

Breakout Fun!

User Manual

WARNING! Breakout Fun! is patent-pending with additional trademark and copyright protections. Only paid users are allowed to create activities with Breakout Fun! Paid users are only permitted to share Breakout Fun! with participants of their own created activities. By using Breakout Fun! you agree to the terms and conditions of use located at www.breakoutfun.com

Introduction

Breakout Fun! is easy-to-use, inexpensive, and completely customizable. It is a great way to engage students, co-workers, and family and friends. The game creator allows users to build games that can be seamlessly played in face to face, virtual, or hybrid settings.

There are many creative ways to use Breakout Fun! It is a wonderful solution for engaging audiences in schools, events, and the workplace.

Breakout Fun! is also perfect to use with online meeting platforms with screen sharing capabilities not limited to Zoom, Webex, Google Hangouts, and Microsoft Teams. Once a game is created, it can easily be played online or in person.

Downloading Breakout Fun!

Breakout Fun! can be purchased on our website at www.breakoutfun.com/register. Payments are secure, and are processed using Stripe. If you need assistance with the purchasing process, please contact us info@breakoutfun.com.

Accessing Breakout Fun!

After purchasing a Breakout Fun! license from our website, you will receive an email welcoming you to the family. You can head to play.breakoutfun.com and login with your account credentials!

Breakout Fun!

ACTIVITY CODE



Join



Teacher Login



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Breakout Fun!

Email address

Enter email

Password

Enter password



Log In



Register



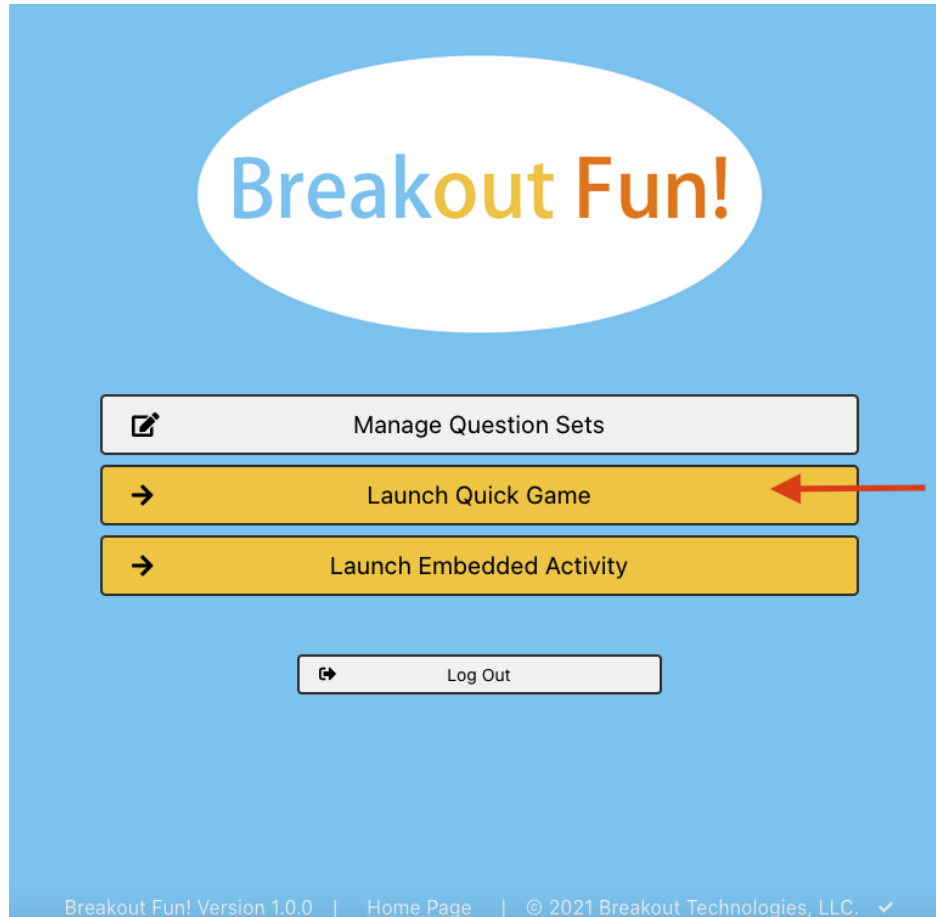
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Instructions for Creating Activities (Quick Game)

Once you have gained access to Breakout Fun!, it is now time to create an activity! The step-by-step instructions below will guide you through the process.

First select “Launch Quick Game”:



The Control Panel is where you will input the necessary variables so that Breakout Fun! can create the game. A picture of the Control Panel is on the top of the next page.

The image shows a 'Quick Game' control panel with a blue background. It features five input fields, each with a dropdown arrow on the right: 'Number of Questions' (placeholder: 'Enter number of questions'), 'Number of Options' (placeholder: 'Enter number of options'), 'Number of Teams' (placeholder: 'Enter number of teams'), 'Number of Rounds' (placeholder: 'Enter number of rounds'), and 'Round Duration' (placeholder: 'Enter round duration (in seconds)'). Below these fields are two buttons: a yellow 'Launch' button with a right-pointing chevron and an orange 'Back' button with a left-pointing chevron. At the bottom, there is a footer with the text: 'Breakout Fun! Version 1.0.0 | [Home Page](#) | © 2021 Breakout Technologies, LLC. ✓'.

Creating a game is simple. The operator must input the following:

1. The number of questions
2. The number of options (usually we see 4 selected here which would present ABCD options)
3. Correct answer options for the question set
4. The number of teams
5. The number of rounds
6. Duration of each round in seconds (most use 300 seconds / 5 min per round here)

It is up to the operator to provide the game questions to the participants. You may share the questions in any way that works best for you! It is recommended to either email the questions, share them on a shared screen or presentation, or upload them and then share them through Google Drive or another online resource. If you are playing Breakout Fun! in-person, it may be best to print the questions on paper and give hard copies to the participants.

Below is a picture of a completely filled out **Control Panel**.

Quick Game

Number of Questions

Number of Options

Answers

1	B	2	D	3	A	4	C	5	B
6	D	7	B	8	A	9	C	10	D
11	A	12	C						

Number of Teams

Number of Rounds

Round Duration

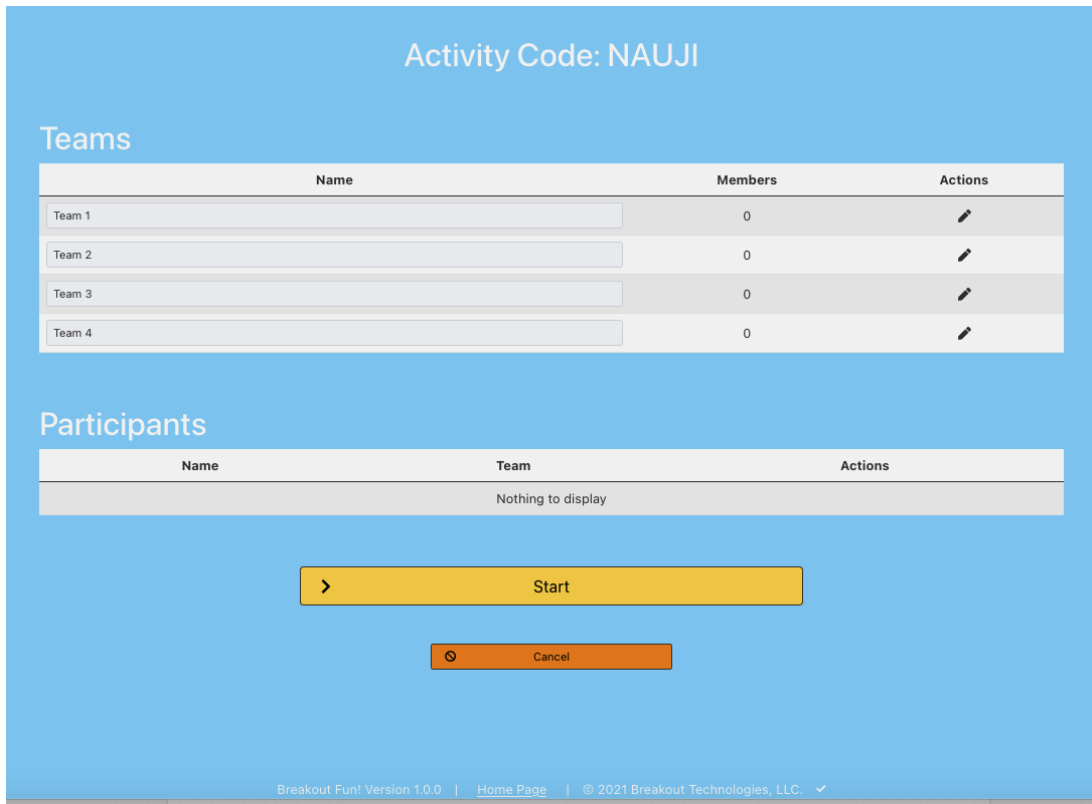
> Launch

< Back

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After filling out the Control Panel inputs, it is now time to instruct Breakout Fun! to launch the game. Click on the “Launch” option shown above.

After the user clicks “Launch”, we are ready to play!



Once the game has been created, you will receive the game’s unique activity code (NAUJI at top of screen above) and be taken to the Lobby.

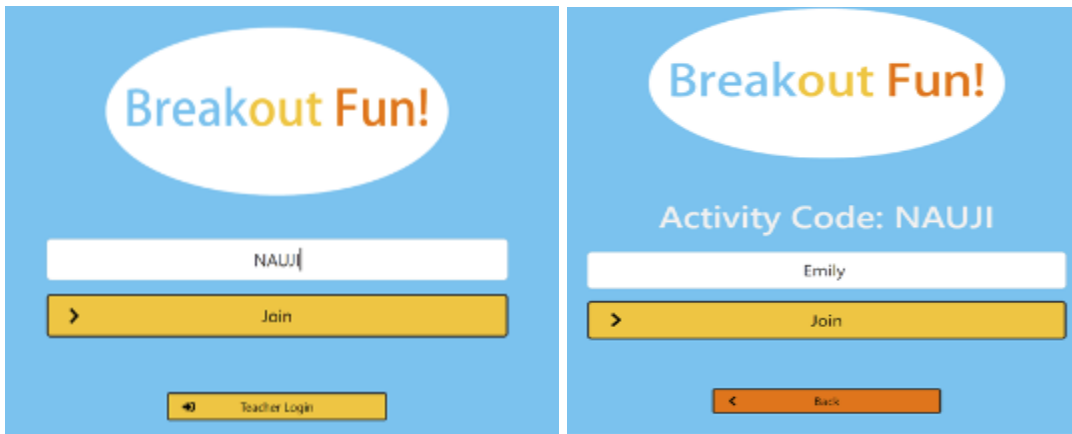
Sharing the Breakout Fun! game with Participants!

WARNING! Only paid users are allowed to create activities with Breakout Fun! Paid users are only permitted to share Breakout Fun! with participants of your activities. It is illegal to share Breakout Fun! with anyone who will use it to creating activities.

You can now provide your students or participants with the “Activity Code” generated for the game so that they can join the lobby on their phone, tablet, or laptop.

**Note: students / participants do NOT need their own account or login to play!*

The students will input their activity code and then name to join the game:



From the lobby, students / participants can be assigned to teams and team names can be updated:

Participant Team Assignment:

Activity Code: NAUJI

Teams

Name	Members	Actions
Team 1	0	
Team 2	0	
Team 3	1	
Team 4	3	

Participants

Name	Team	Actions
Tom	Team 3	
Emily	Team 4	
Bill	Team 4	
Linda	Team 4	

Assign users to teams using this dropdown!

> Start

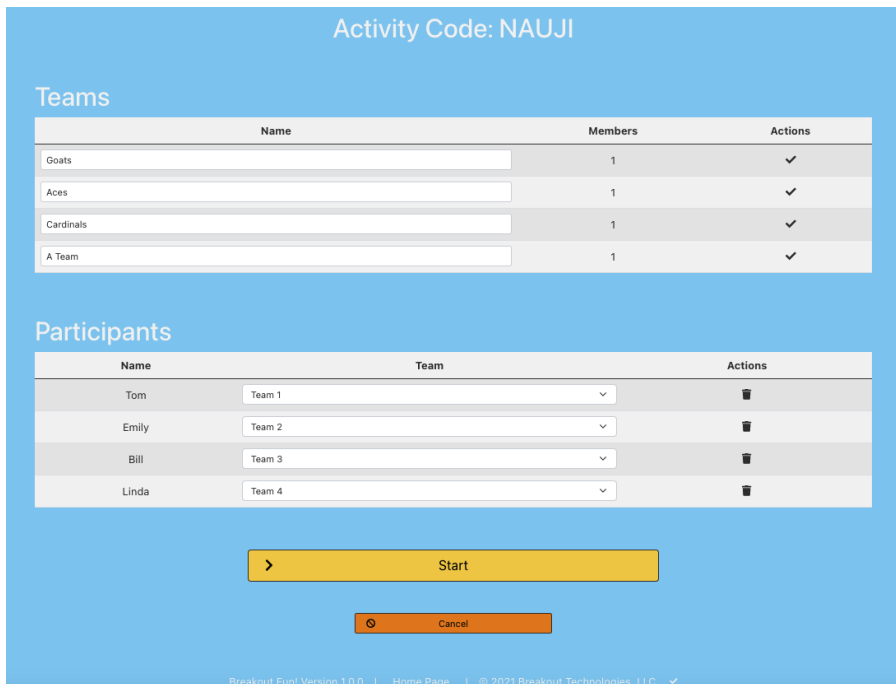
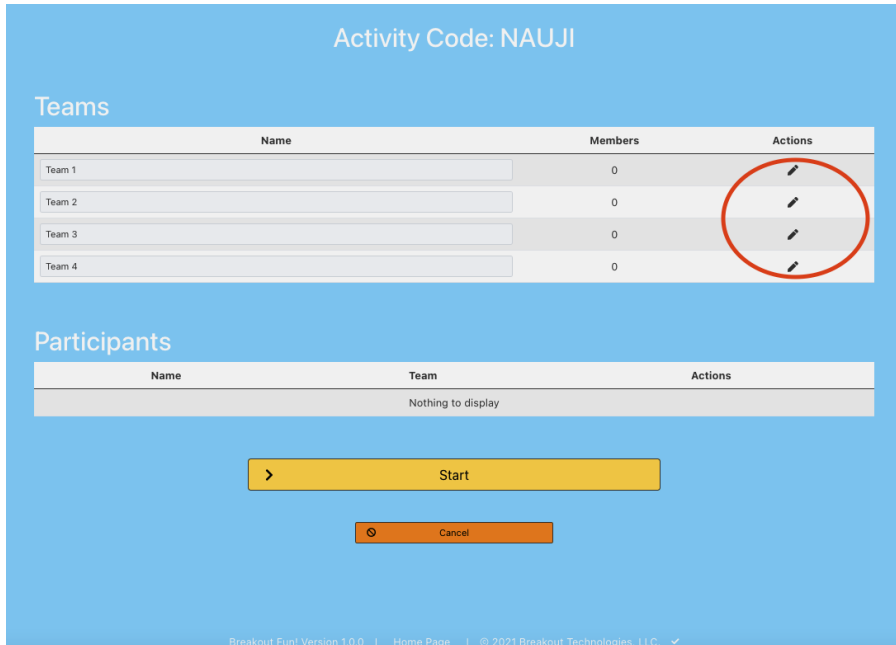
⏪ Cancel

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Participant View:



You can also change team names from the game lobby. To change a team name, click the “pencil” button on the right hand side, then update with the new name.



Once the name has been updated, make sure you save the changes by clicking in the same spot on the right side of the page, and your team name is now in place!

Oftentimes teams or study groups have predetermined names that can be entered, and teams love choosing their own fun names as well!

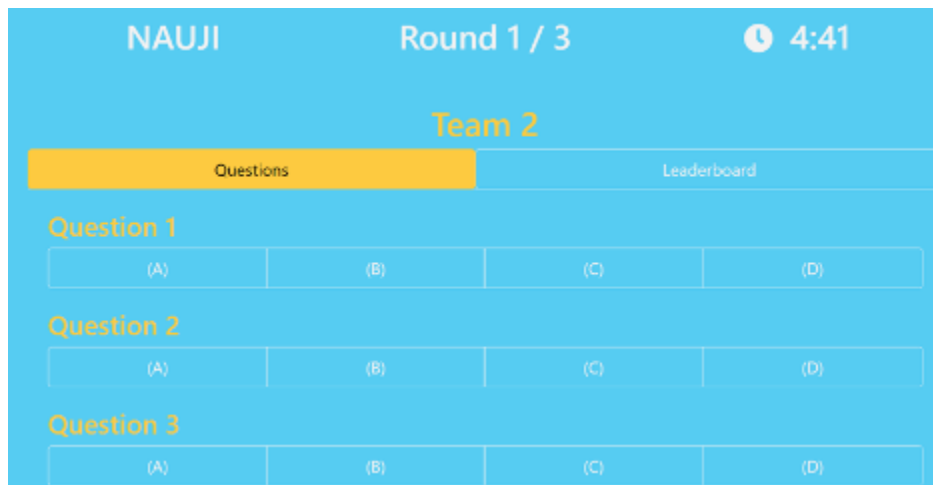
Once all players have joined and been assigned to a team, you are ready to play! Hit “Start” and the game begins!

Playing Breakout Fun!

Once you’ve hit “Start”, the first round will begin! Participants will be brought to their respective team’s answer sheet.

Usually a Volunteer/Team Captain will be in charge of entering the answers, however anyone on the team can view the answer sheet if they wish from their device or laptop.

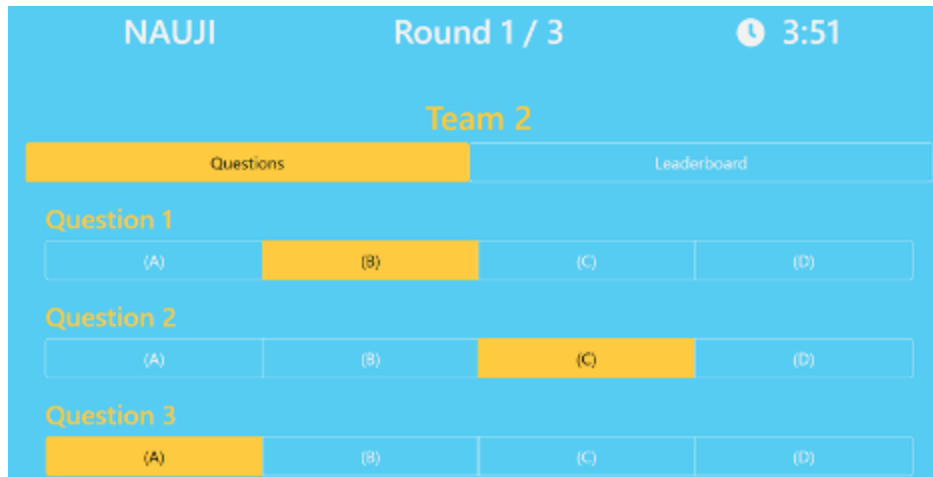
Blank Answer Sheet:



A timer will countdown the predetermined round time as the students work together to discuss the question set with each other and collaborate on their answers.

This is where the real magic of Breakout Fun! begins as the teammates engage and interact with each other as they work to complete the round!

Completed Answer Sheet:



Once the round is over, all teams will return to the Game Lobby, and results can be viewed on the Leaderboard tab.

Leaderboard prior to Round 1:

Question	Team 1	Team 2	Team 3	Team 4	Answer
1	—	—	—	—	—
2	—	—	—	—	—
3	—	—	—	—	—
4	—	—	—	—	—
5	—	—	—	—	—
6	—	—	—	—	—
7	—	—	—	—	—
8	—	—	—	—	—

Leaderboard mid-game:

Question	Team 1	Team 2	Team 3	Team 4	Answer
1	✓	✓	✗	✓	B
2	✗	✗	✗	✗	D
3	✗	✓	✗	✗	A
4	✗	✗	✗	✗	C
5	—	—	—	—	—
6	—	—	—	—	—
7	—	—	—	—	—
8	—	—	—	—	—

At this point the Teacher can either choose to review a particular question (maybe one that multiple teams struggled with) or topic, engage in some friendly mid-game banter, or move right into the next round!

Once the teacher begins the next round, the students / participants return to their Answer Sheet and resume the game, and the above steps are repeated until the final round when a winner is crowned!

Next round:

NAUJI Round 2 / 3 0:00

Lobby Leaderboard

Teams

Name	Members	Actions
Team 1	1	
Team 2	2	
Team 3	0	
Team 4	1	

Participants

Name	Team	Actions
Tom	Team 1	
Emily	Team 2	
Linda	Team 2	
Bill	Team 4	

Next Round

End Activity

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Final Leaderboard:

Activity Completed

Team 2

Question	Team 1	Team 2	Team 3	Team 4	Answer
1	✓	✓	✗	✓	B
2	✗	✗	✗	✗	D
3	✗	✓	✗	✗	A
4	✗	✗	✗	✗	C
5	✗	✗	✓	✓	B
6	✗	✗	✗	✗	D
7	✗	✓	✗	✓	B
8	✗	✗	✗	✗	A
9	✗	✗	✗	✗	C
10	✗	✗	✓	✗	D
11	✗	✗	✓	✗	A
12	✗	✗	✗	✗	C
Score	1	3	3	3	—

Tips for Playing the Game

Sharing Game Questions with Participants and Beginning the Game

Remember - it is up to the operator to provide the game questions to the participants. You may share the questions in any way that you would like. It is recommended to either email the questions, or upload them and then share them through Google Drive. If you are playing Breakout Fun! in person, it may be best to print the questions on paper and give hard copies to the participants.

Once the participants have the game questions, and the Game is created and shared with participants, it is now time to begin playing. The operator may control the game however they wish. Below are ways to play games both virtually or in person.

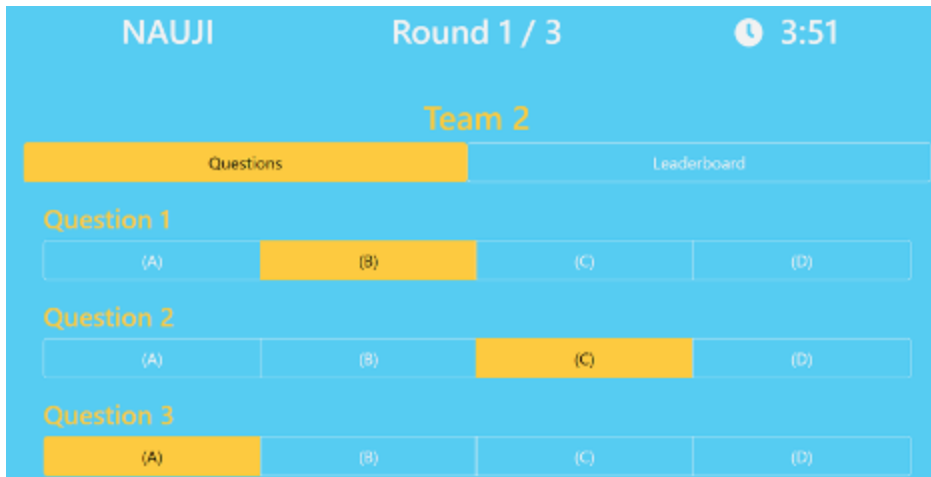
Playing the Game Virtually

Many Breakout Fun! operators play games with participants virtually through online meeting platforms such as, and not limited to, Zoom, Google Hangouts, or Microsoft Teams. Operators will put participants in breakout groups with their team members. The operator will decide how much time there will be in each round. The operator will open the breakout rooms so that the participants can begin working on the first round of questions. When the time is up, the operator will close the breakout groups and bring the participants back into the main session.

The picture below is an example Answer Sheet for Team 2. The first one shows it before any answers have been input, and the second shows a completed sheet. Notice the countdown in the top right corner!

The screenshot shows a game interface for 'Team 2' during 'Round 1 / 3' of a game titled 'NAUJI'. The interface has a blue background. At the top, the text 'NAUJI' is on the left, 'Round 1 / 3' is in the center, and a timer icon with '4:41' is on the right. Below this, 'Team 2' is written in yellow. There are two tabs: 'Questions' (highlighted in yellow) and 'Leaderboard'. Under the 'Questions' tab, there are three questions, each with four answer options (A, B, C, D) in separate input boxes. The questions are labeled 'Question 1', 'Question 2', and 'Question 3' in yellow text.

NAUJI		Round 1 / 3		🕒 4:41
Team 2				
Questions		Leaderboard		
Question 1				
(A)	(B)	(C)	(D)	
Question 2				
(A)	(B)	(C)	(D)	
Question 3				
(A)	(B)	(C)	(D)	



After a round is completed, the Operator closes the breakout rooms and brings the participants back into the main session. The Operator can share their screen and display the Scoreboard to the participants, or each team can view the leaderboard on their device.

Activity Completed

Question	Team 1	Team 2	Team 3	Team 4	Answer
1	✓	✓	✗	✓	B
2	✗	✗	✗	✗	D
3	✗	✓	✗	✗	A
4	✗	✗	✗	✗	C
5	✗	✗	✓	✓	B
6	✗	✗	✗	✗	D
7	✗	✓	✗	✓	B
8	✗	✗	✗	✗	A
9	✗	✗	✗	✗	C
10	✗	✗	✓	✗	D
11	✗	✗	✓	✗	A
12	✗	✗	✗	✗	C
Score	1	3	3	3	—

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The scoreboard allows you to see which team is winning, but more importantly it allows a teacher or instructor to zero in on questions or topics that may need to be reviewed further. For example, if all of the teams struggle with a certain question, it probably means that a refresh on that particular concept wouldn't hurt!

After a round is completed and the results are reviewed, the instructor can put the participants back in their breakout groups, and let the next round begin.

Play until the game is completed and a winner is declared!