Food Safety Showdown!
Game Directions

ServSafe
National Restaurant Association

Game Overview

Food Safety Showdown! is a game that makes reviewing many of the major food safety concepts presented in the ServSafe® program entertaining and memorable for learners. The material is presented in a game-show format where teams of learners battle to show food safety mastery. A complete game lasts approximately 45 minutes to one hour.

The interactive version greatly simplifies and enhances the presentation of the game. The game is run on a Windows computer only and is best viewed projected on a large screen. All game controls are handled by the instructor, who determines volunteers, evaluates answers, and controls the pace of the game. Additionally, the instructor has a printed guide to aid in evaluating responses. Two versions of the game are available on ServSafe.com. Both versions of the game contain the same categories but different questions. Both versions have the same level of difficulty and are played in the same way. Each version of the game presents the same questions every time it is played.

Printing the Guide to Questions and Answers

Before starting the game, print out the pdf files that include game questions and answers for reference during game play.

To print these files, navigate to each individual file. Double-click each file to open and print. These files will open with Adobe Reader. Click **File>Print** to print these documents.

Starting the Game

Both versions of the game can be downloaded from ServSafe.com. No installation is required to play *Food Safety Showdown!*

To launch Food Safety Showdown! from downloaded files:

1 Download and extract the ZIP file. To extract the zip file contents, right-click on the downloaded file and click **Extract All...** for the version of the game you wish to play.

2 Double click on the version folder to open it. This will be titled either **version_a** or **version_b**.

3 Double click on the **Interactive** folder to open it.

4 Double click on the executable file to launch the game. This will be titled either **Showdown_A.exe** or **Showdown_B.exe**. The game will launch automatically. Your computer may warn you that the file you are opening is unknown or you may get a message saying "Windows protected your PC." If so, click either **More info** or **Run** to launch the file.

Exiting the Game

Once past the title screen, you may exit the game at any time by clicking the **EXIT GAME** button in the upper right corner of the screen, and then by clicking **OK**, or by pressing Ctrl-Q.

How to Play the Game

Setup

On the first screen past the title screen, the game requests the number of teams that will be playing. Select 2, 3, or 4. The game then asks for team or player names (up to nine characters). If no team or player names are entered, Team 1, Team 2, etc., will be used. The game also asks for the number of seconds the teams will be allowed to volunteer to answer a question, to answer each question, and to answer the final question. The default values are 10, 15, and 90 seconds, respectively. Enter all desired values, and then click **>** to go to the game board.

Customized team names make the game more personalized and engaging for the learners. By setting the time allowances, the instructor can adjust the pace of the game to fit the time available.

Game Board

The game board contains 35 tiles in seven categories, valued from 100 to 500 points. All tiles are available that have not been previously selected. Once a tile has been selected, it is no longer available.

To begin play, select a tile, or choose a team to select the first tile. Click that tile to go to the question screen.

Question Screen

Question Volunteer

The question is displayed and a timer starts. Teams read the question and volunteer to answer. Optionally, the instructor may read the question aloud. The method used to volunteer is determined by the instructor (clickers, raised hands). The instructor determines which team volunteered first. Click the volunteer team's button to go to the question response screen.

If no team volunteers, click the **>** button to go to the question feedback screen. If the timer expires, the instructor decides whether to allow further volunteers, or click **>** to go to the question feedback screen.

Question Response

Immediately after a team volunteers, the button starts flashing and a new timer starts. The volunteer team should start or complete their answer before the timer expires. The instructor decides whether the response is within the allowable time. If it is, the instructor evaluates the response and clicks the **Correct!** or **Sorry...** button. The instructor should refer to the Guide to Questions and Answers file that is available from the *Food Safety Showdown!* game menu.

If the **Correct!** button is clicked, the volunteer team's score is increased by the value of the question tile, and the game goes to the question feedback screen.

If the **Sorry...** button is clicked, the volunteer team's score is decreased by the value of the question tile. If there are teams that have not yet volunteered, the volunteer timer restarts and those teams can volunteer. If all teams have already volunteered, clicking **Sorry...** goes to the question feedback screen.

Question Feedback

The correct answer feedback is displayed. The instructor may use this as an opportunity to reinforce the content. Click the **>** button to return to the game board, or if all 35 questions have been selected, go to the final question screen.

Skip to Final

At any time, the instructor can skip ahead to the final question screen by clicking the **Skip to Final** button in the top right corner. This is useful when time does not allow for answering all 35 questions on the game board.

Final Question Screen

Final Question Introduction

To begin the final question round, each team secretly writes their wager on paper. Teams with positive scores can wager up to their score amount. Other teams cannot wager, but they still will answer the final question. Once all teams have written their wagers, click the **>** button to go to the final question screen.

Final Question

The final question is displayed. Each team secretly writes their response on the same paper as their wager. A timer counts time and when it expires, the instructor collects all the papers. Then click the **>** button to go to the final question response screen.

Final Question Response Screen

The instructor clicks on each team from lowest to highest score. That team's button flashes and the **Correct!** and **Sorry...** buttons appear. The instructor reads that team's response out loud, evaluates it, and then clicks **Correct!** or **Sorry...** The team's wager is then input. If the team's score is zero or less, click the **>** button to proceed. If the team's score is greater than zero, the instructor enters their wager (not to exceed their score) and clicks the **>** button. Their score is increased or decreased by the amount of their wager. Repeat this process for all teams. Teams already selected are no longer available. When all teams have been selected, the **>** button goes to the final question feedback screen.

Final Question Feedback Screen

The correct answer feedback is displayed. The instructor may use this as an opportunity to reinforce the content. Click the **>** button to go to the congratulations screen.

Congratulations Screen

The winning score is shown and the winner is congratulated. In the event of a tie, all the winning teams are shown.