

QUIZNEY™

**Interactive game of strategy,
intelligence and general culture**



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Introduction

Quizney™ is about an interactive quiz, method and interactive game of strategy, intelligence and general culture, designed to be played as entertainment game on the Internet, TV game show, computer game or, independently, as parlor game for two or more players where players wager (play or real money) on the next quiz details – question type, question topic, field/sub-field, difficulty level (in percentage of the players who answered correctly), tips regarding the next question, etc. Quizney™ is a game that involves a collective "pot" consisting of the players' wagers which is awarded to the player who wins the round or makes a wager which goes unmatched by other opponents.

The game is based on a collection of questions, each question including detail elements such as question type, question topic /area, difficulty, info (tips/clues), and others. The game is played by two or more players, generally not exceeding nine players that interact with each other, by making bets, thinking they know how to answer the question or have a strategy of bluff, after finding out the details of the question that follows. Players can access items to evaluate the competitors, such as efficiency, level of knowledge, power level, things to be taken into account when betting. Consequently, the game calls not only players' knowledge but also the strategy they use and their intelligence.

Furthermore, bonuses (help tools) are available for players such as life, only 2 (only two answers possible), ask the players (the answers will display the players' response preferences).

Quizney™ Rules

Quizney™ is the name given to a number of quiz games where players wager on the next quiz details – field, difficulty (in percentage of the players who answered correctly), tips regarding the next question. Quizney™ is a game that involves a collective "pot" consisting of the players' wagers which is awarded to the Quizney player who wins the round or makes a wager which goes unmatched by other opponents. The player believes he/she can answer, or has a strategy of bluff.

Quizney™ games can be played with the following options: Bet Limit (the maximum bet is 5 times the open), Pot Limit (the bet is up to the size of the pot) and No Limit (the bet is unlimited and the raise must be at least equal with the bet).

All Quizney™ games begin with some wager over which Quizney players compete. Play money currency is "Quizer". In any basic Quizney™ game, players strategically wager using a number of actions available to them. The actions are as follows:

1. OPEN – The act of making the first voluntary bet in a betting round is called opening and it is compulsory to enter the game's round. It is also called opening the pot.
2. CHECK (PASS) – If there is no wager on the current betting round, a player may check. The act of checking passes the action to the next Quizney player. A check does not forfeit interest in the pot, only the current right to bet. If all players check during a round of betting, the round is considered complete and they must answer the quiz.
3. BET – If there is no wager on the current betting round, a player may bet. If a player bets, the next active Quizney player and any subsequent players may give up, raise, or call.

4. QUIT – The act of quitting up forfeits all interest in the pot. A player who quits is not required or allowed to wager any further for the current Quizney round.

5. CALL – If there is at least a wager on the current round of Quizney play, a player may call. The act of calling requires the player to match the current bet made by the last opponent who bet or raise.

6. RAISE – If there has been a wager on the current betting round, a player may raise. The act of raising requires the Quizney player to match the current bet, and make a greater one. All subsequent players are required to call the raise or raise again ("re-raise") to maintain interest in the pot.

On each betting round, betting continues until the person, immediately the last bettor or raiser, acts.

When the last bet or raise on the final betting round is called, the "quiz" occurs. This is step shall determine who wins the pot, after players answer the quiz; all players shall have the benefits of the same time frame, for example 15 sec. During this time interval the players may use tools designed to help increase their chances of winning.

It could not be necessary to play the quiz for the pot to be won. Such situation occurs when a player bets or raises, and no active players choose to call the player's bet; in other words, all players give up. In this case, the player doing the betting or raising wins the full amount of the pot.

If two or more players pick the correct answer of the quiz within the timeframe, they must enter the next round (rounds) in order to win the pot. The same happens if no player chooses the correct answer. There is only one winner. If only two players remain in the game, they can decide together to split the pot.

Basic Quizney Play: Table Stakes and All-In

Basic Quizney™ is typically played "table stakes", meaning only the money in play at the beginning of each round may be used throughout the round. The table stakes rule has an application called the "All-In" rule, which states that a player cannot be forced to forfeit a Quizney round because the player does not have enough money to call a bet. A player who does not have enough money to call a bet is declared All-In. The player is eligible for the portion of the pot to the point of his final wager. All further action involving other players takes place in a "side pot", which is ineligible to the All-In player.

There are many variants of Quizney™:

	Buy-in		Open	Max. Bet	Players
	Min.	Max.	(Quizney blind)		
Quizney 0.1	1	25	0.1	0.5	2 - 9
Quizney 1	10	100	1	5	2 - 9
Quizney 5	50	500	5	25	2 - 9
Quizney 10	100	1000	10	NL	2 - 9
Custom Quizney	<i>custom</i>	<i>custom</i>	<i>custom</i>	<i>BL / PL / NL</i>	2 - 9

Basic Principle

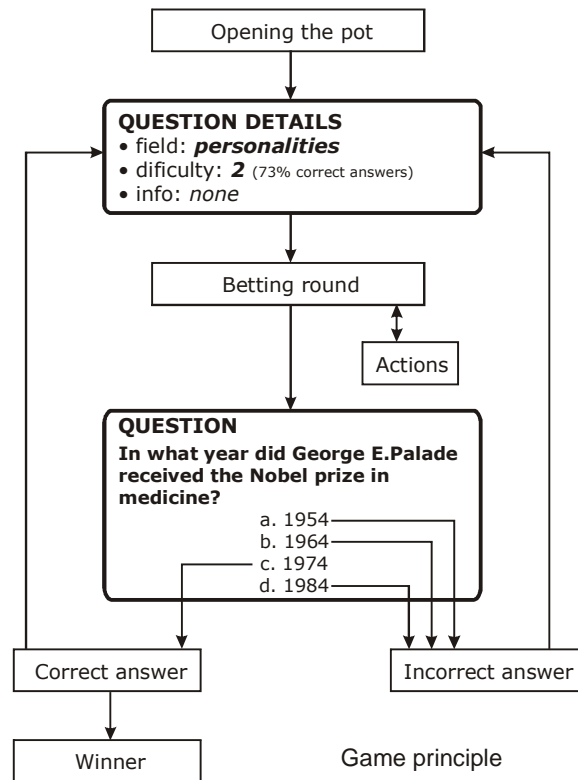
After enter the table and declare the amount /points at stake, players place the opening, also called opening the pot or Quizney blind.

Question's details are then displayed: question type, question field /topic, sub-domain, difficulty, additional clues etc.

Players make bets based on these details using actions such as: check, bet, quit, call, raise.

After the question is displayed all players choose their answers within the same timeframe, for example 15 sec. During this time interval, players may use help tools designed to help increase their chances of winning.

If two or more players pick the correct answer of the question in the allowed time, they must enter the next round (rounds) in order to win the pot. Similarly, if there no correct answer is played. There is only one winner.



If only two players remain in the game, they can decide together to split/share the pot.

Help Tools (bonuses)

During the answering timeframe (15 sec.), players can enjoy several help tools designed to increase their chances to win the pot. Using these tools is not disclosed to other players.

Life - If plays at least one game each day, consecutively, the second day player receives a life, the third day two lives, which, however, cannot be cumulated. A life may be used only once, before answering the question, in which case the system will find the correct answer.

Only 2 - This tool will reduce the number of possible answers to only two possible answers and it may be used only once, to award the pot. If the player has used this instrument and won, he/she will lose 25% of the pot.

Ask the players (what others have answered) - Calling this tool will display, next to each choice, the percentage of players who choose the particular answer in last month (or week). The instrument can be used only once, up to awarding the pot. If the player has used this instrument and won, he/she will lose 10% of the pot.

If a player has used both tools - "just two" and "ask the players" - and wins the pot, then he/she will lose 35% of the pot.

There may be other tools available, depending on the type of game:

Teach me - after the answer, the player sees the answers of the other players at the table, and the correct answer, in real time.

Hidden - hides the player's personal details.

Players' details - shows the power and performance of each player at the table.

Top Bonus – shows the tools (bonuses) of the other players.

However, all these tools may be purchased by players, in which case, the player keeps its gains if has used these instruments and won. "Life", "just two" and "ask the players" have differential prices depending on the type of game played.

Statistics

Question Difficulty (percent of correct answers)	
New	Until it is answered 50 times
0-15 %	6
15-30 %	5
30-45 %	4
45-60 %	3
60-75 %	2
75-90 %	1
> 90 %	Excluded from game

Questions' Difficulty – is a very important element for decisions to be taken during the game.

After being served by a reasonable number of times, e.g. 50 times, a question will be evaluated in terms of difficulty in real time, allocating it a degree of difficulty, e.g. between 1 and 6 (as shown in the table), depending on the percentage of correct answers received from players. Unevaluated questions will be labeled as "new".

Questions with a percentage of correct answers above a certain value, in this case more than 90%, will be eliminated to avoid automated memorizing by some of the players. These questions can still be used only in the "play money" game.

Players' Evaluation may generate detailed statistics compiled for each player, private and/or public, such as: experience, efficiency coefficient, knowledge level, play power, player's rank.

Experience is proportional to the total number of games played.

The player's efficiency coefficient (PE) is calculated as the ratio of money/points earned (M) and money/points lost (m) in a given period of time:

$$PE = M / m$$

Player's knowledge (PK) is given by the percentage of correct answers in a given period of time, for example, between 1 and 6, as follows: if correct answers are between 0-20% knowledge level is 1, between 20-35% knowledge level is 2, between 35-50% knowledge level is 3, between 50-65% knowledge level is 4, between 65-80% knowledge level is 5, between 80-100% knowledge level is 1.

Player Knowledge (PK) (Percent questions answered)	
> 80 %	6
65-80 %	5
50-65 %	4
35-50 %	3
20-35 %	2
0-20 %	1

For each game won, the player receives one positive point and for a lost one, one negative point. The player's power coefficient (PC) is calculated as the sum of points obtained (P) divided by the number of played games (G), in a given period time, resulting values between -1 and 1.

$$PC = \text{Sum (P)} / G$$

Power coefficient (PC)	Player Power (PP)
> 0.6	6
0.3-0.6	5
0-0.3	4
(-0.3)-0	3
(-0.6)-(-0.3)	2
< -0.6	1

Player's Power (PP) is proportional to the power coefficient (PC), for example, between 1 and 6, as follows: if the power coefficient is <-0.6 player's power is 1, between -0.6 and -0.3 it is 2, between -0.3 and 0 it is 3, between 0 and 0.3 it is 4, between 0.3 and 0.6 it is 5, and over 0.6 player's power is 6.

Player's Rank may be given by player's knowledge, player's power, or both combined. Players will be evaluated only after account confirmation and participation in a minimum number of games, for example 25. Unevaluated players will be rated rank 0.

The greatest PK or PP	6
	5
	4
	3
	2
	1
	0

Games room

Play Money				Real Money		
All Games		Type 1	Type 2	Type 3	Custom	
Table	Open	Bet Limit	Players	Free Seats	Avg. Pot	Questions/Hr
Table 1	\$7	\$35	6	3	\$1,200	9
Table 2	\$20	NL	3	6	\$49	15
Table 3	\$2	NL	2	0	\$18	62

Table 2			
Player	Power	City	Money
Player 1	4	City 1	1,000
Player 2	3	City 2	1,500
Player 3	5	City 1	50

Quizney lobby

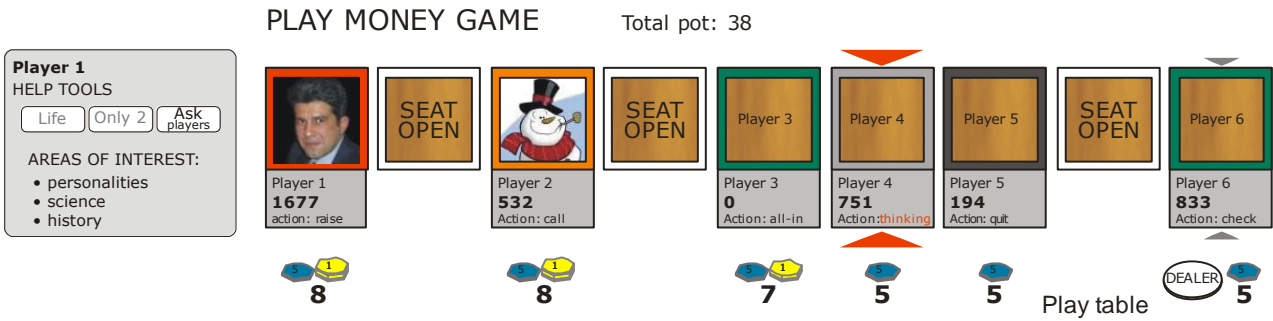
Game room shows all open tables to play with "play money" and "real money". There are filters on the type of game. Tables show different values, as, opening the bet, the number of players at the table, open seats, average pot, and speed of the game.

The mouse action over each table shows the players' details, optional players' power, the money at stake, etc.

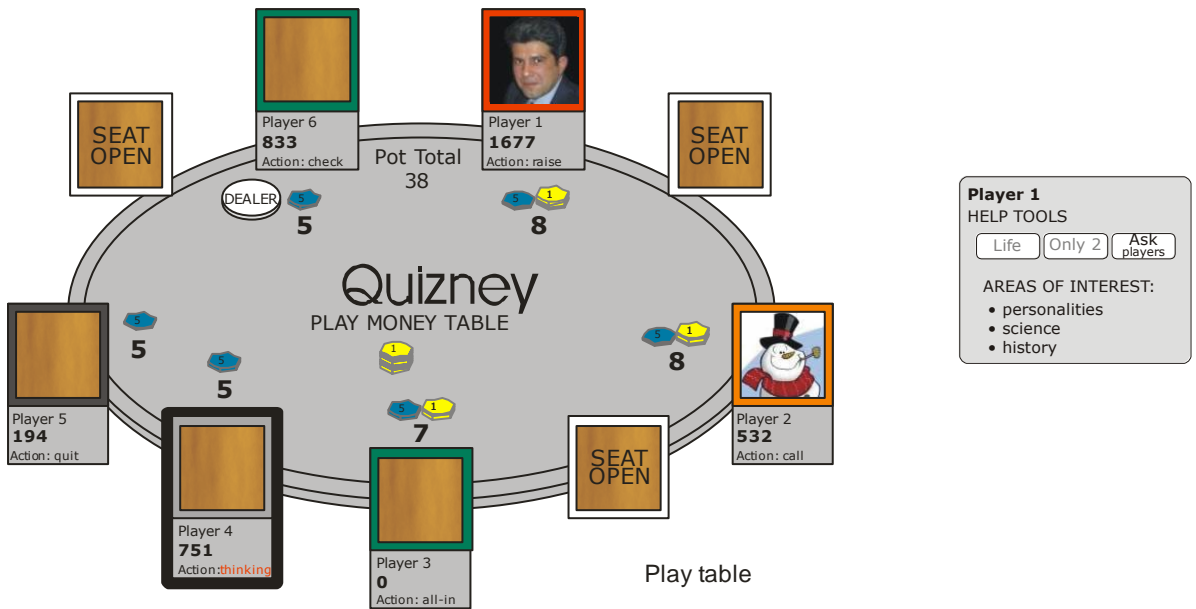
Game tables

Quizney™ can play online at virtual tables where players can be ordered in line or around an oval table.

If players are in line, the game takes place from left to right.



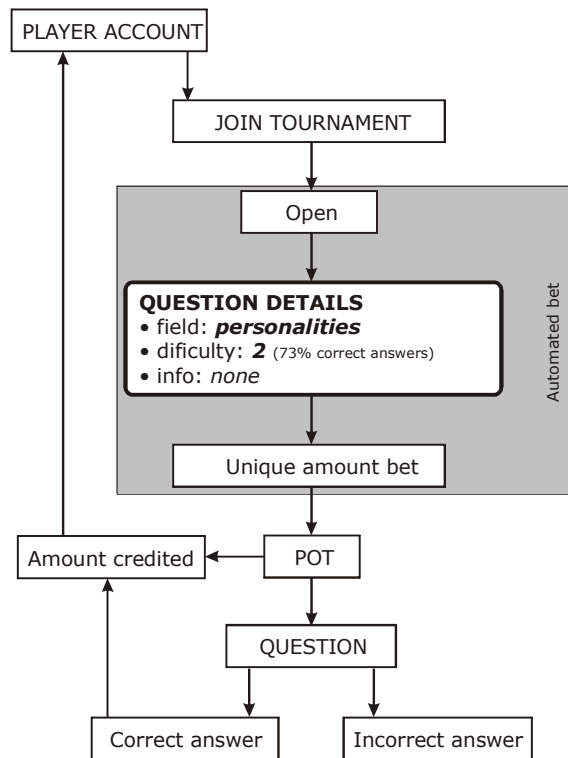
If players sit at table, the game takes place clockwise or counter-clockwise.



The dealer is marked with a specific chip. The active player and the next player have distinguishing marks. Each player will show the name or nickname, table stakes, the last action.

Help tools and three areas of interest are made available for the players. The active /inactive help tools will be presented so that the player can easily recognize them. The areas of interest can be selected /changed, either from the player's own account, or directly to the table.

Tournament variants



Tournament variants

Tournaments can be organized with real money, and play money. In both cases the player will pay a certain amount of participation (cash or points).

Depending on the particular tournament - Quizney .1 Tournament, Quizney 5 Tournament, etc. - participation fee shall be different, as well as betting limit.

There can be several types of tournament, with lump sum bet, with automatically bet, or "Fast Quizney".

The tournament with lump sum bet has the following steps:

- Open the pot (15 sec.)
- Question details and bet placement (15 sec.)

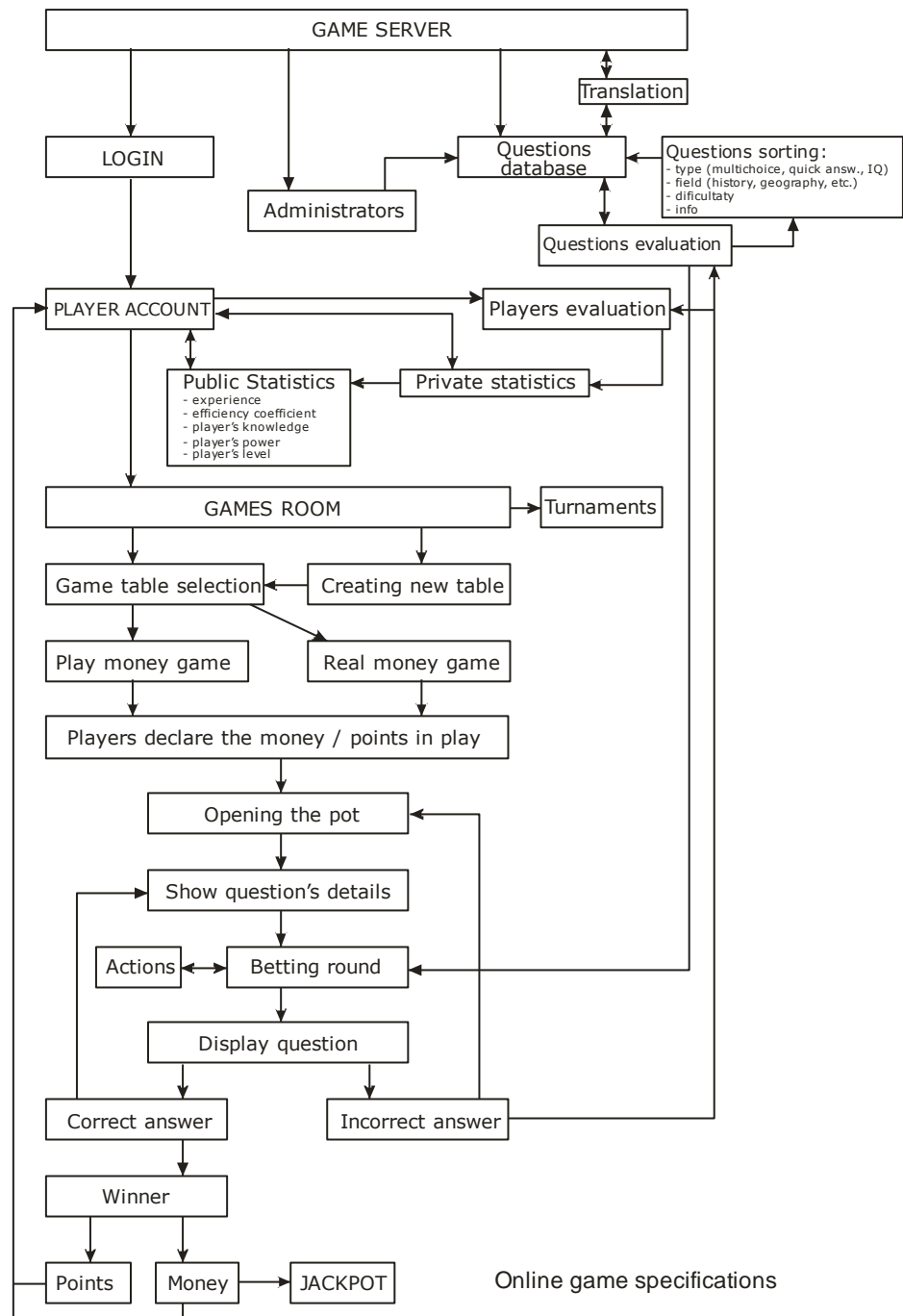
If the player decides not to pursue with the question, he/she will lose the opening amount. The player can take a break at any time during the tournament. The remaining unplaced amounts will be lost at the end of the tournament.

The tournament with automated bet is simple and fast, as the stage to display the question's details is missing. When each question is displayed the system will take the bet automatically, as points or money. In this version the player must attend the tournament to the finish; no break is allowed.

In the case of the tournament with lump sum and the tournament with automated bet, the pot of each question will automatically be divided between players who answer correctly. At the end of limited time tournaments players remain with the amounts won. The official winners are those with the best performance, respectively, with the highest rank in the tournament.

"Fast Quizney" Tournament is the most simple and fast. Players pay the participation fee, enter the tournament and answer the question, one by one, being able to use the help tools, according to rules. Players who make mistakes are eliminated. The whole pot, represented by the participation fees, is won by one player.

Online game specifications



Online game specifications

Online Quizney™ includes individual authentication of the players in a central game server that stores the database of quizzes, entered and maintained by the administrators, players or third parties. From its player account, the player shall have access to private and public statistics of other players in the virtual game room, where it may choose the game type, points/virtual money or the real currency game, game type and current table, or it may create a new table customized with its own game features.

The Game Table, displays, as the case may be, the vacancies, and players (active or passive) putting on view player's name, amount/points currently played resulting from the amount/points necessary to enter the game, except the lost amount/points; it may have a minimum and/or maximum value, and the player next in game displaying a distinctive sign.

The game is played by 2 or more players, for example up to 9 players, clockwise, on three betting systems: Bet Limit (minimum and/or maximum) Pot Limit (maximum bet cannot exceed the pot) and No Limit (unlimited bet, the raise must be at least equal to the bet).

At the beginning of the game, each player sets its table stakes, between a minimum and maximum depending on game type.

At the beginning of each round, the server put on player's behalf a mandatory amount for opening the pot, in form of colored chips, bearing specific values, and displays the quiz details after the random quiz pick off the data base.

Depending in the details of further question, ability of competitors, their actions, players make bets, each at a time, clockwise or from left to right, as the case may be; they strategically use the options they have in different stages of the game; each players shall have a time limit of 15 seconds (for example) to decide the action.

On each betting round, the action continues until the player next to the last player that betted or raised.

After the last bet or last bet or last raise is paid, the betting round is automatically closed and the server sends the question.

At this stage it shall be decided who continues the game or who wins the pot; after the players answer the question, all during the same time interval, for example 15 seconds, by choosing one of the fourth answers available.

During the time internal necessary to answer the question (15 sec), the players may benefit of many help tools, meant to increase the chances to win.

It might not be necessary to answer the question for the pot to be won by one the players. Such happens when a player bets or raises and none of the active players pay such bet/raise; in other words all active players choose to quit. In this case the player that betted or raised wins the entire pot.

If two or more players give the correct answer within the awarded time limit, in order to appoint the winner, they have to take part in the next round/s that begins by displaying the question's details. The same occurs if no one gives the correct answer; but to stay in game need means to place the opening by hand. Only one player shall win the pot.

In case when two players stay in game, they can decide to share the pot.

TV show - Quizney™

In case of the real money game, part of the winning amount shall be kept to create a jackpot that shall be awarded live, within a TV show that shall promote and grant awards to the powerful players of the precedent week.

Within the show are invited the powerful nine players from the play money game, and the powerful nine players in real money game.

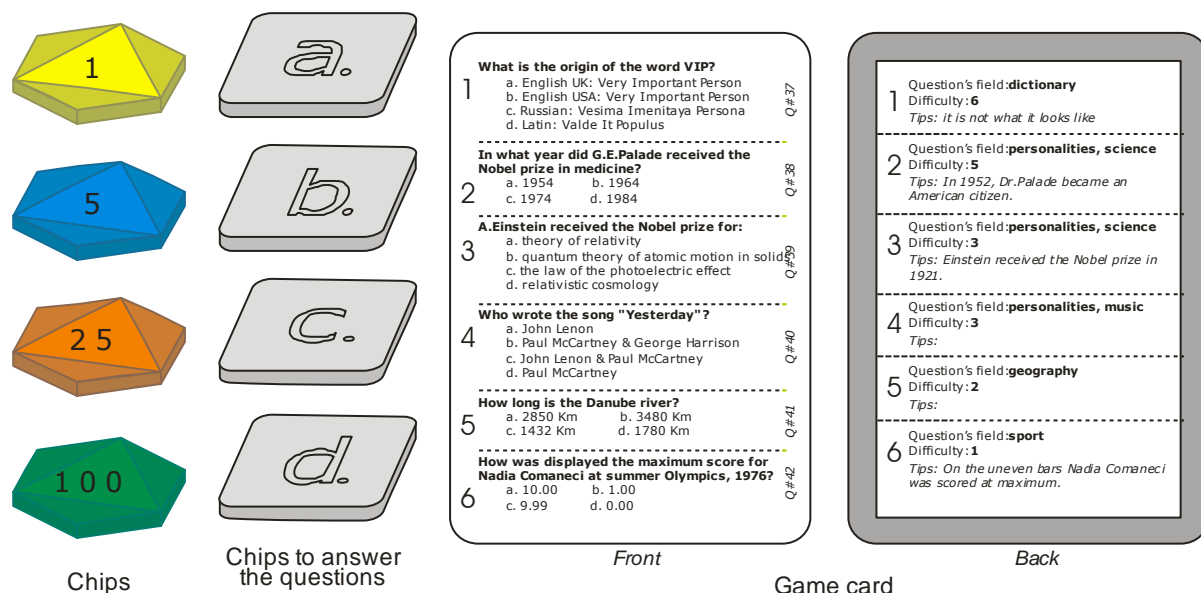
Consequently, there shall be two tables, each with nine players or less, in case part of the invitees shall not attend the show. The jackpot in the previous week shall be divided in equal shares between the players. No Limit Quizney shall be played, the opening being equal to, for example, half of the amount received by each of the players.

In the end, the winner of play money table and the winner of real money table shall play to win the Pot in a No Limit Quizney game.

During the TV show the viewers may participate in the TV show's tournament by SMS.

Quizney™ Parlor Game

The parlor game is made of colored chip sets having specific money values, the players use to make their bets, chips set to answer the questions labeled from a to d; each player shall have a set of a different color, a set of game cards and a control table with the correct answers.



Each card in the game cards has printed on its face a number of questions, answers options, question's number and a control key; on the back of the card there are the corresponding details of each questions, question's type, topic, domain, level of difficulty helping tips, and other similar, and the question's number.

001 - a	051 - c	101 - a	151 - d	201 - d	251 - a	301 - b	351 - c	401 - b	451 - c	501 - b	551 - a	601 - a	651 - d	701 - d	751 - a
002 - a	052 - d	102 - c	152 - a	202 - d	252 - a	302 - a	352 - d	402 - a	452 - a	502 - c	552 - c	602 - c	652 - a	702 - d	752 - a
003 - c	053 - a	103 - d	153 - a	203 - b	253 - c	303 - a	353 - c	403 - b	453 - a	503 - d	553 - d	603 - d	653 - a	703 - b	753 - c
004 - d	054 - a	104 - d	154 - b	204 - c	254 - d	304 - c	354 - c	404 - c	454 - c	504 - a	554 - d	604 - d	654 - b	704 - c	754 - d
005 - d	055 - b	105 - b	155 - a	205 - a	255 - c	305 - d	355 - b	405 - d	455 - d	505 - c	555 - b	605 - b	655 - a	705 - a	755 - c
006 - c	056 - a	106 - c	156 - b	206 - a	256 - c	306 - c	356 - d	406 - a	456 - d	506 - d	556 - a	606 - c	656 - b	706 - a	756 - c
007 - c	057 - b	107 - a	157 - c	207 - c	257 - b	307 - c	357 - b	407 - c	457 - b	507 - d	557 - a	607 - c	657 - c	707 - c	757 - b
008 - a	058 - c	108 - a	158 - d	208 - d	258 - d	308 - a	358 - d	408 - d	458 - a	508 - b	558 - c	608 - a	658 - d	708 - d	758 - d
009 - b	059 - d	109 - c	159 - a	209 - d	259 - c	309 - c	359 - a	409 - d	459 - a	509 - a	559 - d	609 - c	659 - a	709 - d	759 - c
010 - a	060 - a	110 - d	160 - c	210 - b	260 - d	310 - d	360 - a	410 - b	460 - c	510 - a	560 - c	610 - d	660 - c	710 - b	760 - d
011 - b	061 - c	111 - d	161 - d	211 - a	261 - a	311 - d	361 - b	411 - c	461 - d	511 - c	561 - c	611 - d	661 - d	711 - a	761 - a
012 - c	062 - d	112 - b	162 - d	212 - a	262 - a	312 - b	362 - a	412 - a	462 - c	512 - d	562 - b	612 - b	662 - d	712 - a	762 - a
013 - b	063 - d	113 - a	163 - b	213 - c	263 - b	313 - c	363 - b	413 - a	463 - c	513 - c	563 - d	613 - a	663 - b	713 - c	763 - b
014 - d	064 - b	114 - a	164 - a	214 - d	264 - a	314 - a	364 - c	414 - c	464 - b	514 - c	564 - c	614 - a	664 - a	714 - d	764 - a
015 - c	065 - c	115 - c	165 - a	215 - c	265 - b	315 - a	365 - d	415 - d	465 - d	515 - a	565 - d	615 - c	665 - a	715 - c	765 - b
016 - a	066 - a	116 - d	166 - c	216 - c	266 - c	316 - c	366 - a	416 - d	466 - c	516 - c	566 - a	616 - d	666 - c	716 - c	766 - c
017 - d	067 - a	117 - c	167 - d	217 - b	267 - d	317 - d	367 - c	417 - b	467 - d	517 - d	567 - a	617 - c	667 - d	717 - b	767 - d
018 - d	068 - c	118 - c	168 - c	218 - d	268 - a	318 - d	368 - d	418 - a	468 - a	518 - d	568 - b	618 - c	668 - c	718 - d	768 - a
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020 - d	070 - d	120 - d	170 - a	220 - d	270 - d	320 - a	370 - b	420 - c	470 - b	520 - c	570 - b	620 - d	670 - a	720 - d	770 - d
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022 - b	072 - a	122 - d	172 - d	222 - a	272 - b	322 - c	372 - a	422 - c	472 - b	522 - a	572 - d	622 - d	672 - d	722 - a	772 - b
023 - d	073 - a	123 - a	173 - d	223 - b	273 - c	323 - d	373 - c	423 - c	473 - c	523 - c	573 - a	623 - a	673 - d	723 - b	773 - c
024 - a	074 - c	124 - a	174 - b	224 - a	274 - a	324 - c	374 - d	424 - b	474 - d	524 - d	574 - c	624 - a	674 - b	724 - a	774 - a
025 - b	075 - d	125 - b	175 - c	225 - b	275 - a	325 - c	375 - c	425 - d	475 - a	525 - d	575 - d	625 - b	675 - c	725 - b	775 - a
026 - c	076 - c	126 - a	176 - a	226 - c	276 - c	326 - b	376 - c	426 - c	476 - c	526 - b	576 - d	626 - a	676 - a	726 - c	776 - c
027 - a	077 - c	127 - b	177 - a	227 - d	277 - d	327 - d	377 - a	427 - d	477 - d	527 - a	577 - b	627 - b	677 - a	727 - d	777 - d
028 - c	078 - b	128 - c	178 - c	228 - a	278 - d	328 - c	378 - c	428 - a	478 - b	528 - a	578 - a	628 - c	678 - c	728 - a	778 - d
029 - b	079 - d	129 - d	179 - d	229 - c	279 - b	329 - d	379 - d	429 - a	479 - b	529 - c	579 - a	629 - d	679 - d	729 - c	779 - b
030 - b	080 - c	130 - a	180 - d	230 - d	280 - a	330 - a	380 - d	430 - b	480 - c	530 - d	580 - c	630 - a	680 - d	730 - d	780 - a
031 - a	081 - d	131 - c	181 - b	231 - d	281 - a	331 - a	381 - b	431 - a	481 - a	531 - c	581 - d	631 - c	681 - b	731 - d	
032 - c	082 - a	132 - d	182 - a	232 - b	282 - c	332 - b	382 - c	432 - b	482 - a	532 - c	582 - c	632 - d	682 - a	732 - b	
033 - d	083 - a	133 - d	183 - a	233 - a	283 - d	333 - a	383 - a	433 - c	483 - c	533 - b	583 - c	633 - d	683 - a	733 - a	
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041 - d	091 - d	141 - b	191 - d	241 - d	291 - a	341 - b	391 - c	441 - a	491 - c	541 - b	591 - a	641 - b	691 - d	741 - d	
042 - b	092 - d	142 - a	192 - a	242 - d	292 - b	342 - c	392 - d	442 - c	492 - c	542 - c	592 - c	642 - a	692 - a	742 - d	
043 - a	093 - b	143 - a	193 - a	243 - b	293 - a	343 - a	393 - c	443 - d	493 - b	543 - d	593 - d	643 - a	693 - a	743 - b	
044 - a	094 - a	144 - c	194 - b	244 - c	294 - b	344 - a	394 - c	444 - c	494 - d	544 - a	594 - d	644 - c	694 - b	744 - c	
045 - c	095 - a	145 - d	195 - a	245 - a	295 - c	345 - c	395 - b	445 - c	495 - c	545 - c	595 - b	645 - d	695 - a	745 - a	
046 - d	096 - c	146 - c	196 - b	246 - a	296 - d	346 - d	396 - d	446 - a	496 - d	546 - d	596 - a	646 - c	696 - b	746 - a	
047 - c	097 - d	147 - c	197 - c	247 - c	297 - a	347 - d	397 - c	447 - c	497 - a	547 - d	597 - a	647 - c	697 - c	747 - c	
048 - c	098 - c	148 - b	198 - d	248 - d	298 - c	348 - b	398 - d	448 - d	498 - a	548 - b	598 - c	648 - b	698 - d	748 - d	
049 - b	099 - c	149 - d	199 - a	249 - d	299 - d	349 - a	399 - a	449 - d	499 - b	549 - c	599 - d	649 - d	699 - a	749 - d	
050 - d	100 - c	150 - c	200 - c	250 - b	300 - d	350 - a	400 - a	450 - b	500 - a	550 - a	600 - c	650 - c	700 - c	750 - b	

Control table

The game is played by 2 or more players, for example up to 9 players, clockwise, on three betting systems: Bet Limit (minimum and/or maximum) Pot Limit (maximum bet cannot exceed the pot) and No Limit (unlimited bet, the raise must be at least equal to the bet).

At the beginning of the game, each player sets its table stakes, and places a corresponding number of colored chips bearing currency values. Generally, the table stakes must be located between a minimum and maximum set forth before the game commencement. Before each round, the players place on table a mandatory amount for opening.

One by one, each player shall act as dealer. The dealer picks a number between 1 and 6, or plays a dice, setting as such the number of question. Then the dealer shall scramble the cards in game set and randomly pick a card to be placed on the table face down.

Depending on the details of the question, ability of the other players and their actions, one by one, the players make bets clockwise, strategically using the options that have in different stages of the game: open, pas check, bet, quit, call, raise.

After the last bet or raise in the betting round is paid, the dealer shall declare the round closed and faces up the card on the table. In this stage it shall be determine who goes further, or who wins of the pot, as the player answers the questions (all of them during the same time interval of, for example, 15 to 30 seconds), by choosing one of the fourth answer options. Thus, each player shall choose the answer considered to be correct, by discreetly placing face down the chip for answering the question. When playing time is up, the players shall put the answering chips face up.

It might not be necessary to reach the question stage for the pot to be won by one of the players. Such happens when a player bets or raises and none of the active players pay such bet/raise; in other words all players choose to quit. In this case the player that betted or raised wins the entire pot.

If two or more players give the correct answer within the awarded time limit, they have to take part in the next round/s to appoint the winner. The same occurs if no one gives the correct answer. Only one player shall win the pot.

Notes related to presentation of Quizney™ game:

The prior examples described various aspects and game systems. For a better disclosure, specific details and configurations are established to provide an in-depth understanding of this game; even if it is obvious that the game could be used without the specific details described herein.

This game cannot be limited to the given examples; features of a game could be included in other games, even if not specifically mentioned in there, being as such combined.

Even if parts of the descriptions above may refer, for demonstration purposes, to presentation of a question, this game is not limited in this respect, and may include other elements such as: text, object, graphics, audio, video, multimedia or combinations of those elements (text and/or graphic, text and/or audio), a phrase, a sentence, a range of characters, or other similar.

Although, part of the above descriptions may refer, for demonstration purposes, to presentation of a questions with four options to answer, this games is not limited in this respect, and may also include, questions with two, three or more options for answer, multi-choice answers with two, three or more possible answers, question having a list of possible answers, and other similar.