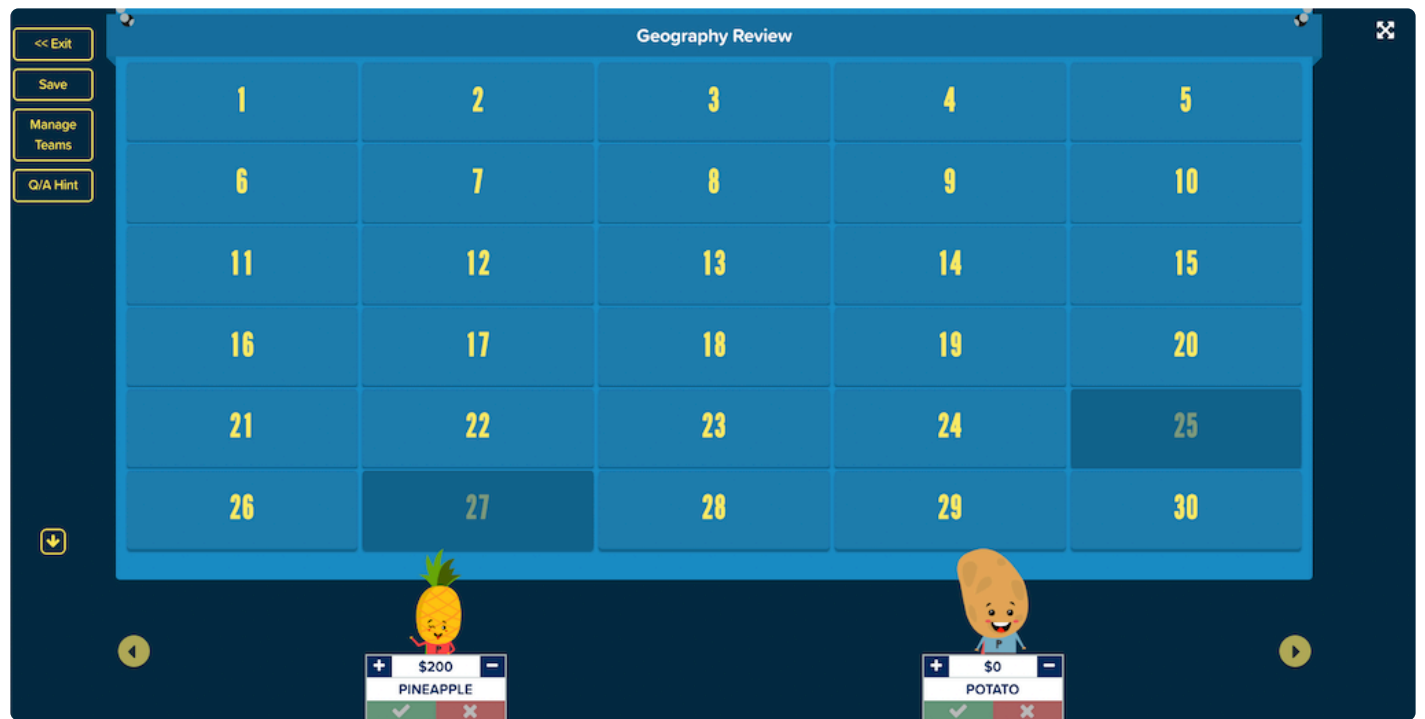
Tiles that do not match will have an “X” at the bottom of the Tile. Tiles that match will show a “check mark”.



Points can be awarded who correctly match a question tile to the corresponding answer tile.

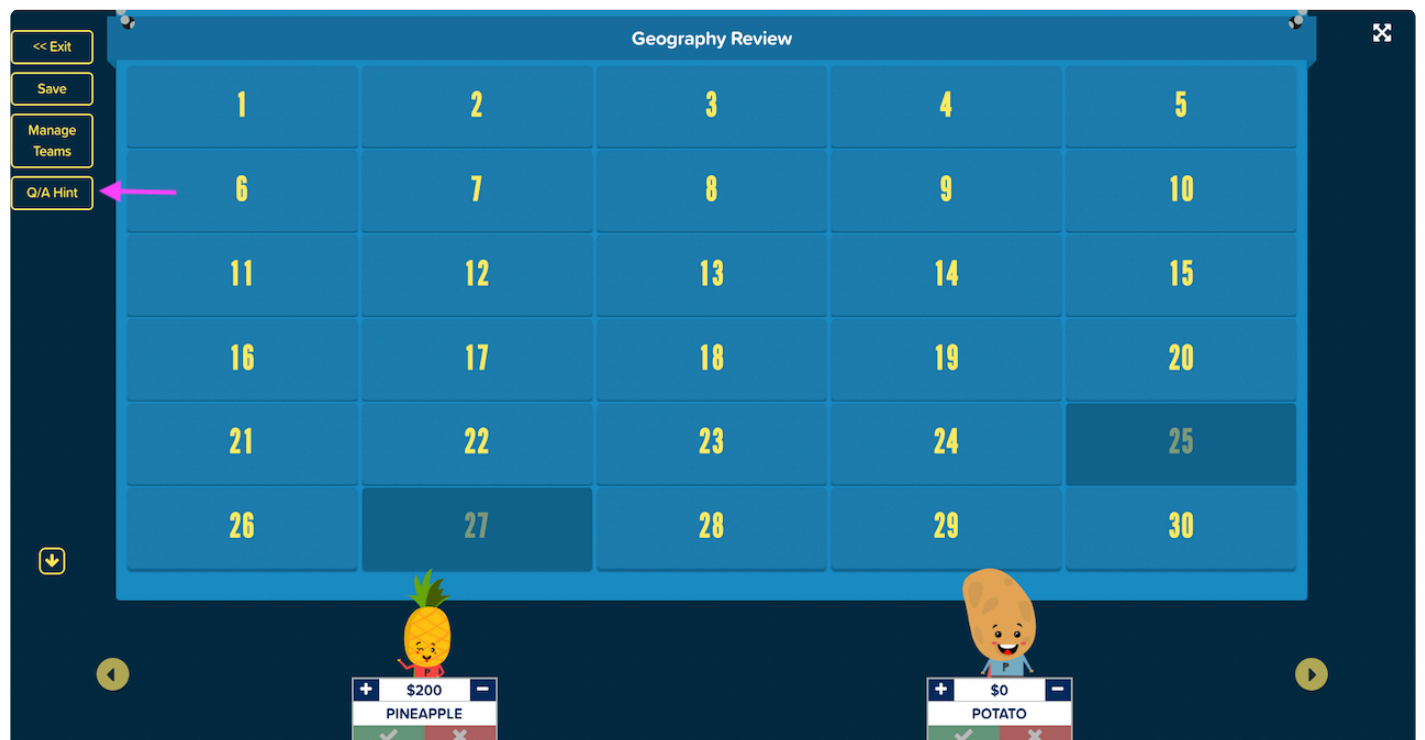


Tiles that have been matched will now be displayed, as shown below.



## Q/A Hint

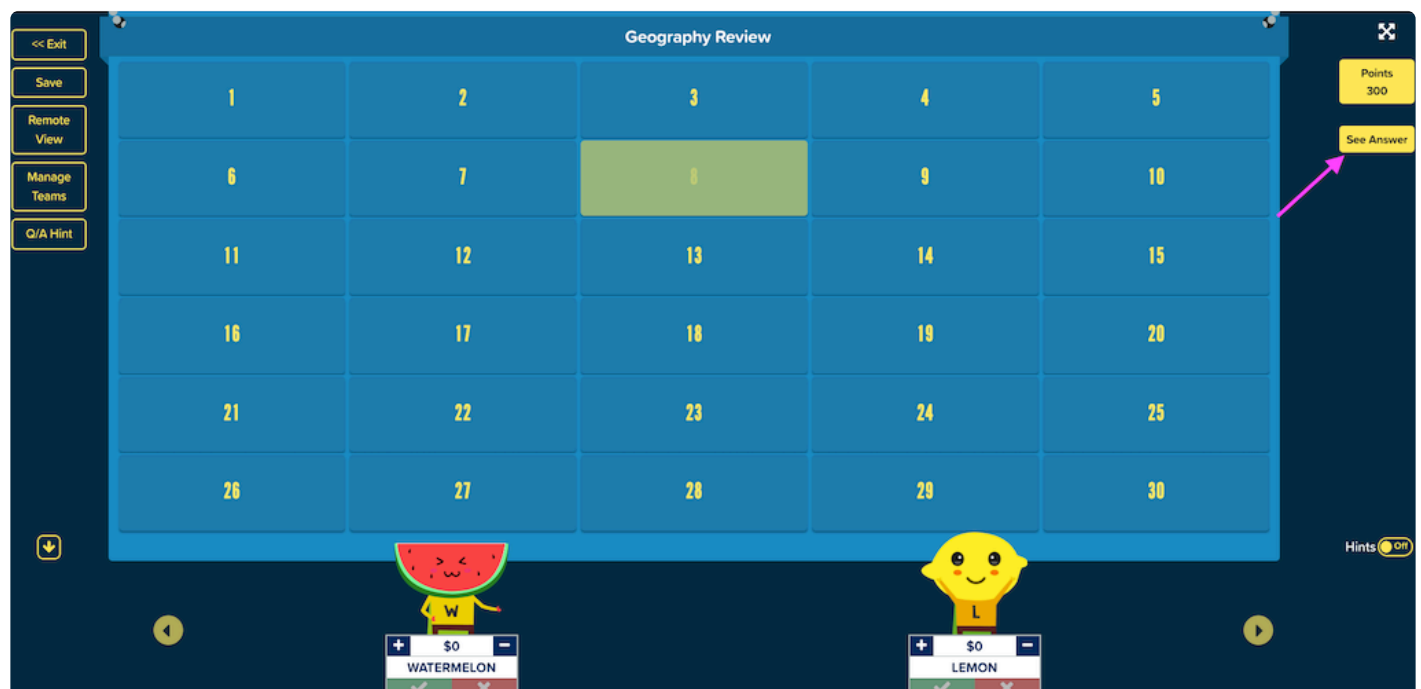
Using the **Q/A Hint** button on the right side of the Factile Board will provide hints. Cards will show a small “Q” or “A” so players know which cards are Question tiles and which are Answer tiles.



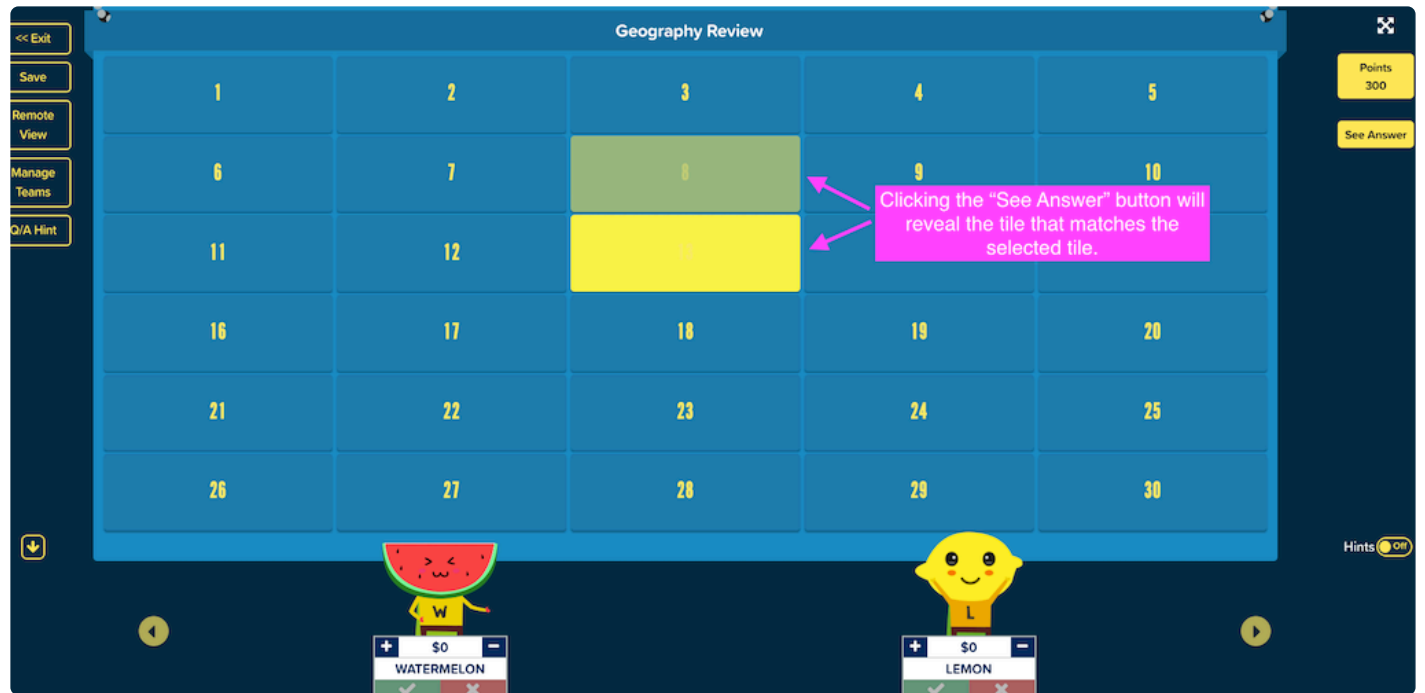


## See Answer

The moderator can use the **See Answer** button to reveal the tile that corresponds to the selected tile.



The See Answer button provides helpful information to the moderator regarding the location of matching tiles, making it easier to guide players toward making successful matches.



Here's a brief video tutorial on playing Factile Memory – Enjoy!

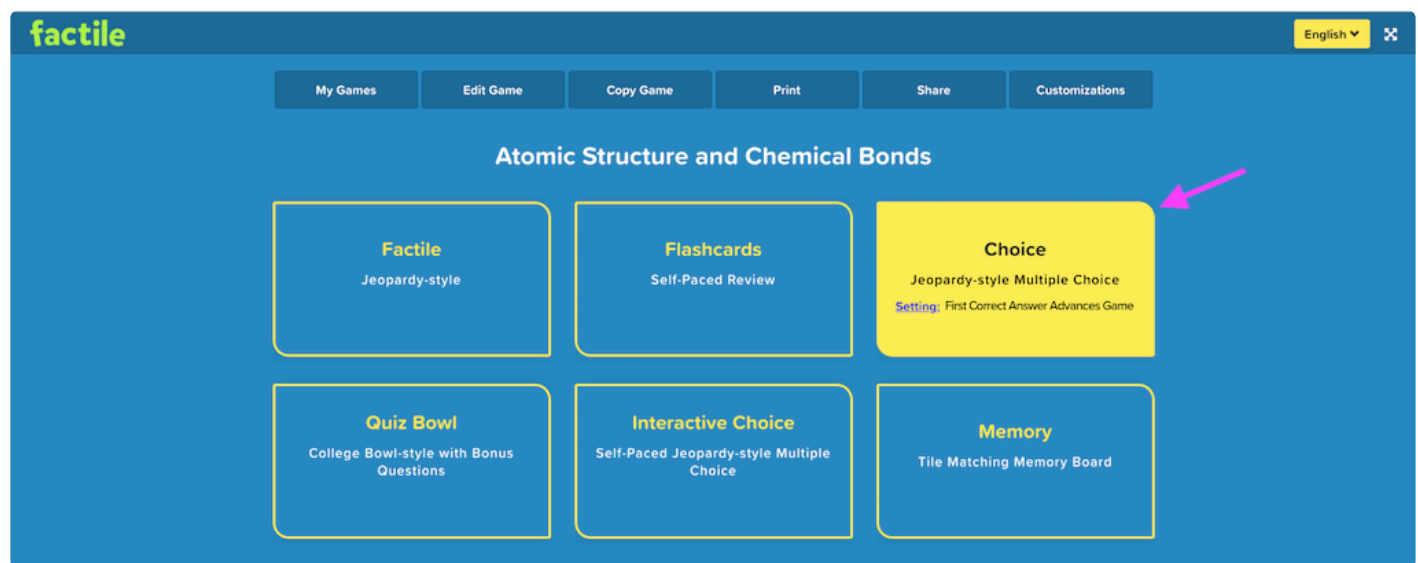


## 3.6. Play as Choice

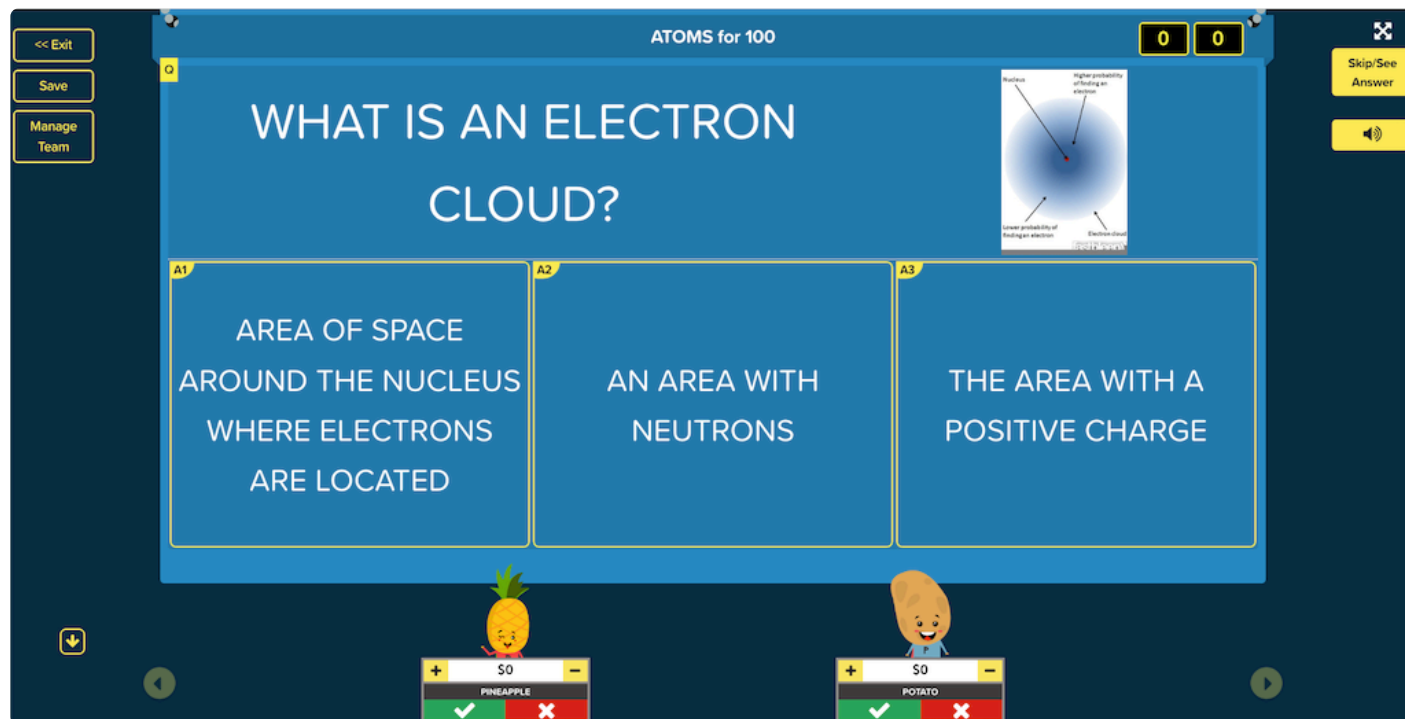
You can create games and play them as **Choice**. When playing, participants will be given multiple answers to choose from. The first team to get the correct answer gets the points.

### How to Play as Choice

1. Select a game to play.
2. Click “Choice” to launch your game in choice mode.



When opening a tile, all answer options will appear.

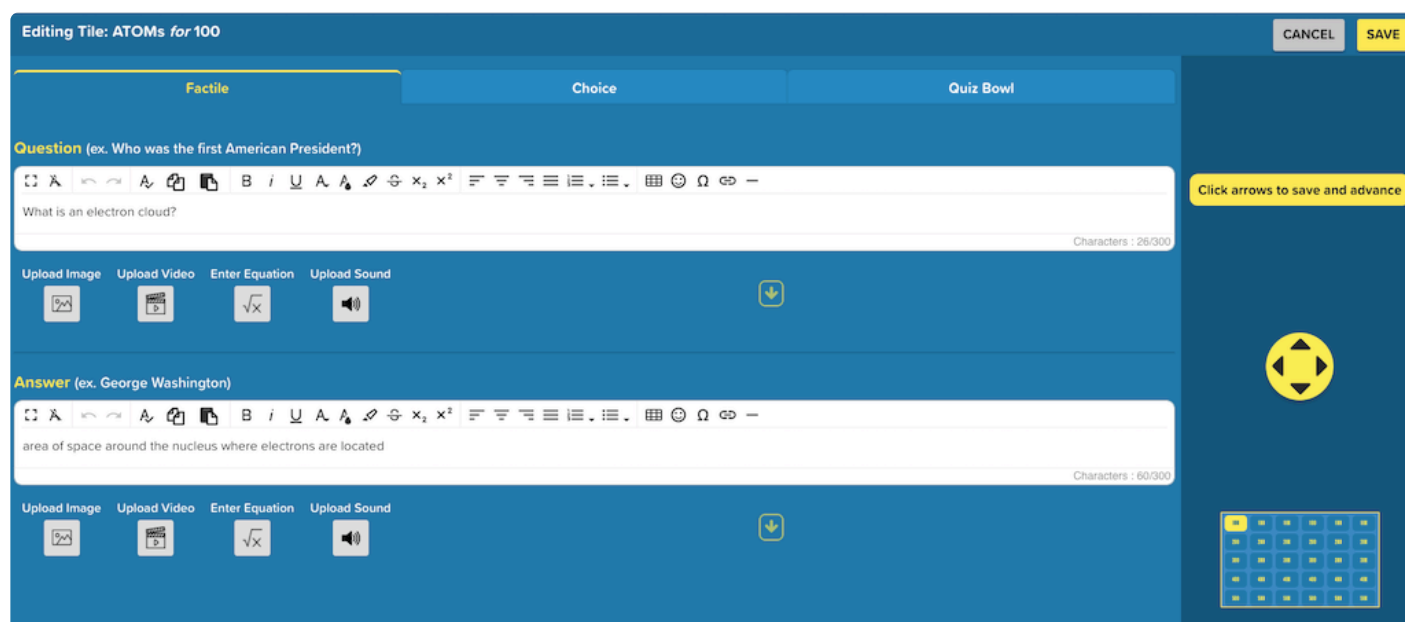


**Note:** When playing in Buzzer Mode, teams have the option to include their answers directly from their devices.

## How to Create a Multiple-Choice Question

When entering your questions into a game, you have the flexibility to enter multiple answer options. You can either designate one (1) correct option or specify multiple answers as correct. Here's how you do it:

1. Enter your question in the designated field and provide the correct answer in the "Answer" box.



2. To add more answer options, go to the **Choice** tab.

Editing Title: ATOMs for 100

CANCEL SAVE

Factile **Choice** Quiz Bowl

Incorrect Answer #1 (ex. Thomas Jefferson)

Type Something...

Characters : 0/300

Upload Image Upload Video Enter Equation Upload Sound

Incorrect Answer #2 (ex. Ben Franklin)

Type Something...

Characters : 0/300

Upload Image Upload Video Enter Equation Upload Sound

Incorrect Answer #3 (ex. Ben Franklin)

Type Something...

Characters : 0/300

Click arrows to save and advance

3. Enter up to three incorrect answers in the boxes provided.

Editing Title: ATOMs for 100

Factile **Choice** Quiz Bowl

Incorrect Answer #1 (ex. Thomas Jefferson) ☒ Marked as correct answer

The area with a positive charge

Characters : 31/300

Upload Image Upload Video Enter Equation Upload Sound

Incorrect Answer #2 (ex. Ben Franklin) ☒ Marked as correct answer

An area with neutrons

Characters : 21/300

Upload Image Upload Video Enter Equation Upload Sound

Incorrect Answer #3 (ex. Ben Franklin) ☒ Marked as correct answer

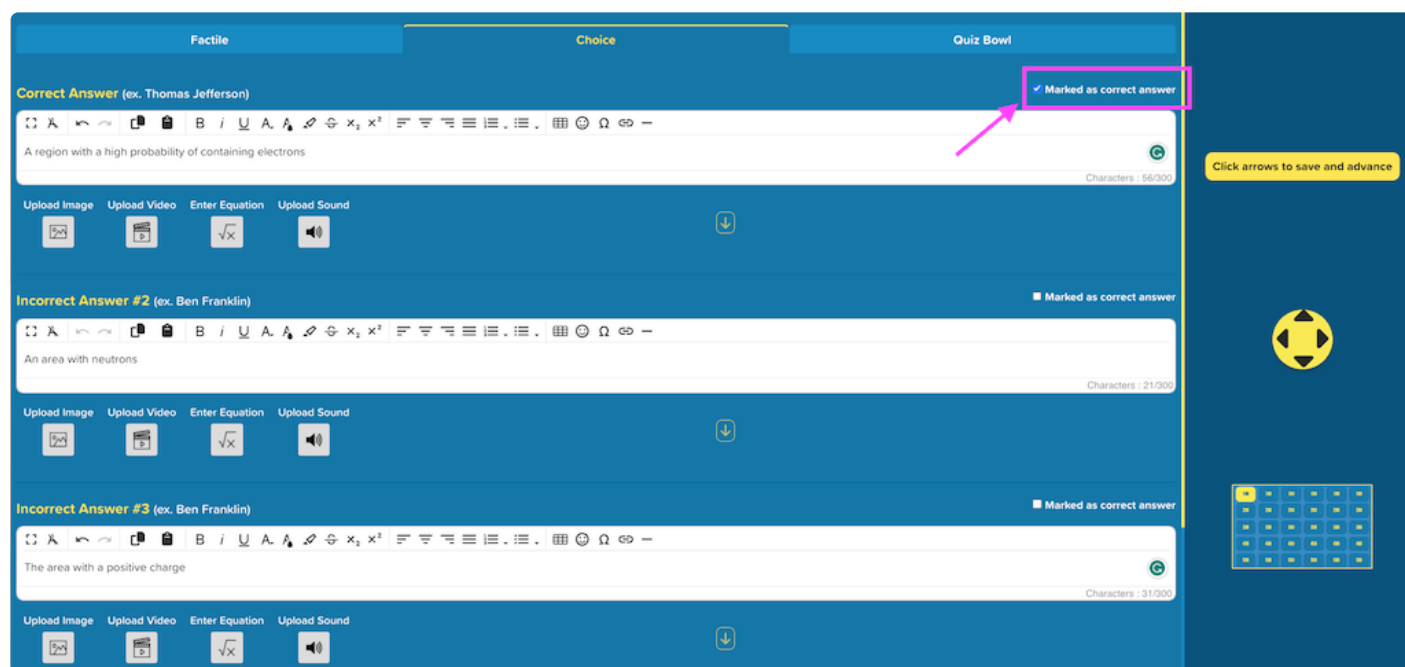
Type Something...

Characters : 0/300

Upload Image Upload Video Enter Equation Upload Sound

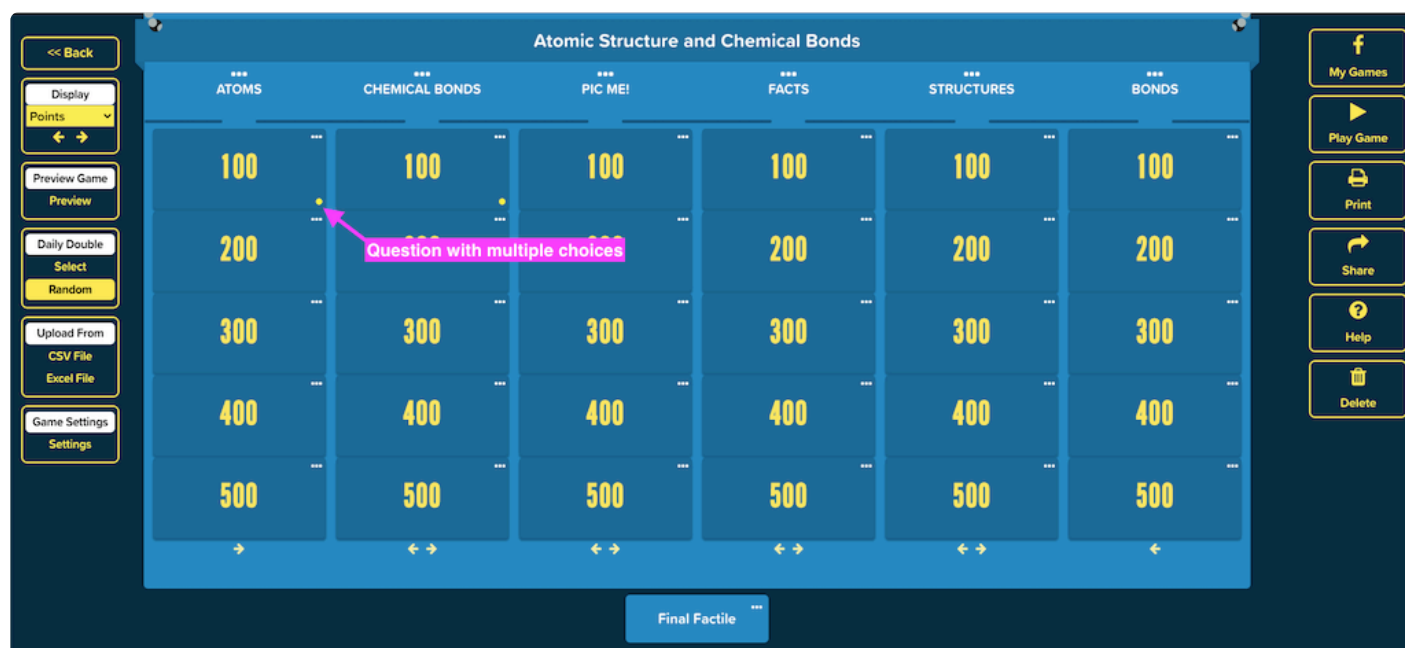
**Tip:** If you want to include **multiple correct answers**, simply check the “Marked as correct answer” box.

Note that the label “Incorrect Answer” will then switch to “Correct Answer.” Players can select any or all of these correct choices, and each correct selection will earn them the corresponding points.



4. Click **Save** when you're finished.

A yellow dot will appear on tiles with a multiple-choice question.

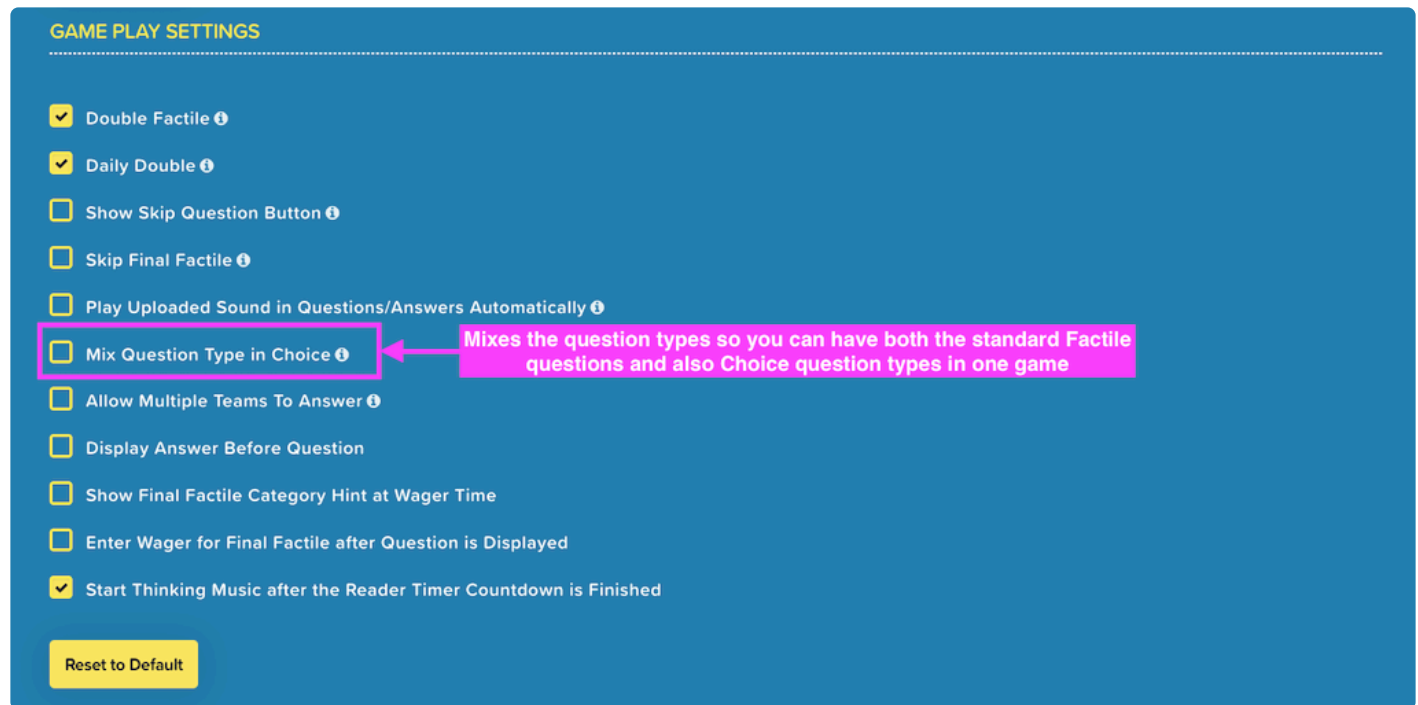


## Mixed Question Types in Choice

In Choice Mode, you have the option to play using both standard Factile questions (just the question) and Choice questions (where participants chose from multiple answer choices).

This option mixes the question types so you can have both the standard Factile questions and also choice question types in one game.

1. Use this option by checking the “Mix Question Types in Choice” box on the **Customize** page under “Game Play Settings”.



**GAME PLAY SETTINGS**

- ☒ Double Factile ⓘ
- ☒ Daily Double ⓘ
- ☐ Show Skip Question Button ⓘ
- ☐ Skip Final Factile ⓘ
- ☐ Play Uploaded Sound in Questions/Answers Automatically ⓘ
- ☐ Mix Question Type in Choice ⓘ
- ☐ Allow Multiple Teams To Answer ⓘ
- ☐ Display Answer Before Question
- ☐ Show Final Factile Category Hint at Wager Time
- ☐ Enter Wager for Final Factile after Question is Displayed
- ☒ Start Thinking Music after the Reader Timer Countdown is Finished

[Reset to Default](#)

2. Launch your game in Choice Mode.

If your tile doesn't have multiple answer choices, it will display as a regular tile with just the question.

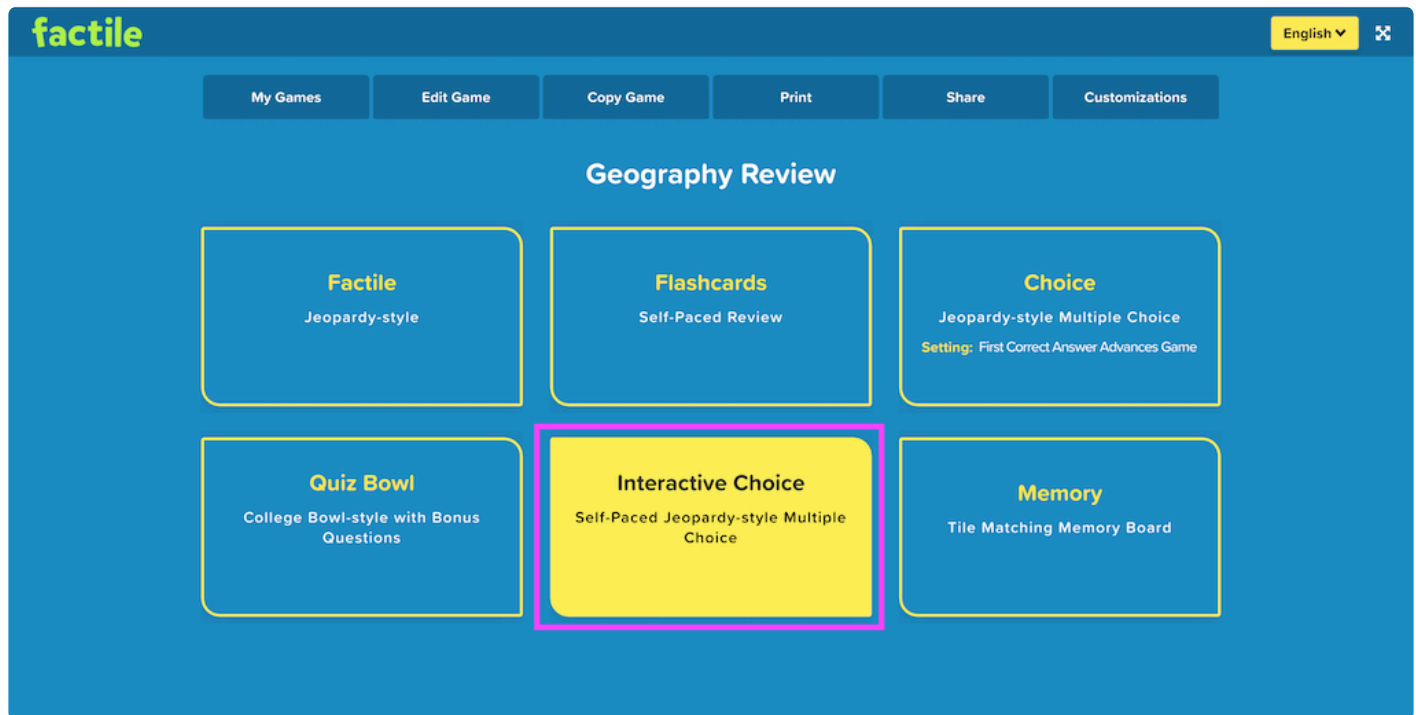
## 3.7. Play as Interactive Choice

The Interactive Choice mode allows participants to play on their own and the moderator of the game can track their progress. This is a great option for asynchronous learning styles where students learn or review their materials at their own time and pace. The Interactive Choice mode is also helpful for remote-learning set-ups where students are doing self-paced activities and training.

*Note:* Interactive Choice does not require a moderator. Individual players can play in a timed or continuous play scenario.

### How do I Set up a Game for Play?

1. Launch your game from the **My Games** page.
2. Select the option **Play as Interactive Choice**. This will launch your Interactive Choice Dashboard.



**Note:** Your game should have incorrect answers already added to your Answer options. Use the “Choice” tab when creating or editing your game to add incorrect Answer options. Learn more about creating a Choice game [here](#)

3. Press **Start Game** when you’re ready for the session to begin.

**factile** EN

## Start New Interactive Choice Game

Geography Review

<< Back

- ☐ Protect with PIN
- ☒ Display Answer Hint upon Incorrect Answer
- ☒ Play with a Timed Game Session
- ☒ Question Timer On/Off
- ☒ Display Game Time Countdown on Participant's Screen
- ☒ Continuous Play Mode (Interactive Choice)

How Many Wrong Answers Result In The Game Ending: All

Customize Timer Countdown Time: 10

Set Duration Of The Game For Timed Game Session (DD:HH:MM): 00 : 00 : 30 **Save**

Interactive Choice Game Timer (HH:MM): 00 : 5 **Save**

00 Days 00 Hours 30 Minutes 00 Seconds

Note: The question tiles without options will be disabled, make sure all questions have wrong-options.

My Games **Start Game**

4. You can easily share the game link or QR code with your players, enabling them to start playing the game instantly.

**factile** EN

## Start New Interactive Choice Game

Geography Review

- ☐ Protect with PIN
- ☒ Display Answer Hint upon Incorrect Answer
- ☒ Play with a Timed Game Session
- ☒ Question Timer On/Off
- ☒ Display Game Time Countdown on Participant's Screen
- ☒ Continuous Play Mode (Interactive Choice)

How Many Wrong Answers Result In The Game Ending: All

Customize Timer Countdown Time: 10

Set Duration Of The Game For Timed Game Session (DD:HH:MM): 00 : 00 : 30 **Save**

Interactive Choice Game Timer (HH:MM): 00 : 5 **Save**

00 Days 00 Hours 30 Minutes 00 Seconds

Share the following link with your participants to play

<https://www.playfactile.com/ic/g...>

QR Code


Note: The question tiles without options will be disabled, make sure all questions have wrong-options.

My Games **Stop Game**

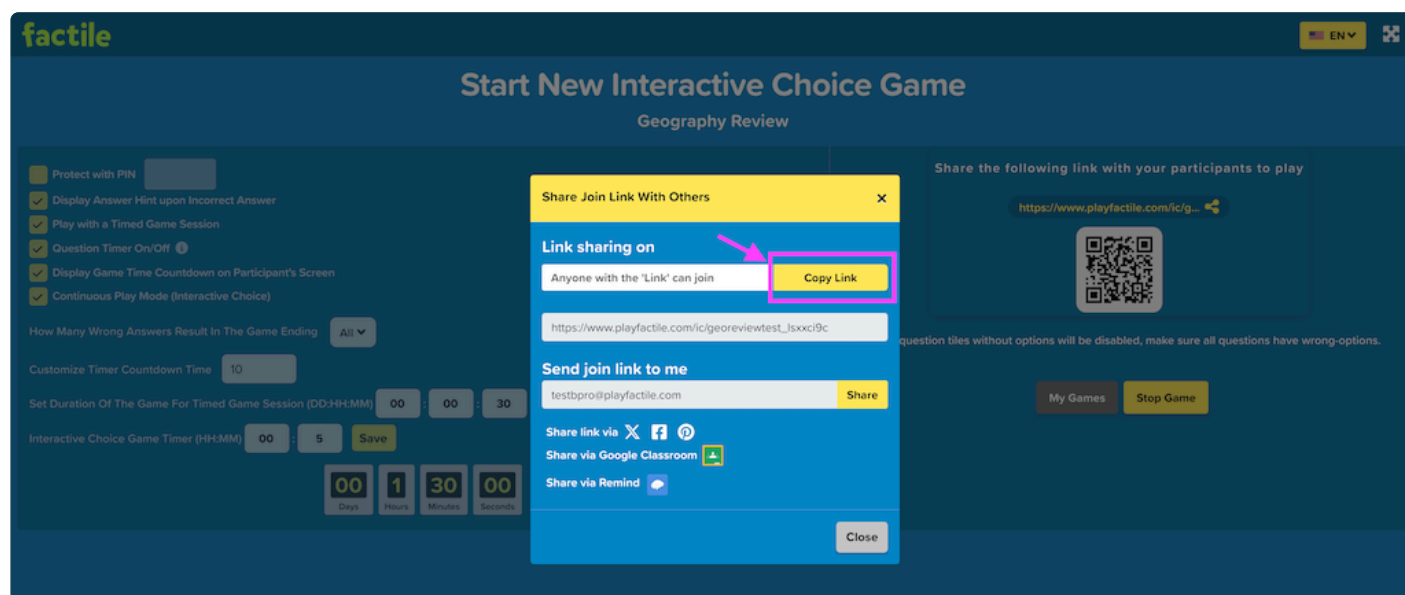
## How to share an Interactive Choice Game

There are several ways to share your game with your players. When you start the game, the share link and QR code will be automatically generated. Your players can simply scan the QR code, and they will be redirected to the Join page.



You can also click on the  icon to explore additional sharing options. A pop-up window will appear, providing you with more ways to share the game link.

You can utilize the **Copy Link** button to instantly copy the share link, which you can then send to your players through any method you prefer.



You can also send the link to yourself by clicking the **Share** button. The link will then be automatically sent to your registered email.





You also have the option to share the link via X, Facebook, Pinterest, Google Classroom, or Remind.



## How to play an Interactive Choice Game

1. Players can connect to your game through the Join Game link or the QR code provided.

The screenshot shows the 'Start New Interactive Choice Game' interface for 'Geography Review'. The interface is divided into two main sections. The left section contains settings for the game, including a list of checkboxes for game rules (e.g., 'Protect with PIN', 'Display Answer Hint upon Incorrect Answer'), a dropdown for 'How Many Wrong Answers Result In The Game Ending', and input fields for 'Customize Timer Countdown Time' and 'Set Duration Of The Game For Timed Game Session'. The right section, highlighted with a pink border, contains a shareable link and a QR code for participants to join. Below the QR code, there is a note about question tiles and two buttons: 'My Games' and 'Stop Game'.

**factile** EN

## Start New Interactive Choice Game

Geography Review

- ☐ Protect with PIN
- ☒ Display Answer Hint upon Incorrect Answer
- ☒ Play with a Timed Game Session
- ☒ Question Timer On/Off
- ☒ Display Game Time Countdown on Participant's Screen
- ☒ Continuous Play Mode (Interactive Choice)

How Many Wrong Answers Result In The Game Ending: All

Customize Timer Countdown Time: 10

Set Duration Of The Game For Timed Game Session (DD:HH:MM): 00 : 00 : 30 **Save**

Interactive Choice Game Timer (HH:MM): 00 : 5 **Save**

00 Days 00 Hours 30 Minutes 00 Seconds

Share the following link with your participants to play

<https://www.playfactile.com/fic/g...>

**QR Code**

Note: The question tiles without options will be disabled, make sure all questions have wrong-options.

**My Games Stop Game**

2. Once the join page opens, they will be prompted to enter their name and select a mascot.

The screenshot shows the 'Factile - Interactive Choice' join page. The page has a blue background with a white central box. Inside the box, there is a title 'Factile - Interactive Choice', a text input field with a user icon and the placeholder text 'Enter the name', and a yellow 'BEGIN GAME' button.

**factile** English

## Factile - Interactive Choice

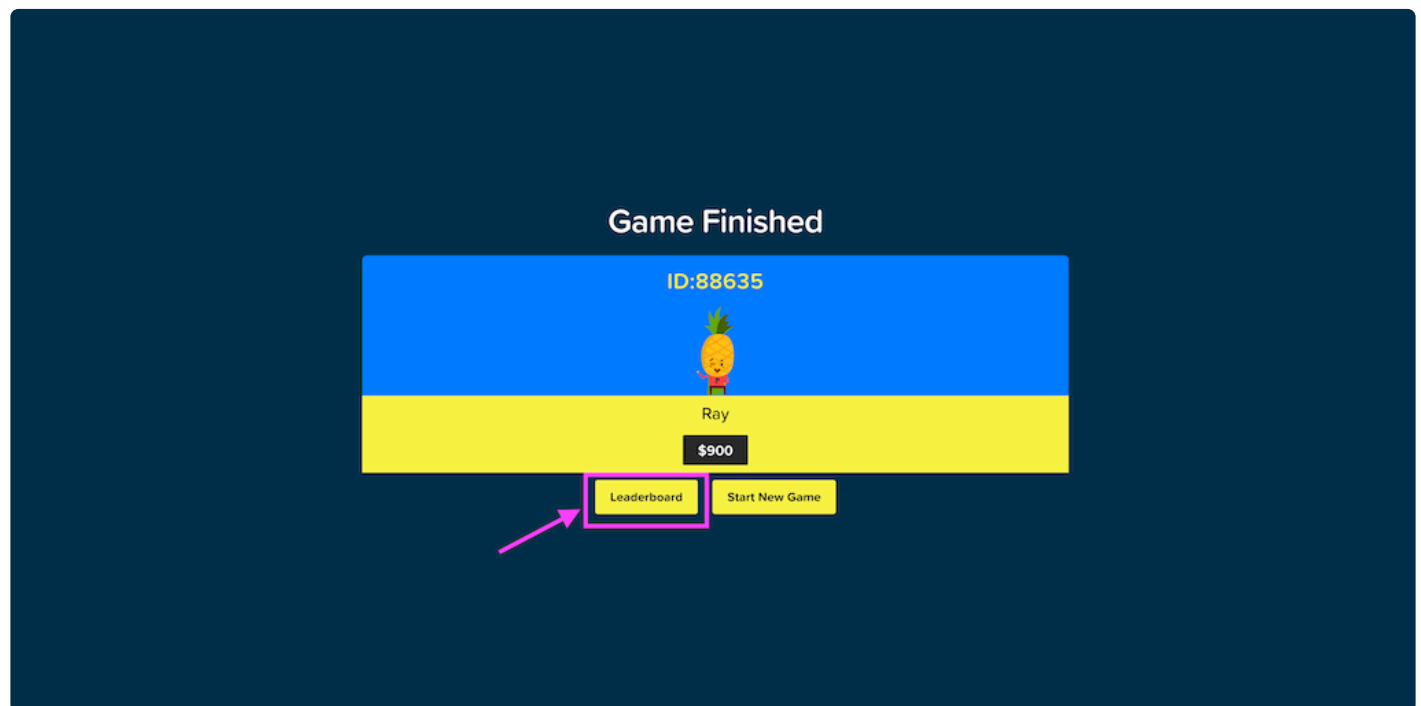
Enter the name

**BEGIN GAME**






3. After choosing an avatar, their Factile board will be shown and the player can start playing.



4. At the end of the game, players can assess their performance through the Leaderboard feature. By simply clicking the “Leaderboard” button, they can instantly access their score and ranking within the game.

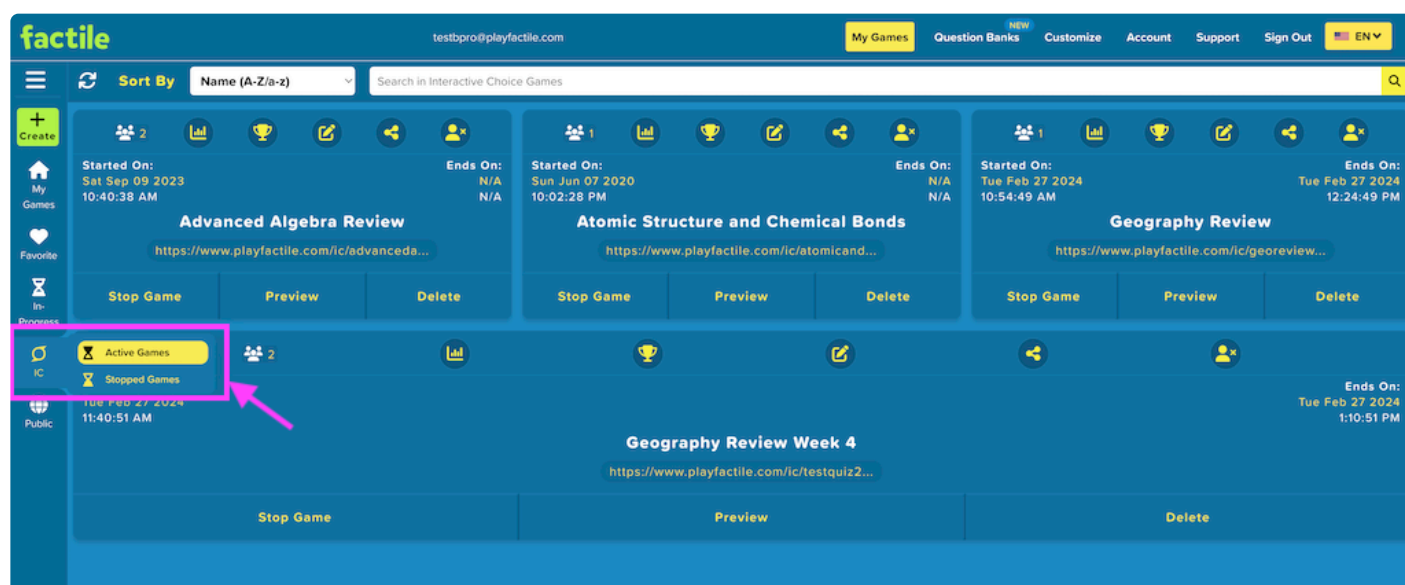


On the Leaderboard page, the players can see their scores and they can see how they rank compared to other players.

factile LeaderBoard <span>Start New Game</span>				
Rank - 3		 Jay ID: 51393		score - \$600
#		Participant's ID	Participant's Name	Points
1		58324	X	\$1300
2		88635	Ray	\$900
3		51393	Jay	\$600
4		47439	Mia	\$0

## Interactive Choice Dashboard

You can click **All Active Games** to view all active and ongoing Interaction Choice mode games. These games are still open for your participants to join and play.



The screenshot shows the Interactive Choice Dashboard. The top navigation bar includes the Factile logo, user email (testbpro@playfactile.com), and links for My Games, Question Banks, Customize, Account, Support, Sign Out, and language selection (EN). A search bar is also present.

The main content area displays a list of games. Each game card includes:
 

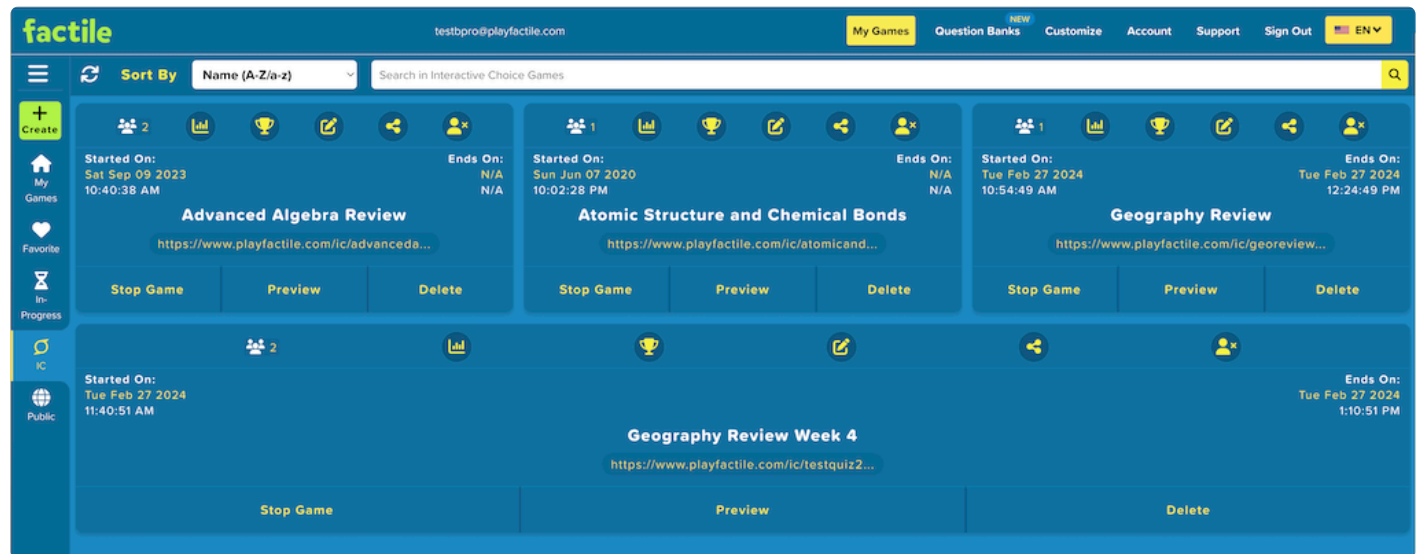
- Game title (e.g., Advanced Algebra Review, Atomic Structure and Chemical Bonds, Geography Review)
- Started On and Ends On dates/times
- Game URL
- Buttons: Stop Game, Preview, Delete

The sidebar on the left contains navigation options:
 

- Create
- My Games
- Favorite
- In Progress
- IC (Interactive Choice) - highlighted with a pink box and a pink arrow pointing to the 'Active Games' button
- Public

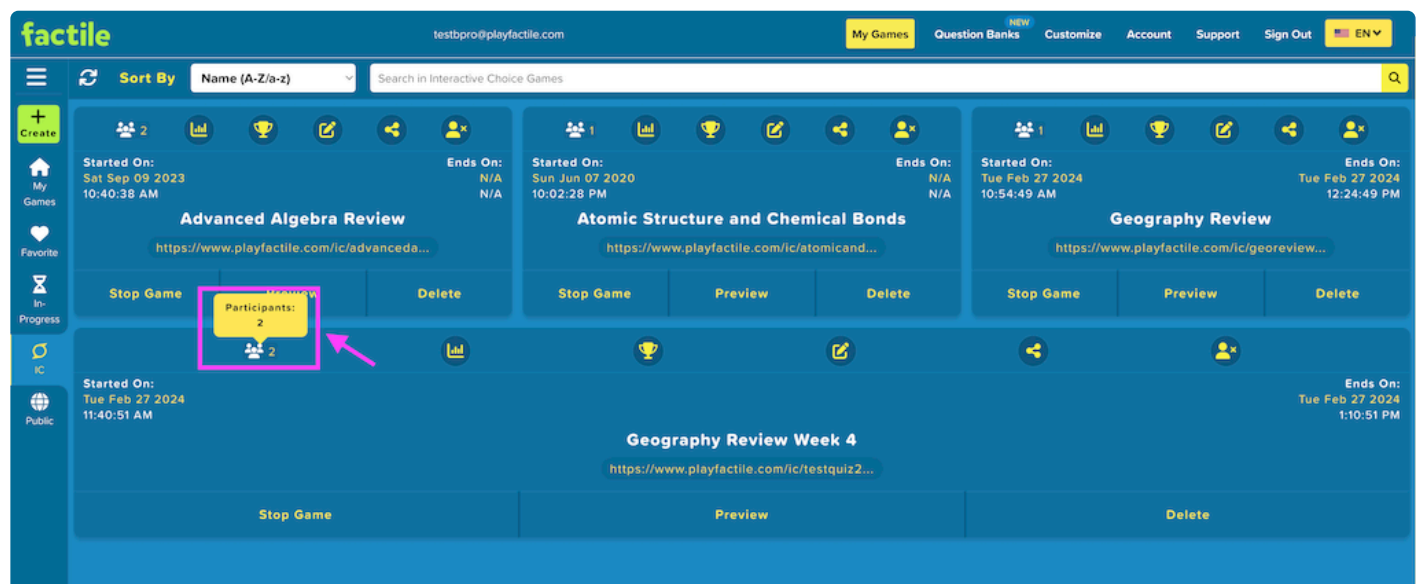
The 'Active Games' button is highlighted in yellow. Below it, the 'Stopped Games' button is visible. The 'Geography Review Week 4' game is also shown at the bottom of the list.

The **Interactive Choice Dashboard** lets you manage all your Interactive Choice games. It also allows you to track your participants' progress as they play these games on their own.

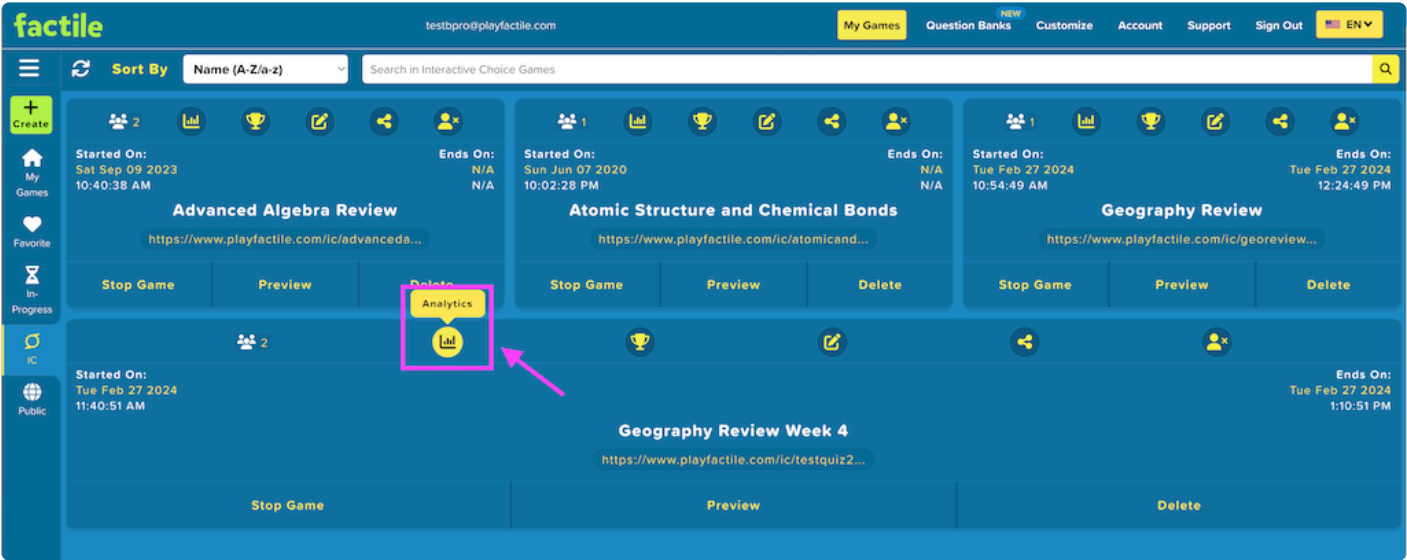


You can do different things to manage these games, such as:

1. **Participants:** You can see how many players are participating in the Interactive Choice game.



2. **Analytics:** Use the Analytics function to view a breakdown of the gameplay including players' answers and time spent on each question.



Here’s a sample of an Analytics report. You can also export the Analytics report to a comma-separated values (CSV) file.


No. of Participants - 3

Geography Review


Export to CSV

Close

Question No.	Total Answers	Correct Answers(%)	Incorrect Answers(%)	Option A(%)	Option B(%)	Option C(%)	Option D(%)	Average Time (min:sec)	Min. Time (min:sec)	Max. Time (min:sec)
1	1	100	0	100	0	0	0	0:5	0:5	0:5
2	1	100	0	100	0	0	0	0:5	0:5	0:5
3	0	0	0	0	0	0	0	0:0	0:0	0:0
4	0	0	0	0	0	0	0	0:0	0:0	0:0
5	0	0	0	0	0	0	0	0:0	0:0	0:0
6	0	0	0	0	0	0	0	0:0	0:0	0:0
7	0	0	0	0	0	0	0	0:0	0:0	0:0
8	0	0	0	0	0	0	0	0:0	0:0	0:0

3. **Leaderboard:** Use the leaderboard  to monitor the progress and rankings of individual participants. This feature allows you to review which questions players answered correctly or incorrectly, as well as view their individual scores and rankings.

The screenshot shows the Factile LeaderBoard interface. At the top, the Factile logo is on the left, and the LeaderBoard title with the email testbpro@playfactile.com is on the right. Below the logo is a timer showing 00 Days, 01 Hours, 12 Minutes, and 12 Seconds. A 'Dashboard' button is in the top right. The main header area includes a 'Clear All Participants' button, an 'Analytics' button, and a 'Download' button. The game title 'Geography Review Week 4' is centered, with a URL below it: [https://www.playfactile.com/ic/testquiz2\\_1t3tn8z](https://www.playfactile.com/ic/testquiz2_1t3tn8z). The game started on Tue Feb 27 2024 at 11:40:51 AM and ends on Tue Feb 27 2024 at 1:10:51 PM. The leaderboard table has columns for Participant's Name, 30 question slots, and Points. Two participants are listed: Mia (ID: 60055) with \$1700 and X (ID: 61729) with \$1400. Each question slot contains a letter (A, B, C, D) or a dash, indicating the correct answer for each question.

4. **Rename.** Click the  button to rename your Interactive Choice game.

5. **Share.** Use this to share the game link with your participants.

You can share your game link in different ways. You can copy the game link and share it with your participants, send the link via email, or share it via social media platforms (i.e. SpaceX, Facebook, Pinterest), Google Classroom or Remind.

The screenshot shows the 'Share Join Link With Others' dialog box. It has a yellow header with the title and a close button. The main content area is blue. Under 'Link sharing on', there is a dropdown menu set to 'Anyone with the 'Link' can join' and a 'Copy Link' button. Below this is a text box containing the game link: [https://www.playfactile.com/ic/georeviewtest\\_lsn1w192](https://www.playfactile.com/ic/georeviewtest_lsn1w192). Under 'Send join link to me', there is a text box with the email testbpro@playfactile.com and a 'Share' button. At the bottom, there are social media sharing options: 'Share link via' with icons for X, Facebook, and Pinterest; 'Share via Google Classroom' with a Classroom icon; and 'Share via Remind' with a Remind icon. A 'Close' button is in the bottom right corner.

You can also share the QR code with your players, so they can simply scan it and start playing the game right away.

6. **Clear all Participants:** Click this button to delete all existing participants from the game. A confirmation message will pop up to confirm the action.

7. **Stop Game:** Use this to deactivate a game. Note that once a game has been deactivated, the participants can no longer continue playing it.

8. **Preview:** The 'Preview' option lets you view the factile board of the Interactive Choice Game.

9. **Delete:** Use this to permanently delete an Interactive Choice game from your account. Please note that once a game is deleted, it cannot be reactivated.

You can click **Stopped Games** to view Interactive Choice Games that have been deactivated. Here, you can still access certain features such as the Leaderboard and Analytics report.



The dashboard shows a grid of game cards. The top navigation bar includes the Factile logo, the user email 'testbpro@playfactile.com', and buttons for 'My Games' and 'Question Bank'. The left sidebar contains navigation icons for 'Create', 'My Games', 'Favorite', 'In-Progress', and 'Public'. The main content area displays a grid of game cards. Each card shows the game title, start and end times, a URL, and buttons for 'Restart', 'Preview', and 'Delete'. A pink box highlights the 'IC' filter in the left sidebar, and a pink arrow points to the 'Stopped Games' button within the 'IC' filter menu.

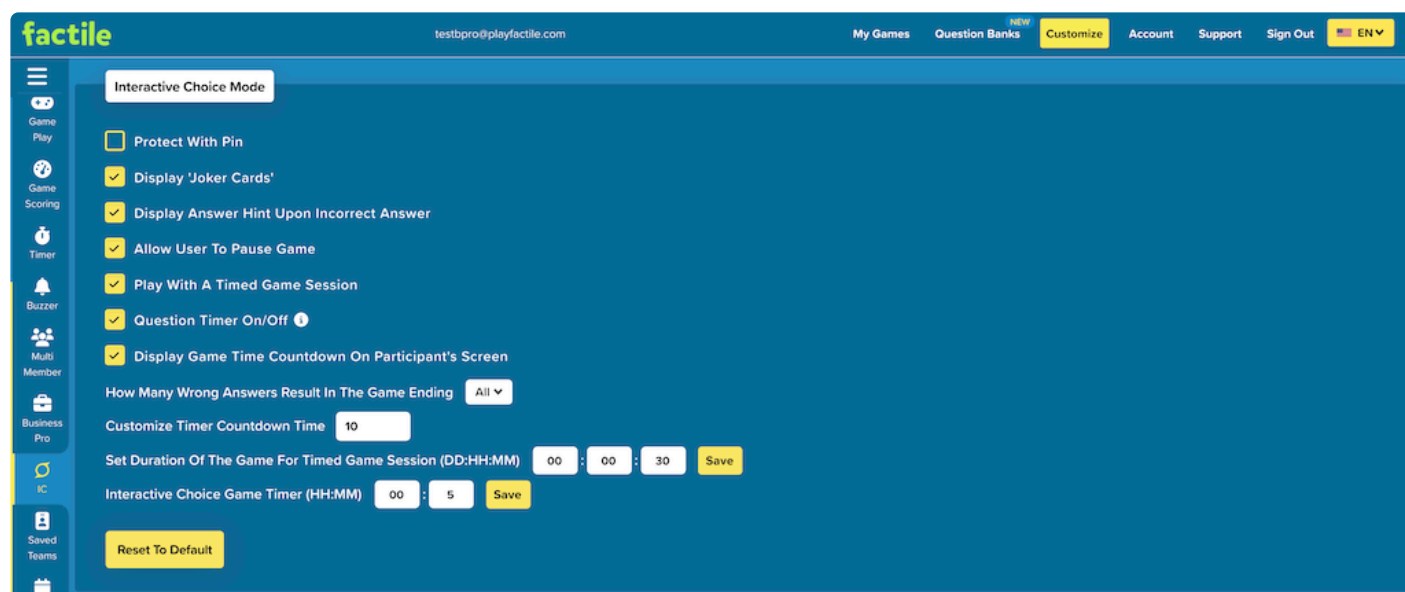
You can also re-activate the game and share it with your participants to play. Once a game is restarted, it will be moved back to the **Active Games** section.

The screenshot shows a detailed view of a game card. At the top, it displays 'No. of Participants - 0' and a 'LeaderBoard' button. Below this, the 'Started On' and 'Ended On' times are shown. The game title 'Atomic Structure and Chemical Bonds' is prominently displayed, followed by a URL and a 'Pin - N/A' status. At the bottom, there are three buttons: 'Analytics', 'Restart' (highlighted with a pink box), and 'Delete'.

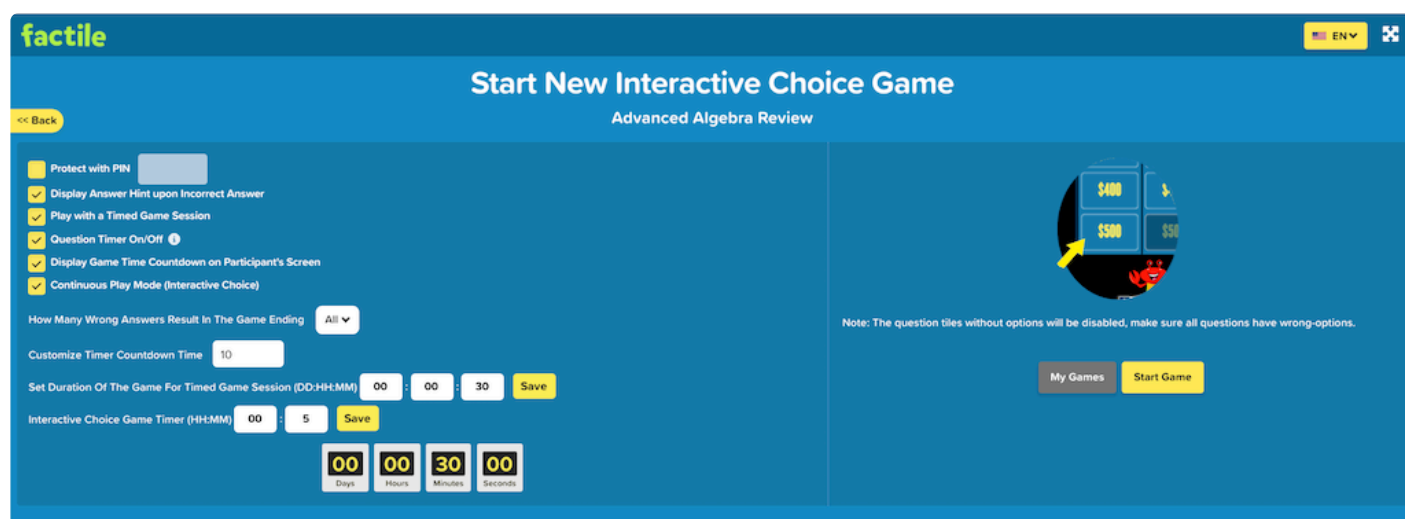
## Interactive Choice Settings

When playing Interactive Choice, you can customize your timer, joker cards, answer hints settings through the "Interactive Choice Mode" section on the "Customize" page.

**Tip:** Learn about [Interactive Choice Settings](#) and how to customize your game



Alternatively, you can access some of the game settings in the **Interactive Choice** dashboard when you launch the game.



## Joker Cards

When enabled, Joker Cards will give a hint to participants. With 3 cards in total, participants can use up to 3 hints during their game session.

- **50-50:** will narrow down options to 50-50 options. If your choice question has 4 answer choices, this card will reduce the number to 2 answer choices.
- **Audience Poll:** will simulate taking a poll from an audience and provide an accurate hint to the player.
- **Phone a friend:** will simulate asking another person and provide an accurate hint for the player.

## 3.8. Remote Learning

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There are several great ways to run a game with the teacher and students in remote locations (like at home).

- Use Screen Sharing Programs such as Zoom, Skype, Google Hangouts, Webex, Microsoft Teams or similar programs.
- Use Factile with “Buzzer Mode” without screen-sharing programs.
- Play “Interactive Choice” – each student plays their own instance of your Factile game on their own. And the teacher gets analytics on the game.
- Students can use online flashcards of your Factile game at their own pace.

Learn about each of these options below:

**1. Use Screen Sharing Programs** such as Zoom, Skype, Google Hangouts, Webex, Microsoft Teams or similar programs.

- Play just like in the classroom but with students in remote locations
- What is displayed on the Teacher’s (Moderator) screen gets displayed to the students
- Students can view the main game board from their own computers at home as displayed by the Moderator, and can use their mobile devices as “Buzzer Devices” just like in the classroom. What’s more, students can use features of the screen sharing program such as Zoom’s “Raise Hand” or “Message” to interact with the Moderator.

Note regarding Buzzer Mode: students can use buzzers from their mobile devices, tablets, chromebooks etc from home. Students do not need to be on the same network as the Moderator. Buzzer Mode works from any internet connection. The students just need to go to [playfactile.com/join](https://playfactile.com/join) and enter the PIN for the game being played.

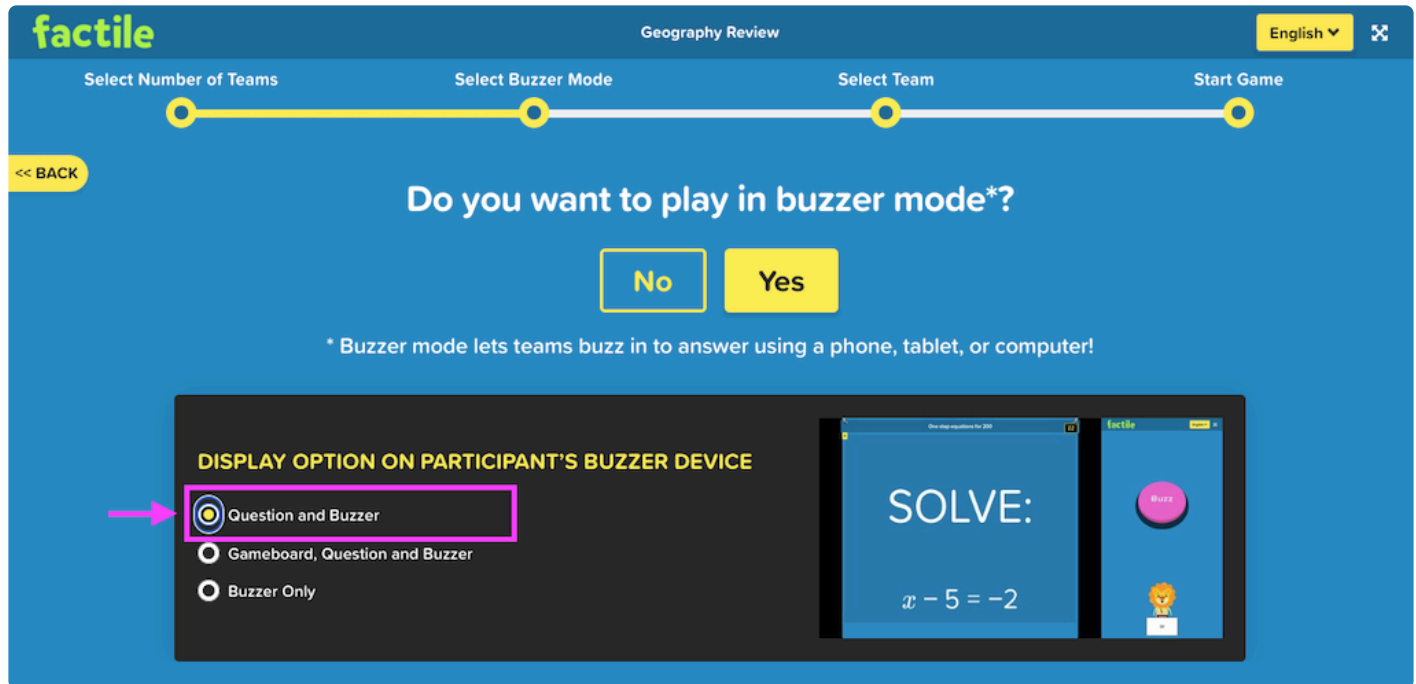
**2. Use “Buzzer Mode” without screen-sharing programs.**

This option creates the classroom experience as the teachers and students are able to see or talk to each other while playing on their own devices at home.

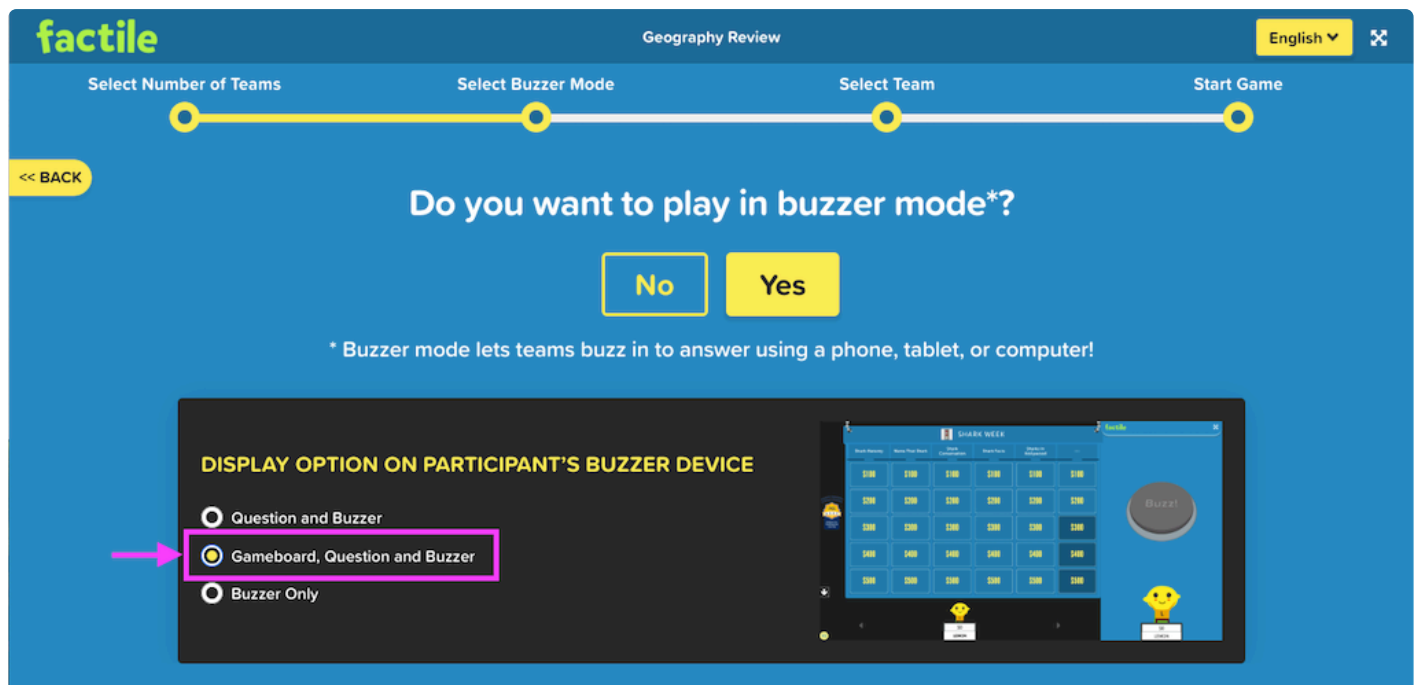
- The teacher (Moderator) can initiate a buzzer mode game just like in the classroom and the students can join from home. The students just go to [playfactile.com/join](https://playfactile.com/join) and enter the PIN for the game just like they would in the classroom.
- If the Moderator sets “Display Questions on Buzzer Device”, students can see the question on their buzzer device during the game.
- If the Moderator sets “Display Game Board on Buzzer Device”, students can see the factile board on their devices during the game.

When students are playing from home, we recommend the Moderator turn on the following options in the Customize page:

- If the **students are playing from small devices like iPhones**, turn on “Question and Buzzer” mode.

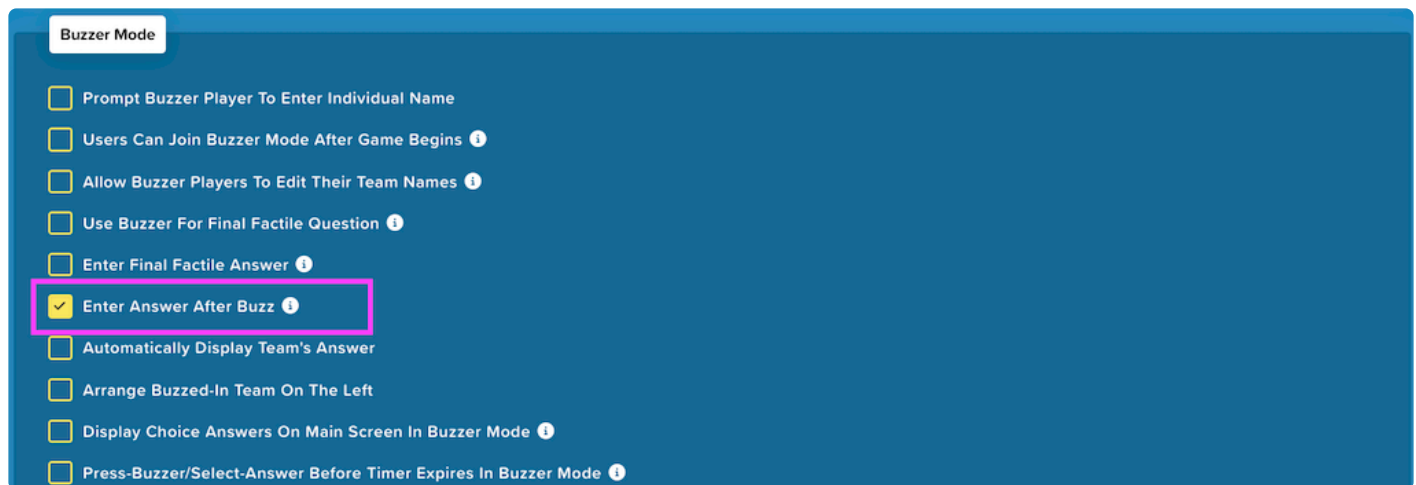


- If the **students are playing from Chromebooks, tablets or computers**, turn on “Gameboard, Question and Buzzer” to display the game board on the left side of the screen and the buzzer on the right side. This allows your students to play from home to see the game board on their computer or tablet while playing in Buzzer Mode.



- Optionally, you can also turn on “Enter Answer after Buzz” and “Enter Final Factile Answer” – this will allow the remote students to enter their own answers. The Moderator will see their answer on the

main board and can click on the yellow “show answer” to display the answer for that student and determine if it is correct.



- You can also turn on “Users Can Join Buzzer Mode after Game begins” to allow your players to join the game even after it has started. When enabled, the join PIN will be displayed during the game and then the user can go to [playfactile.com/join](https://playfactile.com/join) and enter the PIN anytime while the game is being played.



[Click here to learn more about Customization settings](#)

**Note regarding Buzzer Mode:** students can use buzzers from their mobile devices, tablets, Chromebooks, etc. from home. They do not need to be on the same network as the teacher. Buzzer Mode works on any internet connection. The students just need to go to **playfactile.com/join** and enter the PIN for the game being played.

**3. Play “Interactive Choice”** – each student plays their own instance of your Factile game on their own. And the teacher gets analytics on the game.

- Interactive Choice allows students to play the Jeopardy game on their own and allows the teacher to do some analytics on the results. You can learn more about Interactive Choice here: [Play as Interactive Choice](#)

With Interactive Choice, the teacher enters multiple choice answers when creating the game. Then the teacher starts the game. Once started, the teacher shares a link and each student will be able to play the

Factile game on their own. The students select an answer for each question like you would with multiple choice. To try an example, you can click here:

[Click to Play Shark Week Game, Interactive Choice version](#)

**4. Flashcards** – Students can use online flashcards of your Factile game at their own pace

- Flashcards allow students to practice the contents of a game on their own. You can learn more about Flashcards here:

[Flashcards-Pro](#)

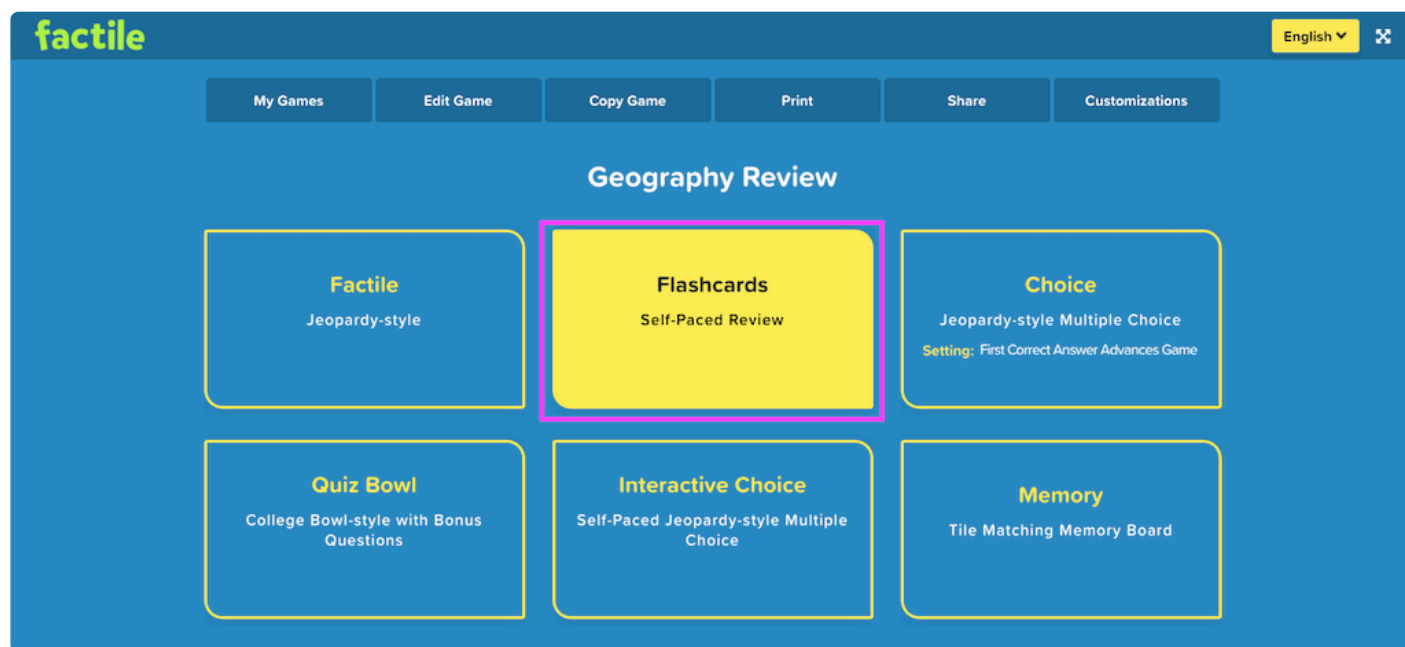
## 3.9. Using Flashcards – Pro

You can run your questions and answers as **Flashcards** to practice. This game mode is helpful for your asynchronous and remote learning activities as players are able to play a game at their own time and pace.

Here's a **video overview** of using Flashcards:

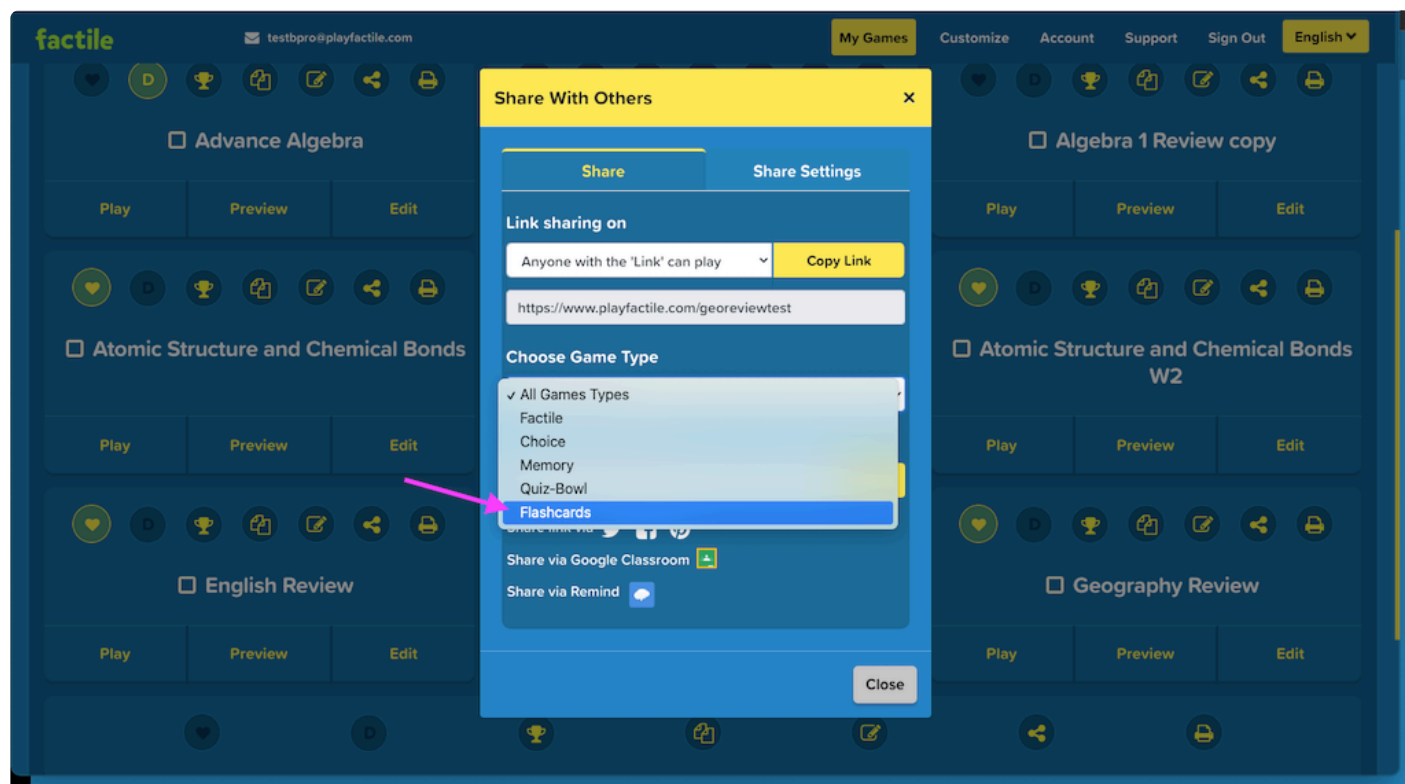
### Playing a Flashcard Game

You can share your game link with your participants and allow them to choose “Flashcards” from the game types.



Alternatively, you can configure the Game Type to “Flashcards” in your share settings. This way, the

Flashcard mode will automatically launch as the players open the game link.



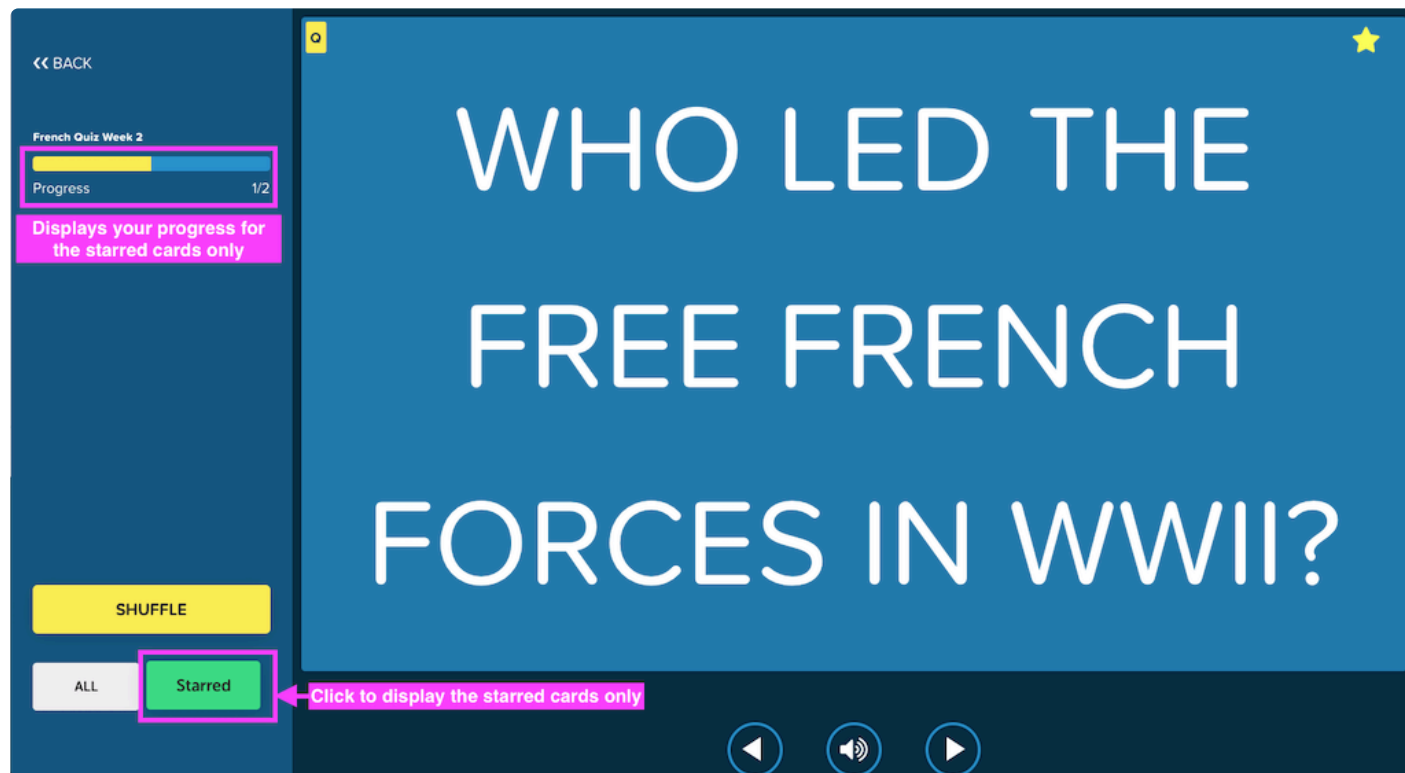
### How to use the Flashcards:


- Click on the blue area of the card or hit your space bar to toggle between the **Question** and **Answer**. You will see a “Q” in the upper left corner of the card to indicate a “Question” and an “A” to indicate an “Answer” card.
- Use the arrow buttons to change cards.

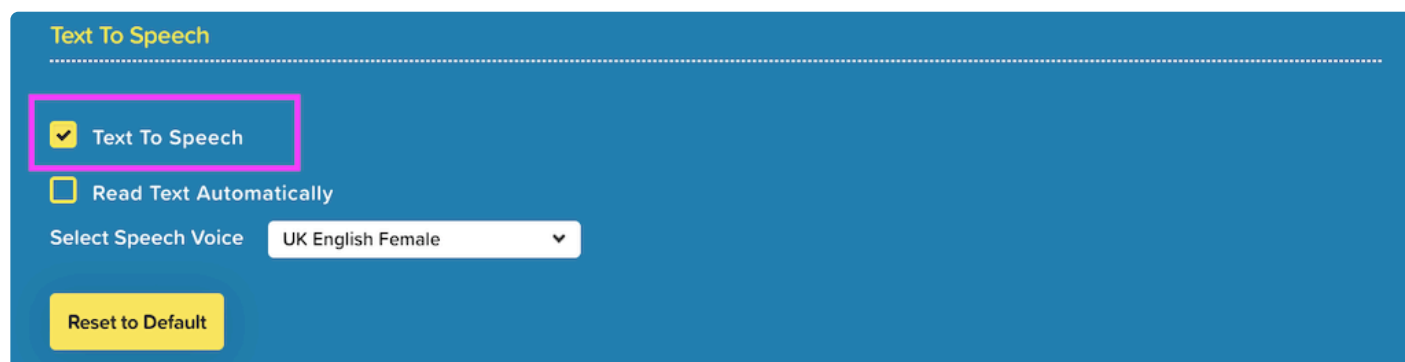
### Flashcard Mode Features:

- The “Progress” bar will show you how many cards you have reviewed from the deck.
- Star cards you want to save. This is helpful if you want to go back to specific cards later. **Tip:** You can review all cards or just the starred cards by clicking the “Starred” button. Note when clicking the “Starred” button, the Progress bar will only display your progress for the starred cards only. You can shift to all cards by clicking on the “All” button.





- Shuffle the cards. **Tip:** Shuffle the cards when you think you've mastered them.
- Text to Speech: You can enable the **Text to Speech** function on your Customize page. When Text to Speech function is enabled, the  will be displayed on your Factile board. Click this button to play the audio or if you have your settings set to read it automatically, use this button to play the audio again. Learn more about Text to Speech function [here](#).





## 3.10. Daily Double

In standard games, each tile has a fixed point value. However, when using Daily Double, you have the option to double the point value of select tiles and award it to the player who provides the correct answer. For example, if a tile is worth 400 points, using Daily Double will make the tile worth 800 points instead. This can be a fun way to add an extra layer of challenge to your game.

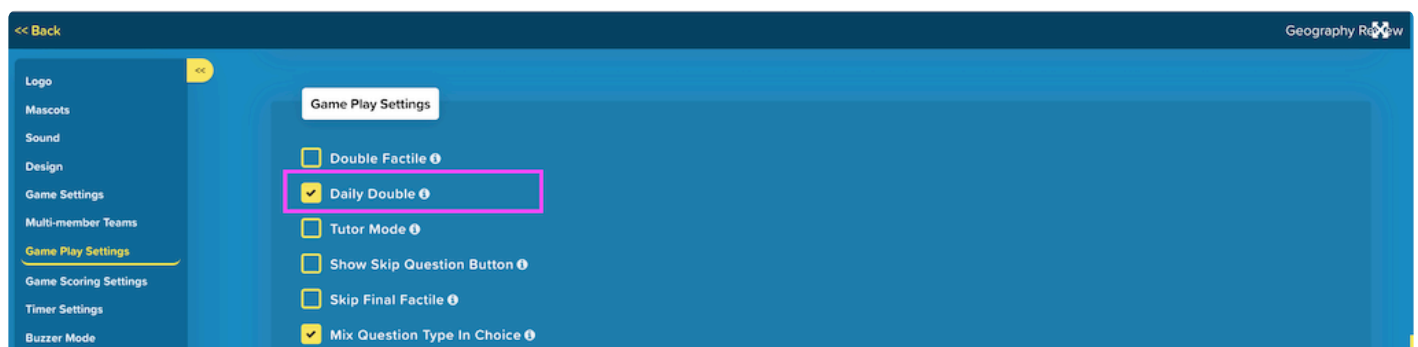
When a tile is selected during the game, it will make a distinct sound and the background of the question or answer will change color, making it easier for players to keep track of which tiles have been flipped over.



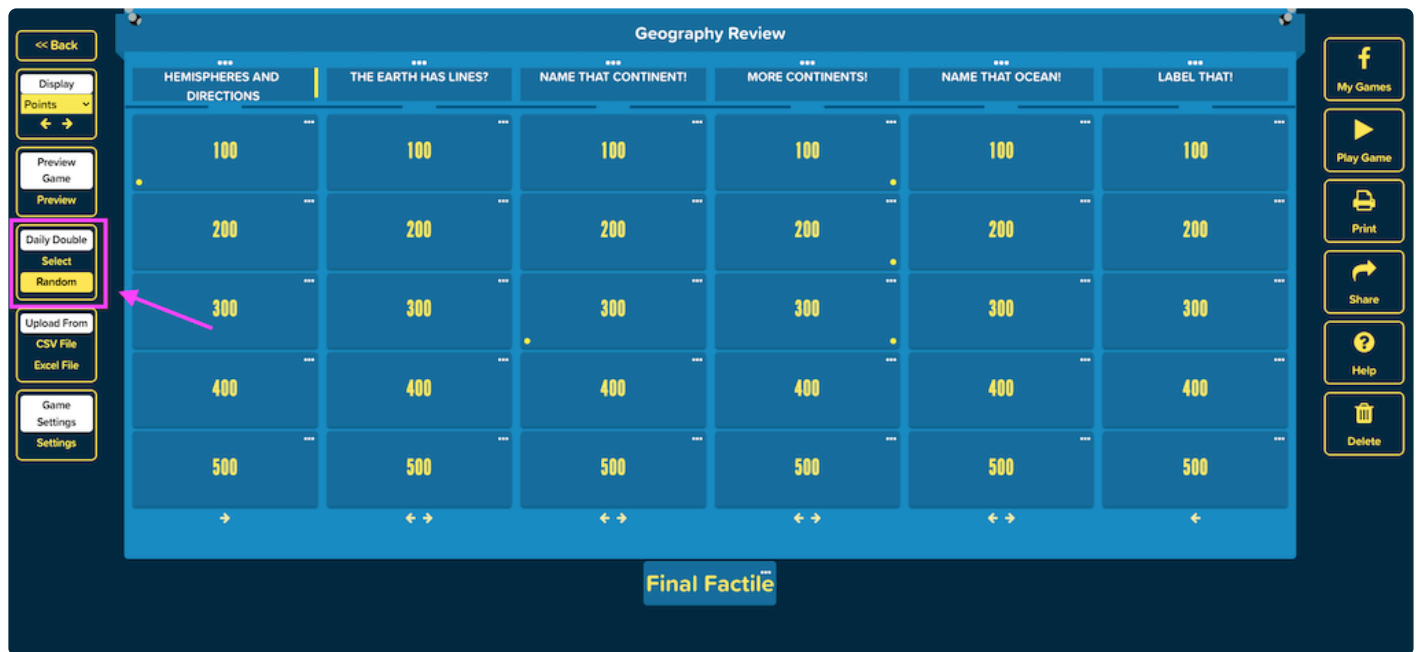
To award points during the game, simply click either the  or the  on the corresponding team podium. The point value will be automatically adjusted based on the selected option.

### How to Enable Daily Double

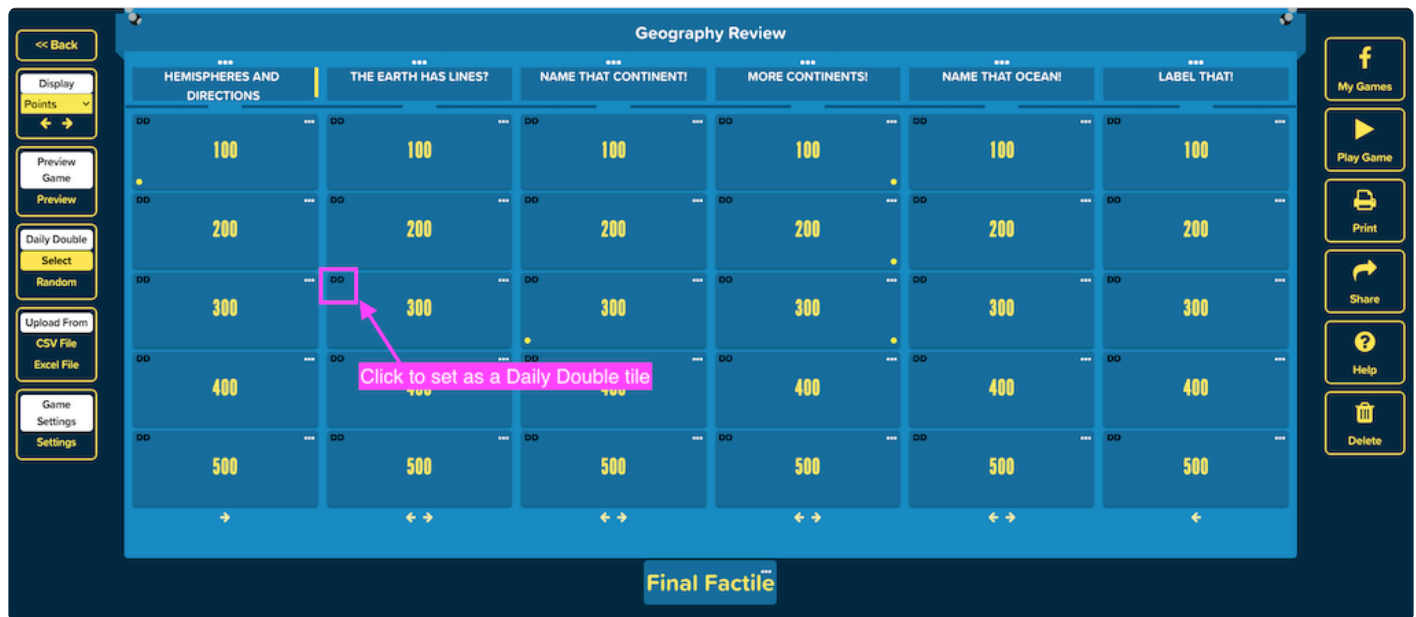
To turn on Daily Double, go to the Customize page and look for the “Game Play Settings” section. Then, simply toggle the option for Daily Double to “on”.

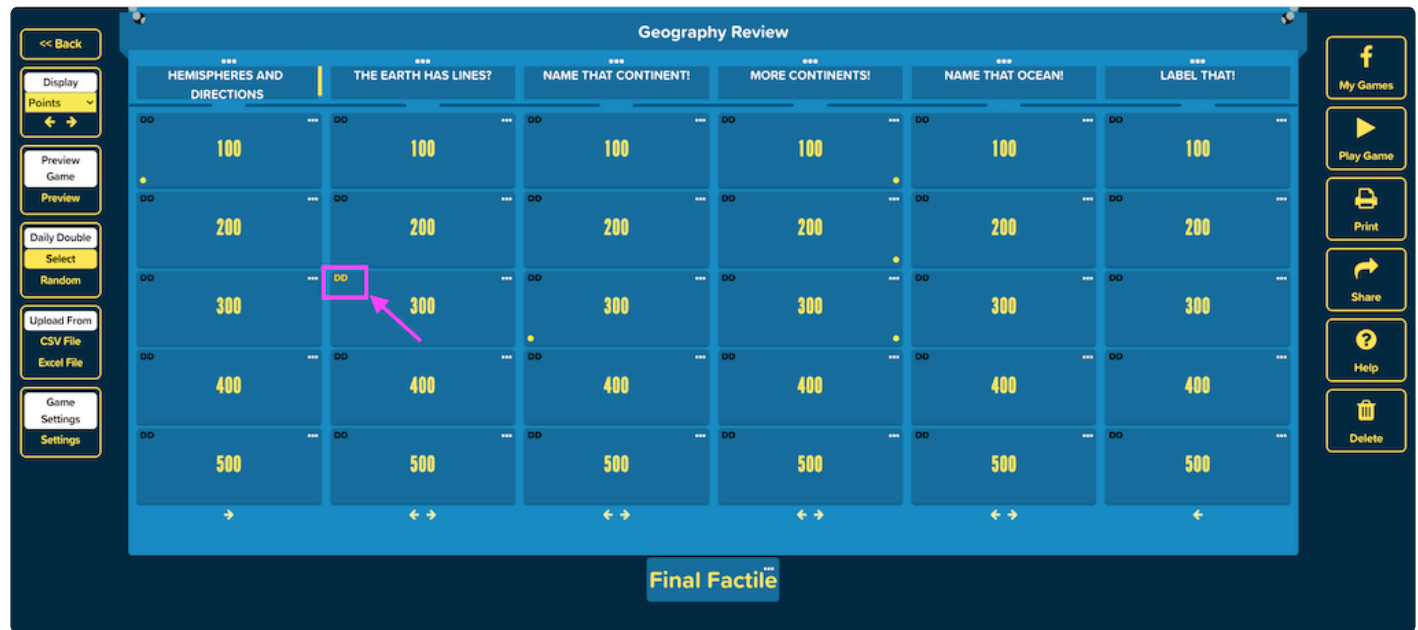


When customizing your game, you have the option to choose between two types of Daily Double – Select or Random. With Select, you can choose which tiles you want to designate as Daily Double tiles. On the other hand, with Random, a Daily Double tile will appear randomly during the game, adding an element of surprise. Please note that in either mode, only one tile can be chosen as the Daily Double tile.

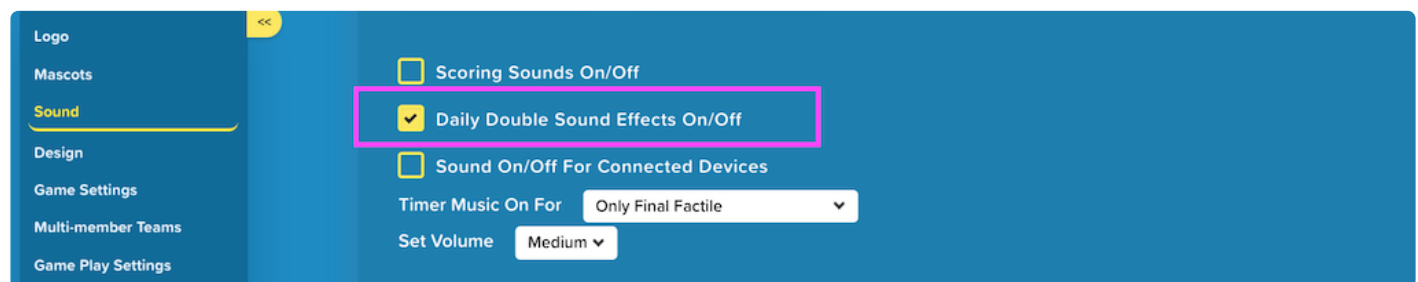


If you choose Select for Daily Double, you can choose which tile you want to set as the Daily Double by clicking the “DD” in the top corner of that tile. The selected Daily Double tile will turn yellow. To unselect the tile, click on the “DD” again.





To activate sound effects for Daily Double tiles, go to the Customize page and enable the “Daily Double Sound Effects On/Off” toggle under the Sound section. When a Daily Double tile is selected during gameplay, the sound effect will play to indicate that the tile is worth double the points.



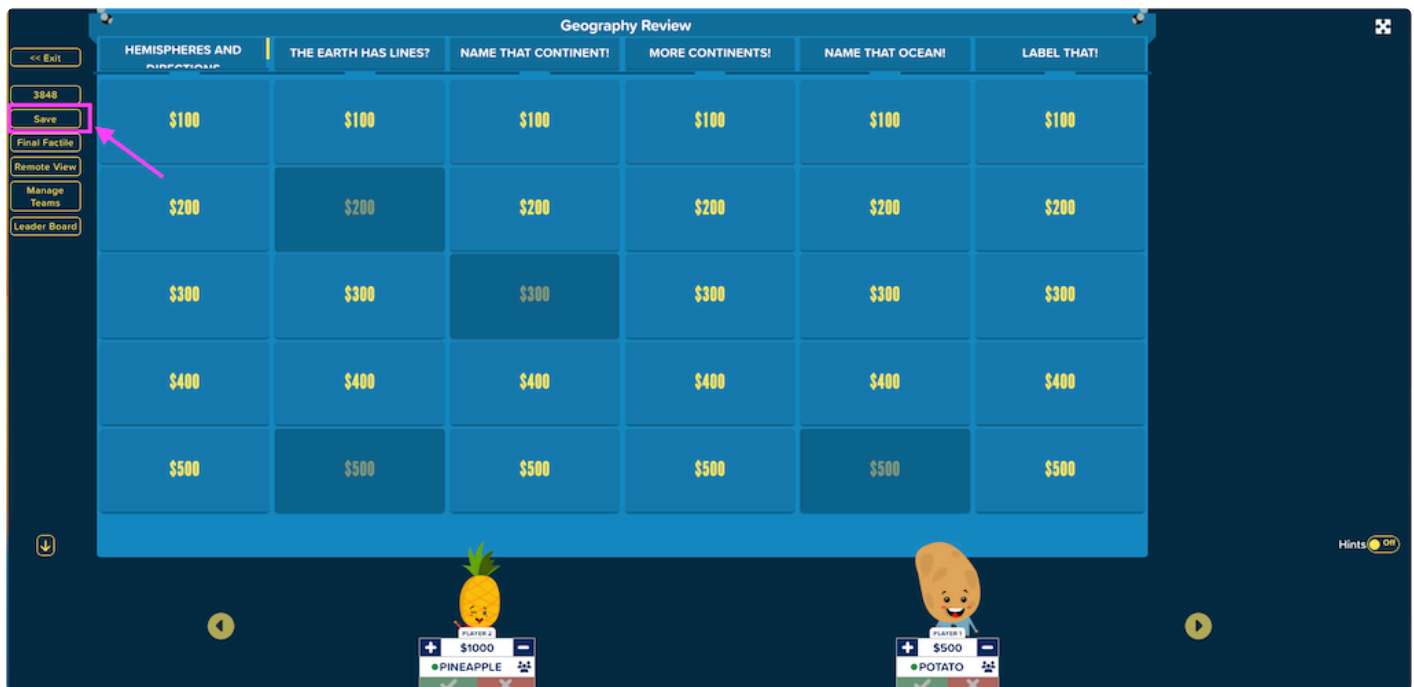
## 3.11. Saving a Game

You can start a game and save your progress for later. The game will start right where you left off.

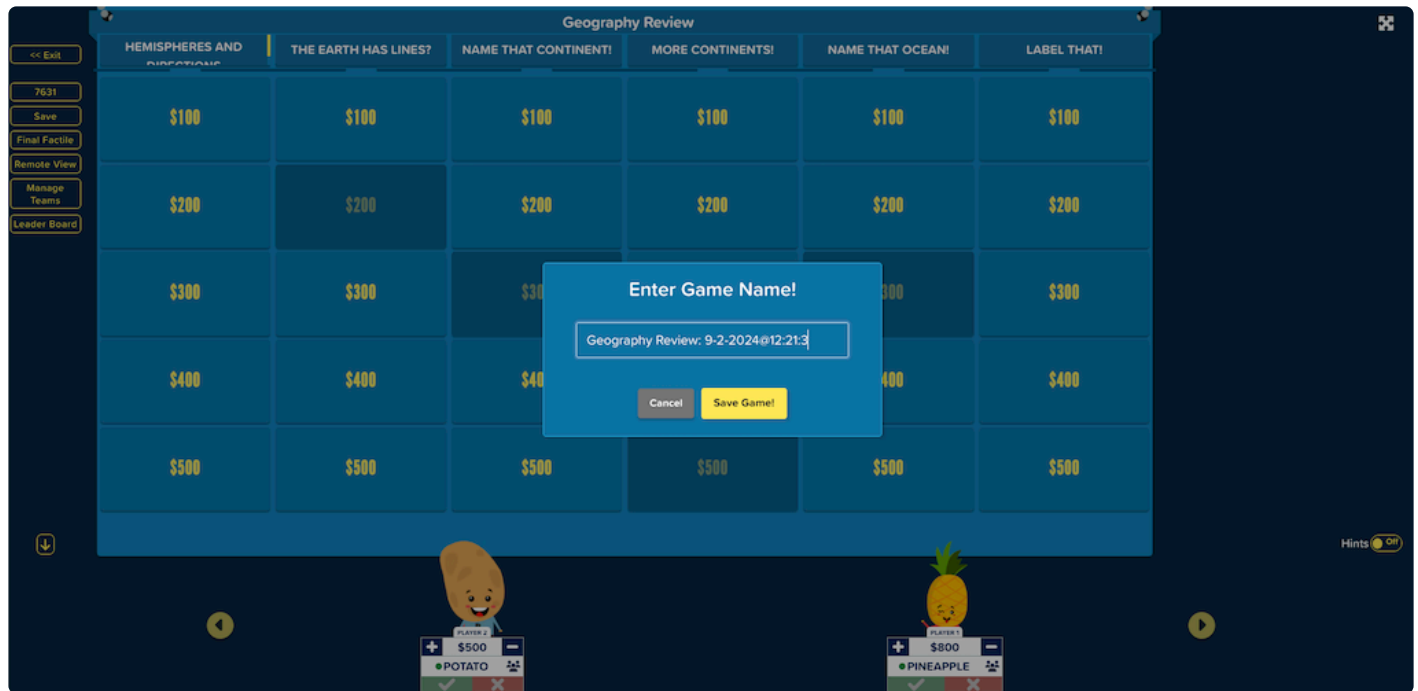
Tip: The game autosaves during each step in play, so you can restart the game wherever you left off if your game is interrupted. Games also autosave during Final Factile.

### How do I Save a Game?

1. Click on the “Save” button on the left side of your Factile.



2. A pop-up message will appear. Click “Save and Exit” to confirm.
3. Enter a name for your saved game. *Tip:* The system automatically creates a name for your saved game but you can modify this to help you easily identify your game later.

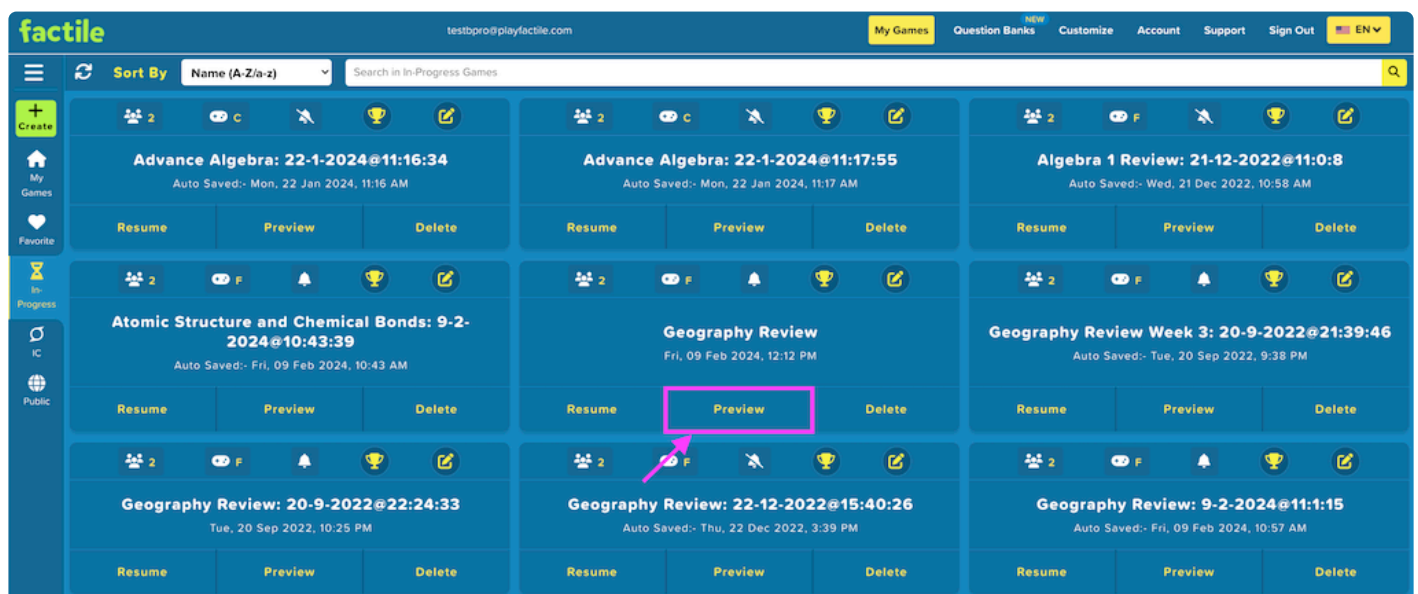


4. Click “Save Game”. A popup will show that your game has been saved successfully.

## How to preview a saved game

Here’s how you can preview a saved game and allow you to review its details before deciding to play or modify it further.

1. Go to your In-Progress folder and locate the name you wish to preview.
2. Click on the *Preview* button of the game.



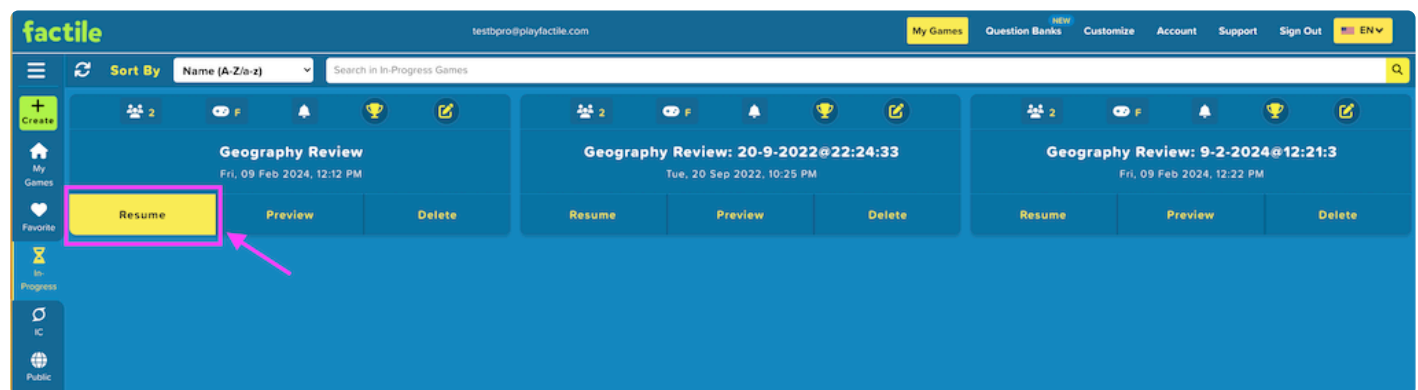
The game screen will open, displaying the current progress of the screen including the tiles played, teams

and their corresponding scores.



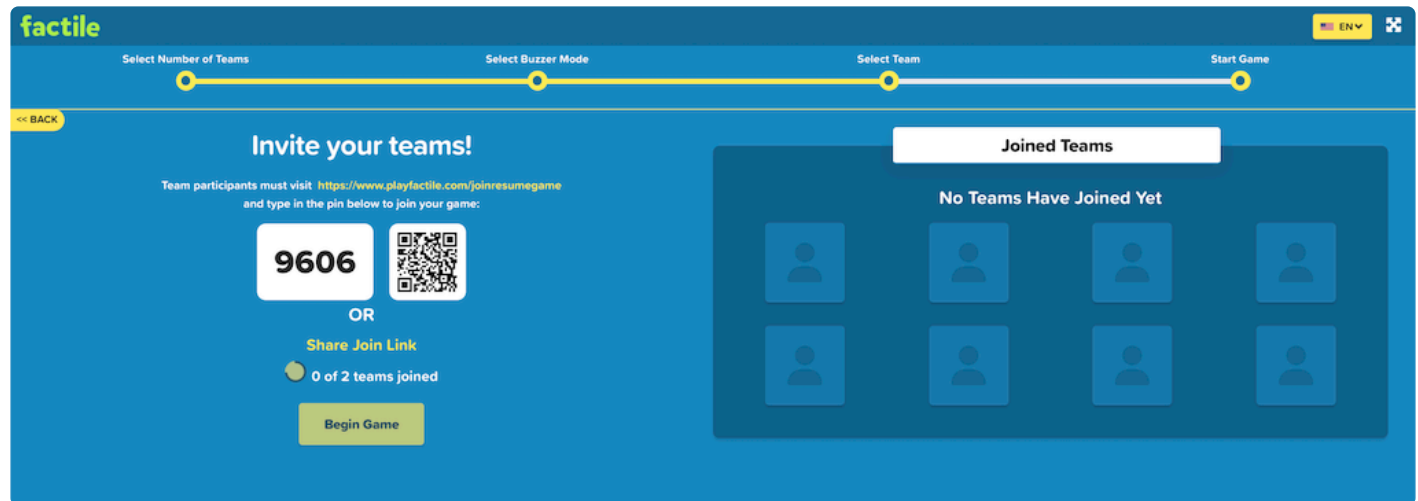
## How Do I Resume My Saved Game?

1. Select the saved game and click “Resume”.

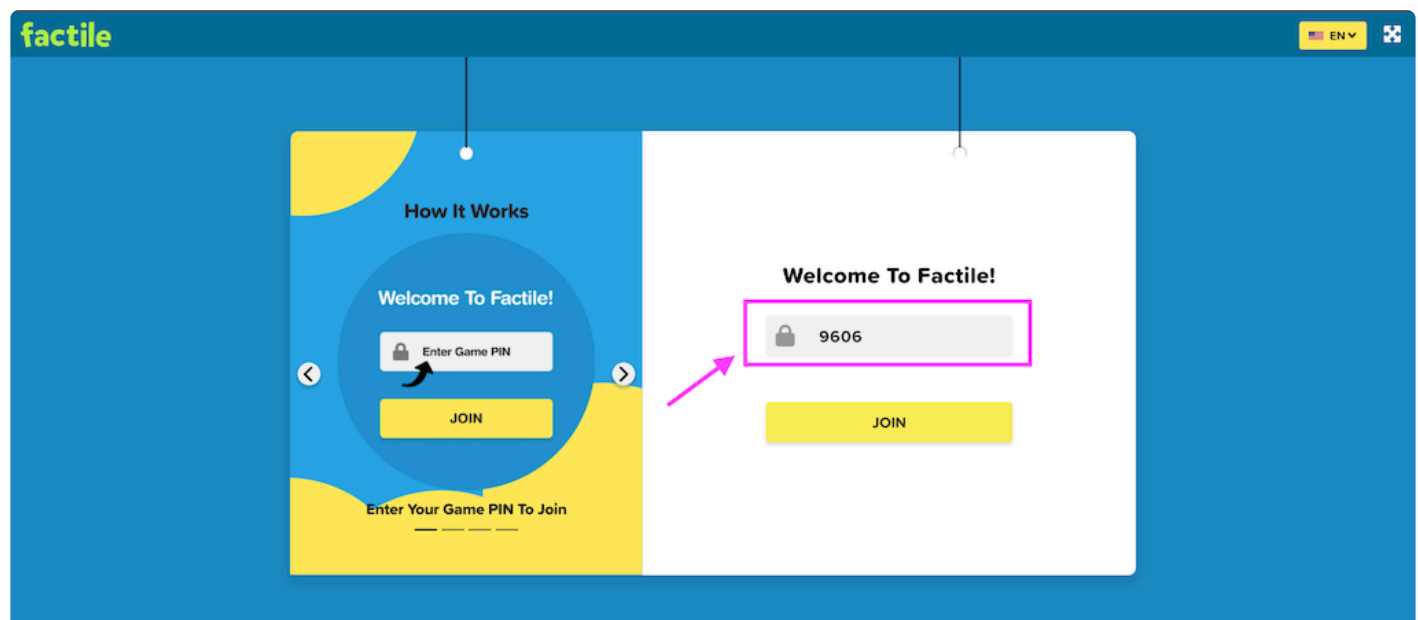


**Tip:** If you no longer want to save a session, just click “delete” to remove it from your list.

2. Share this link <https://www.playfactile.com/joinresumegame> with your players or have them scan the QR code to rejoin the game.



3. Instruct them to enter the PIN to rejoin the game.



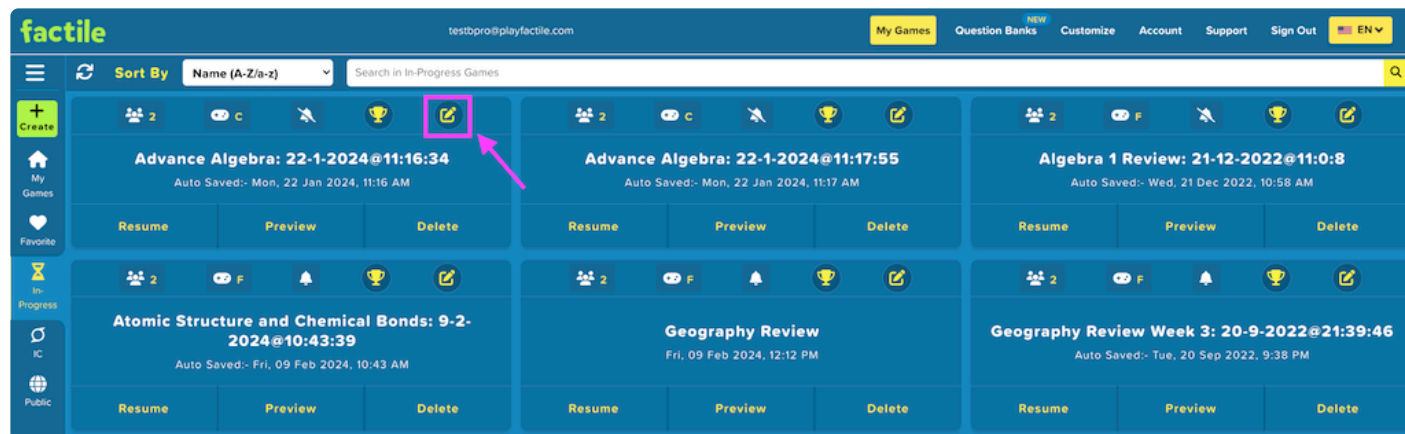
Your players can join the game as they normally would and you can continue with your game session.

## How to rename a saved game

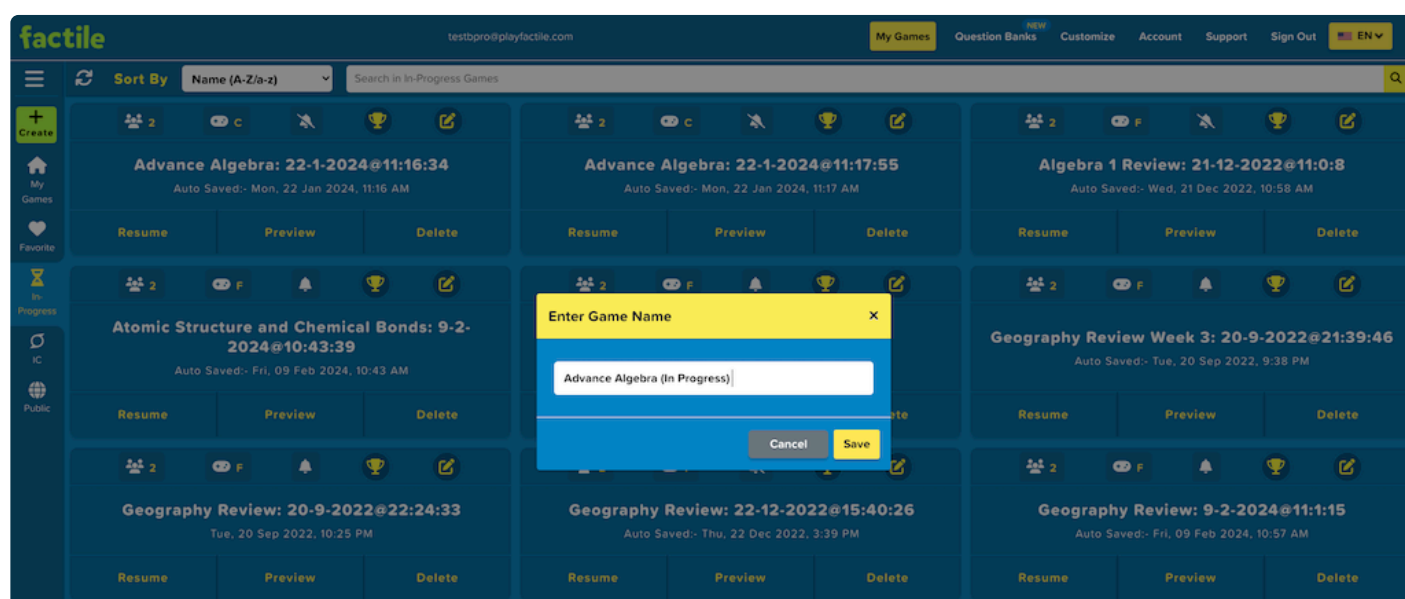
1. Find the game you wish to rename from your *In Progress games* folder.

2. Click on the  button.





3. A text field will appear and you can enter the new name of the game.

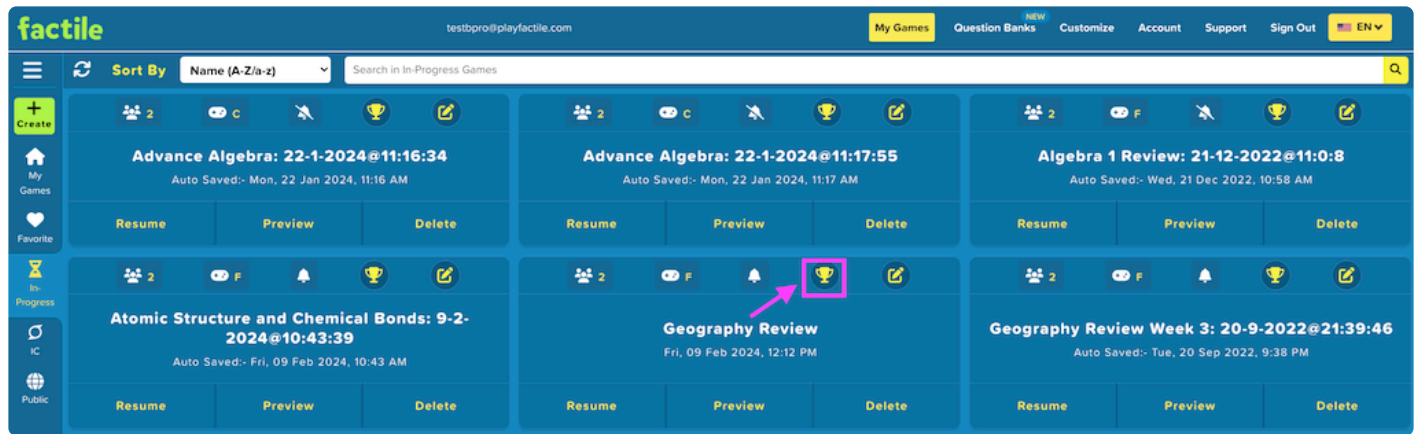


4. Click Save. The game will now be updated with the new name you've chosen.

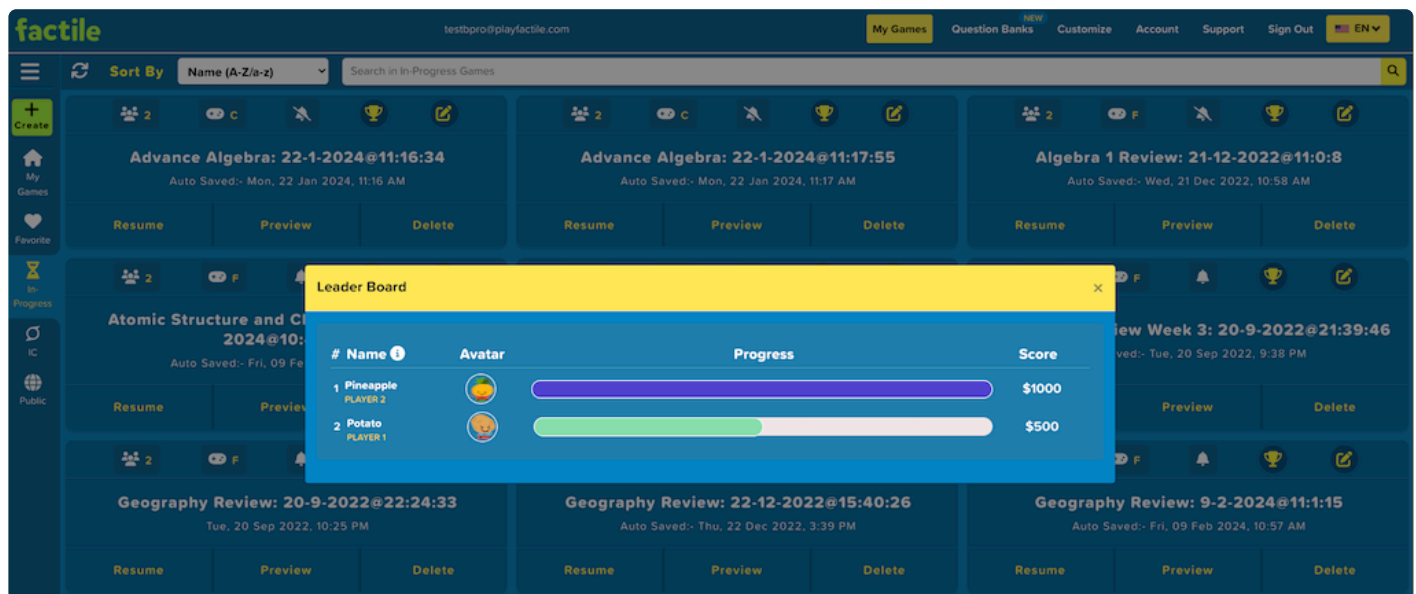
## How to view game Leaderboard

Here's how you can easily access and utilize the leaderboard feature to track the progress of players or teams in your saved games.

To do this, click on the  icon of the selected game.



A new window or panel will open, displaying the current standings and scores of the players or teams in the selected game. Review the leaderboard to see how players or teams are performing relative to each other.



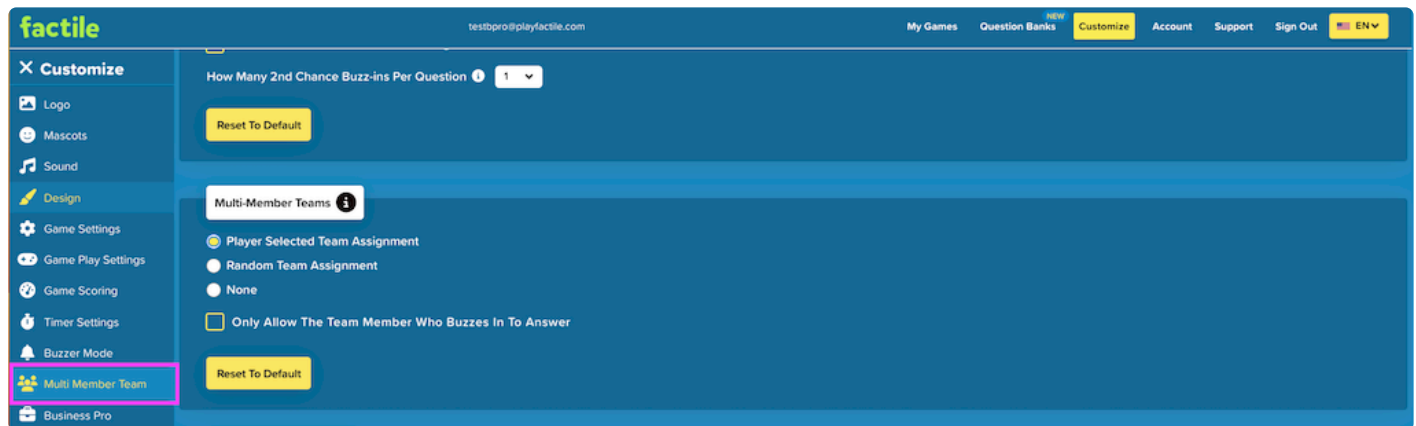
### Do I Need to Finish a Game or Can I Start Over?

Resuming a game will only continue a specific game session. If you want to play the game from the beginning, you can launch it from the “My Games” tab.

## 3.12. Multi-Member Team – Pro

In Multi-Member Team mode, games are played between teams consisting of multiple members. Each team can include as many members as needed. During question rounds, any member of the team has the opportunity to buzz in and provide an answer.

In Multi-Member Team mode, one of the players will be designated as the “Team Captain” and other players can join in as “Team Members”. Each team can have as many members as possible.



To activate Multi-Member Team mode, navigate to the Customize page and select the specific mode you wish to play. You can choose from the following options:

- **Player Selected Team Assignment.** With player selected teams, a player chooses a role in the team. A player can play as a Team Captain or a Team Member. The team captain selects the mascot. The team members can join the game by selecting the mascot that represents their team.
- **Random Team Assignment.** This option randomly assigns players to a team as they join the game. Each team will have a team captain which is randomly designated as well.
- **None:** Multi-Member Team will be disabled.

In all modes, you can also customize who is eligible to answer questions. By activating the “Only Allow The Team Member Who Buzzes In To Answer” option, only the player who buzzed in for the team will be permitted to enter the answer for a question.

**Note:** Only the designated Team Captains can enter the Final Factile wager and send in the Final Factile answer.

### Player Selected Team Assignment.

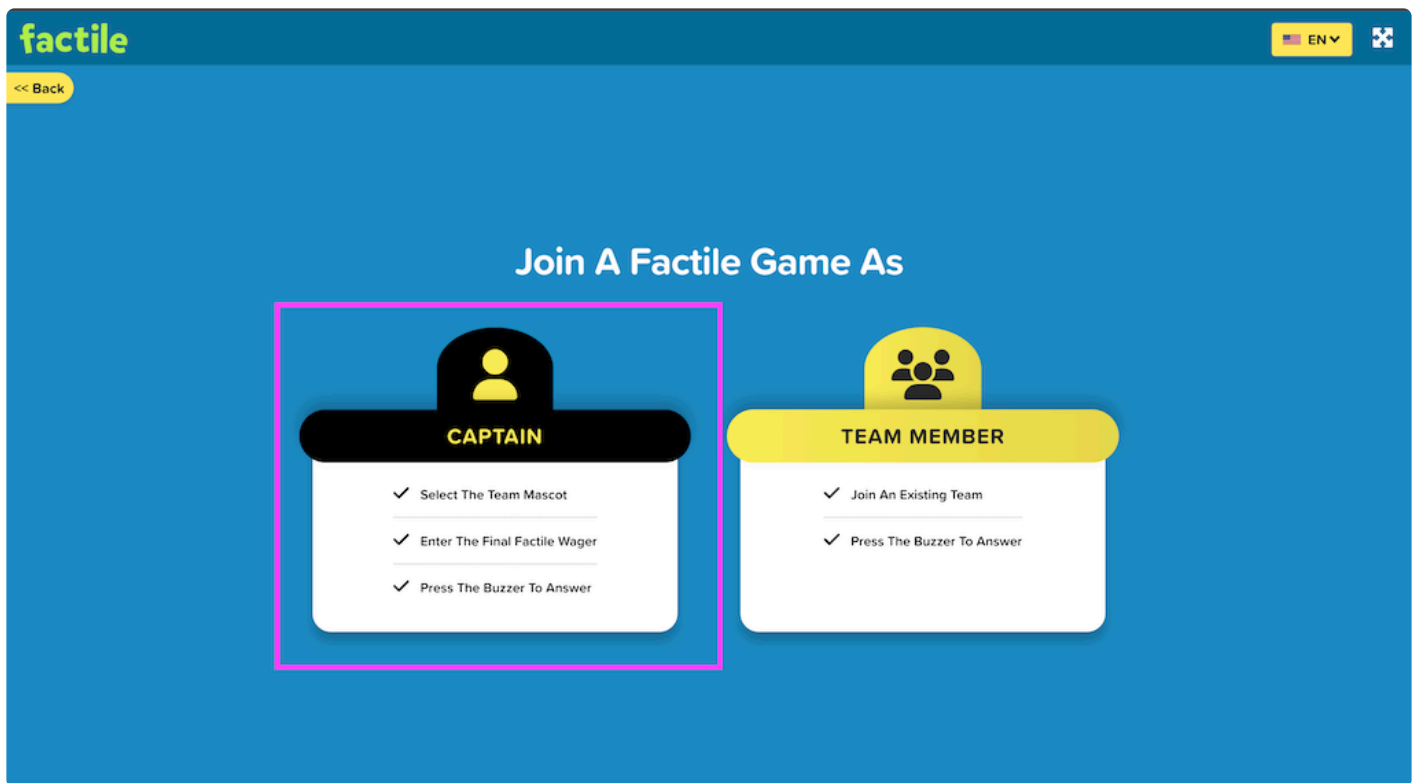
This mode lets your players choose their role in the game. The Team Captain chooses the mascot that will represent the team. The Team Members then choose this mascot to join the team.

### How to Join as the Team Captain

1. Go to the game URL <https://www.playfactile.com/join> or scan the QR code provided to open the join link.

2. Enter the PIN.

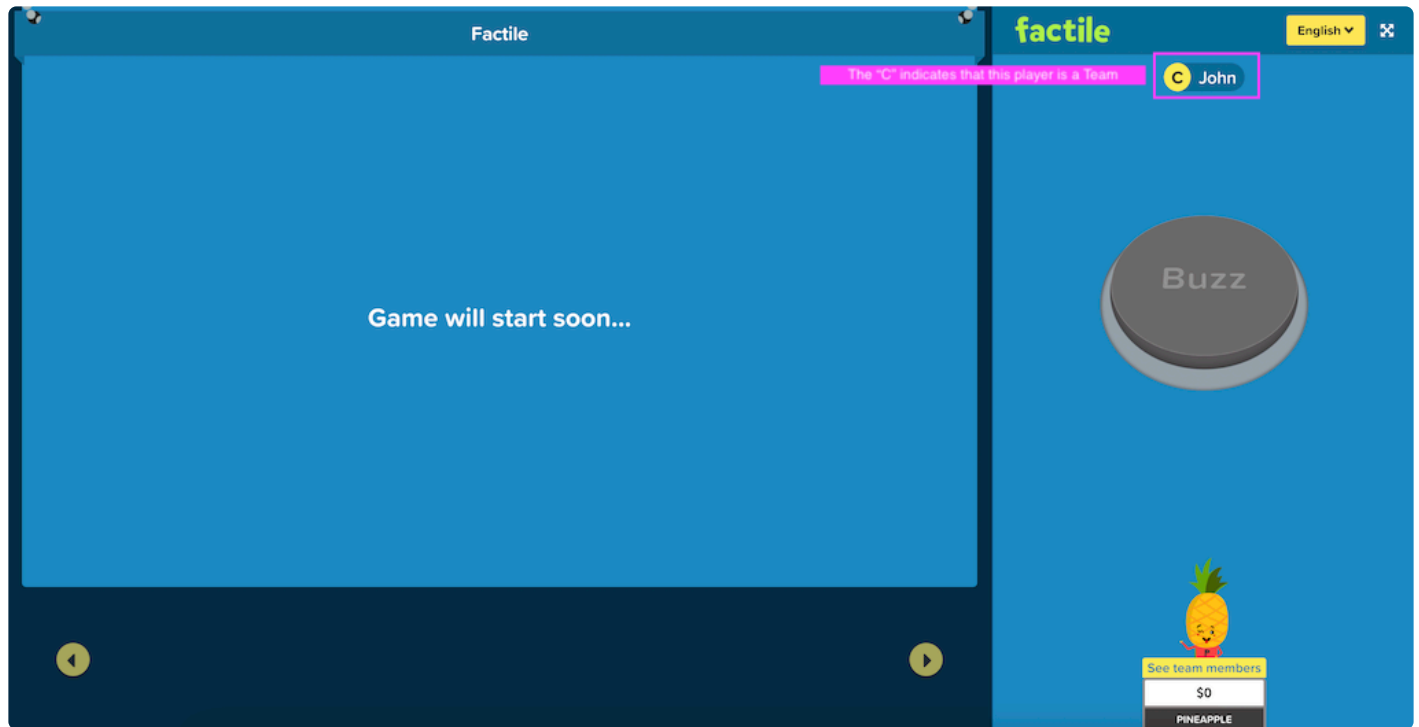
3. Select “Team Captain” in the options. Please note that the team captain must join the game first to create the team.



4. Choose the mascot for the team.

5. Enter your player name and click **Submit**.

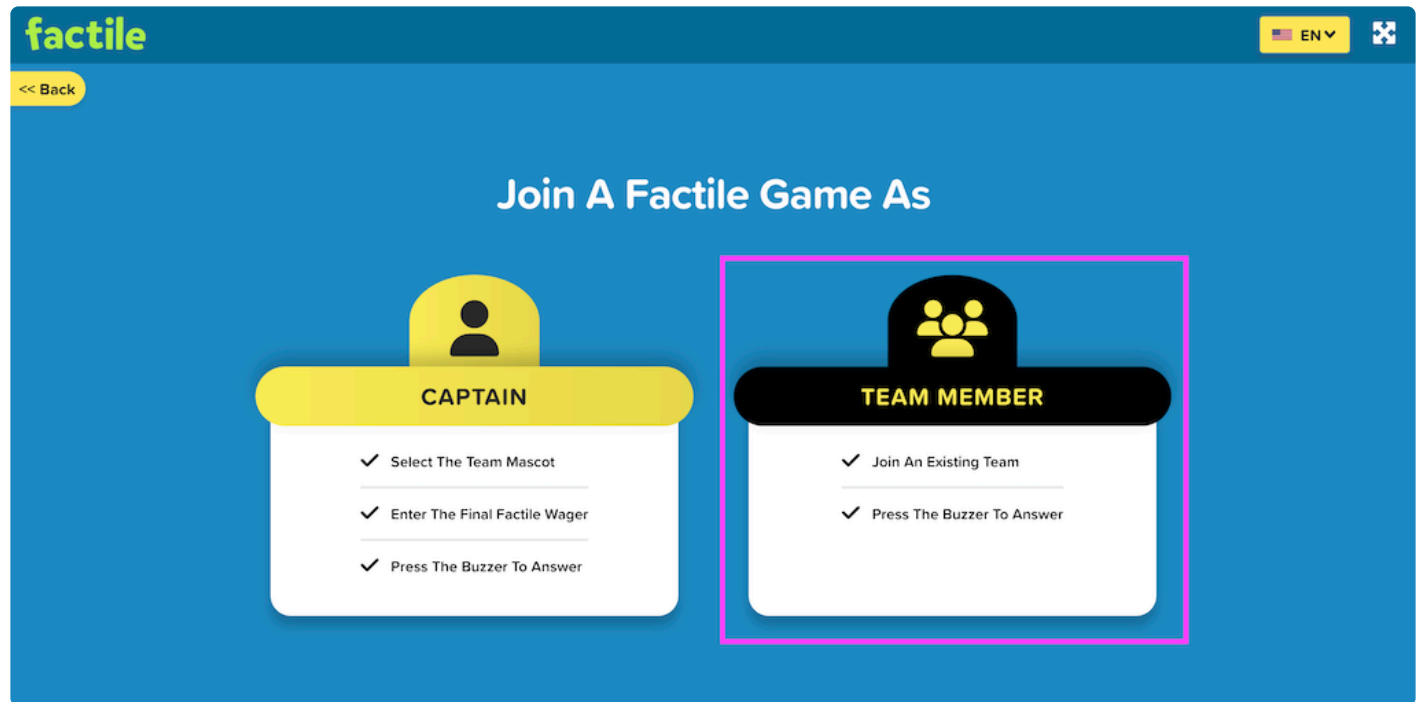
Here's what a Team Captain's screen looks like. Note that a "C" indicates that the player is a Team Captain.



## How to Join as a Team Member

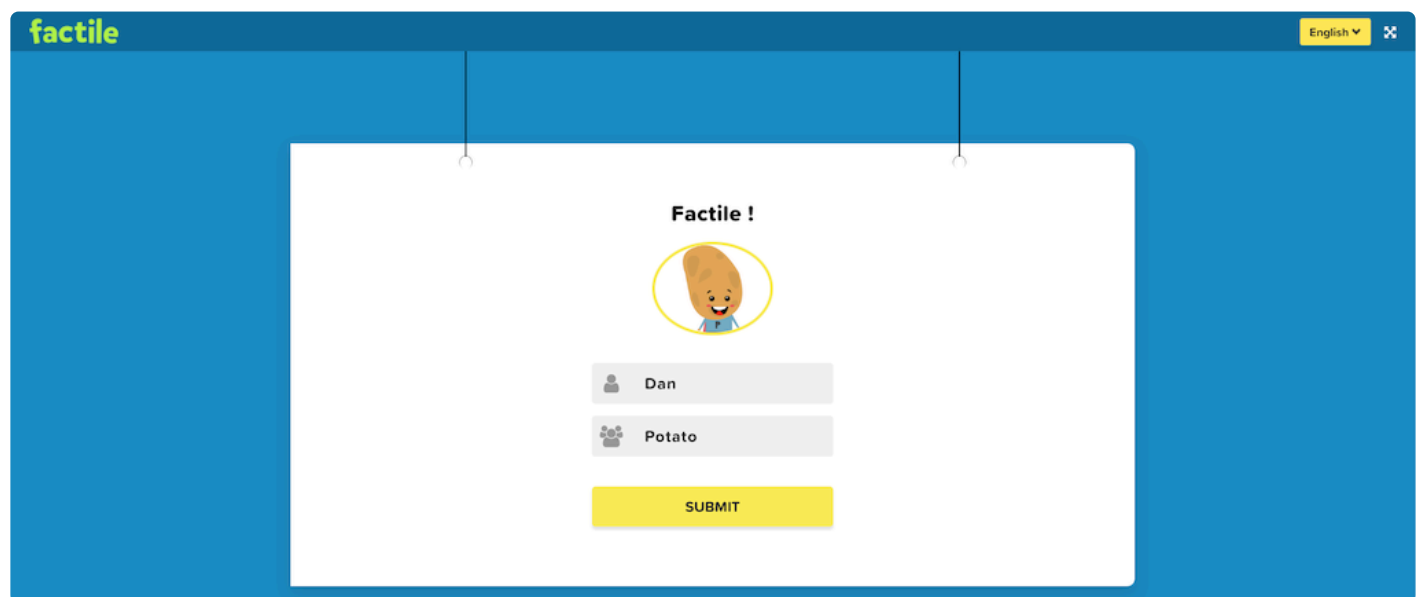
Once the team captains have joined the game, other team members can then join in.

1. Go to the game URL <https://www.playfactile.com/join> or scan the QR code provided to open the join link.
2. Enter the PIN.
3. Select "Team Member" from the options.

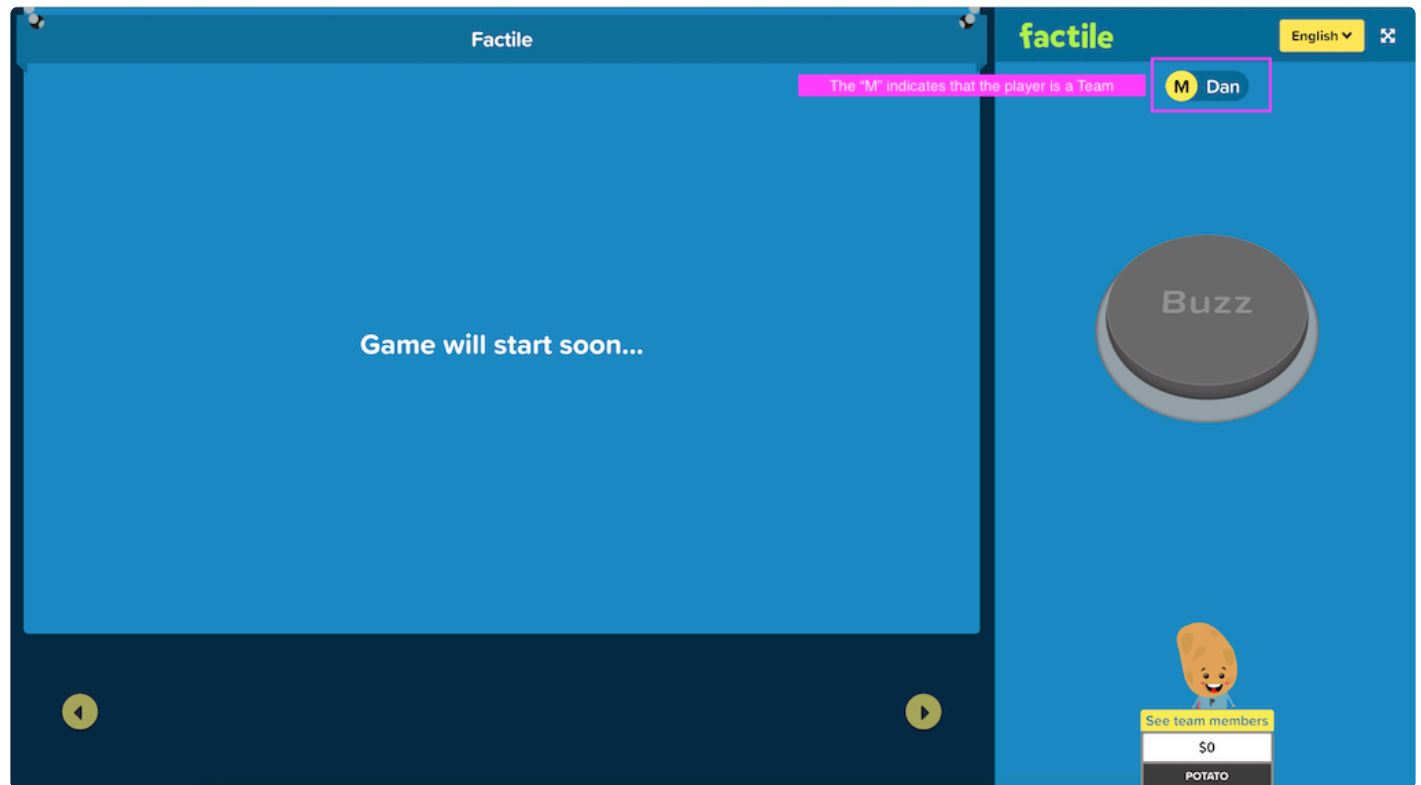


4. Select the mascot that represents your team.

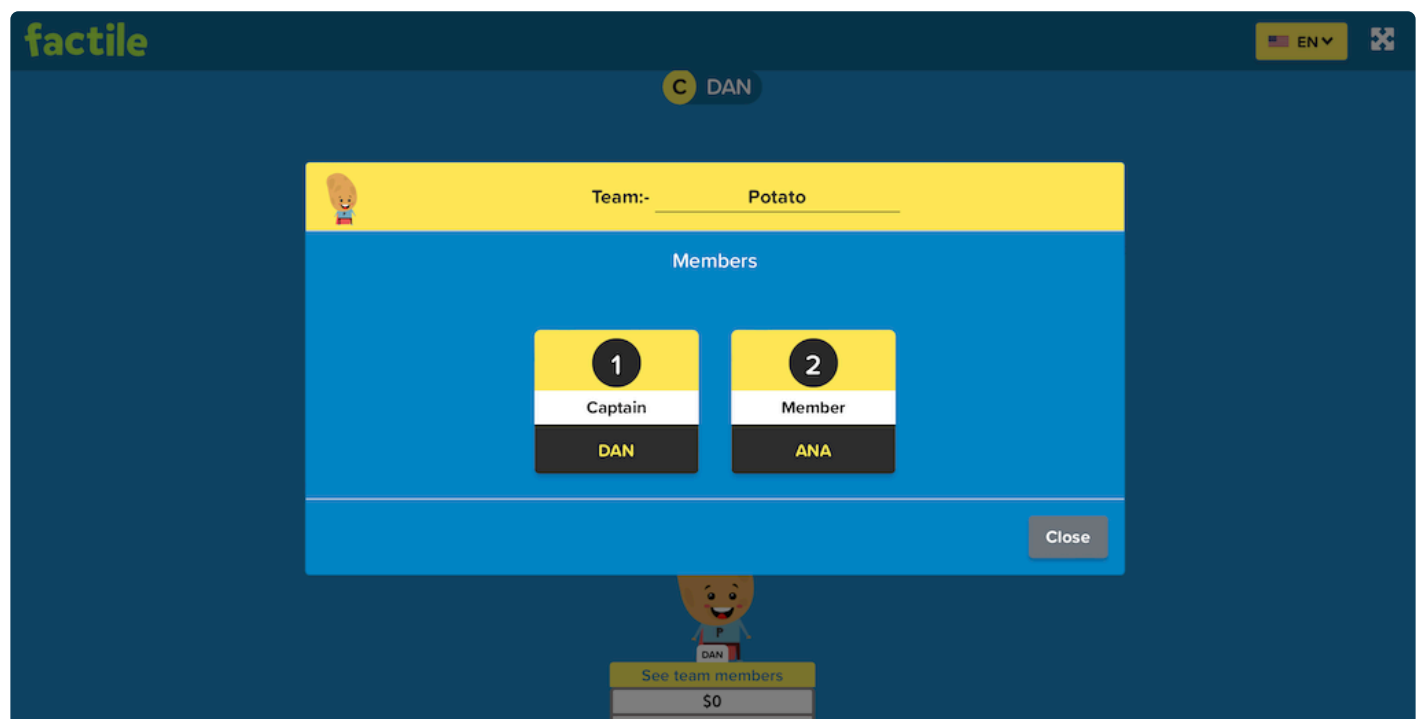
5. Enter your player name and click **Submit**.



Here's what a Member's screen looks like. Note that an "M" indicates that the player is a Team Member.

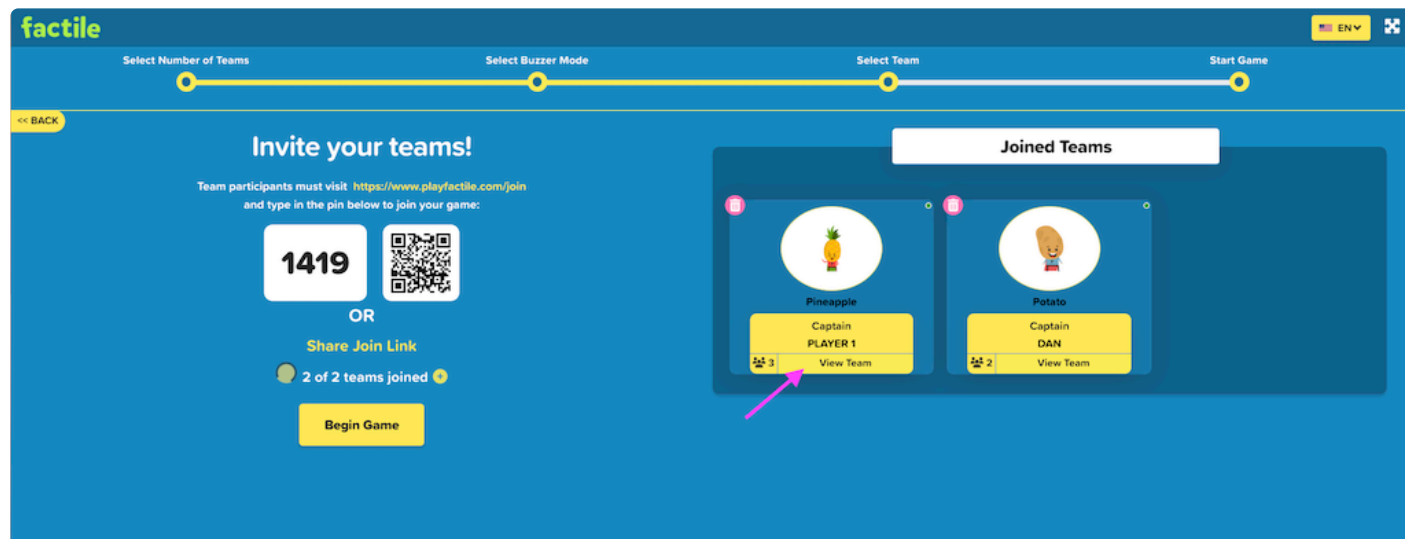


*Tip:* All team players can click “See Team Members” to see the other players in their team.



## Managing Teams for Multi-member Mode

As a moderator, you can see the teams as they join the game. You can click the “View Team” button to view the members and their roles in the team.



Alternatively, the moderator can manage teams during the game. A moderator can add or remove teams/ members without affecting the gameplay. This is helpful if a member is disconnected and you wish to re-add them or a team needs to end the game early; however, the other teams in the game are still playing.

There are two ways how to manage your team during the game.

- **Manage Teams in the same computer/browser window.** This is the default option for team management and displays the Team Management page on the same screen as your game board.
- **Manage Teams in a separate window.** This option is helpful when you want to see the teams on a separate screen or computer and the Factile board on another. Also, this is good if you have someone else assigned to manage the teams while the game is ongoing.

### Manage Teams in the same computer/browser window

By default, you can manage teams in the same window. To do this, click on the “Manage Team” button on the game board screen.





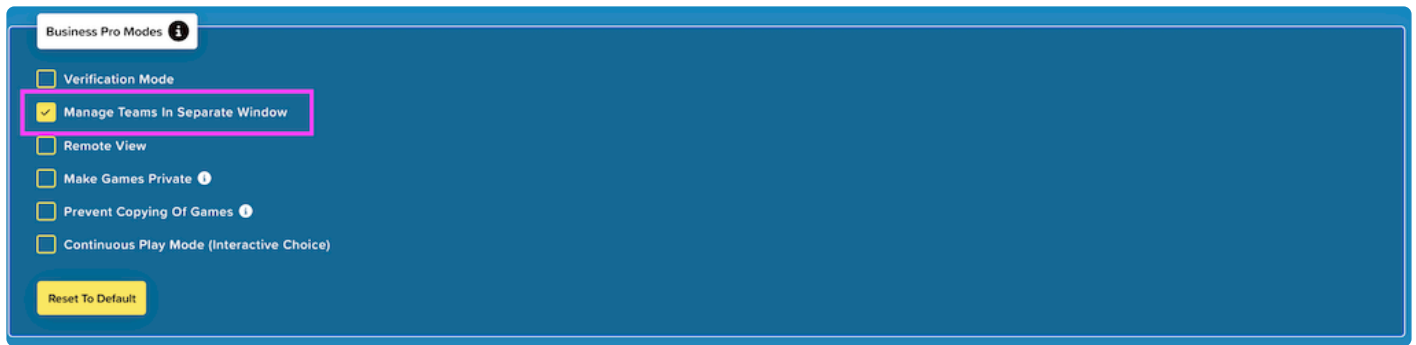
The Team Management page will be displayed on the same window as your game board. To go back to the game board, click on “Back” found in the upper left corner of the page.



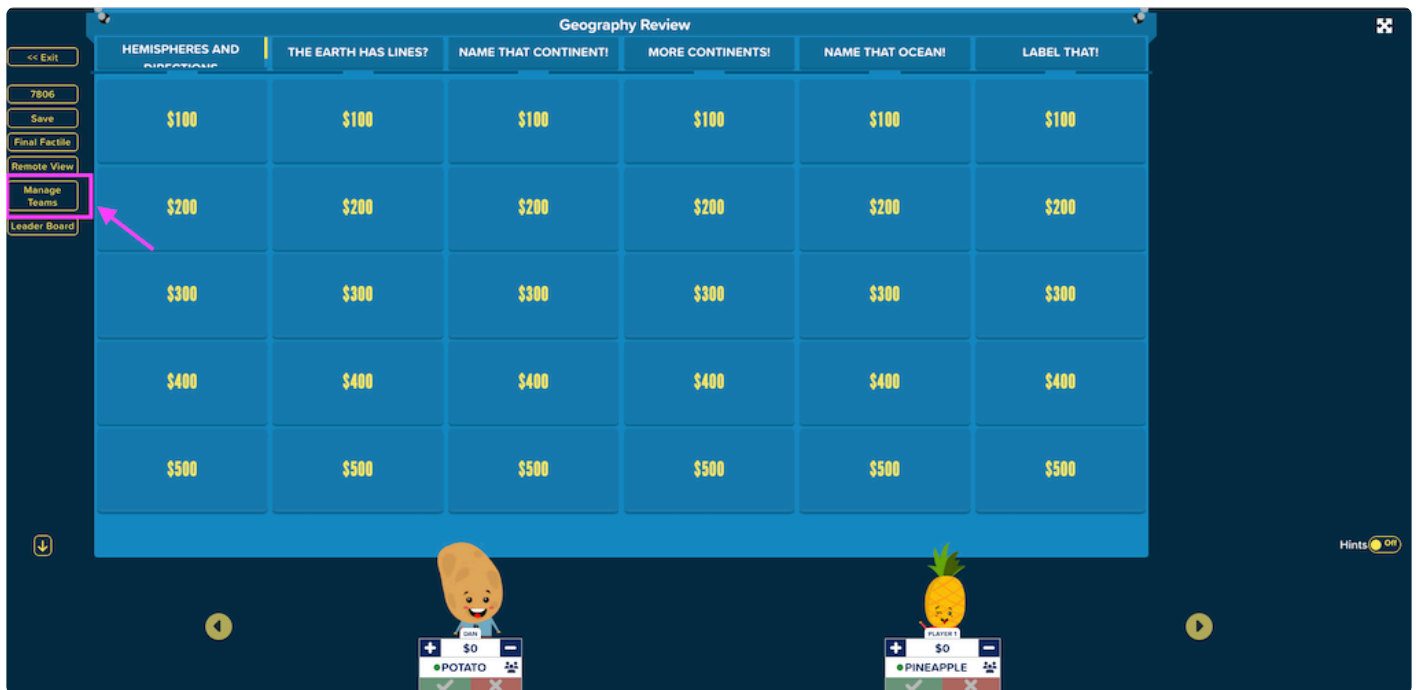
### Manage Teams in a Separate Window (Business Pro)

Managing your teams in a separate window is helpful when you want to see all the teams that are playing on a separate computer screen or when you have another person assigned to monitor the teams from a different location. By enabling this feature, you’re able to see both the Factile Board and the Team Management at the same time in different windows or monitors.

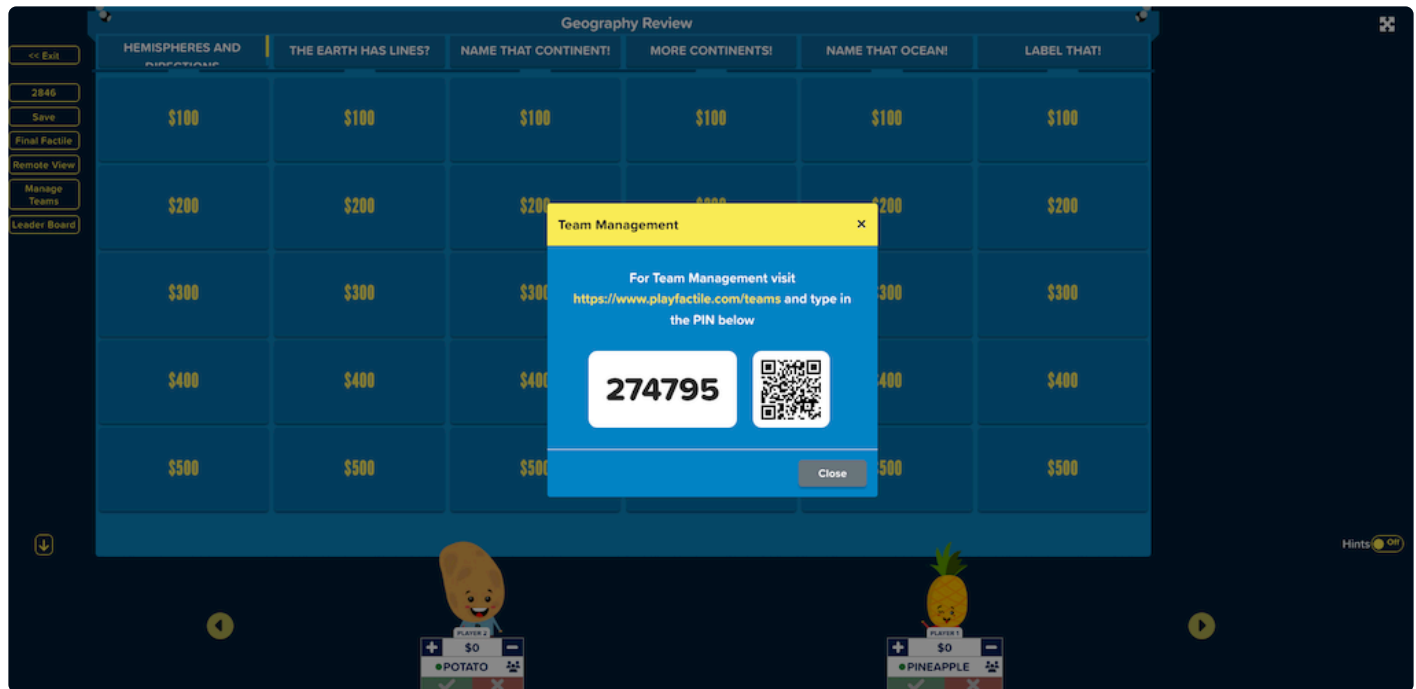
First, navigate to the **Customize** page and scroll down to the **Business Pro Modes** section. Activate the “Manage Teams in a Separate Window” by checking the box.



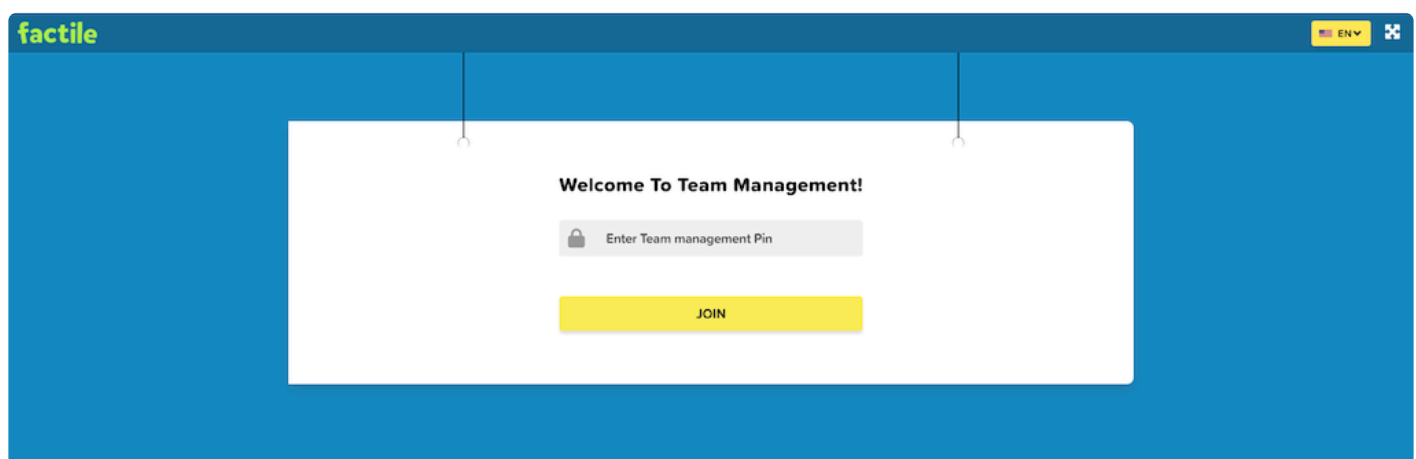
During the game, click the “Manage Teams” button found on the left side of the screen.



A pop-up will appear displaying the link and QR code for the Team Management page. You can either click the link or have someone scan the QR code to access the Team Management Page.

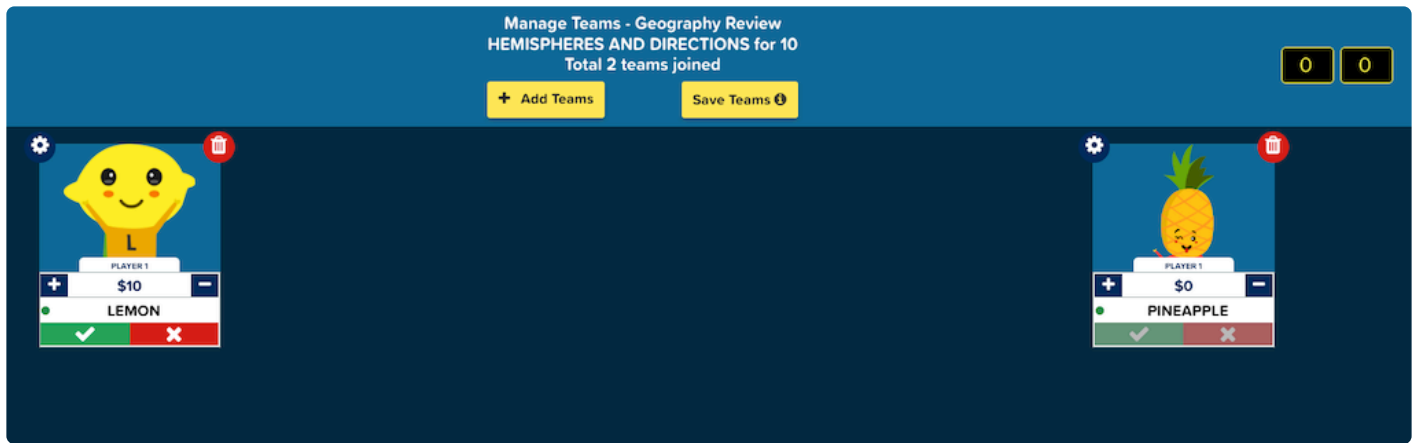


Enter the PIN to enter the Team Management page.



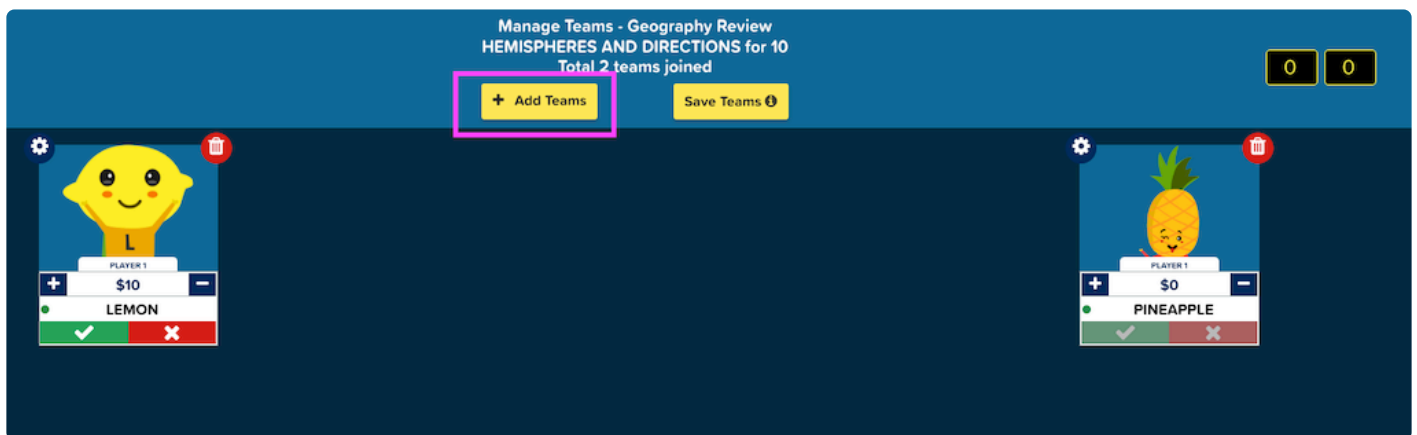
The Team Management page will allow you to do the following:

1. **Add Teams.** This will allow the moderator to admit a new team into the game after it begins. To do this, the **User to Join Buzzer Mode After the Game Begins** should be enabled on the **Customize** page.
2. **Remove Teams.** This allows the moderator to remove a team during the game without affecting the play.
3. **Manage Team Settings.** This allows the moderator to manage team settings such as removing a member, promoting a member to Team Captain, and reconnecting using a PIN.

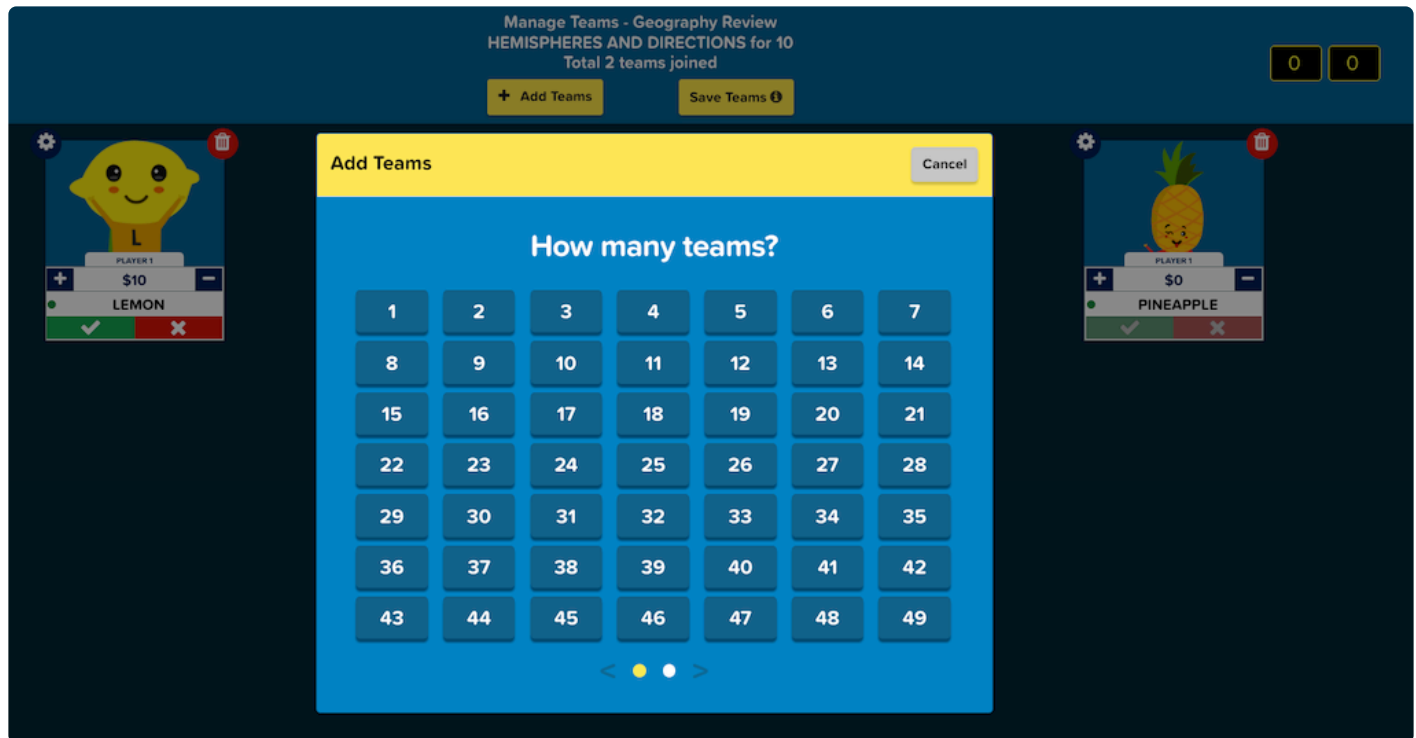


## Adding a Team

Click **Add Teams** from the Team Management page to add a new team while the game is on.




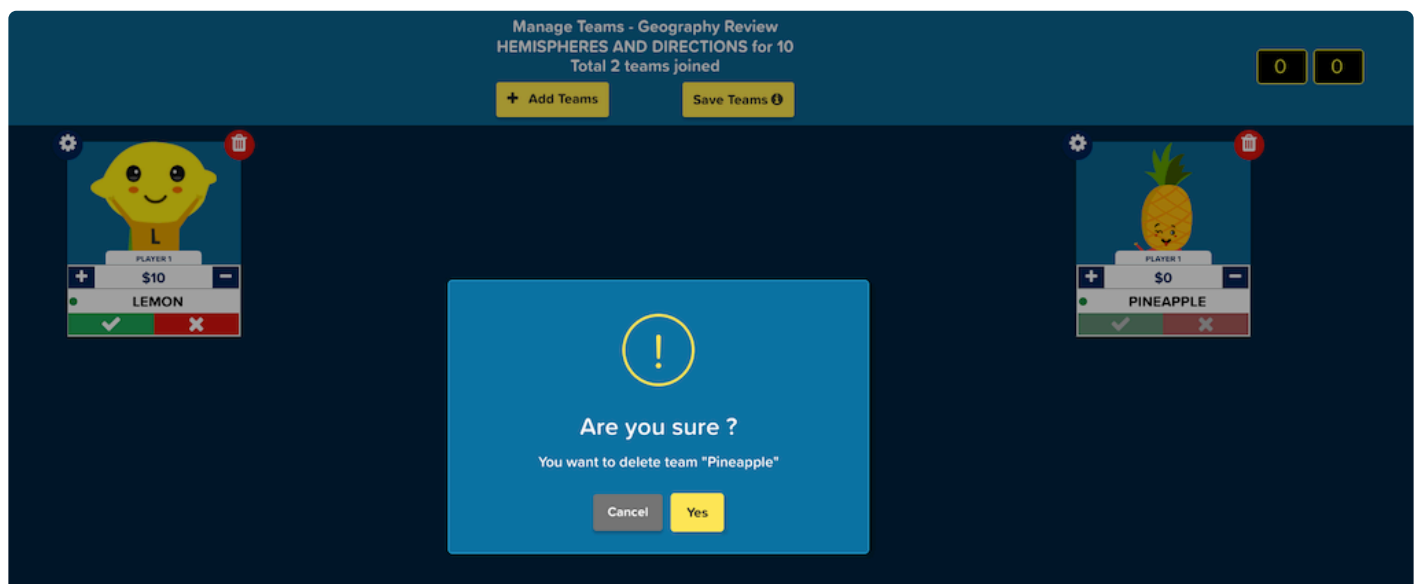
Enter the number of teams to be added and then select the team mascot.



Click **Continue**. The new teams will be added to the list.


### Removing a Team

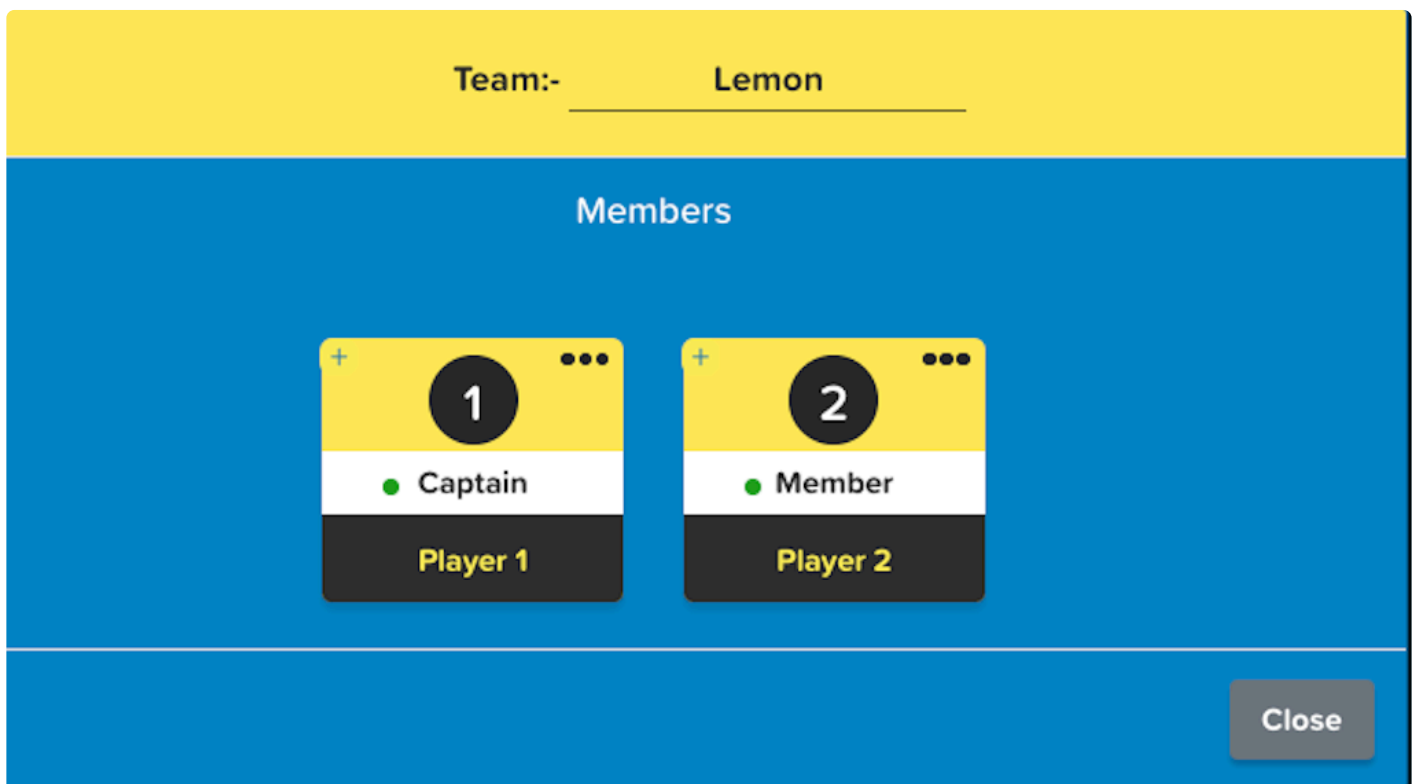
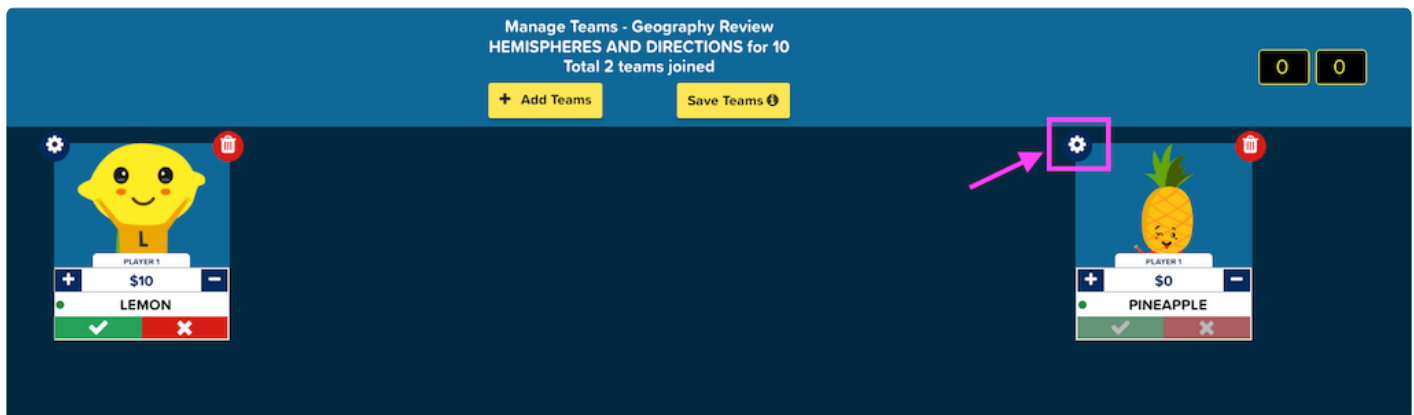
Click the  icon on the upper right corner of the mascot of the team you want to remove. You will be asked to confirm the removal, click **Yes** to proceed.



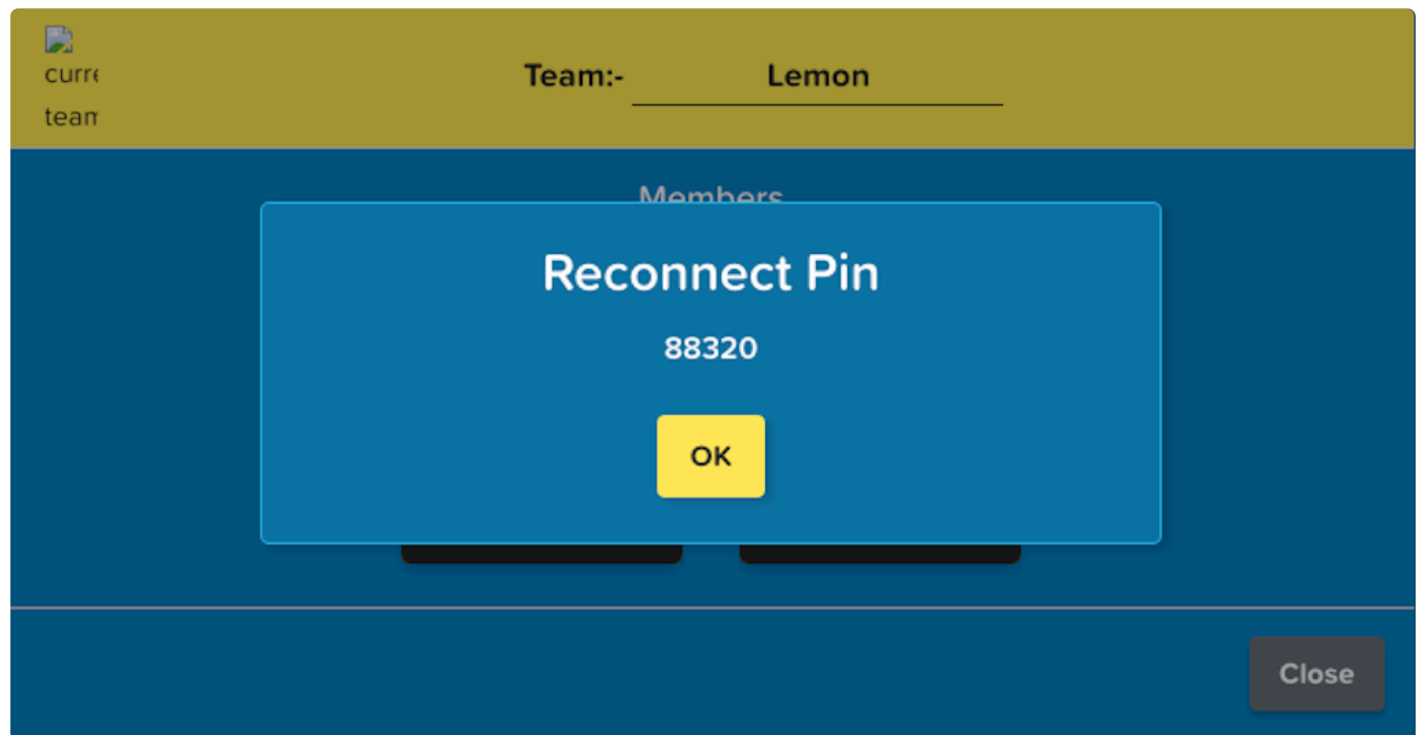
### Managing Team Settings


The Team Settings option allows the moderator a variety of features such as renaming the team, promoting

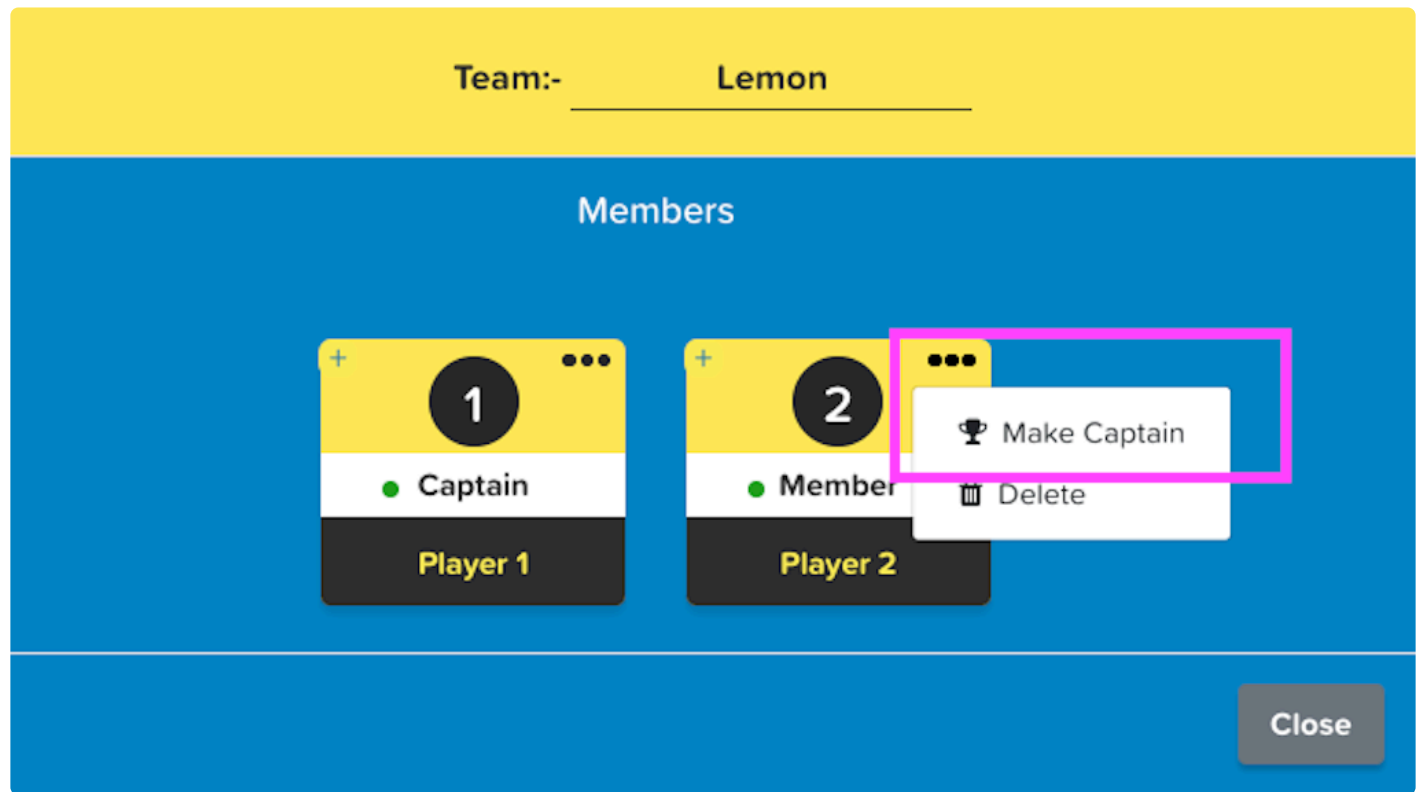
a member to Team Captain, removing a player from the team, and reconnecting through a pin. Click the  to open the team settings.



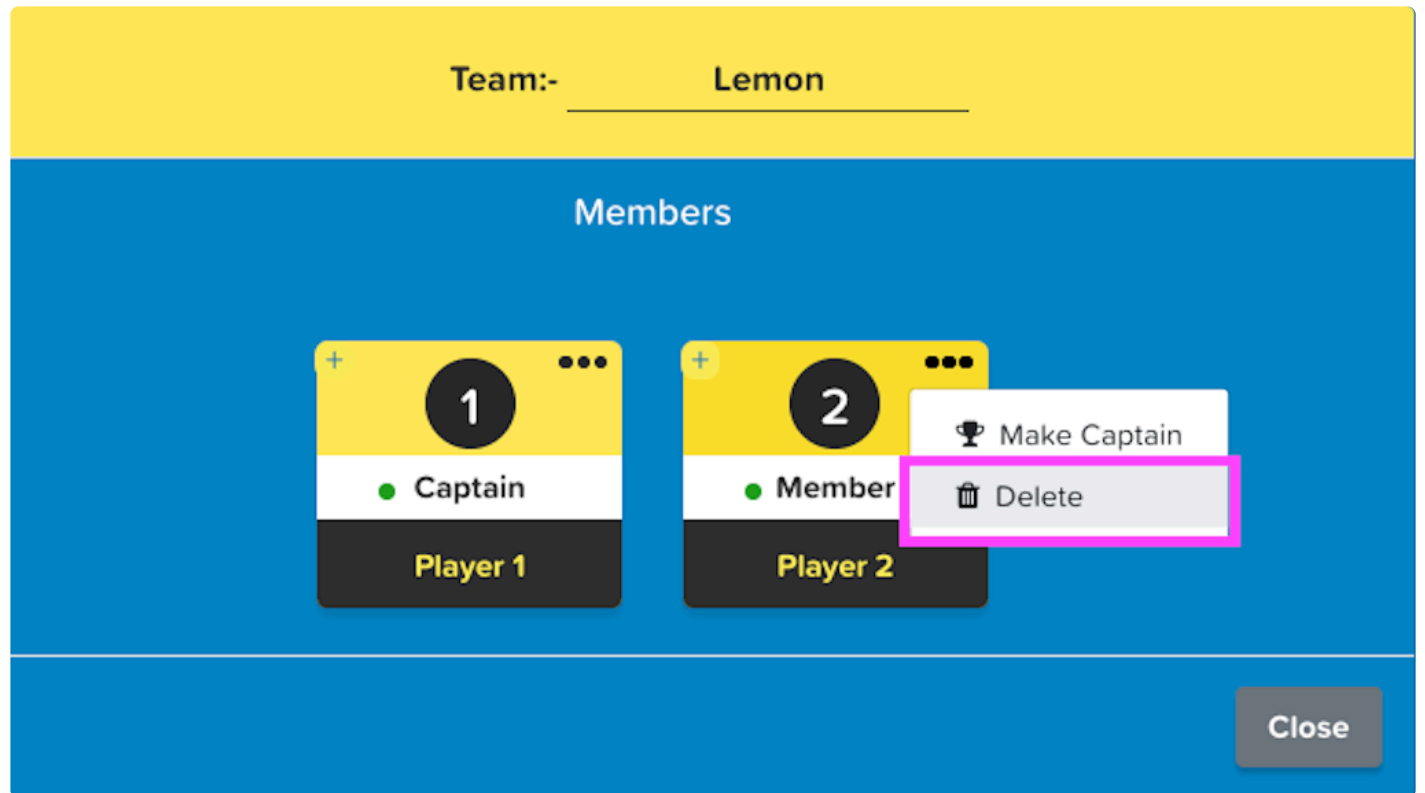
In some cases, members may be disconnected from the game. You can allow them to reconnect using the game PIN. Click the + button on the member to display the Reconnect PIN. You can share this PIN to the player to allow them to reconnect to the game.



You can also promote a team member to Team Captain. Click the  and select **Make Captain** option. Note that this option is only available for team members and not for players who have been initially assigned as a Captain.



Finally, use the **Delete** option to remove a player from the team.





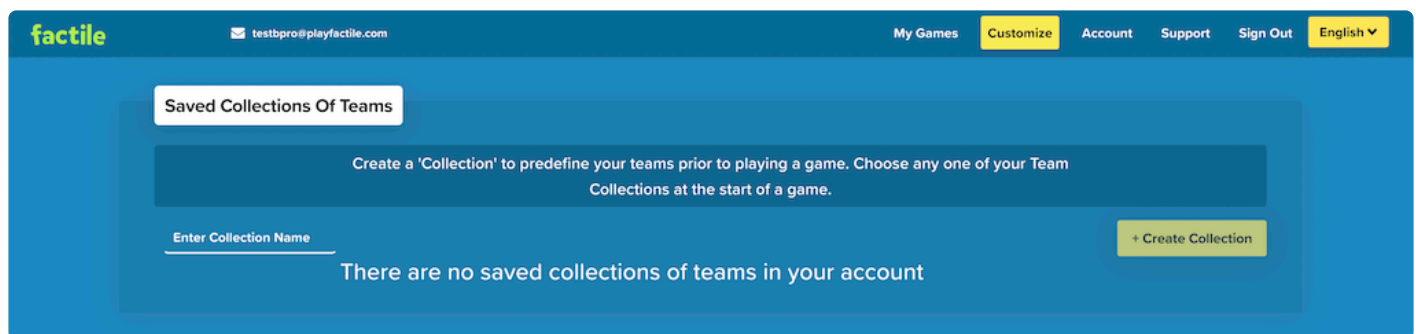
## 3.13. Presetting/Saving Teams

### Saved Collections:

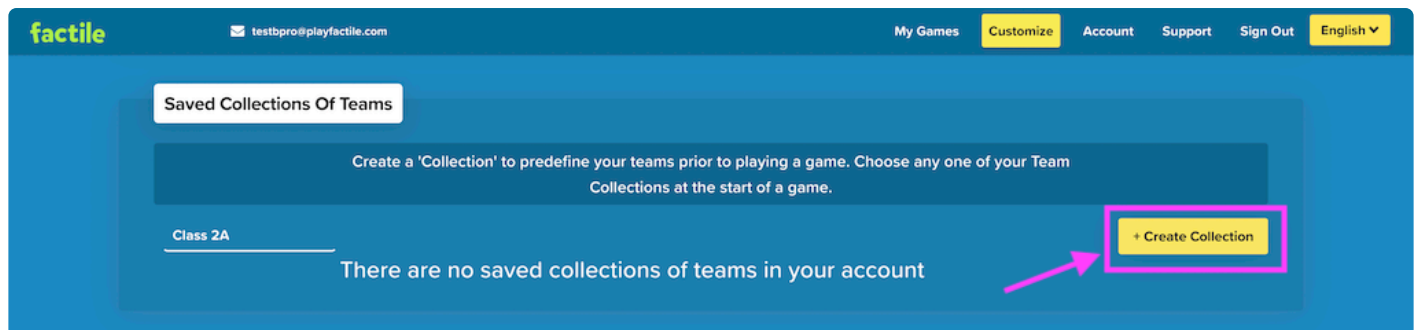
Pre-configure groups of teams and save them for use in any game. Set a group name for your collection of teams and add as many teams as you wish to the collection. This is useful if you are playing with the same group of people over a period of time. When you are ready to play, instead of choosing teams each time, just select the collection from the dropdown box to select your pre-configured group of teams.

*Tip:* Teams can still include as many members as you wish.

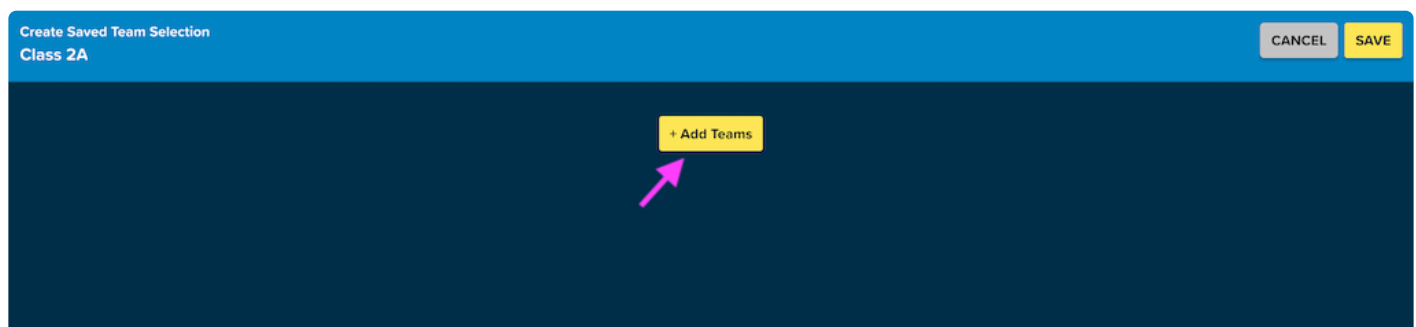
1. Go to the 'Customize' page and scroll down to the 'Saved Collections of Teams' section.



2. Enter the group name and click "Create Collection".



3. Click 'Add Teams' and select how many teams will be on the team. *Tip:* You can add as many as 100 teams per collection.



Create Saved Team Selection  
Class 2A

«Back

### How many teams?

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
					46	47	48	49	50					

< ● ● ● >

4. Choose a mascot for each team within the group. *Tip:* You can use 'Autoselect' to automatically assign random mascots to all your teams in the collection.

Create Saved Team Selection  
Class 2A

+ Add Teams

Brontosaurus	Julian	Ryan	Watermelon	Spinosaurus	Triceratops	Sea Star	Walrus	Puffin	Jerry

5. Click **Save**. You should see your new collection in the list.

Saved Collections Of Teams

Create a 'Collection' to predefine your teams prior to playing a game. Choose any one of your Team Collections at the start of a game.

Enter Collection Name + Create Collection

#	Collection Name	Members	Manage	Delete
1	Class 2A	10		



You can use the to manage your collection where you can add more teams, delete teams or arrange the order of the teams. You can delete a collection using the icon.


Saved Collections Of Teams

Create a 'Collection' to predefine your teams prior to playing a game. Choose any one of your Team Collections at the start of a game.

Enter Collection Name

+ Create Collection

#	Collection Name	Members	Manage	Delete
1	<div>Class 2A</div>	10		



## 3.14. Quiz Bowl – Pro

Quiz Bowl mode puts the depth of your players' knowledge to the test! This mode is useful when you want to review content in-depth.

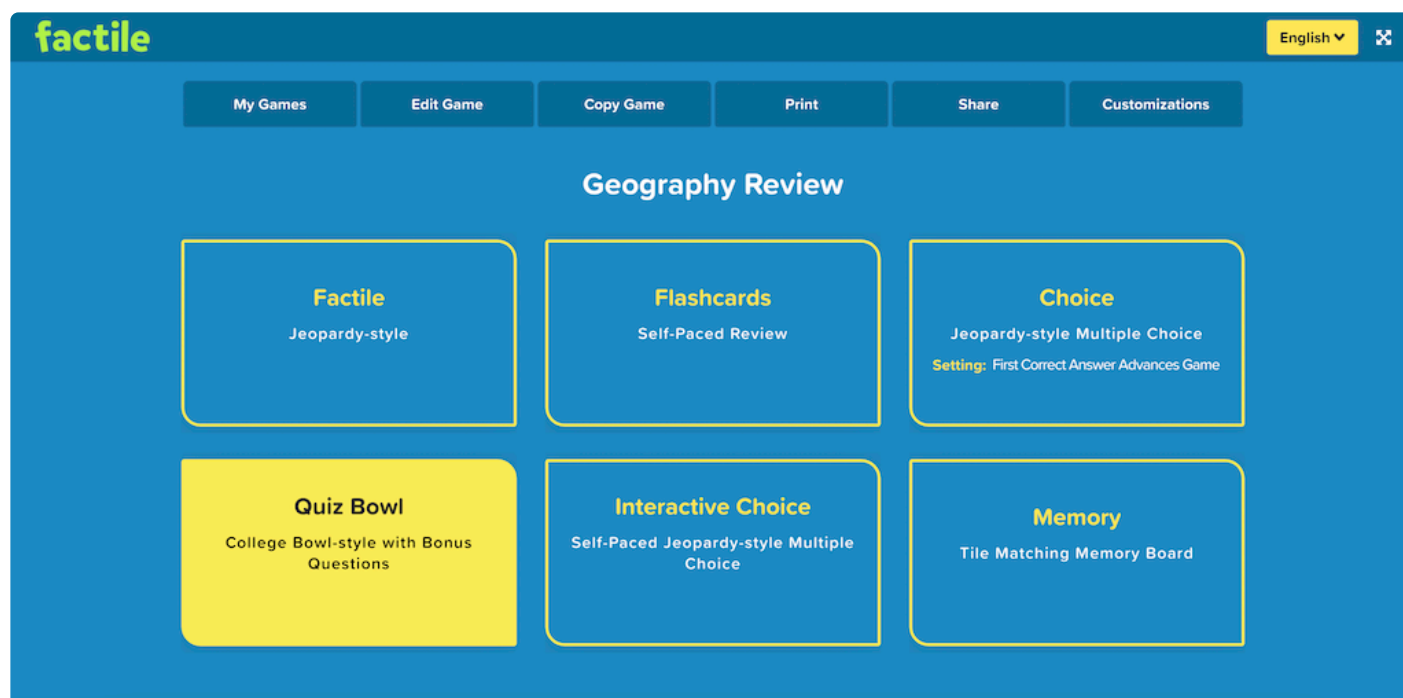
There are two modes for the Quiz Bowl:

- **Quiz Bowl Toss-up/Bonus.** Teams compete on the “Toss-up” questions (your regular Factile questions/answers). As the creator of the game, you can include “Bonus” questions in Toss-up tiles. This allows your students to review more questions and a chance to win the game. Once a tile with a bonus question is selected, the team that answers the question correctly will get the chance to answer the “Bonus” question. You can include up to three Bonus Questions per Toss-up tile.
- **Quiz Bowl Lightning Round.** When you launch the game as a “Lightning Round”, only your Toss-up questions are asked.

In both Quiz Bowl formats, you can control the order the questions are presented. They can be asked sequentially or randomly.

### How to Launch a Quiz Bowl Game

1. Launch your game from the **My Games** page.
2. Select “Quiz Bowl” from the play mode menu.



3. Select the number of teams who will play.

4. Select which Quiz Bowl Game Mode you want to play in and the order in you'd like the questions to be presented. For the Quiz Bowl Game Mode, you can select "Toss-Up/Bonus" or "Lightning Round".

factile Geography Review English

Select Number of Teams Select Buzzer Mode Select Team Start Game

<< BACK

### Quiz Bowl Game Setup

#### Quiz Bowl Game Mode

☒ Quiz-bowl Toss-Up/Bonus

☐ Quiz-bowl Lightning Rounds

#### Play Random Or Sequential

☒ Sequential

☐ Random

Next

You can also choose how the questions will be presented. Questions can be played randomly or in a sequential manner.

factile Geography Review English

Select Number of Teams Select Buzzer Mode Select Team Start Game

<< BACK

### Quiz Bowl Game Setup

#### Quiz Bowl Game Mode

☒ Quiz-bowl Toss-Up/Bonus

☐ Quiz-bowl Lightning Rounds

#### Play Random Or Sequential

☐ Sequential

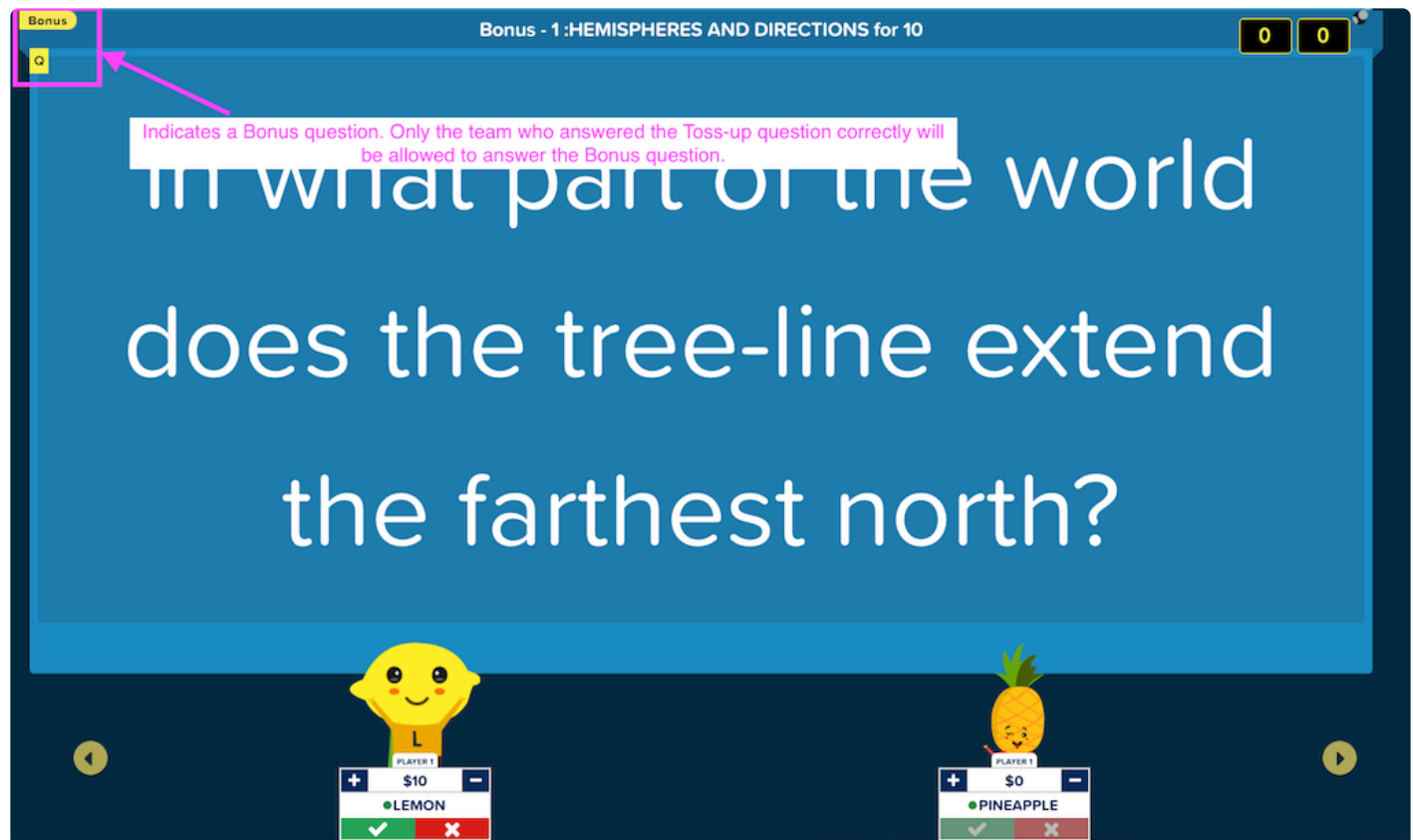
☒ Random

Next

5. Set up the game options – buzzer settings (optional) and team mascots.

6. Click 'Begin Game' to start playing.

When a participant answers a Toss-up/Bonus tile correctly, the "Bonus Question" will be displayed. Note that only the team who answered the Toss-Up question correctly will be allowed to answer the Bonus question. In Buzzer mode, the buzzer of the team who didn't get the correct answer will be disabled.



After all the Bonus Questions for that tile have been answered, the next Toss-up tile will be displayed and all teams will have the chance to answer.

### How to Add Bonus Questions

In the **Quiz Bowl Toss-up/Bonus** mode, you can add “Bonus” questions in each Toss-up tile. This way, the team who gets the correct answer for that tile will get a chance to answer bonus questions and earn more points.

**Note:** The bonus question will only be displayed if the team got the correct answer for the Toss-up tile.

As the creator of the game, you can include up to three Bonus Questions per Toss-up tile. Here are the steps to do it:

1. When creating or editing a game, click on the tile where you want to add a “Bonus” question.
2. In the pop-up that appears, click on the “Quiz Bowl” tab.

Editing Tile: The Earth has Lines? for 100

CANCEL SAVE

Factile Choice Quiz Bowl

Bonus Question-1 (ex. Who was the first American President?)

Type Something...

Characters : 0/300

Upload Image Upload Video Enter Equation Upload Sound

Bonus Answer-1 (ex. George Washington)

Type Something...

Characters : 0/300

Upload Image Upload Video Enter Equation Upload Sound

Click arrows to save and advance

3. Type in your question in the “Question” box and the correct answer in the “Answer” box. You can also upload images, videos, audio files or a mathematical equation as part of your question or answer. See [Adding Images, Videos and Sounds](#) for the step-by-step instructions.

Editing Tile: The Earth has Lines? for 100

CANCEL SAVE

Factile Choice Quiz Bowl

Bonus Question-1 (ex. Who was the first American President?)

Type Something...

Characters : 0/300

Upload Image Upload Video Enter Equation Upload Sound

Bonus Answer-1 (ex. George Washington)

Type Something...

Characters : 0/300

Upload Image Upload Video Enter Equation Upload Sound

Click arrows to save and advance

4. Click on **Save**.

A yellow dot on the bottom left corner of a question tile indicates that a bonus question was entered for that tile.

**Geography Review**

Left Sidebar:

- << Back
- Display Points (dropdown)
- ← →
- Preview Game Preview
- Daily Double Select Random
- Upload From CSV File Excel File
- Game Settings Settings

Game Board:

HEMISPHERES AND DIF	THE EARTH HAS LINES	NAME THAT CONTINEN	MORE CONTINENTS!	NAME THAT OCEAN!	LABEL THAT!
100	100	100	100	100	100
200	200	200	200	200	200
300	300	300	300	300	300
400	400	400	400	400	400
500	500	500	500	500	500

Right Sidebar:

- f My Games
- Play Game
- Print
- Share
- Help
- Delete

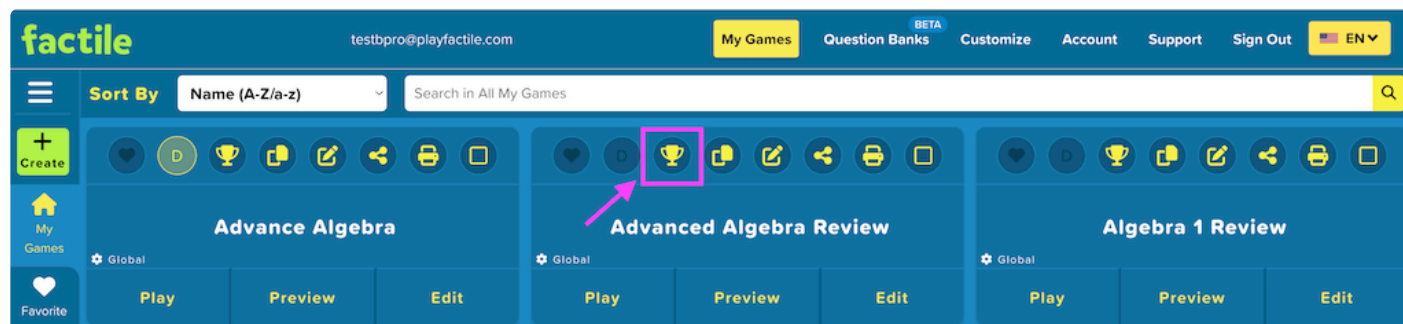
Bottom: Final Factile

Note: A pink box highlights a small dot on the 400 tile in the 'MORE CONTINENTS!' column, with a text box stating: "Indicates that this tile has a Bonus question".



## 3.15. Leaderboard



The Leaderboard displays the top 10 scores for the game in rank order. Click on the icon to view the leaderboard of the game.



The Leaderboard features the following tabs:


- My Account: This shows the leaderboard for all the games played by the account owner.
- All Users: This shows the leaderboard that includes other users playing the game (i.e. for games that are shared).
- Played Games: This shows the scores for previously played games.

This is an example view of the “My Account” leaderboard, which displays the top 10 scores for the game in ranking order. If you’re in a multiplayer game mode, you can click the “Members” button to view the players for each team. The leaderboard provides an overview of the current standings and allows you to keep track of your progress throughout the game.

Top 10 Scores					
My Account		All Users		Played games	
Rank	Avatar	Team Name	Captain Name	Points	Members
1		Lemon	unknown	1200	0 member
2		Pineapple	unknown	600	0 member

Close
Reset
Download as CSV

This is an example view of an “All Users” leaderboard.



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## Top 10 Scores

My Account

All Users




Played games

Rank	Team Name	Avatar	Points
1	Pineapple		8200
2	Potato		7300

Close

Reset

Download as CSV

This is the “Played Games” tab, which displays the scores for your previously played games. To view additional details about a game, such as player information, wagers, and scores, click the  button. You can also view the game’s leaderboard and export the game data in CSV format by clicking the  button. This is a useful feature for keeping track of past games and monitoring progress over time. If you want to delete the history of a game, click the  button.

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Top 10 Scores

My Account

All Users

Played games

S.No	Date And Time	Total teams	Actions
1	Sep 1, 2022 at 1:09 PM	2	<div><div>▼</div><div>📄</div><div>🗑️</div></div>
2	Sep 1, 2022 at 7:06 PM	5	<div><div>▼</div><div>📄</div><div>🗑️</div></div>
3	Sep 6, 2022 at 1:00 PM	2	<div><div>▼</div><div>📄</div><div>🗑️</div></div>
4	Oct 7, 2022 at 11:54 AM	2	<div><div>▼</div><div>📄</div><div>🗑️</div></div>

Close

Reset

Download as CSV

You can download the results of your games as a CSV file, which allows you to track progress over a period of time. This feature is particularly useful for tracking the performance of your teams or players over multiple games.

**Tip:** You can also reset the ranking if you wish.

## 4. Playing and Scoring-Pro Features

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With a Pro subscription, Factile offers a range of exciting additional features. Buzzer Mode enables you to enhance the competitiveness of your games by incorporating a buzzer system. You can explore various game types, including Choice, Quiz Bowl, Interactive Choice, and Memory, each offering its own distinctive gameplay experience. As a Pro subscriber, you can take advantage of flashcards, share your games with others, and utilize a wide array of additional Factile features such as Daily Double, music, images, videos, equations, and more, enabling you to create engaging and interactive games. Upgrade to Pro to unlock these exciting possibilities and elevate your Factile experience.

### **Game Types**



- [Play as Flashcards](#)
- [Choice](#)
- [Interactive Choice](#)
- [Quiz Bowl](#)
- [Memory](#)

### **Pro Playing and Scoring Features**

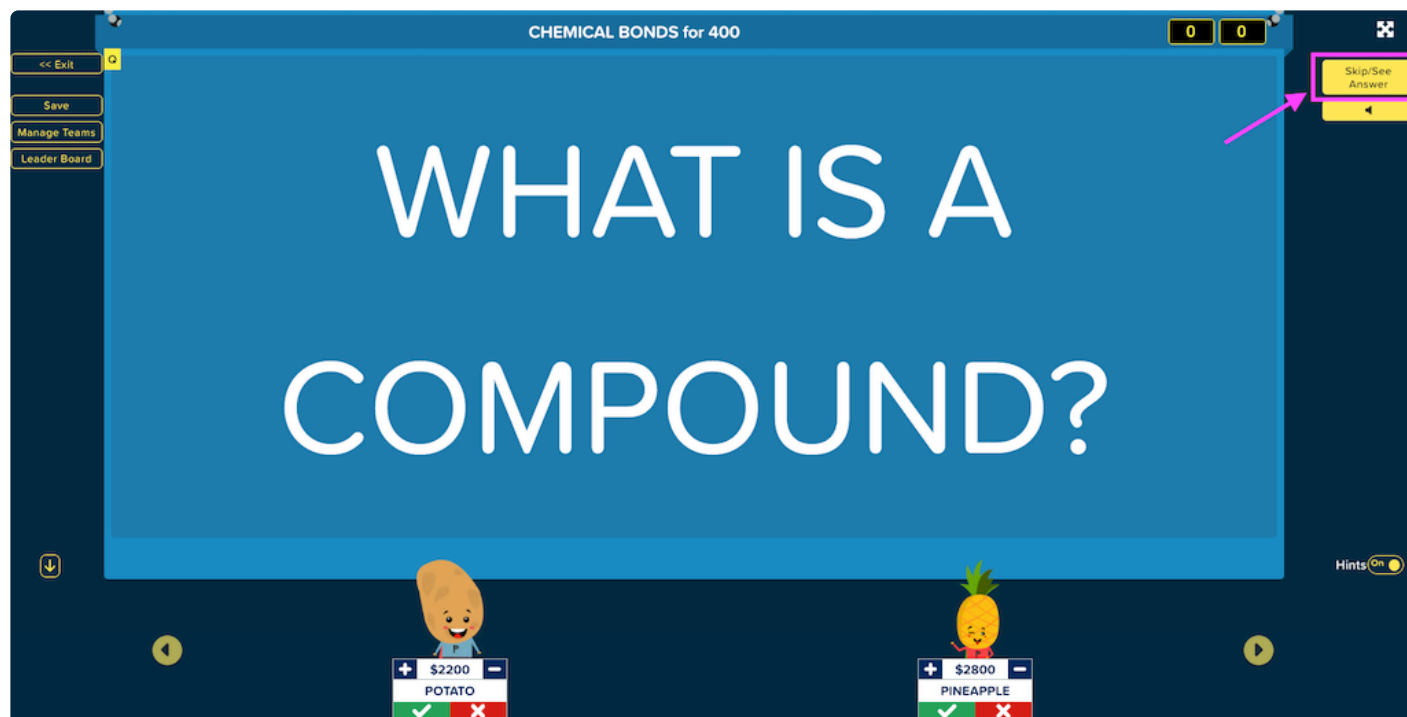
- [Buzzer Mode](#)
- [Daily Double](#)
- Show Answer before Score
- Display Answer before Question
- Answer before Timer (if On) Expires for Choice Devices (CHOICE)
- Show Final Factile Category Hint at Wager Time
- Positive Score Mode
- Play Memory Game with 100 Points
- [Double Factile](#)

With your Business Pro Subscription, you gain access to an array of powerful features designed to enhance your experience. One such feature is [Event Mode](#) which enables you to create and run live events with multiple games and teams. You can effortlessly track team scores across multiple games, ensuring a seamless and engaging event experience. Moreover, you have the ability to share event leaderboards with participants, fostering a sense of competition and excitement. Elevate your event planning and execution with the Business Pro Subscription and unlock the full potential of Factile's event management capabilities.

### **Skip/See Answer Button**

The "Skip/See Answer" button provides the moderator with the ability to preview the answer to the selected tile. By clicking on this button, the moderator can conveniently review the correct response before proceeding to award points using the  or  buttons located on a team's podium. This feature ensures accuracy and informed decision-making when scoring teams based on their answers.

**Tip:** By clicking on this button, you can reveal the Answer before proceeding to score. Each click toggles the display between showing the Question and the Answer, allowing you to switch back and forth as needed. This functionality enables you to conveniently showcase the Answer to the participants while maintaining flexibility in displaying the Question when necessary.



### What is the difference between Skip/See Answer and See Answer/Score?

Both buttons will display the answer, but **Skip/See Answer** will **skip the scoring** for that Question whereas **See Answer/Score** will show the Answer and **allow you to score** that Question by clicking on the "Check Mark" or "X". Note that **See Answer/Score** will "toggle" between displaying the Question and the Answer each time you click the button.

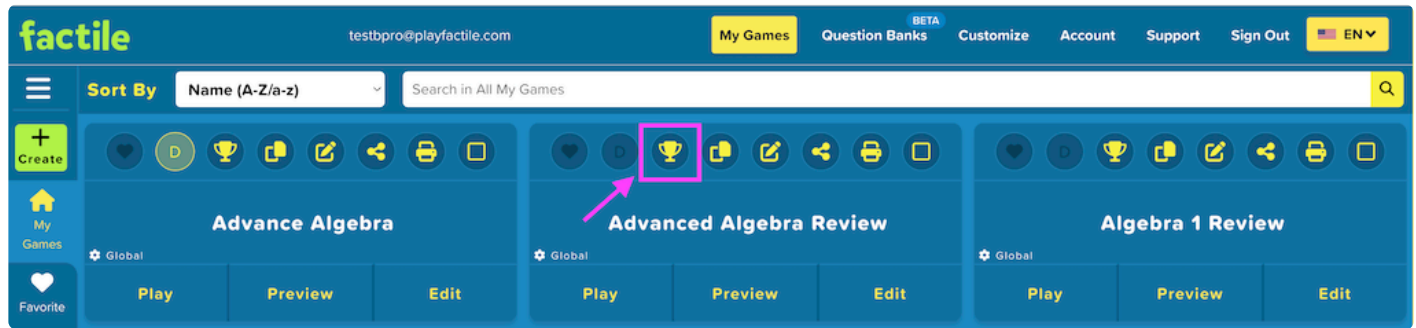
### Answer First

This mode displays the Tile's answer and allows the teams playing to answer with the question.

For example, if your answer is "George Washington", teams need to answer with the **Question** "Who was the first American president?"

### Leader Board



The Leaderboard function will display the top 10 scores for the game in rank order. Click on the icon to view the leaderboard of the game.




The Leader board features the following tabs:

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Top 10 Scores					
My Account		All Users		Played games	
Rank	Avatar	Team Name	Captain Name	Points	Members
1		Lemon	unknown	1200	0 member
2		Pineapple	unknown	600	0 member
				Close	Reset Download as CSV

This is an example view of an “All Users” leaderboard.



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## Top 10 Scores

My Account

All Users




Played games

Rank	Team Name	Avatar	Points
1	Pineapple		8200
2	Potato		7300

Close

Reset

Download as CSV

This is the “Played Games” tab, which displays the scores for your previously played games. To view additional details about a game, such as player information, wagers, and scores, click the  button. You can also view the game’s leaderboard and export the game data in CSV format by clicking the  button. This is a useful feature for keeping track of past games and monitoring progress over time. If you want to delete the history of a game, click the  button.

92

Top 10 Scores

My Account

All Users

Played games

S.No	Date And Time	Total teams	Actions
1	Sep 1, 2022 at 1:09 PM	2	<div><div>▼</div><div>📄</div><div>🗑️</div></div>
2	Sep 1, 2022 at 7:06 PM	5	<div><div>▼</div><div>📄</div><div>🗑️</div></div>
3	Sep 6, 2022 at 1:00 PM	2	<div><div>▼</div><div>📄</div><div>🗑️</div></div>
4	Oct 7, 2022 at 11:54 AM	2	<div><div>▼</div><div>📄</div><div>🗑️</div></div>

Close

Reset

Download as CSV

You can download the results of your games as a CSV file, which allows you to track progress over a period of time. This feature is particularly useful for tracking the performance of your teams or players over multiple games.

**Tip:** You can also reset the ranking if you wish.



## 5. Sharing a Game or Flashcards

---

Share a game so participants can play on their own! This is a great option to allow participants to review content in their own time.

[Share your game](#) using a link or post to different platforms

[Customize](#) what you share of the game

Share your game in different modes, like [Flashcard mode](#)


[Customize what you share](#)

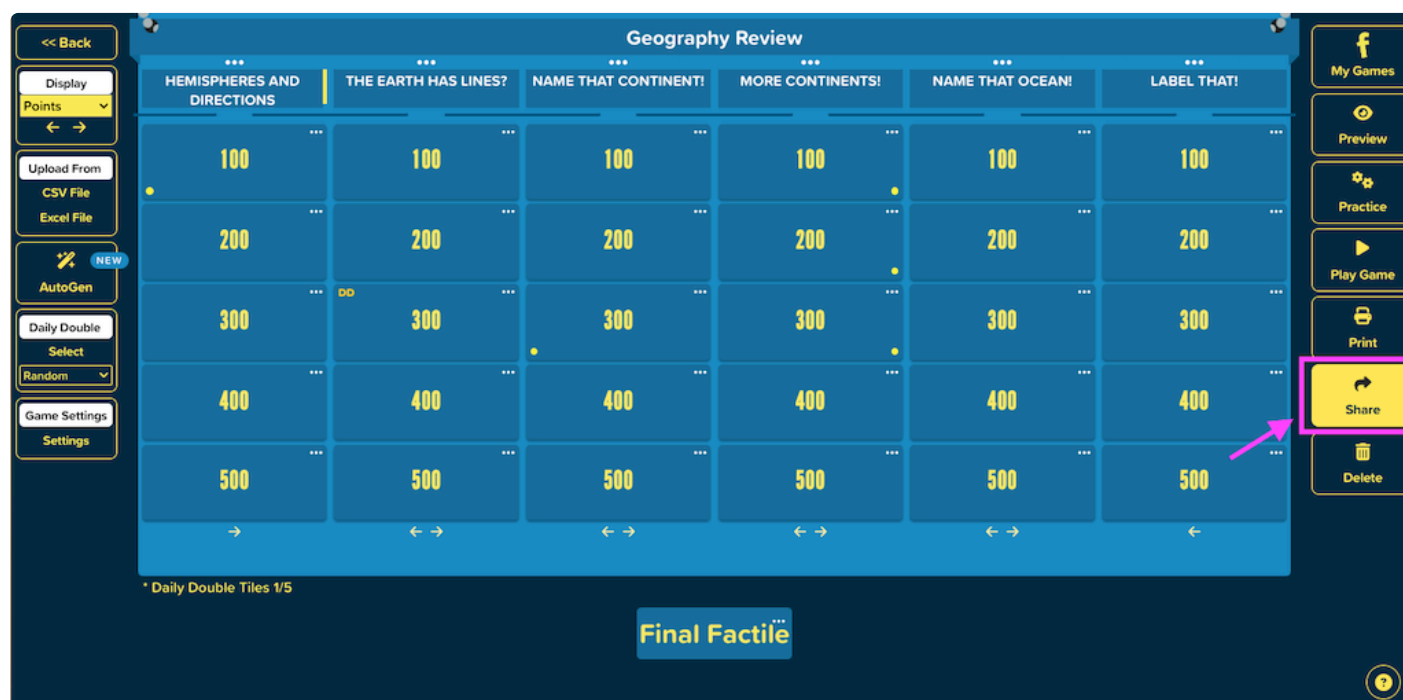
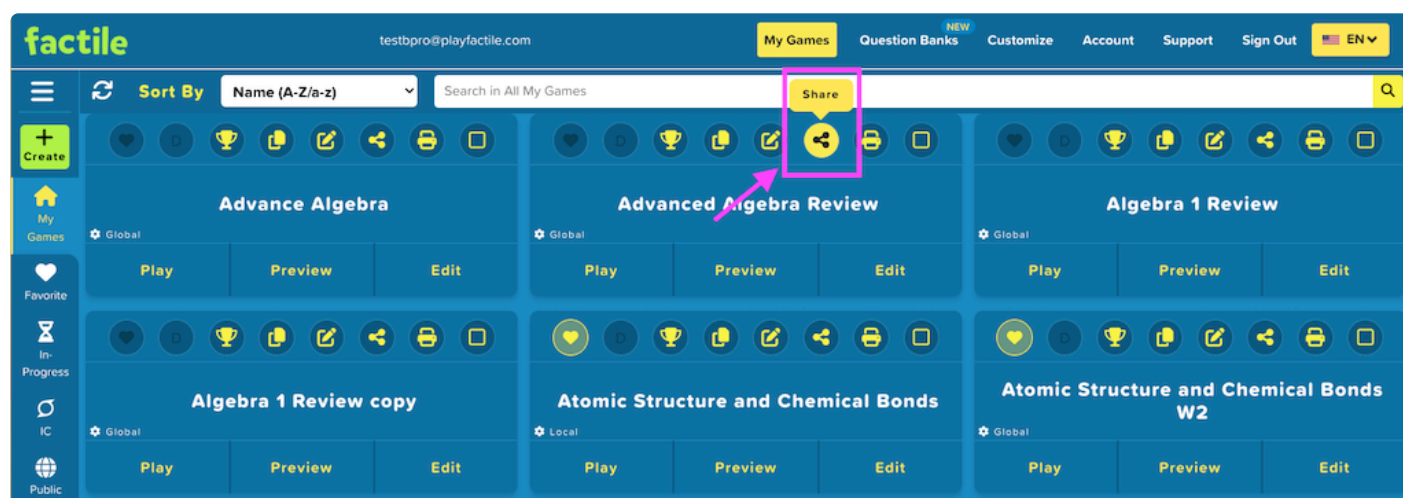
[Google Classroom Integration](#)

[Remind Integration](#)

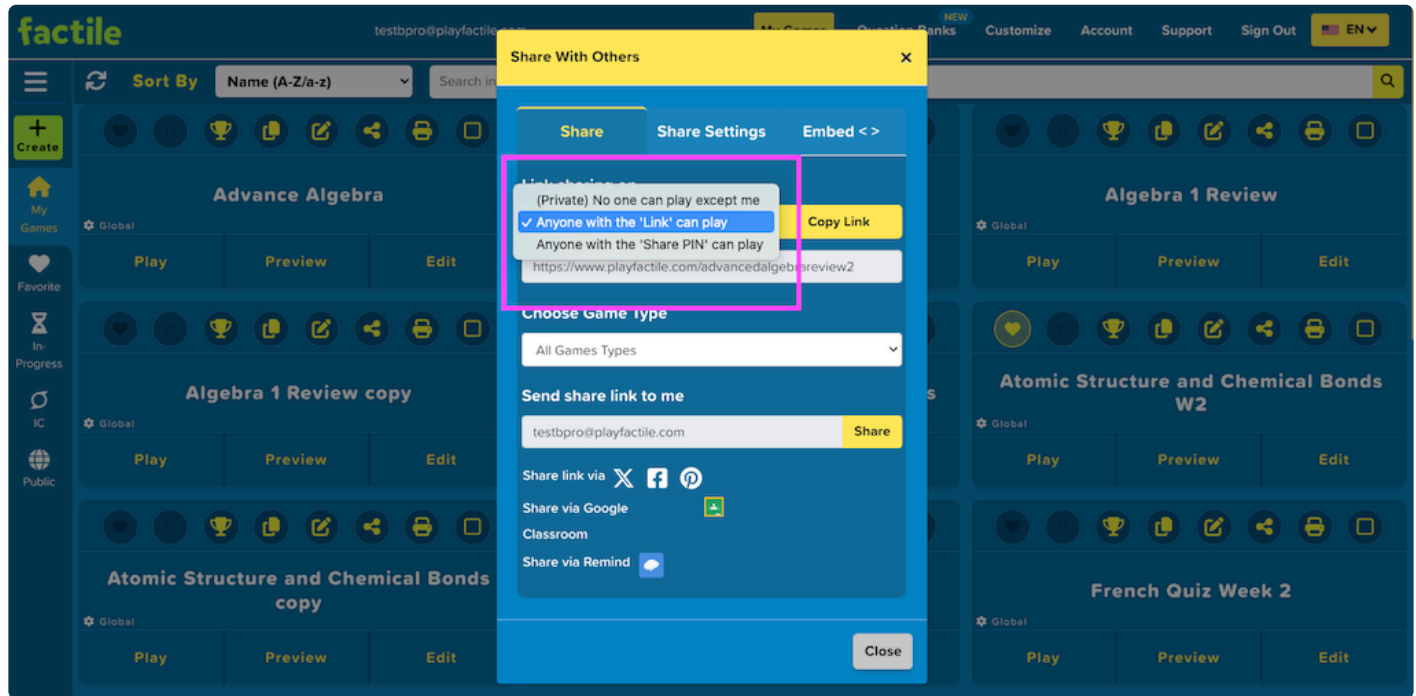
## 5.1. Share a Game

You can now share your games to allow others easy access for playing. Share effortlessly by emailing the link or posting directly to X, Facebook, Pinterest, or through Remind or Google Classroom.

There are two ways to share your game. First, you can click the  icon at the top of any selected game from the “My Games” page. Alternatively, you can share a game while you’re editing it.

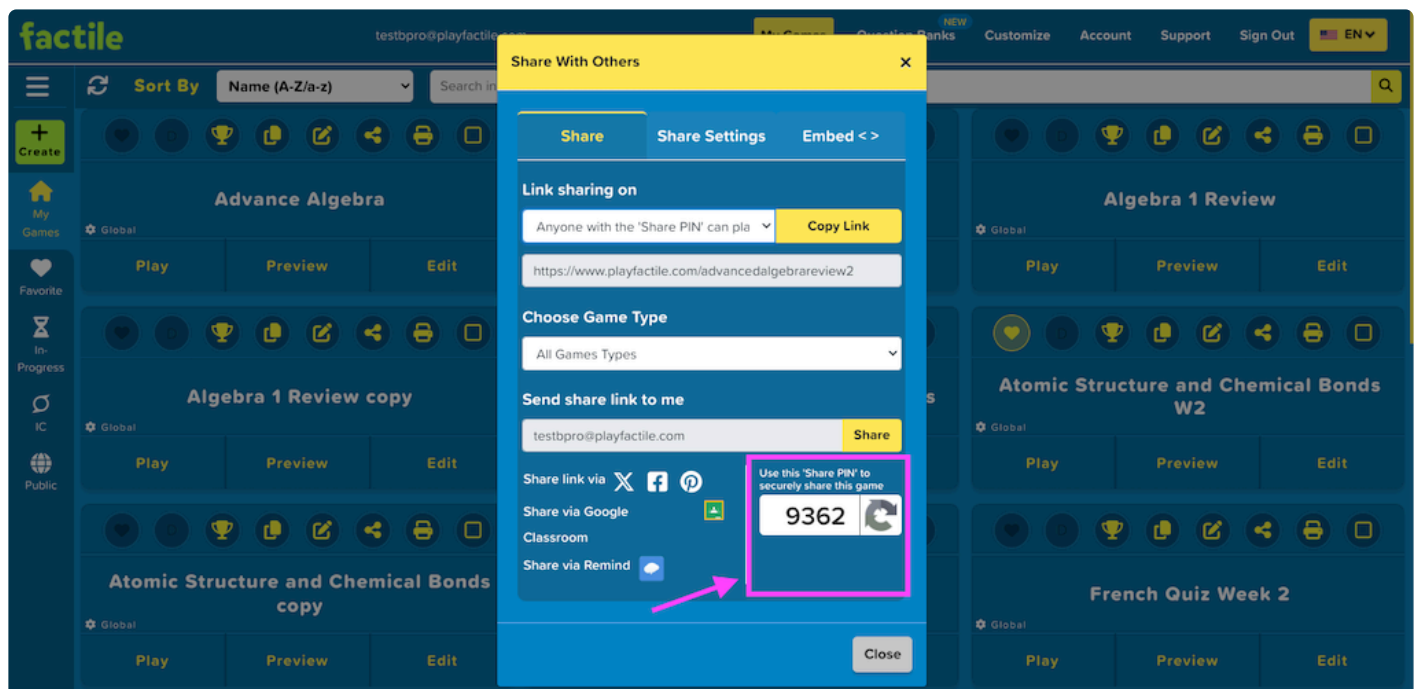


## Sharing Options



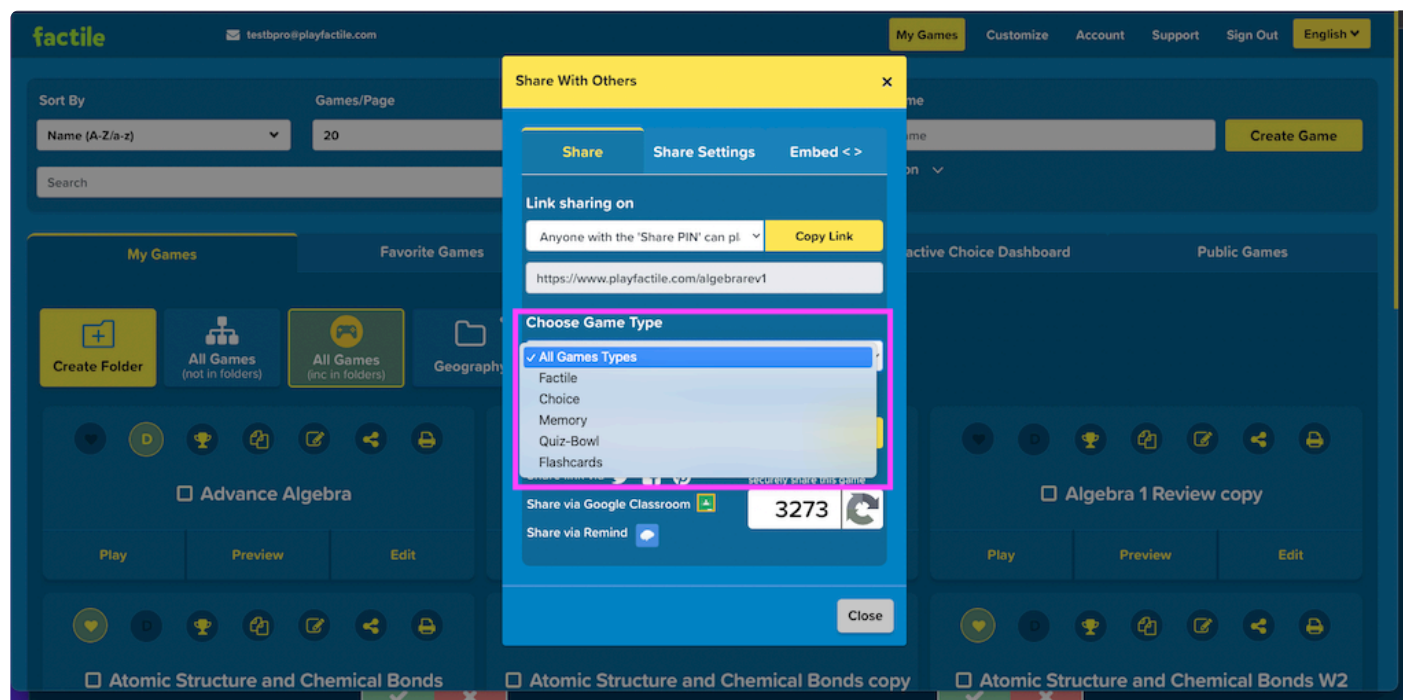
There are 3 sharing options:

- **(Private) No one except me can play.** Only the owner has access to the game.
- **Anyone with the “Link” can play.** As long as people have the game’s link, they can jump in and start playing.
- **Anyone with the “SHARE PIN” can play.** A ‘SHARE PIN’ will be generated and you can share this with anyone to allow them access to the game.

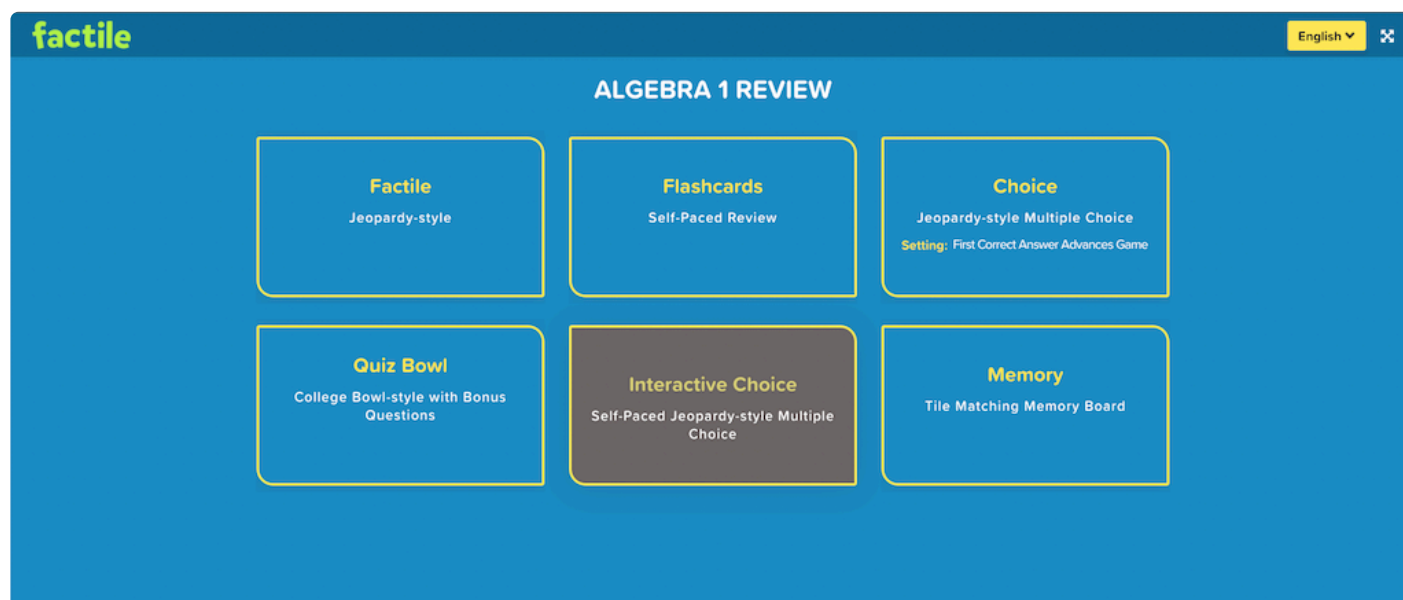


## Choosing a Game Type

You can opt to share a game and let your participants play a specific game type. For instance, you can share the game as a classic Factile game or Flashcards.

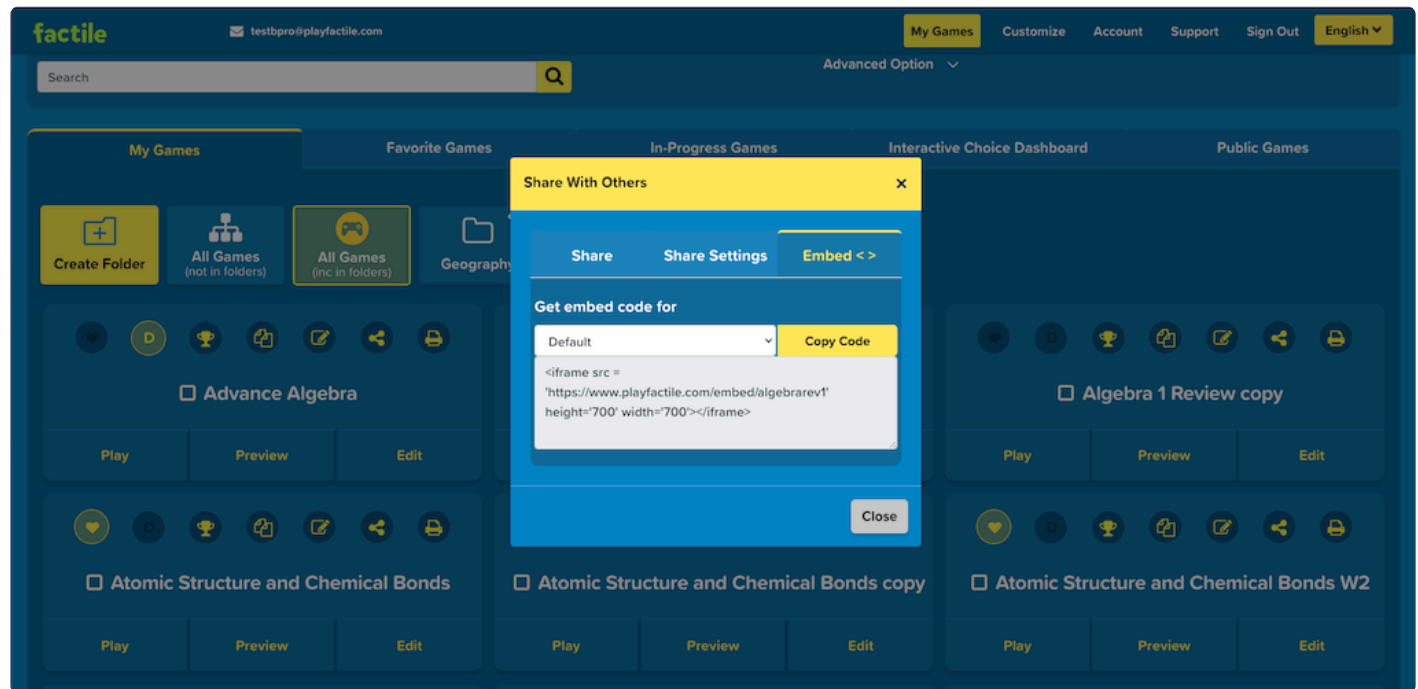


*Tip:* If you don't select a specific game type, all game types are enabled by default. This way, the participants who have access to the game will be able to choose a game type as they open the game link.



## Embedding a Game

Click on the “Embed” option next to “Share Settings”.



Then choose your embed option and press “Copy code”.

Options:

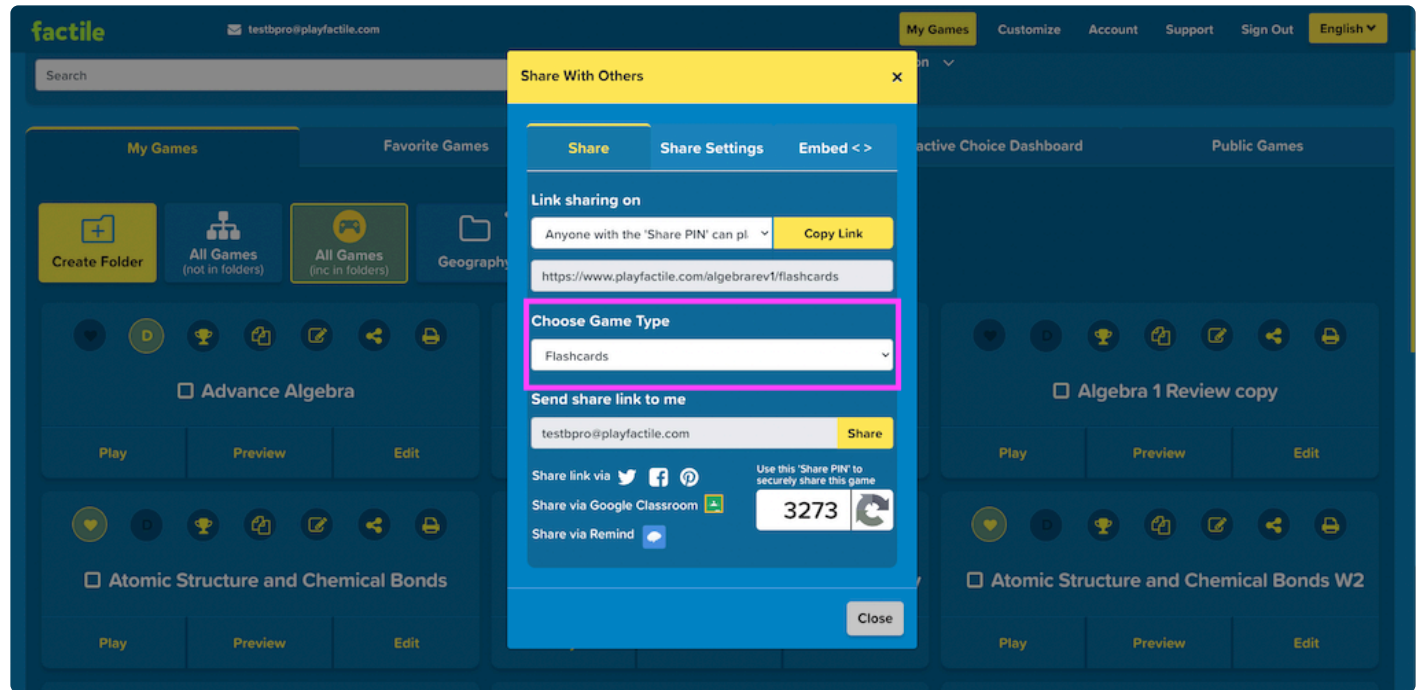
1. Default – Your user will have the option to play as a normal Factile game, as flashcards, or a memory or choice game.
2. Factile – Opens play link directly for the user.
3. Flashcards – Opens flashcards for your user.
4. Choice-Opens your game as a Choice game.
5. Memory – Opens your game as a memory game.

Paste the code in the body section of your website.

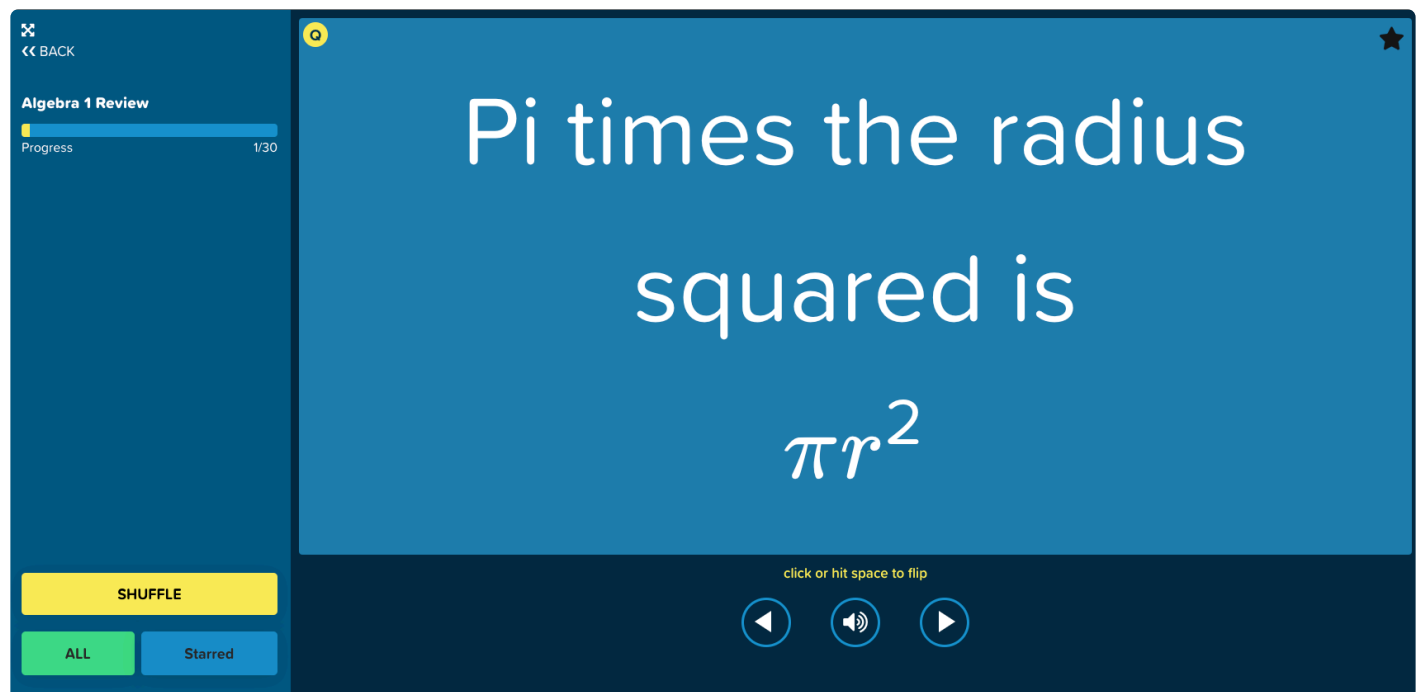
## 5.2. Share Flashcards

Share Flashcards with participants by sharing either a link or a share PIN with them.

When participants open your link, they can select to play in Flashcard Mode.



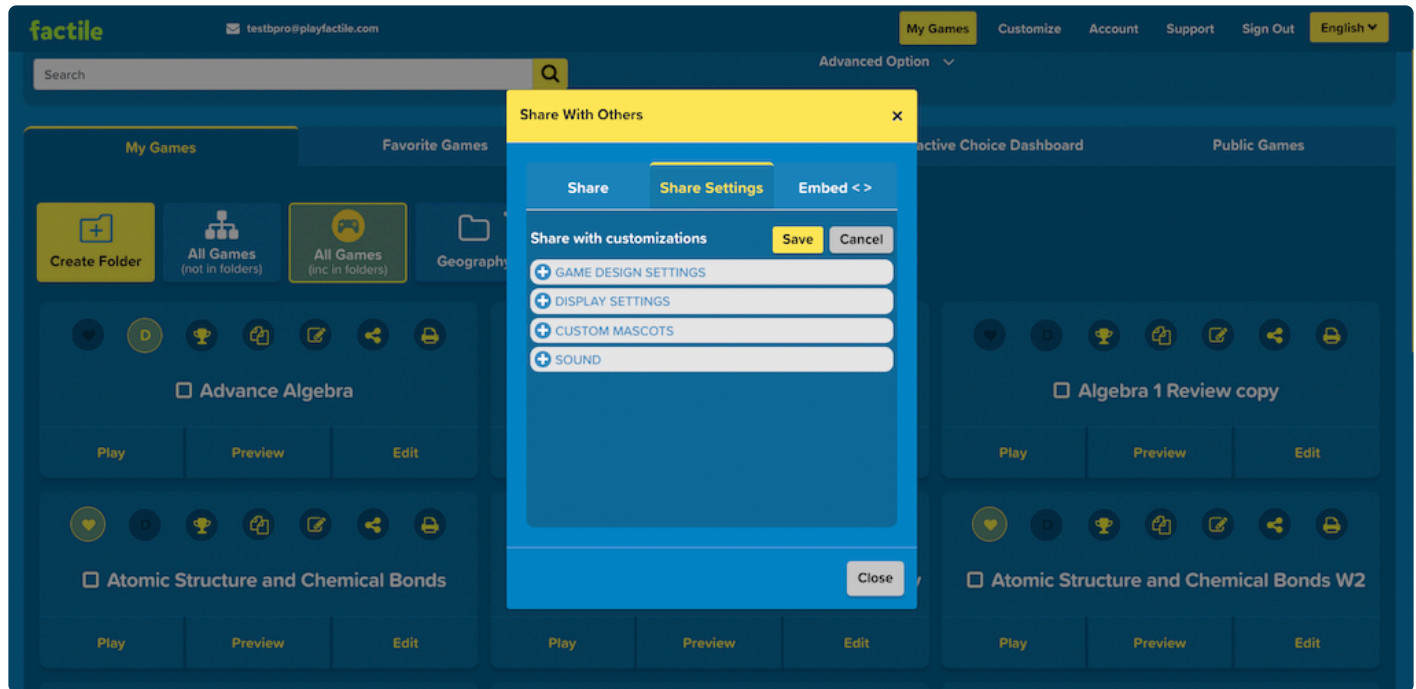
This will launch the game in Flashcard mode.





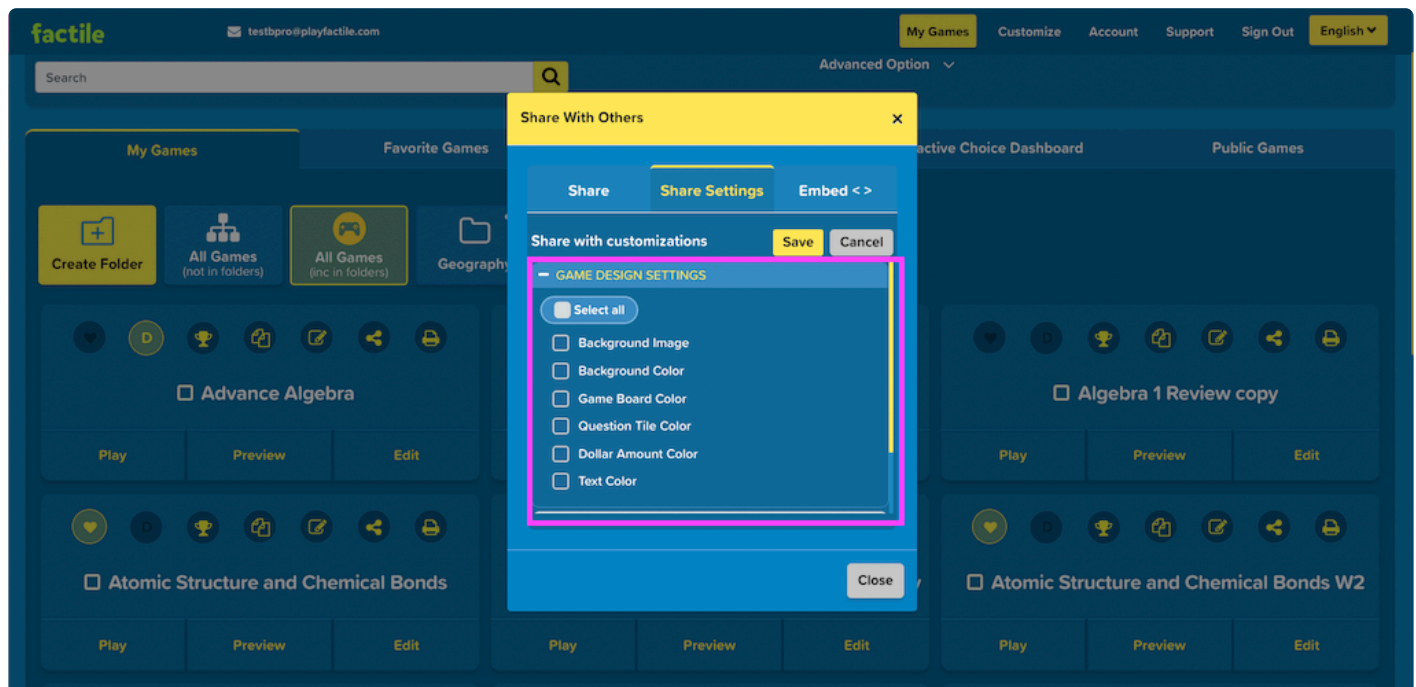
## 5.3. Customize what is Shared

Choose which customizations from Game Design and Display settings you want to share when sharing your game as well as whether to share your custom mascots and sounds.

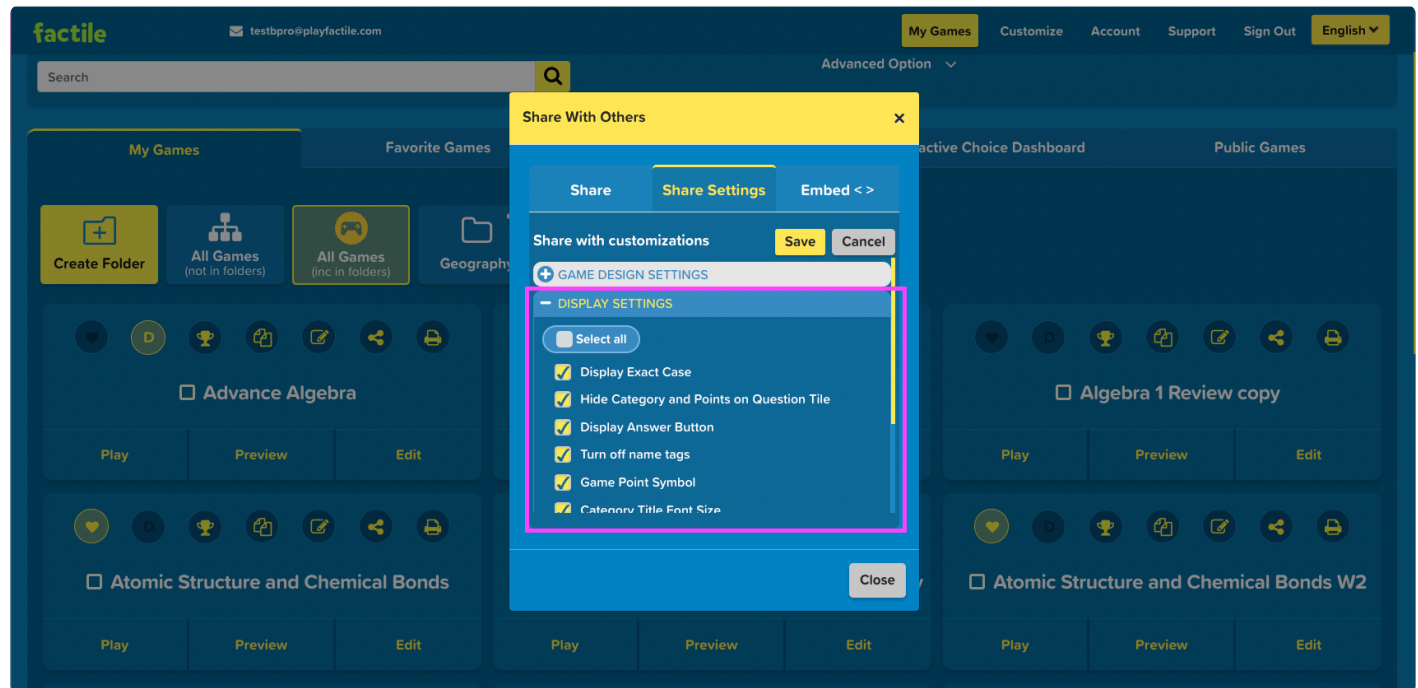


Press the + button next to each heading to expand options.

Select the boxes of the settings you wish to share or you can use the “Select all” option to share all settings.

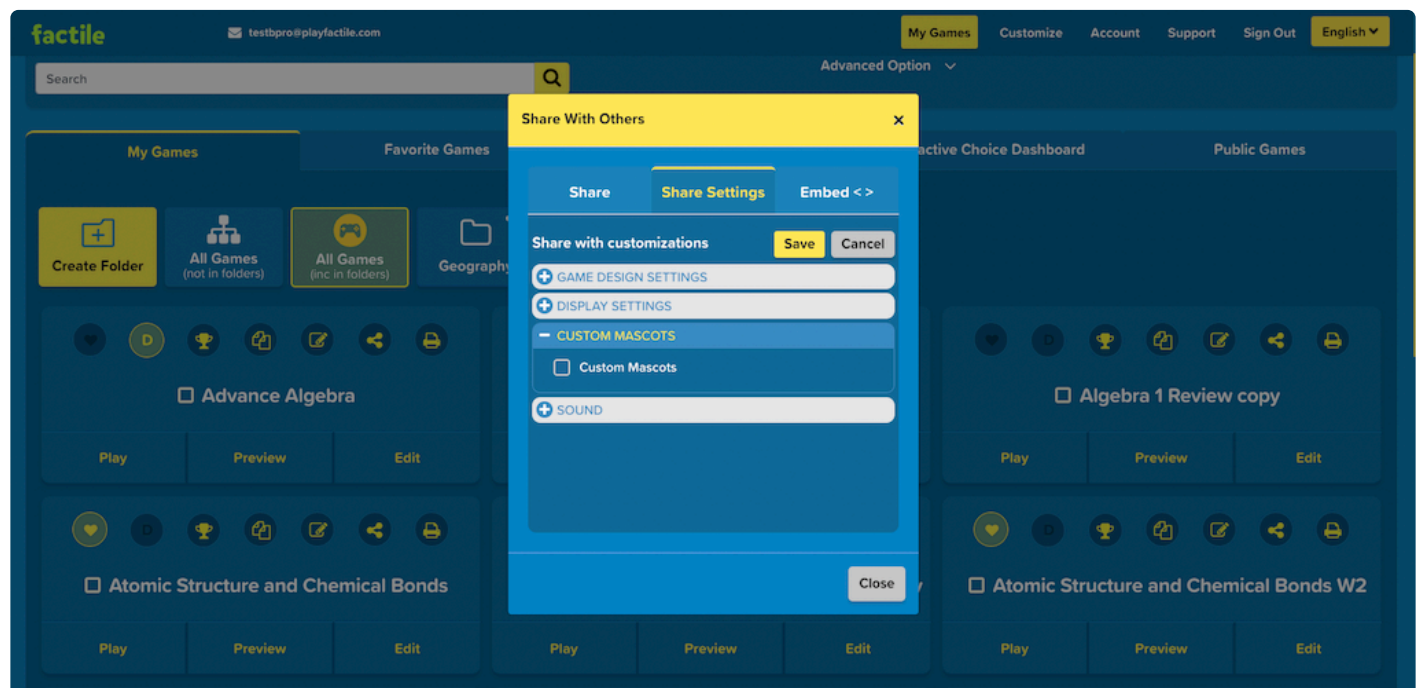


Click on the “Display Settings” heading to expand the box and see the options.



## Sharing Custom Mascots and Sounds

For these two options, you can choose to either include these when you share a game or not by checking the box.




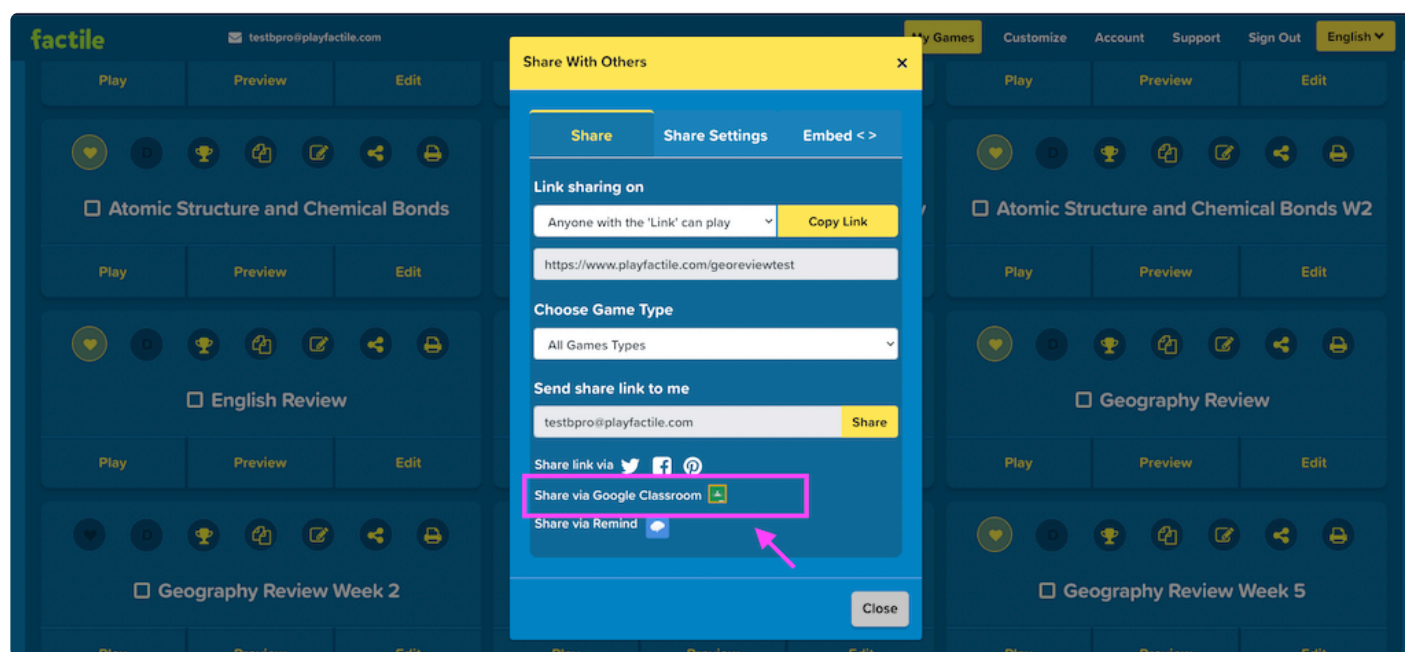
Press “Save” when you’ve selected all the options you want to share.



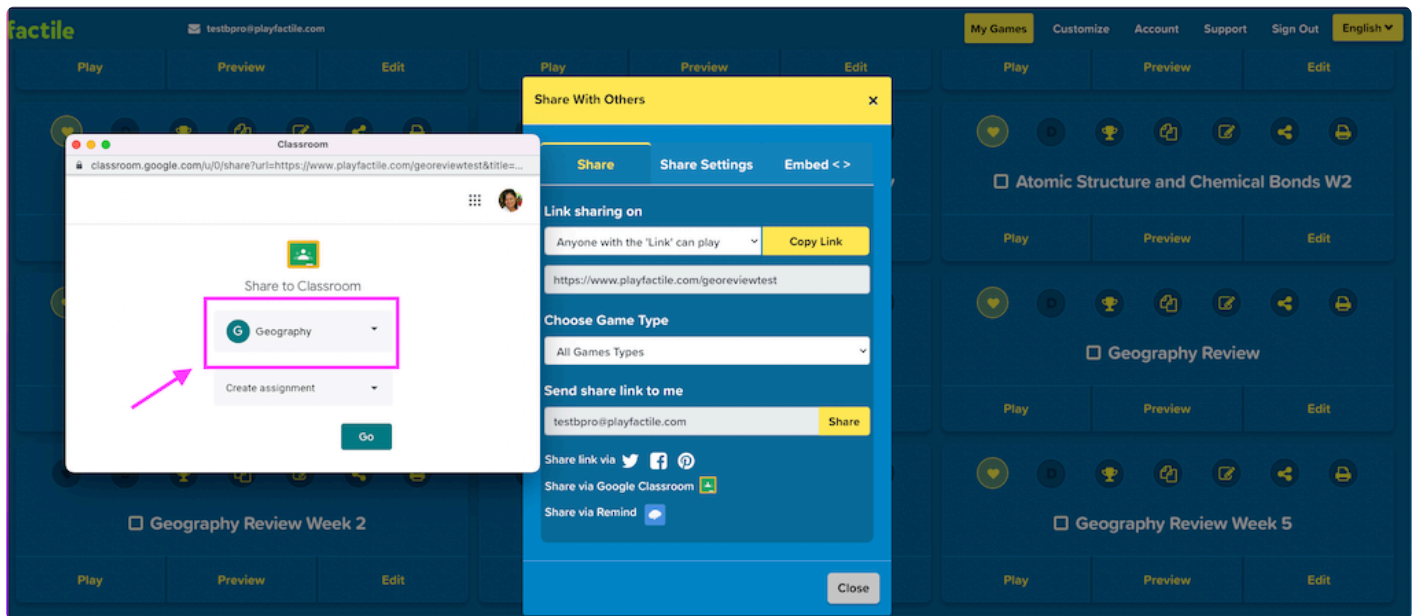
## 5.4. Google Classroom Integration

Share your game through Google Classroom.

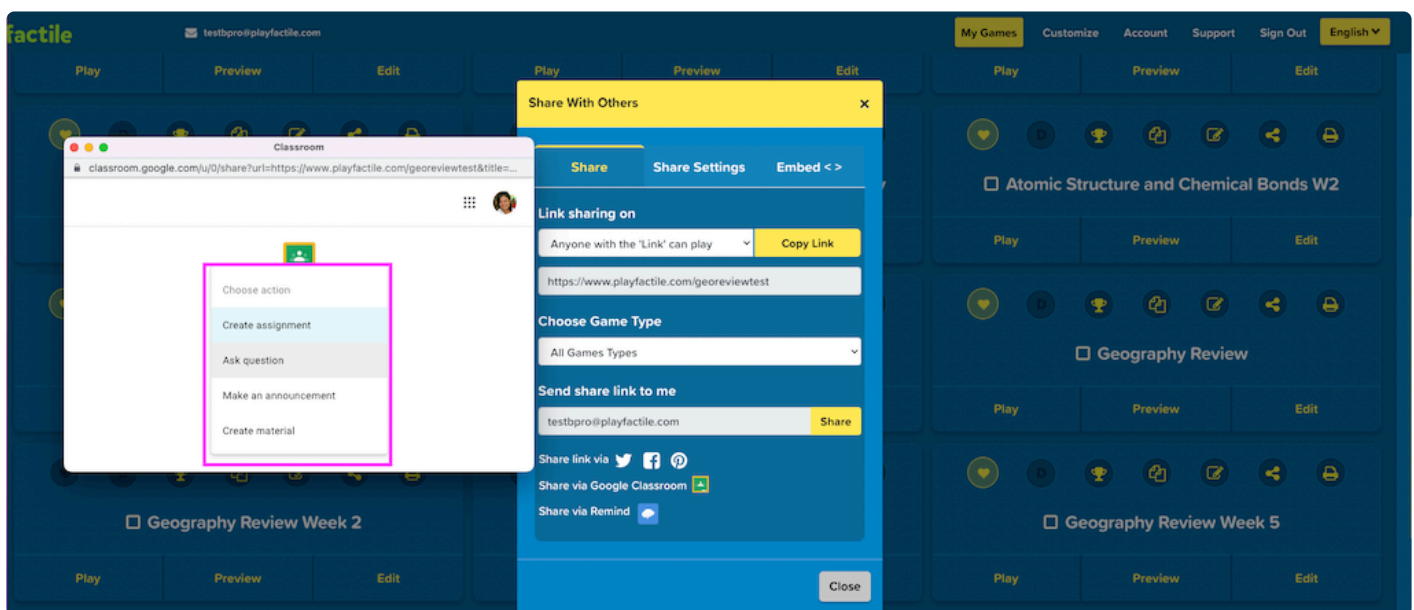
1. Choose a game to share from your **My Games** page and click the  button.
2. Choose “Share via Google Classroom”.



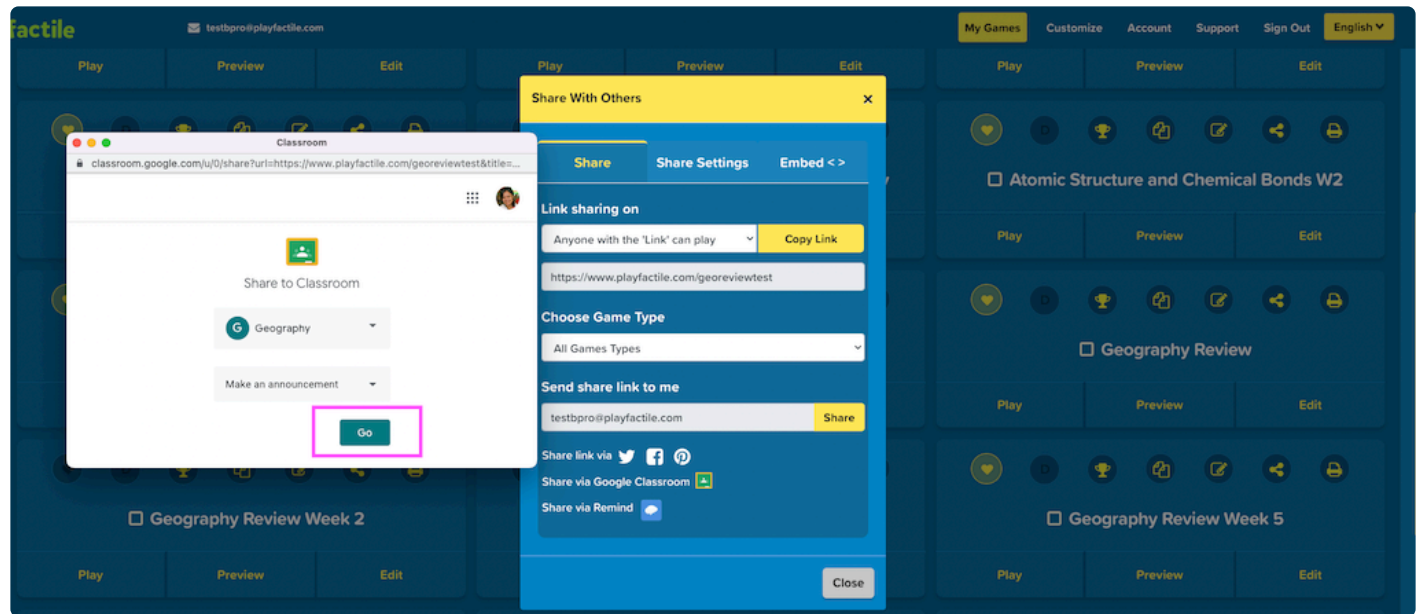
3. A new window will open to connect to your Google Classroom. Follow the prompts to sign in to your Google account.
4. In the new window, select which class you wish to share your game with using the drop down menu.



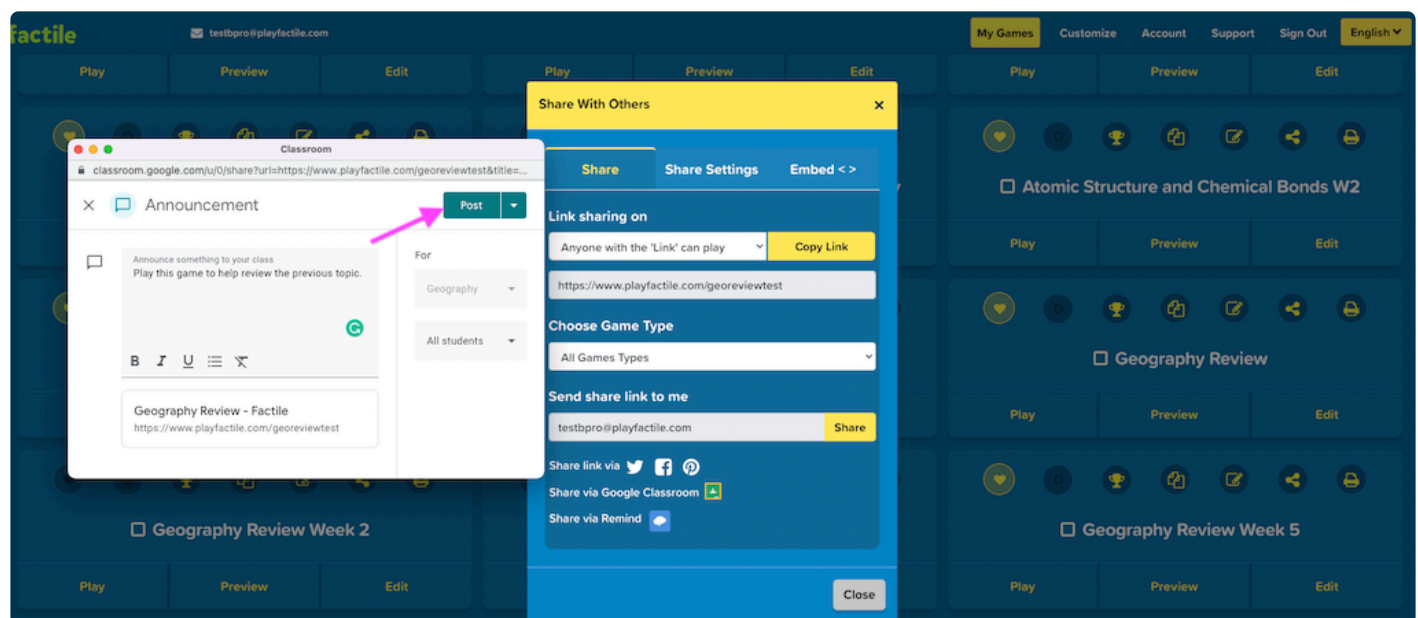
4. Select the action you wish to take from the drop-down menu.



5. Once you select the action, press the “Go” button.




6. Type a message or description for your group and select “Post” when you’re finished.

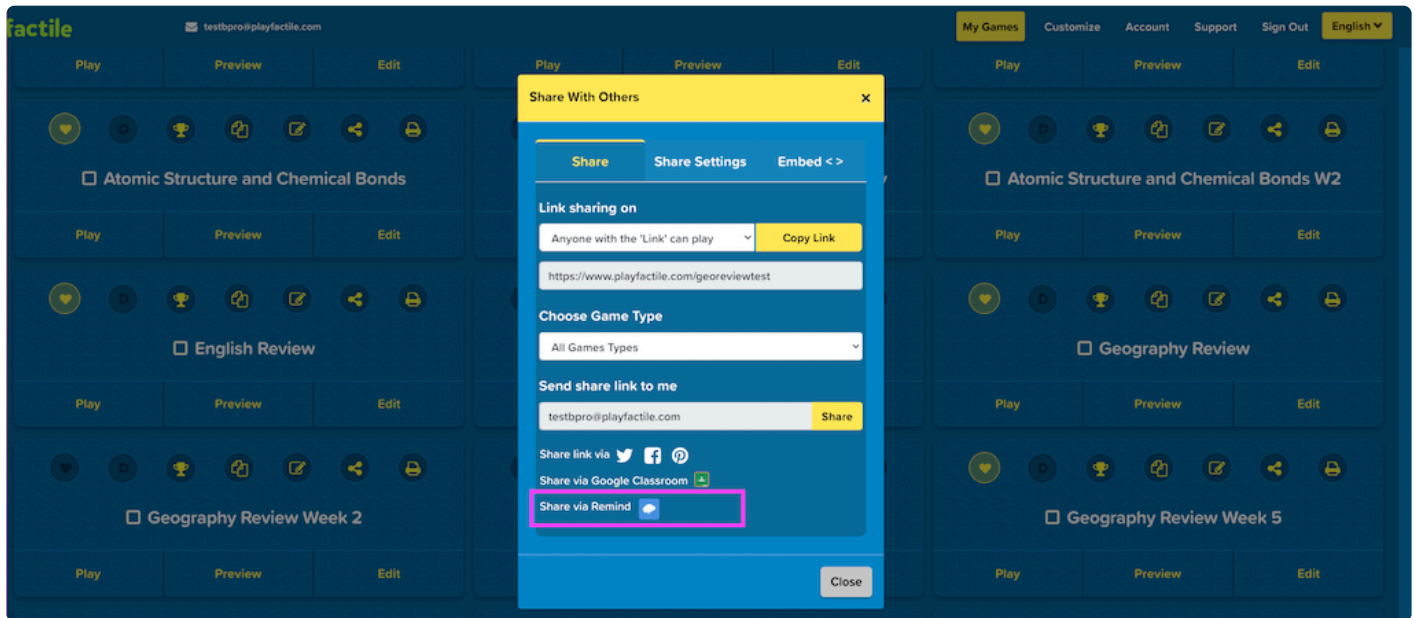


Your game will then be available to your selected class in Google Classroom.

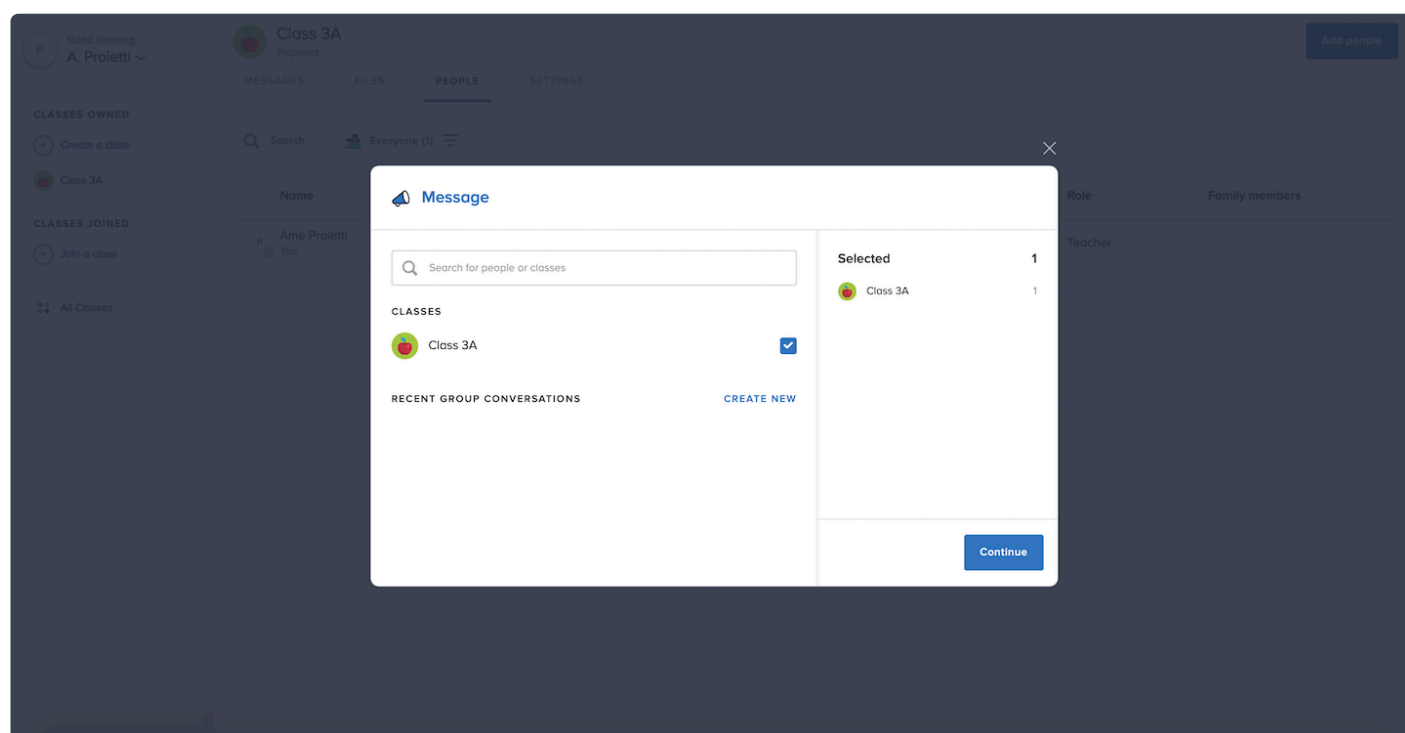
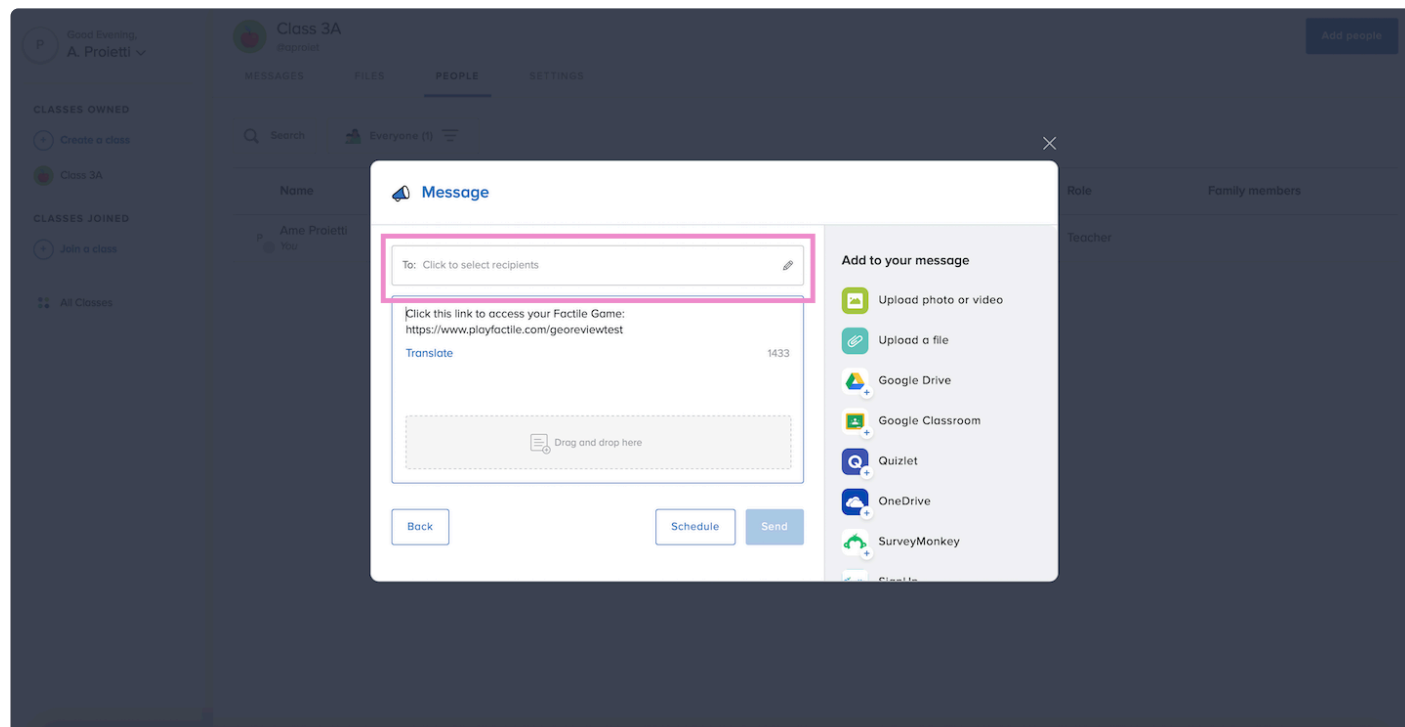
## 5.5. Remind Integration

Share your game through Remind.

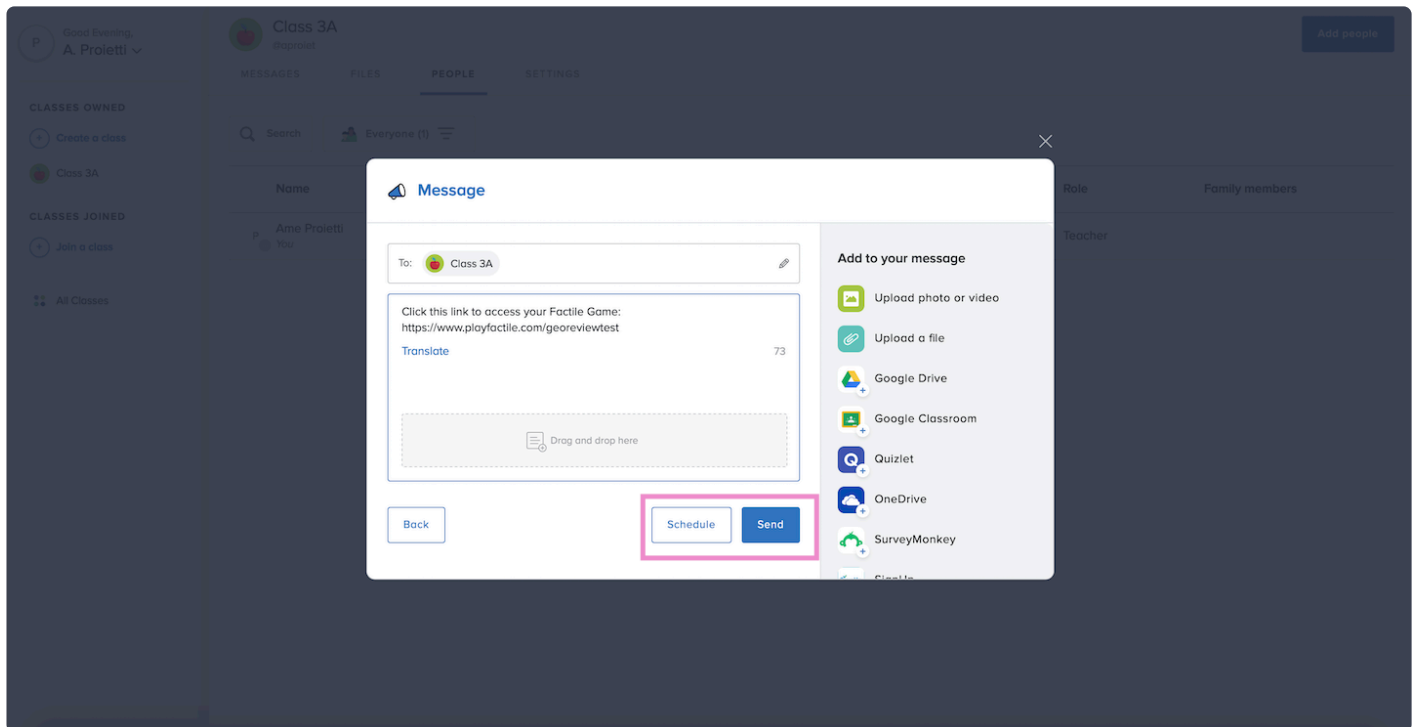
1. Choose a game to share from your **My Games** page and click the  button.
2. Choose the “Share via Remind” at the bottom of the pop up.



3. Sign into your Remind account if you aren't already. A new window or tab will launch Remind and open a new message. Select which class or recipients you wish to share your game with.



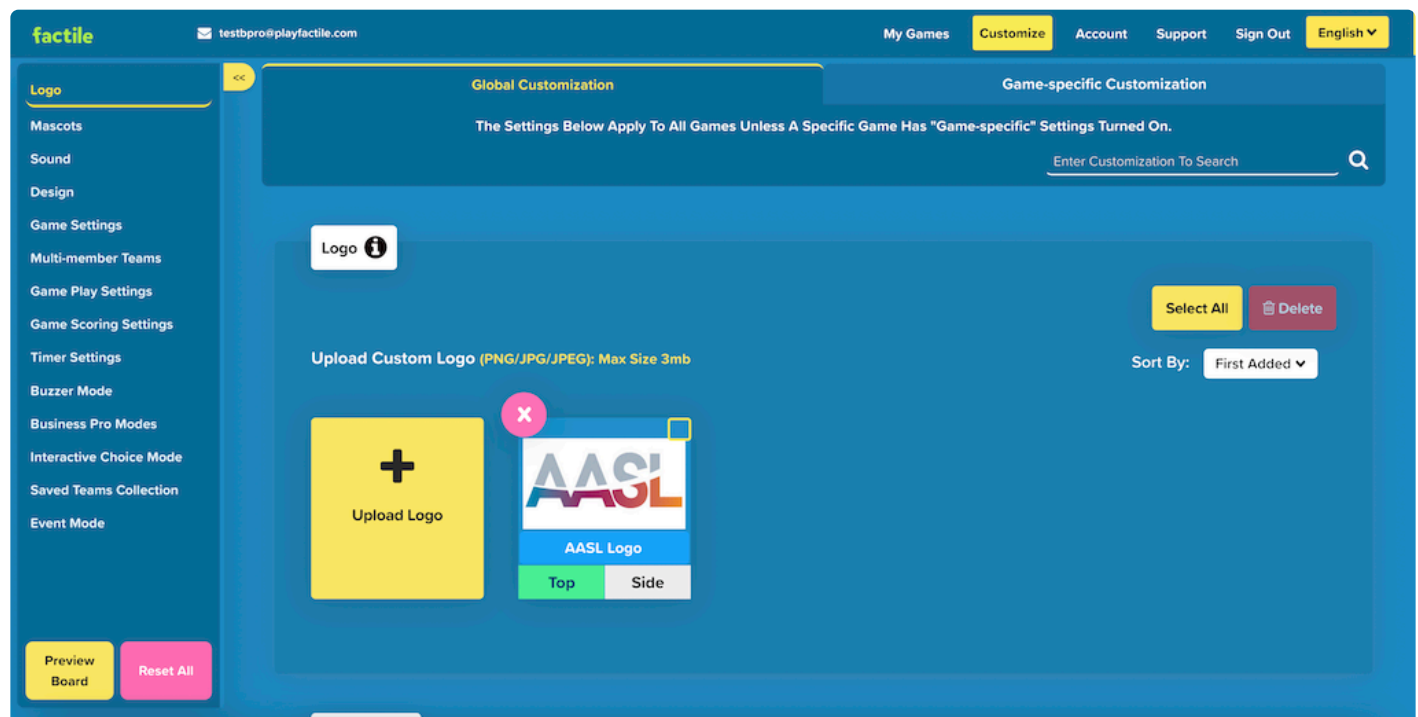
4. Type any message you wish to share and select “Schedule” to select when to post your game or “Send” to announce it immediately.



Your game will then be available to your selected class or participants on Remind.

## 6. Customizing your Game

Customize the appearance, features, and settings of your game from the **Customize** page.



The “Customize” page allows you to configure the following:

- [Logo](#)
- [Mascots](#)
- [Sound](#)



- [Design](#)
- [Game Settings](#)
- [Saved Teams Collection](#)
- [Event Mode](#)

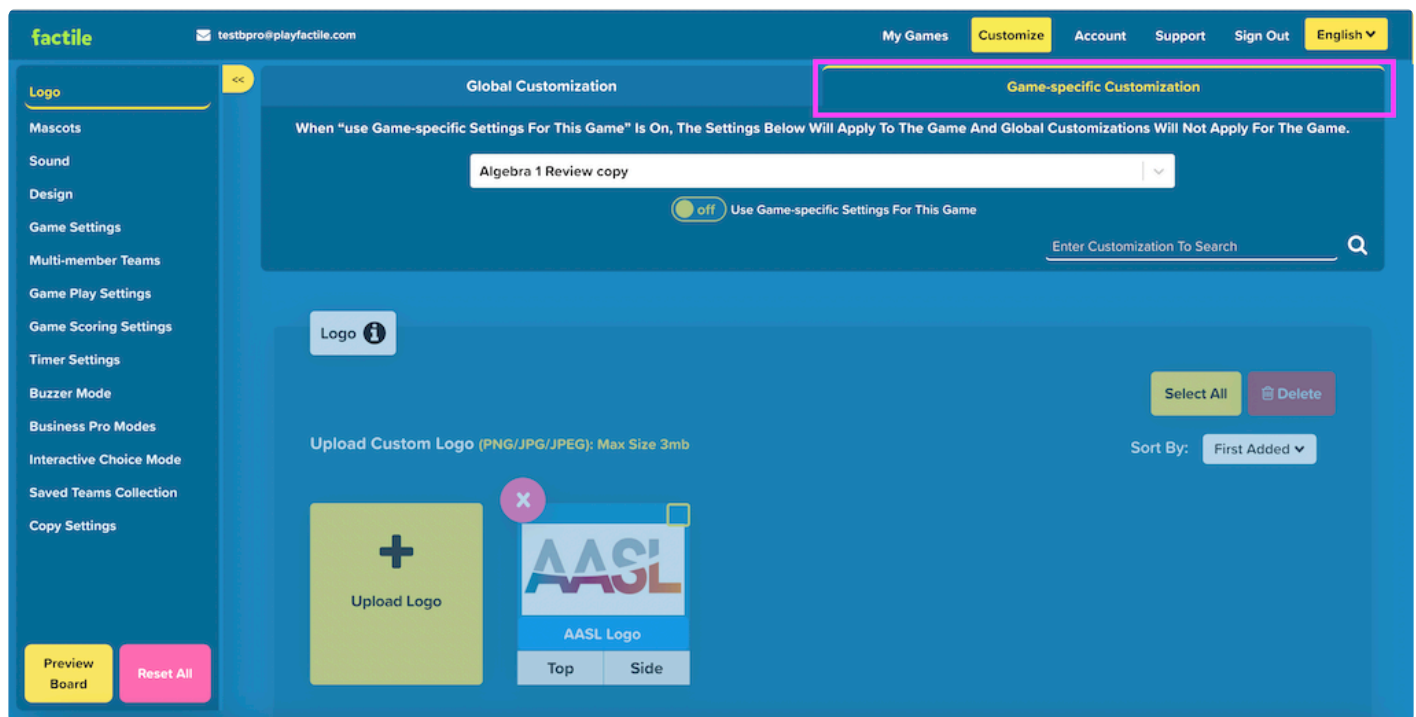
## Global versus Game-Specific Customization

There are two ways you can customize your games.

1. **Global Customization.** This allows you to customize the game settings and apply them to all your games, unless a specific game has “Game Specific” settings turned on.
2. **Game-Specific Customization.** When “Use Game Specific settings for this Game” is turned ON, the settings will apply to the game and “Global Customizations” will not apply to this game.

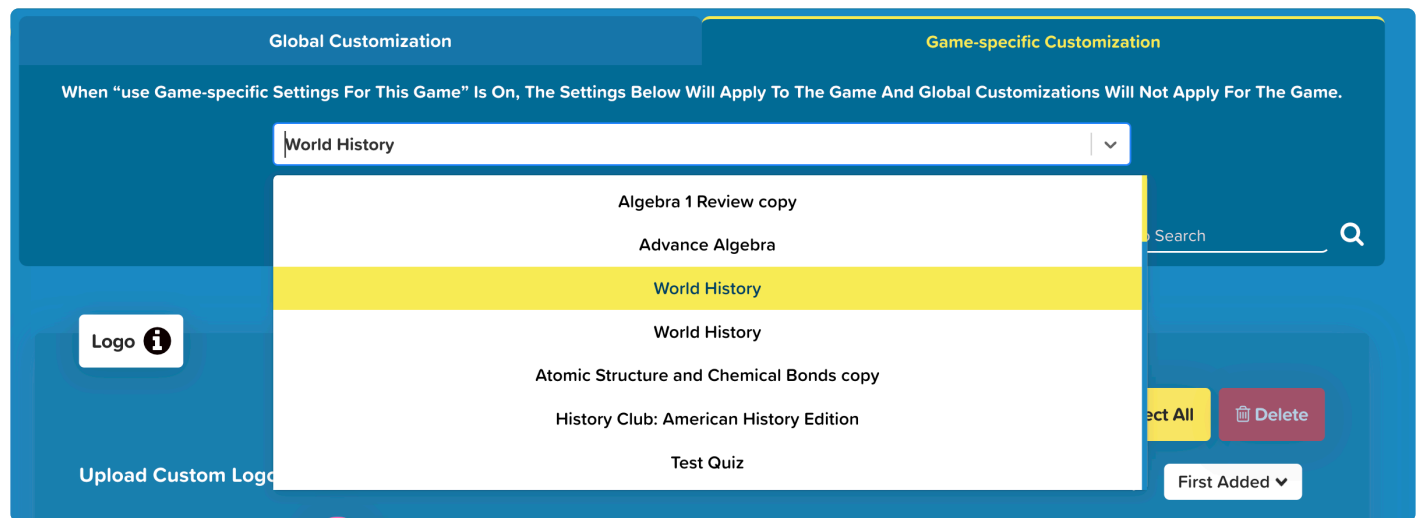
## Activating Game-Specific Customization

When game-specific customization is activated, all settings will only apply to the selected game and all global customizations will not apply. To activate local settings for a game, select “Game-Specific Customization” tab from “Customize” page.

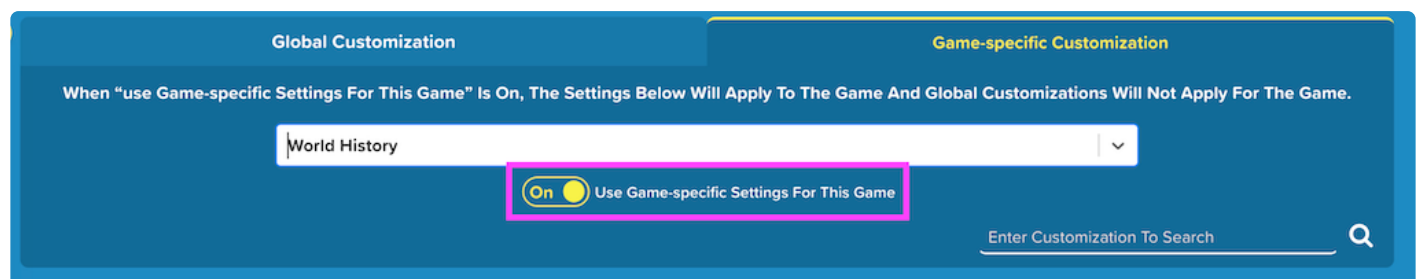


First, you have to select a game to which the local customizations will apply.

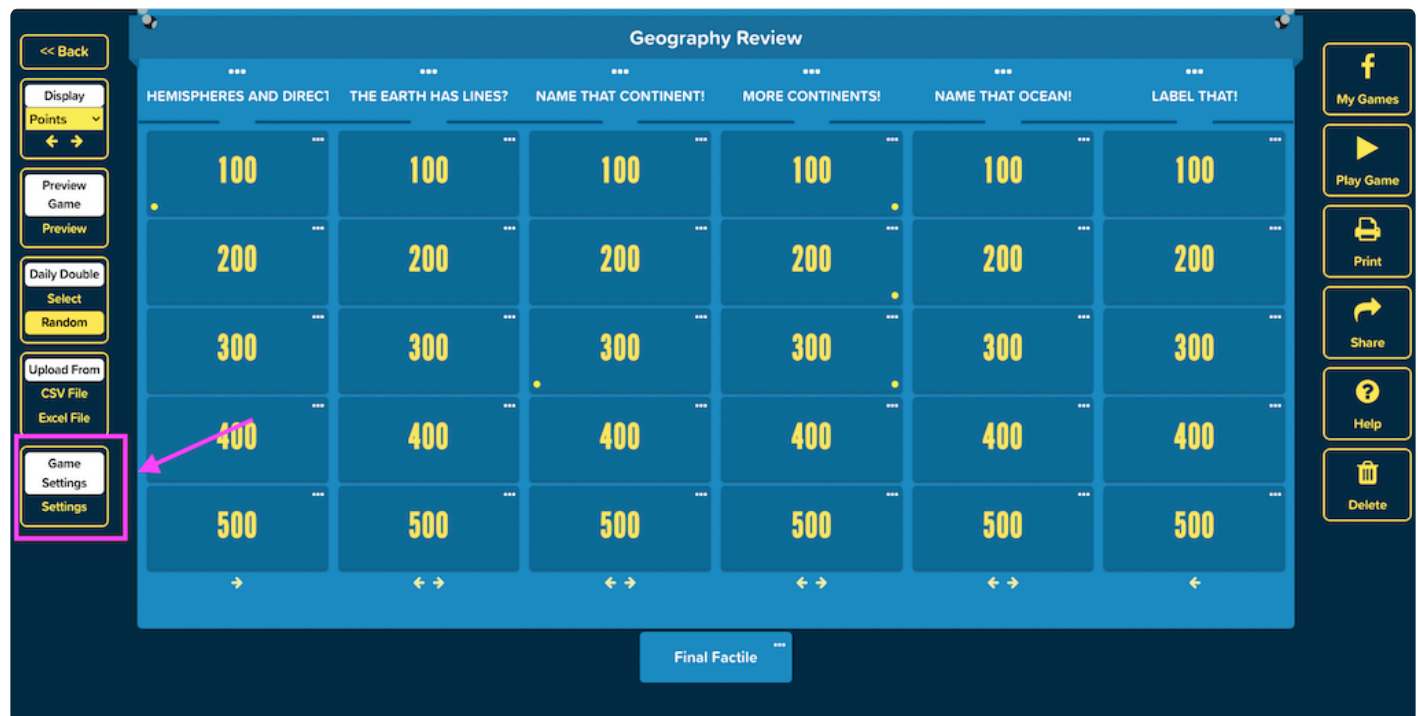




Flip the switch button on to use game-specific settings for the selected game.



Alternatively, you can use "Game Settings" while editing a game.



You can now start customizing the settings of the selected game.

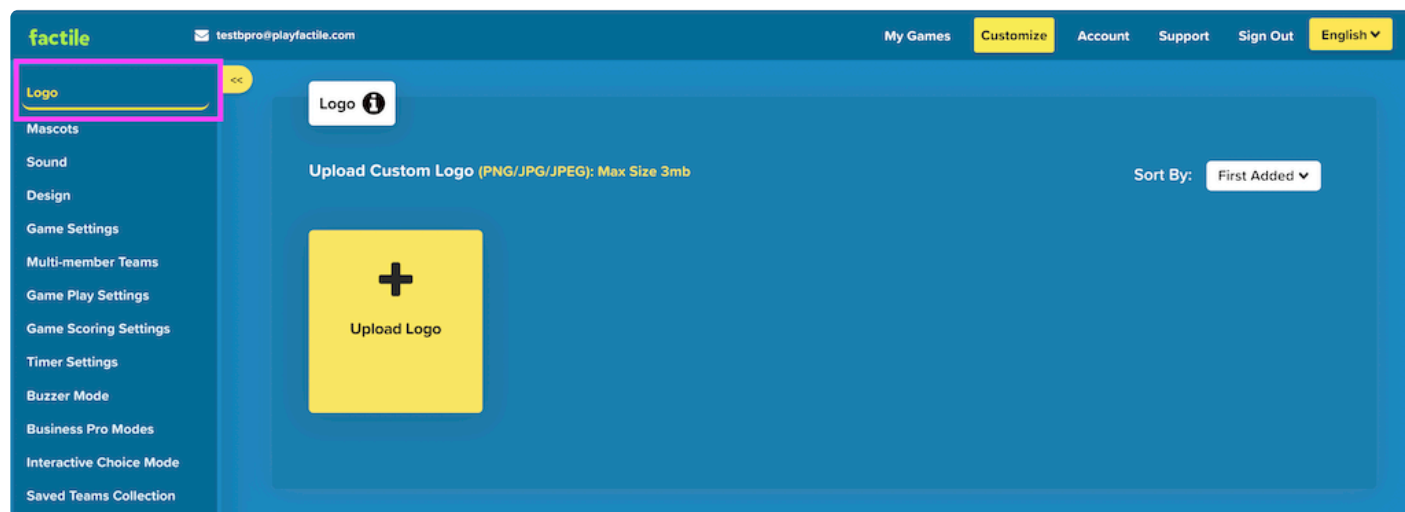
## 6.1. Logo

You can upload your game logo and this will appear on your active Factile games. This option is useful if you want to add the logo of your school, company, etc.

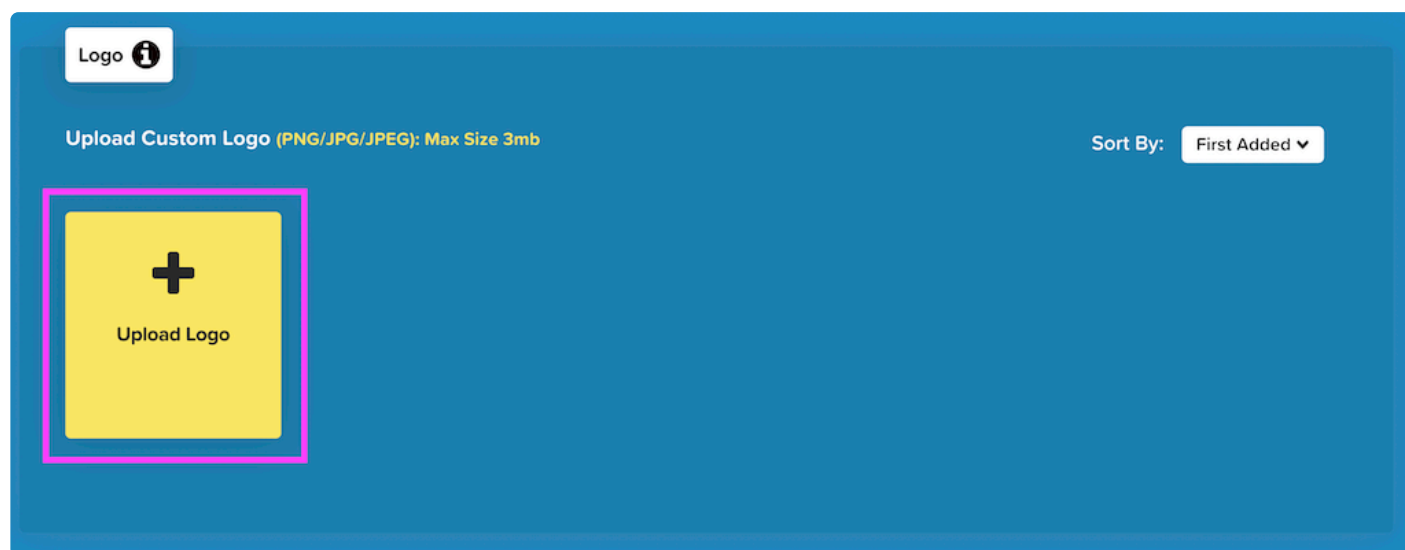
*Tip: The logo must be a .png/.jpg/.jpeg file and the filename should contain letters and numbers only (ie: no special characters).*

### How to Upload your Logo

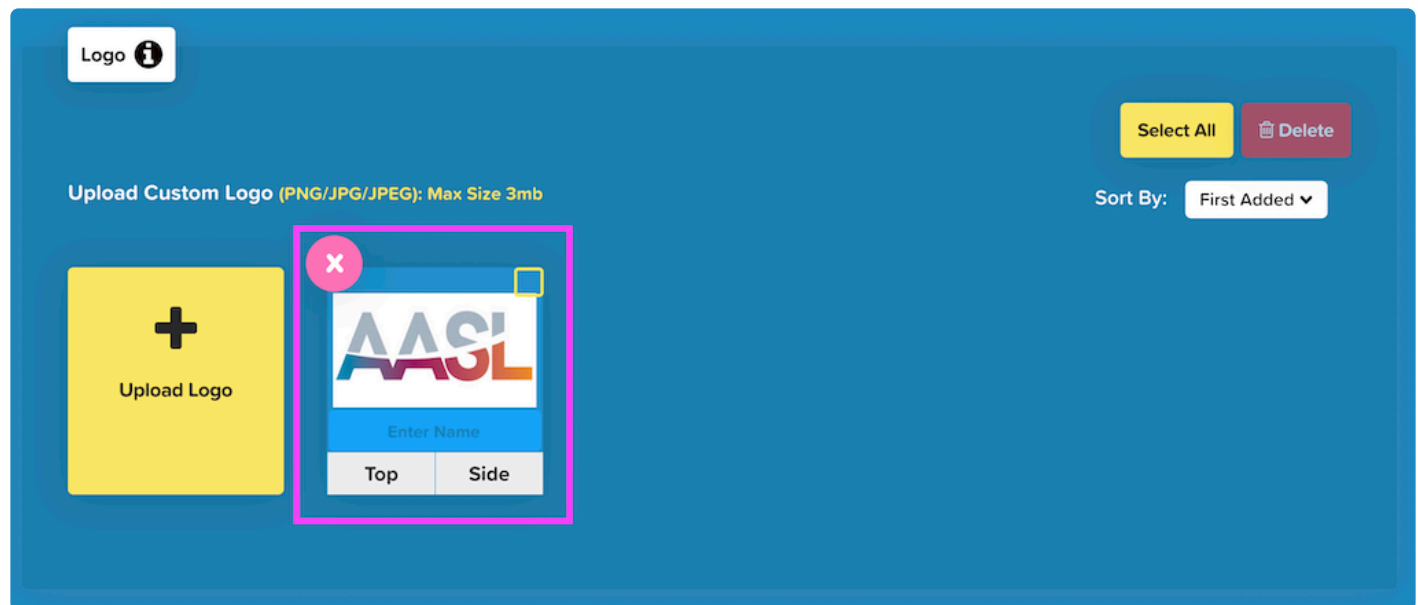
From the Customize page, select the **Logo** tab.



Click the 'Upload Logo' and follow the prompts to select and upload the image file from your device.



The logo will be displayed when it is successfully uploaded.



Once your image file has been uploaded, you can select where in the Factile board it will be displayed. You may also give your logos a name for easy reference. This is helpful if you upload multiple logos. You can also remove a logo from your list by clicking on the x found at the top left corner of your logo file.



Below is an example of a logo as displayed on the board.

<< Exit

Save

Final Factile

Manage Teams

French Quiz Week 2

LEADERS	EVENTS	PLACES	FRENCH TERMS	WHY DID HE DO THAT?
\$100	\$100	\$100	\$100	\$100
\$200	\$200	\$200	\$200	\$200
\$300	\$300	\$300	\$300	\$300
\$400	\$400	\$400	\$400	\$400
\$500	\$500	\$500	\$500	\$500

↓

←

+

\$0

-

PINEAPPLE

✓

✗

+

\$0

-

POTATO

✓

✗

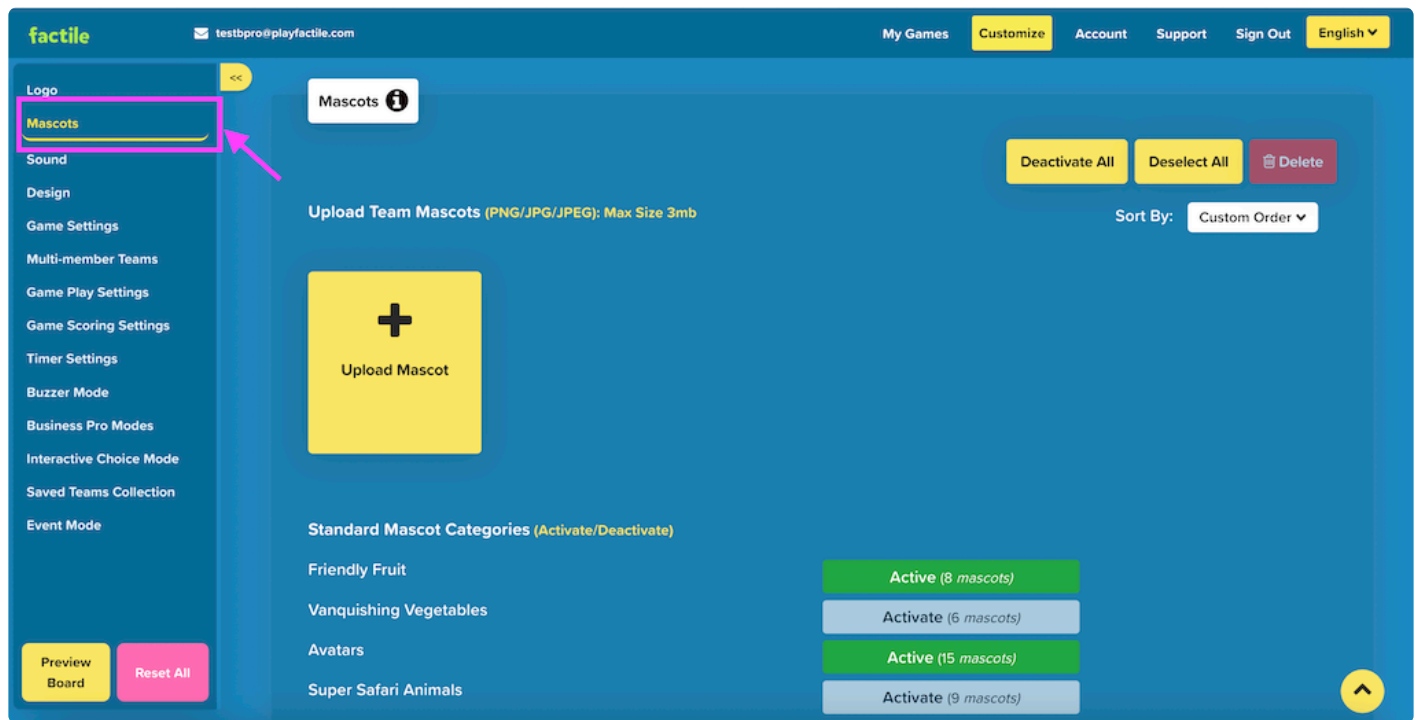
→

## 6.2. Mascots

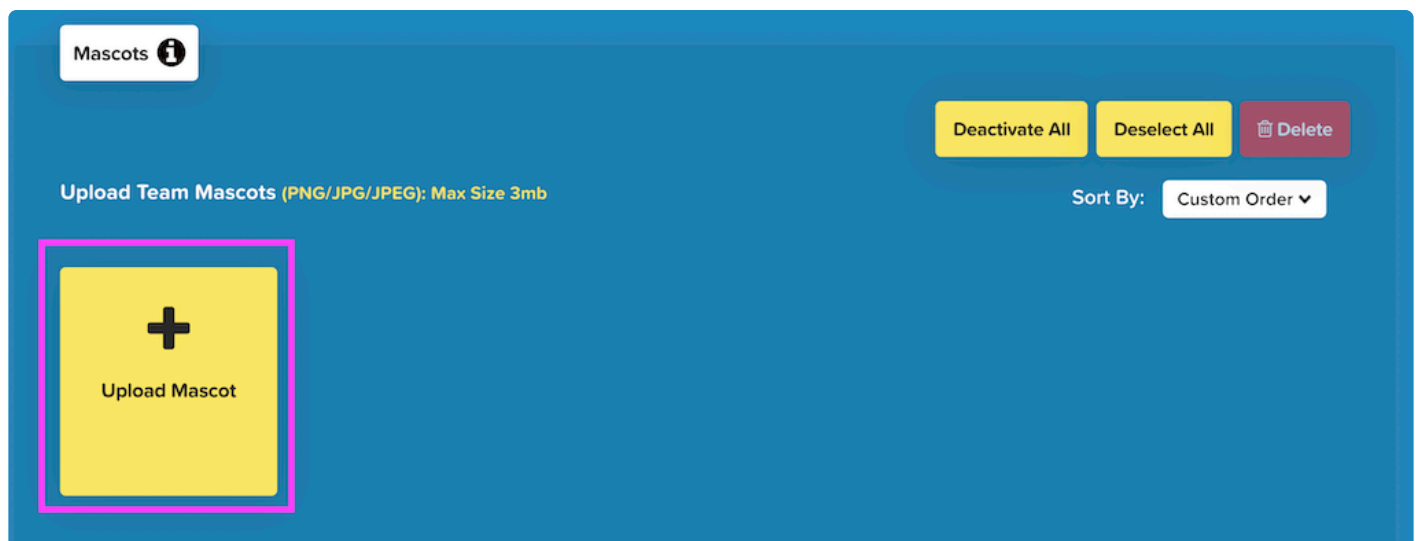
You can upload your own images to use as Mascots.

*Tip:* Your mascot image file should either be in JPEG or PNG format and the filename should only contain letters and numbers (no special characters).

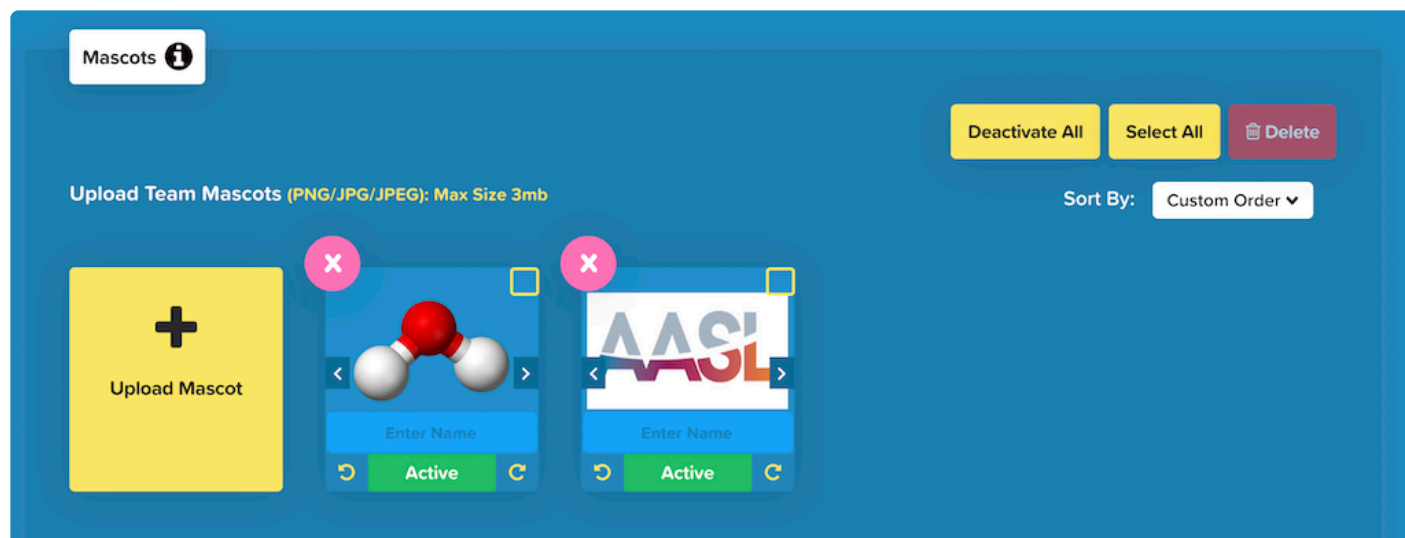
On the **Customize** page, go to the **Mascots** tab.



Click “+” to upload a new image from your computer. A preview of your mascot will appear when the upload is successful.



A preview of your mascot appears after a successful upload. Note that you can upload multiple image files and you can manage these images on the same page.



Here are the things you can do to customize the mascots you are using:

- *Name your mascots* . Enter the mascot name just below the image and press Enter to save.
- *Activate/Deactivate* . If you no longer want your mascot to be an active choice for selection, click on the “Active” button to deactivate it. You can use the ‘Deactivate All’ button to easily deactivate all custom mascots you have uploaded. Once a mascot has been deactivated, it will not show as an option in the Mascots page before starting a game.

Users can opt to hide some of the standard Factile mascots so they don't show as an option when selecting mascots before the game. Click on the button next to the category to activate/deactivate it. The button turns yellow when it gets deactivated.

Standard Mascot Categories <small>activate/deactivate</small>	
Friendly Fruit	<b>Active</b> 8 Mascots
Vanquishing Vegetables	<b>Activate</b> 6 Mascots
Avatars	<b>Active</b> 15 Mascots
Super Safari Animals	<b>Activate</b> 9 Mascots
Sensational Sea Creatures	<b>Active</b> 5 Mascots
Amazing Arctic Animals	<b>Active</b> 40 Mascots
Professional Human Avatars	<b>Active</b> 5 Mascots
Shark	<b>Active</b> 10 Mascots
Dinosaurs	<b>Active</b> 16 Mascots

**Pro Subscription.** You can also select to only show their custom Mascots and not the built-in Mascots on the “Choose Team Mascots” page before starting a game.

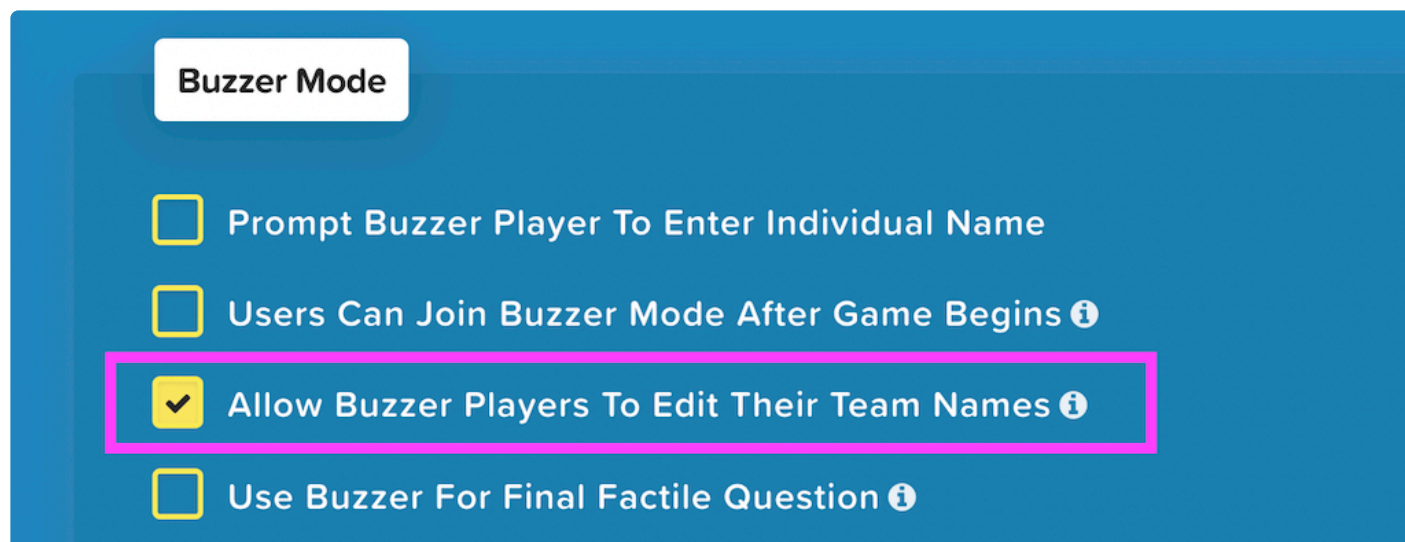
Standard Mascot Categories <small>activate/deactivate</small>	
Friendly Fruit	<b>Active</b> 8 Mascots
Vanquishing Vegetables	<b>Activate</b> 6 Mascots
Avatars	<b>Active</b> 15 Mascots
Super Safari Animals	<b>Activate</b> 9 Mascots
Sensational Sea Creatures	<b>Active</b> 5 Mascots
Amazing Arctic Animals	<b>Active</b> 40 Mascots
Professional Human Avatars	<b>Active</b> 5 Mascots
Shark	<b>Active</b> 10 Mascots
Dinosaurs	<b>Active</b> 16 Mascots
<input checked="" type="checkbox"/> Use Only Custom Mascots	

## Editing Mascot Names in Buzzer Mode


When playing in Buzzer Mode, participants can edit their own mascot names from their own devices.

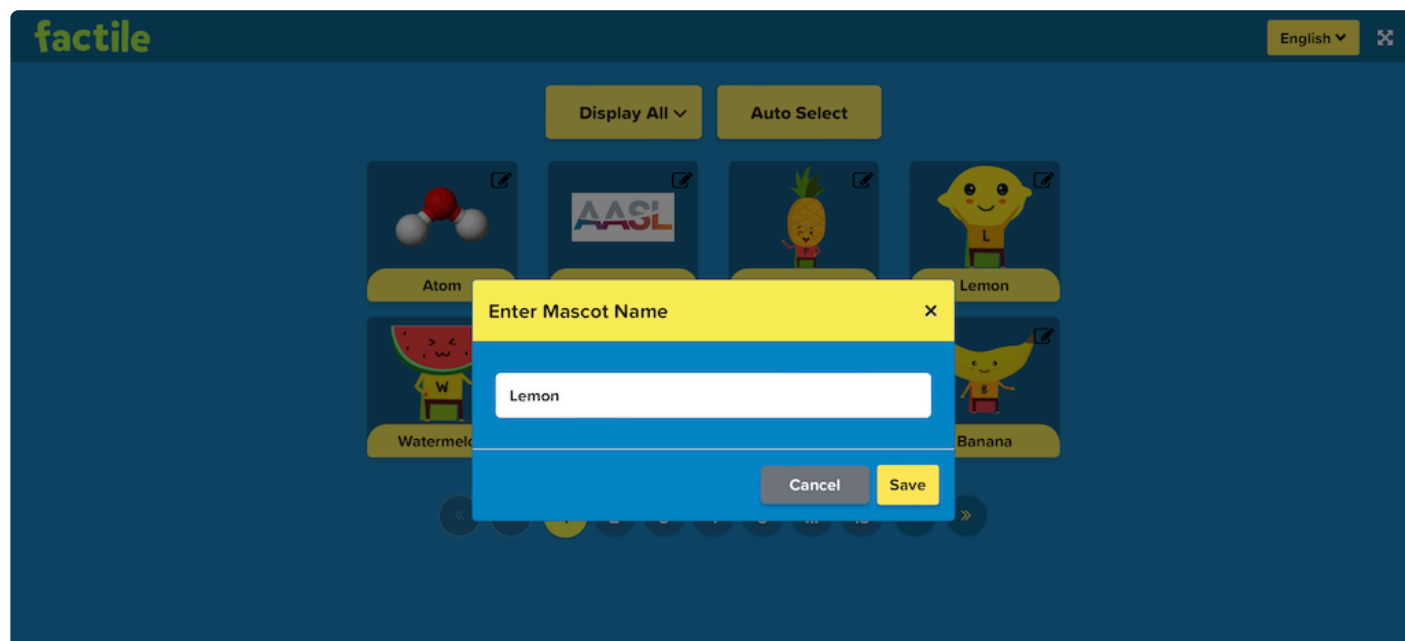
To allow this, enable “Allow Buzzer Teams to Edit their Name” on the **Customize** page under the “Buzzer

Mode” section.



### Editing Mascot Names as a Player

You can edit your mascot name as a player. You can do this during the mascot selection. Click the  icon and in the pop-up that appears, enter the name you want to use for your mascot.



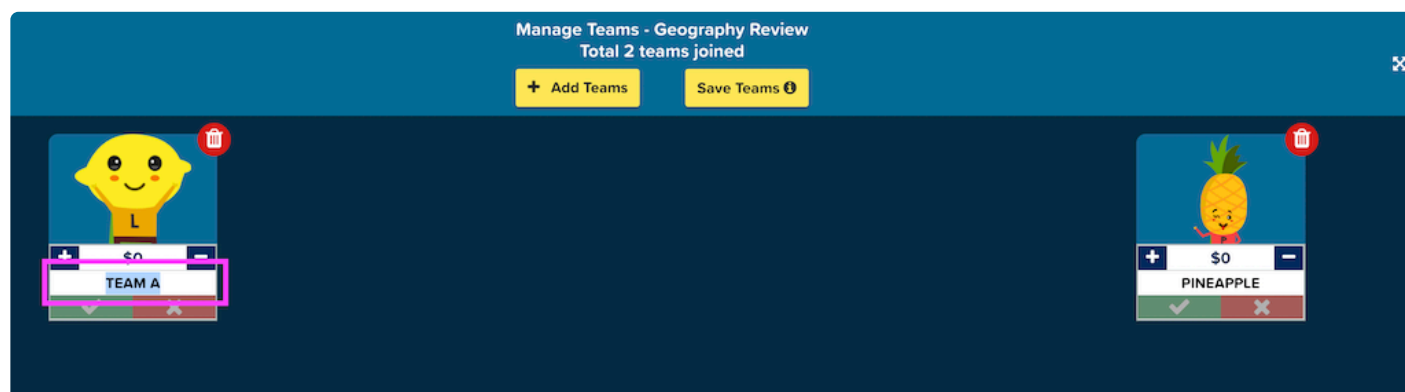
### Editing Mascot Names as The Moderator

As the moderator, you can also edit mascot names during play. Click the “Manage Teams” button to open the Team Management page.






On the **Team Management** page, click the team name field to edit.



### Editing Names for Pre-configured Teams





After you've created a team collection, you can edit the team names prior to playing. This option is useful if you have a class or group of participants that play often. Read more about creating pre-configured teams [here](#).

In the **Saved Team Collection** section on the **Customize** page, select the "Manage" icon next to the team collection you want to edit.

Saved Collections Of Teams 



Create A 'collection' To Predefine Your Teams Prior To Playing A Game. Choose Any One Of Your Team Collections At The Start Of A Game.

Enter Collection Name + Create Collection



#	Collection Name	Members	Manage	Delete
1	<input type="text" value="Class 2B"/>	3		
2	<input type="text" value="Class 2A"/>	10		



Click the team name and enter the new name.

+ Add Teams







Team A







Team B





Team C

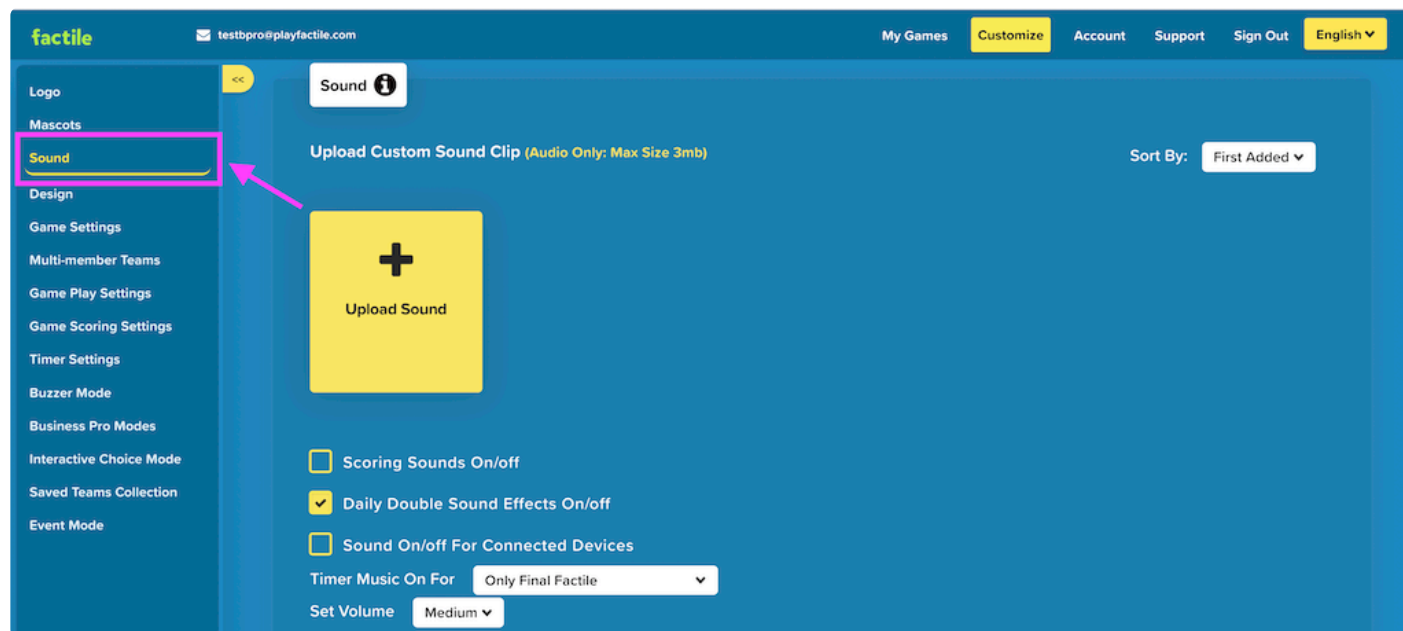


Click 'Save' to confirm the changes.

## 6.3. Sound

You can upload your own sound clips to be used for the game's sound effects and background music. You can also customize the sound settings for the timer, daily double, and scoring.

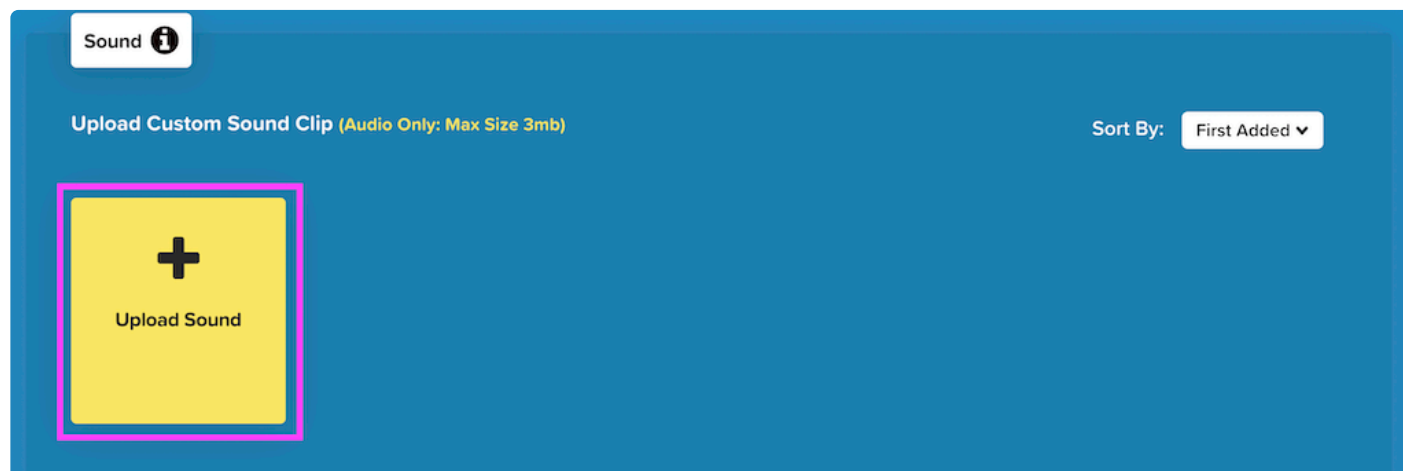
Go to the “Sounds” tab to upload and customize your sound settings.



### Uploading Custom Sound Clip

You can select to play music during the timer countdown while a question is displayed. If you do not upload music and you select the “Timer Music On/Off” option, then the default theme music will play.

Click the “Upload Sound” button and choose a sound file from your computer. *Tip:* The maximum file size for the audio clip is 3MB.



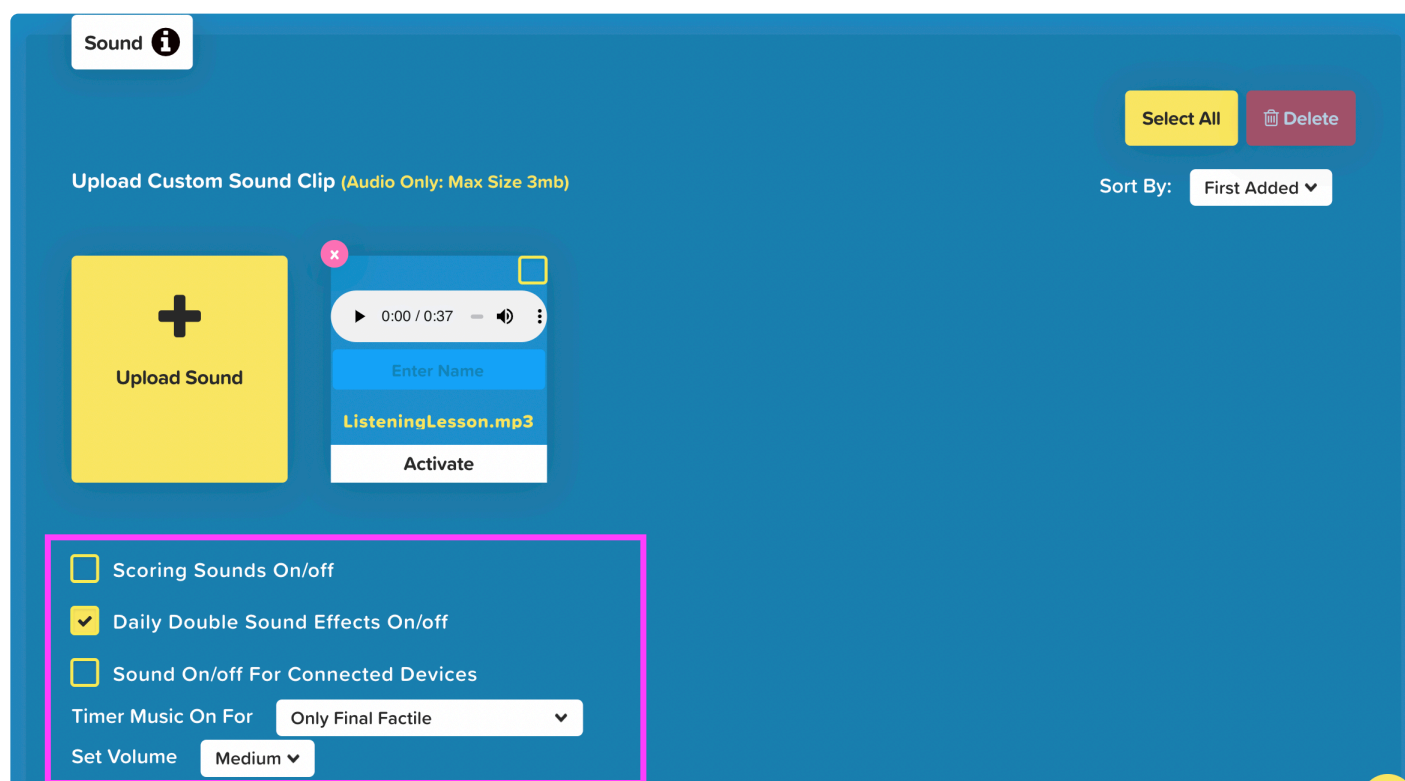
Tip: Name your sound clips if you are uploading multiple files for easy management.

To use your sound clip, press the “Activate” option below your sound clip preview.



## Sound Settings

You can customize the following sound settings for your game/s:



- *Scoring Sounds On/Off.* The “Scoring Sounds On/Off” selection turns on sound effects when scoring. A “bing” is played for a correct answer and a “buzzer” is played for an incorrect answer. You can also elect to have these sounds play on the player’s devices when playing in Choice mode.

- *Daily Double Sound Effects On/Off*. This option will enable or disable sound effects played while playing your games in Daily Double mode.
- *Sound On/Off for Connected Devices*. You can enable this option to activate sound effects on devices connected during the game.
- *Set volume*. Set the volume of your sound effects from low to high.
- *Timer Music On/Off*. If you have uploaded a custom sound clip for your timer, this sound clip will be played. Otherwise, the default sound clip will be played. You can also select to play the timer music during the game only (not including Final Factile stage), Only Final Factile, or not play it at all.

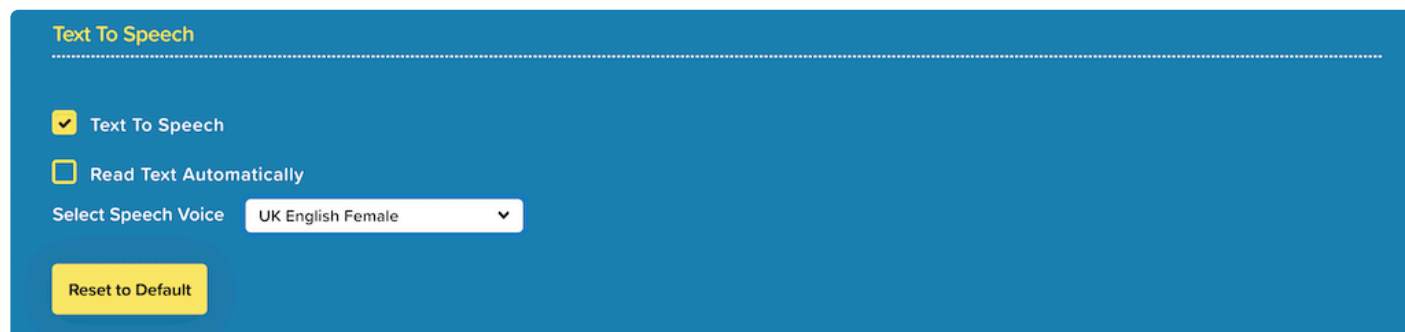
## Text to Speech

This setting is helpful when participants are playing in the **Flashcards** mode.

To enable this function, check the “Text to Speech” button.

You can also choose to have the text read automatically.

Select the voice you would like to read the text. Multiple languages and genders are available as options.



The screenshot shows a blue settings panel titled "Text To Speech". It contains the following elements:

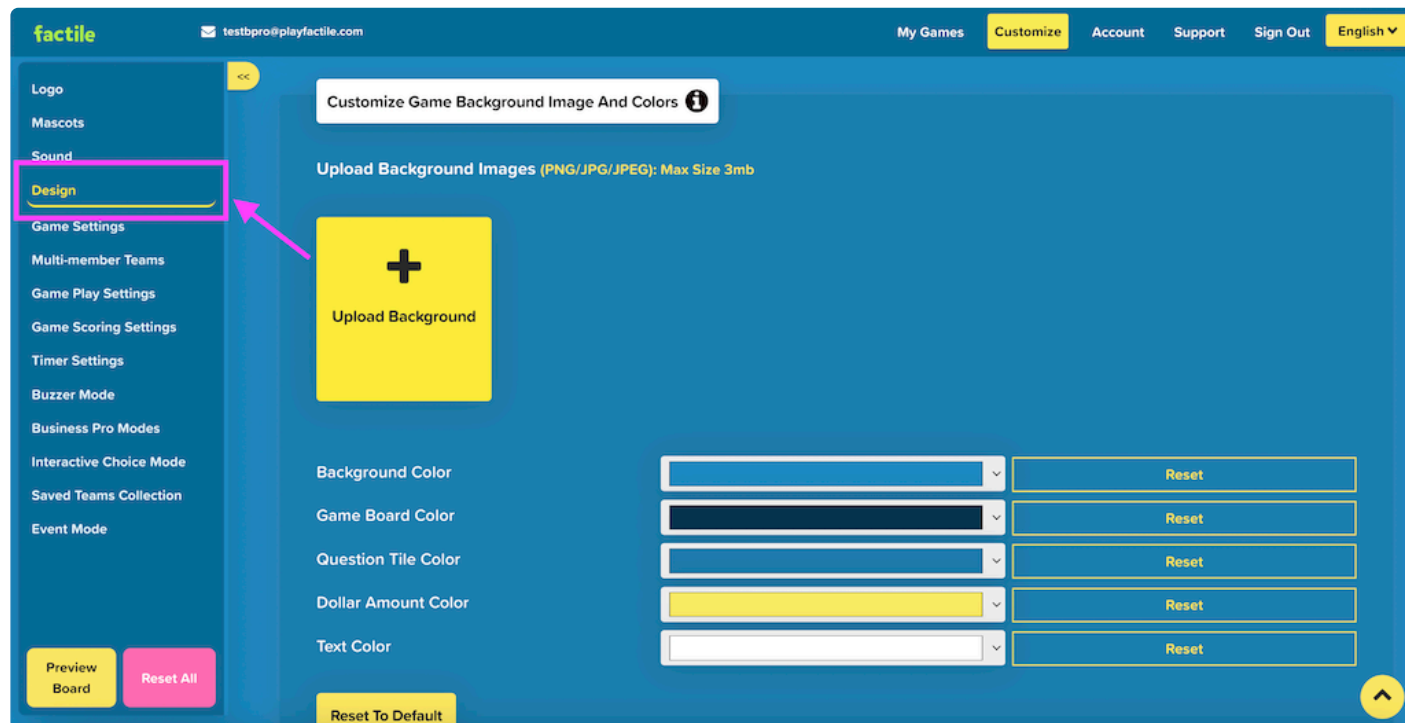
- A checked checkbox labeled "Text To Speech".
- An unchecked checkbox labeled "Read Text Automatically".
- A label "Select Speech Voice" followed by a dropdown menu showing "UK English Female".
- A yellow button labeled "Reset to Default".

## 6.4. Design

### Custom Game Background Images and Colors

You can include a custom image and change the colors for the background, the game board, the questions, the \$, and the text. The custom game background image needs to be a .png file and the filename should only contain letters and numbers (ie: no special characters).

Go to **Design** tab on the **Customize** page to configure the game background colors and images.



Click the **Upload Background** button and choose a file from your computer to add a background picture. You can upload multiple image files which can be used as a background image for your game board. Use the 'Activate' button to select and activate a background image.

Customize Game Background Image And Colors

Select All


Delete

Upload Background Images (PNG/JPG/JPEG): max size 3mb

+

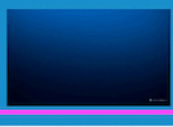
Upload Background

✕



Activate

✕



Activate

Background Color

Game Board Color

Question Tile Color

Dollar Amount Color

Text Color

Reset

Reset

Reset

Reset

Reset

Reset to Default

You can also select a different color to be used for the background color of your game board, question tile, symbols and text.

Customize Game Background Image And Colors

Upload Background Images (PNG/JPG/JPEG): max size 3mb

+

Upload Background

Background Color

Game Board Color

Question Tile Color

Dollar Amount Color

Text Color

Reset

Reset

Reset

Reset

Reset

Reset to Default

## 6.5. Game Settings

### Display Settings

This section allows you to customize the display settings of your Factile board when playing.

- *Display exact case.* This option allows you to display questions and answers using the case that you entered.
- *Display Question on Game Board Tile*
- *Hide Category and Points on Question Tile.* This option allows you to hide the category name with points on the question tile.
- *Display Answer Button.* This option allows you to display the answer before scoring.
- *Turn off name tags*
- *Play as Numbered Tiles instead of Jeopardy-style.* This option displays numbers on the tiles from 1-30 instead of the points value.
- *Custom Notification.* This option allows you to enter custom notifications for scoring and correct/incorrect answers.
- *Game Point Symbol.* You can customize the point symbol and its location (i.e. 100\$).
- *Custom points for rows.* This option allows you to set custom points value for each row.
- *Custom Points for Quiz Bowl Questions (Business Pro Only).* This option lets you customize the scoring mechanism for the Quiz Bowl mode. Here, you can set the point value for toss-up questions and bonus questions. For example, toss-up questions can be set as 20 points, Bonus Questions 1-3 will earn 15, 10, and 5 points, respectively.
- *Category Title Font Size.* This option allows you to change the category name font sizes from small to



larger.

- *Game Title Font Size*. This option allows you to change the game title's font sizes from small to larger.
- *Points Font Size*. This option lets you set the font size for the point value.

## 6.6. Game Scoring Settings

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### Game Scoring Settings



GAME SCORING SETTINGS

☐ Positive Score Mode ⓘ

☐ Play Memory Game With 100 Points ⓘ

Reset to Default

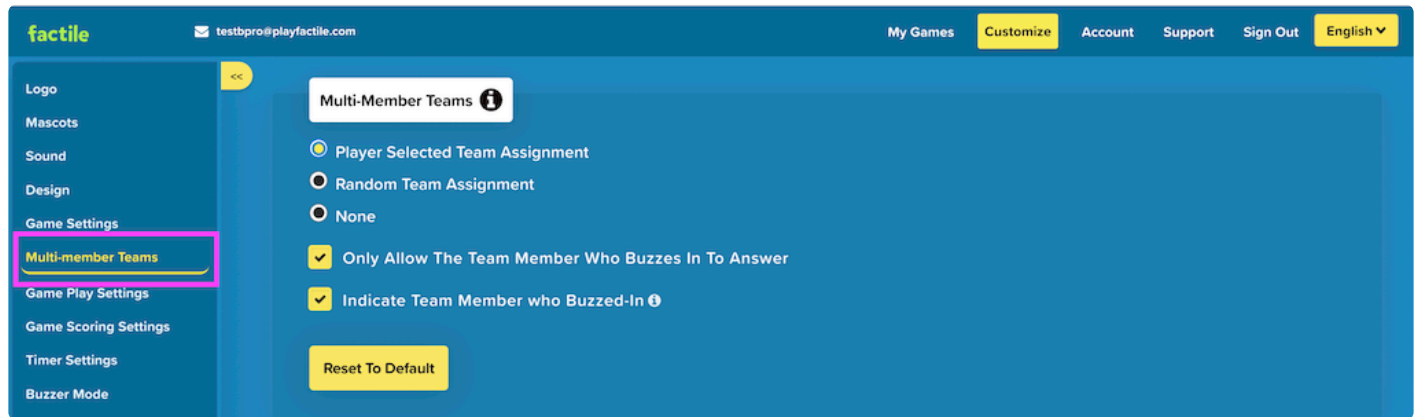
This section lets you customize the scoring mechanism for your games.

- *Positive Score Mode.* When in this mode, the “X” does not subtract points during scoring. This is useful for cases where the user wants to award points for a correct answer and not subtract points for a wrong answer. This can help if students hesitate to answer because they are afraid of losing too many points for the wrong answer.
- *Play Memory Game With 100 Points.* This option scores all tiles as 100 points.

## 6.7. Multi-Member Teams

With Multi-Member Team mode, a game can be played between teams composed of multiple members. Each team can have as many team members as desired. When answering a question, any member of the team can buzz in. The player that buzzes in first registers for the team. As a moderator, you can see which team buzzed in first, but you can't tell which specific student it was.

In Multi-Member Team mode, one of the players will be designated as the "Team Captain" and each team can have as many members as possible.



Go to **Multi-member Teams** on the **Customize** page and choose the mode you want to play. You can choose from the following options:

- **Player Selected Team Assignment.** With player-selected teams, a player chooses a role in the team. A player can play as a Team Captain or a Team Member. The team captain selects the mascot. The team members can join the game by selecting the mascot that represents their team.
- **Random Team Assignment.** This option randomly assigns players to a team as they join the game. Each team will have a team captain which is randomly designated as well.
- **None:** Multi-Member Team will be disabled.

Additional features for Multi-Member Teams include:

- **Only Allow the Team Member who Buzzes in to Answer:** If this option is selected, suppose a team consisting of 10 members and a captain will exist. Since member one punched the buzzer, only that member will be able to submit an answer; the other members and the captain are not permitted to submit an answer.
- **Indicate the Team Member who Buzzed in:** If this option is chosen, let's say there is a team of 10 players and a captain. When the captain submits the answer, a notification "Captain ABC submitted answer" will appear on the screens of all players, and if a member will submitted the answer then the notification will display on the captain and the rest members' screen.

**Note:** Only the designated Team Captains can enter the Final Factile wager and send in the Final Factile answer.

*Tip:* Learn about [Multi-Member Teams here](#).

## 6.8. Game Play Settings

### Game Play Settings



The screenshot shows a 'Game Play Settings' panel with a blue background. At the top left is a white tab labeled 'Game Play Settings'. Below it is a list of settings, each with a yellow checkbox and a help icon (i). The settings are: 'Double Factile' (checked), 'Daily Double' (checked), 'Tutor Mode' (checked), 'Show Skip Question Button' (unchecked), 'Skip Final Factile' (unchecked), 'Mix Question Type In Choice' (checked), 'Allow Multiple Teams To Answer' (unchecked), 'Display Answer Before Question' (unchecked), 'Show Final Factile Category Hint At Wager Time' (unchecked), 'Enter Wager For Final Factile After Question Is Displayed' (unchecked), 'Start Thinking Music After The Reader Timer Countdown Is Finished' (checked), and 'Play Uploaded Sound In Questions/answers Automatically' (unchecked). At the bottom left is a yellow button labeled 'Reset To Default'.

Setting	Status
Double Factile ⓘ	Checked
Daily Double ⓘ	Checked
Tutor Mode ⓘ	Checked
Show Skip Question Button ⓘ	Unchecked
Skip Final Factile ⓘ	Unchecked
Mix Question Type In Choice ⓘ	Checked
Allow Multiple Teams To Answer ⓘ	Unchecked
Display Answer Before Question	Unchecked
Show Final Factile Category Hint At Wager Time	Unchecked
Enter Wager For Final Factile After Question Is Displayed	Unchecked
Start Thinking Music After The Reader Timer Countdown Is Finished	Checked
Play Uploaded Sound In Questions/answers Automatically ⓘ	Unchecked

Reset To Default

This section allows you to customize the following settings:

1. *Double Factile*. This option lets you play a sequential second game with 2 times the points. Learn how to set up and playing a double factile game [here](#).
2. *Daily Double*. When using Daily Double, tiles will be selected to award double the amount shown on the tile if the correct answer is provided. Learn how to set up Daily Double questions [here](#).
3. *Tutor Mode*. Adds a “Reset Game” button to the left side of the game board and allows the moderator to restart the game from the beginning.



4. *Show Skip Question Button.* This option displays the Skip Question button on your game board. This is helpful if you want to skip a question without deducting points.
5. *Skip Final Factile.* This option lets you skip the Final Factile round. Instead, when the game is finished, the final scores will be displayed and the winner will be announced.
6. *Play Uploaded Sound in Questions/Answers Automatically.* When enabled, added sounds to a question or answer will be played automatically. Here are some [tips on how to add sounds to your questions or answers](#).
7. *Mix Question Type in Choice.* When this option is enabled, questions containing no wrong answers will be displayed like factile mode.
8. *Allow Multiple Teams to Answer.* This option allows multiple teams to answer one question. All teams who give the correct answer will be awarded the points.
9. *Display Answer before Question.* This option displays the answer to the previous question before showing the next factile question.
10. *Enter Wager for Final Factile after Question is Displayed.* This option lets players enter their wagers after seeing the factile question.
11. *Show Final Factile Category Hint at Wager Time.* When a hint is entered, this will be displayed before the players enter their wagers for the Final Factile round.
12. *Start Thinking Music after the Reader Timer Countdown is Finished.* The timer music begins once a tile is opened; however, you can choose to delay the start of the music until after the Reading Timer has

finished. A buzzer will activate at the end of the Reading Timer and then the music will start as well.

## 6.9. Timer Settings

The Timer Settings let you customize the timer options for your game. There are four types of timers:

- **Countdown Timer.** When enabled, players or teams can provide their answers until everyone has buzzed in or until the timer runs out.
- **Reading Timer.** When enabled, players are given a period of time to read the question before they can buzz in. This option is helpful to allow members of the team to discuss their answers before they press the buzzer.
- **Final Factile Timer.** When enabled, players must provide their answer to the Final Factile question before the time expires.
- **Answer Timer.** In a Buzzer Mode game, the player needs to answer the question within a given time after pressing the buzzer.

### TIMER SETTINGS

---

☒ **Timer On/Off** Main Game timer that counts down while the question is displayed ⓘ

Customize Timer Countdown Time 
  
Recommended 20-30 seconds

☒ **Reading Timer On/Off** Timer to allow players to read the question prior to activating the buzzer ⓘ

Customize Reading Timer Countdown Time 
  
Recommended 3-5 seconds

☒ **Final Factile Timer On/Off** Final Factile game timer that counts down while the question is displayed

Customize Final Factile Timer Countdown Time 
  
Recommended 20-30 seconds

☐ **Answer Timer On/Off** Optional timer displayed for each team ⓘ

Customize Answer Timer Countdown Time 
  
Recommended 10-20 seconds

☐ **Automatically mark incorrect answer upon timeout** Optional timer displayed for each team ⓘ

The following are timer settings that you can customize:

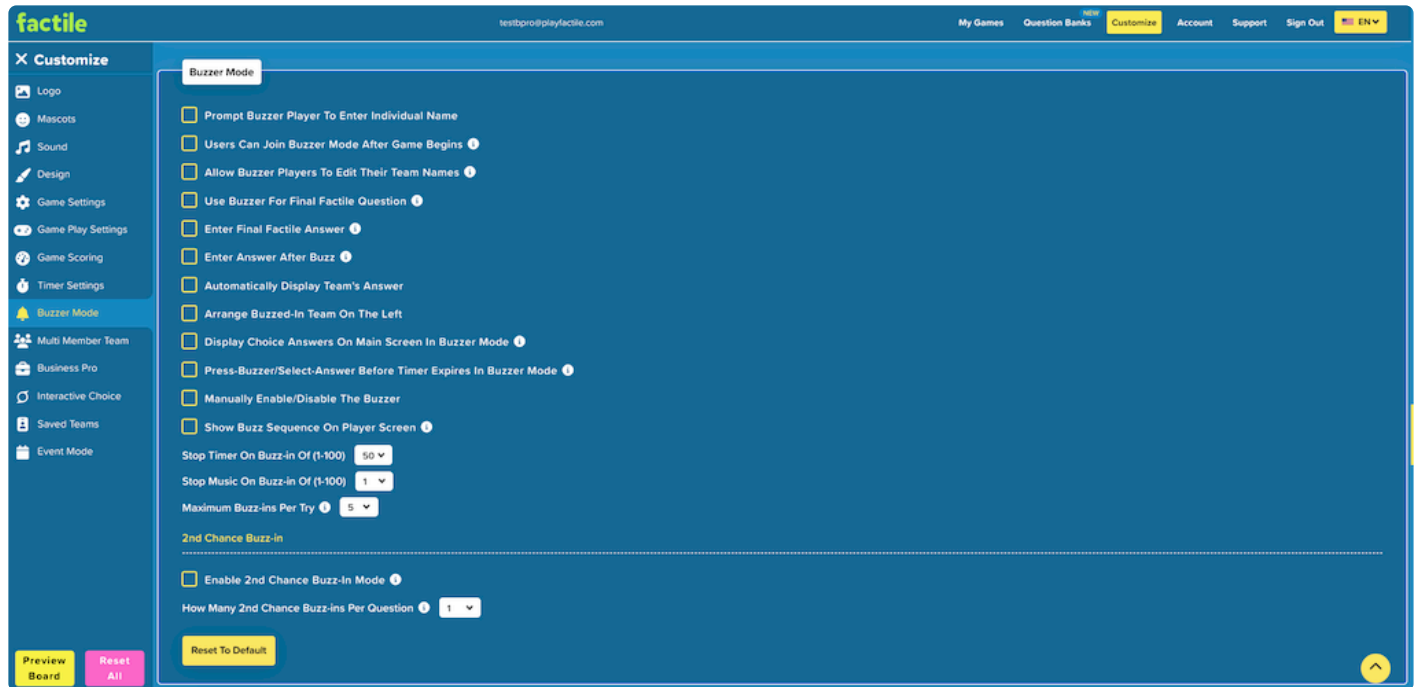
- **Timer On/Off.** This option lets you enable the countdown timer of your game.
  - *Customize Timer Countdown Time.* Set your countdown timer and click “Save” to confirm changes.
- **Reading Timer On/Off.** You can use a “reading timer” to give players a set time to read the Question before they can buzz in. This is useful if you’re playing in Multi-member mode and wish to ensure your teams have time to discuss their answer before they buzz in.
  - *Customize Reading Timer Countdown Time.* Set your reading timer countdown and click “Save” to confirm changes.
- **Final Factile Timer On/Off.** Enable this option to use a timer for the Final Factile Question.



- *Customize Final Factile Timer Countdown Time.* You can set how many seconds you want to allow for teams to answer the question.
- **Answer Timer On/Off.** When enabled, a player must provide the answer before the Answer timer expires.
  - *Customize Answer Timer Countdown Time.* Set your answer timer and click “Save” to confirm changes.
- **Automatically mark incorrect answer upon timeout.** When enabled, all incorrect answers will be marked after timer expires.

## 6.10. Buzzer Mode

The Buzzer Mode allows users to “buzz” into a game from a mobile device or computer. You can use Buzzer Mode in all play modes and in event mode.



The Buzzer Mode has plenty of settings you can customize to your needs or liking. To access these options, simply navigate to the Customize page and scroll down to the Buzzer Mode section.

- *Prompt Buzzer Player to Enter Individual Name.* Players will be prompted to enter their names as they join a game. Their names will be displayed on their devices as they play the game.
- *Users Can Join Buzzer Mode after Game Begins.* This lets a player join the game after it begins.
- *Allow Buzzer Players to Edit their Team Names.* When playing with multiple teams, this is helpful to easily identify the teams/players who are participating in the game.
- *Use Buzzer for Final Factile Question*
- *Enter Final Factile Answer.* This lets your players enter their final factile answer during a buzzer game.
- *Enter Answer After Buzz.* This allows players to enter their answers only after buzzing in.
- *Automatically Display Team's Answer*
- *Arrange Buzzed-In Team on the Left*
- *Display Choice Answers on Main Screen in Buzzer Mode*
- *Press-Buzzer/Select-Answer Before Timer Expires In Buzzer Mode*
- *Manually Enable/Disable The Buzzer*
- *Show Buzz Sequence On Player Screen*
- *Stop Timer On Buzz-in Of (1-100)*
- *Stop Music On Buzz-in Of (1-100)*
- *Maximum Buzz-ins Per Try*

- *Enable 2nd Chance Buzz-In Mode*

**Tip:** Learn more about Buzzer mode games [here](#).

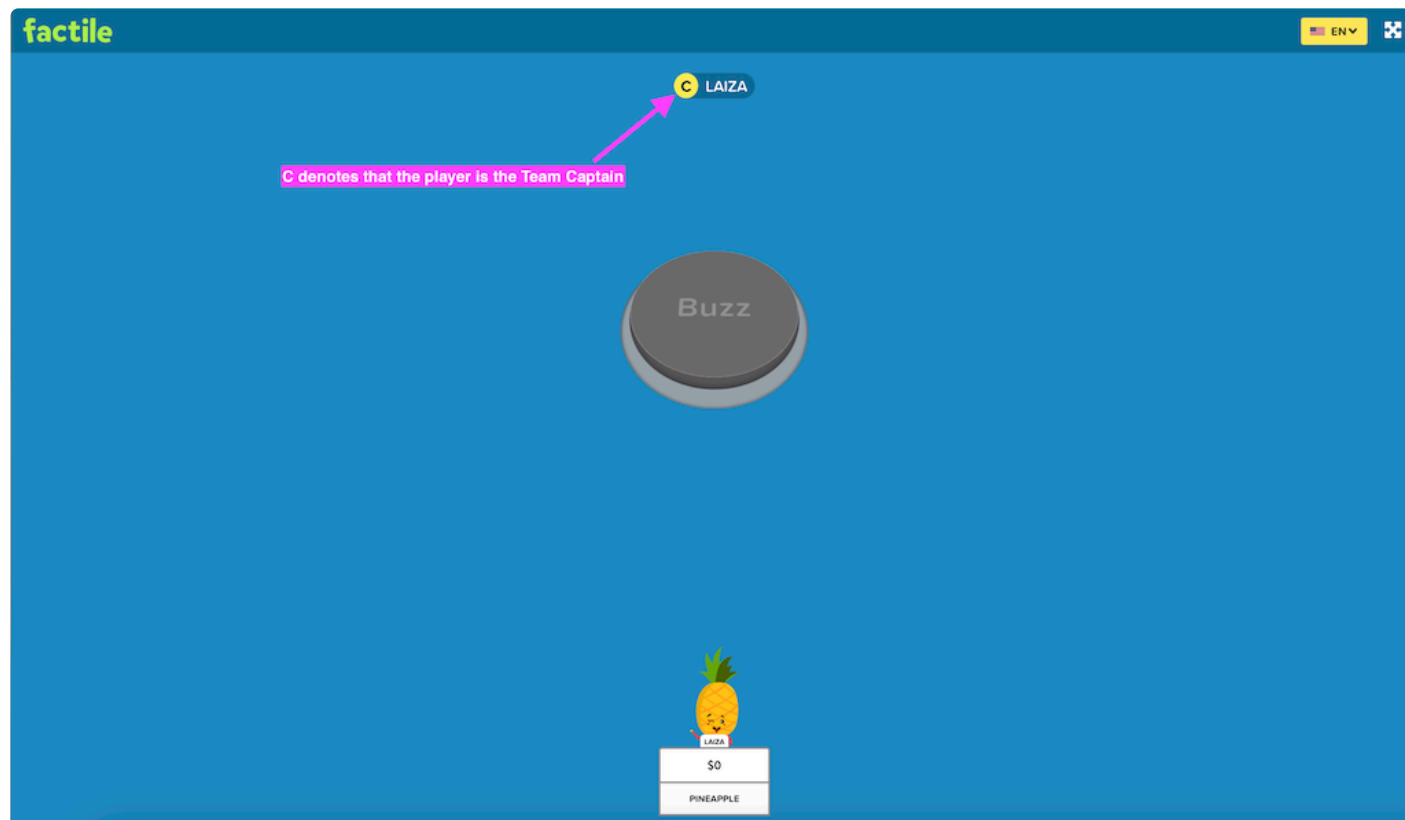
## Naming Players in Buzzer Mode

When playing a Buzzer game, you can enable all players to enter their names before joining the game. This is helpful when finalizing scores at the end of the game to know which players are at the top of the leaderboard.



Players will be prompted to enter their names as they join a game. Their names will be displayed on their devices as they play the game.





## Using the Timer and Music with Buzzer Mode

Including a timer and sounds can add an extra level of excitement to any play mode, including Buzzer Mode. By default, when using the timer and music, they will continue until either all teams have buzzed in or the timer runs out. You can customize the timer length and choose from a variety of sounds to enhance your game.

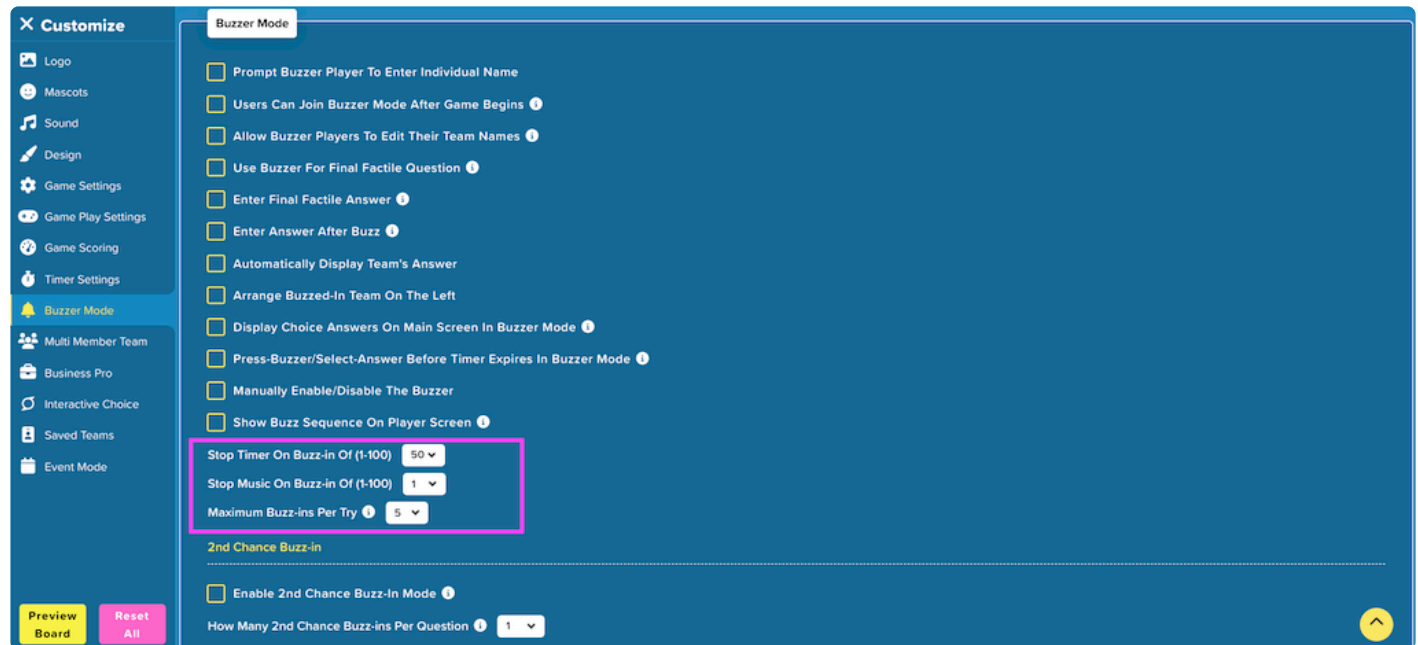
You can change this or use the following timer/music options from the **Game Play Settings** and **Timer Settings** on the **Customize** page.

1. The timer and music will stop after a selected number of teams have buzzed in.
2. The thinking music will start after the reading timer has finished.
3. Use a timer for the Final Factile question.

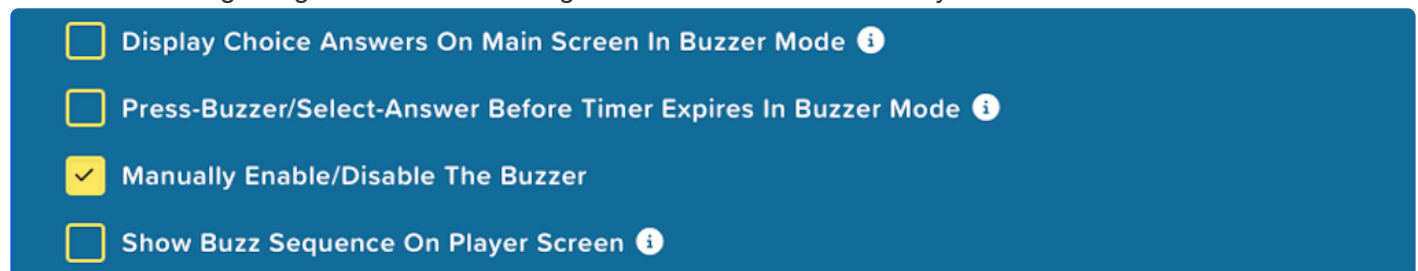
When using a timer, you can easily pause and resume it by clicking on the countdown displayed on your Factile board. This can be useful if you need to take a break or temporarily halt the game for any reason.

### Stopping the timer and music after a selected number of teams buzz in

You can set how many teams can buzz in before the timer or the music stops. For instance, setting the “Stop Timer on Buzz-In of (1-100)” to 2 will automatically stop the timer after at least two teams have buzzed in.



Alternatively, you can use the “Manually enable/disable the buzzer” feature to allow the moderator to control the buzzer during the game. *Note:* Enabling the buzzer will automatically disable the use of the timer.

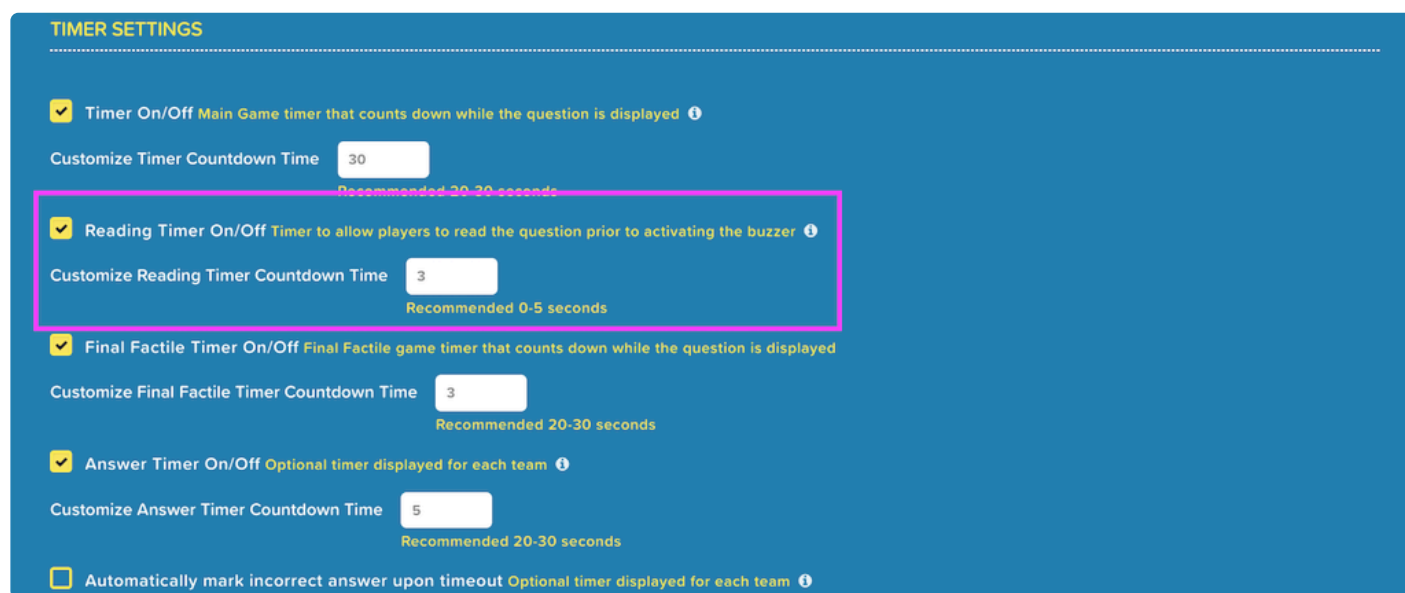


You can enable/disable the buzzer during the play instead of using the timer.



## Reading Timer

You can set a “reading timer” in any play mode, including Multi-member mode, to give players a set amount of time to read the Question before they can buzz in. This can be useful if you want to ensure that all teams have time to discuss their answer before they buzz in. To set a reading timer, go to the “Customize” page, scroll down to the “Timer Settings” section, and turn on “Reading Timer.” You can then set the duration of the timer in seconds (up to 999 seconds). Once the timer is enabled, players will not be able to buzz in until the reading timer has counted down to zero.



**TIMER SETTINGS**

☒ **Timer On/Off** Main Game timer that counts down while the question is displayed ⓘ

Customize Timer Countdown Time  Recommended 20-30 seconds

☒ **Reading Timer On/Off** Timer to allow players to read the question prior to activating the buzzer ⓘ

Customize Reading Timer Countdown Time  Recommended 0-5 seconds

☒ **Final Factile Timer On/Off** Final Factile game timer that counts down while the question is displayed

Customize Final Factile Timer Countdown Time  Recommended 20-30 seconds

☒ **Answer Timer On/Off** Optional timer displayed for each team ⓘ

Customize Answer Timer Countdown Time  Recommended 20-30 seconds

☐ **Automatically mark incorrect answer upon timeout** Optional timer displayed for each team ⓘ

## Final Factile Timer

You can enable the Final Factile timer from the Customize page to set a time limit for the Final Factile Question. This feature allows you to control how many seconds teams have to enter their answer before time runs out. You can set the time limit to any duration you prefer.

### TIMER SETTINGS

---

☒ **Timer On/Off** Main Game timer that counts down while the question is displayed ⓘ

Customize Timer Countdown Time 
  
Recommended 20-30 seconds

☒ **Reading Timer On/Off** Timer to allow players to read the question prior to activating the buzzer ⓘ

Customize Reading Timer Countdown Time 
  
Recommended 0-5 seconds

☒ **Final Factile Timer On/Off** Final Factile game timer that counts down while the question is displayed

Customize Final Factile Timer Countdown Time 
  
Recommended 20-30 seconds

☒ **Answer Timer On/Off** Optional timer displayed for each team ⓘ

Customize Answer Timer Countdown Time 
  
Recommended 20-30 seconds

☐ **Automatically mark incorrect answer upon timeout** Optional timer displayed for each team ⓘ

## 2nd Chance Buzz In

When enabled, this option lets other teams buzz in if the first team answers incorrectly. This way, they can steal the points for their team. You can also set the number of 2nd chance buzz-ins per question. For example, in a game of 5 teams, 2 chances to steal the points can be given.

### 2ND CHANCE BUZZ-IN

---

☒ **Enable 2nd Chance Buzz-in Mode** ⓘ

How Many 2nd Chance Buzz-ins per Question ⓘ

## Display option on Buzzer Device

There are several display options that can be set before you can begin a Buzzer game:

- *Question and Buzzer.* Best used when the **students are playing from small devices like iPhones.**
- *Gameboard, Question and Buzzer.* Best used when the **students are playing from Chromebooks, tablets or computers.** This displays the game board on the left side of the screen and the buzzer on the right side. This allows your students to play from home to see the game board on their computer or tablet while playing in Buzzer Mode.
- *Buzzer Only.* Best used when you are playing in a classroom set-up where you have the gameboard

and the questions displayed on a big screen. Only the buzzer is displayed on the players' devices.

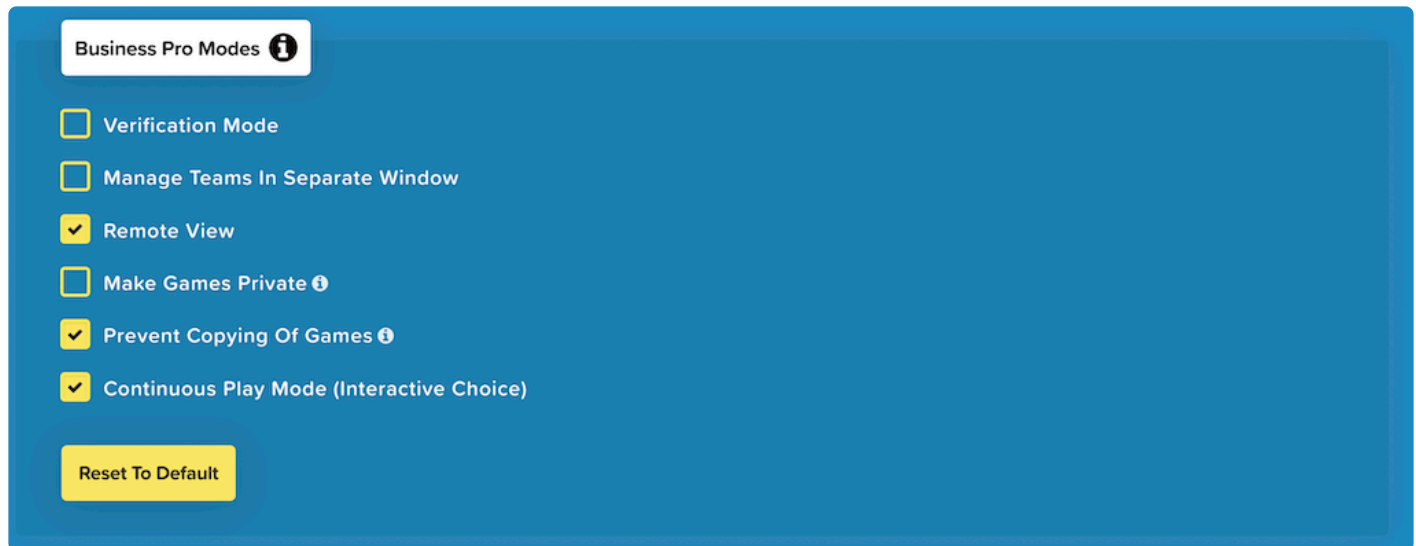
#### DISPLAY OPTION ON PARTICIPANT'S BUZZER DEVICE

- ☐ Question and Buzzer
- ☒ Gameboard, Question and Buzzer
- ☐ Buzzer Only



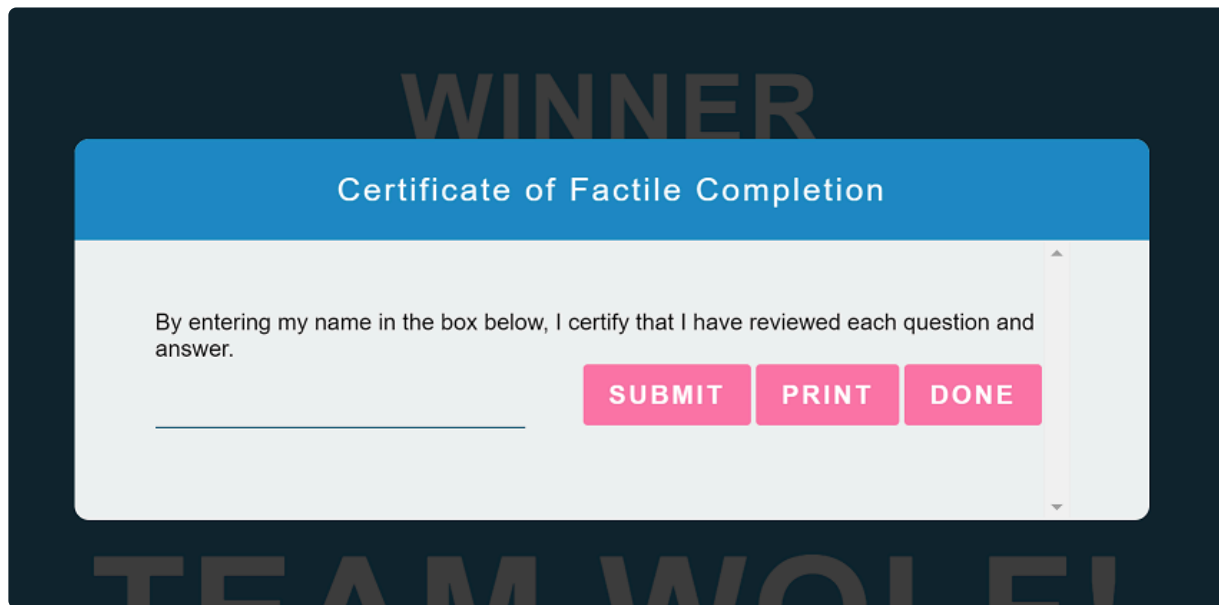


## 6.11. Business Pro Mode



**1. Verification Mode:** This is useful when using games for training purposes and ensuring participants have completed the training.

After a game is completed, a pop-up will appear with a message certifying that the player has reviewed each question and answer. The user will type in their name and click **Submit** to email the certificate to the administrator of the game. The player can also **Print** the certificate.

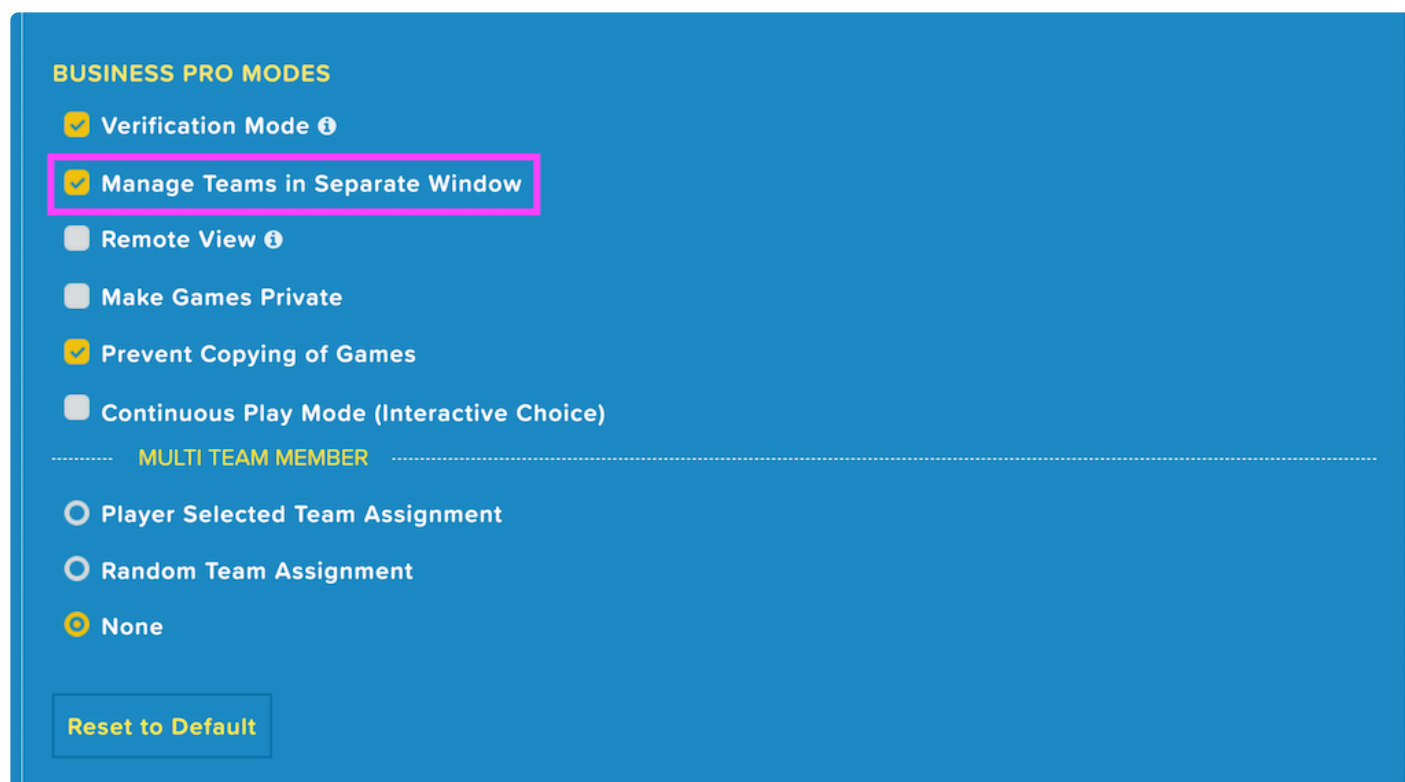


**2. Manage Teams in Separate Window:** Manage teams in a separate window from your game.

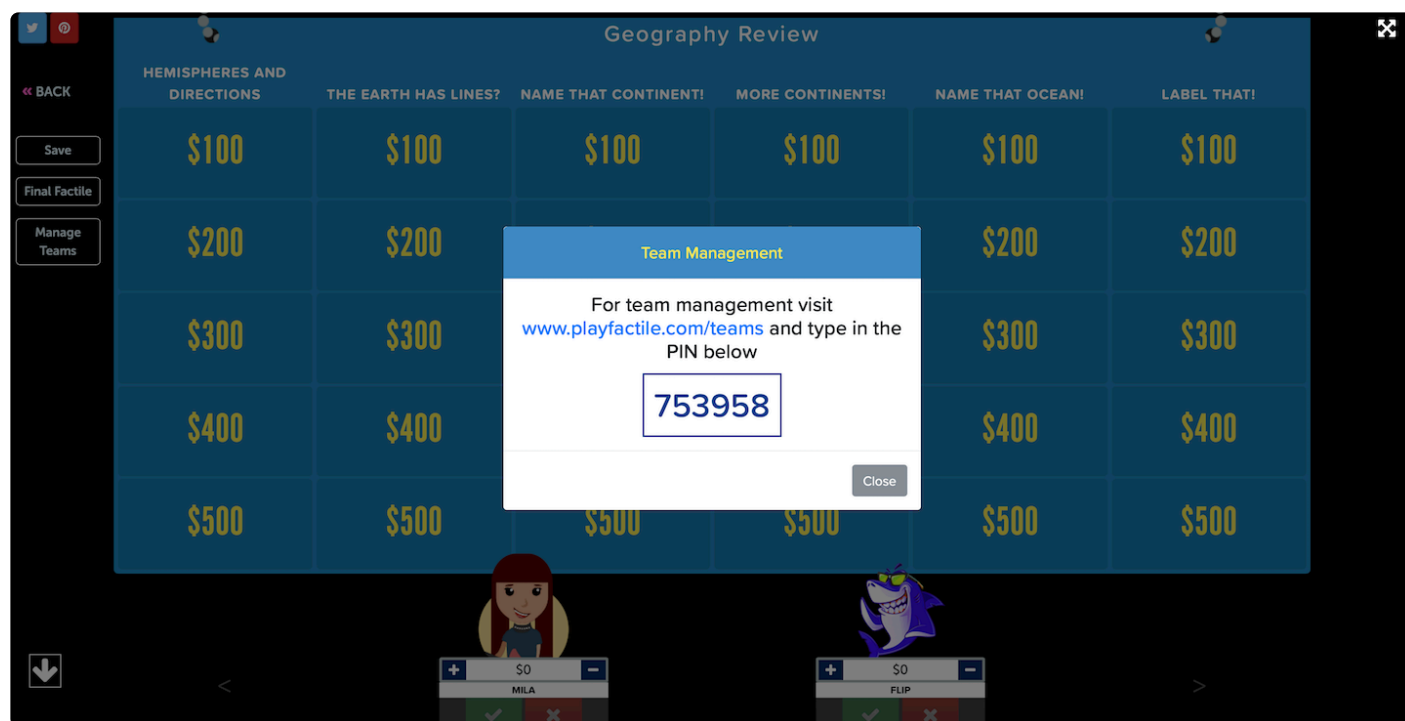
Click on the “Manage Teams” button during the game and you can display all of the teams on one screen. You can then switch back and forth between the Teams page and game board.

You can also display the Teams page on a separate page or different computer or even in another location.

To do this, turn on “Manage Teams in Separate Window” on the **Customize** page.



Launch your game and select “Manage Teams” and you will get a URL and PIN to connect to the Teams window from another window.



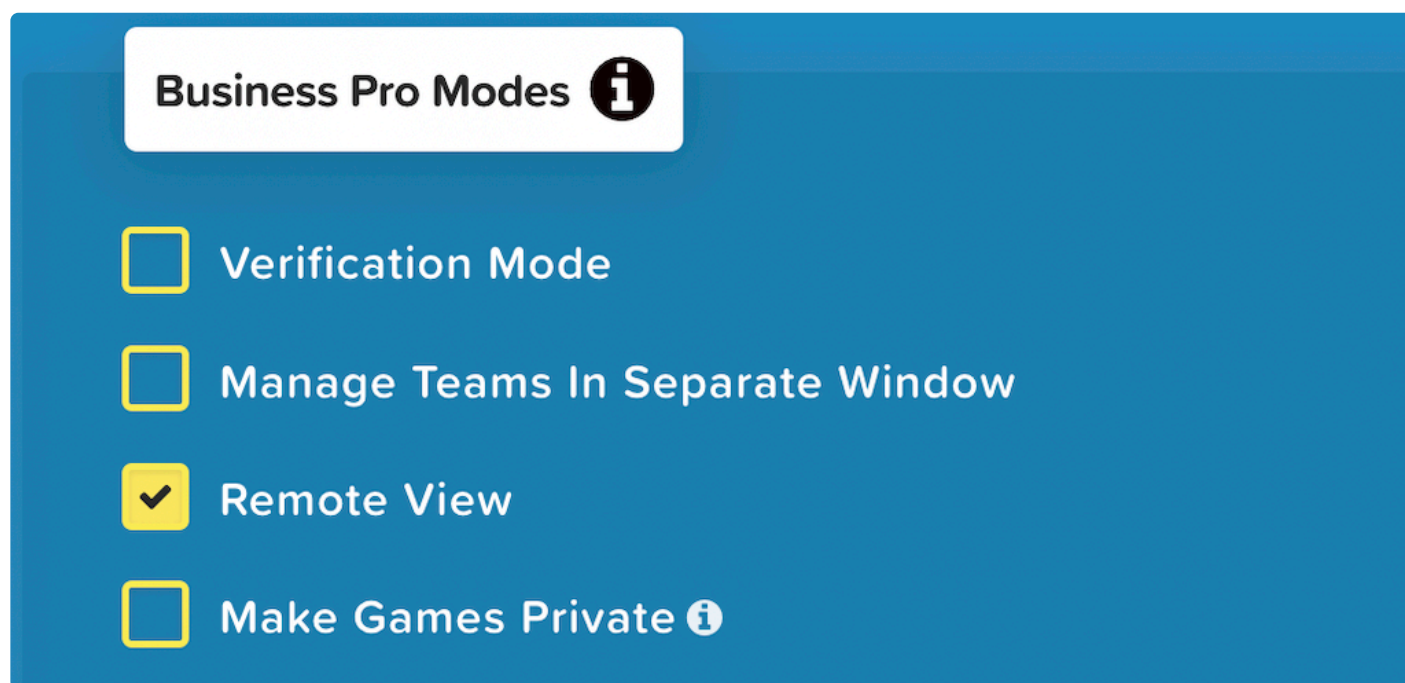
**3. Remote View:** This allows you to share screens with players who are playing from a remote location.

- 4. Make Games Private:** Prevent your game from being searchable under **Public Games**. Only you and people you share the game with will be able to access it.
- 5. Prevent Copying of Games:** This option keeps your content secure by preventing anyone from copying a game to their own account.
- 6. Continuous Play Mode (Interactive Choice):** In an Interactive Choice game, the Continuous Play button will be displayed after the player submits the game or after the “Interactive Choice Game Timer” expires and allows your player to replay the game.

## Playing on Remote View

You could use the **Remote View** Option for sites where the players are in one conference room. Remote view simply duplicates the screen from the moderator and displays it on a remote computer so it can be projected in a conference room at another site.

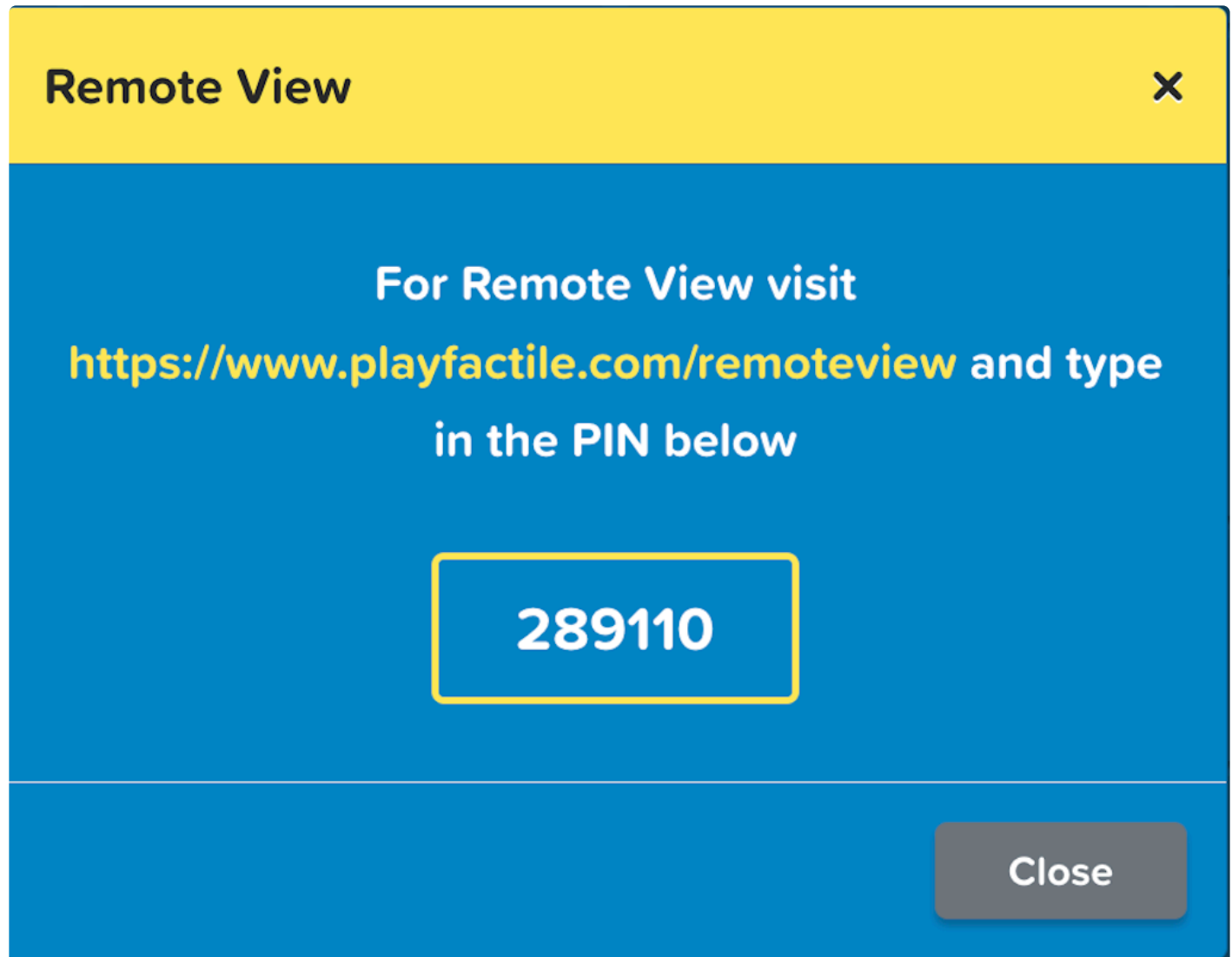
You can enable Remote View from the Customize Page.



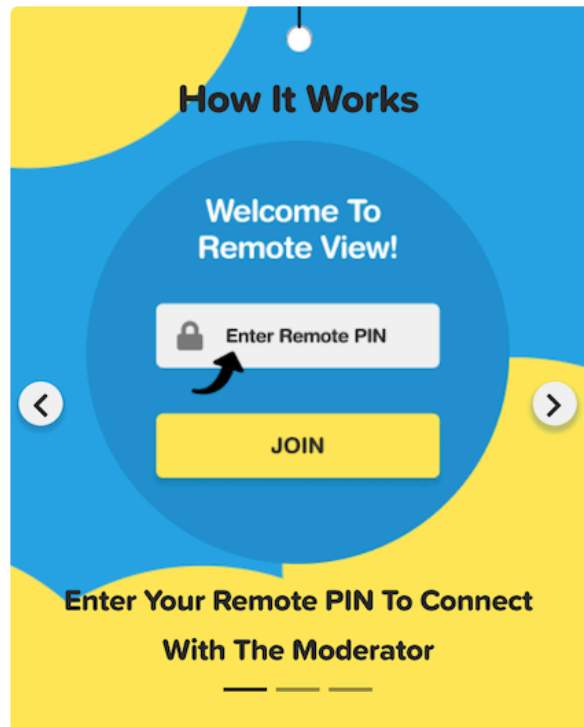
Click **Remote View** after the game begins.



Provide the PIN to the remote site.



The remote site goes to this link and enters the pin from above <https://www.playfactile.com/remoterview>. Enter the PIN to open the game board.



## Welcome To Remote View!



289110

JOIN

## 6.12. Interactive Choice Mode

This section allows your players to play in Interactive Choice mode. When enabled, participants can play on their own and as a moderator, you can track and monitor their progress using analytics and leaderboards.

*Tip:* Learn about [Interactive Choice mode and how to monitor your students' progress](#).

There are a few settings you tweak for your Interactive Choice games:

1. *Protect with Pin:* This will require participants to use a PIN code you create in order to join your game.
2. *Display Joker Cards:* It will display joker cards that allow players three options for hints.

*How do Joker Cards work during the Game?*

Joker Cards will give a hint to participants. With 3 cards in total, participants can use up to 3 hints during their game session.

- **50-50:** will narrow down options to 50-50 options. If your choice question has 4 answer choices, this card will reduce the number to 2 answer choices.
- **Audience Poll:** will simulate taking a poll from an audience and provide an accurate hint to the player.
- **Phone a friend:** will simulate asking another person and provide an accurate hint for the player.

3. *Display Answer Hint upon Incorrect Answer:* If participants select an incorrect answer, an answer hint will automatically be displayed for them.
4. *Allow user to pause game:* Participants can pause the game.
5. *Play with a Timed Game Session:* This allows the students to play the game anytime until the set game session expires.
6. *Question Timer On/Off:* You can enable/disable timer for reading the question.
7. *\_Display Game Time Countdown on Participant's Screen\_\*:* The game's timer will be displayed on the

participant's screen.

- How many wrong answers result in the game ending: You can set how many wrong answers can be given before the game ends.
- Customize Timer Countdown. Allows you to set the time allowed for reading the question.
- Set Duration of the game for a Timed Game Session (DD:HH:MM): Allows you to set the duration of the game session. For example, if you set the duration for 30 minutes, the game will be available for 30 minutes and the participants can join and play the game within that period. Once the time is finished, the game link will expire and players will no longer be able to play the game.
- Interactive Choice Game Timer (HH:MM): This sets a time limit for the game and the participants need to complete a game within this period.



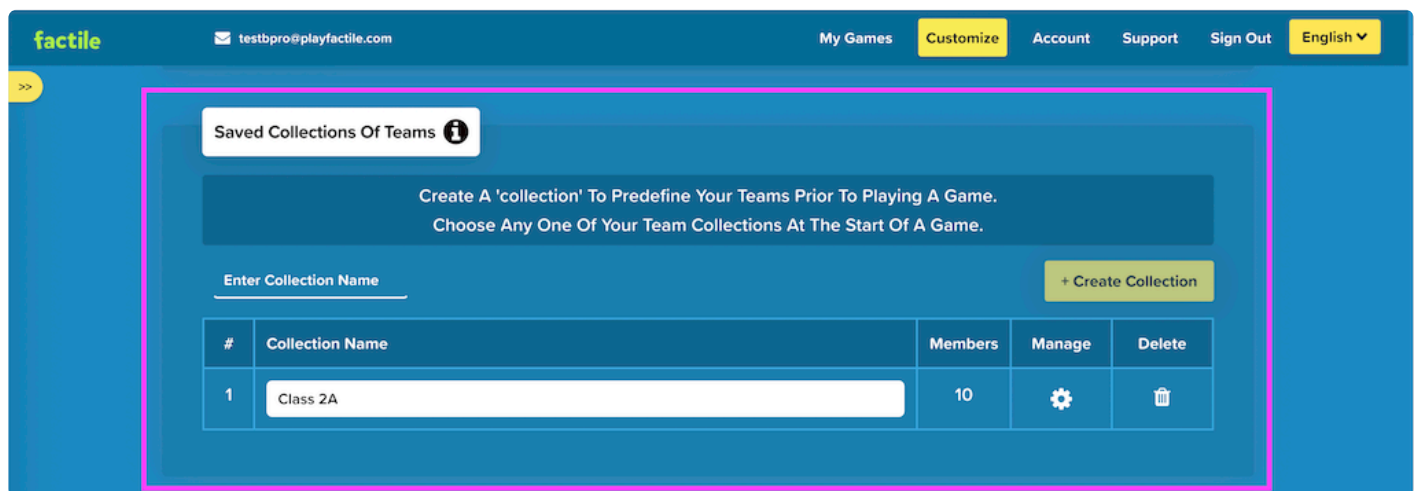
## 6.13. Saved Teams Collection

You can pre-configure groups of teams and save them for use in any game. You can set a group name and add as many teams as you wish to the collection. This is useful if you are playing with the same group of people over a period of time. When you are ready to play, instead of choosing teams each time, just select the collection from the dropdown box to select your pre-configured group of teams.

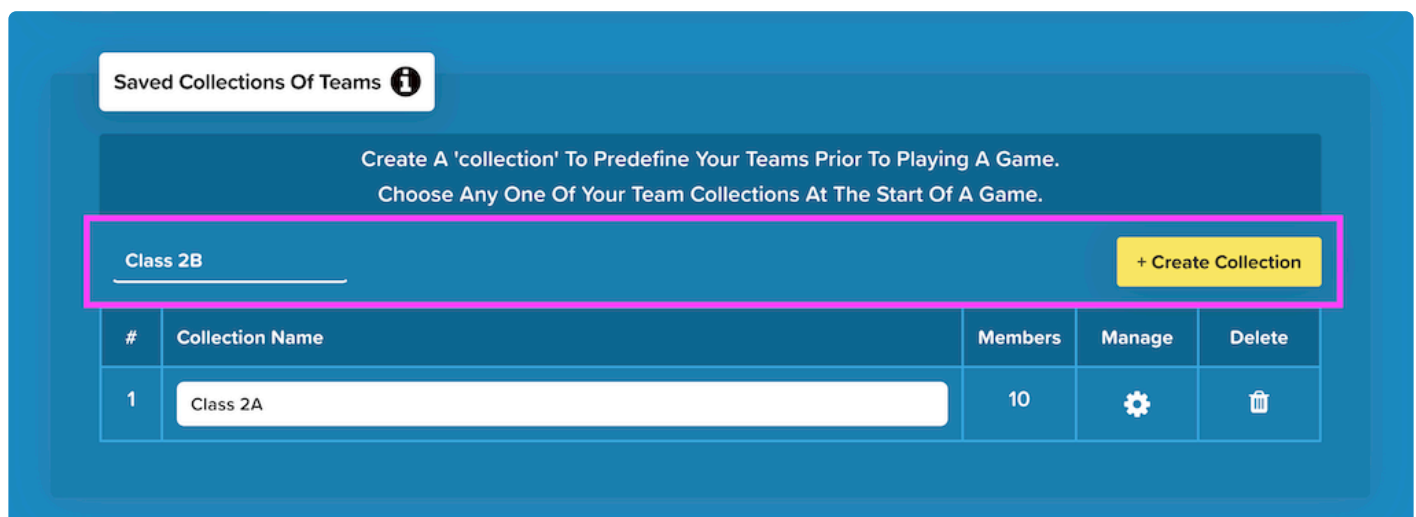
*Tip:* Teams can still include as many members as desired.

### Creating a Saved Teams Collection

1. Go to the **Customize** page and scroll down to the **Saved Teams Collection**.



2. Enter the group name and click “Create Collection”.



3. Click “Add Teams” and select how many teams will be in the collection.

Create Saved Team Selection  
Class 2B

CANCEL SAVE

+ Add Teams

Create Saved Team Selection  
Class 2B

CANCEL SAVE

«Back

How many teams?

1	2	3	4	5	6	7	8	9	10	11	12	13
14	15	16	17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36	37	38	39
	40	41	42	43	44	45	46	47	48	49	50	

< ● ● >









3. Choose a mascot for each team within the group.

Create Saved Team Selection  
Class 2B

CANCEL SAVE

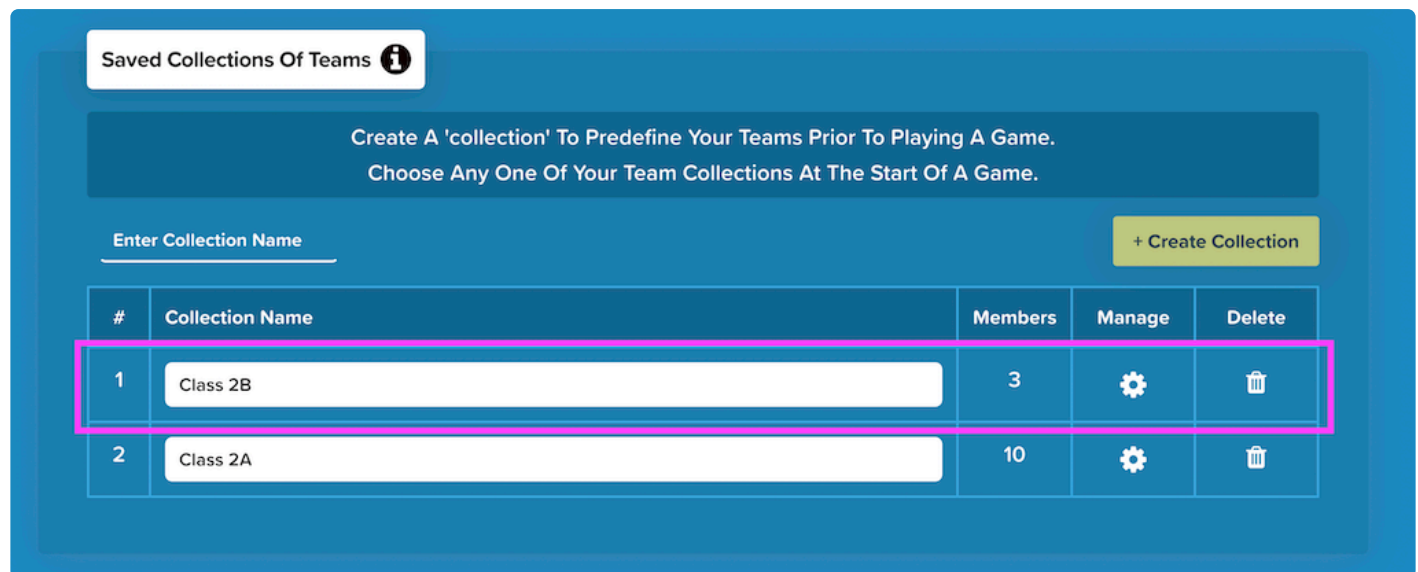
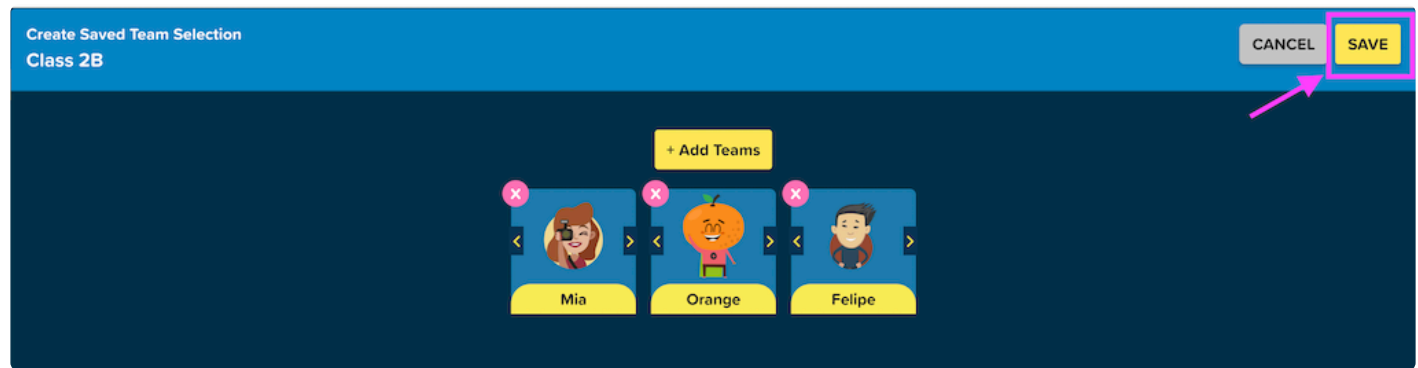
«Back

Display All ▾ Auto Select

 Atom	 Unknown	 Pineapple	 Potato
 Broccoli	 Celery	 Lemon	 Watermelon

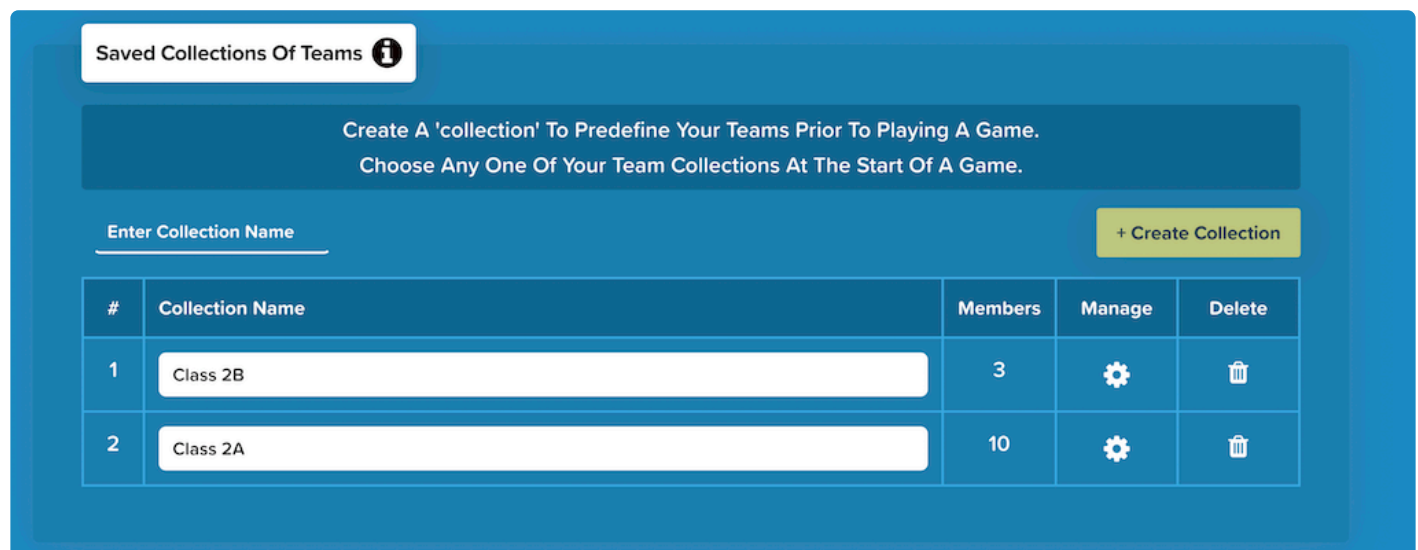
« < 1 2 3 4 5 ... 15 > »


4. Click “Save”. You will see your newly created group in the list.



## Managing Team Collections

You can manage your collections after you have created them. As shown in the screenshot below, you can view the different team collections and the number of teams that belong for each collection.



You can change the number of teams in a group using the  icon. You can also delete a collection using the  icon.

## 6.14. Event Mode

When **Event Mode** is activated, up to 5 games will be played repeatedly using a pre-configured setup. This mode is intended for events such as a science fair or a trade show where topics are displayed to visitors to a “booth”. Event Mode makes it easy to repeatedly play games and engage visitors during the course of an event.

You can find the **Event Mode** settings on the “Customize” page. Use the options in **Event Mode** to preconfigure the number of teams, to play in Buzzer Mode, and/or to skip the Final Factile, and whether to select mascots once or multiple times.

- **Activate Event Mode.** This option allows you to activate Event Mode.
- **Use Buzzer Mode:** Players can use Buzzer Mode while in event mode. Players will connect to the game with a mobile device of their choice and “buzz in” to answer questions.
- **Skip Final Factile:** Generally the Final Factile question will appear once all the tiles have been cleared; however, in Event Mode, you can chose to skip this final question for each game in your game sequence.
- **Play Final Factile of Last Game Only:** This option allows you to display the Final Factile question after all the questions in your last game has been answered.
- **Select Mascots Once:** Use this option to choose mascots once and the same mascots will be used for all games you play in Event Mode.
- **Run Multiple Games Sequentially:** If running multiple games, enter the number of games you will run sequentially and then position those games to the top of the list shown using the up/down arrows. You can start playing by launching the first game in your sequence.

☒ Run Multiple Games Sequentially

Number of Games to Sequence

When enabled, you can have up to 5 games run sequentially for your event

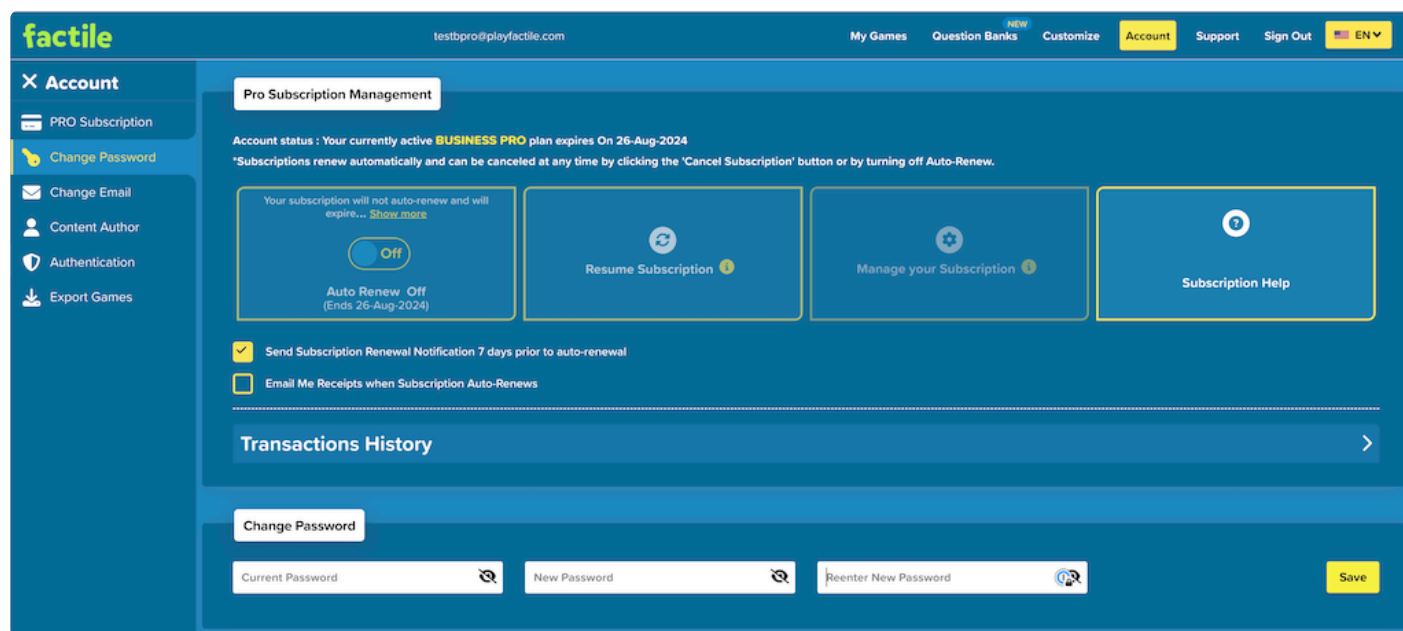
Game Title	Game URL	UP	DOWN	TOP
World History	kgnh7jf1q1m	↑	↓	
Term 1 Review	kg2v5tn14	↑	↓	Move To Top
Atomic Structure and Chemical Bonds	atomicandbonds	↑	↓	Move To Top
History Club: American History Edition	lfrank08copy100	↑	↓	Move To Top
English Review	kb554e6six	↑	↓	Move To Top
Atomic Structure and Chemical Bonds	atomicandbonds	↑	↓	Move To Top
Geography Review Week 3	georev3	↑	↓	Move To Top
Test Quiz	testquiz2	↑	↓	Move To Top
Geography Review Week 2	georev	↑	↓	Move To Top

Use these buttons to move a game up and down depending on which one you want to be played first

Make sure to “Save” when any changes are made.

## 7. Account Management

The **Accounts** page lets you manage your subscription plans, username and password, and authentication settings.

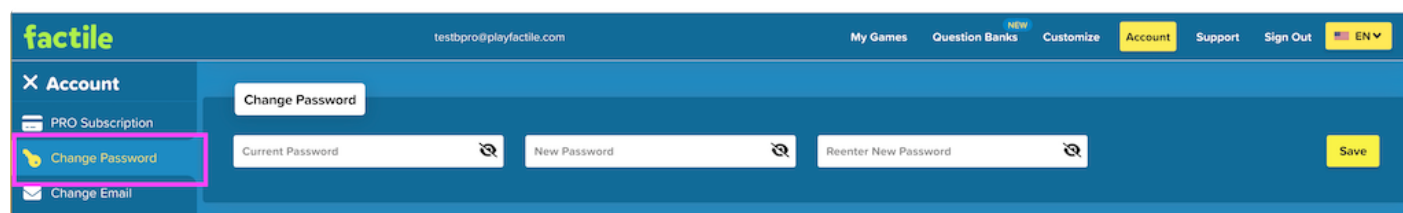


Here are several things you can do under the **Account** page:

- Manage subscriptions
- Change Password
- Change Email
- Manage Content Author
- Authentication
- Export Games

### How do I Change my Password?

Go to the Account page and locate the 'Change Password' section.



To change your password, start by entering your current password followed by your new one. You will also need to re-enter your new password for confirmation. Click Save to confirm the changes.

## Can I Change my Login Email?

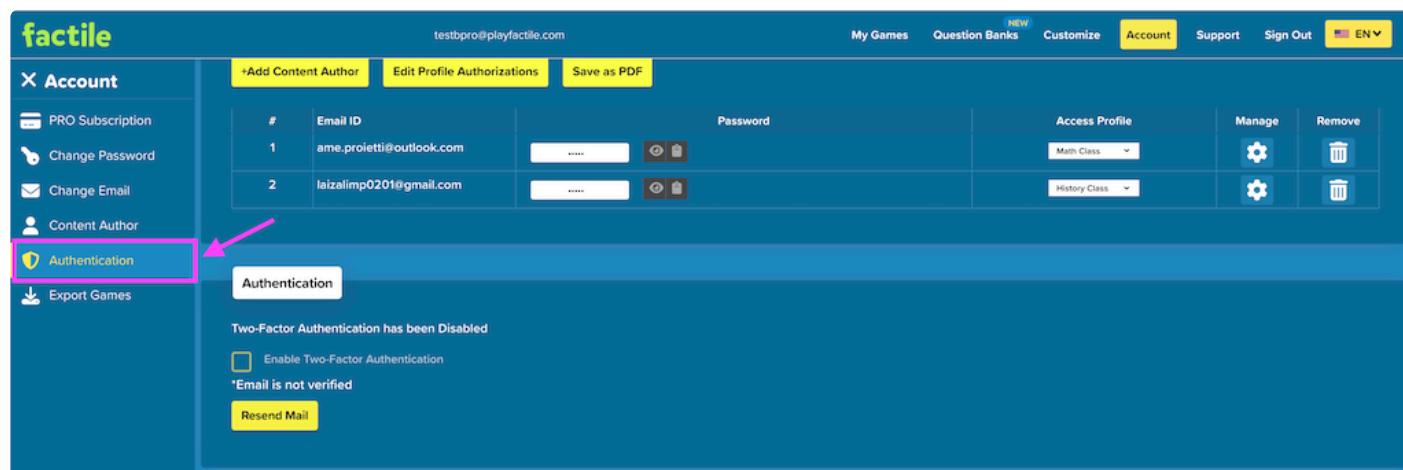
You can update the email address associated with your Factile account. Simply navigate to the “Change My Email” settings from the “Accounts” page.

Enter the new email address and click **Save** to confirm.



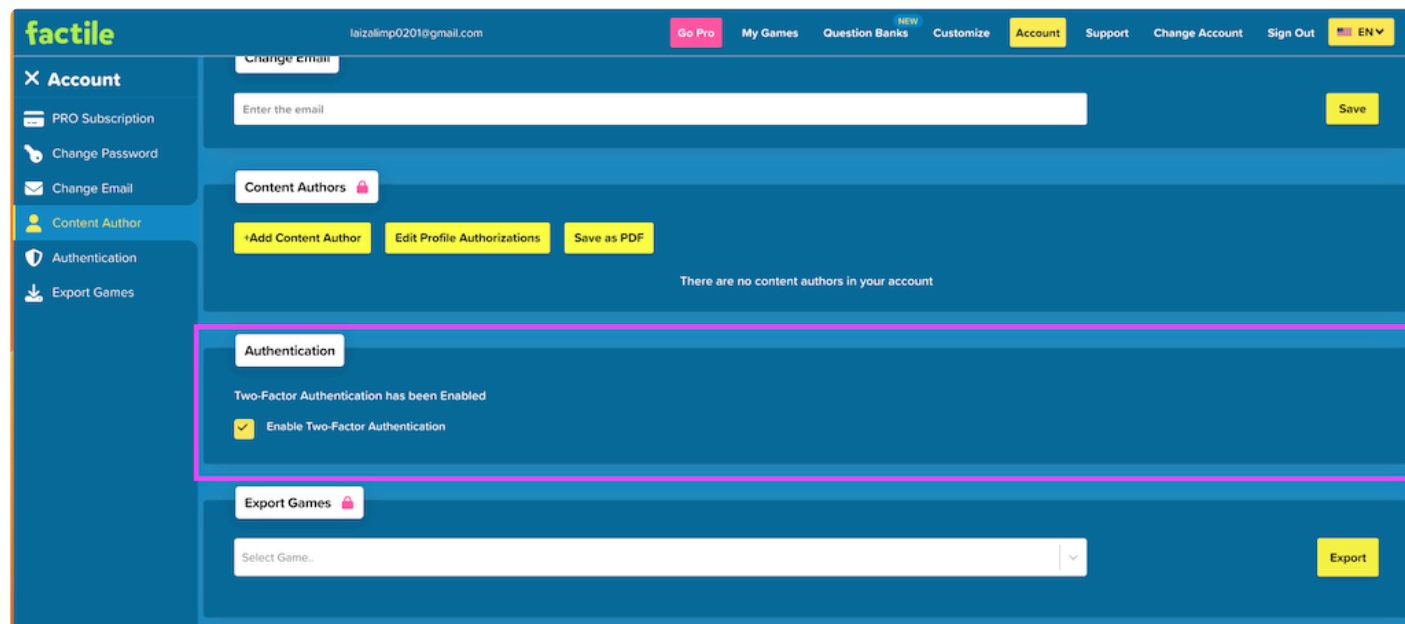
## How do I Enable Two-Factor Authentication?

Enhance your account security by enabling two-factor authentication. To get started, navigate to the “Authentication” section on the “Accounts” page. Before activating two-factor authentication feature, you’ll need to verify your email address. A verification email will be sent to your registered email address. Simply click on the link provided in the email to confirm your account.



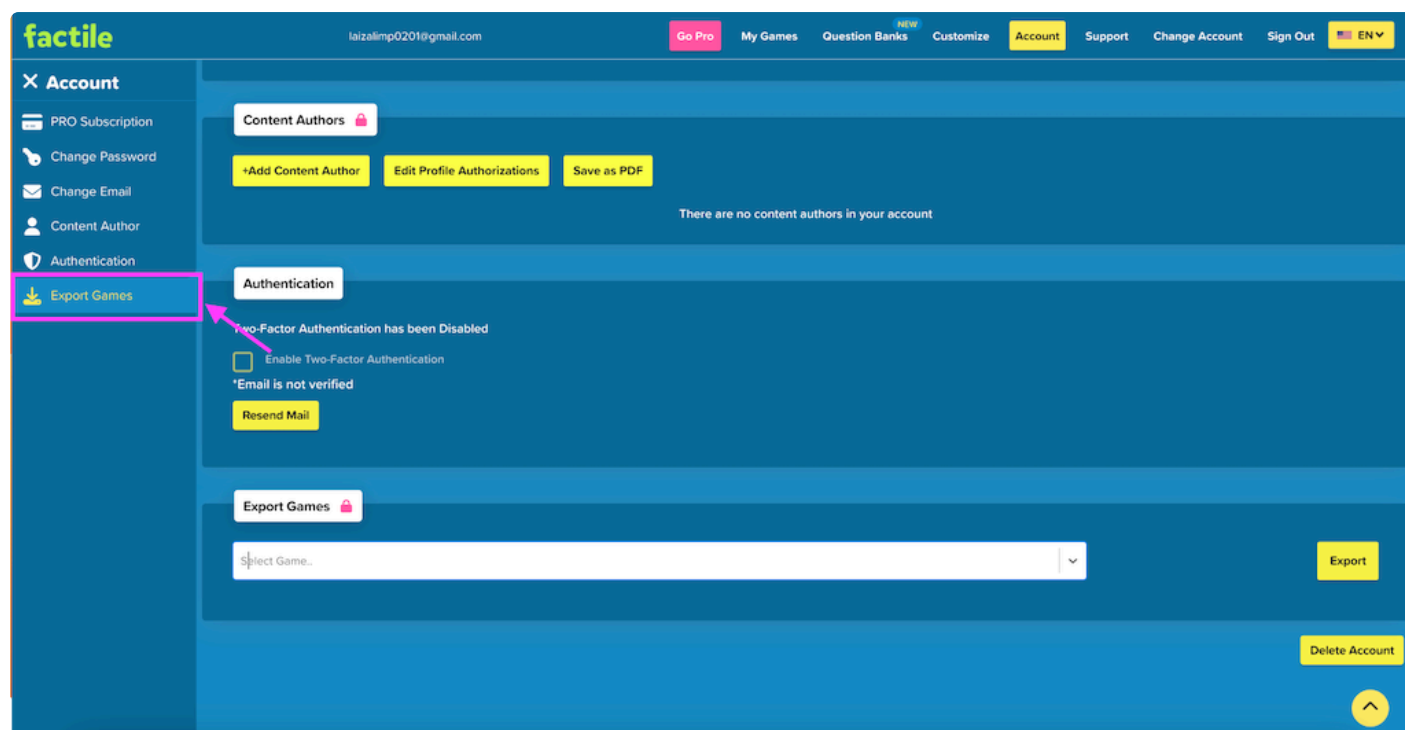
Once your email address has been activated, you can now enable the two-factor authentication feature. Simply check the box to activate it.





## How do I Export my Games?

You can export all of your games at once or choose specific games for export. Your game content will be exported into a comma-separated values (CSV) file, which you can then download to your computer. After you've selected the game, simply click the "Export" button to initiate the process.



## How do I Delete my Account?

If you wish to delete your account entirely, scroll to the very bottom of the **Account** page and select the "Delete Account" button. **This action cannot be undone!** You will be asked to enter your password to

confirm that you want to delete your account. Enter your password and press “Next” to proceed with deleting your account.

# 7.1. Subscription Plans

---

Factile offers four subscription plans, allowing you to select the one that best suits your needs.

## Free Subscription

For starters, you can enjoy our Free subscription, which allows you to create up to three (3) games and players can participate in up to five (5) teams. Please note that only the Factile mode is available for Free account users.

## Home/School Pro

The Home/School Pro plan unlocks a host of additional features, including access to various game modes, advanced formatting options for question and answer tiles, the AutoGen feature for generating questions automatically, custom mascots, comprehensive score management tools, and much more.

Learn more about Factile Pro for [Home/School](#) and for [Business](#)

When you sign up for Factile Pro, your satisfaction is guaranteed. If you don't enjoy using Factile, email us within 7 days of signing up at [team@playfactile.com](mailto:team@playfactile.com) for a full refund.

## Home/School Plus

The Home/School Plus plan builds upon the features of Home/School Pro. It adds exciting perks like Multi-Member Buzzer Mode Teams, letting multiple players join a team during buzzer mode. You'll also get access to the Question Banks feature for building and sharing your question collection. Plus, enjoy the option to display up to three (3) images in question or answer tiles, making your games more visually appealing and engaging

## Business

The Business plan offers extensive customization features similar to the Home/School Plus plan and much more. With a Business account, you can have up to ten (10) members in a multiplayer team and create up to ten (10) Question Banks. Additionally, you can include up to five (5) images in question or answer tiles, enriching the visual experience of your games.

The Business plan also introduces the Event Mode feature, which is perfect for occasions like science fairs or trade shows. In Event Mode, topics can be showcased to visitors at a booth, facilitating repeated game plays to engage attendees throughout the event. Additionally, the plan includes Remote mode, enabling you to play games remotely, providing flexibility for various event setups and remote engagement scenarios.

For further information on the various subscription plans and their features, you can explore the details of each subscription plan [here](#).

## 7.2. Manage Subscriptions

Factile offers a variety of plans to meet your needs. You can visit <https://www.playfactile.com/accountfeatures> to check the different features available for each plan.

### How to Upgrade to Pro Subscription?

Here's how you can upgrade your **Free** account to any of the **Pro** subscriptions at any time.

1. Go to the **Accounts** page and navigate to **Pro Subscription**.

**factile** Go Pro My Games Question Banks new Customize Account Support Change Account Sign Out EN

**Account**

**PRO Subscription**

**Pro Subscription Management**

**Account status : Your account is a FREE ACCOUNT**

Your account was previously a Offline Paid Pro Account that was successfully canceled effective on 15-Jul-2023 and the last charge was on invalid date for \$NaN

**Step 1 of 2: Select Your Plan**

Select your Payment Method on the Next Page

Home/School Pro	Home/School Plus	Business Pro
<input type="radio"/> Monthly \$5 / month <input type="radio"/> Yearly \$48 / year	<input type="radio"/> Monthly \$7.50 / month <input type="radio"/> Yearly \$72 / year	<input type="radio"/> Monthly \$9.50 / month <input type="radio"/> Yearly \$90 / year
<b>Home/School</b> <ul style="list-style-type: none"> <li>✓ Buzzer Mode for Remote or in-classroom</li> <li>✓ Flashcards, Choice, Memory, and Quiz-bowl</li> <li>✓ Add Images, Videos, Sound, and Equation</li> <li>✓ Print Answer Keys and Quizzes</li> <li>✓ Unlimited Games and 100 Teams</li> <li>...and much more</li> </ul>	<b>Home/School Plus</b> <ul style="list-style-type: none"> <li>✓ Home/School Features +</li> <li>✓ Add up to 3 Images in Question/Answer</li> <li>✓ Multi-Member Teams up to 3 Players Per Team</li> <li>✓ Question Bank</li> <li>✓ Polling / Live Mode</li> <li>...and much more</li> </ul>	<b>Business</b> <ul style="list-style-type: none"> <li>✓ Home/School Plus Features +</li> <li>✓ Private Games</li> <li>✓ Multi-Member Teams for Buzzer Mode</li> <li>✓ Customize with Your Logo</li> <li>✓ Remote View Gameboard Screen Sharing</li> <li>✓ Verification of Training Completion</li> <li>...and much more</li> </ul>

**Next**

\* All amounts are in USD.

2. Under **Pro Subscription Management**, select a plan and your preferred billing cycle.

**factile** laizalimp0201@gmail.com [Go Pro](#) [My Games](#) [Question Banks](#) [Customize](#) [Account](#) [Support](#) [Change Account](#) [Sign Out](#) [EN](#)

**Account**

PRO Subscription

Change Password

Change Email

Content Author

Authentication

Export Games

**Pro Subscription Management**

[LEARN ABOUT FACTILE PRO](#)

Account status : Your account is a **FREE ACCOUNT**

Your account was previously a Offline Paid Pro Account that was successfully canceled effective on 15-Jul-2023 and the last charge was on invalid date for \$NaN

Step 1 of 2: Select Your Plan  
Select your Payment Method on the Next Page

Home/School Pro	Home/School Plus	Business Pro
<input checked="" type="radio"/> Monthly \$5 / month <input type="radio"/> Yearly \$48 / year	<input type="radio"/> Monthly \$7.50 / month <input type="radio"/> Yearly \$72 / year	<input type="radio"/> Monthly \$9.50 / month <input type="radio"/> Yearly \$90 / year
<b>Home/School</b> <ul style="list-style-type: none"> <li>✓ Buzzer Mode for Remote or in-classroom</li> <li>✓ Flashcards, Choice, Memory, and Quiz-bowl</li> <li>✓ Add Images, Videos, Sound, and Equation</li> <li>✓ Print Answer Keys and Quizzes</li> <li>✓ Unlimited Games and 100 Teams</li> <li>...and much more</li> </ul>	<b>Home/School Plus</b> <ul style="list-style-type: none"> <li>✓ Home/School Features +</li> <li>✓ Add up to 3 Images in Question/Answer</li> <li>✓ Multi-Member Teams up to 3 Players Per Team</li> <li>✓ Question Bank</li> <li>✓ Polling / Live Mode</li> <li>...and much more</li> </ul>	<b>Business</b> <ul style="list-style-type: none"> <li>✓ Home/School Plus Features +</li> <li>✓ Private Games</li> <li>✓ Multi-Member Teams for Buzzer Mode</li> <li>✓ Customize with Your Logo</li> <li>✓ Remote View Gameboard Screen Sharing</li> <li>✓ Verification of Training Completion</li> <li>...and much more</li> </ul>

\* All amounts are in USD.

[Next](#)

3. Click **Next**.

4. You will be redirected to the Stripe Checkout Portal where you can enter your card details. *Note: The Stripe Checkout Portal appears for new users or when a user doesn't have any active plan. Otherwise, the customer portal is used for managing existing subscriptions. By confirming your subscription, you allow Factile to charge your card for this payment and future payments in accordance with their terms.*

**factile**

Subscribe to Home/School - Monthly

**\$5.00** per month

Buzzer Mode for Remote or In-Classroom Reviews; Flashcards, Multiple Choice, Memory, and Quiz Bowl Game Types; add Images, Videos, Sound, and Equations; Print Answer Keys and Quizzes; Unlimited Games; 100 Teams; and much more.

Powered by [stripe](#) | [Legal](#) [Refunds](#) [Contact](#)

### Pay with card

Email

Card information

[VISA](#)

Name on card

Country or region

[v](#)

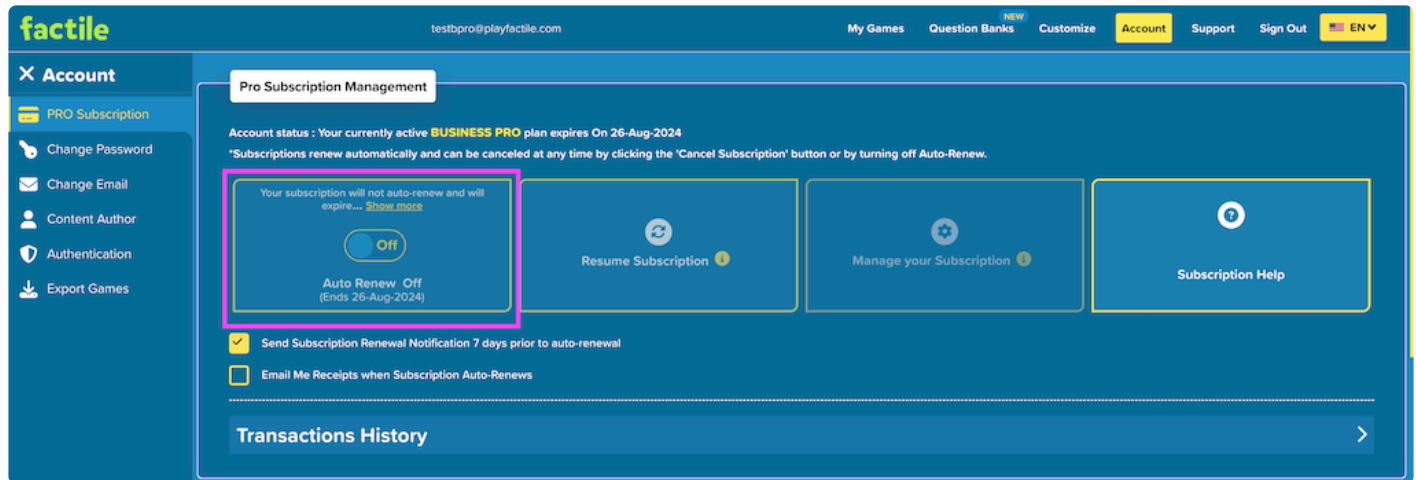
[Subscribe](#) [lock](#)

By placing your order, you agree to our [terms of service](#) and [privacy policy](#).

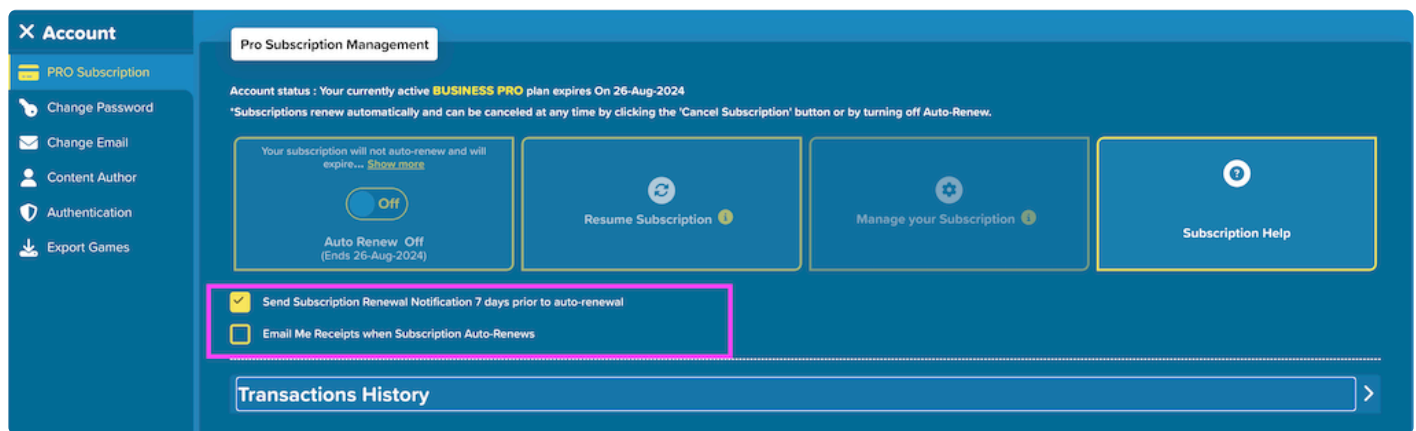
By confirming your subscription, you allow Factile to charge your card for this payment and future payments in accordance with their terms. You can always cancel your subscription.

[↶ Eligible for a refund](#)

Note that subscriptions renew automatically and the account used during registration will be charged once a month (or once a year) on the date you signed up. You can turn off **Auto-Renew** to disable automatic renewal.



You also have the option to receive a reminder 7 days before your subscription is renewed and have receipts emailed to you when your subscription is renewed. Just check the boxes next to “Send Subscription Renewal Notification 7 days prior to auto-renewal” and “Email Me Receipts when Subscription Auto-Renews”.



If you wish to download your invoice or receipt for your payments, you can do so by going to the **Transaction History** section. Here you can select the billing dates to view your invoices or receipts.

**Pro Subscription Management**

Account status : Your currently active **HOME/SCHOOL PRO** plan renews on "22-Jan-2023"

\*Subscriptions renew automatically and can be canceled at any time by clicking the 'Cancel Subscription' button or by turning off Auto-Renew.

**Auto Renew On**  
(Renews 22-Jan-2023)

Cancel Subscription

Manage your Subscription

Subscription Help

☒ Send Subscription Renewal Notification 7 days prior to auto-renewal

☐ Email Me Receipts when Subscription Auto-Renews

2022

Download Receipts

\$5.00 22-Dec-2022

You can download your invoice or receipt in portable file format (PDF) by clicking **Download Invoice** or **Download Receipt**.

**Factile**

Receipt from Factile

**\$5.00**

Paid December 21, 2022

↓ Download invoice

↓ Download receipt

Receipt number 2109-6615

Invoice number CEB6988C-0001

Payment method **VISA** - 4242

Receipt #2109-6615

DEC 21, 2022 – JAN 21, 2023

**Home/School – Monthly** \$5.00

Qty 1

---

**Total** \$5.00

---

**Amount paid** \$5.00

Questions? Visit our support site at <https://www.playfactile.com/support>, contact us at [team@playfactile.com](mailto:team@playfactile.com), or call us at +1 781-369-5169.

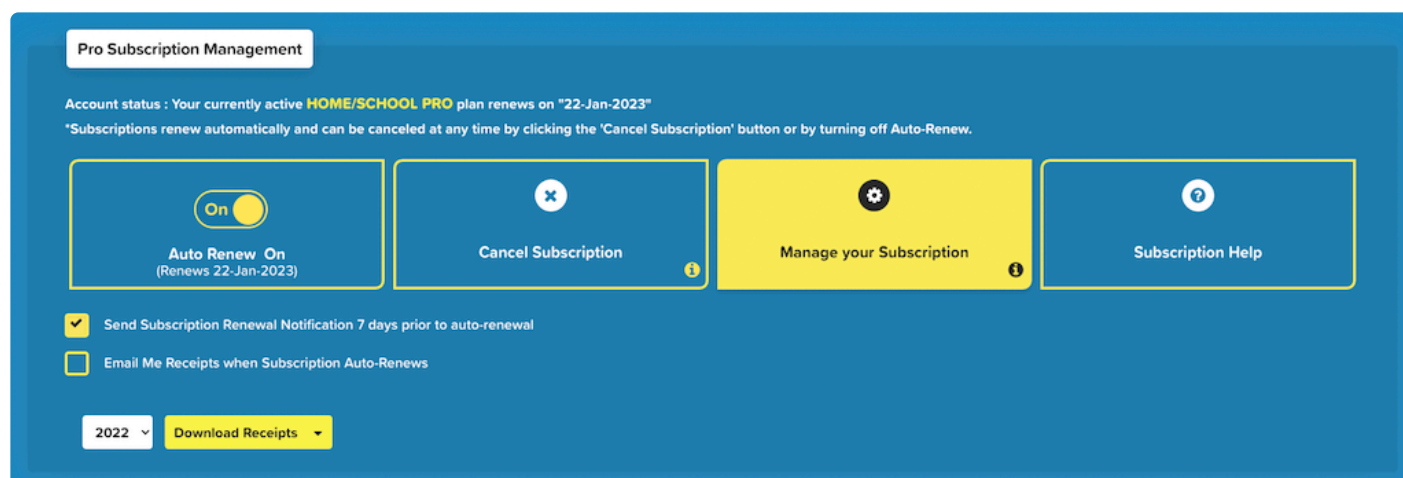
Powered by | Learn more about Stripe Billing

## How to Manage your Subscription

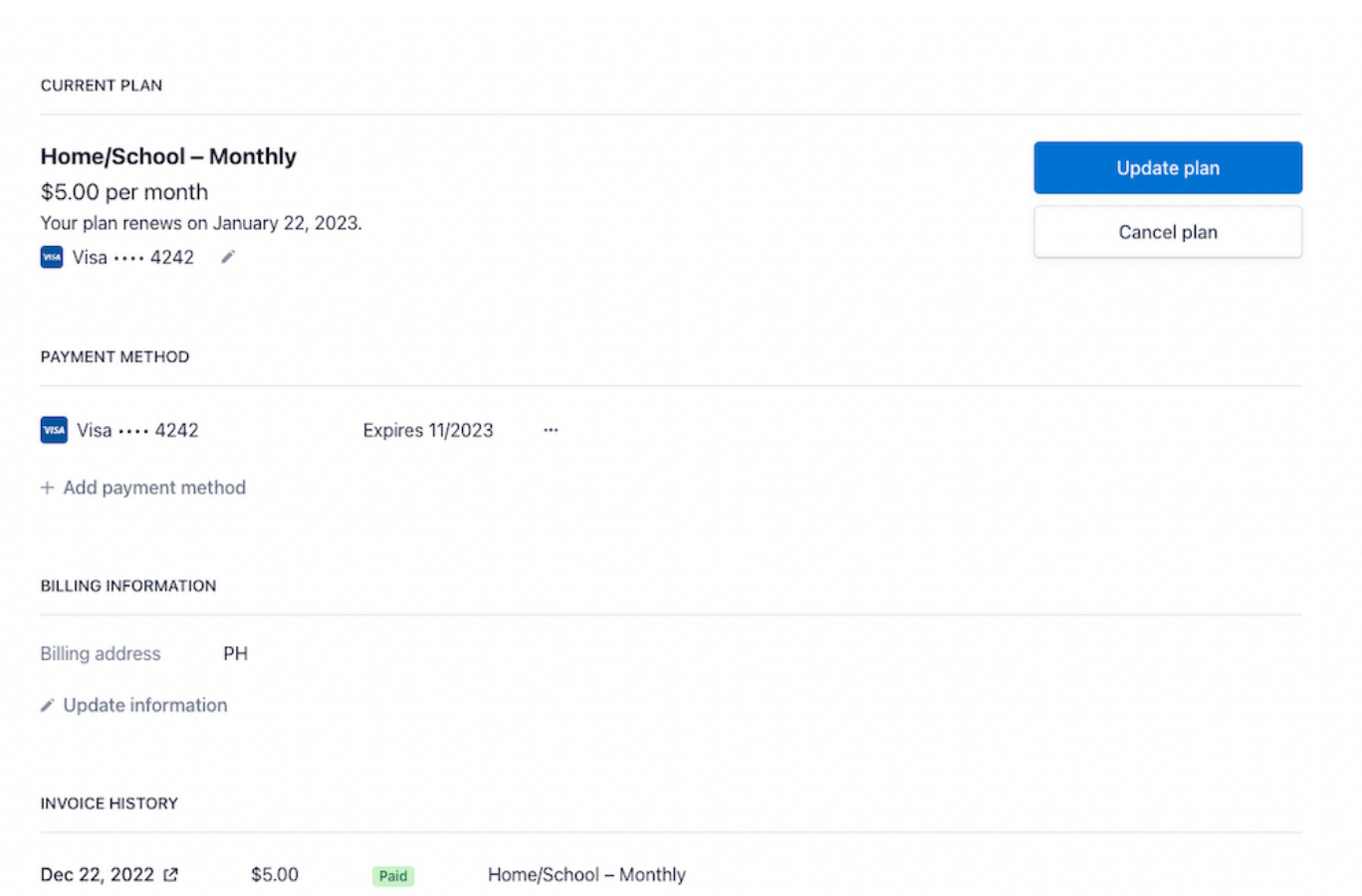
If you are already a Factile Pro user, you can change your subscription to Business pro, update your



payment method or credit card details, and update your billing address through the **Manage Subscription** feature.



Below is a screenshot of the **Manage Subscription** page where you can update your subscription details. You can also use the **Update Plan** button to upgrade your subscription or to change your billing cycle.



On this page, you can select your subscription cycle on a monthly, or yearly basis. You can also upgrade your subscription from **Home/School Pro** to **Business Pro**.



**factile** Test mode**PRO SUBSCRIPTION  
MANAGEMENT**[← Return to Factile](#)Powered by **stripe** | [Privacy](#)**Update your plan**

## CURRENT PLAN

**Home/School – Monthly**

\$5.00 per month

## PLANS AVAILABLE

Daily 1 Monthly 2 Yearly 2**Home/School – Monthly**

\$5.00 per month

Buzzer Mode for Remote or In-Classroom Reviews; Flashcards, Multiple Choice, Memory, and Quiz Bowl Game Types; add Images, Videos, Sound, and Equations; Print Answer Keys and Quizzes; Unlimited Games; 100 Teams; and much more.

✓ Current plan

**Business – Monthly**

\$9.50 per month

Home/School Features + Private Games; Multi-Member Teams for Buzzer Mode; Customize with Your Logo; Remote View Gameboard Screen Sharing; Verification of Training Completion; and much more.

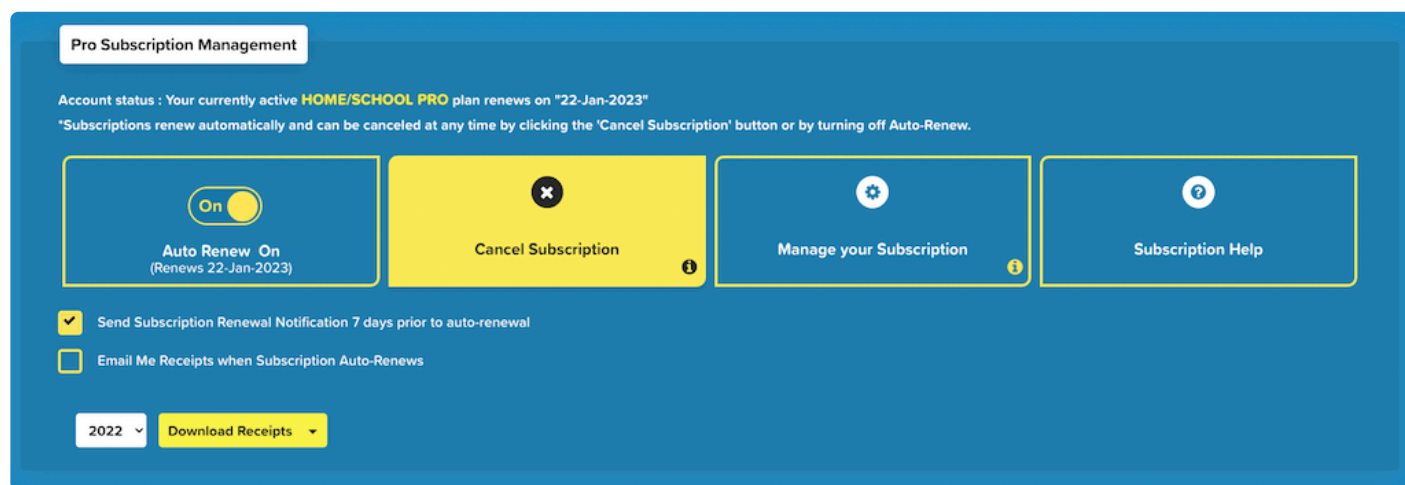
[Continue](#)

## 7.3. Cancel Subscriptions

If you decide to cancel your Pro subscription, your account will convert to a free account at the end of your billing cycle. If you are on a monthly billing cycle and you cancel the first day of the month, your account will still have Pro features for a full 30 days. If you're on a yearly billing cycle, your account will have Pro features until the following year.

### How to Cancel your Pro Subscription

1. On the **Accounts** Page, under the “Pro Subscription Management” section, select “Cancel Subscription.



2. You will be prompted with a message to confirm you want to cancel your subscription. If you wish to go ahead with canceling your subscription, press the green button “Yes, cancel it!”.

All of your games will continue to be available in the free account and will still include images and equations but without the pro features. Your games will not be deleted; however, if your account has more than 3 games, you will not be able to add any more games.

Adding new games requires deleting existing games. If you upgrade again to Pro, you will once again have access to all the fun Pro features and there will not be a limit on the number of games you can have in your account.

### If You Can't Access your email or Don't Know your Factile Username

If you can't access the email address you used to sign up for Factile, just email us at [team@playfactile.com](mailto:team@playfactile.com) with your name and the email address that you used to sign up and we will cancel the plan for you. Alternatively we can change the email on your account to your current email if you'd prefer.

If you don't know your username, just email [team@playfactile.com](mailto:team@playfactile.com) with your name and the last 4 digits of the credit card being used (only the last 4 digits) and we will look up your account and cancel it for you.

We respond to these cancelation requests within 24 hours.

## 7.3.1. Converting Account From a Pro to Free Account

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All of your games will continue to be available in the free account and will still include images and equations but without the pro features. Your games will not be deleted; however, if your account has more than 3 games, you will not be able to add any more games.

Pro features will also no longer be available.

Adding new games requires deleting existing games. If you upgrade again to Pro, you will once again have access to all the fun Pro features and there will not be a limit on the number of games you can have in your account.

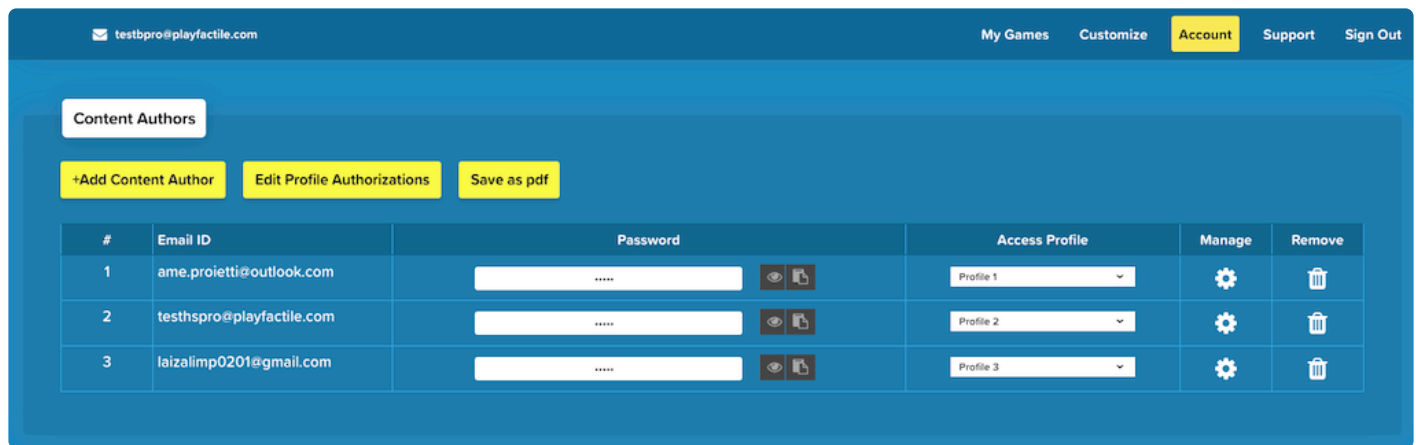
### Can I still edit my games?

If you wish to edit a question that had pro features, any media or math equations (not including the inline math equations) will be removed.

## 7.4. Content Authors

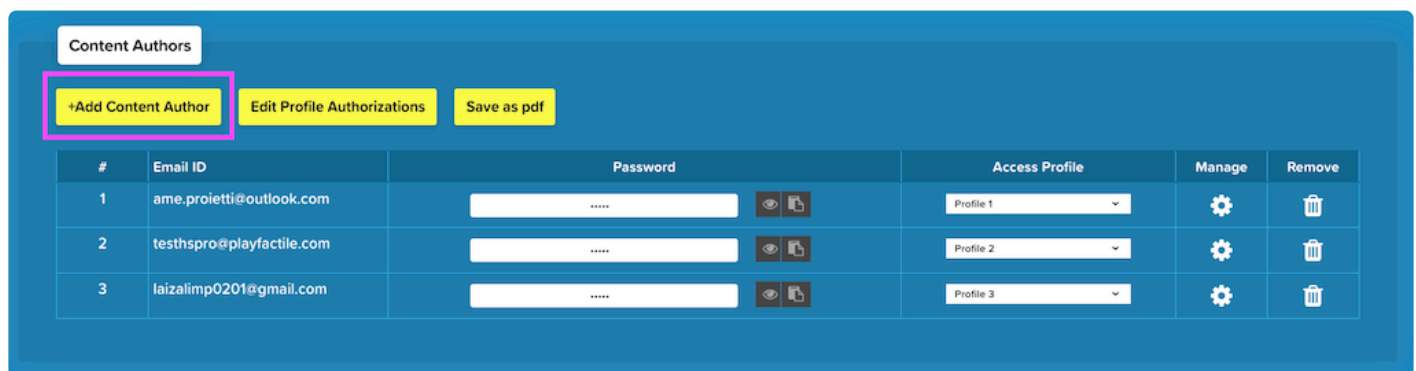
You have the ability to manage the permissions and control over your games by adding Content Author accounts. By creating Content Author profiles for different users, you can grant them privileges to create, play, share, edit, print, and delete games. This feature is particularly useful when allowing students to create their own games as assignments, which can later be played in the classroom by the teacher. Additionally, you have the flexibility to specify which games your content authors can access.

With a Home/School Pro subscription, you can add up to 3 content authors, while a Business Pro account allows you to add up to 10 content authors. This enables collaborative game creation and enhances the overall experience for both teachers and students.



### How to Add a Content Author

1. Click **+ Add Content Author**.



2. Enter the email address of your content author and click **Next**.

3. In the window that appears, you can choose to create a password for your content author, or send them a link so they can create their own password. *Tip:* If you set the password for your user, you can see and manage their password on the **Account** page. If the content author sets their own password, you will not be able to see or edit their password.

Create Content Author Account

azialbatanggala@gmail.com

Enter a password for this Content Author or click "Auto Fill"

Password

Auto Fill

OR

Send an email request to the Content Author to reset their own password



Send Set Password Request to Author

☐ Send Notice to Content Author that account is created

Cancel

Submit

4. Click **Submit**.

You can click the  to view content authors' passwords. You can also use the  tool to create a new password for users or send them a link to reset their own password.

Content Authors						
<div> <div>+Add Content Author</div> <div>Edit Profile Authorizations</div> <div>Save as pdf</div> </div>						
#	Email ID	Password		Access Profile	Manage	Remove
1	ame.proietti@outlook.com	<div>.....</div>	<div></div>	Profile 1	<div></div>	<div></div>
2	testhspro@playfactile.com	<div>.....</div>	<div></div>	Profile 2	<div></div>	<div></div>
3	laizalimp0201@gmail.com	<div>.....</div>	<div></div>	Profile 3	<div></div>	<div></div>
4	azialbatanggala@gmail.com	<div>.....</div>	<div></div>	Profile 1	<div></div>	<div></div>

**Note:** Viewing and managing passwords are disabled for content creators who set their own passwords.

## How to Edit Profile Authorizations

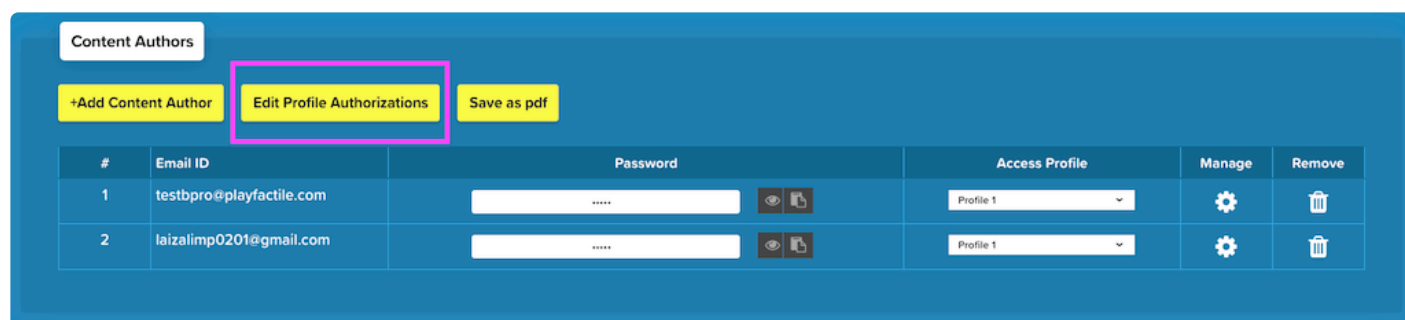
You can set profiles for each content author to control their access to games. You can create authorizations for the following:

*Folders:* Give access to only the folders you select.

**Games:** Choose which individual games a content author can access.

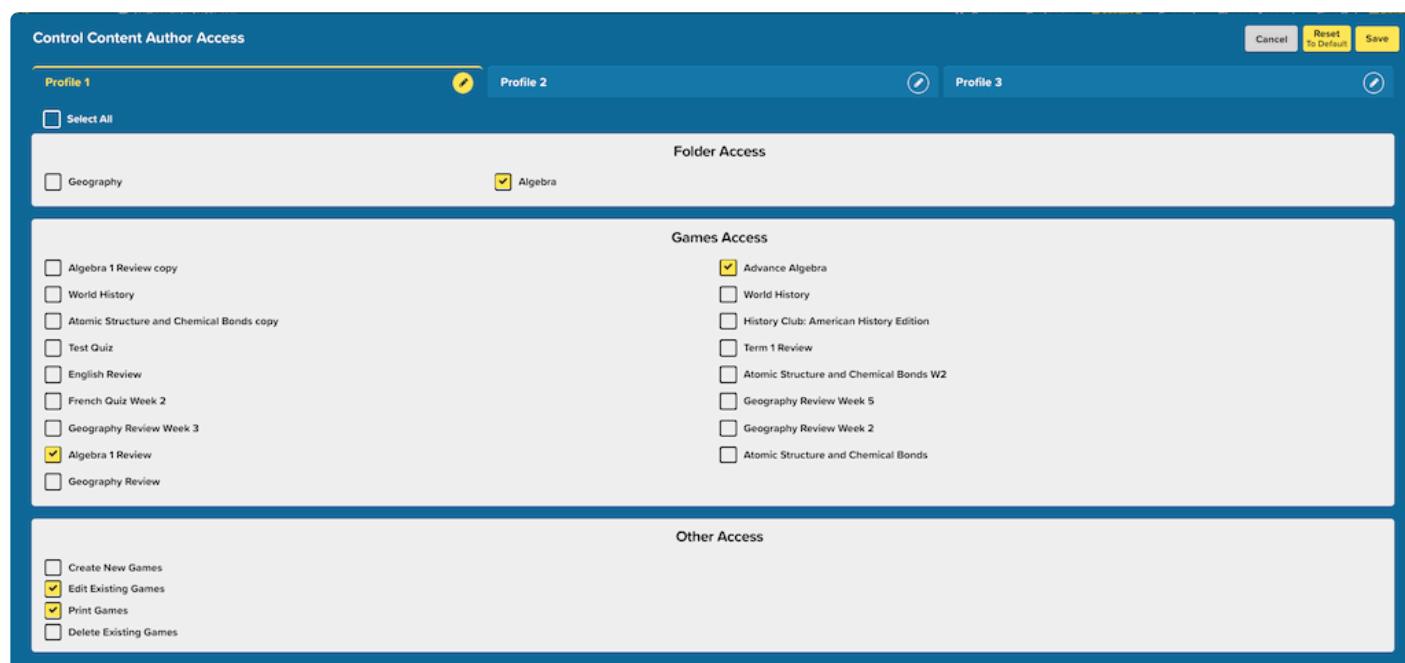
**Others:** Give access to Create New Games, Edit Games, Print Games, and Delete Existing Games.



Click “Edit Profile Authorizations” to configure the profile access.



You may have some content authors who can delete games (like other teachers) and disable delete for other content authors (like students). You can also specify which folders each profile have access to so you can maintain better control.

Check the boxes to authorize access to content authors. In the screenshot below, access to a specific folder and games and editing and printing is authorized for the selected profile.



You can use the  tool to rename the profiles and save them using the  tool. In the screenshot below, we have three profiles created with different access authorizations.

**Control Content Author Access** Cancel Reset To Default Save

**Math Class** **Geography Class** **History Class**

☐ Select All

**Folder Access**

☐ Geography ☒ Algebra

**Games Access**

☐ Algebra 1 Review copy  
☐ World History  
☐ Atomic Structure and Chemical Bonds copy  
☐ Test Quiz  
☐ English Review  
☐ French Quiz Week 2  
☐ Geography Review Week 3  
☒ Algebra 1 Review  
☐ Geography Review

☒ Advance Algebra  
☐ World History  
☐ History Club: American History Edition  
☐ Term 1 Review  
☐ Atomic Structure and Chemical Bonds W2  
☐ Geography Review Week 5  
☐ Geography Review Week 2  
☐ Atomic Structure and Chemical Bonds

**Other Access**

☐ Create New Games  
☒ Edit Existing Games  
☒ Print Games  
☐ Delete Existing Games

Make sure to **Save** your profiles when you're done.

## How to Assign Profiles to Content Authors

You can select a profile from the dropdown menu to set the access settings of each content author.

**Content Authors** +Add Content Author Edit Profile Authorizations Save as pdf

#	Email ID	Password	Access Profile	Manage	Remove
1	ame.proietti@outlook.com	<input type="password"/>	Math Class		
2	testhspro@playfactile.com	<input type="password"/>	Deactivated		
3	leizalimp0201@gmail.com	<input type="password"/>	Math Class		

**Access Profile**

- Deactivated
- Math Class
- Geography Class
- ☒ History Class

## How to Save your Content Authors List

For easy management, you can save the list of your content authors, their passwords, and their profile type.

Press the "Save as pdf" button and the list will be automatically downloaded in portable file format (PDF).














Content Authors

+Add Content Author

Edit Profile Authorizations

Save as pdf

#	Email ID	Password	Access Profile	Manage	Remove
1	ame.proietti@outlook.com	<input type="password"/>  	Math Class		
2	testhspro@playfactile.com	<input type="password"/>  	Geography Class		
3	laizalimp0201@gmail.com	<input type="password"/>  	History Class		


## How do Content Authors Access my Games?

Content authors will need their own Factile account details to log in. If you created a password for your content authors, they will use that password to log in.


Once logged in, content authors will choose to sign in to their own account or to access the account they are a content author for. When a user logs in as a content author, they will only have access to games, folders or settings allowed for their Profile.

Choose The Account You Want To Access !

\*To use your personal account, click on your account email to login. To create games as a Content Author, click on the email of the desired account to log into that account. Logging into your Content Author Account will allow you to create or edit games that the Account Owner can see.




My Personal Account




laizalimp0201@gmail.com

My Content Author Accounts



testhspro@playfactile.com



testbpro@playfactile.com

}

## 8. Additional Resources

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Here are some great 3rd party resources that provide reviews, video overviews and examples of Factile.

**Published by Luke Edwards at Tech & Learning** (<https://www.techlearning.com>)

[Factile tips and tricks.](#)

**Published by Richard Byrne at Free Technology for Teachers** (<http://www.freetech4teachers.com>)

[Factile Video Overview by Richard Byrne](#)

**Published by Technology for Teachers and Students** (<https://www.youtube.com/channel/UCYUPLUCKMiUgiyVuluCc7tQ>)

[Factile Video Overview by Technology for Teachers and Students](#)

**Peer review published by MERLOT** ([www.merlot.org](http://www.merlot.org))

[Factile MERLOT Peer Review](#)